

THE ROSE: PART TWO

Screenplay by

William Magro

Story by

Michael Magro

INT. CARJEN'S HOME - DAY

It was raining outside, Carjen's body lay still in the study, keeping with him the knowledge the Mighty Six so badly needed.

It sets in and the party begins to panic.

MIKALA
Where is Relandra?

ALRAST
Better question... Who is Relandra?

ANGELO
Screw that... Why did they kill Carjen? Maybe it was her.

DUKAT
Don't say that.

The party just looked up, exhausted from the day's revelation.

DOLAN
(More to himself)
Seek the rose?

MIKALA
Ya what do you think that means?

In just a few hours, they were proudly returning successfully from a quest; and while they had questions, they felt that Carjen could and would guide them. Give him the Tome, take the money, smile and leave they collectively thought - we are done. Now they sat alone and quietly wondering what they would do next.

ALRAST
We need some sleep.

DUKAT
Yeah... but we also need to watch over Denren... Can't exactly leave the son of the Earl of Broghan alone.

ANGELO
Fuck the Earl of Broghan, he's the one that captured Relandra... he also tried to kill us and take the tome.

DUKAT

He betrayed Relandra! Tie his ass
up again... this time to a chair,
we can hang him from the ceiling.

The party laughed, until they realized that Dukat consumed by
his admiration for Relandra wasn't joking.

ANGELO

Really... The ceiling.

DUKAT

We hang him from the ceiling in
that closet, then we lock the
door... We can get a good night's
sleep all of us and talk in the
morning.

With that the party froze as they heard a tap on the door
downstairs.

It was not a tap at the front door; it was a knocking on the
backdoor.

DOLAN

The killers back.

CALEMIR

The killer wouldn't knock on the
back door.

MIKALA

Who would be visiting at this late
hour. (checking out window) there
are two people out there... we need
to answer the door.

ALRAST

Dolan go answer the door, anything
fishy let Mikala know... ya know
(pointing at his head) quietly.

Dolan goes down the stairs, to the back door and slowly opens
it up. In front of him stands two wet and very ugly women.

INT. FRONT DOOR - NIGHT

DOLAN

How can I help you?

WOMAN 1
(Puzzled)
Silly question... We are here to
see Carjen... Who are you?

INT. CARJEN'S STUDY - NIGHT

MIKALA
Dolan says these women are here to
see Carjen... They aren't dressed
in normal clothes.

CALEMIR
(Going to window)
Normal clothes?... (chuckling)
Those are prostitutes.

INT. FRONT DOOR - NIGHT

DOLAN
I am Dolan

WOMAN 1
Where is Lorient?

DOLAN
He is busy... What do you need?

WOMAN 1
Busy? Lorient has never been busy
before... matter of fact I have
never seen someone of your sort
answering the door... What's going
on here?

MIKALA (V.O.)
Dolan those are prostitutes.

DOLAN
(Hearing Mikala)
I am here to help... (stumbling
over his words) Uh... Carjen is
working on something important, and
Lorient and he are busy... So... So
I am here to help out.

WOMAN 1
Too important to have his usual
weekly fun? I brought Jo-Jo with me
this week, per his request.

DOLAN
 Sorry... Carjen is not able to
 have... er... fun.

WOMAN 1
 What?

Jo-Jo begins to push past Dolan, he stops her.

JO-JO
 We didn't come all this way in the
 rain for nothing... let me see
 Lorient now.

INT. CARJEN'S STUDY - NIGHT

MIKALA
 He is not doing good.

ALRAST
 Shit.

INT. FRONT DOOR - NIGHT

Dolan, thinking on his feet, which is difficult for him,
 blanks. Just then Alrast rounds the corner.

ALRAST
 Hello... Carjen apologizes for the
 inconveniences he is unable to see
 you today... He doesn't want your
 trip to be for naught, please let
 us pay your fee for your trouble.

A few gold pieces exchanged hands, and the women smiled. They
 turned around and took off back towards town, a bit richer
 tonight without having to sell themselves to an old man.

MIKALA
 Good work Dolan.

DOLAN
 That was good thinking on my part
 wasn't it!

ANGELO
 I am off to sleep, Dukat see that
 this plan of yours is put into
 action.

After tying Denren to the ceiling of the closet aided by
 Mikala Dukat went to sleep.

One by one the party found a room, bed or sofa to get a good night's sleep. As they drifted off to sleep, they knew they were in for a busy day tomorrow.

INT. CARJEN'S HOME - MORNING

The party rose the next morning and while groggy and tired from the night before began to make plans.

MIKALA

What should we do?

DUKAT

Eat his food.

After finding some fine breads from the kitchen they got back to business.

DUKAT (CONT'D)

We have to help Relandra out.

CALEMIR

Yes, that is a possibility, but who is she? Are we helping someone disloyal to the King?

ALRAST

We don't really want to get involved is that is true, perhaps we should just let this be a battle amongst royalty.

DUKAT

Battle it out... She is one of us, she saved us from Kron, we owe her our lives.

ANGELO

Yeah... Plus, she is clearly wealthy and willing to pay... this Tome must be worth something... to someone.

ALRAST

This Tome... I have looked at this and have no idea what it is... It appears to be magical but... the writing...

DOLAN

We should find someone who can read this thing... Perhaps they will see something you have not.

ALRAST
 (Loudly)
 Here, take it!

Dolan is saved from a fight with Alrast as suddenly, the party hears a knock on the front door.

MIKALA
 (Mumbling)
 Not again.

ANGELO
 You know... I could disguise myself
 as Lorient, I am quite good at that
 type of thing...

ALRAST
 We don't have time now, we need to
 answer the door.

The party positioned themselves outside of the door, and Angelo answered it, without his disguise.

As he opened the door, two children and what appeared to be their nanny stood at the door.

DOLAN
 (His best butler voice)
 How can I help you?

NANNY
 Um... You are not Lorient? We are
 here for the children's lessons?

DOLAN
 Of course, the lessons...
 Unfortunately, there will be no
 lessons today... Carjen has a
 pressing matter to attend to.

The kids leapt for joy, "YES!" they screamed and started to run back towards town.

NANNY
 (Confused)
 Ok... wait up boys!

MIKALA
 We need to get out of this place,
 and soon!

MIKALA (CONT'D)

Yes of course... but where are we going to go? What are we supposed to do?

DOLAN

We find Relandra.

DUKAT

Yes... I agree! We must help this woman, I know she is on the right side of this fight!

ALRAST

Fine... But where do we start?

CALEMIR

Most likely the Broghan keep... If they kept her alive that is where she would be.

DOLAN

That is a forty day ride to the far east!

DUKAT

So we go on a journey to save the lass!

Suddenly, Calemir's eleven ears heard something. He looked out the window and coming down the lane was a wagon and a single rider.

CALEMIR

Oh, boy.

DOLAN

Yes I can get into disguise.

ALL OF THEM

TOO LATE!

The party watch the wagon come up to the house and around to the back door.

DUKAT

Must be a delivery of some sort.

The party moved into action as they positioned themselves in the back again.

Dolan, without his disguise moved to the door.

DOLAN
 Hey... (opening door) glad you are
 here?

DELIVERY MAN
 You are?

DOLAN
 I am... Mikala... I am here to
 assist Lorient for a while.

DELIVERY MAN
 Really? Lorient and Carjen have
 been here alone for sometime...
 never seen anyone help them out
 before.

DOLAN
 Well, times change... Between you
 and me he's getting up there ya
 know.

The delivery guy started to grab a box and looked up at
 Angelo who was standing there.

DELIVERY MAN
 Hey buddy... Lorient usually helps
 a bit.

DOLAN
 Of course.

DELIVERY MAN
 (Tipping his hat)
 I am Mel.

DOLAN
 (Grabbing a bag of
 cornmeal)
 Nice to meet you...

MEL
 Interesting accent, you from up
 North?

DOLAN
 Yeah... Redwater.

MEL
 Shit... no kidding... I have a
 cousin up there, Todan the
 Blacksmith.

DOLAN

Yeah, Todan is a great guy... we own the Red Dragon Inn, he is a regular!

MEL

No surprise there, Todan loves to drink a pint or two... or three... So you run a tavern, why are you down here?

Dolan realizing that he may have said too much decided to become a bit more coy.

DOLAN

Had some business down here, and Carjen is a friend of the family... They just needed some help.

Hoping he side stepped any more questions Dolan changed the subject

DOLAN (CONT'D)

So where is a good pub in town?

MEL

(Smiling)

The Miller's Pub... It's the best in town. Lulu... oh Lulu... She will stop your heart, and serve some drinks to bring you back to life... You know what I mean.

DOLAN

Sure.

MEL

When are you done with the grind here?

DOLAN

Later, I suppose.

MEL

Great come on down for a pint, first round is on me, and maybe Lulu will let you grab her ass!

He laughed revealing a smile with four teeth missing. The last box in the house, Mel stood at the door waiting. Dolan looked at him a bit confused.

MEL (CONT'D)
(Clearing his throat)
Hey buddy... can I get some coin?

DOLAN
Oh yeah, sure... put it on the tab.

MEL
Haha... Ya man, the *tab*... It's
three coins man.

DOLAN
Of course.

Both men start to walk towards the cart.

Dolan not having any money reaches over to Mel's pouch and
grabs three coins.

DOLAN (CONT'D)
Here ya go.

MEL
Thanks... But it's sort of
customary that I get a tip... ya
know?

DOLAN
Sure.

Reaching back into the pouch he slipped on a loose rock and
patted Mel on the butt.

MEL
What the hell!

DOLAN
No... No... I just tripped I'm not
like that.

MEL
Bullshit!

DOLAN
Man I'm sorry, I know how it looks.

MEL
It looks like your a man who
wouldn't care for the likes of
Lulu.

DOLAN

No man really... Look, I didn't have another coin I was gonna grab one off you.

MEL

What the fuck! You thief... where is Lorient, are you stealing from him too?

Calemir looking through the window grabs his arrow and pulls back.

Mikala, Alrast and Angelo were ready to jump into action. Dukat was at the door looking back at Alrast as if to say, "GO TIME?"

DOLAN

No man... no!

Dolan tried to explain. No more explain was necessary as Mel took his big meaty fists and pounded Dolan in the stomach.

Calemir stood by, realizing a shot of his arrow would do more harm than good. After a few fists exchanged.

DOLAN (CONT'D)

Wait, I will pay you... I will pay you.

MEL

Not good enough... I want to see Lorient.

DOLAN

No... I don't want to lose this job... please you are right, I was just trying to save some coin. I can't lose this gig... Here... that's ten coins, let's forget about this.

MEL

Ok... do that shit again and I will kill you... GOT IT!

DOLAN

Sure man... sure.

MEL

I can't believe my cousin visits your tavern.

He grabbed the gold, and gets in the wagon.

MEL (CONT'D)
 Hey shithead... If I see you at
 Miller's pub tonight, you will not
 enjoy your evening! Got it?!

DOLAN
 Ya, sure.

MIKALA (V.O.)
 Nice work, dumbass, we lost a
 customer.

Angelo shook his head and the party turned and went back into
 the living quarters to discuss their next steps.

INT. CARJEN'S HOME - MID DAY

CALEMIR
 We have to bury these bodies and
 get out of this place.

DUKAT
 Yes... We have to get Relandra.

Angelo nodded in agreement.

ALRAST
 Let's get a grave dug now.

EXT. CARJEN'S BACKYARD - MID DAY

Alrast and Calemir go out to prepare a grave for Lorient and
 his master Carjen. After digging the appropriate holes, the
 two return to get the bodies.

They grab the dead men and move out the door. As they moved
 out towards the site, they noticed movement near the back of
 the house.

They both stopped and moved to hide. They saw two men who
 were pruning the hedges and doing odd garden work.

ALRAST
 (Muttering)
 The gardeners.

A few hours later the gardeners left.

ALRAST (CONT'D)
 Good thing, they didn't need to
 talk to Dolan... Come on.

Alrast and Calemir put Lorient and Carjen in the ground, so that their bodies may rest in peace.

ANGELO

After a century on this planet, one of Fae'Lin's wisest men has finished.

INT. CARJEN'S HOME - AFTERNOON

Once again the party gathered to discuss the need to leave Carjen's keep; for hours they have talked about leaving, but interruptions have become the norm.

CALEMIR

We go to the capital city, there we can find a sage to read the Tome.

DUKAT

After that we make our way to Relandra.

CALEMIR

Yes... Dukat.

MIKALA

What about Denren? We can't just walk around Windsor with a prince as prisoner.

ANGELO

We've done this once before... We need a covered wagon, we can hide him there.

DOLAN

Great plan, but they cost a lot of money.

ANGELO

Thank you finance officer... We put it on Carjen's tab.

ALRAST

Spend the money of a man we just buried?

ANGELO

Perfect right... No one to complain, the perfect crime.

CALEMIR

Come on... Before Dolan needs to
answer the door again.

EXT. EBORE - AFTERNOON

Angelo and Dolan went into the small town to visit the one
and only wagon master. Dolan finally donned the Lorient
disguise and went up to the wagon master to purchase the one
and only wagon.

WAGON SALESMAN

Carjen's leaving town?

DOLAN

(Impersonating Lorient)

Yes.

WAGON SALESMAN

Well... I'll be damned... you two
haven't left town for a year...
folks around here were starting to
think you two died in there.

DOLAN

Hahaha...

WAGON SALESMAN

Well... must be important.

DOLAN

Sure.

WAGON SALESMAN

You coming back soon?

DOLAN

Yes... but we need to get moving...

WAGON SALESMAN

Of course... (walking over to the
wagon) You're good for it... we'll
settle up when you get back.

Dolan smiled from ear to ear, as he and Angelo hopped on the
wagon and headed back to Carjen's place.

INT. CARJEN'S HOME - NIGHT

They pulled up to the back and the party quickly loaded the
wagon and planned on leaving at nightfall.

Around 8 PM, the party started to get ready to go when Calemir and Dukat hear someone approaching the home.

ALRAST
What the hell?

ANGELO
Not again.

MIKALA
The good news is Dolan is still in full disguise...

DOLAN
I can dispatch them within the hour and we will be on our way.

DOLAN (CONT'D)
(Opening the door)
Yes?

Dolan opens the door and sees an elderly couple.

WOMAN
Thank the God's... Lorient what is going on here?

DOLAN
I'm sorry who are you?

WOMAN
Who are we?... Lorient we have known you for years... It's Abby and Jeremy Johnson...

DOLAN
Of course... I'm sorry... It's so dark out here.

ABBY
You are just going to leave town and not tell anyone?

DOLAN
Well...

ABBY
And you think we weren't going to find out about it... I can't believe you. We can't even have a drink to say goodbye, what is SO URGENT that you can tell your best friends?

JEREMY

Sweetheart... I think we need to get going... Let's give Carjen and Lorient some space.

ABBY

What? No... I want answers.

JEREMY

I think... I think... we should give them some space.

ABBY

No!

JEREMY

(Grabbing her arm)

We need to GO!

Angelo noticed that something was amiss when he noticed that Dolan's makeup was running and one of his false eyebrows was hanging down, in the wrong place.

The disguise was NOT working!

The other party members noticed it too... and sprang into action.

Alrast bust open the door trying to grab the old man. Dukat moved into a position to grab the old lady.

Jeremy had grabbed Abby by the hand and began to run, Alrast and Dukat quickly caught up with the elderly couple and drag them back into the house.

MIKALA

Shit... now what?

ANGELO

Another two prisoners... Soon we will have the entire town tied up in here.

Alrast was wasting no time tying up the old people and gagging them. What a nightmare for these two upstanding folks.

DOLAN

What now... We can't just leave them here to die.

ALRAST

But we can't let them talk
either... We have to get out of
town.

They party pondered for a bit and after a few ideas they
decided to put a note on the door.

WE ARE TIED UP IN THE HOUSE UPSTAIRS PLEASE SAVE US!

DUKAT

(Chuckling)

If they were tied up, how were they
able to write the note.

Some in the party laughed, but they realized this was hard on
these two old people.

EXT. ROAD TO CADERYN - MORNING

The party moved out, and Carjen's keep slowly faded away with
each klip-klop of the horses feet.

DOLAN

Mikala and I have never left
Redwater until this whole ordeal.
Is Caderyn as big as they say.

CALEMIR

Is sixteen districts all as
sprawling as Redwater big?

MIKALA

Sixteen... Won't those districts
cause in fighting?

ALRAST

No... Under King Jensam and Queen
Anria, rich and poor, royal and
common are all intermingled in one
massive city.

ANGELO

A political answer from a political
man. The city is collapsing in on
itself... Just look at the Temple
Ward.

DOLAN

What is a Temple Ward?

ANGELO

The Temple Ward is at the center of the city... There all the established faiths fight for worshipers... The guards have given up patrolling the district.

ANGELO (CONT'D)

Guards... I would hardly call the Guardians of the Sun guards.

ALRAST

Show some respect... These men dedicate their lives to protect the family Windsor.

DOLAN

Why are they called the Sun Guards?

ALRAST

There wear gold helmets and have a sun on their shield; as such they are called Sun Guards... And they are the glue that hold the city together.

ANGELO

Don't listen to him... These guards are mean and nasty and rumor has it that they have a undercover unit filled with assassins and thieves to do the dirty work of the King.

ALRAST

A healthy district does not need constant monitoring.

DUKAT

Don't forget the Garda. The army of Windsor and Caderyn... The Crimson Guard as they are known, they wear bright red cloaks and keep the peace all across the land.

ALRAST

Regardless of what they are called they do not enter the Temple Ward.

ANGELO

The guards don't go into the district because so many of them have died... is that healthy?

ALRAST

Oh... Well I don't travel close to that district anyway... I stay in the Magic Quarter... It is unlike any district in the city. It has powerful residents who often entertain visitors with magic illusions, fireworks and exotic events... And the best selection of dragon parts in the city.

ANGELO

(Laughing)

The magic quarter... Finance street is where we should visit. It is where banks and merchant-houses tend to congregate because much of their business is with each other... Easy to pick-pocket any one of those soft handed losers.

DUKAT

The Guild District is where any good dwarf should go. It has organizations of skilled workers, such as the mason's guild, the cobbler's guild, and the jeweler's guild... Some of my cousins run the mason's guild, we can stop by when we get into town.

CALEMIR

In the Elven District, the city is separated and we elves live in relative peace. We have our own laws and guard and outsiders are viewed unfavorably.

ANGELO

This is the worst district.

DOLAN

How do you know it is for elves only?

CALEMIR

With tensions high between the races, sometimes humans venture into the area to cause problems.

ANGELO

Cause problems?

Alrast sensing an argument interjects.

ALRAST

There are more exotic guilds devoted to sages, wizards, and mercenaries. Of course rumor has it there are dark arts guilds in the city, but they do not have public guildhalls.

MIKALA

Is it true zombies live there?

ALRAST

An old wives tale... Each town has to have a place to bury the dead. In Necropolis there is a massive graveyard that has few or no residents other than the undead creatures that may lurk among the tombstones and crypts.

MIKALA

Zombie's are undead.

CALEMIR

True, but fake.

ANGELO

This conversation could last all three days... There is the Feilea Square where festivals are held... The Anglers' Wharf on the dockland... The Goblinoid District crawling with goblins... The Red Light district which needs no introduction... The gated community of Talamh nobles, where the royal family lives and where the high end shops lay... And best of all is the Arena.

EXT. ROAD TO CADERYN - NIGHT

After carefully taking the road to Caderyn, a three days journey, they saw the largest city in Fae'Lin in the distance.

The party was excited to see the sprawling metropolis, but was also concerned about how to get their prisoner through the city streets.

They make camp for the night.

ALRAST

We will leave for the city in the morning...

MIKALA

It will still be difficult to hide a Broghan prince, even with the cart.

ANGELO

I thought of a solution on the ride over... We get him drunk.

EXT. CAMP - MORNING

After the five men pour drinks down Denren's throat they approach the gates.

EXT. FRONT GATE OF CADERYN - MORNING

GUARD

Halt... What is your business here?

CALEMIR

We are here to visit the city and bring some ale for sale.

The guard looking the party over, pointed to the half-elf, elf, and dwarf and instructed them to come forth.

Alrast, Calemir and Dukat complied as they moved forward.

GUARD

Come this way.

As they escorted these two, another few guards took Dukat into one guard tower and Calemir went into the other and Alrast into another location.

INT. GUARD TOWER LEFT

GUARD

Why are you here?

CALEMIR

We are here to deliver ale, I was an escort.

GUARD

Why would an elf associate with this group of humans... and a dwarf?

CALEMIR

They pay well.

The guard looked him over, wrote his name and information on a journal and put a bracelet on his wrist.

GUARD

Do not remove this at anytime... understand?

CALEMIR

Yes.

In a similar manner, Alrast and Dukat were questioned and given different colored bracelets and the party was allowed to move into Caderyn.

EXT. CADERYN - MORNING

As the party moved into the city looking for a place to stay, there were enjoying all the action in the streets.

The jugglers and street entertainers where fun to watch, and they had not had this much fun since the day before the orcs attacked the Red Dragon.

ALRAST

We have to get a place to stay and move on as soon as possible.

ANGELO

We have been fighting for weeks let us enjoy the city.

CALEMIR

Can we enjoy the city with the prince of the Broghan clan in our wagon?

The party continued into the city, when a middle-aged man, who wore fine cloth approached.

MAN

Fine sirs, may I have a word with you?

The party stopped and looked confused. With that, he turned to a young man behind him, grabbed him by the ear and threw him towards the group.

MAN (CONT'D)
SAY IT!

BOY
Sorry?

ALRAST
For what boy?

DUKAT
WAIT?!... This is the man who tried to take Relandra when we were riding south.

MAN
Now that he has said his apologies I would like to work something out... (politely) Sir you are wearing my armor.

ANGELO
Yes... It fits well.

CALEMIR
Sir... Your son attacked us on the road and tried to capture our friend.

MAN
I understand, my son it seems is as much of a negotiator as he is a fighter... But that is still my armor and I am willing to pay you 500 gold and I will put you in my private penthouse near the city center.

DUKAT
No!... You attacked us.

Dukat reaches slowly towards his axe.

MAN
My friend... Look around you... Do you see the Crimson Guard?

DUKAT
No.

MAN

That is because they will be the least of your problems... I have other friends here and if you raise your axe at me, it will be your last action.

DUKAT

Yeah right!

MAN

I like your spirit... but not your wisdom... I am a powerful man... Actually... I am Lord Winston, Councilman in the third district of Caderyn.., If something happens to me you will rot in a dungeon for the rest of your life... If you survive that long.

Dukat is growing impatient and not ready to yield. Angelo and Calemir are surveying left and right.

Dolan and Mikala are looking behind the councilman.

DOLAN

Um... Dukat... I think you need to think about this.

ANGELO

This is not a good place for this.

DUKAT

(Seeing his parties
discomfort)

Ai... Angelo would gladly sell you the armor. I am sorry... Sir.

MAN

Excellent... I like you guys... (To his son) Moron, help these men to our penthouse in the city... And tend to their needs.

He turned and looked at Alrast and with a smile.

MAN (CONT'D)

My son will be at your service for the entire day... Do with him as you will. I will meet you tonight for dinner to collect my armor and pay you.

Dolan watched him disappear in the crowd and noticed at least three large men following behind.

DOLAN
He wasn't alone.

MIKALA
And those men don't look like they would be an easy fight.

INT. PENTHOUSE - MID DAY

Young Witon, the son of Lord Winston, led them to the penthouse.

The party was taken to a private suite on the top floor of the largest inn in the city.

With a view of the Windsor castle to one side, a view of the Caderyn Plaza on the other, the party was able to relax for the first time since the night at the Red Dragon.

Baths were run, food was brought up and the party was able to rest for the first time in weeks.

They took the prisoner, tied him up and placed him in the back room.

Alrast and Calemir went into the city to sell some jewelry and find some armor.

Dolan and Angelo went out to look around the city.

Dukat guarded the room and prisoner.

EXT. TALAMH DISTRICT - AFTERNOON

Alrast and Calemir are trying to get some new armor.

CALEMIR
Hey look... An archery contest, tomorrow.

ALRAST
(Not paying attention)
Uh huh...

CALEMIR
What are you looking at?

ALRAST
Yah...

CALEMIR
ALRAST.

ALRAST
Huh?

CALEMIR
What are you looking at?

ALRAST
Seek the rose.

Alrast points to a tavern called Merilwen Tavern across from the Arena that with a rose insignia in its sign.

Maybe they should chase the carriage as they cross the street. It distracts them from entering the rose place.

CALEMIR
Huh?... We can tell the others later, did you hear what I said?

ALRAST
No.

CALEMIR
There is a archery contest tomorrow... I'm going to sign up.

ALRAST
In armor like that... In a place like this?

CALEMIR
Your right.

INT. ARMORY

CALEMIR
Hello, I need armor. (putting jewels on the counter)

FRED THE ARMORER
You need gold. (Points at a sign, GOLD ONLY)

CALEMIR
Oh...

FRED THE ARMORER

Go to the Noble district sell the
jewels and come back, we have all
the armor a good looking elf could
need.

CALEMIR

Alright... Alrast we have to...

Alrast has taken off into the street sprinting after a
carriage.

CALEMIR (CONT'D)

ALRAST.

Calemir catches up.

CALEMIR (CONT'D)

Alrast what are you... RELANDRA?!

ALRAST

YES... IN THAT CARRIAGE!

Both men jump in.

CALEMIR

RELANDRA?!

ALRAST (CONT'D)

YOU ARE SUPPOSED TO BE
MISSING!

WOMAN IN WAGON

No... Do you know my sister?!...
MISSING?! Stop the cart.

The cart pulls to the side of the road.

ALRAST

(Stunned)

I am sorry, she never said she had
a twin.

WOMAN IN WAGON

Where is my sister? Have you seen
her? I am quite worried!

CALEMIR

(Stammering)

Ah... We don't know...

WOMAN IN WAGON

What do you mean? What have you
done with her?

ALRAST

No... Nothing. We just met her in Redwater.

WOMAN IN WAGON

Redwater... Why was my sister in *that* part of Windsor?

She clearly didn't mind insulting Alrast as she emphasized the word "that" as if it was an unseemly place that a royal would rarely, if ever visit.

CALEMIR

She said she was on business.

A footman was moving into position but the woman nodded that she was ok.

WOMAN IN WAGON

What business would my sister have their with your kind? She is a lady from the court of Windsor.

ALRAST

I don't know?

WOMAN IN WAGON

Oh, any you don't know where she is now?

ALRAST

No.

WOMAN IN WAGON

(Curtly)

Well, thank you for your time.

She abruptly turned away ending the conversation. The carriage began to pull away

WOMAN IN WAGON (CONT'D)

(Loudly enough for them to hear)

You would think some people would act with a bit more class in our city.

CALEMIR

I guess there is still much we do not know about Relandra.

EXT. NOBLE DISTRICT - MID DAY

As they approached the Noble District they were turned away.

GUARD

Elves and Dwarves are not welcome
in this part of town without a
special permit.

CALEMIR

Permit... We are guests of the
councilman...

GUARD

You could be the king's guest...
Without a permit you are not
crossing. (To Alrast) Sir... You
may enter.

Alrast opened his mouth, too stunned he just turned and
walked away.

ALRAST

Now what?

CALEMIR

There are jewelers in the Elven
district, that won't turn away the
opportunity for money, no matter
the race of the patron.

INT. JEWELER

JEWELER

Where did you get such gems? They
are unlike anything I have seen...
If you find more of this please
come back to me, I will pay top
gold for it

The two nodded and made it back to Fred the Armorer.

INT. ARMORY

FRED THE ARMORER

(Without looking up)

Leave the money there. I will make
you the best armor you have seen.

Pleased they returned to their penthouse.

INT. PENTHOUSE - NIGHT

The party, with the exception of Angelo, all returned to the penthouse suite to meet with Lord Winston.

BUTLER
What of Angelo?

MIKALA
He has pressing business in the town square.

DOLAN
(Under his breath)
Ya, with two young ladies.

BUTLER
Very well... Please follow me.

INT. PENTHOUSE ROOM

The group walks across the hall and enters.

Winston is seated at a small chair in the room, and there are six other chairs placed in a row.

LORD WINSTON
Welcome!

ALRAST
Here you are my lord.

LORD WINSTON
The butler will get it.

The butler takes the armor that Alrast had brought over and placed the coin in his hand. He disappears through the door.

LORD WINSTON (CONT'D)
Very good... Please sit... We are missing one are we not.

ALRAST
Yes, he had other business to attend to... Our apologies.

Looking away Winston nodded to one of the butlers in the room, and the door opened.

A small group of musicians came in, and then seven young ladies came into the room.

LORD WINSTON
(Smiling)
Hope you enjoy a little
entertainment before dinner.

The party nodded their approval.

The music began and a festive night was joined. The ladies began to dance at each person chair, and all details were managed.

As their was a half-elf for Alrast, an elf for Calemir and a dwarf for Dukat.

The men were quite please with one exception.

Calemir appeared a bit disinterested in his dancer. He almost had a look of pain on his face and did not watch her as she made slow and gentle moves near and around his chair.

As each beat of the music pump, she would grind him with it.

LORD WINSTON (CONT'D)
(Leaning to Calemir)
Are you not pleased with your lady?

CALEMIR
No... It is fine.

Lord Winston was a fine host and would not take that for an answer. He called for another lady to take her place and she was dismissed.

The music continued and the ladies got closer to their men. The smell of perfume of these ladies was intoxicating, and the slow movements made the party want more and more of the women.

Yet, Calemir was a bit annoyed still.

LORD WINSTON
Is this not right for you sir?

CALEMIR
I am fine... thank you my lord.

LORD WINSTON
No.

A bit of a approving smile a crossed his face. Lord Winston nodded and shrugged and the party continued to enjoy the evening.

A male dancer walks in and begins to dance on Calemir the other woman is dismissed.

After a bit of wine the ladies retired to another room and a seven-course feast was brought in for enjoyment.

An after-wine drink was brought out, and seven pipes was brought out as well.

Lord Winston looked up and nodded; all the wait-staff disappeared and the party sat out on a deck overlooking the city in the late evening hours.

EXT. PENTHOUSE BALCONY - NIGHT

Taking a puff from his pipe.

LORD WINSTON

So Mighty Six... Where is Relandra?

The party stopped and could not control their surprise, and it dawned on them all that they were in for quite the conversation.

ALRAST

Well... We... We don't know.

LORD WINSTON

I see.

INT. A TAVERN IN CADERYN - NIGHT

Angelo did not seem interested in joining the councilman at the penthouse, for it seems that two lovely ladies caught his eye.

Each time he talked, they would listen to every word. His accent, a man from the elven land's common is a bit different than they were used to

And of course, Angelo enjoyed the attention and enjoyed making them giggle.

The girls seemed to fight over him, sometimes physically pushing themselves to grab his arm.

Angelo, again, felt quite pleased and did little to shoe either girl who he may like more. Pub after pub, dancing and drinking, the night grew later.

LADY 1
 (Giggling)
 Want to go down to the river for a swim?

ANGELO
 (Hesitant)
 Why not go back to my place?

LADY 1
 Noooooo... It is so much fun to swim in the river at night.

LADY 2
 And we don't need to wear anything in the dark.

LADY 1
 PLEASE PLEASE PLEASE!

ALRAST
 (Conflicted)
 Um... Let's just head back to my place... I am staying at the Cordell Tower.

The girl's eyes lit up.

LADY 1
 That's the best hotel in the entire land of Windsor.

ANGELO
 Have you been?

LADY 2
 Of course not.

The ladies grabbed Angelo and ran with him back to his penthouse suite.

EXT. PENTHOUSE BALCONY - NIGHT

The twins talk with each other mentally.

DOLAN (V.O.)
 How does he know of Relandra?

MIKALA (V.O.)
 I don't know, he must know more than we do.

DOLAN (V.O.)

Can we trust him? After all it was his son who wanted to capture Relandra.

Dolan leans over to protest but Alrast cuts in too quickly.

ALRAST

We rescued Relandra from the orcs a few days ride outside of Redwater... As we made our way back to Redwater we realized that she was not a commoner.

LORD WINSTON

Yes... She is quite special. Now these orcs, seems odd that they would just attack and take women; clearly someone or thing is behind this attack.

CALEMIR

Well, we would agree... The town guards were led away from Redwater. As it seems the Captain of the guard was paid off. This left the city helpless from the invasion.

DUKAT

And these orcs... They were strange. The orcs were well organized and trained. They did not want anyone except women that were in their 30's. They would pass by some and just grab those they needed... This was a coordinated attack.

LORD WINSTON

Do you think the Dark Lord is behind this?

CALEMIR

(Blurting)

Silly tales... (catching himself) Apologizes my lord... We have all grown up with these tales of a dark lord, do you really believe them Lord Winston? (Not waiting for an answer) The dark lord was killed eons ago and his reputation and lore have increased with time.

(MORE)

CALEMIR (CONT'D)

He was simply a corrupted king who wanted more than the Gods granted and he was put down. After his death and defeat, the Grand Agreement was put in place to bring peace, and I think others may use his name to create fear and stir up trouble from time to time... it is all silly political nonsense.

DOLAN

Some may agree with you... While others believe he will stir and come again.

CALEMIR

Nonsense.

LORD WINSTON

I see how you feel about this my elven friend, but many do not agree. Some say he is rising again and will come; and some think he is going to come very soon. Regardless, someone has to be behind these organized marauding orcs, perhaps Eorloryn from the west?

MIKALA

The wild wizard from the wastelands?

LORD WINSTON

The exact one.

DOLAN (V.O.)

(To Mikala)

Carjen mentioned his name in one of his notes.

Mikala nods, and Lord Winston takes note staring at the twins.

As they were pondering Lord Winston interrupted their thoughts and broke the awkward silence

LORD WINSTON

So... What happened after you realized that Relandra was more than she was portraying.

ALRAST

(Proudly)

Well... I followed her, and watched her every move.

LORD WINSTON

Interesting.

ALRAST

Yes, it was... And she knew the entire time I was watching and we began to talk... She didn't tell me much but we developed a semi acquaintance as we parted she asked the group if they would be willing to help her... We agreed to help her for some gold, being that we were looking for adventure, and in some odd way, this group came together.

LORD WINSTON

(Easing forward in his chair)

Escort? Did she say why?

ALRAST

No.

The councilman's face dropped and he fell back into his chair.

ALRAST (CONT'D)

She just offered us money to escort her to Carjen the Wise's keep.

LORD WINSTON

(Straightening up again)

Carjen... What does that old man have to do with this?

ALRAST

Not sure.

DOLAN

He is dead now.

MIKALA (V.O.)

Too, much Dolan.

Well he seemed interested and wanted to know, and he may already know, or soon will know about Carjen's fate sooner or later.

LORD WINSTON

(Collecting himself a bit)
He was my tutor... As well as
Relandra's teacher. He has been
alive forever... And you tell me he
is dead.

DOLAN

Yes, my lord.

LORD WINSTON

(Voice Cracking)
Who killed him?

ALRAST

We don't know... When we returned
to his house he was dead.

DUKAT

And Relandra was taken.

LORD WINSTON

(A little too loud)
Taken? By whom?

The party exchanged looks. Lord Winston jumps to his feet in excitement.

LORD WINSTON (CONT'D)

Well?! Do you know who took her?!

ALRAST

Yes... But before I tell you, may I
remind you that *your* son wanted to
take her as well!

LORD WINSTON

(Smiling)
Ah yes... That is true... But he
was hired by a spy to do this; as
it appears he was trying to impress
me. He did not know what it was
about, but he thought he was
serving the crown. One thing you
will find about me and my family,
we are loyal to the king! My son is
not too wise, he was born with a
lack of wisdom, and simply was
tricked by someone who wants to
embarrass the king!

CALEMIR

(Standing)

True, but don't you think it odd that your son was trying to capture someone that the Broghan's wanted as well?

Lord Winston takes a step back.

LORD WINSTON

Yes, I understand your point. My son is a fool. If we were trying to do anything to your group, you realize I could have you arrested. I did not; as I realized you have information about a friend. Relandra and her family are close to mine; and her husband's death and her disappearance has appeared a bit suspicious. As her friend and yours, I am here to get answers and perhaps help you.

Calemir looked back at his party and begins to pace back and forth.

LORD WINSTON (CONT'D)

So... Who then killed Carjen?

Calemir paused again. Pondered his next answer carefully, realizing that treason and accusing people of treason is serious.

He sat back down, took a deep breath and said.

CALEMIR

The Broghan Clan.

Lord Winston taking in these words, walks across the room. He looks out the window. He then walks back.

LORD WINSTON

You know these words are treasonous. You know this would be a crime of the highest nature. A Broghan capturing a royal member of the Windsor family would lead to a civil war... (losing his temper)
YOU UNDERSTAND THAT?

Calemir started to answer as Lord Winston begins to move closer, leaning over his chair and collecting his control

LORD WINSTON (CONT'D)
(Calmly)
Do you understand what you are
saying?

ALRAST
Yes.

Lord Winston turns around quickly.

LORD WINSTON
And what proof of this do you have
to make such accusations against
the king of the Broghans?

ALRAST
His son.

Lord Winston stopped. He drew a deep breath, and he slumped
back into his chair.

He leaned towards the party.

LORD WINSTON
Are you saying... Are you saying
that you have the son of the Earl
of Broghan in my hotel suite?

Alrast nodded.

LORD WINSTON (CONT'D)
And you think his family is behind
the capture of Relandra?

ALRAST
We read Carjen's final letters,
heard his final thoughts. Denren
the son of the Earl attacked us on
the highway. Later he admitted that
his father was trying to usurp the
crown and Carjen was part of the
coup... Is this enough, *my lord*.

LORD WINSTON
(To himself)
But why would Denwill, the Broghan
Earl want Relandra?

He pauses for a minute, shaking his head.

LORD WINSTON (CONT'D)
You truly are the Mighty Six!...
But do you have proof of these
conversations?

ALRAST

Yes, we have letters in Carjen's hand, and the verbal confession of both Carjen and Denren.

LORD WINSTON

And all of this information... These accusations... Have you told anyone else?

ALRAST

No.

LORD WINSTON

May I see these letters? Listen to the message bottle?

MIKALA (V.O.)

How can we tell him without telling him about the Tome?

Dolan shrugs, Lord Winston notices, but Alrast has the same thought.

ALRAST

No, we destroyed these; knowing how Carjen was a great man and his legacy should not be ruined by these types of issues.

LORD WINSTON

But you have Denren right?

ALRAST

(Proudly)

Yes.

LORD WINSTON

Oh my... Let me make this clear... So clear even my son would understand. If I get involved in ANY way or if the King is compromised with this information, war will break out... You must keep this information quiet. Do you understand the situation? Do you understand how this could ruin me... or perhaps get me killed.

He drew another deep breath and sat back in his chair, staring off into space, thinking and pondering his future.

DUKAT

Of course, we had no intention to tell anyone.

LORD WINSTON

(Smiling)

The words from a dwarf is good enough for me... Now, let me think about this for a bit; but we must get Denren out of this hotel. I will send my men over to take care of this problem if you want.

DUKAT

Yes, that would be very helpful... We are a group of adventures, not guards.

LORD WINSTON

Very well... I will send someone over later.

He stands up and laughs.

LORD WINSTON (CONT'D)

A group of rag-tag adventures from Redwater and you have fallen into the biggest mess Windsor may ever tackle. The Mighty Six indeed! I am growing tired, and will take my leave.

He clapped his hands and the ladies came back in the room, dressed in very fine nightgowns.

LORD WINSTON (CONT'D)

Gentlemen, you are quite deserving of these ladies companies... enjoy the night.

He bows and leaves the room with two ladies in his arm.

The party looked at each other and one by one they took a different lady with them back to their room for some late-night company.

All except Calemir.

INT. ANGELO'S ROOM - NIGHT

Angelo came back to the suite late with his two women. He could hear the joy of men and women emanating from each of the rooms. "Lucky fella" he muttered and shrugged.

He then grabbed his two girls and took them to his room. The girls were so amazed at the suite, they just smiled and followed their man into the room and the two of them shared him for the evening.

Around 2AM, a knock on the door awakened Angelo. He came to the door, opened it and saw two large men standing there.

ANGELO
(Half-Asleep)
Yes?

GUARD
We are here for the package.

ANGELO
Ah... What?

GUARD
The package... we are here to pick it up.

ANGELO
Sorry, you have the wrong place

Angelo shut the door.

Lord Winston's two men were puzzled.

They left the room and Denren, son of Denwill, Earl of Broghan stayed a prisoner of the Mighty Six for at least another day.

EXT. CADERYN - MORNING

The next morning each of the group members relaxed and lounged around the city, while Calemir and Alrast left for the Arena.

Calemir's archery contest was soon to begin. Alrast wished his elven friend good luck, and Calemir anxiously awaited for the contest.

EXT. ARENA - MORNING

GUARD
(Reading from a scroll)
The rules are simple... You will have to pass several rounds of archery games to move forward...
(MORE)

GUARD (CONT'D)

Each round becomes increasingly harder, there is no helping each other, no outside bows or arrows, and no foul play. Good luck gentlemen your king is watching.

As Calemir got ready, he saw about five hundred archers in the arena ready to compete.

After a slow start in rounds 1 and 2, he was able to barely make the cut, coming one point away from elimination.

In rounds 3 and 4 his skill overtook his nervousness and he was scoring in the top 10 archers each round, and in round 5, when just ten contestants were left, he fired several perfect shots to finish in first place in that round.

The crowd cheered as the final round was announced.

Calemir was now in a competition for five hundred gold pieces with just two other archers.

A small man named Ardu an archer who had a unique approach and interesting aiming technique and Smead a large burly man who had a traditional approach.

ANNOUNCER

Welcome to the final round!

The crowd cheered and the announcer just let them yell and scream before continuing.

ANNOUNCER (CONT'D)

In this round you will compete with each other to shoot an arrow in the bullseye.

Calemir looked out and saw one target to the north, one to the south and one all the way to the east of his position that was about a hundred yards away.

He began to calculate his route, and realized that others were doing the same.

ANNOUNCER (CONT'D)

There are no rules in this round...
And only one winner will be declared when their entire body crosses (pointing down) this line.
Are you ready!

They yelled their approval.

ANNOUNCER (CONT'D)
 (To the men)
 Good luck gentlemen, be ready for
 any surprise and give them a show!

With that he raised his arms.

ANNOUNCER (CONT'D)
 Ready... Set... SHOOT!

Calmemir, Smeed and Ardu all moved to the first target on the north and began to shoot.

Ardu nailed his shot, Smeed and Calemir missed.

As Ardu moved forward, Smeed tripped him and then made his shot.

Calemir missed again.

Ardu quickly got up and ran towards the south and the second target.

Smeed ran ahead and began to shoot at his target.

He missed.

Calemir connected and decided to run east towards the other target where no one was aiming.

Ardu aimed for his second target and Smeed threw some sand in his face. Ardu winced, as Smeed kicked him in his groin. Calemir, ignoring this moved forward.

Smeed hit his second target and moved towards Calemir.

The crowd roared their approval to all the action on the field, and then suddenly an even wilder roar interrupted Calemir's run towards his target.

He looked back and saw three giant ants being released from the ground into the arena.

CALEMIR
 Rhiach! (An Elven Curse)

He got closer to his target and began to aim.

As he pulled back an arrow whizzed past him. He looked back briefly to see Smeed shooting another arrow at him.

CALEMIR (CONT'D)
 (Elvish) Ego, mibo orch! (English)
 Go kiss an orc!

Smeed smiled and shot another arrow past him.

Calemir then noticed two ants closing in on Smeed and feeling compelled and honorable,

CALEMIR (CONT'D)

Look out!

Smeed thinking it was a trap ignored his comment and shot a third arrow.

As he was pulling it back giant claws gripped Smeed and pulled him down.

Ardu had recovered and was running towards his third target. Calemir realizing he couldn't save Smeed, shot his arrow and hit his second target.

Ardu and he were tied at two, and Smeed was ant food.

One ant was going after Ardu, the other has his sight on Calemir. The quick elf, using his cunning and quickness, dodged the ant's attack and moved into position.

He pulled back his arrow, and BAM... a hit!

He hit his third target.

At the same time Ardu had hit his third target as well and was heading back, Calemir had the bigger lead and was assured to win, as he has a clear line between himself and the door with no ants in front of him.

Ardu on the other hand had to negotiate between two of these insects to win the game.

Calemir made it to the finish line and look back to see Ardu shooting arrows into one of the ants, while the other bug was about to strike.

The elf pulled back his string and shot the ant in the face and the insect recoiled for a brief second freeing Ardu. Calemir stepped across the finished line for the win and he did it with honor.

The crowd went wild, and Alrast was quite pleased as he placed a large bet on his friend to win!

Ardu ran past the line and reached out to the elf.

ARDU

Even though you are an elf, I appreciate your help.

The backhanded compliment was unnecessary but Calemir knew in the hearts of most humans, they really knew the elves were good people, but many had been perverted by the minds of ambitious men.

Calemir bowed, and while some booed him because he was an elf, many cheered.

It was a great day for the young elf; and he enjoyed the game and challenge.

And the gold prize was not a bad part either.

INT. PENTHOUSE - MORNING

DOLAN

Why are we not searching for answers?

MIKALA

Of course we are... That is why we came to Caderyn.

DOLAN

Then why are we wasting so much time, we need to leave before another raid happens. Redwater needs us Mikala.

DUKAT

Let's go then... To the university... They will have someone who can read the tome.

EXT. UNIVERSITY - MORNING

As they made their way to the nearby university, they found little help.

The scholars were not available.

DOLAN

Can we just draw a picture and leave it here... Then a scholar can translate it and get back to us later.

DUKAT

Don't forget to tell them where to find us.

On the way back Dolan, Mikala, and Dukat were intercepted by a messenger.

MESSENGER

Lord Winston wants to meet with you.

At around 9 PM, Lord Winston came to the room alone.

LORD WINSTON

Gentlemen, I have told the King about your situation... He wants to meet with you... To be clear, this is a dangerous situation for his majesty and he will not meet you in public... Your meeting will happen in Shanty Town at the Ugly Dog Saloon tonight at eleven... Call him Lorean, nothing more... He will be wearing a red sash, go up to him and tell him your name... (Bowing) good luck Mighty Six.

Without another word Lord Winston left quickly.

ANGELO

The King?

ALRAST

Yes... In the slums.

They realized that this meeting was to take place in a slum and they were to tell no-one it lost its luster.

INT. UGLY DOG - NIGHT

The party made its journey to the Ugly Dog. The shanty town was a pig-sty.

It smelled, people were unclean and the houses and stores were small and dirty. The group made it to the saloon.

Dolan, looking around, saw several men in different locations trying to look like they belong, but it was clear that these men were here to protect the king.

As they opened the door, they saw the man up at the bar with a red sash; Dolan also spotted a few more "guards" that were undercover.

Alrast approached the bar.

ALRAST

Hello Lorean... (to the Bartender)
One ale. (back to Lorean) I am
Alrast...

The man with the red sash nodded, took his drink and chugged it. He then stood up and left.

Alrast and his party followed.

EXT. UGLY DOG - NIGHT

KING

Walk with me.

The party moved along with the royal man.

KING (CONT'D)

So you are the Mighty Six...
Hmmm... Interesting, I guess legend
always seems more impressive than
reality some look at me for the
first time and are easily and
foolishly unimpressed. I am glad
you are all so unassuming... That
will make it all the better for me.

ALRAST

Is that so your majesty?

The king stopped

KING

Did you not get my instructions?...
Do not call me by anything other
than Lorean; the King would not
know how you are...do you understand?

Alrast realizing his slipped nodded.

KING (CONT'D)

You all have made some interesting
accusations... that do not surprise
me. I am sure that some would want
changes in this kingdom, with that
in mind, do not worry about that,
and speak to no one about that.

ALRAST

Of course.

KING

I don't have much time...but I need your help; and I will PAY for it handsomely. Each of you will get two thousand Gold for bringing Relandra back to me alive.

Dolan gulped. Dukat clenched his fists.

KING (CONT'D)

She is being held in Broghan's lighthouse, or I assume she is...they take most of their high prized prisoners there. Go there and get her... bring her back.

ALRAST

Why do you need her?

King Jensem just looked at him.

KING

I am giving you two thousand gold for a reason... and it is *my* reason.

ALRAST

(Moving on)

Will we get an escort home when we get back into Windsor country?

KING

I do not know who you are...and I will not associate with you, if you understand. You are a small group, everyone seems to underestimate you group, which is great for me. This is a delicate matter and I cannot be apart to this capture...if it is traced back to me, war will start and many will die. We must have a quiet capture. I must speak with Relandra, so bring her back to me alive.

ALRAST

I will talk it over with my party... We will see if we are interested.

KING

Of course... I expect you will make the correct choice.

(MORE)

KING (CONT'D)

If you choose to do it, tell Lord Winston, then deliver Relandra to eastern city of Erowan. Go to the Erowan Bakery and tell Lindy that you have something to deliver to her. She will then take Relandra from you and give you your pay. Is this clear?

ALRAST

Yes...

Lorean nodded and moved off to the right and away from the party.

Dolan noticed several men following along, the King clearly does not travel alone.

ANGELO

Are you kidding... the money alone.

DUKAT

And now we know where Relandra is.

MIKALA

What is there to think about?

ALRAST

What is the king going to do with her? Better yet should we even risk our lives for her again?

DUKAT

OF COURSE! IF YOU DON'T I WILL GO ON MY OWN!

CALEMIR

Then it's settled... We will wait for your return Dukat.

The party chuckled and walked back to the Ugly Dog to accept.

EXT. PENTHOUSE - MORNING

The party, with orders to work with the king secretly began the next morning on their journey east toward Broghan lands.

The party was free of their prisoner and ready to move without worry. They left the nicest hotel in Fae'Lin and went out the East gate.

EXT. EAST GATE - MORNING

GUARD

Halt! What is your purpose?

ALRAST

We are ale salesmen leaving to peddle our wares in the east.

GUARD

Very well.

The bracelets were removed and the party move onto the Moor Bothar, meaning great road, which connects all of the kingdoms of Fae'Lin running from the Sea of Songs in the east to the Loki Sea to the west.

ALRAST

The journey will take forty-five days we need to take shifts navigating.

The road was boring and one day blended into the other. The group was vigilant on the journey, trying to limit contact with any strangers; but after a while, the trail was so traveled they realized their travel would not seem odd, so they simply road day after day.

As they travelled, the land was grassy and hilly, the Moor Machari, translated to the Great Plains, was quite populated with small villages and towns, as many folk lived off the rich soil and herds of goats and cows enjoyed the rich grass.

The summer was the best time to travel in these parts, as the warm winds blew from the Sea of Songs and the rains came in the afternoon to cool the day and clear up before evening.

During the nights the party sat outside looking at the stars and discussing their dreams and goals.

The Mighty Six were young warriors who dreamed big, and each of them could not believe the quests they had undertaken and were eager to meet the challenges ahead.

From the orc battle in the Red Dragon Tavern where they met Relandra, this group has become hardened; but Calemir, who was young in elven years, but lived a lifetime in human terms warned them;

CALEMIR

We may be getting better, but our foes will get stronger!

The party pondered that thought for days, knowing that Gods were leading them deeper and deeper in challenging times.

EXT. MOOR BOTHAR

The party made it past Erowan, the last large city in Windsor and were only a few days ride from Broghan country.

The lands were becoming less fertile, and even though it was summer, the weather was a bit colder.

The farms and ranchers and small towns seemed to become few and fewer until one point when they noticed they were truly in a desolate area.

EXT. CAMP - NIGHT

One evening, the party made camp just south of the Mor Bothar. The night air was crisp and a small fire was burning.

One by one the party switched night watch, as they had for many nights before, and all seemed well.

Around 2AM, Dukat was on watch when he heard a racket coming from the north. He looked out and saw nothing, but he could hear a slow chanting sound.

He awakened the party, and while everyone was up and prepared, they could hear a large group walking towards them singing. At first they could not make out the words, but as the group grew closer.

They could hear these words being sung:

*Goblins chew and goblins bite,
Goblins cut and goblins fight,
Stab the dog and cut the horse,
Goblins eat and take by force!
Goblins race and goblins jump,
Goblins slash and goblins bump,
Burn the skin and mash the head,
Goblins here and you be dead!
Chase the baby, catch the pup,*

Bonk the head to shut it up!

Bones be cracked, flesh be stewed,

We the goblins—you the food!

Once they would end, they would continue on and keep signing; it was frightfully disgusting.

Alrast doused the fire, the group prepared for battle.

ALRAST

Let's split up, and stay quiet...
perhaps we can avoid battle

The group dispersed and sat waiting.

DOLAN (V.O.)

Mikala

MIKALA (V.O.)

Huh?

DOLAN (V.O.)

No matter how many battles we
engage in I still get scared.

MIKALA (V.O.)

Me too... Stay alive brother.

DOLAN (V.O.)

I always do.

The sounds were getting closer and louder; and it appeared the group was heading straight for their camp.

The party lay still when a large group of around thirty goblins started to search the area.

Alrast, realizes they will be spotted

ALRAST

Attack!

The Mighty Six jumped into action.

At first the party had some surprise and was able to knock out a few goblins, but the evil ones regrouped and being led by a Goblin Sergeant, were able to organize their attack.

Dukat was quickly surrounded, Mikala was left by himself to the south of the party and Alrast was standing to the south east.

Melee was a wild affair, with goblins and humans clashing steal at each other.

The goblins ganged up on Dukat him and started to make nasty slices into the dwarven flesh.

Dukat was in serious trouble, and the party without their top melee fighter would be challenged.

ANGELO
We need Dukat alive!

Angelo begins to shoot arrows near and around his buddy.

DOLAN
I am helping!

Cried Dolan as he was taking down goblin after goblin with one shot.

Bam - one arrow, one shot! Dolan was on fire, killing goblins like he was shooting fish in a barrel. He could not miss... the Gods were on his shoulders guiding each shot. BAM - one more down;

DOLAN (CONT'D)
I got another.

BAM, BAM, BAM, three more fell.

DOLAN (CONT'D)
Three more down!

Dolan was doing the work of ten men, and he was quite proud.

Meanwhile Alrast and Mikala were battling in the southern part of the melee and doing their best to hold out; but the sheer number of goblins was overwhelming and they realized they had to meet with the rest of the team and take out the leader who was casting spells and healing his men before their eyes!

Calemir, Dolan, Angelo in the north tried to make their way westward towards Dukat, but even with Dolan's keen shooting, there were too many goblins and the battle was chaotic.

They moved closer, but they looked up and realized it was too late, their friend had fallen down.

Dolan again, BAM, two arrows, two down.

DOLAN (CONT'D)
Two more!

Angelo and Calemir, feeling the peer pressure followed suit and hit two goblins with their shots. The scene was bloody and small, fiendish imps lay on the ground all around the party, the site was gruesome.

Alrast and Mikala started working their way north and were taking shots from arrows and steel ripped at their flesh. While one goblin is an easy kill for these warriors, the ferocity of their attacks as a group is un-paroled and the party was amazed at how well trained and organized this patrol was.

They would kill one goblin, and another would jump in its place... so many goblins, the party was growing tired, but they remained determined.

BAM - another arrow ripped into a goblin near Dolan.

Calemir rolled their eyes. The goblin hoard seemed more manageable now after a long struggle the group was now back in charge of the fight.

With a mighty swing, Angelo took out the goblin sergeant and the goblin patrol was in ruins after that; the few goblins that remained were either killed or ran away and the Mighty Six had won the day.

Alrast runs over to Dukat and begins praying over him.

ANGELO

We really need to not spilt apart
in the future. We seem to do better
when we stay together...

The words fell silently into the night air and the party cleaned up the site and moved their campsite away from the horrid stench of the previous battle.

EXT. CAMP - MORNING

The next morning, the party left a pile of goblins burning and made their way back to the great road.

After less than an hour ride, they noticed smoke off to the north a bit. The group made their way to a smokey site and slowed their horses so they could sneak forward and investigate.

ALRAST

Dolan sneak up and investigate.

As he made it down one hill, back up another and eventually towards the site of the smoke he saw the remains of a massive battle and he saw a person crying near what appeared to be a dead body.

MIKALA

He says a large battle was had.

As he said this, Angelo pulled out his sword and asked Alrast if he could go ahead. Before Alrast answered he was interrupted.

TIO

Go forward.

Tio started to vibrate gently in his hand. Alrast nodded in agreement and Angelo disappeared over the hill.

He came up to the same place as Dolan

TIO (CONT'D)

Forward.

Angelo moved out of the cover and got closer.

As he got closer, the person jumped up, sword in hand. It was a female warrior.

FEMALE WARRIOR

What are you doing here!

ANGELO

I mean you no harm

Angelo felt his sword vibrate again.

At the same time the female warrior jumped up to greet Angelo with her sword drawn, three other women leaped forward and surrounded the rest of the group a few hundred yards back.

Alrast stood up, sword drawn, Calemir pulled his bow back; Dukat steady his Ax, and Mikala and Dolan readied for battle as well.

ALRAST

We do not have a fight with you.

As the party were eyeing each other, a call came from Aghna, the woman that was greeting Angelo, and the three women put their weapons down. After some tense moments the rest of the group and the three women walked together to the battlefield to meet up with Angelo and Aghna.

AGHNA

(Proudly)

I am Aghna, daughter to Ta'Bel, of
the A'han tribe

Aghna appeared to be the leader of the group, as she held out an air of excellence and leadership.

AGHNA (CONT'D)

These are my sisters, Fernach,
daughter to Ta'Bel, of the A'han
tribe; Ferin, daughter to Ta'Bel,
of the A'han tribe; and Aerimid,
daughter to Ta'Bel, of the A'han
tribe.

The ladies did not nod or bow, they just stood there; clearly these women bowed to no man; or to no one.

ALRAST

We are known as the Mighty Six...
What happened here?

AGHNA

(Solemnly)

The GuVaak have risen... the
prophets are right, we are in dire
times.

FERNACH

It has been told, when the GuVaak
rise, dark times will follow.

FERIN

The GuVaak goblins are fierce and
organized and have been harassing
the local ranchers, stealing
livestock and killing the citizens.

AGHNA

We met them on this spot, where our
leader fell.

A tear in her eye as she looked down on another female who lay dead.

This female was even bigger than Aghna and had silver hair that glistened in the sun. Looking around the battle field, other human women were dead and no men were seen. At least a hundred goblins lay dead, the party realized it must have been quite a battle.

DOLAN

We killed several of these GuVaak last night, when they raided our camp... (standing tall) I killed at least twenty with my trusty bow.

Ferin with a twisted smile looked at Dolan.

FERIN

A man such as yourself will always be welcome in the A'han tribe. Killing a Guvaak is a great feeling.

As she said this her eyes were wild with anger and satisfaction and she finished by taking Dolan arm firmly.

FERIN (CONT'D)

You are a fine warrior an man

ANGELO

I killed quite a few myself.

In saying this he noticed Aermid was staring at him, he looked at her and smiled and she met his face with a devilish grin of her own.

AGHAN

Yes, I would agree.

Aghan stated giving her tribe members a stern look, show disapproval at their attempts at flirtation. As she did this, Ferin let go and moved away and Aermid looked like a little selfish girl and began to pout slightly.

AERMID

Would you be able to help us clear the dead and take our fallen back to our home? It is quite a trip into the mountains.

ALRAST

Yes.

Aghna smiled at him, and then as quick as the smile came, she returned to the stern face and began to give orders of cleaning up the field.

As the party set fire to the GuVaak pile, they grabbed the dead and began making their way up into the foothills. As they came up over a pass, a vista of extraordinary beauty came into view.

AGHNA

(Looking at their awe
ridden faces)

That is our home... Ta'Bel
Mountain, the most marvelous place
in all of Fae'Lin.

Alrast instinctively put his hand on hers and squeezed it.

AGHNA (CONT'D)

(Tearing up)

She will never see this again...
(looking down) She will never see
it again.

She took Alrast's hand and returned it to his side.

The track up the mountain took quite some time, and the group
was mingling with the women.

Aerimid was the young playful one, who clearly took a liking
to Angelo. She was caught many times starting at him and
giggled a bit each time he would look up.

Ferin was ferocious and somewhat dangerous looking, but she
loved the fact that Dolan had killed so many GuVaak, she
listed to Dolan recall the entire battle and she wanted to
know where each arrow hit the evil foe.

Mikala was growing weary of hearing Dolan exaggerate his
stories, so he moved forward away from the creative
retelling.

Fernach was quiet. Never said a word, but she noticed
Calemir's bow and reached out to inspect his weapon. She had
a fine bow of her own; and handed it to him to inspect.

It was two archers admiring each others craft, but neither
spoke a word.

Dukat was a bit upset about the fact the party was diverting
away from Relandra, and quietly asked Alrast about this
diversion.

DUKAT

What of Relandra?

ALRAST

We will get back to it Dukat. (to
Aghna) What of your tribe?

AGHNA

We are the A'han tribe, we have lived in these mountains away from the dirty cities since the God's created them. We four are sisters... the protectors of the land. We don't usually stray so far from our lands but the rise of the GuVaak has forced us to travel further than we should, and act more foolishly.

The party was getting tired and around dusk Aghna stopped.

AGHNA (CONT'D)

We are here... This is our home.

She pointed to a large and beautiful tree.

AGHNA (CONT'D)

That... Is the Tree of Life... Please stay here, outsiders are not allowed in the temple or near the great tree... We will bury our dead and perform our rituals and then see you to your camp.

Alrast nodded, and the party began to wait.

EXT. TREE - NIGHT

The party waited for an hour, then two, then four hours had past when they decided to make camp.

They heard nothing coming from the tree, but they were told to wait, so they did.

The group set up a watch, and one by one they drifted off to sleep.

Around 2 am, Dukat was on watch when he noticed the sky begin to light up. He awaked Alrast and they were memorized by this awesome sight.

They did not wake anyone else in the group as they were staring at this light as it twirled above their heads high in the sky. As the clouds twirled, you could make out a body of a woman perhaps.

It was slowly turning and forming before their eyes.

It seemed like a few minutes went by when Calemir awoke to relieve Dukat of his night watch.

The two of them did not realize an hour has passed as they looked at this incredibly beautiful view.

Dukat and Alrast returned to bed, and Calemir continued to watch overhead. Calemir was amazed at the light and it appeared to be getting closer.

He reached out his hand and the clouds swirled and a person was formed, it was an incredible sight, hanging over the camp; lighting up the ground.

All members of the party awakened and were amazed. Again, the figure, perhaps a spirit, hung over the camp...resting above their head. What seemed like minutes was actually hours, and then the figure moved closer.

The vision seemed real and it had a voice. It spoke in a soft tone.

SPIRIT

There is a great wind coming...
beware!

As it spoke, a soft wind blew over the men, a smell that seemed to be the most wonderful scent they had every smelled... their minds were blank

SPIRIT (CONT'D)

There is a great wind coming...
beware!

As soon as the spirit voiced the second line, it paused and breathed on the mighty ones. The smell was intoxicating and the wind was soft on their faces.

SPIRIT (CONT'D)

You are brave and cunning... You are
strong and willing... The spirit
will be with you.

The wind shifted with gust from the south. The smell was disappearing and the wind was disrupting the spirit. The soft voice continued, but it was hard to hear over the strong wind.

SPIRIT (CONT'D)

There is a great wind coming...
beware!... There is a great wind
coming beware!

A lightning bolt struck in the sky, and the winds gusted as the party stood upright defending themselves from a fall. The spirit, becoming harder to hear.

SPIRIT (CONT'D)

Be with my children; help them...
There is a great wind coming...
beware! There is a great wind
coming... beware!

The wind stopped. The spirit disappeared. The sound of birds chirping was heard and the men realized that it was daybreak. It was a glorious sunrise and the wildernesses oddly seemed safe and calm and the winds had stopped after the spirit left.

Before they could speak, Aghna and her sisters were standing before them, dressed in fine silks, with no weapons they all had soft smiles on their face and makeup that made them look incredibly beautiful. Aghna had changed, her hair was silver and she seemed calm and at peace. Calemir noticed the change.

CALEMIR

(Whispering to Alrast)
She must be the leader now.

AGHNA

The spirit spoke to you... you have
been chosen.

ALRAST

Did you see it?

AGHNA

She told us you were coming... She
told us you were here to help us.

An awkward silence filled the conversation, and was then interrupted when Aghna changed the subject.

AGHNA (CONT'D)

Would you like a bath?

DOLAN

That would be great!

DUKAT

What of Relandra! She needs us...
Enough delays.

ALRAST

Soon Dukat... Soon.

Aghna clapped her hands and several beautiful women appeared before them with soap and towels and they led them off to wash.

INT. BATH - MORNING

The ladies were quite attractive, and for the time being, the dwarf was satisfied getting a bath and relaxing with the A'han tribe.

Each man had two women cleaning his body with wonderful salts and oils; they relaxed and enjoyed the outdoor bath.

MIKALA (V.O.)

Dolan... Where are the men?

DOLAN (V.O.)

(Very relaxed)

I dunno... hunting?

After the long relaxing bath, the men were given silk clothes to wear, and were escorted to a banquet hall where music was played and the men enjoyed an amazing feast.

Hours went by, where the women all sang and entertained their guests.

Dukat noticed that the four women, Aghna, Ferin, Aerimid Fernach were larger than the other women, they seemed to be a select few amongst the women, perhaps the royal court.

As the morning rolled on, the group seemed to lose track of time. And seemed to drift off to sleep, with the intoxicating drink and wonderful sounds of the women of A'han singing in their heads; these warriors were tired; the long journey, the battles they had caused them to grow tired and fall away into unconscious.

INT. ALRAST'S ROOM

Alrast awoke, lying in a bed. Aghna was sitting nearby and smiled.

INT. ANGELO'S ROOM

In another room, Angelo was rubbing the sleep from his eyes and looked up and saw Aerimid standing near his bed.

INT. OTHER ROOMS

Fernach and Calemir as well as Dolan and Ferin were in other rooms with a similar scene. The women all smiled and held out their hands, the men grabbed them, realizing how strong these ladies hands were, but amazed at how soft they felt.

As each of them looked up, the women of A'Han seemed different. They seem to have a soft glow about them; it seemed as if they were at peace and have found what they were destined to find.

INT. DINING ROOM - MORNING

The woman took their man's hand and took them to a dining room.

Dukat and Mikala were sitting in the banquet room and breakfast was being served.

Scratching his head, Alrast looked at Aghna.

ALRAST
What day is this?

AGHNA
(Smiling)
Take a seat.

He then realized it was the next day, or perhaps a day or two later, he was not sure, but none of them were really sure how many days had past.

After breaking fast, Aghna stood up.

AGHNA (CONT'D)
I have been chosen to lead... And
the spirit is with me

The daughters of Ta'bel stood up and moved by her.

AGHNA (CONT'D)
(Pointing at the men)
You have been chosen... You have
been directed here, not by fate or
chance, but the Gods have given you
a path... We have been told to take
your seed, and continue the A'han
tribe... We thank you.

With these words, she and her three sisters bowed towards their chosen man.

They then muttered a small prayer, stood up and sat back down.

Alrast, Dolan, Angelo and Calemir all felt a bit violated and very confused.

Aerimid started twirling her hair and flirting with Angelo.

Ferin grabbed Dolans arm and pinched it until it hurt. Fernach has a simple way to her that Calemir appreciated and enjoyed, but she had not spoken to him once.

He figured she was mute. The ladies were mingling with the men, leaving poor Mikala and Dukat as outsiders looking in and the men quickly forgot about how they were drugged into giving these woman their seed.

All was ok for some reason in their minds, and they just forgot about the way it was done and enjoyed the time spent with the A'han ladies.

AGHNA (CONT'D)

You must be wondering what this is all about... Well, we are a tribe that has, as you can plainly see has no men... But our line must continue so our spirit will choose men and lead them here... You have been chosen for us. We will have your child, and if she is a girl, she will stay with us and be taught our ways; if she is a boy, we take her to an orphanage to be raised by others.

Alrast opened his mouth to talk but nothing came out.

AGHNA (CONT'D)

Ta'Bel, our father means, chosen one in our language. You have been chosen... I am sorry if that offends you... But you should be honored.

Calemir nodded his approval, as did Alrast and Dolan; Angelo was a bit more skeptical, but in order to not be rude, said nothing.

ALRAST

We are grateful to be here.

DOLAN

Yes... But our spirit had a message for you

He paused, seeming to be a bit embarrassed to ask.

AGHNA

What did she say to you?

MIKALA
 (Blurting Out)
 There is a great wind coming...
 beware!

The women paused and seemed shocked.

FERIN
 It is true?!

Aerimid, already a playful and excited one stood up and cried for joy!

ALRAST
 What is true?

FERIN
 I suspected it, but the spirit has confirmed it. Prophecy has told us that times are changing and darkness may rise again. With the GuVaak rising and all the strange actions by the leaders of Fae'Lin, it appears you are all part of a big plan by the Gods.

ANGELO
 (Annoyed)
 Another plan? For what?

FERIN
 I don't not know that...but look at you. An elf, a dwarf, a half-elf and three humans travel together as friends and warriors, you represent many of the faces and factions of Fae'Lin and somehow you are part of bringing peace to this restless land.

DOLAN
 That is quite a thought.

AGHNA
 Yes... But how did you all come to know one another.

Alrast answered and began to tell their story; the entire story, complete and unedited. He wanted to keep some things secretive, but he felt complete trust and told everything. From the orc raid in Redwater, to the quest for the Tome and Relandra; he even talked about Carjen and the planned usurping of the crown by the Broghan clan. As he ended, Aghna asked to see the Tome of Demense.

When it was brought out, she and her tribe was amazed. She called for some text to be brought to her, and as she inspected the Tome; she looked at some of old scrolls that were brought to her and studied them.

Looking again at the Tome, she finally looked up.

AGHNA (CONT'D)

There are five more of these Tomes. The Tomes are part of an ancient society. It was told that these Tomes could bring peace to the lands and were protected by an ancient society (pausing as another scroll is brought in) at the time of the Grand Agreement, these Tomes were placed around the world and represent various parts of the material world: Water, Fire, Ice, Wind, Earth and Flora. As time passed, these Tomes grew less and less important and eventually forgotten. Carjen was probably aware, as we are, that these collectively will bring great power.

ALRAST

Who else knows about these?

AGHNA

I don't know... It appears that you have found the Tome dedicated to Flora.

DOLAN

Relandra may know more about it, she was the one who brought it to Carjen's attention.

AGHNA

Well, that is quite interesting, we must find a way to save her then; in the wrong hands, the information she has could be quite dangerous to Fae'Lin.

DUKAT

I agree! (Standing up) that is the first thing I have heard since entering this overgrown forest that makes sense. (voice cracking) We must SAVE HER!

AGHNA

(Smiling)

You are a wise dwarf... Reldandra
must be a lucky woman.

Dukaat grinned, his face turned bright red, and seem
satisfied.

Just as Dukaat felt that battle was won and they would soon
be back on their original quest to save Reldandra, he quickly
realized that while they were going to save Reldandra after
helping Aghna and her tribe first.

AGHNA (CONT'D)

Gentlemen, as we all agree Reldandra
is a priority, the spirit sent you
here for many reasons. However, the
most pressing reason that you are
here is to help us. Last week, the
GuVaak have stolen the Loch'Far,
which is an ancient staff that
controls the weather. It has been
part of the A'han tribe for
thousands of years and someone sent
the GuVaak to take it from us. That
was one of the reasons why we were
out in the fertile grounds chasing
goblins... we must to get this
staff back. In the wrong hands, it
could cause great harm. If the dark
ones were to get this, many will
suffer. I also feel it is somehow
part of your larger quest with
Reldandra. I think that those behind
the orc raid are behind this recent
theft. It is clearly part of a
large sinister plot that threatens
all of Fae'Lin. Reldandra is not
only wanted by the Broghan clan as
you obviously know, I think that a
darker more powerful force want her
as well... perhaps for the Tomes or
for something even bigger...

She paused a moment.

AGHNA (CONT'D)

I don't know what could be bigger,
but the ancient texts in which I am
reading seem to point out to
something large. I must study it
further to understand; and I would
need the information that Reldandra
has to complete my knowledge.

As she explained all of this to the group, it was clear that everyone was ready and willing to quest for this important staff.

The group finished breakfast and began to prepare to travel into the GuVaak mountains to retrieve the staff. Aghna felt that they were taking it back to their stronghold to be transferred to someone much darker and sinister.

Fernach would be their guide and she warned them that the GuVaak Mountains are dangerous and most likely we may not return; but they must go into these dark lands to pursue and destroy the enemy's plans for the Loch'Far.

She blessed the party and the ladies kissed their men goodbye. Fernach was packed and ready and the group began to move down the mountains towards their next quest: The quest for the Loch'Far.

EXT. ROAD - MORNING

The party started out and the road was filled with wonderful trees and bright vistas. After a few hours, they started to see the forest degrade into a dark and lifeless place. The trees were dying and Fernach looked sad.

In an odd way, she was able to communicate thoughts to Calemir, and she basically stated that the GuVaak are destroying her land.

The party was sad to hear this and the party's mood was depressed throughout the rest of the day.

EXT. LAKE FRONT - MID DAY

On the second day, they journeyed forward, Calemir was riding ahead scouting when he saw a single goblin sitting alone appearing to be fishing.

The elf, smartly jumped off his horse to do more recon and noticed that the goblin was sitting alone, but many of his friends were sitting in hiding spots around the area waiting for an ambush.

As he realized this, he began to go back towards the group to warn them of the pending battle.

As he moved back, the GuVaak realized that their cover was blown and they began to move away from the area.

Calemir called his colleagues and a few arrows were pumped into the fleeing goblins and the ambush was averted.

DOLAN
Good work Calemir

CALEMIR
They know we are here... They are
clearly watching us.

EXT. RIVER CAMP - NIGHT

The next day, near dusk they came to a large river and decided to make camp.

Within a few hours of sleep, on the second watch, the GuVaak launched an attack on the party and a wild battle began.

Mikala threw out some burning hands; Calemir, Ferin and Dolan started shooting arrows into Goblins as they came into camp.

Alrast and Dukaat were busy fighting off many of the goblins with their melee attacks and after killing about twenty goblins they ran away.

The party, realizing the battle was ended, went back to rest and tried to get some sleep. However, up in the mountains a lighting storm began. Bolts of lightning coming down; with large ripples of thunder; all evening long the large thunder and lightning kept the party awake; and no one was able to concentrate on sleep.

CALEMIR
Is this a normal storm?

Fernach quietly nodded no and everyone realized that the Loch'Far was being used.

The night seemed to never end; and the party tried to sleep, but the day broke and the tired warriors began to prepare for the next night.

EXT. RIVER CAMP 2 - NIGHT

Another long day, where the party climbed higher and higher into GuVaak lands; the group was tired and made rest near a large river.

ALRAST
We will cross this in the morning.

The group made camp. Again, the night was terrible; with lighting and thunder keeping the warriors from getting sleep.

The Loch'Far was being used like a toy, and you could see Fernach was greatly upset knowing that the A'Han tribes treasured artifact was being abused by some evil creatures.

The partied tried to rest, and around midnight they entire group heard a large sound coming off to the north a few hundred yards away.

DUKAT

What was that?

ALRAST

Dolan take Calemir and Fernach and quietly investigate.

The three people made their way up through the forest and disappeared from the camp, when they saw something that made Fernach cry with pain.

FERNACH

Gentleglow!

Fernach yelled with tears in her eyes, breaking her silence for the first time.

The party was called up, and they saw a beautiful silver dragon had fallen from the sky and was twisted in a tree.

Fernach ran up to the dragon and began caressing her.

DOLAN

Gentleglow?

MIKALA

They pull the clouds across the sky.

DOLAN

I thought that was just a story our parents told us... Is there really such a dragon.

Fernach yelled again in her native tongue, looking up to the sky shaking her fists; clearly she was cursing the evil that had done this.

Calemir went to comfort her and noticed the dragon was still breathing, but it looked as if it was dying.

CALEMIR

We must save her... We must get the Loch'Far or she will die!

DUKAT

A dragon before Relandra?! This is outrageous!

As Calemir comforted Fernach, he noticed a small tattoo of the rose icon they had seen on the map parchment and at the tavern in Caderyn.

He noted that he saw it, but he did not inform anyone else in the party.

ANGELO

At daybreak, we cross the river,
and find the Loch'Far.

Angelo stated, as he could feel his sword's sadness, as if his sword and Gentleglow may have been ancient friends.

ANGELO (CONT'D)

(Looking at Tio)
We will find it.

He sat next to the dragon, drew his sword and studied it.

Fernach nodded, grabbed her cloak and laid next to the dragon as well, caressing his head.

EXT. RIVER - MORNING

The next day the party began to make plans to cross the fast flowing river; and move into position to the goblin stronghold.

MIKALA

We need to make a small raft out of wood, attach a rope and float across; then we can go one by one with the raft and rope.

Everyone agreed and they began to gather the components.

After a short time, a two man-raft was created and Calemir and Dolan jumped on board to float to the other side.

DOLAN

I will take Calemir across and come back. We need to go one at a time.

As the raft was half way on the first trip, arrows started flying from the trees and hitting the Dolan and Calemir.

DOLAN (CONT'D)

We need to go back! Mikala pull us back!

DUKAT

We need a bigger raft!

The party agreed, realizing they would need to attack the goblins in force. After about 2 hours of raft preparation, Angelo started speaking to him.

TIO

Forward...

Angelo resisted; but his sword pressed on.

TIO (CONT'D)

Forward... Forward...

It grew louder in his head; he tried to resist, but was unable, and he lept forward into the water and began to swim across.

DOLAN

Angelo... STOP!

Calemir grabbing his bow, shot an arrow near Angelo in hopes of shaking him to senses, the arrow hit and ripped into his flesh, but he kept moving.

Dolan jumped in to help, but started to have trouble swimming in the current, when Mikala pulled him out.

Dukat, Alrast, Calemir also jumped in and began to swim to join their colleague. Arrows rained down on the party, many hitting their target. It was a reckless charge, but the group made it to shore.

Mikala shot some magic fire into the area where some of the arrows had originated and began to light the trees on fire...he smiled when he heard a few goblins shriek in pain.

Angelo jumped out the river and made his way to shore and found himself looking at a goblin army. As arrows flew into his area, he cast a spell that created a dark and mysterious fog around himself.

The others jumped out of the water and moved into his magically created cover.

Arrows continued to fly randomly hitting the members of the Mighty Six, but the accuracy of the goblins was greatly reduced. The party began to return fire and was able to start taking down some of the evil creatures.

Mikala and Dolan made it to shore, but landed away from the obscuring fog that Angelo had created.

They fought their way through the smokey forest and fire, killing several goblins on their march to safety.

On the river, GuVaak on rafts circled around, trying to pin the group down with arrows from all directions. The fog had created much safety and Calemir, Dukat, Dolan, Angelo had all began to take out many on the raft. Fernach even had some fun knocking out some of the rafts from the other shoreline; she stayed near Gentleglow as her protector and made it clear she would not continue forward.

While the battle started off quite rocky; the group quickly recovered and had little problems taking out the GuVaak; and the party was now safely on the other side of the river and near the stronghold of the King of the GuVaak army.

The party waived goodbye to Fernach and the group continued forward after the fight, having taken little damage and completely outsmarting and overrunning the GuVaak.

EXT. FURTHER DOWN THE ROAD - MID DAY

After a few hours, they heard sounds all around them.

ALRAST
Prepare for battle!

The group stood and waited.

Suddenly, come from all sides were several winter wolves.

They were licking their chops and attacked the group.

Again, the party used smart tactics and made quick work of the wolves. While some in the party were bite by the wolves, the scratches they received were minor in nature. The battle was quickly won.

Just as the group had dispatched the last wolf, another wave of GuVaak goblins attacked. Clearly, the goblins have been tracking the group and were waiting for an opportunity when the Mighty Six may have weakened. Unfortunately for the GuVaak, the party was able to respond to this attacked and knocked out another 20 goblins.

The group recovered, healed their wounds and made camp. The next morning, after yet another sleepless night, they moved forward.

They came up to an opening and began to cross when a huge hidden pit opened up and swallowed Mikala, Alrast, Dukat, and Calemir. Fortunately, Dolan and Angelo were able to keep their balance and jumped to a safe spot.

This was a trap set off by some local Yeti's, who came running down the mountain to catch their prey.

Dolan and Angelo quickly responded, abandoning their colleagues in the pit to take on the approach Yeti's. A few arrows flew into these creatures first, but they came up on the two remaining party members and a melee combat ensued. A few rounds of sword play and Dolan and Angelo had dispatched their foe.

At the end of taking out the Yetis, the other party members were retrieved from the trap and they walked for a few hours and when they saw the stronghold off in the distance; since it was nightfall, they decided to rest; knowing that a big battle would ensure on their next day.

EXT. CAMP - NIGHT

The night was yet another sleepless one, as the lighting had continued to blast away into the night.

The party was tired and struggled to get rest.

By day break, the group had prepared to move forward. It was agreed that Dolan would scout around the fort and report back.

After several hours of recon, he reported back the position of the goblin army; he talked about several towers with archers in each of these and only three entrances to the keep.

Dolan reported the strengths and weakness of the defense of the fortress as he saw it; he also noted a banner flying above the stronghold showing a griffon.

He wondered why the GuVaak would have such a banner and the party wondered as well.

After he described the area, Calemir and Dukat both with excellent hearing, began to realize they were being watched.

DUKAT
(Whispering)
I hear something?

The party could see movement in the trees around.

ALRAST
Let's fall back

A few 100 feet later, an arrow flew into Dolan's back. The party looked back and saw nothing.

They continued to move, and an arrow hit Calemir. Then another hit Calemir and his trust wolf. The party started to move faster when another arrow flew out nailed Dolan.

The group decided to stand and fight, when they realized that they were being hit with traps that were all placed in the GuVaak Forest to protect this area from intruders.

As the group began to discuss more, Calemir collapsed to the ground.

ANGELO
Calemir... Are you alright?

CALEMIR
(Groaning)
Poison... the arrows... Poison

He could hardly move; and then a few arrows from actual goblins flew into the group.

ALRAST
Fall back!

Alrast yelled as he picked up his elven friend and the group moved back.

Dolan began to scout ahead for traps and was able to find and remove 9 different ones. The goblins did not chase them and the party regrouped. Again, they were setback and had to rest, as Calemir needed time to recover from the poison.

The night came and went and the group had a new plan. They were going to assault the stronghold from the east; setting up these arrow traps and trying to have the goblins pursue them; the hope was to harass the GuVaak, as much as they had been harassed the past few days.

The party moved forward and Dolan was able to successfully set the traps. The assault was ready and the group prepared for the battle of their lives.

EXT. GUVAAK FORTRESS - MORNING

The group snuck into positioned, and it was decided that Dolan and Calemir would sneak into position and take a shot at few shots at the guards up in the tower.

They looked at each other and confirmed which one they were targeting.

The nodded, and then flicked their fingers and let the arrows fly. Two silent arrows flew through the sky, each hitting it's target.

THWUMP...THWUMP. One arrow sliced in between his eyes, splitting his head in two; the other arrow ripped into the Goblin Sergeant's throat; both began to fall down.

The quickness and brutality of the attacked, allowed Dolan and Calemir to strike again.

Two arrows silently flew and THWUMP, THUWMP, two more silent kills. The guard tower was cleared.

Alrast's plan was to cause commotion and draw them out...but his friends were so accurate and deadly, the plan was already changedâ€|and it seemed for the better. Dolan quietly snuck forward and climbed up the tower. He looked down at the 4 bodies and smiled. He then looked over the wall and saw a compound with several goblins walking about. He also noticed some large worg's. Wow, he thought to himself, how are we going to take all of them out?

Dolan grabbed some goblin gear, threw it on and stayed on his knees. One GuVaak soldier looked up and he just waved.

A few minutes went by and the army realized that many of the guards were down on the eastern tower.

A call went out, and the compound became a place with frantic motion. Dolan began to fire arrows at anything that moved.

Angelo and Calemir shot arrows at the guards at the front gate. Dolan noticed several soldiers moving into his direction and towards his tower. He shot arrows as fast as he could, but for some reason he was not as accurate as he had been the first night in the grassy plain.

Perhaps it was fatigue, but many shots missed.

Several moved out to the front of the gate and were shooting at the party. Back and forth the battle raged, with arrows flying back and forth.

Dukaat and Alrast shooting arrows with Angelo and Calemir, Dolan stood atop shooting down, but the goblins were approaching. They began to move up the ladder and started to overrun Dolan's position.

Dolan stood his ground, trying to hold the tower, but his melee skills were not as good as others in the group, and he was getting pummeled.

From the south, Angelo spotted GuVaak outside of the stronghold closing. Alrast noticed that several were moving from the north.

The party was surrounded on three sides. Arrows were being shot back and forth with some moderate success for the Mighty Six; but the goblins were too many in number and continued to close.

ANGELO

Move forward Dukat!... You are a
melee fighter... MOVE FORWARD!

Dukat complied and charged towards the gate, and was met with some goblin soldiers.

Blood and sweat was flying of bodies; goblins were falling, but they kept coming.

So many!

Too many!

The plan was not to do a full frontal assault on the stronghold, but that is exactly what was happening.

CALEMIR

We need to fall back... And get
them into our traps!

ALRAST

Yes... Fall back!

Alrast yelled, and Dukat started to make his move back. Dolan was nearing death as he battled on the tower and did not hear the call to fall back.

The battle was looking bad for the good guys; and it turned for the worse when they heard a shrieking noise in the sky.

Looking up the party saw a griffon flying above.

MIKALA

Oh shit!

The party was now shooting arrows in the sky, even while the GuVaak were closing on their position. Trouble was all around. Dolan was near death, and a griffon flying above their heads.

The Griffon flew down near Dukaat and cast a magic hold spell on him and he froze in place. As soon as he froze, goblins began to move forward on his position like ants closing in on a morsel of food.

Angelo, thinking on his feet, cast a web spell, choosing each of the wings of the bird as resting points. The spell chance was slim, but it was the best he could do, and he felt that if they did not get the griffon out of their way; they were in trouble. "Mena-Mex-Ex-Arago" he screamed and a web shot from his hands

towards the flying menace. Within a second, the griffon's wings stopped working and he fell 60 feet banging against the tower and then falling another 10 feet down by the foot of the stronghold's wall.

MIKALA (CONT'D)

Great job!

The party then went back to shooting at GuVaak, and battling, but being surrounded on three sides of goblins, the group still had work to do.

The GuVaak kept closing from the north and the south, and Dolan decided to jump from the tower, and retreat back into the group.

Angelo then cast another spell, the now famous obscuring fog enveloped him, giving him cover from the closing goblin groups. Dukat had awakened, with the passing of the griffon and retreated back to the fog.

Dolan ran back in; as did Mikala, Angelo and Alrast.

The group was surrounded, but had cover.

Another loud sound came from the sky. The party gulped, wondering what could be next, as they looked up they saw Gentleglow flying above and swooping down blowing ice from his throat all over the ensuing GuVaak from the south; wiping them out completely.

She then started to sway a bit, as it was clear that this attack took much out of her—she flew off and perhaps may have been her last act.

The GuVaak began to fall back and retreat back into the stronghold. The party had survived their counter-attack and Alrast yelled charge, leaving their cover of the fog to move into the keep.

The group came into the campus and saw three buildings, one to the north and the other two to the south and southwest.

The northern building seemed most ornate, so Alrast commanded the team to move north.

As they sprinted across the compound, arrows flew out of all the buildings. WHAM - WHAM; arrows knocked Alrast down. Dukaat took a blow of one. These shots were coming from expert archers, and ripped through the Mighty Six's flesh with great accuracy and pain.

Alrast continued to move forward as did the others, and more arrows flew, striking their targets with deadly accuracy. Alrast moved to the farthest spot on the wall, but was still being hit, as the expert archers has strong and powerful weapons.

Dukaat decided he had had enough and charge to one of the closest buildings, so he could assault the goblins in melee.

Dolan, Calemir and Angelo gave him cover; but the battle charge across the compound was going badly.

Suddenly the gates of the large northern building opened and several large goblins came out.

These were clearly the leaders, and one could see the goblin king, name King Georg come out in full armor dictating orders as he felt he could destroy the invaders with a mighty counter-assault.

CALEMIR

(To Alrast)

We must pull back!

He was not happy to pull back, but even the brave Alrast realized they were in trouble and he nodded in agreement. As he gave the orders to pull back, one of the goblins began to taunt him, calling him a coward and putting his little green ass out the window.

Alrast gritted his teeth in anger, and his pride overcame his good thoughts, and he stayed to shoot an arrow right up the GuVaak's ass. The shot was perfect and the goblin fell down dead, with a piece of steel embedded deep inside his anus.

Alrast smiled for a brief second, but the satisfaction of that shot did not last forever, as two more arrows came flying at him, striking him in the side and caused him to scream out in pain and brought him so close to death.

The group was pulling back, but Alrast was caught in between the archers and the wall, which he would have to climb to escape.

Arrows continued to fly at him from two different angles and he was in major trouble. He looked up and saw two large goblins, which appeared to be body guards of the king and were ferocious, began to close in on Alrast's position.

He got up, saying a quick prayer, and began to climb the wall. Unfortunately, his armor that has been so useful in the past in melee rounds and his inability to climb caused him to fall to the ground.

He panicked for a second, got back up and looked up to see more trouble.

Two Goblin Worg riders were fast approaching and more arrows flew again, fortunately missing him. He had one more chance to get over the wall, and if not, he would have most surely died. He grabbed the wall, one step, then the other and was on top.

Arrows flying past him as he climbed; reaching the summit of his climb, he felt great relief and then jumped off the wall to the other side and began to ran back to his party.

The party made it back, except Alrast, to the fog and the GuVaak gave chase.

It appeared that one last battle was going to occur and the GuVaak were going to charge ahead. Calemir, realizing that his leader was separated from the group, and the party was on the verge of defeat, cast an entangle spell near the door. "Ex-ve-bar-veen" he commanded, and grass grew large and grabbed the feet of the goblins who entered the space.

More arrows from the team started flying. Alrast was nearing the group, when an arrow from the goblin archer flew down and struck him in the chest. He fell back, his head hit the ground and he looked to be dead.

The Mighty Six were in trouble.

On the other side of the battle, Dolan was running back into the fog, nearing death himself, when he was shot in the side and fell down as well, he appear to be die as well.

Dukaat seeing his friend fall, ran forward to collect him and took some arrows to his body. He was able to protect Dolan and bring him back safely to the fog cover and saved the life of the tavern owner.

King Georg knew the battle was still up in the air and was able to break free from the entanglement and order a charge. Angelo seeing this, called upon his draconic blood and was able to recall his spell of web. "Mena-Mex-Ex-Arago" he screamed again, and the GuVaak king was entrapped.

The party jumped on this; and was able to start shooting arrows at the king. His body guards were still trapped in the entanglement, and the King was a sitting duck.

What looked like a final win for the Mighty Six, turned again, when the King broke free; but he knew it may have been anyone's fight to win, but the king knew he could defend his territory better from the inside, and he ordered a retreat. The GuVaak moved back into their keep and while they were pulling back, the party was able to grab Alrast and move away from the fort; retreating back into the woods.

A few arrows flew past them as they moved away, but the team was able to retreat successfully. Alrast and Dolan were revived and the group left the area to regroup and recover from an epic battle. They were unable to get into the stronghold; but they clearly have damaged the GuVaak's defenses.

CALEMIR (CONT'D)

We have to go back!

Calemir stated quietly, wiping the sweat from his head.

Blood was all over their bodies and hands, the group was exhausted, but they knew they had to persevere; they knew they have more work to do; they knew they had to assault the stronghold again...and assault it soon, as the group was concerned that reinforcements may arrive at any time.

ALRAST

We will strike again! We will strike again...

After a few hours, the group was able to gather strength to attack the stronghold again. This time the party decided a head-on attack was futile and not the best strategy. They all agreed that they should start in the buildings to the south and work their way up to the main building.

MIKALA

We can't get into a cross fire again.

ALRAST

We all agree to that... We can take them out one by one, if we just bull rush the building to the south.

The group nodded and moved up towards the entrance. Sneaking all the way to the wall, they met no resistance. The camp was quiet...too quiet. Dolan quickly climbed up the same turret he did a few hours earlier and dropped a rope down.

The group climbed one by one and were all inside the fortress without a single arrow being shot.

DOLAN

Look.

Dolan whispered as he pointed to the southerly building.

They could see some GuVaak archers in the window.

We can climb down and run to the south, and approach from the back of this building, Angelo pointed out.

They all agreed and one by one they climbed down the stairwell inside the turret and made their way to the ground floor.

Dukat, Alrast and Angelo all started to run out to the building and took cover alongside the edge.

Calemir, Mikala and Dolan followed again, no shots were fired.

The party came around the corner, and they saw sever GuVaak goblins in the building. Arrows started to fly as the party ducked and dodged. Dukat ran to the door and pushed it open to see a room with 2 GuVaak expert archers, several grunt GuVaak and then about a handful of elderly, women and children goblins.

Dukat and Alrast charged ahead to attach the main archers, but the grunts stood in their way and melee broke out.

Angelo, Calemir and Dolan launched arrows into the building on the outside, while the two fought to a standstill the grunt army.

The battle was going quite well, as the GuVaak grunts were falling fast. Dukat and Alrast were closing in on the archers in the room.

"Gerocaak blan neh," one of the GuVaak said aloud, and as he did, the elder goblins, grabbed swords and stood between the archers and Dukat and Alrast. Alrast hit one and it fell quickly, Dukat hit another and it was obvious the elder fighters were no match.

"Geocaak blan, nem," he said again, and then the women GuVaak joined the battle.

Calemir was saddened to see this tactic, using the elderly and the women as shields.

The party continue to shoot arrows and slap down the opponents with ease, when something happened that turned everyone's stomach, well everyone except Alrast. The archers commanded the children to fight.

Alrast smiled and quickly dispatched a child goblin with ease, seeing the mother cry in pain. A few more blows and the archers were now defending themselves.

The party quickly cleared the southern room and made their way to the next building.

Dolan snuck up and looked into the windows and saw nothing. Dukat pushed down the door with his boot and saw no GuVaak.

ALRAST
LET'S GET TO THE MAIN BUILDING

The group again approached it with caution to find that the main entrance was unguarded.

They went room by room and found no signed of the GuVaak leaders and their bodyguards. The last room was opened and the throne and treasure room was empty. The leaders had escaped and the women, children and elderly were used to slow the Mighty Six down. The cowards left in a hurry, as they left behind 30,000 coins and some interesting magic items.

The group started to discuss what the next steps should be, as Dolan's was in a trance seeing the money piled up in each and every corner.

CALEMIR
We need to follow them and quickly... I can try to track them... But if we can not get to them soon, we may lose the Loch'Far.

ALRAST
I agree.

While these two were talking, Dolan slowly reached out and grabbed a few handfuls of coin...no one noticed. Angelo was also picking up some platinum pieces of his own without someone noticing.

DUKAT
How quickly can you track them?

Alrast, Mikala, Dukat and Calemir were busy talking as Dolan and Angelo (not even noticing the other taking coins) were taking coins from the pile.

Dukat looked up and saw Dolan grabbing a Platinum and sliding it in his pocket.

DUKAT (CONT'D)

Dolan... We are gonna *share* that money right?

Dolan looked like a little school boy that had just been caught taking candy from the teacher's special drawer.

DOLAN

Of course... But Angelo is doing it as well!

ANGELO

What?

ALRAST

Fellas... We cannot take all of this loot... We don't have room to carry it all, and we have to get moving! Let's grab what we can in five minutes and then we have to make a move!

The party agreed, grabbed some coin and began to follow the GuVaak leader's trail which led to the northwest upwards, further into the GuVaak Mountains.

EXT. ROAD

The party travelled for a few hours, following some tracks, but this trail was so used, it was difficult to know if they were following the GuVaak leaders or just some random goblin patrols.

The terrain was rough and continued to climb higher and higher up the mountain.

About midday, the team came to an open area with a large tower overlooking the path. As they approached the path, they saw that the area had been blocked by a landslide of rocks.

Alrast approached the pile of rocks and looked around when he heard a voice coming from the tower.

VOICE

What are you doing in my home?

ALRAST

(Sneering)

Just passing through

VOICE

(Calmly)

You are not allowed to pass, go
back or you will surely die.

ALRAST

(Looking around)

We mean you no harm...

VOICE

(Louder)

I am done being nice, LEAVE or DIE!

Alrast was upset and simply ignored the voice and began to climb up and around the rocks, while the rest of the party stood by.

As he climbed, a lightning bolt came from the tower and struck him. He looked up, readying an attack, but had no target.

He was quite frustrated and retreated back down the pile.

DOLAN

We have to get past these rocks...
But we cant risk someone from above
shooting at us...

The party started to look for ways around the tower, and climbed up the rocks to the east of the tower. They came to a courtyard at the top and saw a tower door.

Alrast and the gang moved to the door and pushed it open.

INT. TOWER

VOICE

(Laughing)

So you choose death... Good for
you.

In front of them stood Mernaal the Hermit waiting for them in his keep.

He said a few words and several spiders came out of the ground and moved towards the party.

Calemir, Angelo and Dolan fired arrows at the spiders.

Dukat and Alrast took to melee and smashed a spider or two with their attacks.

The hermit cast a lightning bolt at Alrast and the force caused pain and damage that pushed him back a few steps.

The spiders launched their attack and missed, as the party had becoming more adept at battle; and then

in a quick counter-attack knocked out the hermit's friends. With a path clear, Dukat and Alrast ran up on Mernaal. He shot some magic missiles at them; but this did not slow their pursuit.

Mikala responded with some magic of his own and damage the tower occupant. Dukat and Alrast put steel into his side and he fell to the ground.

Mernaal the Hermit was defeated; this man had been holed up in the GuVaak Mountains for decades and hated people...he ran away from the city at a young age and enjoyed his solitude.

Today, he lay dead on the floor as the Mighty Six put an end to his bullying ways and his lifelong collection of magic was there's to keep; after a quick regrouping the party continued down the path, searching for the Loch'Far and the GuVaak leaders.

EXT. TOWER PATH

About a half-hour walk up the mountain path, the party noticed a crude stairway that led into the mountain.

DUKAT

It seems we have no other way to go... We must go in...

CALEMIR

I am afraid so.

Calemir confirmed, looking at the tracks on the ground.

INT. CAVE - NIGHT

The party made their entrance into the cave and began to explore the mountain tunnels.

Going north, then west, then south, they came to an opening and saw three hideous creatures called Sinspawn great them.

These creatures are the product of an evilmagical source and are created to protect their keep and master. As the party moved forward, these creatures leapt into action; while these evil creatures look menacing, the party quickly dispatched this small group;

however, one of the Sinspawn was able to bite Calemir in the neck, and the pain shot through his body, making him feel very sick and brought terrible thoughts to his mind.

This feeling caused him to be able to think, talk or move for a few minutes.

He let the party know about the dangers of these creatures in their venomous bite after he regained his self-composure; he then jumped up to his feet and the party moved further into the dungeon.

Moving around the corner, he saw another group of Sinspawn; this group did not feel the presence of the Mighty Six and with the element of surprise, they dispatched the evil creatures quickly.

While investigating this room, they saw a steel barred gate, with a lever on their side. The party checked for traps and pulled the lever, the gate slowly opened up, and the group began to move down the hall. As they turned the corner a creature on four legs, that was quick as lightning, leapt out and clawed Dukat's face.

The attack was painful and menacing and the dwarf growled in agony.

The party surrounded the animal, and while they took some blows from his fierce claws and teeth; they were able to bring the creature down. They then travelled down the hall as it led to a dead-end; they realized that they just opened the lair to the Sinspawn's pet. The party came back out of the lair and went further south to find several signs, written in goblin, that said, beware and do not enter.

They sneered at the sign and moved forward. As they came around the corner, they came into a room that had a large statue of what appeared to be a Minotaur.

Dolan approached the statue and investigated when the axe rose on the large statue and sliced downward upon his head. BAM, a large wound was slashed into the thief; and he fell back.

The party scrambled into action and after a few more rounds was able to bring down this mythical statue. The group realized that the GuVaak goblins had a warning sign for a reason.

In looking around the room, they discovered another dead end, so the group worked their way back up to the northerly side of the dungeon and after dispatching three more Sinspawn saw the exit of the dungeon.

As they came out into the fresh-air, a lightning burst above them; looking up, they saw a keep on the mountain and the party was certain they had found where the Loch'Far was being held.

EXT. HURLAK MANSION - NIGHT

The keep above was the home of an evil aboration called Hurlak.

The Hurlak Mansion was not a welcoming place as the party would soon find out. As the Mighty Six approached cautiously, they decided to have Dolan and Calemir do some minor recon, so as to get a better understanding of what was ahead.

As the elf and the thief moved forward, they heard a noise and saw a 14' creature moving around on the other side of the gates.

CALEMIR
(Whispered)
Trolls.

They noticed that the Troll started to sniff into the air...as if he caught a whiff of something.

The large creature started to move out towards their position when the two of them decided to back off and meet back with the rest of the group.

As they made it back, they told the rest of the group what they saw and the party began to discuss strategy for an attack.

ANGELO
I think we need more information on
the mansion.

Calemir felt that Dolan was a bit better at stealth action, so he told Dolan to do the recon alone, for fear that he may cause problems.

Dolan nodded and moved out to look around the mansion. He moved down to the south and around the back side and saw empty walls and empty turrets. He came around the top side of the keep and found similar silence. As he approached the gate, he saw the Trolls, so he double-backed to the main group and told him that he saw very little.

ANGELO (CONT'D)
Are the walls climbable?

DOLAN
They are smooth, but with time... I
could climb them.

MIKALA
And these walls are unmaned?

DOLAN
Yep.

ANGELO
Well, I think we should...

Angelo started, when a fierce wind came up and a heavy rain
started to fall.

The lighting and thunder we so loud, the group was barely
able to hear each other.

DUKAT
Look!

Pointing towards the west. He pointed towards a group of
about eight Sinspawn who were moving this way.

ALRAST
We can't let them get on top of us
and alert the trolls!

With that being said, the group jumped into action and threw
their weight behind a nasty attack.

Webs, Entangle Spells, Arrows and cold steel was launched at
the unsuspecting Sinspawn and the creatures were dispatched
without the trolls knowledge.

As the rains continued to fall.

DOLAN
Let me climb the wall and throw a
rope down.

Everyone nodded and moved towards the 20' high wall. With a
few tries, Dolan's nimble frame was up on top of the wall
throwing down a rope.

After the group was securely on the top of the wall, they
moved down towards a turret.

The walls were quiet, but the party was nervous.

ANGELO
Dolan? Could you do some basic
recon inside of the walls?

Before Angelo finished the statement, Dolan was eagerly making his way down the stairs to the main courtyard of the Hurlak Mansion.

He drank a potion of invisibility, to maximize his approach and he started his recon mission. Again, he went to the north for a few 100 feet, then look around the corner, went another 200 feet to the front where the trolls were and looked.

He blinked his eyes and it was true, there were TWO trolls guarding the gate to the mansion. As he did this, one of the trolls looked up and seemed to look RIGHT at him! He saw the troll sniff...and move towards him.

Sniff - Sniff - Sniff

Dolan moved back quickly about 40 feet away and waited.

Sniff - Sniff - Sniff Around the corner the troll came...as if following a trail like a dog. Dolan decided to

move back further and around the wall. He stood at the corner a second and clearly could see the troll

tracking him. He then jumped back and ran the last 200 feet back to the group.

He told the party to prepare for an attack, and the group came up with a plan to attack the troll quickly

and fast from positions above.

Sniff - Sniff - Sniff the troll approached...he opened the door and looked up and he saw a few arrows

and a dwarf come flying at him. BAM - BAM - SLAM, the two arrows and a battleaxe crushed the troll.

He fell backwards and took a step back out the door.

Calemir and Angelo repositioned themselves outside of the turret and continued to shoot down on the unsuspecting troll and crushed him to a quick death.

Alrast ran up, grabbed the troll's head and sliced it off. A twisted smile came across his face as he then tossed the head out into the forest below. When the troll died, the rain stopped and the lighting and thunder went away.

CALEMIR

It must know we are here.

The party digested that for a moment when Angelo interrupted the silence.

ANGELO

Dolan... Could you bring the other one to us in the same manner?

DOLAN

What?

Dolan said as he looked at the party, he realized he had little choice, so he went back and was a guinea pig for the second troll.

In amazing similar fashion, the second troll was defeated and the party had quickly gained access to the first level access of the Hurlak Mansion.

INT. HURLAK MANSION

The party examined the front door, and it was unlocked and not trapped. They looked at each other and then Alrast grabbed the door and opened it.

As they entered, a magical mouth began to talk from the eastern side of the room.

MAGICAL MOUTH

(Laughing) Welcome... I was wondering when you would get here (another laugh).

ALRAST

We are here now... Where are you?

A laugh came from the mouth.

HURLAK

Come into my home, I have many friends who would love to meet you... see you upstairs soon!... Maybe.

The voice trailed off with more maniacal laughter.

The party looked again at each other and began to move into the mansion. Checking each area from traps, magic and any secret doors, they approached cautiously. It seemed at first to be a maze of doors and doors, none of them trapped. Regardless, the party checked them for traps.

HURLAK (CONT'D)

Do you think I would welcome guests
to my mansion and trap al my doors?

The party tried to ignore this, but Alrast grabbed the next door and took electrical damage from a trap. The voice laughed again and again.

Alrast a bit embarrassed, let Dolan check the next door, but he failed and a spike hit him in the arm.

More laughter ensued.

The party continued on, door after door, trap after trap, they were in a maze of some sort. The group then came to an opening with stairs. Alrast and Dukat took a step and triggered a trap...causing the stairs to turn into a slippery slide and Alrast slide down and into a dark entrance. Dukat was able to grab the side an avoid sliding into the portal.

DOLAN

Alrast! Are you okay?

No response. Dukat yelled as well and heard nothing.

The group started to devise plans on saving their leader; get a rope and throw it in...they did and the rope disappeared.

MIKALA

Pull it back.

The rope came back. The party was puzzled.

Meanwhile on the other side of the portal, Angelo was in a small room that had a continual darkness and silence spell cast.

He could see nothing.

He heard a noise and bam; he was bite by a spider.

He shook off the first bite and began to protect himself.

On the other side of the "darkness," Dukat had the rope and walked into the room. As he stepped into the room, he could see nothing, because of the darkness, but he heard noise in the room. He also felt some webs on his hands and figured he was in a room with spiders.

MIKALA (CONT'D)

Alrast?!

Nothing.

He stepped back out.

MIKALA (CONT'D)

I don't know what is going on, but
look at these spider webs.

Mikala stepped forward and threw a coin with a light spell on it, and it dispelled the darkness and the party could see Alrast tied up in a web with a very happy spider ready to have a feast.

A few arrows later, and Alrast was brought back out to the rest of the group.

More laughter was heard from above.

DUKAT

I don't like this guy!

The group dusted themselves off and began to explore the mansion further. As they travelled south, they came to a large hall, with two doors on each side; picking the door on the west side, the party opened it to find a most disturbing creature on the other side.

The Swinomancer was a chef by trade; a pie-maker specialist. He looked up and smiled, and grabbed a device and shot a hot-sticky goo on the party. He grunted in approval and hid behind his pie-making machine.

The party took some damage from the hot and foul smelling goo returned fire. Dukat and Alrast charged into the room and hit some grease that was left in their path and they fell down. More laughter from above.

The group started a protracted battle, with the pie maker shooting goo at them as well as casting spells at the group. A rat swarm was the first to be thrown in their way. Alrast and Dukat tried to get up to attack back, but fell to the ground again.

Angelo countered and cast an Obscuring Mist to protect the party from the aerial onslaught.

After that, Angelo, Calemir and Dolan were shooting arrows, and Wolfus, the companion of Calemir was watching the backside of the group.

Bark... Bark the wolf spoke, alerting the group to a problem behind them.

As they looked back a mean looking half-dead creature appeared from the other door with a massive axe in his hand.

Dukat and Alrast regained their traction and moved in on the Swinomancer, but as the closed he disappeared.

Angelo, Dolan and Calemir jumped into action against the undead creature and began to battle. While staying perched in their fog, Calemir and Angelo and Mikala launched an attack at the axe warrior.

The wolf stayed in place and attempted to attack the creature. After a few arrows and rounds were exchanged, the undead warrior raised his axe and it came crashing down on

Wolfus. Yelp! The wolf slumped over, his body nearly cut in two lie their lifeless. Dolan and Calemir fired shots that took the axe warrior down, and then Angelo, looking back first, wondering where the Swinomancer was, then looked at the wolf, "what should I do?" he asked himself; and then he ran over to the wolf, who had no pulse.

Angelo grabbed his first aid kit and pulled the wolf together, putting pressure down on the wide and gaping wound. He said a prayer.

Dukat looked around. Alrast swung in the air wildly and missed. They knew the pie-maker was in this room; they had to find him. Dukat grabbed some flour and threw it in the direction where it was last seen...they found nothing.

Calemir approached Angelo and his new companion Wolfus and looked down. Angelo looked back at him grimly, but then stopped. Angelo looked down and he saw the wolf move. He was ok! Angelo was able to stabilize the wound and keep the furry companion alive.

CALEMIR

Alrast! We need you!

Alrast and Dukat were still searching the room finding nothing.

Mikala stepped forward and felt a magical presence in the corner. Dukat threw more flour in the air, and it hit the pie-maker.

Alrast and Dukat raced into action and cut the evil Swinomancer down.

The party met back in the hall, after searching the rooms and regrouped. Wolfus was healed and the party continued their search.

INT. SECOND FLOOR

After searching around the bottom floor, the Mighty Six found the stairs upward.

They climbed them and started to search the second floor. A few empty rooms; a few empty halls and they found themselves in an large hall.

The hall had a large statue with its arms stretched wide, pointing outward. They saw four doors, including the one they were standing. The group studied the statue and after a few moments of thought, Dukat and Alrast easily pushed the statue into a position that pointed to some other statues on the northern wall; as they did this, a large door to the north opened.

The party moved forward into a massive room that had grass growing inside.

Additionally, there was water flowing into the room from a source in the middle.

On each side and in the middle they saw dozens of SinSpawn, and at the back of the room, they heard the familiar laugh and saw a hideous creature with a face of a man, but mangled horns for hair.

MAN

Welcome!

And ordered the Sinspawn to attack.

The party began to move into action, firing arrows in various directions.

Angelo sensing the need for cover, cast a Obsuring Mist around the party, so they could attack with cover. The Sinspawn advanced and the battle looked like it would be fierce and long.

Hurlak chuckled as he cast a fireball in the middle of the group. The fire roasted a few of the heroes, and dispersed the fog. Dukat and Alrast moved to the left to attack the SinSpawn, while the rest of the party stayed back to cast spells and fire weapons at the maniac and his minions.

Another chuckle, and he raised a staff, the Loch'Far, and clouds began to form above the party. Sinspawn and people battled to the west, while the other group to the east disappeared in the darkness that the Loch'Far induced clouds created. A wind began to blow, rain fell and lightning struck Alrast and Angelo.

The group realizing the cloudstorm above them was dangerous began to move out of the shadows and entered the room.

As more arrows flew, the Sinspawn fell quickly. The party braced each other for another round on Sinspawn, but the hail that was falling on the other side of the room had killed these creatures.

It was now Hurlak versus the Mighty Six. He quickly cast some magic missiles that hit Alrast. Angelo, Calemir and Dolan returned fire with arrows, while Dukat and Alrast charged ahead.

Suddenly, Hurlak threw down the Loch'Far and the clouds disappeared and he cowardly screamed.

HURLAK

You can have it! It's yours, don't hurt me!

Alrast ran forward and hit his with his morning star. Angelo's sword, Tio, jumped into his hands and pulled Angelo forward to deliver a blow in the skull of Hurlak.

The head of the beast came off and its body fell to the floor.

The battle was over, but Angelo and Tio were still slashing on the corpse; apparently Tio did not like the maniac of Hurlak mount and enjoyed tasting the beasts blood.

After a few more rounds of mutilation, Angelo was able to take control and sheathed his blood-thirsty sword.

The group was exhausted from the march through the mansion of Hurlak and looked forward to leaving this wicked place. After defeating Hurlak and his companions with cunning, skill and brute force, the

Mighty Six, they were ready to get the Loch'Far and head back to the A'Han tribe. The party began to look around the room and Mikala grabbed the Loch'Far to secure for the group. No one seemed to object to the magic user grabbing this ancient and powerful staff.

The group went back to the main hall and explored the other rooms. The room to the south had a study, and found a magic book with spells. The room the east seemed most curious. As the party entered, they saw a fairly empty room, but Mikala recognized this immediately.

MIKALA

This room is very similar to the room that held the Tome at Demense... The table that had the Tome has similar writing

CALEMIR

Interesting... Perhaps this was built around the same time as the temples were?

DUKAT

Yes... The masonry and carvings are very ornate and similar... This is master craftsmanship and not something that I have seen before... Except for the temple ruins of Demense.

The group searched the room, but found no other clues or books that could help. They all decided to get together and regroup for their journey back through the mansion and down the trail towards the

A'Han camp.

As the party gathered to cure each other's wounds and discuss the next steps, Mikala felt a presence surge within him. Something seemed to whisper to him...in his mind

VOICE

Mikala, you are powerful!

Dolan focusing on the matter of treasure and magic that was being divided was suddenly aware that his brother was disconnected.

Dolan felt a sad sense that his brother was missing. He looked up and saw Mikala, but his brother was not next to him in spirit and mind.

DOLAN (V.O.)

Mikala... You okay?

Mikala nodded, but could not seem to speak. He heard another voice.

VOICE

It is yours... you have me... and now you have POWER.

DOLAN (V.O.)

(Still confused)

Mikala?

No response.

VOICE

You can use me to take over the party!

Mikala heard this and smiled.

VOICE (CONT'D)

We could rule the mighty six! Just let go...and I can help you!

Dolan realized his brother was gone.

DOLAN

(Quivering)

Alrast, there is something not right with my brother!

Dolan was really scared...this was the first time since Mikala fell unconscious in the water hole when they were eight years old that his brother was not with him in his mind.

He remembered that day like it was yesterday. His father took the boys down to the river, where they could play in the heat of a Fae'Lin summer day. While they jumped from rock to rock, Mikala slipped and hit his head on a boulder; he fell unconscious and slipped into the water. Dolan at first did not know his brother was drowning, as he was on the other side of the rock.

As he rounded the rock to scare his brother, he didn't see him. At first he thought he was hiding and started to look around.

Little did he know, his brother was brought under the water in a little rip tide and began to float downstream. A few minutes passed and suddenly his brother "disconnected" and Dolan felt a sickening feeling in his stomach. He screamed to his father, "Daddy, Mikala is missing!" His father came running and told his son to relax and focus..."We need you to relax, son" he remembers, "...you need to listen for your brother, he needs you now..." Dolan remembers feeling a presence, a dull presence as his younger brother by 5 minutes was still sending a small signal to him. He ran downstream with his father and they saw Mikala floating in the water. He saw his Dad leap into the water and grab his drowning son. Dolan just remembers feeling nauseous and almost passed out himself as he saw his strong father carry his drowning son out of the water; his brother then coughed and water came out of his mouth and he started breathing again, and of course Mikala first thought in Dolan's mind was, "Dummy, what took you so long to save me?" Dolan laughed and told his brother he was an idiot.

As Dolan's mind came back from the past to the present, he saw Alrast and Angelo moving towards Mikala.

VOICE

Just use me...just USE ME...they are
COMING for us!

Mikala's mind went blank, and he started to raise his arms to begin to cast.

VOICE (CONT'D)

Come now, a lightning bolt and some
hail will bring them to their knees
and then YOU will be the powerful
one!

ALRAST

Mikala... Snap out of it!

All Mikala could see was Alrast's lips moving...he heard nothing...it was silent...it was like he was underwater, just like that day back at the watering hole.

BAM!

The butt of Angelo's sword slammed against Mikala's side, as Tio commanded his master to strike Mikala.

TIO

Get the Loch'Far!

He jumped into action, running and striking his friend.

The Loch'Far fell out of his hand and Angelo grabbed it immediately.

TIO (CONT'D)

Nice job Angelo.

ANGELO

The Loch'Far is powerful, but I
will handle it.

Mikala shook his head.

MIKALA (V.O.)

What took you so long, dumb ass!

Dolan, wiping a tear from his eye just slugged his brother on his arm.

The Loch'Far was under control in Angelo's hands...and Tio and the aged staff seemed to say hello to each other.

Angelo was surprised that his sword was familiar with this ancient magic artifact, but Tio did not explain anything other than they were "old friends."

After collecting themselves, the group made the the trek back down the hill towards the GuVaak stronghold. Upon passing the Hermit's house, they decided to make camp and rest.

The group rested through the evening and in the early morn made their way back to Fernach, who was happy to see them!

FERNACH
DO YOU HAVE IT!

Angelo sneered, wondering why she was talking, but then remembered that she was not a mute, but observed silence for some unknown reason.

CALEMIR
Yes!

Calemir her partner replied with a smile. She ran into his arms and hugged him..and Angelo showed her the staff.

She looked puzzled, perhaps wondering why Angelo had control over this powerful artifact, but quickly started moving away from the group.

FERNACH
We must make our way back, as many
will want this weapon, we must
return it to its home at the Tree
of Life!

She stated as she moved quickly and gleefully down the path.

The party agreed and they spent the next 3 days making their way back to the A'Han camp. The forest seemed to be coming to life as they passed by with the Loch'Far; and the group encountered no problems.

Midway through the last day, the saw the Tree of Life come into view...and a group of women came out to greet them.

Return of the Loch'Far

AGHNA
You have done a great deed!

She reached for the Loch'Far and her and her sisters retreated back to the Tree of Life.

As they departed, the servants of the A'Han tribe brought food and offered cleansing baths for the new found heroes.

After about one hour, the servants led the group into the Tree of Life.

DUKAT

I thought we were not allowed in?

SERVANT

The spirit has instructed us to lead you into the Tree of Life... You have been given a high blessing!

Dukat smiled in satisfaction and the men were put in white robes and all weapons, except Tio, were not allowed in the Tree.

The group came in and took a seat at the Altar, where Aghna and the other women were praying. After a few minutes of silence, Aghan rose and began to speak.

AGHNA

A great evil has been defeated in this hour of need; but the pulse of hatred continues. This is just one small battle, in a greater war. The great wind has come...as told to us by the spirit, and many fierce battles lie ahead I am afraid... The GuVaak have risen in the middle lands; while you have caused them harm; it appears their leader escaped from your grasps.

She looks a bit disappointed that you could not kill or capture King Georg, but she moved on.

AGHNA (CONT'D)

Worse than GuVaak; I would assume the Dark Lord is rising in the South and his weak, spineless friend Eorloryn the Black is plotting in the East. The orcs are moving; the Sinspawn are rising; evil creatures are growing more bold while weak-spirited men squabble over who will be king and Dwarves fight with Elves over 1,000 year old border dispute; trade between peoples begins to halt; and the Rose appears to wilt. All of this is happening and the evil one smiles.

She paused again, as if collecting her thoughts and trying to remain strong.

AGHNA (CONT'D)

I have read the Tome you brought me; and after some prayer and reflection, I have some...interesting and maybe even disturbing news for you. While I do not have all the answers, I am becoming a bit more aware of our current time. The Tomes were written by the Merilwen Society over 1,000 years ago during the Great War. It foretold of 1,000 years of peace; as brought together with the Grand Agreement. It said that the Dark Lord would become dormant and men, elves and dwarves would live in peace, but suspicious of each other. As time would go by, they would grow to hate each other; and the Gods would continue to test the spirit of the Fae'Lin people, as the dark forces grew in strength. The Merilwen Society was the guardians of the truth...and they had a mission. This mission was forgotten over time and the society, which still exists today, became a fraternity of idiots; rather than the protectors of the truth. I believe the overall mission of this society was to prepare us for the final battle versus evil in this land. As such, the men in society wrote all of the Tomes; and displaced them around the lands. The leaders of the society wisely wanted to spread the information across the land to protect the knowledge from the dark ones. They then protected these with monks and dedicated servants to the Rose. What the Rose is? I do not know...perhaps Relandra has the answer. I believe Relandra is playing a very important role in this historical event...she must be saved!

After a brief pause, Aghan drew a cleansing breath and started solemnly.

AGHNA (CONT'D)

This brings me to my next piece of information, which may be... unsettling... The Tomes, which serve as a guide to our victory over this evil mentioned in many places "Se' Iontach;" this translates to the great six. I believe that you are that six mentioned by the elders in the Tome. I believe that you will be serving your Gods to protect Fae'Lin and its peoples.

The group was in shock! They were tavern owners, wine merchants, young men, and simple folk, and now they found out that they have been mentioned in a 1,000 year old text.

This seemed unlikely...unbelievable actually.

Aghan, sensing their shock.

AGHNA (CONT'D)

You are blessed indeed! And this news should not be taken lightly, as you have a heavy burden; and we will all pray for you.

She paused and said a silent prayer to the Spirit.

After her prayer.

AGHNA (CONT'D)

In this quest, you have many friends that will help you in this journey; but you must understand and beware that you will have just as many that will see you as a threat...and you will be sought after by the dark side, you will be hunted down, harassed and killed if they find you. You must be brave and vigilant; and while you may have fear and doubt, you cannot turn away from this quest thrust upon you. You have been chosen!

She paused again, looking at her sisters; the all bowed down to the group, raising their hands over you , and they then spoke another silent prayer.

AGHNA (CONT'D)

You all must have realize from day one, when you were all brought together, from different backgrounds, different races to protect a woman that you didn't even know. At first, you must have enjoyed the excitement of that evening in Redwater, but the Gods brought you together that night! Of course that is when, Angelo, the Bladebound, pulled you together to chase this evil. His sword, while still a bit dormant in his hands rang into action and you chased the foul orcs to recover Relandra, who was probably being delivered to Eorloryn the Black.

She then turned to Angelo and waived her hands gesturing to him to approach the Altar.

She paused and looked into his eyes, she looked deep into his eyes and the ladies in the room watched with great intent. It seemed like all the energy in the room and perhaps in the entire world was focused on Angelo at that moment. The air was thick and hot...and the moment will never be forgotten in the mind of the men and women who were there.

AGHNA (CONT'D)

You are my brother. You are one of many, who are bound to the Rose...
Look at your sword.

Angelo looked down at the only weapon that has ever been at the Altar of the Tree of Life.

He raised it in the air...examined it...he had looked at this sword many times in his life.

He knew every carving; every part of the prized weapon. Aghan approached the Altar and grabbed an ornate gem that emanated light.

Dolan watched in amazement, wondering how much this gorgeous gem was worth.

As she neared Angelo, the light from this gem shimmered off the cold steel Tio. The light brought warmth and joy to the sword.

TIO

It feels good! I am home again!

Angelo wondered what his sword meant by that, but he could feel his sword shaking in his hand in joy. "I am

TIO (CONT'D)

I am home again...

Aghan got closer with the light and Angelo was amazed at what he saw. His sword changed in his hands, he saw ancient writing on his blade. And then he saw something that caused him to gasp audibly in amazement.

At the base of his sword, a Tudor Rose was carved.

Aghan put her hand on his shoulder, as he was overcome with emotion. His whole life he was told about his mission and his sword, but he was told he may never know what the mission is...and he may have to pass it down to his child to carry out the mission of the sword.

His whole life he was wondering what he was to do, wondering if HE would be the one to learn of the mission, or if he, like his father before him would hand it to HIS son and tell him the stories that he could remember.

Suddenly, in the heat of the moment, where the air was still and heavy, he saw his sword change before his eyes. The sword that his father gave him, and that his father's father gave him now seemed different.

AGHNA

(Somber)

My older sister was your mother...
She died in the battle that you
came upon

The truth slowly crept into his mind as Angelo began to understand.

He gasped in air as if he could not breathe and was overcome with emotion and fell back as his legs gave out. Aermid, his mate (and sister), was behind him and held him up.

Aghan cruelly continued.

AGHNA (CONT'D)

She was killed by the GuVaak one night before we met you. You and your friends carried her lifeless body to the resting place; the Tree of Life. The Gods brought you here to carry your mother to her grave last week...

Angelo wanted to scream...he was shocked and felt overcome with pain.

He felt betrayed and angry that his father and mother that he knew were not who he thought they were. They died by orcs awhile back and he cried for them; but they were not his family! "His family was here?" he questioned in his mind. "Who was his father? Where was he?"

Could he trust these women!" His mind was overcome with questions, fear, anxiety and pain...much pain!

TIO

Master... You are chosen!

ANGELO

(To himself)

What? What do you mean?

Suddenly felt overwhelmed and angry and joyful all at once.

The others in the party were shocked and felt that the information they were given was too incredible to believe.

How this could be, they wondered! Aghan continued, trying to comfort her younger brother, knowing the he was in anguish.

AGHNA

Angelo, she is with you now...she is with your friends, (as she pointed towards the Mighty Six), she will always be with us.

She paused and gulped and then wiped a tear from her eye. She held up a picture of her and as her voice broke, she said.

AGHNA (CONT'D)

Lai'dir, daughter of Ta'Bel was my mentor and a great leader of our tribe. I hope I can lead with her strength and wisdom. Her name meant "strong spirit;" and I miss her. May the Spirit be with her!

The other women bowed and repeated, "May the Spirit be with her!"

Aghan paused a second and took a deep cleansing breath and continued.

AGHNA (CONT'D)

The women of Ta'Bel stay on to pray and reflect and protect the balance of nature. They are trained to understand the texts of the old order; to learn to fight and protect the Loch'Far and intervene with nature. The men of our tribe are given up for adoption and are Bladebound. Angelo, your father was a good man; he was a great man; who was a Bladebound member of the Merilwen society; and was once a child of Ta'Bel; as you are a child of Ta'Bel. Your biological father was a man who was chosen by the Spirit and brought to Lai'Dir. The owl you see in this picture was his gift to her before he left as commanded by the Spirit and as is custom; and she was connected to the owl always. The Owl disappeared a year ago, and your mother mourned for its loss. Some say they have seen that Owl still flying around here at night, watching over us, watching over the tribe; while others feel that the Spirit has taken the owl home in preparation for the chosen one to come. The father who raised you was chosen by The Spirit and instructed him to take you in and train you. He was a Bladebound as you are; and a child of Ta'Bel. Sadly, as you know, he was killed by orcs from Eorloryn the Black. He clearly knew they wanted YOU dead, as they know you have been chosen and told you to hide. Your father sacrificed his lives to ensure that you and the peoples of Fae'Lin could have peace again. May the Spirit be with him!

The other women bowed and repeated, "May the Spirit be with him!"

AGHNA (CONT'D)

Now, YOU are a member of the Merilwen society and you have been chosen to lead the Se' Iontach' or the Mighty Six as you have been called. You have been chosen to protect the peoples of Fae'Lin; you have been chosen to fight until death to protect the Rose. Angelo, YOU ARE THE CHOSEN ONE that our forefathers have prepared us for...you are the chosen one to lead us to victory! You are the one we all have been waiting for!

She paused.

The party was in shock. Angelo was wiping the tears from his eyes as he felt like he was hit by a broadsword.

AGHNA (CONT'D)

Let us pray and meditate.

After an hour.

AGHNA (CONT'D)

We are bound to the Rose as well," (she said as she turned around and revealed a rose tattoo on her neck.) We all are questing to SEEK THE ROSE.

After she stated that, the party could hear a light rain start to fall over the Tree of Life. It was a peaceful sound, and the smell of the forest came wafting through the Altar room cleansing everyone's mind and filling their hearts with peace.

AGHNA (CONT'D)

The spirit is cleansing us!

Everyone in the room felt a sense of peace fill in their hearts...Angelo found his strength and could stand on his own.

At that moment, the doors opened and servants came forward with six boxes...she opened each box and prayed over them. She then turned to the party and smiled. Her smile was warm and pure; and peace filled the men's hearts.

AGHNA (CONT'D)

Dukat, the strong; please come forward.

(MORE)

AGHNA (CONT'D)

She reached into a box and took out a necklace that was in silver and shaped like a rose. Do you Dukaat accept your mission; to follow, protect and seek the Rose?

DUKAT

I will!

AGHNA

Do you Dukaat accept your pledge your life to the Merilwen society; to serve the Rose and to sacrifice for the peoples of Fae'Lin?

DUKAT

(Proudly)

I will!

AGHNA

Seek the rose.

WOMEN

Seek the Rose!

DUKAT

(To himself)

Seek the rose.

AGHNA

I, Aghna, daughter of Ta'Bel; leader of the A'Han tribe, accept your pledge and bless you.

She placed the necklace on Dukat's neck; and one by one, everyone in the party received a Silver Rose Necklace - a necklace that was made from the scales of Glitterglow, the Ancient Dragon of the Skies. A few days back, as it turned out, Fernach spoke with the wise dragon and as she lay dying in the woods in the shadow of the GuVaak stronghold. As the dragon took her last breath, she asked that Fernach to take her scales and make a Rose necklace for the members of the Mighty Six.

She knew she would die, but she wanted to die while assisting the members help defeat the dark ones. When Fernach carved the scales from her neck, Glitterglow smiled as the Spirit came down and blessed the scales; and she closed her eyes and the Spirit and the ancient dragon rose back into the sky one last time and then disappeared with the Spirit.

After everyone received their necklace.

AGHNA (CONT'D)
You are all now members of the
Merilwen Society.

Lightning and thunder filled the air.

The screen fades to black.

AGHNA (V.O.)
Seek the rose.

EXT. CAMP

The newly anointed Merilwen society members awoke on a magnificent fall morning, as they began their trip to Broghan lands.

The ladies of the A'han tribe gave the Mighty Six a final blessing; and after a quick breakfast, the party moved east.

The journey through the GuVaak Mountains was made with ease, as the goblin threat had been neutralized for the time being. The party was still wary, knowing that the leader of the GuVaak goblins lived and they expected him to return in force to have his revenge.

The group continued to go down the trail, moving their way into the GuVaak plains, near the place where they first met the A'han tribe, and the location of the death of Angelo's real mother, Lad'air. As they came down to the main road Angelo stated, we should go to a town and replenish our supplies and purchase some magic and armor for our next encounter. The party agreed, and they went west for a short while and entered the town Erowan.

Erowan was the second largest city in Windsor and the location where the King had asked them to return Relandra. The party kept a low profile, bought some minor magic items, some armor for Dukaat and supplies. After a quick stop in the city, the group moved east.

After a few days on the Windsor Trail, they noticed that the settlements and farms grew further apart and fewer in numbers.

They knew they were in Broghan lands. While the main gate into their tribe land was a still a hundred miles away, the party tried to stay away from people.

The Spirit Guides You

Early one morning, Calemir and Dolan, who were riding ahead, heard a strange noise of the side of the path, near the river. Dolan telepathically communicated to his brother Mikala, who was in the main party and Angelo decided to investigate.

The group cautiously approached and saw a child, a white horse and what appeared to be a faerie flying near them at the river.

Before they could approach the threesome, their minds went blank. Angelo, who was closest to the river heard a voice in his head.

VOICE

They are watching you... beware of
the tower... Seek the Lady of the
Forest.

As soon as this was said, the horse, faerie and little child disappeared.

ALRAST

What happened?

ANGELO

I am not sure

He just started back to the main road. The group shrugged and followed him back to the road.

A few miles down the road, the party saw a large tower. This tower is the main entry point into Broghan lands, and it was heavily fortified. The Broghans chose this point to protect their lands, as a very large river cut through the plains at this point and the river ran all the way out to the Sea of Songs.

It was quite the advantageous defensive position. The group continued to ride forward, Angelo not realizing what the vision had told him.

As he got closer, the group saw some guards and riders start out towards their location.

Suddenly, as if reminded by the DM, Angelo remembered they were to seek the Lady of the forest.

He looked north and saw the Drachonis Forest.

ANGELO (CONT'D)

To the forest!

The party turned north and kicked their horses into action.

They were pursued by the Broghan guard all the way to the forest entrance, but once they entered the guards did not pursue.

INT. DRACHONIS FOREST

After they were safely into the forest, the party looked around and could tell this was not an ordinary part of Fea'Lin.

Dolan and Mikala recalled stories their heard as kids that described this forest as a dangerous place, where people enter and never come out. As they moved through the brambles and thick forest cover, they seemed to not know the direction they were going...but they continued forward.

ANGELO

We were told to seek the Lady of the Forest.

DUKAT

What lady would want to live here?

The party moved forward and they saw a beautiful woman, with wings, sitting on a rock, frolicking in the water.

Angelo approached, somewhat struck by her beauty.

ANGELO

Are you the Lady of the Forest?

She just giggled.

ANGELO (CONT'D)

(Confused)

Are you the Lady of the Forest?

Again, she giggled and then pointed towards the north.

The party tried talking, but all she would do is smile at them. The group decided to move on towards the direction where she pointed, when they came across another beautiful woman. This woman was humming and sat near a stream.

Again, Angelo approached.

ANGELO (CONT'D)

Are you the Lady of the Forest?

She just looked at him and smiled, pointed north.

The party could feel a wonderful presence and felt they were in a sanctuary of some sort.

It seemed that some of the troubles they were facing were eased, and the group felt comfortable, as they continue to look for the lady in the forest.

As they moved north, they passed through beautiful forest settings, with waterfalls, birds chirping, deer and small animals seemed more abundant than before. They almost felt like they could talk to the trees and hear them talk back. As they moved down the stream, northward, they saw a third woman.

ANGELO (CONT'D)

Are you the Lady of the Forest?

Again, another smile. And the lady pointed north.

The party growing a bit tired of looking for the lady, they moved no more than a hundred yards, and they saw the most striking woman so far.

She had birds flying over and around her head, she had lovely blue wings and she appeared to be reading a magic text.

Before they approached, she turned to the group and smiled.

LADY OF THE FOREST

Welcome to my forest, Chosen One...
I am the Lady of the Forest, and I
was told that you would be coming.

The group was in awe of her charm and beauty and almost felt helpless.

LADY OF THE FOREST (CONT'D)

You are being watched, and you can
not take the path you had planned.
You must go north, and turn at the
river, crossing into the Broghan
lands through the Drachonis
Foothills. I will guide you through
the forest.

The party tried to ask some questions, but she simply ignored them and moved north.

After a few hours of travel, they came to the river. She pointed east.

LADY OF THE FOREST (CONT'D)

May the spirit be with you.

She breathed on the men. They felt cleansed and rested and they started to cross the river toward the Broghan land.

After they crossed, the party turned back to say goodbye and she was gone.

EXT. DRACHONIS MOUNTAINS

After a day of travel, the party came out of the forest and were near the large and ominous Drachonis mountains. The party decided to stick close to the mountains in order to avoid as many people as possible.

It was about one day had passed, they heard noised overhead. They looked up and saw a young green dragon approach.

Grevias, the young dragon of the Draconis Mountains was descending upon their location. The party scrambled as the dragon breathed his acid on their heads, Dukat, Dolan and Alrast were hit; but they readied their weapons to join the battle.

The party shot arrows and watched the as the dragon flew overhead. In a moment of arrogance, Grevias dropped down in front of the party, hoping for a quick kill. Unfortunately for the young dragon, this would be his last flight. The group pounced, with Mikala ripping off a spell, Calemir shooting his arrows, Dukat and Alrast jumped into action with their melee weapons.

The dragon took a few swings at the group, but their response was swift. Grevais, realizing he underestimated his foe started to flap his wings and move up and out. Angelo, seeking the glory of taking down a green dragon, quickly cast a web spell which brought the dragon back down to the ground and helpless.

The party quickly closed...and Grevais, who often terrorized the local farmers just south of here, was dead. The Mighty Six again took down their foe. And while the group silently celebrated a colossal victory, they realized that no one would ever know that THEY were the ones to take down this dragon!

EXT. BROGHAN LAND'S

After dispatching of the green dragon, the party continued eastward, until the saw the mountains turn into foothills.

Turning to the south, the party began their trek to the Broghan capital. Trying to stay inconspicuous, the party kept off the main trail. As they travelled, they would skirt past farms, avoiding the Broghan farmers.

After a day and a half of travel, the party crested a hill and ran into a large group of men who were working the field.

Both sides were a bit startled.

FARMER
Crossing our field eh?

Calemir, the elf, and Dolan were in the front of the party and tried to continue without saying a word.

FARMER (CONT'D)
You didn't hear me did you? Why are you crossing our lands with that...

The farmer pointed toward the elf.

DOLAN
I am traveling these lands, and he is my servant.

FARMER
(Moving towards them)
Really... We don't like these folk in our land!

DOLAN
I understand... We will move on...

FARMER
No... I don't think so

ANGELO
(Standing Very Tall)
We are going to pass through.

The man started to get in his face.

DOLAN
We don't want any trouble.

As this was said, the group quickly moved past and continued south. Within the day the group reached the outskirts of the Broghan Forest and were able to continue their travels with the cover of the forest.

EXT. LIGHTHOUSE

The group made camp just inside the forest, near the capital city, and began to decide how to find the Lighthouse and get a layout of the situation.

Dolan and Calemir went into action and began to sneak out of the forest under the cover of darkness to locate the Lighthouse.

After a quick recon, the two returned in a few hours. They were about 5 miles away from the compound. It appeared to be a military institution and the Lighthouse was lightly guarded.

ANGELO

Ok, any ideas?

The chosen ones decided that they needed to get a bit closer and gain some information. They moved out and settled in a large tree just south of the entrance.

There were no walls, and the Lighthouse was about 1 mile south of the capital city of Broghan and seemed quite remote.

The guards were walking about, but the security looked that it could be easily breached. It was then that Dolan spied a house that was larger than the other buildings. In looking around, most of the buildings were large and seemed to be some sort of barracks or storage facility...but one house stood out.

CALEMIR

That could be the commander's home.

The party discussed various tactics, and decided to move into the house quickly and try to take the house and its participant's hostage to perhaps use as leverage to get information about where Relandra was being held.

In a surprisingly simple manner, the party moved, under the cover of darkness and quickly entered into the house. Once inside, they came across a young woman, with a baby in her arms and two other children.

No man was home, but they quickly ascertained that this was the commander's family.

WOMAN

Please don't hurt us!

The children started to cry.

ANGELO

Where is your husband?

WOMAN

If I tell you will you spare the children?

ALRAST

(Stepping In)

We are not here at all for your family... We just need to speak to your husband.

WOMAN

He is due home any minute... But please, don't hurt him.

The group quickly planned a simple operation of capturing the commander as he entered the home.

The party took the kids upstairs to their rooms, as they waited for his arrival. As expected, the man entered the house and was quickly grabbed by Alrast, while the other circled around him and closed the door.

He was startled...and clearly not expecting the assault.

ANGELO

We are not here to hurt you or your family, but we must get access to the Lighthouse, and we need your assistance.

COMMANDER

This is quite treacherous... Even for a Windsor.

ALRAST

We are here for a mission, and nothing else... Comply with us and no one will get hurt.

Emphasizing his western accent for affect and ensuring that his words were a bit harsher than Angelo's initial statement.

At first, just as his wife did not want to comply, he was resistant; but when he realized the situation was helpless, he agreed.

COMMANDER

I will comply, if you don't hurt my family.

CALEMIR

Of course not... We are here to free a prisoner and that is all.

Alrast clears his throat loudly and makes eye contact with the commander.

The commander of the guard seemed to look at the elf speaking with prejudice at first, but realized that this was not the time for him to tell the elf what he thought of "their kind." Calemir, bristled, but as he had in the past, kept his cool. And the commander realized that keeping his cool may be the best way for he and his family to survive.

The group discussed various ways to enter the prison, and they planned to use the Commander as their ticket past the guard.

The Lighthouse was large, and most of the grounds belonged to his soldiers, but the basement was where the prison was.

COMMANDER

I do not have access to the basement, that is Broghan Guard territory.

CALEMIR

Not a problem. Just lead us to the entrance.

The group began to plan, and there was some disagreement. Some wanted to make it a small and light operation, but others felt that the party should not be split up. The group compromised and Mikala and Dukaat would stay back and watch over the family, while the other 4, with the Captain would close in on the entrance, Calemir and Dolan would stay invisible and follow behind in case reinforcements were needed.

The party left the house and amazingly, the party quickly gained entrance into the Lighthouse. A few guards were seen, but the commander sent them away for some errands. As they came to the inner door that lead to the basement, two guards stood by...after they saluted the commander, they opened the door.

One by one the group entered, and when the last visible person went through the door, the guards closed the door. Dolan slipped past, but Calemir brushed up against the guards. "What?" the guard stated and looked around. Calemir quickly dropped back and moved away from the door and stood outside.

Angelo, Dolan and Alrast were safely inside. Dolan came to the door and it was locked and he began to pick it open. It was unlocked and inside was just ONE guard, half-asleep...and 8 prison cells. The guard looked up, and Angelo cast a spell that knocked the guard out. The jail had been easily infiltrated.

In looking around, the group saw a bloodied and beaten Relandra.

She looked awful.

They ran to her cell and her eyes lit up!

RELANDRA

Angelo?! Alrast?! Dukat?!

DUKAT

We are here to save you m'lady.

With that Alrast stepped into the room and cast a heal on Relandra, giving her face and body a much needed lift.

ALRAST

Let's go!

RELANDRA

Ok, but what about these men? They were good men and they gave me comfort when all else seemed lost.

Dukat growled under his breath at the word comfort.

ANGELO

Of course... We can take them too.

MEN

Thank you!

These men were Broghan men who appeared to be or seemed to be rebels.

There were a bit shady, but after freeing them, they would most likely be their new found friends ally.

The group quickly exited the Lighthouse, made their way down to the commander's house and had freed Relandra! After a quick discussion, they were ready to leave the compound and get out of the area fast.

COMMANDER

Gentleman, thank you for keeping your word. As you may realize, I am now a traitor to my own tribe, and I must flee. I will grab some things and take my family and leave immediately.

ALRAST

Ah...

ANGELO

(Cutting him off)

No... You must come with us... We will take you to a safe passage and then set you on your way... We simply cannot trust that you will keep your word.

He nodded and the Mighty Six, with Relandra, two Broghan Rebel prisoner's and a family of five began to head back to their forest location in the middle of the night.

Relandra said nothing, as if in a daze as the group left the compound and were safely on their way to their original rendezvous point.

After retreating a mile or so from the Lighthouse, Relandra, who was holding hands and whispering with Dukat for comfort and guidance blurted out.

RELANDRA

We need to stop!

As she said this, the party stopped and looked at her. For the first time, the group was studying the royal woman and they were a bit surprised at what they saw.

Relandra looked different than before - she looked older; her eyes were tired; and her face had wrinkles carved deep. She was clearly worn down, and for the first time, she seemed scared and sad. The woman would always comport herself in such a graceful fashion was clearly out of sorts.

When she blurted this out, she seemed so out of character that the group was somewhat shocked. She was obviously cruelly tortured by the Broghan's Guard and while Alrast healing gave her comfort, pain of the trauma remained. She tried to appear calm, but it was clear she was hurting inside.

ANGELO

It may not be wise to stop now
Relandra, we are surley going to be followed, and...

RELANDRA

(Interupting)

I understand that... But I realized that we are missing an important piece of this puzzle; and I cannot leave Broghan lands while the information that my husband gave his life for is not secure.

DUKAT

(Blurting out)

We can help you! We will do
whatever it takes!

RELANDRA

Thank you my dwarven friend.

Relandra continued and then looked at the Commander of the Broghan Lighthouse.

Alrast, realizing what she was saying with her eyes, asked the Commander and his family to move off a few feet.

The commander complied and when he was far enough away, Relandra continued.

RELANDRA (CONT'D)

I have owed you an explanation from the moment you saved me in Redwater; it appears that I have very few friends, and you all seem to be the only ones I can trust. I have been betrayed by so many: my sister; my king; and my teacher, Carjen. At this point, I have nowhere else to turn; and I have the burden of an entire people on my back.

TIO

Relandra is tormented, master.

RELANDRA

I am about to tell you a tale that has great impact on our kingdom; and maybe our world; I know you have helped me so much in the past, and I am a bit embarrassed to keep asking for help, but for some reason, your paths and my path are crossing due to the fate of the Spirit.

TIO

The spirit is wise, master.

Relandra took a deep pause.

RELANDRA

My husband was an important part of the royal family and a good friend of King Jensam;

(MORE)

RELANDRA (CONT'D)

as you all know, I am Lady Relandra of Winchester, Duchess of Yeem and cousin to the King, my husband and I were all part of the royal court. A little over four years ago, my daughter Sudria married Lord Petrik, Duke of Broathan, he is a Broghan lord. The marriage was celebrated by King Jensam and Denwill, Earl of Broghan, and was heralded as a way to bring the two tribes closer together; Carjen the Wise consulted both families to arrange the marriage as a way to have both tribes strengthen.

She rolled her eyes when mentioned Carjen, realizing that everyone knew how he betrayed her and the group.

TIO

Carjen betrayed us all...

RELANDRA

The marriage was beautiful and it seemed as if there was harmony again between the two tribes that not had been seen for decades. Around this time of great joy for our family; my husband, Lord Reynold, Duke of Yeem, grew irritable and seemed uncomfortable. His attitude changed and he would stay out late at nights, took many trips to Redwater and seemed to be working in a mysterious fashion. I asked him what was wrong and he said he did not know quite yet, and what he was uncovering was quite far fetched and seemed untrue, or at least he hoped it was not true. I followed up with more questions, but he refuse to burden me with the information he had come across.

TIO

Lord Reynold was tormented...

RELANDRA

For months he seemed distant and anxious, and I felt helpless, I would keep asking if I could help, and he made it clear that he wanted to learn more before I was involved.

(MORE)

RELANDRA (CONT'D)

It was then the kingdom was shocked to hear that the King's son, the only heir to the throne died. Everyone thought it was an accident, but Reynold told me, that he believed the Prince of Windsor was murdered. I asked him how he knew, and he explained it was difficult to describe, and he needed to find more information, he needed more time he said, and he would let me in on everything soon. I asked if this was the information he knew the year before; and he looked sad when he said, 'it was related and he needed to investigate further, for it seems more horror is to come.

TIO

Lord Reynold saw the future... He was tormented...

RELANDRA

At this time, the kingdom went into mourning and King Jensam and Queen Anria were inconsolable. During the mourning period, my daughter Sudria became pregnant and while the kingdom was in a dark hour, we personally were cheerfully waiting for the birth of our child. After the child was born, Broghan and Windsor celebrated again, as this child showed unity between the two tribes, and it seemed for a short moment brought our King out of his depths of despair.

She paused and took a deep breath, tears built up in her eyes.

RELANDRA (CONT'D)

As it turns out, my daughter, who had her entire life before her had made a huge mistake; one that changed her life and her destiny and our family's destiny and the kingdom's destiny forever. She had an affair with the King and the child she held in her arms was not her new husband's baby, it was King Jensam's.

She broke down crying and began to sob uncontrollably and kneeled down into Dukat's arms, as rain poured from her eyes.

Years of torment; years of pain seemed to come crashing down on her all at once.

The secrets she knew; the burdens she carried; the ones she loved taken from her; her child's life crushed; the running and hiding; the capture by orcs; the betrayal by Carjen; and the beatings and torture she just endured...it all came crashing down on her.

TIO

Relandra needs us, master...it seems
you and your friends have a burden
too...

After a few minutes, she collected herself, looked up at the group and was red with embarrassment.

A Lady of Windsor should never act like this, she thought to herself.

The world was coming down on her, but she could hear her mother scolding her in her mind and telling her to stop crying and to act like a lady. She paused for a moment, and then stood up; wiping her eyes. At this moment, each of the Mighty Six saw a different woman - her eyes hardened, her body became stiff and she look as if she had a new steely resolve to continue.

RELANDRA

It seems that the King had been mourning the loss of his son and was in poor spirits. My sweet daughter, who had always had the King's eye on her, was helping him in his time of need. One night, not too many days after her wedding night, my daughter was seduced by this weak man.

As Relandra said the words weak man her voice cracked and she grinded her teeth, he was no longer her King, he was a small, weak man who took advantage of his power and hurt his daughter and her family; her eyes showed cold hatred and it seemed as if she wanted to kill him with her bare hands.

TIO

You are Chosen Bladebound, you will
be tested...

RELANDRA

After the birth of the child, Sudria was wrecked with guilt and told her father what had happened with the King, and wondering what she should do, knowing she had the rightful heir to the throne in her arms. My husband must have been pained to hear this truth, and he became tormented with her. At that moment, Reynold told his daughter that she should never tell anyone of this news and they swore to each other to keep the information from the Broghan son-in-law and the King; as he knew that it could cause great harm to the peace process and injure many. 'No one must know' he told her.

TIO

YOU have a burden too, master.

RELANDRA

However, the cruel Gods played a trick on my husband. After sleepless nights of torment, keeping this secret, he had a dream one night, he saw Carjen the Wise coming to him with his hands stretched out, and then he saw his grandchild in danger, the dream was vivid and he woke up screaming. At that moment, he confided in me and told me the most painful truth I have ever heard in my life; Reynold told me that my grandchild was the King's child and rightful heir to the throne. We talked all night about the ramifications of this news. No matter what we did, some would not believe us; others would threaten our family; we could not ignore the God's message, so we called a meeting with Carjen and told him the news.

Looking up at the group, and feeling embarrassment about her relationship with Carjen, she felt the need to explain.

RELANDRA (CONT'D)

Carjen has been part of my life and my family forever;

(MORE)

RELANDRA (CONT'D)

he was a trusted and wise man, and we thought we could trust him. As it turns out, he seems to have sided with Denwill and the Broghan clan and unbeknownst to me at that time became my family's mortal enemy.

TIO

Betrayal is part of our lives, master...

RELANDRA

It seems Carjen went to the King with a lie about my husband; we are certain he did not tell him about the heir to the throne, but he fabricated some evidence and told a story that we were plotting to work with the Broghan's and take the Throne. The King, still under the duress of losing a child, was easily influenced and my entire family was put under arrest. I did not know Carjen betrayed my family at the time, I did not know about this until the Broghan's kidnapped me a few weeks ago.

The group was amazed at the story; the entire fate of Windsor was changed by Relandra and her family.

RELANDRA (CONT'D)

My twin sister, Elanis learned of the news before we were arrested and came to me and asked what she could do to help. My sister and I have never been close, she was barren and unable to have a child, she was always jealous of my family and success; but I never thought she would betray me. I confided in her about Sudria and ask her to take my daughter and my grandchild out of Caderyn until we could show the King we were still loyal subjects and prove our innocence. She agreed to help and took Sudria and her baby immediately away. Just after she left our home, the guards came to take my husband. We were ready to give ourselves up, in order to have an audience with a King.

(MORE)

RELANDRA (CONT'D)

However, the guards attacked my husband on the orders of Commander Brek; I watched in horror for a moment... (she paused to catch her breath) He was struck down in front of me, and the guards laughed. A tear ran down her face. My husband lay on the floor in a pool of blood and the guards laughed at me and left the room to search our house. I went to my husband and, handing me a key to a room he rented at the Redwater Inn, he told me to go to the bar at the inn and ask for Dellan Briold; he could help. As he took his last breath, he said, 'Seek the Rose.'

As she said the name Dellan Briold Tio jumped.

TIO

A name I have not heard in a long time... Very interesting master...

Relandra, looking exhausted from telling this tale continued.

RELANDRA

I left my home immediately and thinking the guards would come for me and my family, I decided to sneak out of town with my family. I went to Elanis' home to get Sudria, but I was not allowed in to her home. Elanis said she called the guards, and she would not be party to the betrayal of a King. (Tears building in her eyes, as she shook her fists) MY OWN SISTER BETRAYED ME!

TIO

Elanis is wicked...

RELANDRA

At that moment, I ran away from the main gate of Elanis' home, but I knew a secret way into her house. I have no idea to this day, how I was able to sneak back into Elanis' home and able to get Sudria her baby out. We changed into regular clothing and we all left the city immediately.

(MORE)

RELANDRA (CONT'D)

The Spirit was with us that day, as my daughter, my grandchild and I all were able to leave the city safely. After a few days journey, I made it to Redwater. I sent my daughter Sudria, and her child further north to seek out a friend in Farult (Dwarven lands), as I stayed behind to seek what my husband had found. I went to the room my husband had rented at the Redwater Inn and I found a map and an ancient tome. I could not read either, as it was written in a language I had never seen. I went to the desk, as I was instructed, but before I could leave a message for Dellan Briold, the orcs attacked the city. Of course you know that you saved me and we travelled to Carjen, as I hoped he would understand what the Tome and map were. After he studied the map, he felt that locations were revealed. He sent you to the closest one in Demense. After you left, I was immediately betrayed by him; and turned over to the Broghan's. They wanted to know where my daughter was; because they feared that he child, the rightful heir to the throne could threaten their coup attempt. I would not talk, and they tortured me daily

She paused after saying this and took a big breath.

She seemed to be talking to herself to find strength; after a moment, she looked up.

RELANDRA (CONT'D)

I survived because I sent them on a wild goose chase, which is why they left me in that cell. Just a few hours before, the room was filled with elite guards from Broghan and you surely would have had to fight your way to recover. These guards are leaving for the Braecolm Forest, so we have some time before they return; as I am sure Lord Broghan would have sent his best men to find Sudria.

(MORE)

RELANDRA (CONT'D)

With all this said, they have the Tome and the map, and they have secured into their famed fortress on the Sea of Songs. I am sure they have Carjen working on the map and reading the Tome. We must get their quickly, before it is too late...

Relandra stopped...looked to the group as if she expected questions.

DUKAT

It seems we have a great quest in front of us.

ANGELO

I agree the Island Fortress must be breached, and we must get the Tome and the map

TIO

Master, seek the Rose... It takes us over water...

After this heartfelt confession, the Mighty Six was nearly in shock.

How had all of this drama and intrigue fall into their hands? Why were they chosen to be a main player in this fight?

Regardless, the party agreed to go back and get the Tome and map. The party made it to the Sea of Songs, just a mile south of the large City of Broghan, the capital. Looking out towards the water, they could see a small island, which held the map they were looking to recapture. The view was breathtaking, and the party enjoyed the sunset for a few minutes before returning to the task at hand.

DOLAN

We need a boat.

They asked the two former prisoners, Zak and Deak, and they suggested they could either purchase a boat or "borrow" a boat out of the south harbor of Broghan.

The group decided to send Calemir and Dolan into the city to acquire this boat under the cover of darkness, and Zak and Deak would join them since they knew the city quite well.

The party made it to Broghan with relative ease and simply grabbed a small craft that would hold the party.

They quietly rode out of the harbor and moved south towards the rendezvous point, but they got a bit lost. After three hours of drifting, they finally found the party.

Unfortunately, the sun was rising, and the group would have to lay low during the day and begin their quest to the island fortress the next evening. As nightfall approached, the group began to ready their watercraft and made final preparations.

They could not leave the commander and his family behind, as they were sure he would report them to his leaders and they would have a challenge taking on the entire Broghan army. Zak and Deak, who were very grateful to Relandra and the party for saving them, said they would stay behind and watch over.

The only concern seemed that Zak and Deak were not too trustworthy and were sworn enemies of the Broghan clan. Angelo pleaded with them to not hurt the family, and they agreed.

Alrast even went up to them and stated very clearly that he would seek them out if they did any harm.

Zak and Deak said they would do just as they asked; satisfied, the party pushed off and began the ride across the sea.

The ride was uneventful, and the group made it to the island in relative ease. It was clear the Broghan did not know they were here, and since this was so far in their lands, the Broghan guards lacked alertness. As they sailed into the small island harbor, a small ship began to leave its dock and head toward them.

ANGELO

(Whispered)

Quickly... Let's move to the east,
under the trees near the shore.

He readied a spell to cast fog, but it was not needed. The small sailing vessel went past.

After this, the group brought the craft ashore just a few hundred feet from the main dock, and saw a pair of guards walking a trail.

They watched carefully, and realized this was a patrol. Every 20 minutes, these guards would pass.

Dolan crept out behind them and followed them up the path and saw two more guards that they would come up to, before turning around. The party lay in waiting for the guards to get closer and jumped them.

With surprise on their side, the guards were quickly disposed. The group moved towards the other two guards and quickly eliminated them as well. So far, it was quite easy to maneuver in the island fortress.

As they moved up the path, they saw a small fortress on the top on the hill. They climbed it quickly, realizing that a guard change or anything could happen if they did not move fast.

As they approached the tower, they moved into the shadows and Dolan began to recon.

He saw a gate, guarded by a few men in the two towers on either side, there was no other entrance.

ALRAST

Should we just go with a frontal assault?

DUKAT

I am not sure we have any other choice.

The party pondered various ideas, but having little choice, they felt that they would just have to charge ahead, hopefully taking out the guards before an alarm would sound.

The party crept into position and then with a flurry of arrows and some magic took out the four guards again with relative ease.

The group opened the gate and made their way to the main building. The door was unlocked and they opened it up.

A small entryway opened before them with a door on the opposite end and a hallway leading to the two towers.

Dolan and Calemir went to both towers for some quick recon and found nothing. They moved to the door and heard faint noises as they opened it up, another hallway with three doors appeared.

The one to the north had noised of men eating and drinking in the mess hall, the other two doors were quiet.

Dolan tried to quietly spike the mess hall door, and the group began to investigate the door to the south. As they approached the door opened, and an unarmed, unarmored man, with the insignia of a Captain opened the door.

His eyes grew wide and his mouth opened in disbelief...and started to shut the door, but Alrast pushed it open.

The party shooting arrows and swinging swords put the Captain down fast.

They searched his office and quarters finding some nice armor and sword, and made their way back to the northern door that opened into a mess.

While they were planning, they heard screams of alarm, as the soldiers where somehow made aware of the party's arrival. As the group readied for battle, they noticed that the captain was not there, and a trail of blood led off into and beyond a doorway.

CALEMIR

Rats! Did you not check to see if
he was dead?

No one answered that question, as it seem a bit irrelevant at this time. With that the spiked door flew open and the battle was joined.

A magical pit was opened beneath Dukaat and he fell in, taking some damage and removing his ax from the battle for the moment. A few shots exchanges, and then the guards retreated into the keep further and the party followed.

Back towards the dormitory a wild battle began. Swords clashing, teeth gnashing and screams of men were heard.

In about 15 minutes, the Mighty Six was naturally victorious! They searched further into the keep and came to another tower. Dolan quietly moved up the stairs and found that a beacon was lit brightly, that clearly was some type of distress signal. He looked across the harbor towards the city and could see similar beacons lit.

DOLAN

They know we are here!

The group started to move fast, looking at various rooms. They found a small throne room, that had a magical throne, but no map.

Going back to the original hallway they found some stairs that went down into a study. This room was filled with books and various equipment lay about...it was some type of room where experiments and magic study happened. The group found a magical door, underneath a desk.

Trying to unlock the box was not possible, but Dukaat, using his ax, slammed the box open. A Tome and a map fell out, and the party had what they were looking for.

MIKALA

Let's get moving!

No resistance was met as they pushed past the main gates, down towards their location where their watercraft sat. Relandra was waiting in the boat, and the group jumped in and began to make their way out of the harbor.

The group spotted several military vessels coming from the main harbor, and were fortunate enough to steer clear. After several hours of trial and error, they made it back to their rendezvous point just before sunrise.

Calemir jumped out of the boat first, as he could see his wolf in distress. He ran up and saw that Zak and Deak were gone, and the commander and his entire family were slain. The woman, 2 small boys and a baby were dead!

The rest of the party approached, and dead silence hit the group. After the initial shock, the party vowed to find these people and bring them justice.

ALRAST

We have to hunt them down!

DUKAT

I want them!

ANGELO

Can we track them, Calemir?

He was already looking for clues. His wolf had some blood on his fur, so some altercation took place, and he saw a trail of blood going back towards the city.

CALEMIR

Here is a trail we could follow.

Relandra stood up, as if to be detached from all of this.

RELANDRA

Remember our mission. I realize this is a tragedy, but the entire Broghan army is looking for us...as horrible a crime this is, we seem to have a larger task at hand; and the risk of this revenge mission could bring us peril.

DOLAN

She is right.

The group fell silent as guilt and pain hit the group.

ALRAST
This is your fault Angelo!

ANGELO
What?!

ALRAST
Yes... You trusted these two!

The two started to move towards each other, when Relandra, a bit wiser and more composed than the new warriors.

RELANDRA
Men... We can't go back! This is no ones fault.

They both were jolted with the comment, and for the moment the situation was defused.

DOLAN
Well, what then?

ANGELO
We can go after them, or we can move out and get out of this area.

As he said these words, Alrast was near the body of the baby.

ALRAST
WAIT! The baby is still alive.

He grabbed the child gently, and with tears in his eyes.

ALRAST (CONT'D)
She is still alive!

He quickly prayed over the little one and brought his healing touch to her. Alrast was a complicated man, one minute he was torturing and threatening, the next he was holding a baby and softly caressing it with his healing hands.

"Wow!" The party exclaimed and rejoiced, but after the joy, they quickly realized what were they going to do with a baby?

As if on cue, they could see more beacons being lit towards the city and northward on their main road. The entire Broghan clan was on alert. The group decided they had to leave the area immediately, took the baby and moved towards the forest.

DUKAT
I will hunt these people down! When our quest together is over... I will find them!

ALRAST

I am with you Dukat!

Caressing the baby, and with the rationalization they would come back to extract justice, the group began to move east towards the forest area, avoiding people as they went. The energy in the land was electric, as the Broghan's mobilized their forces looking to find the Mighty Six. After a few hours walk, the party made it back to their forest cover and began to move north, retracing their steps.

They decided to give the baby to a farmer in the Broghan area, hoping that it finds a safe home.

They skirted the forest and saw a farmhouse and Alrast and Relandra approached the area.

Clearly this would be a challenging assignment, but Alrast brought gold, and Relandra brought her charm. As they entered the farmhouse area, a few kids ran up and greeted them.

The father saw this and dropped his pitchfork and approached.

FATHER

Howdy strangers.

Relandra and Alrast tried to disguise their accents as best they could and told the farmer they had found this baby abandoned in their travels. The farmer had many questions and was skeptical, when the farmer's wife came out. She immediately took to the baby and while the farmer had many questions, 100 GP seemed to answer them.

Relandra and Alrast kissed the baby goodbye and quickly moved back up the trail to meet their party.

The group, moving at night, and sleeping and hiding during the day made it back up to the Drachonis Mountains.

As they made it to the mountains, they encountered little issues until a band of hill giants got in their way. With ease, the party clobbered the hill giants and continued east, back towards the safe land of Windsor. The forest was only a few miles away and the party began to wonder, "what will we do now?"

As they made their way to the edge of the forest, they made camp and began to ponder that question.

Next?

As the party sat by the fire and made dinner, they started to talk about the next steps.

ALRAST

Where should we go from here? And
what do we do with Relandra?

Alrast said this as he knew she was walking with Dukaat and not in earshot.

ANGELO

Good question.

CALEMIR

So far, they had been pushed and pulled by fate, and they did not have many decisions, they just seemed to take the next step as if directed by a great wind.

From the beginning, sitting in a bar in Redwater minding their own business, the orcs attacked. They naturally defended themselves and then went to help others in the town. The townsfolk begged them to track down the band of orcs and they did this as well the fate of the God pushing them in that direction. The wind pushing them towards Relandra.

Upon saving the woman who were captured by the orcs, they stumbled across Relandra, and she asked them (luring them with gold that she has never given them) to escort her south to Carjen the Wise. Again, the winds of fate determining their direction the group continued on the quest to retrieve a non-descript tome, that began another wild sequence of events. After getting this Tome, which had great importance to many people (except the unknowing party at the time) they were ambushed by a Broghan prince, whom they quickly captured.

Returning to find Relandra kidnapped and Carjen dead, the cruel great wind twisted them towards the capital city and eventually they met Lord Grannan, 3rd Councilman of the City who learned of their tale and arranged an audience with the King of Windsor!

The small band of newbie warriors were now meeting with the King to save Relandra and bring her back to him.

It was an odd meeting to say the least, but the great wind was blowing them in that direction. The King offered a handsome reward, but it seemed that he was not all too happy with Relandra. The party moved out towards Broghan, only to have the great wind pushes them towards a revelation that is still reverberating in their minds.

They met the women warriors and scholars of Ta'bel. This tribe of women were being hunted down and harassed by the GuVaak Goblins who has arisen from the mountains for the first time in eons. After helping recover the Loch'far, the party found that they were possibly a group of men who the prophet's foretold would come.

And that Angelo was the "chosen one" to help save the Rose. If all these Tome's were collected, the secrets of the Rose and, in the mind of Aghan, Daughter or Ta'Bel, would tell of how to save Fae'lin from certain doom. The Tomes, which serve as a guide to their victory over this evil mention "Se' Iontach", which translates to the great six. Ta'Bel is certain that the Mighty Six are who the prophets foretold.

They pushed forward to Broghan, recovered Relandra, a Tome and a Map. The map had locations that appeared to be locations of the Tomes. This map and tome were found by Relandra's husband and he was working with a man in Redwater named Dellan Briold, but she was unable to meet him, as the orcs had attacked the city before she could contact. Here they sat...wondering what was next.

ALRAST

We must get Relandra to safety, she has been... Well... A burden.

DOLAN

Should we return her to the king?

CALEMIR

I don't think so... He did not seem to understand who she is... in the bigger scheme. He is worried about his throne, I don't think he understands what danger is lurking beyond that.

ANGELO

Truer words could not have been spoke wise friend. While her problems with the daughter and the apparent heir to the throne are quite large; I think the Rose that we keep hearing about is a bigger issue. What is this Rose anyway?

He asked as he bumped his hands against his head.

MIKALA

Maybe it is an ancient artifact? Or a location? Hell, I don't know!

CALEMIR

It may not really matter, as we may never full know what it is.

ALRAST

So what next?

CALEMIR

We take Relandra to someone, take the Tome that she has and the map and find the other locations.

As he said this, Relandra came up from behind after she walked with Dukat.

RELANDRA

You are *NOT* taking my Tome or Map!

ANGELO

Why not my lady?

RELANDRA

My husband lost his life for that... It is mine and we can work together to find answers.

ANGELO

My lady... You are not in a position to give orders.

RELANDRA

Humph.

ANGELO

We have saved you twice from certain death; I think we deserve a bit more respect.

RELANDRA

You are just...just...you are just a bunch of thugs who happened to being used by me, Lady Relandra of Winchester, Duchess of Yeem and cousin to the King.

ANGELO

We might be thugs my lady... But what would that make you?

RELANDRA

I AM A LADY AND YOU WILL TREAT ME WITH RESPECT!

Angelo grabbed his sword, and drew it.

As he did this, Dukaat, who has sworn his life to his Lady, jumped in front with his Axe.

ANGELO

AND I AM THE CHOSEN ONE... Chosen
to protect and serve the Rose... My
lady.

TIO

You are the chosen one master...
Make her bow before us.

Angelo, a bit shocked to hear his sword use the word to describe them, put his sword down.

Dukaat put his Axe down and sighed.

Relandra looked confused. Angelo then told her the story of the Ta'Bel tribe.

He showed his blade to her and explained his past. Upon this explanation, Relandra excused herself and went to the forest. Dukaat followed to comfort. After a short time, Relandra came back, and quietly apologized and gladly offered any assistance. She then went to her bedroll to sleep.

She realized that her part in this journey had l`appeared to have come to an end; as she was just another pawn used by the Gods. She never spoke of the map or the tome again. The next morning the group decided to head to the Farult Mountains to drop Relandra off with her daughter and grandchild and then search the tome. They would have to move west and north, but they felt the path should be clear. The group would NOT return her to the king.

As this was finalized by the group, Relandra quietly agreed. After her conflict with Angelo, she kept a low profile, speaking very little.

The challenges of the past few months and years seemed to settle on her hard...and she realized that she no longer played a role in this journey.

She thought of her husband often in the next few days...and wished for a time long ago, when they were just young lovers starting a new life. A tear crept into her eye, she wiped it away...

They party came up to a hill and saw the majestic Drachonis Forest in their view.

It seemed to go for many miles in each direction, with no end in sight.

When the party travelled through this section toward the Broghan lands, they failed to see this amazing view. Now as they approached from the higher ground, they could see the vast expanse of this old forest.

DUKAT

To the West! Towards my homelands
of Farrult!

ANGELO

Yes, my fine dwarven friend, it
lies beyond and seems to be our
next step in this quest.

The party nodded and began to head down the hill, towards the forest entrance. The forest was thick and lush, but the experience of the party ranger was helpful, as they weaved their way through the woods, moving ever westward. They were pleased that a week before the Lady of the Forest led them past danger and allowed them to stealthily enter the Broghan lands.

Now without her guidance, they decided to push west until the forest ends, and once in the plains, regain their direction and head toward the highlands of Farrult (the dwarven lands).

The forest did appear different this time through. When they entered the forest a week ago, the forest was bright and happy and seemed to project a peaceful spirit. Now, as they moved deeper into the woods, the trees looked old, and dying. There was darkness and shadows...it seemed as if the old forest was dying before their eyes.

About four hours into their journey, Calemir started to sense something even more odd than seeing a dying forest. He wasn't quite sure, but he could feel something. It was not necessarily a bad feeling, but it felt like a spirit. As the continued, he noticed a bright yellow butterfly kept circling around the party. The butterfly would flit and float; and was the only color they could see in this darkened woods.

As Calemir studied the insect, Mikala also noticed this.

MIKALA

Did anyone see that butterfly?

CALEMIR

Yes... It seems to have been flying
around us for some time.

"Did anyone see that butterfly?" Mikala asked.

The party stopped and they saw two more butterflies come into their area and then twist and turn and go north.

The party kept walking, when they saw a few more butterflies circling about and seemingly pointed them north.

ANGELO

We must continue west.

VOICE

Danger... You must move north,
quickly!

CALEMIR

The forest it seems to talk to us.

DOLAN

We must move north!

The butterflies kept pointing them north.

Reluctantly, Angelo agreed and they moved toward the north. Almost a day of travel, and they were of course, heading north, not west, but the butterflies were increasing in number and directing them north. As they grew more concerned about the new direction, they came up to a most peculiar site.

In the middle of this darkened forest, stood a most magnificent site - a tree stump, with a daisy growing out of it. A bright light shined down through the trees and put a light on the flower.

The party looked at each other and wondered what to do.

Angelo bravely came forward and approached. He noticed that the flower had seven petals. He deduced that the party was the Mighty Six plus Relandra.

He pulled a flower. He heard a voice say in his mind, "What do you wish?"

He thought about his arcane powers and was blessed and he was given a new power to help his arcane ability.

The party, realizing that this was a blessing from the spirits all approached and one by one they pulled a petal and was given a new power and strength.

Clearly, this would help them in their journey. Relandra approached, and after she picked her flower...she disappeared.

The party was shocked, and saddened at first; but the all agreed that if we were all given a wish, why would she not have been given one...and she clearly wanted to be with her family.

The all hoped that was true, as the group was getting a bit tired of saving her and also hoped that the gods would bless her with peace in this trying time.

After Relandra disappeared, the group felt a strong presence around them. As they looked around, a spirit appeared. The smell of fresh flowers whisped over their noses. A summer day after a freshly cut grass and the smell of jasmine filled the air.

It was so comforting to see her in front of them...the immediately felt as if they could sit and take a moment. As they looked on this spirit, they saw a striking woman with long white wings and fearies fly around her. They were in the presence of the Vanna, the spirit of the forest.

VANNA

You are in great danger, an evil
beyond your imagination is pursuing
you!

As she spoke these harsh words, the party, even though her words were harsh. felt relaxed and nearly intoxicated and the awful words she said seemed to not be important or have the ill-effect that they ordinarily would.

VANNA (CONT'D)

My forest is under attack... The
Lady of the Forest, my servant,
will help you exit safely. You must
move north and stay away from
trouble. Try not to engage in any
battles, as you must move swiftly,
a great evil is near, and I will do
my best to guide you, remember, you
have allies, but your enemies
outnumber us, and we must use our
wits.

ANGELO

Who is after us?

As if ignoring him.

VANNA

You may take refuge for the evening
in this meadow, no harm can come to
you. But look for my signs, as I
will guide you...

She disappeared, and a magnificent meadow was shown in front of him. The forest was dying around, but this spot seemed to be blessed. The group relaxed...and merrymen filled their hearts. They began to sing and dance, enjoy berries and fruits of the forest...Calemir took this time and was inspired to carve a wooden statue. Alrast spent time praying and mediating.

The party was refreshed.

As they started out the next morning, feeling refreshed and full of spirit, the party moved away from the refuge. Within yards of the refuge, danger found them. Calemir and Alrast had a feeling they were being watched. At the same time, the butterflies disappeared. The party stopped, looked around...and with that, the sounds of arrows came into their area.

From the north, south, east and west, arrows flew.

ALRAST

We are being attacked!

They could only see glimpses of their attackers, but here were quite a few and they appeared to be Drow!

CALEMIR

What are Drow doing out here?

He knew they were not known to be prevalent in this region.

He quickly purged that from as arrows were flying past him, and his mind was needed to return the attack.

The party could see archers from all directions, but before they could ascertain anything else, two Drow elves jumped on and attacked Angelo. They had been lying in wait.

DROW

Surrender, Chosen One!

Drow clearly emphasized in sarcasm chosen when he spoke.

What? They know who we are? The party was bewildered as to the fact the attacking party knew where they were going, and who they were.

DROW (CONT'D)

The rest of you can live, hand over the one!

ALRAST

Hell no! You need to take on ALL of us, We are the MIGHT SIX!

DUKAT

THE MIGHTY SIX!

Dukaat screamed, and raised his Axe, and closed in on his closest foe. Meanwhile the two elves who had jumped on Angelo struck a great blow to him...causing his damage. All of the arrows were directed at Angelo...and the party was watching him take shot after shot.

As he gained his awareness, realizing he was a major target, Angelo moved back a step and disappeared. He cast an invisibility spell on himself and moved away from the party.

Mikala, sent fire from his fingers at the attacking monk and he returned his attack with a scream of pain. Alrast and Dukaat drew their blades and sliced down the two closest. Calemir and Dolan fired arrows at moving targets. It was chaos!

The party was surrounded and it seemed they were in a poor position for a fight. The other side was strong, with wizards and mighty warriors, but the Mighty Six was well prepared for this fight.

After 20 minutes of battle, the Drow moved back. Dukat, frustrated that his axe did not do enough damage chased them into the forest.

ALRAST

No Dukat!

But Dukat moved forward wanted to enjoy the flesh of a Drow on his trusty battlement. He ran and ran and eventually was over 100 yards when the other Drow saw him ALONE and turned around.

"WWWSSISH" arrows flew at him, and other Drow warriors came out to "greet" him. He was quickly outnumbered; and took some damage.

Werg!he yelled in his own tongue, which is an old dwarven curse word. He was fortunate that Alrast, and Calemir were running up behind and came to his aid, and they all helped him move back to the cover of an obscuring mist, where he could be treated for his near deathly wounds.

The battle died down, and the warriors licked their wounds and began to search the dead Drow around them. Finding gold and magic as well as a note which stated was written in the language of elven, but it was not a common dialect.

An old language, but they could make sense of the general point of the note. It described the party in great detail, it discussed what they looked like; what weapons and magic they often use in battle; and stated that they want the one with the sword dead.

The note described that they would be heading into the Drachonis Forest near the mountain pass. It was a bit too exact, and the party was quite shocked to know that someone was following them closely. The note was not signed. But they knew they had a powerful enemy searching for them.

After a bit of healing and recon, the party re-gathered and began heading north...as they were told by the Lady.

As the party moved north, Mikala, Alrast and Calemir could "hear" the forest speaking. It seemed to be moaning in pain...as it seemed to be dying as the group went through. The trees were darkened, and no animals could be heard.

It gave the group a feeling of profound sadness. The forest kept telling them.

FOREST

You are in danger...run...run north!

Every so often, they could hear a distant screams or even sword fights, the party wanted to investigate, but as soon as they deviated from the path, the soft yellow butterflies, which provided the only bright and beautiful part this dying land, would push them back north.

An hour or so passed, and Dukaat could hear something from above...a fluttering sound. They look up in the sky, and saw nothing.

A few minutes later Alrast heard...then Mikala. Something was flying above them. They moved cautiously, when they caught a glimpse of a large dragon, a large, young, blue dragon named Ergas, the Purple.

This dragon was home was 1,000 miles from here; but he seemed to be called into action and was searching the forest. As it turns out, he was looking for the Mighty Six.

As the group saw the dragon, the dragon saw them! WSSHH - the dragon dropped down and shot acid from his mouth, cutting half the party down, and killing Wolfus, the companion of Calemir.

ERGAS

Give up your quest now chosen one!

Calemir, Angelo, Dukat, Dolan and Alrast smiled as they returned his haughty words with arrows!

THHUMP, THHUMP the arrows glanced against the dragons flesh. He dropped by and shot his acid down on the party again and flew by. More arrows were returned.

As this was happening, Angelo spotted an odd sight to the north of their position. It appeared to be a group of stumps that were making a staircase downward.

The butterflies were surrounding and fluttering all around and seemed to be calling Angelo. As he started to move north; copper colored wolf-like creatures came out from all directions.

They were not regular animals that would normally be seen in this part of the world these creatures seemed to be an evil conjuration from another land. It seemed as if there were a dozen of them.

The party trying to fight a dragon, did not welcome the site of wolves surrounding them.

The party bunched together, and Angelo wanted to cast an obscuring mist for protection, but the various and numerous battles of the day, he was exhausted. The dragon and wolves continued to attack and then Angelo made a bold move.

He started to move towards the butterflies As he did this, the dragon reacted to this move and dropped down from the sky and plopped between Angelo and the downward stairwell. Angelo seeing this moved and skirted the dragon heading towards the butterflies.

The party also reacted and began to concentrate their firepower on the bold dragon. Alrast using his weapon hit Ergas with fury. Dukaat smiled as he could wield his axe, rather than fire silly bolts from his crossbow.

DUKAT

A dwarf needs to feel what he hits!

However, the strong fighters that Alrast and Dukat are, Calemir, feeling brave from his day in the woods, shot several arrows that pierced the scales of Ergas and he howled in pain.

Dolan and Mikala added attacks and the dragon, who was seemingly trying to protect the stairwell seemed to be near death.

A few more rounds and he fell. The party continued to manage the wolves attack, and was able to defend themselves when they noticed that Angelo was missing.

DOLAN
Where is Angelo?

As he shot an arrow into a wolf's neck.

ALRAST
I don't know...

As he slung his Morningstar down on his nearest opponent bringing it to a quick death.

The party was getting the upper hand, when a lightning bolt struck from the sky and caused great damage to Dukaat.

Looking up, they saw a strange creature. It was dark and mysterious and looked like a woman crossed with a tree. The creature was casting lightning and spells at the party and causing it great damage.

DOLAN
What in the world is that?

The party was growing tired, as the day seemed to be so long, with a battle happening each and every moment in this god-forsaken forest. They just defeated a blue dragon, and were battling wolf-like creatures, and now this wild woman shows up and starts blasting the party with lightning. They were also getting worried about Angelo.

DUKAT
I am not sure, but an axe loves to
bring down trees!

Dukat stated as he moved to attack.

While the battle was raging on, Angelo had climbed down the stairs and opened an ornate glass door that had the now infamous symbol of the Rose etched on the glass. It led to a small room, with the Rose symbol on the far wall. There was no light in the room, yet the area was illuminated—most likely magically.

In the middle of the room was an table with an ornately carved wooden box with what looked like a rose symbol faintly painted on the cover. Angelo checked for magic, and the box was magical; he quickly approached, and seeing nothing else in the room grabbed the box, and without looking at it simply threw it in his bag and moved back up the stairs.

As he returned to the surface, he saw a battle that was quite different from when he left. Where he felt like he was only gone for a few minutes, it turned out that he was gone for 10 minutes before he arrived back to his friends. As he came up the steps, he expected to see a large dragon, but the dragon was lying near his position dead, but he saw an ugly wild woman that seemed to look like a tree attacking his buddies.

Seeing that his party was tired and struggling, he utilized his position on the battlefield, and in a smooth move, he was able to flank her. In moving behind, he readied for attack - calling on his arcane powers, he struck the Wild Woman a mighty blow from behind, cutting her in half.

The scream from the wooden monster was deafening as his fell down. "Impressive!" Mikala yelled, as fire came from his hands as he was using it on the wild woman. Angelo smiled, and moved to help with the other creatures that were attacking his group.

After the fall of the wild woman, the groups fight became easier and they cleaned up the rest of the wolves like creatures and the Mighty Six had dealt another major blow to their foe.

CALEMIR

Are you ok, mellonamin?

Calemir stated to his mate, as mellonamin is an endearing elven word that means more than just a friend, it is a soul-connecting friendship, which elves forge with few people (a rarely humans).

They pledge their lives to their mellonamin and treat them like family. Calemir and Angelo's relationship dates back from many years, and both had troubling journeys.

Living in elven lands, they were both victims of brutal orc attacks and in both cases, they lost their family members. As orphans, the two gave the moral support to each other that was needed in such a difficult time. Calemir, being older, as elves often are, provided great wisdom and strength to Angelo, and the two have been working together ever since they first became Mellonamin.

ANGELO

I am fine... I have found more artifacts with the rose symbol.

He replied, pulling out the box. The box was beautifully carved and the rose symbol was faintly seen on the top.

ANGELO (CONT'D)

It seems that the butterflies were pointing us towards this

he said, raising it to his other party members.

They all gathered around Angelo, and he pulled a small box out of his bag. In looking at the faint symbol on the box cover, they saw the familiar rose symbol, but this time they saw a crown on top of the rose.

MIKALA

Interesting... This appears to be a bit different and represent some type of leadership or kingly symbol.

DOLAN

It seems so.

When they opened the box, a very finely sewn cloth covered an item. The cloth had the rose symbol on it as well. As the unwrapped the cloth, the saw an incredibly well-crafted dagger, with the hilt shaped like a rose. The party did not have time to cast and identify spell on the weapon, as they knew they had to keep moving.

Angelo put the sword back in the cloth and then back in the box and they continued to quickly move north, in hopes of exiting the forest soon.

The party was exhausted, for they had been fighting non-stop since the early morning. Regardless, they moved north. After about an hour has passed, they could hear the sounds of many people, and it seemed as they were engaging in battle.

CALEMIR

It seems to be coming from the Northwest.

ALRAST

We should investigate.

ANGELO

No... The spirit told us to move north.

ALRAST

We can still investigate, it seems close enough to view.

Angelo was not on board to investigate, but the party seemed interested, so they moved up to the northwest, and within about a 5 minute walk, they could see a battle.

Men were fighting each other and the battle was massive. It seemed to be about 100 men in total that were in hand to hand combat, with swords clanging and men screaming and yelling. Each side had a symbol on their shield that was somewhat similar.

The Lamorak Knights, as they were known had a gold dragon on a grey background, whereas the Safir Knights had a blue dragon on a blue background.

Alrast had recognized the symbol. As a wine trader, he had often traded with various military units and knights. In this case he was an equal opportunity trader, and had worked with both groups.

The Lamorak Knights come from the lands in the south. They are not affiliated with any Windsor group, but they do live and roam in their lands. The Safir Knights were an order that, at least Alrast thought, was only a fraternity. He did not realize they were an actual group. They can be found in various lands in the north.

At this moment, they seemed to be bitter enemies, engaged in a desperate battle. As they joined battle in front of them, the Safir Knights seem to have the upper hand.

It was then that Mikala noticed, "Look!" he said pointing at a group of women. They were the various women they saw earlier in the week. The Lady and the Forest and her court were also engaged in the battle. It was then they noticed on the far side of the battlefield an ominous man in a black robe, with a staff and magic aura around him as he was directing the knights.

DUKAT

We must help them!

CALEMIR

Yes, that seems like a good idea.

The party decided that Dolan and Calemir should sneak around the forest to flank the black robed wizard. Once in position, they would attack and concentrate the fire power on him.

A few minutes after the two left the party, Angelo heard a noise coming from there back. As he looked back, he saw a woman running at full speed towards them. The party drew their weapons as she got closer.

WOMAN

I am a friend of the Lady... We must get out of here... NOW.

ALRAST

Young lady, we cannot turn our backs on our friends of the forest.

WOMAN

I have been sent by the LADY! She is fighting this battle for you... You must leave now, as the wizard and his men are more powerful than us... We can hold them for some time... But they will break through!

DUKAT

We can help!

WOMAN

You are brave indeed, you are the Mighty Six, I know. But you are not ready to take on Eorloryn the Black... he is too powerful. You will meet him on the battlefield one day, but the Spirit has guided me to get you away...so MOVE!

As she said that, she grabbed Angelo and almost pulled him away from the battle.

ANGELO

We need to stop them!

MIKALA

On it!

Mikala said, as he told his brother in his mind to come back. In a few minutes, they returned, and the young lady warrior nodded her head and moved back towards the battle, she yelled back.

WOMAN

May the Spirit guide you! And may we meet again!

She disappeared into the trees, and the group quickly moved away from the battle to the north.

In just a few minutes away from the battle, the party saw a dreadful sight.

They first heard the sound; the entire party knew what it was. A fluttering of wings and a bellowing howl, they looked up and saw another blue dragon.

This dragon was much bigger and older than Ergas. As it turned out, Sargas, the Blue, was the father of Ergas, and he was flying overhead, seemingly looking down...searching for someone or something, and the group realized quickly it was searching for them.

Clearly this dragon was working in concert with Eorloryn the Black and the Safir Knights.

MIKALA

We have nothing to fight this creature...we are depleted, tired and this creature will tear us apart; worse, if those men break through and find us, we will be outnumbered.

ALRAST

We must try and find cover.

Dukat looked disappointed, but he and the rest of the party realized that they must run from the dragon and get out of here fast.

As the group ran through the forest, Sargas would fly down every so often and seemed to get closer with each pass.

Occasionally he would see them, and shoot his acid breath down on them...causing them damage. The group would return fire with arrows and then run to find cover. Additionally, he would bellow loudly, calling his Safir Knights towards the group. The party seemed to be at a difficult place and it was clear there run and hide strategy was not working.

MIKALA

WE NEED A NEW PLAN... We can't run and we can't fight him tonight! I am out of spells and have little energy. All those Knight's will be closing in on us if we keep moving.

DUKAT

I will take him down with my AXE!
We do not need your magic to win every fight!

CALEMIR

Yes, you could my good friend... but he does not plan to come in range of your fine weapon; he clearly knows he would be defeated.

MIKALA

True, but I just realized I have a spell that I could cast to give us cover for the night, and give us a chance the next morning.

ANGELO

How?!

MIKALA

It will give us cover and concealment for the evening, we can rest and in the morning, we will be at full strength, at that point we may be able to take on this blue beast!

The group agreed to this, and the party concealed themselves for the evening in this magical hut.

INT. MAGICAL HUT

The night came and went, and the next morning the group was refreshed and moved quickly to get up and move north, and for a few hours in the morning, the group was free from any problems.

Occasionally they would hear distant noises, but they were clear of the major problems. The Spirit has guided them towards the end of the forest.

MIKALA

Look!

The group saw a clearing, and some rolling hills...WITHOUT trees. They had made it out of the forest, and at this point seemed to be free and clear of the dragon.

They paused for a moment to thank the spirits and enjoy the view. Reflecting back on the previous day, and thinking of the Lamorak Knights and the Lady of the Forest and her court, Mikala made an insightful statement.

MIKALA (CONT'D)

We must realize that many gave their lives for us yesterday, so we could escape.

ALRAST

Yes, they have...the men and women who came to our aid today, may the spirit bless them.

DOLAN

We have strong and powerful friends helping us.

CALEMIR

Yes, we do Dolan. But we seem to have just as many powerful enemies trying to destroy us as well.

As he said this, they could hear Sargas bellowing off in the distance. The party grimaced, realizing that they had been spared.

DUKAT

We will be strong... We can defend the rose. Whatever it is.

ALRAST

To seek and protect the Rose!

Raising his hand in the air.

"To seek and protect the Rose," the rest of the gang spoke back, everyone, except Angelo.

The party looked over at Angelo, as he seemed quiet and looking off into the distance. Realizing the silence, he looked up, without saying a word, and started walking westward, away from the forest.

The party quietly followed..

The party, now free from the Drachonis Forest, seemed to have a clear path.

Now that Relandra seems to be safe, the Mighty Six must continue the quest to find out the true meaning of the Rose. What is the Rose? Why are they asked to protect it? Who wants to kill them so badly to send skilled bounty hunters?

How do people know about the Chose One? Why were bands orcs and goblins rising again from the past and attacking people throughout Fae'lin. They have too many questions, and so few answers.

Angelo, feeling the burden of being the Chosen One, at times seems lost, and he takes solace in his sword. He does not necessarily want this quest, but his ancestors have passed this mission down to him, and he and his mighty friends must take action; seemingly they have little choice, as the great wind was blowing them further into challenges regardless..

As he thought of his ancestors, the vision of his birth mother Lad'air came into his mind.

She was a wild woman, who must have given him his adventurous streak. He sighed, and thought about her, wishing he had been able to talk with her. It was so upsetting to find that he was only a day or so behind the Guvaak attack on her and her tribe. If he and the party would have been faster, he would have saved her...and been able to know who she was...but clearly, the fate of the Gods did not want that..."WHAT DO THE GODS WANT?" he would yell to himself in anger. "WHERE ARE WE GOING?" His frustration was growing, and he decided to block it out from his mind and focus back on the matter at hand.

He look around to his new found "family," and they all agreed that the next step is to find more Tomes as outlined on the map that Relandra had given them. This first tome had a few answers to who they were; but it seemingly had more questions. What is this Rose? Why is it important?

The Tomes would have the answer, at least that is what Aghna, Daughter of T'Bel thought, and since she was the only one who could read the tomes, the party decided to act on her assessment.

As the moved off to the west, they heard some noises coming distantly from the forest behind them, they all looked back. They had just defeated and ran from a powerful foe and they were quite proud of themselves. The forest and the Lady seemingly helped them to safety, and now they were free of the

Broghan lands and the evil that has overcome the once majestic and beautiful Drachonis Forest. They paused... in silence each of the party members looked at each other, one by one, as if to say, "WE ARE BRETHREN! We are the MIGHTY SIX! WE ARE THE CHOSEN ONES." They all smiled for a brief second, thinking back on their incredible journey through the forest. Then one of them took a step north... towards the highlands of Farult, the location of the closest tome.

A gentle cool wind blew on them from behind...pushing them further...

TIO

Master, we have a long journey and many enemies.

THE CHOSEN ONE

I know Tio... I know.

THE END OF PART 2