



## 8 of 10

### Previously

Meddling with bad intentions! After Deadshot alerted the Penguin about the warriors on the Island, he hired Matthew Hagan aka Clayface to infiltrate Dominor's ranks. Meanwhile Baron Zemo seeks Eric Williams aka the Grim Reaper as another HYDRA enforcer. They also have Raven as their captive but Nevar is watching them closely, needing another way to defeat Dominor after the warriors defeated Bizarro. What will come of these deadly plans?

### Scene 1

Penguin's encampment, 13<sup>th</sup> October 05:00 BST

Penguin: Here's what I want you to do, Deadshot, set up a perimeter if any of Zemo's men arrive, kill em, if anyone else arrives, kill them too, including those children. We'd be doing them a favour, anyway.

Deadshot: I'll need a few guys

Penguin: Take them then.

Deadshot: Has Clayface arrived?

Penguin: He's already in Dominor's ranks. I'll know what he knows soon

### Scene 2

Baron Zemo's encampment, 06:00 BST

Baron Zemo: You can have the staff back, it's more trouble than it's worth (he hands Raven's staff of power back to Dominor)

Dominator: Of course *reversi sunt ad castra* (he disappears, meanwhile one of Nevar's scientists armed with a laser gun sneaks behind a HYDRA ship and burns a small hole in its fuel line, he sneaks away)

Baron Zemo: With that sorted, let's get Raven to our base. (He opens a radio link to the pilot) take off, Captain

Captain: Roger that (he tries to take off but fails)

Baron Zemo: What happened?

Captain: Not sure sir. Running a diagnostic; Sir, it's sabotage, the fuel line's been cut.  
Baron Zemo: How long before we can fix it?  
Captain: We don't have a lot of tools; it'll take a day at least  
Baron Zemo: Hmm, then you'd best start working.

# Raven: The Reckoning

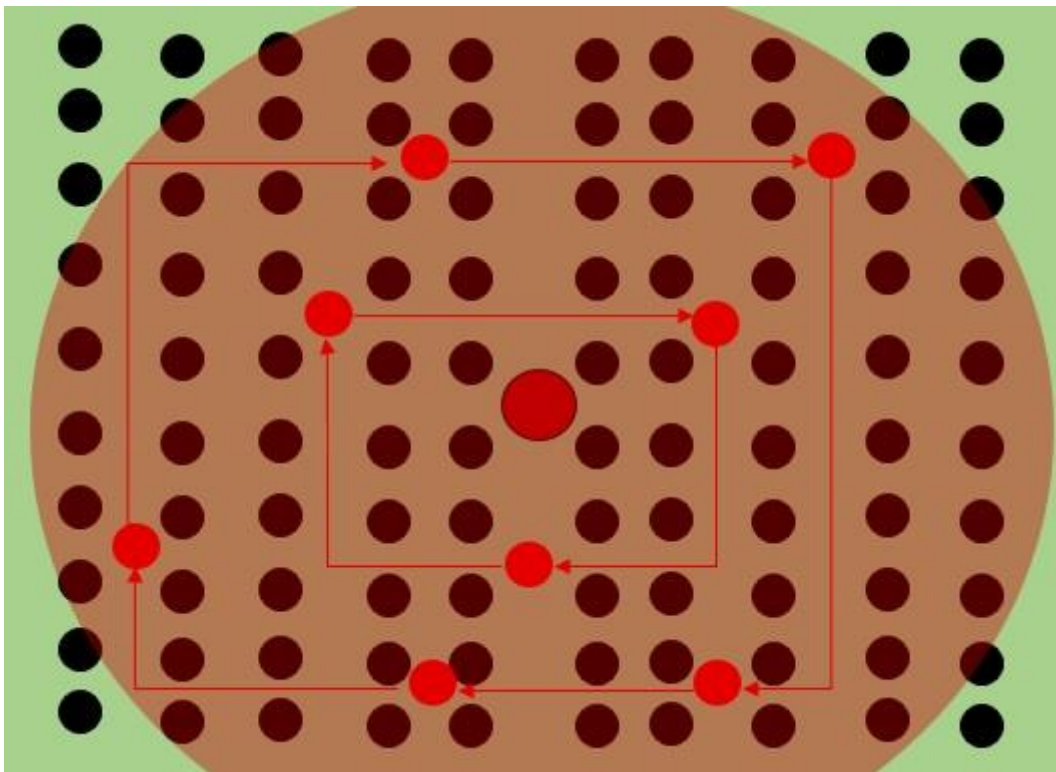
## Scene 3

Forest of Dawn Time, 09:00 BST



*Deadshot*

Deadshot has a perimeter set up in the forest



Key: Black Dot – Tree

Red Dot – Armed henchman

Darker Red Dot – Deadshot

Transparent red circle – Deadshot's range

Aryen dictates her strategy to the others: she has the warriors split up and approach Deadshot from different angles, without taking out the other henchmen. Aryen and Fyraf take the left side, whilst Jocal, Hagal and Narex heading right, a far more deadly route. Each of them watches the guards as they patrol around Deadshot looking for their target

Hagal thinks she sees a gap in the patrols and moves forwards but Deadshot hears a twig snap beneath her feet and aims in her direction, she hides stays behind a tree, it is not long before one of the guards spots her and takes the shot, Hagal is lost to the battle. Enraged by this loss, Jocal comes out from her cover and silently takes down the guard.

She returns to cover before the guard's heartbeat monitor goes off, all of the guards in that patrol route race towards the unconscious body and Deadshot aims in that direction; this gives time for Aryen and Fyraf to move forward, one step closer to Deadshot. With the guards unable to see who had taken down the guard they continue their patrol

Aryen and Fyraf wait patiently, safe behind cover from the guards; as Deadshot points his gun in the opposite direction, they see a gap between the guards and run through, taking cover behind the trees as Deadshot aims his rifle in their direction. With Narex and Jocal still unable to proceed, Aryen and Fyraf wait patiently for their opportunity to strike.

The waiting seems to be considerable, as Deadshot seems sure he heard something but eventually he turns away and Aryen goes in and knocks him out. Unfortunately, in doing so, she alerts all the guards who haven't been knocked out to his presence and they all take aim in Aryen's direction. With Fyraf unable to do anything without being seen, Aryen's death is almost assured.

Narex and Jocal take out 2 more of the guards but with still several remaining, hope for Ayren is little but, in an act of quick thinking, Aryen shakes the bottle containing the remaining sleeping potion and smashes it against the ground, the liquid in the bottle expands and the smoke-screen allows her to escape with the remaining warriors, who are all holding their breath to avoid breathing the fumes.

Jocal: I am frustrated by the loss of Hagal, she was the warrior who wanted to show her potential and her strengths and it is tough to lose the warrior who showed a lot of determination.

Aryen: I messed up big time. It all just happened in a second, I previously thought that my strategies would work and so far I had been mostly correct, but not only did I have to use the last of the potion to avoid dying, we... Also... We lost Hagal and it's all my fault, I can't believe I've killed her. I don't know how I can live with myself after what I've done.

Fyraf: I'm truly upset to have lost Hagal after coming so far but Aryen's taking it a lot worse. She's blaming herself for it all, and I can imagine Jocal must be extremely upset as well, they were both so close after all.

#### Scene 4

Royal Palace, 10:00 BST

Dominator examines Raven's staff of power

Dominator: *Quia in tribus* (the staff breaks into 3 pieces)

Utawe: (Out of breath) so hungry, need fear, need your children

Dominator: Alright, go; feast on the warriors' fears (Dominator smiles underneath his mask, a henchman enters) spread these throughout the castle

Hagan: Of course, Lord Dominor (he walks away, subtly revealing himself to be Clayface in disguise)

#### Scene 5

Forest of Dawn time, 11:00 BST



#### *Enemies of your minds*

The warriors walk through the forest, hoping that something would present itself to help them proceed. They all begin to feel woozy, they each hold onto their heads as they begin to throb and eventually the trauma causes them to fall to the ground, they have been knocked out by a psychic force, the one Raven warned them about.

All seems peaceful in Jocal's mind but soon she is faced with a surprise attack by forces from all sides of the war, her fears stop her from acting immediately and the others approach her, all armed and very dangerous. Jocal will need to find the courage to fight them if she is to survive. In Ayren's mind, Ayren walks through a graveyard. Graves marked with names of everyone she ever cared for are seen and she falls to her knees

In Fyraf's mind Fyraf wakes up inside a grave, he kicks the casket to try and open it, but it is so deep that even his strength cannot accomplish the task. His death is absolute. In Narex's mind Narex is surrounded by the people he cares for but one by one, they disappear, leaving him alone and helpless. Jocal's fear may be fearsome but they have been faced before, and she shall face them again

Jocal attacks the foes that present themselves, with images of Utawe flashing before as she does so but she does not give up and soon her foes are vanquished, her fear conquered. Ayren is soon confronted by bunch of mental images of Utawe, hoping to finish him off. But Ayren is not to brought down easily, he may fear loss but he knows that loss defines him.

Using her rage to her advantage Ayren takes down Utawe's mental forces, but even more show up to replace them. They all begin to project upon the images of them killing her friends and allies but Ayren remains strong; she continues the fight and is ultimately victorious. Utawe will not claim him this day. Fyraf continues to punch at the burial casket he's trapped inside, as mental images of Utawe project themselves with every punch

Soon Fyraf realises the more he panics, the quicker the air will run out, and his death will be assured, he lies in the grave and sleeps, not even Utawe can reach him in his dream's dream. Narex is abandoned by everyone and has no fight left when Utawe's mental army attack him, his fear is too strong and his heart gives out, another lost to the quest. The others all awaken, shaken but not defeated.

Aryen: I saw all of them! All of the people I've loved, all of the people I ever cared about. And the other's, they were there as well. I saw Hagal's grave, and I was ready to fall to my knees and let myself go, but something kept me going. It was almost like hearing the voices of these people who have meant so much to me, and I got angry, so angry. I fought through everything and I made it out... Only to find another of my friends... dead.

Fyraf: So much was going through my head: How was I here? Why was I in a coffin? Who buried me? Did I die? Was I going to die? Did they think I was dead? Was that why I was here? I managed to come to my senses, I realised what happened before, I must have been dreaming. If I was to fall asleep, within a dream, the fears hurting me here wouldn't be able to hurt me there. Narex's fear must have been horrible, he didn't make it out; why did his last moments have to be held in fear.

Jocal: It was a true test for me, knowing that I have to conquer my worst fears and show that I'm not a wimp but a warrior, it is a heart breaking to have lost Narex because he gave everything he had and showed his true warrior potential.

### Scene 3

Penguin's encampment, 13:00 BST

Deadshot: I got one of them but they head some kind of knock out juice, used it on me.

Penguin: In light of this and of your previous achievements, leave the Island and pray I never see you again. (Deadshot leaves) I'm losing enforcers left and right here (he calls the Calculator) Cuttler, I want someone good

Calculator: I'm afraid there's a little bit of a problem. You're out of money

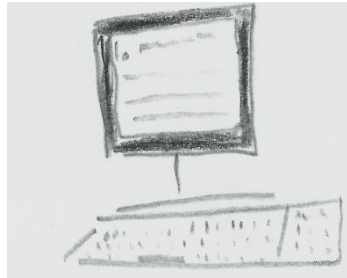
Penguin: What?!

Calculator: There are not enough funds in your account to continue receiving my services, goodbye Oswald (he hangs up)

Penguin: (Growls) Cuttler! This is a fine mess. Somebody's up to something.

#### Scene 4

Calculator's Alaunus base, 14:00 BST



#### *A hacking problem*

Haryad directs the warriors to the base.

Haryad: I saw a man abandon this place yesterday, he knew of what was coming.  
There is much technology in there, maybe you can access it.

The warriors approach a tower, it is believed that the Calculator had been running operations inside that tower. If they hacked into his systems, it could provide a clue to Raven's whereabouts. They enter the tower, expecting to be greeted by the Calculator himself but he is long gone, gone to provoke or to finish other battles in the war for Planet Earth.

The warriors begin to use what computing knowledge they have to hack into the computer systems but the safeguards begin to activate, 5 riddles appear on the screen, and must all be answered before they can enter, but more than 3 wrong answers, and they'd be locked out of the systems entirely, the warriors read the riddles.

- 1) I am taken from a mine, and shut up in a wooden case, from which I am never released, and yet I am used by almost everybody. What am I?
- 2) When the day after tomorrow is yesterday, today will be as far from Wednesday as today was from Wednesday when the day before yesterday was tomorrow. What is the day after this day?
- 3) Six glasses are in a row. The first three are filled with milk and the last three are empty. By moving only one glass, can you arrange them so that the full and the empty glasses alternate?
- 4) There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song that is never good. Who are they?

5) You hear it speak, for it has a hard tongue. But it cannot breathe, for it has not a lung. What is it?

These riddles are not easy and for a few minutes the warriors consider what the best answers are. Jocal enters the answer 'Lead' into the computer for the first riddle, it is not the correct answer. With only 2 more attempts left, Aryen suggests that the answer to question 1 would be pencil, they type that in and it is indeed the correct answer

The warriors consider the second riddle, and after much debate, they believe the correct answer is Thursday; they enter the code and are indeed correct once again. Jocal seems somewhat confused as to what the 3<sup>rd</sup> riddle is asking and enters an order before working out how it can be accomplished; the 2<sup>nd</sup> of their 3 lives is used

With Aryen and Fyraf's assistance, they work out the correct technique of pouring the liquid for the second full glass into the 5<sup>th</sup> glass, before replacing it; they enter the technique into the computer, and pass the 3<sup>rd</sup> safeguard of the machine. The warriors do not need long for the fourth riddle; they quickly enter the answer of 'Earth, water, fire and air' and pass the fourth safeguard

The fifth riddle also does little to confuse the warriors, working out the answer, bell, and typing it into the machine, with full access granted they discover that Raven is under the watchful eye of Baron Zemo, in a HYDRA camp, and they will need all of tomorrow to get to their location, meaning they'd have to gain enough supplies in today's survival trial.

Jocal: It really helps my confidence and also my motivations to save Raven from the Baron Zemo and hopefully the evil on the Island will be stopped.

Aryen: Finally, some light in the darkness we've been left in. Now that we know how to find Raven, we should finally be able to succeed in this hellish journey. It can finally be over and I can go home. Maybe if we can all make it there together, we can all go home together, and be happy.

Fyraf: Knowing how to find Raven is going to help immensely, we can at last find him, and finish this quest; eradicate the evil that haunts it. We won't have to lose anyone else. So we are going to make it, all together. We will do it. We have to.

### Scene 7

Royal Palace, 17:00 BST

Utawe: Those children are strong, I feasted on one but the others fought back

Dominator: You'll get a chance to try again soon, relax; all is going according to plan

Hagan: Sir, I've distributed the pieces of the staff throughout the Castle, as instructed

Dominator: Excellent work, took you long enough though (he prepares to shoot him, but Utawe intervenes)

Utawe: Stop, this one is not who he seems, he has fears, great fears, but his mind is not of any of your army, reveal yourself (Clayface reverts back to his form)

Dominator: *Si veritatem dico*, who sent you

Clayface: It was Cobblepot, sir

Dominator: You are not needed as an asset, prepare to (he is teleported away) who dares (Vandal Savage teleports into the room)

Vandal: I do

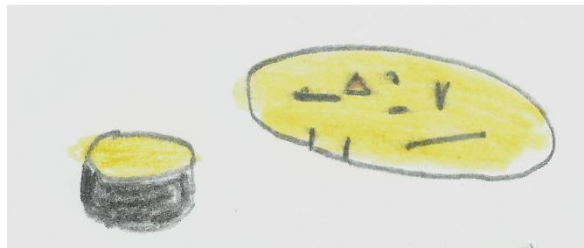
Dominator: *Emorior*

Vandal: Nice try, but I'm immortal and it would take magic far more powerful than yours to reverse that. You are interfering in the affairs of the Masters;; this is your only warning. If I have to return, you will die. (Vandal disappears with Clayface)

Dominator: Utawe, I think calls for an acceleration of our plans.

### Scene 8

Outside the forest, 17:00 BST

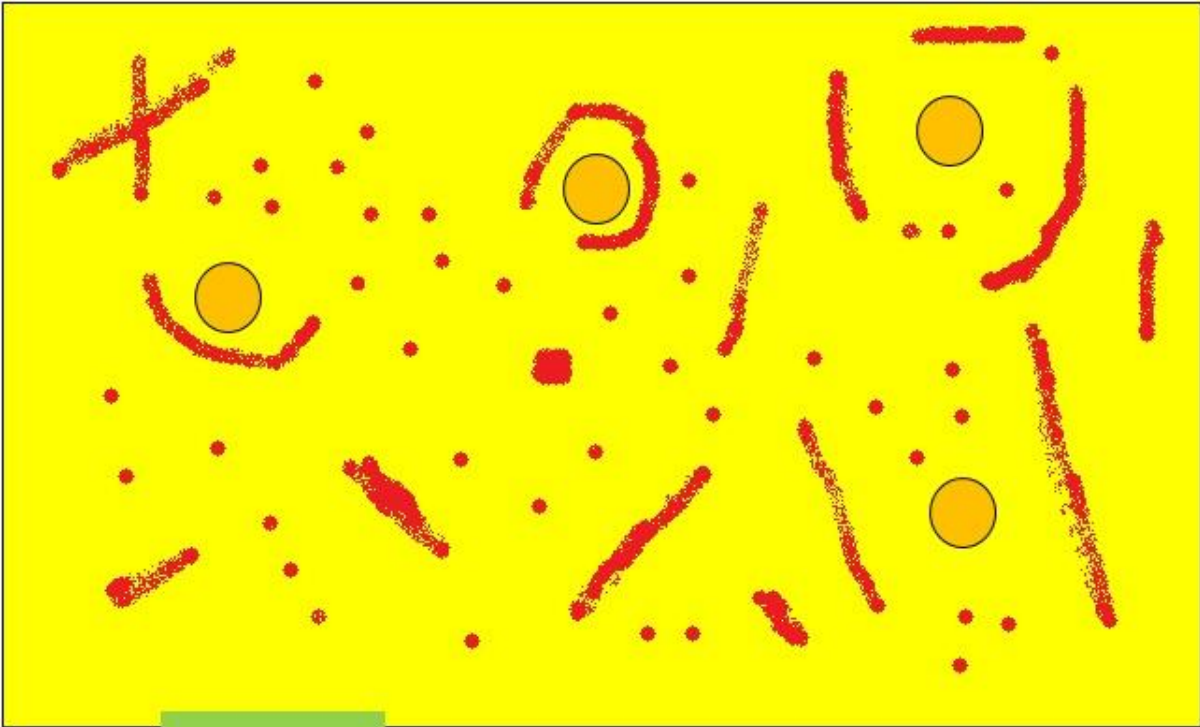


### *Field of the dead*

The warriors cross another path with a message from Dominor

*You have only 1 survival pack remaining, you may require more than that to survive tomorrow, 1 must enter the field of battle, but they must do so blindfolded. Inside the battlefield there are survival packs but also other objects that will kill a warrior if they are touched. Your time is limited and if any warrior is within the field when time is up; they will die. I would tell you to be careful. But I care not about your fate. Let the challenge begin*





Key: Golden circles – Survival packs  
Red sprays/dots – obstacle  
Green rectangle – entry/exit point

The warriors come across another of Dominor's twisted survival trials. A field of battle enchanted by his dark magic. No warrior may enter it with eyes to see but one must enter, for inside are 4 of the much needed survival packs. Realising that she'd be the best to enter, Ayren volunteers herself to enter the field

After helping the others by mapping out a suitable route for her to take, avoiding any of the major obstacles; Ayren puts on the blindfold and is guided into the field of battle. Immediately after entering, she is told to turn right and start moving forwards; as she approaches the first survival pack, she is instructed to turn left and move toward it; the first survival pack is gained

With a slight right turn, Ayren is guided forward until she is near the second survival pack; she is carefully guided around any obstacles to gain the survival pack in question. After being instructed to turn left slightly Ayren walks forward and past some of the larger barriers guarding the pack she's just claimed, she is instructed to turn left further, after which she continues to move forward.

As she approaches the third survival pouch, Fyraf instructs her to turn left and walk forward; as they approach the mouth of the barriers, Ayren is instructed to turn to the left and walk through the mouth to gain the third survival pack. Realising that 3 survival packs will be sufficient to their case, the next focus is getting Ayren out.

Ayren is instructed to turn around a full 180 degrees and is instructed to walk out of the mouth of the obstacle. After turning left slightly, Ayren is instructed to move forward towards the exit of the field. Before reaching an obstacle, Ayren is instructed to turn left and move forward slightly, time is now an important factor to their success.

Once past one of the bigger obstacles, Ayren is asked to turn left by 120 degrees; walking forward, parallel to the big obstacle he'd just past, Ayren swiftly nears the exit. She is instructed to turn left and walk forward two steps before turning left to exit the field, 3 survival packs have been won this day, now they have enough to survive the next.

Jocal: Gaining 3 more survival packs is a huge thing to obtain, mainly because it will provide the essential supplies and help us be strong enough to complete the important tasks up ahead.

Ayren: All I could do was to trust in the people that have been with me for this journey. I have so much faith in them, after we've been through so much. After I was knocked down, and they helped me up again. Gathering these survival packs was a way of me redeeming myself for what I caused to Hagal, and for not doing what I should have done to keep the other's alive. That's why I volunteered for this challenge, no matter what the consequences, it was down to me.

### Scene 10

Baron Zemo's encampment, 20:00 BST

Captain: This thing's got some major damage; it'll be tomorrow before it's repaired

Baron Zemo: Fine, we can afford to be patient with such an important project. (The Grim Reaper arrives)

Grim Reaper: Well, I'm here, what do you want me to do?

Baron Zemo: Find the Penguin's men and kill them.

### Next time

Assault on HYDRA's forces, can the warriors defeat HYDRA's enforcers and rescue Raven before it's too late?

And what is Dominor up to in his acceleration of his plans?