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Scene 1

The Royal Palace, Alaunus

Lyre slams her staff into the ground a hologram of the Grand Master appears before her.

Grand Master: Everything in order?

Lyre: Thank you for bringing my warriors

Grand Master: They've been given some weapons training, weapons are en-route. I can't help more at the moment, since the space gem shattered, we didn't open the portal as wide as I wanted, I'll have to move the fleet through slowly, and that leaves us open to attack.

Lyre: Understood. (A warrior whispers into her ear) what?! (she slams her staff down again, the hologram of the Grand Master disappears and an image appears in its place, showing Raven rowing towards the shore with Valtho) go... (several of her warriors leave)



Welcome Party

Valtho and Raven arrive on the beach, but Lyre has warriors waiting for them. They all begin to rush in but Valtho and Raven split up. 3 of the warriors attack Raven, whilst 2 of them attack Valtho. Given the odds against them, the two both focus more on blocking attacks as opposed to dealing any blows.

Hamras appears on the beach next to them, one warrior fighting Raven and one fighting Valtho both move to try and attack him. Valtho engages the warrior he's facing. Raven manages to throw one of the warriors into another, knocking them down, but they quickly recover.

As Hamras blocks an attack from one of the warriors, Pale appears next to him, the warriors attacking Hamras split up, one of them attacking Pale now. Pale tries to aim for the leg but the warrior blocks his move. As 2 warriors jump Raven he transforms and lets them pile

onto each other, they quickly recover but Raven charges in bird form, transforming in mid-flight to tackle them

Valtho reverses an attack from a warrior and flips her to the ground, but she's soon back on their feet. Lerdan appears next, one of the warriors attacking Raven tries to attack him but he reacts quickly, tripping him to the ground. Kanem appears soon after and teams up with Hamras against the warrior he's facing

With Hamras facing the warrior head on, Kanem is able to come up and grab him from behind, he tries to escape but Hamras delivers enough punches to knock him out. The warrior facing Raven tries to block his face, Raven closes his arms around his, stunning her long enough for Raven to knock her out.

The warrior attacking Valtho is back on her feet as Abbli appears and goes to join Valtho. Pale eventually manages to kick the warrior attacking him in the leg, forcing him down to his knees. Pale attempts to kick him in the face but the warrior blocks. He's saved though as Valtho and Abbli throw the warrior into him, forcing Pale's release. Lerdan and the warrior facing him trade blows but now he's surrounded and surrenders.

Valtho: I'm delighted to have my fellow warriors back with me as I didn't know they were coming and I was worried that I'd be overwhelmed on the beach without any backup. It's a real shame that not all of my comrades could make it back, but now we just have to take down Lyre in their memory.

Raven: You are all warriors Lyre summoned? (The warriors nod) without my staff, I cannot face Lyre in person, but a task must be performed before we get there. The city is surrounded by a shield, designed to keep out the forces of evil, but the shield is not supposed to be active for this long, the people in the city need our help. We have a long journey, which Lyre will undoubtedly make more difficult. Are you prepared (the warriors nod) then come (he walks them away, the warrior who surrendered runs back towards the castle)

Royal Palace

The warrior meets up with Lyre

Lyre: What happened, young warrior?

Goyam: You said there'd be two, there were more

Lyre: How many?

Goyam: 7

Lyre: Which way were they heading?

Goyam: Into the Dark Forest

Lyre: A forest crawling with demons (she smiles) this gives me an idea

Demon Wood

Raven and the warriors approach an old standard

Raven: Hunt for the standard? A very old challenge indeed. Warriors, these woods are infested with demons, keep your guards up. (He retrieves a map) follow the map to the end of the forest, I will meet you there (he transforms into a Raven and flies over the forest)

The warriors enter the forest, mindful of the demons that surround them. They follow the map east, narrowly avoiding a demon patrol

Lyre stands on a castle balcony and points her staff towards the forest, the gem glows red and a thick fog falls over the warriors, they can see the trees and the demons but have no sight of their fellow warriors.

Kanem is the calmest of the warriors here, as she continues to head east, keeping a close eye out for demon patrols. Hamras is also reasonably calm as he continues on the route the warriors had earlier discussed.

Lerdan is a little unnerved, as are Pale and Valtho, they continue their route but take caution in their approach, more alert than ever of the demons that patrol the woods. The same cannot be said for Abbli, who's fear of death and of their situation has led him further north

Kanem continues to move through the forest, she remembers a marker near the edge of the woods, beyond the demon patrol. She heads towards it. Hamras pictures the clearing in his mind to remember the direction to go.

Abbli has headed far off course and soon finds demons in every direction, he tries to run, his speed is exceptional but in doing so he makes a lot of noise, alerting more demons to his location. Lerdan, Pale and Valtho all continue their progress.

Kanem soon reaches the edge of the clearing and the fog begins to lift, she can see again, Hamras soon comes out and they reunite. Abbli's speed could only keep him out of danger for so long, with demons at his every turn, he is claimed

Lerdan exits the forest next, relieved to see Kanem and Hamras. Pale and Valtho exit soon after. They wait, hoping that Abbli would join them but they soon realise that it's not to be, Abbli is lost to them.

Valtho: This was a really tough challenge because we knew that the demons could find us any minute and that would be the end of us. When the fog came down I have to admit I started to get really nervous, but I managed to keep calm and get out of a very tricky situation. It's awful that we lost Abbli so soon after the vanquished warriors returned, but we have no choice except to press on.

Kanem: I'm sad that Abbli is gone after just getting back to the land of the living with us but I am determined to fight on in memory of him and my other fellow warriors who have fallen in this quest.

Pale: That challenge was hard with just the woods alone given the demons were all around us. The moment when the fog started to thicken I knew straight away that we were going to lose someone and I was not surprised it happened to be Abbli given death happened to be one of his biggest fears. It still sucked to lose him given he was one of us who just came back from the dead to start the fightback with us. I myself was a little nervous but I was also determined at the same time to make it out of the forest as I didn't want any more of us to fall so soon after we had all been brought back.

Hamras: Losing Abbli is definitely going to be a tough pill to swallow because he was always such a helpful ally... can't believe he's gone...

Lerdan: Demon Wood was really scary as there were so many demons and since I just got back from the dead, I didn't want to get caught. I'm upset that Abbli is no longer with us because he was a good warrior and he would have been much help to the team.

Lyre is watching Raven with her staff, she lifts her staff it, glows and fires lightning bolts in the sky, Raven barely avoids them, and heads back to the ground. He lands in a target range, he eyes the 3 targets, each with a green eye in the centre and surrounded by a snake

<Raven>: Serpent's eye. (Lyre lifts her staff again and the snakes come to life and attack Raven, Raven dodges, eventually grabbing hold of one of the bows and a set of 3 arrows, whilst weaving to avoid attacks, he prepares an arrow, he fires it, missing the snakes but hitting one of the boards, he prepares a second shot, and fires stabbing one of the snakes) it appears that bringing the snakes to life relieves them of their curse (both snakes are about to attack as Raven fires his final arrow, it goes straight through both of them and hits the eye dead centre, a golden ring appears on the floor beneath him) guess my aim needs work. (He grabs the remaining 6 arrows and flies away)

Lyre watches, trying to avoid smiling, a warrior approaches her

Goyam: The trap is set, my Queen. The (air quote) demons (cease air quote) are in place

Lyre: (Smiles) Well done

Snipers' Clearing

Raven lands next to the warriors

Raven: Lyre knows we're on the island and has set many traps on our road ahead. But this... it's almost as if she wants to protect something. We must

investigate. These white demons will only attack if we're close, but the snipers will kill us before we get close. We must take them down

The warriors discuss strategies, it's agreed that Pale will keep an eye on the demons whilst Raven, Valtho, Hamras, Pale and Kanem ascend the towers that surround the clearing and take out the snipers.

Valtho eyes the demons as the others move, Raven takes flight towards the furthest tower, Lerdan and Valtho go for the ones either side of those towers, whilst Hamras and Kanem take the towers closest to their current position

Although they move through the woods around the clearing with speed, they are careful not to make too much noise for the snipers or the demons to hear. Once in position, they begin the climb. Since Hamras and Kanem took the closest towers, they initially had a lead when it came to the climbing, with Hamras slightly faster on the climbing itself, but Valtho proves a very fast climber as he begins his ascent.

Valtho is the first to get near the top of his tower, as Hamras, Lerdan and Kanem continue their climb and Raven perches on a nearby branch. As they all reach the top they all make their move, closing in on the warriors and grabbing them in choke holds, eventually knocking them out.

With the sniper lasers no longer visible the demons begin slowly branching forwards, looking for their prey. Raven and the warriors quickly get hold of the rifles and begin focusing on the demons. Valtho quickly gets his aim on one of the demons and fires, dispatching it, his limited turn thanks to the position of the rifle means he can dispatch none of the others

Pale hides behind a tree and eyes the demon closing in on him. Pale and Hamras both simultaneously dispatch a demon within their sights, with Lerdan able to do so soon after, Kanem eventually also manages to dispatch the demon in her sight. The demon approaching Pale is missed by several shots before Raven finally dispatches it.

The warriors approach and find a chest

Kanem: I think Lyre had the chest guarded because it's got something that would be useful to us in it.

Valtho: I'm not sure why the chest is guarded, but I was surprised that it was so obvious and out in the open. Maybe Lyre has too much faith in her forces? Clearly whatever we claim from it will be of the utmost importance.

Pale: I must admit I sat back on that one whilst the remaining warriors and Raven did all the work as I knew I was the weakest when it came to stealth, as confident as I was if I had done that challenge, it is way too late in the quest to take unnecessary risks so I opted to hang back, keep an eye on the demons

and take at least one enough if they did get close to me. Taking a look at the chest I have a bad feeling about this; the fact it is out in the open like that obviously contains something which is needed on this quest but there must be some sort of trap along with it, I think more or us will be lost if we are not careful at this point in the quest.

Hamras: Climbing up the tower silently was easy for me because I am very light on my feet, and fortunately so were my comrades so this challenge was a success.

Lerdan: We've found a chest, and I think Lyre guards it well because it's probably something that will stop her from reaching her goal, so I think it's good that we've found it because she needs to be stopped

The Chest

In the centre of the clearing lies a chest, carved on it the riddle

'I am how many I can be'

The warriors notice a lock with 4 dials, but they seem uneven, they twist the first dial finding the numbers 0 1 2 4 6 and 8, the second dial they find 0 1 2 3 5 7 and 9, on the third 0 1 2 3 4 5 7 8 and 9, and on the 4th 1 2 3 4 5 6 8 and 9.

They discuss the options for what the code could be. Pale surmised that the number of numbers on each dial should be represented as the code, 6 7 9 8. They twist the dials to make this code but much to Pale's shock the chest will not open.

Valtho comes up with an idea, the sum of each of the numbers on the dials, a quick calculation tells him that it's 113, they twist the dials to make 0113, but upon attempting to open the chest they discover this calculation is also incorrect.

Hamras suggests to the others that the code could be about the number of possible combinations the lock could have. They use a piece of paper to make some calculations and soon they have an answer.

Hamras twists the dials, the first to a 3, the second to the 0, the third to the 2 and the fourth to the 4, the chest pops open. Underneath some netting they find a bomb. They grab the net and run for it, just getting out of range as the bomb explodes. Valtho packs the net in his satchel.

Raven: Indeed, a trap, but one with a reward perhaps Lyre did not see, well done warriors, come, we must make haste, Lyre's warriors will doubtless have heard that (he leads the warriors away)

Lyre watches from the castle, her staff starts glowing, she points is forward and a hologram of Owlman appears

Owlman: Raven and his warrior are not in the fortress

Lyre: They're here, on the Island.

Owlman: (Rolls his eyes) of course they are. Don't do anything stupid, I'll send some guys to contain them. (The hologram disappears)

Lyre: I've always hated that smug son of a... (She sees the warriors approaching the river) hmm

She moves to the balcony and points her staff towards the river, her staff glows and the bridges disappear

River Rope

The warriors approach a set of 2 ropes over the river

Raven: Warriors, it appears rope reach is our only path across the river, and Lyre has tempted us with more mysteries, replacing the gold rings. Every advantage we get is necessary, so we must gather them. I'll do what I can to cover you. Begin

The warriors quickly discuss who is going onto the ladder first and in which order, Pale agrees to go to the bottom of the ladder but outright refuses to go first. Lerdan, Valtho and Hamras agree to get the other bags.

Valtho eventually concedes to Pale and goes first across the rope. He holds onto the dangling ropes to keep his balance and moves slowly across the river. Before long he's reached the first pouch, he reaches out and grabs it. He continues to progress along the rope until he makes it to the end.

Pale goes second, keeping his balance easily as he progresses along the rope. Soon he reaches the ladder, 2/3 of the way along the rope. He slowly releases his grip on the rope and descends the ladder. He soon reaches the bottom and grabs the pouch, he climbs back up and uses the rope to hoist himself back onto the rope. He has no difficulty making it to the other side of the rope.

Kanem is the next on the rope, she holds her balance but moves more slowly, knowing the rope is wobbling beneath her. She passes the pouches without letting them affect her, she ignores them and soon joins the others on the other side.

Hamras is the next to step onto the rope. He steps cautiously as the rope wobbles beneath him, he moves slowly but knows that for the team to survive he must grab one of the

pouches. He soon reaches on, he reaches out, but holding onto the rope for balance with all his might. He grabs the pouch and makes it slowly to safety.

Lerdan is the last warrior on the rope. He has an easier time than Kanem or Hamras as whilst the rope does wobble, it doesn't wobble enough. He approaches the final pouch, reaches out and grasps it, then moves to join his fellow warriors at the end.

They open the pouches and find explosive charges. Unarmed for now, but they will most certainly be useful in the quest to free Alaunus. Raven lands besides them

Raven: It seems Lyre has done little else to thwart our progress. Come, the route we must take is long, we still have far to travel (he leads them away)

Kanem: I was nervous when I was going across the rope because of how wobbly it was but I decided not to go for any bags and I think that helped me cross safely.

Valtho: I was unsure about the best way forward with our order in this challenge and myself and Pale debated what to do for quite a while, which surprised me because we were really in-sync during our previous journey to the castle. I ended up going first and was pretty comfortable with the rope, but the whole debacle before the challenge has made me question our teamwork for the first time. I'm sure we'll rebound though and it would be long before Pale and I see eye to eye again.

Lerdan: I felt have confident when going on the rope because I mainly focused on balancing on the rope and getting a pouch because we need it in further challenges.

Lyre watches from the castle and sees a creature coming towards her

Lyre: She-bat (she flies through the window, lands and transforms back into human form) Mrs Langstrom, I didn't realise you'd come through

Francine: Don't be naïve, I've been coming with Owlman's team for the past year

Lyre: (Confused) he sent others?

Francine: Of course, he did. They finally got the reality gun working. Now, about your bird problem

Lyre: Across the island, they're trying to use the woods as cover.

Francine: Can't you just use your staff to destroy them?

Lyre: (After a brief pause) No

Francine: Alright then (she transforms into bat form and flies away again)

Lyre: Poor, deluded fool (she holds back a chuckle)

Raven leads the warriors through the woods, but soon She-Bat lands in front of them, screeching.

Raven: Behind me warriors (he stands in front of the warriors, backing away to protect them from her attacks, she continues to screech) I'll draw her attention, find a way to stun her!

She-Bat

Raven transforms and She-bat pursues him in flight. The warriors quickly come up with a plan as Valtho retrieves the net from his satchel. The group splits with Valtho and Pale holding the net on one side, Kanem, Lerdan and Hamras holding it on the other.

They stand ready as Raven begins charging towards the net, with She-bat gaining speed as she charges Raven, Raven soars upward before reaching the net but She-bat is unable to, she crashes into the net.

The warriors' strength holds, but She-bat is only stunned and is soon back on her feet. Raven catches her attention to begin the chase anew. The warriors heave the net to get it to stretch as far as possible

Raven repeats his strategy of flying toward the net, with She-bat in hot pursuit, he flies upwards as she approaches and once again she crashes into the net. Once again however, this proved only to stun her and soon she's in the air again.

Raven flies through the trees, weaving between them in an attempt to get She-bat to fly into one, the attempts fail but it gives the warriors an idea. They hold the net out in front of the tree to try and clue Raven in on their plan.

Raven sees their intentions and flies towards the net, with She-Bat in pursuit, Raven takes flight just as he reaches but She-bat crashes straight into the tree, knocking her out. The warriors wrap the net around her to keep her trapped.

Hamras: Thanks to Raven and the others, we were able to defeat her without much difficulty. She continued to fall for our trap no matter how many times we did it and that was her downfall.

Kanem: I'm overjoyed that we managed to take out one of Lyre's enforcers. I hope Lerdan, Hamras, Pale, Valtho, and I continue to do well in overcoming whatever trials lie ahead and give Lyre many good kicks in the rear for all the horrible things she's done.

Valtho: If that is just one of Lyre's hideous creatures I dread to think what else she has lurking around here to attack us! I was really pleased that our teamwork was good as a group and I also thought that Pale and I worked together as a pair well too after the river crossing. It may have only been one enemy, but one is better than none!

Lerdan: It feels really good to have taken out one of Lyre's enforcers because it makes it a little easier for us and I hope there isn't many guards.

Raven: Well done warriors (he prepares an arrow, pointing it at She-Bat) where is Lyre? (She-Bat only screeches, she turns red) back away warriors, quickly! (She-bat explodes)

Lyre was pointing her staff towards them, she then creates a hologram of Owlman

Lyre: I'm afraid Mrs Langstrom wasn't up to the task.

Owlman: A likely story. I'll have another enforcer en-route tomorrow, just ensure they're occupied until then.

Lyre: That's fine, I'm sure more dangers await

Raven leads the warriors but brings them to a halt

Raven: You have done well, but more trials doubtless await us. I'll keep watch for the night, get yourselves some rest.

The warriors tuck in for the night, Raven spots some orbs heading towards them

<Raven>: The forest of the golden orbs (one of the orbs touches a tree and explodes) Lyre must've modified them (he prepares his bow) 8 orbs, 6 arrows (he loads his first arrow, he fires and it destroys one of the orbs, he quickly loads his second, and destroys another, his third and fourth both destroy one more) 2 arrows left, 4 more orbs, this could be tough

Nevar steps forward onto the shores of Alaunus and laughs

TO BE CONTINUED