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Scene 1

Royal Palace, Alaunus

Outside as the sun rises, Lyre's warriors are gathered, a warrior wearing a white mask and carrying two sais, with bushy hair and an orange cloak is about to join them, but is held back by Lyre

Lyre: No, I need you here (Sais nods and stands in the shadows, on a table nearby an envelope appears, it's unnoticed by Sais but Haggar is watching through her all-seeing eye, who smiles a wry smile)

Haggar: It's here, finally!

Scene 2

Warrior Academy

Raven is searching through books

<Raven>: Page 692, she said, but of what? Some spell that may affect Lyre? (A book appears in front of him) forbidden magic, of course it would be

Haggar: (Echoes) hello, Raven

Raven: Show yourself, witch!

Haggar: (Steps out of the shadows) You say that as if you're not a sorcerer yourself

Raven: Why are you here?

Haggar: Page 692 (she snaps her fingers and the book opens) a potion to permanently disrupt magic, if she's exposed to its vapours it should stop her transforming. Beyond that, exposure to dark magic corrupted her mind, it's possible removing that magic could reverse the damage, at least partly.

Raven: Why would you...?

Haggar: I owed you and your warriors a debt, consider it paid. The ingredients you'll find in the market, marked with your symbol. (She disappears in a puff of purple smoke) Raven looks over the words written in the book

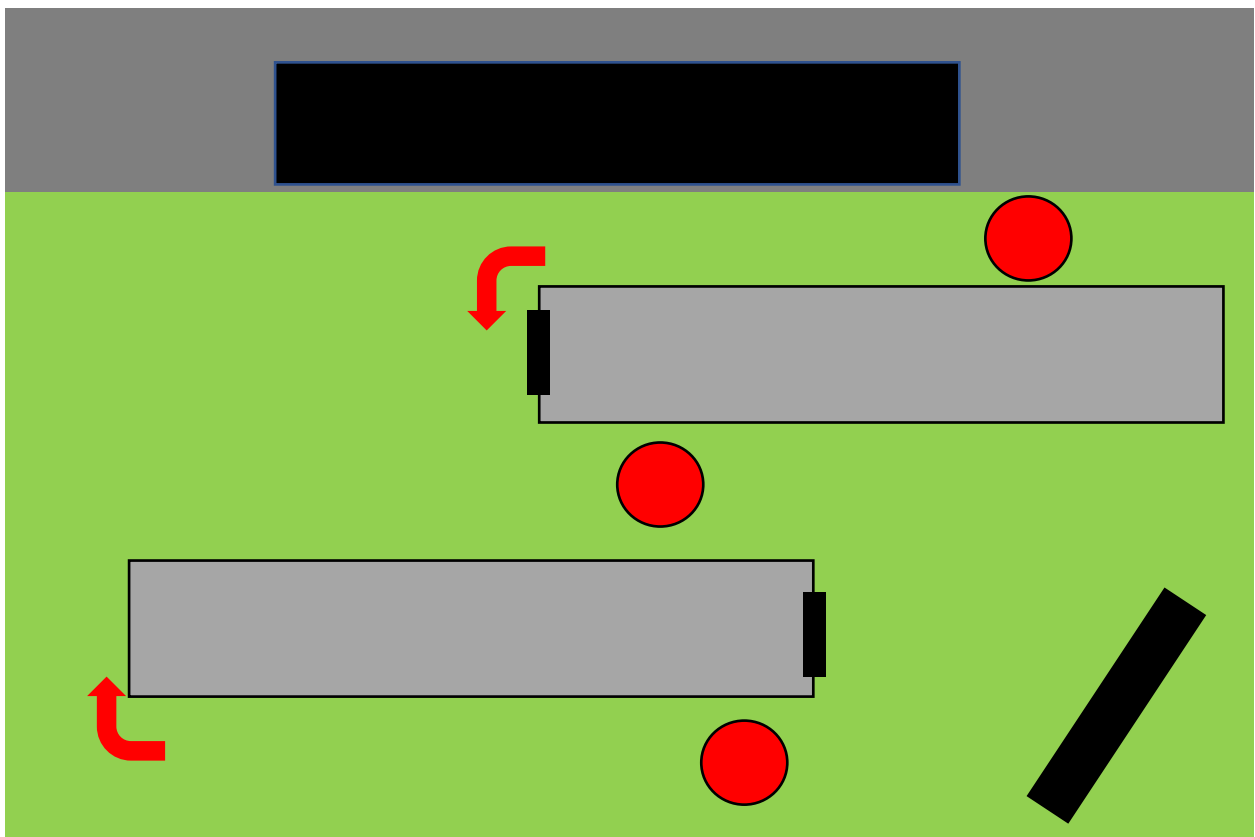


Scene 3

Raven watches from afar as Lyre gathers her warriors, he flies back to the Academy, and picks up the phone.

Evacuation

Raven: Is it set up? (Pause as the mysterious person on the other side answers) thank you. (He walks across the room to the dormitory, where the warriors are already awake) warriors. (They stand to attention) a great battle awaits us this day. Lyre will be sending her forces to attack the city. But the people here have suffered enough, we must get them off the Island. (He turns on a television screen) a contact has set up a cloaked ship on this landing platform. Lyre too has been receiving shipments here, so some of her warriors stand guarding it



Key:

Red Circles – groups of Lyre’s warriors

Red Arrows – direction of patrol

Grey boxes – shipping crates

Black box inside grey box – open end of shipping crate

Black box at the top – air ship

Black box at the bottom – small hill

Raven: This you must do alone, for I must prepare for another challenge this day.
 May the luck of the Raven's eye be with you

The warriors and the citizens all crouch behind a hill, Valtho looks over and sees the patrolling warriors, he sees a glimmer where the craft is waiting. The warriors begin discussing a strategy to get the citizens out.

They all watch as the guards patrol the dock, they keep count of how long it takes for them to complete a circuit. As two patrols patrol around the second crate, and the third is facing away from the entrance to the crate Valtho and Hamras move towards it.

They peak out and begin counting the patrol lengths once again, ducking in when they see a warrior patrol about to face them. Satisfied with the timings, Valtho is sent off, he makes it to the second crate, narrowly avoiding detection, he begins keeping an eye on the laps of the final guards and when they'd have a clear shot to the ship

Hamras gives a signal to the others that they can begin sending the civilians. Pale waits for the timing to be right and sends 4 civilians toward Valtho, urging that they stay quiet. They take shelter in the crate with Valtho.

Valtho waits, counting the seconds until the path to the second crate is clear, and sends them over to Hamras' crate, they make it safely. Hamras waits for the patrol to pass by and sends the civilians out towards the craft. They're guided safely on board.

Pale waits, counting the seconds until one warrior group patrols the nearest crate and that warrior can't see them. He sends out another group of 4 people to Valtho, and they utilise the same strategy as with the previous 4. When the time is right, Valtho sends the civilians to Hamras, who eventually sends them to the ship safely

When the patrols are back in an optimal position, Pale sends the next 4 civilians to Valtho, they hide in the crate as Valtho counts the seconds. At the right time, he sends the civilians to Hamras, they get into the crate as a warrior patrol passes by, Hamras sends them safely to the ship.

Pale sends the fourth group of civilians to Valtho, Valtho sends them onto Hamras who gets them to the ship without being spotted. Pale waits, then sends out the final group of civilians to Valtho, Valtho waits, then sends them to Hamras, who sends them onto the ship. The ship departs, sounding its foghorn, gaining the attention of the patrolling warriors. They all rush to the dock to see what's happening, allowing Hamras and Valtho an opportunity to get back to Pale undetected.

The air ship takes off, but the warriors are already back in the city

Valtho: I'm relieved to know that we managed to escort the twenty civilians to safety without any real hiccups. It was difficult to strategize how we were going to get all the civilians through the three different guard patrols, but thankfully we managed thanks to our trusty counting system and some good communication once Hamras and I made it to the crates themselves. That cloaked ship was a lifesaver though, there's no way we could have done that challenge without it!

Hamras: This challenge certainly was terrifying - not just for the citizens but for us too. Getting them out of the city was our main priority and once again thanks to Valtho's leadership, we got all twenty of them to safety, but Lyre's forces haven't stopped yet, so we need some sort of advantage against her.

Raven approaches the captive warriors

Raven: What is it that Lyre wants? (The warriors remain silent) what do you gain from working with her? (They remain silent) very well. Everything's prepared, my warriors will end this.

Royal Palace

Lyre's staff begins to glow, Lyre summons a hologram of the Grand Master

Grand Master: The attacks on my ships have become more persistent than I anticipated, I need all my forces to withdraw

Lyre: But I'm so close, the shield is down, all I have to do is...

Grand Master: (Scowls) NOW! (Lyre turns the hologram off, then looks to her gathered warriors, and 'demons')

Lyre: This won't take much longer, proceed to the city!

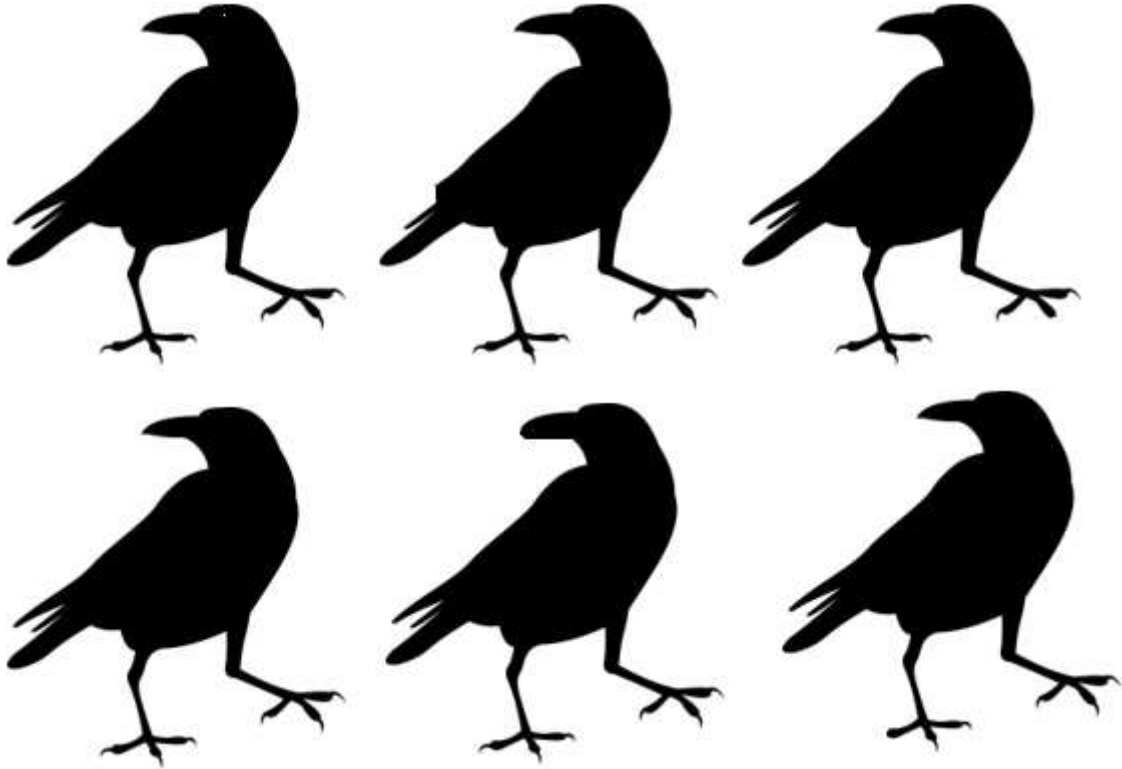
Warrior Academy

The Potion

The warriors have returned to the Academy

Raven: The page Haggar gave to you speaks of a way to disrupt the magic that Lyre is fuelled by. But this is no easy potion to complete. There is market, a stall marked with a Raven, from which you can procure the ingredients you need. Here, at the Academy, lies the equipment but once a weight is used, it will disappear. I must prepare the defences for the attack, hurry! (Raven leaves them)

The warriors enter the abandoned market where the potion ingredients they need are to be found, each of the stalls is marked with a banner, they know the ingredients are to be found under the Raven's shadow



There are 6 banners with raven-like shadows, but only one is the true raven's shadow, Hamras dismisses the one with the eye, the rounded beak and the missing tail feather, and Valtho notices the missing toenails on two of them, leading them to the true Raven's shadow. They get out the book and read the instructions

*To dampen magic, follow close,
For mistake but a single dose
And it'll end all those close*

*Start with a jar of water hot
With 20 Litres in the pot
Add 30g of pure grain salt*

Stir 5 times clockwise and then

Add 2 feathers from a hen

And the toe-nail from a wren

20 grams of flakes of gold (the value for which is untold)

With 60 grams of mould

Add 30g of sugar cane

And 40g of tadpole brain

Stir twice in reverse, or all in vein

Add 90g of cheddar cheese

And 20g of frozen peas

And 40g of common fleas

Once all the solid boils away

Bottle it and save the day

Jars labelled

Gold dust

Au

NaCl

H₂O₂

Hen feathers

Odontorchilus branickii toenails

Corvus corax toenails

Cheddar Cheese

F Peas

M Peas

Saccharum barberi

Caster Sugar

Mould

Ctenocephalides felis
Pulex irritans
Indirana beddomii brains
Frog brains

Jugs

10L Jug
1 6L Jug
1 5 L jug
1 3 L jug

Weights

8 10g weights
5 50g weights
2 80g weights
1 100g weight

Raven has prepared a cauldron for them, under a fire. Valtho takes the jugs to measure out the water, he fills the 10L jug, uses it to fill the 6L and 3L jug. What's left he pours into the 5L jug before filling it up again.

He brings back the jugs and pours their contents into the potion. They wait for the water to warm up and begin deciding which jars have the correct ingredients in them. With Valtho providing some help translating the Latin, it's Pale that takes the lead here, selecting the correct jars for fleas, sugar cane, Tadpole brains, hen feathers, wren toenails, peas, cheese, mould and salt

It's debated whether gold dust is to be considered the correct ingredient but Pale ultimately decides that it isn't and chooses the jar labelled Au, the atomic symbol for Gold. With the water having warmed up enough. They take a 50g and an 80g weight, they place the 50g weight on one side of the balance, and the 80g weight on another, making up the weight with the salt. Once the salt is weighed, they pour it into the cauldron and the weights disappear.

After stirring the mixture 5 times in a clockwise direction, they take out 2 hen feathers and drop them into the pot, and also a wren toenail. They use 2 of the 10g weights on one side of the scale and add the gold, to their delight the gold looks like golden flakes, as they'd hoped. With the gold weighed, it's added to the pot, and the 2 10g weights disappear.

They use a 50g weight and a 10g weight to weigh 60g of mould, before quickly adding it to the pot. They use another 80g weight and another 50g weight to measure 30g of sugar cane, applying similar practice to salt. These weights are gone when the sugar can enters the cauldron. They use another 50g weight and a 10g weight to weigh 40g of tadpole brain.

Following the instructions, Hamras stirs the mixture twice anti-clockwise. They take the 100g weight and the 5th 10g weight to measure 90g of cheese, before adding it to the potion. They use a 6th and 7th 10g weight to weight 20g of fleas and the final 50g and 10g weights to weight the fleas. Once all the ingredients have been added, they wait until everything is dissolved. Hamras takes a ladle and carefully pours it into a bottle.

Hamras: The first three differences were pretty easy to find, and I feel that all of us put an equal effort into the task. Admittedly I wasn't good at finding the names of the ingredients

Valtho: Thank goodness we have some sort of a weapon against Lyre now because I think we would have been powerless without one. Hopefully the potion works a treat and we can devise some sort of strategy to take her down after it is used.

Raven flies over the lands and watches as Lyre's warriors and demons march towards the city, he quickly flies back to the academy

The Assault

Raven: Warriors, the attack is upon us. There are 2 active weapons the academy can use against the demons, if you are willing to fire them (Valtho and Hamras raise their hands) Pale, we (he shows his bo-staff) shall meet them on the land, chose your weapon (he gives Pale option of a bo-staff, stun gun or shock gloves, Pale chooses the shock gloves)

Pale and Raven stand outside the city limits as Hamras and Valtho sit at the crossbows. Lyre's demons and warriors come out of the forest. The warriors quickly attack Raven and Pale. Pale activates his shock gloves, he catches a punch and electrocutes a warrior unconscious

2 warriors attack Pale, whilst the others attack Raven. Using a bo-staff Raven is able to hold them off. Valtho dispatches a demon with an arrow fired from his crossbow. Hamras' shot misses but he manages to get a successful shot in soon afterwards

Pale manages to nudge one of the attacking warriors so she falls into the other, he touches both of them and electrocutes them unconscious. More warriors come out of the forest to attack. Raven spins the bo-staff, and strikes two warriors on the head, knocking them out.

Valtho dispatches a third approaching demon, but more begin to emerge from the forest. Raven wraps one of the warriors in his cape and spins him into another, knocking them both to the ground, then he uses the bo-staff to knock both of them out.

More warriors and demons emerge from the forest, even as Valtho and Hamras each dispatch another demon with their arrows, it becomes clear that without some reinforcements, they will be overrun.

As a demon is about to claim Pale, it's dispatched, not by either of the crossbow turrets. Raven sees the design of the arrow and smiles. An airship decloaks, revealing Rolfe and Gemma. Rolfe disembarks whilst Gemma uses her air superiority to effectively take out more of the demons, allowing Valtho and Hamras to finish them off.

Rolfe joins Raven in the fight, utilising a blaster to take out the warriors from a distance. When one eventually does get close enough to attack, he soon pins him to the ground and breaks his arm. Soon the attack dies down, with only the occasional demon coming out of the woods. Rolfe and Gemma stay to finish the fight, allowing Raven to escape with the warriors.

Raven: Thank you for coming. Come warriors, we must press our advantage and recover my staff! This way (he leads the warriors back towards the river)

Valtho: This challenge was very tough, but I felt confident knowing that I had a weapon like the crossbow to help me take out the demons. I was most worried for Pale to be honest, because I know he can tire quite quickly and even with Raven's help he could have been overwhelmed. Thank goodness we got some backup from those two strangers... what were their names again? Golf and Grema? I don't know but it's a relief that they've come to help us because we would have struggled on our own.

Hamras: Being armed with a crossbow was amazing, because I'm not good at hand to hand combat - and my skill in accuracy helped me take out numerous demons, hopefully this success will continue, and hopefully I haven't just jinxed myself.

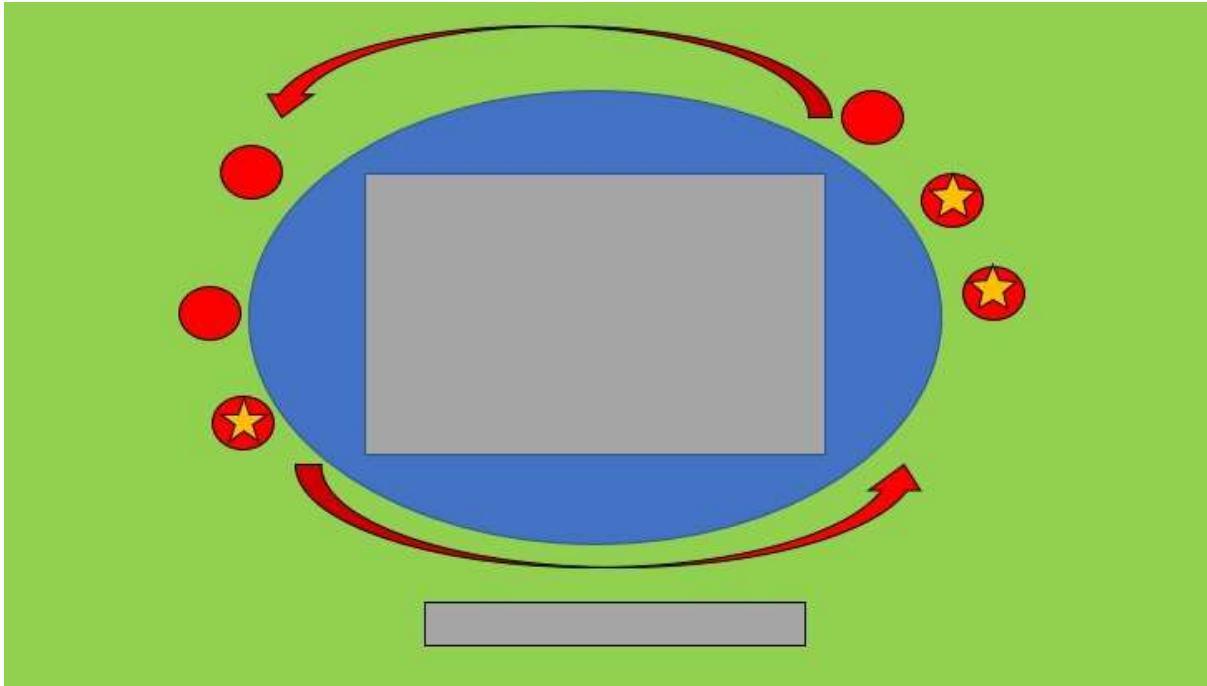
Nevar's castle

Nevar stands on the balcony of his castle, he points it into the sky and it lets out a purple haze. Demons, once bound to the challenges, march towards Nevar's castle and return to his command. Nevar laughs

Raven and the warriors arrive at the castle

Raven: Even with her magic downed, Lyre is still going to be powerful. I'm close enough that I can sense my staff in the castle. Find your way inside, but do not confront Lyre until I return. (He flies away)

The Palace Guards



Key

Red Circles: Lyre's warriors

Golden Stars: warriors with shields

As Raven flies away, the warriors hide behind a bit of debris and watch as warriors patrol the castle, some holding shields which they gather will be useful in the trials ahead. Valtho comes up with a plan.

They wait, counting the seconds between patrols whilst the guards make a full rotation around the palace. The set of guards with 2 shields come about, they wait carefully until they are no longer in their eyesight, Hamras sneaks up and takes out the guard at the back with a chokehold.

Hamras drags the body towards cover, careful not to attract any attention, when the coast is clear, Valtho and Pale come out to help and soon the body is out of sight. They wait as the other set of guards passes by until the group with 2 shields passes once again.

They repeat the strategy of before with Hamras taking the warrior down and dragging his body away, with Valtho and Pale helping. They remove the shield from his grip and return to hiding, waiting for the one remaining warrior from that group to pass again.

When he does, Hamras springs into action, taking the guard down and dragging his body out of sight. They pry the shield away from him and keep an eye out for the other set of guards. Hamras moves in and takes down the one at the back.

Knowing they have a bit more time, Valtho and Pale come to help bring the warrior so he can't be seen. With them all safe they wait for the group to pass by again. When they do, Hamras moves in and chokes out the warrior at the back.

Quickly, they drag the warrior behind cover and wait for the warrior with the shield to do another lap; when he's in position Hamras takes him down. He grabs his shield whilst the others grab shields from previously fallen warriors and they head through the castle gates.

Hamras: Recently I have been feeling like I haven't been doing much to help the team - but now I feel that I am of worth equal to my fellow warriors. I'm happy that our strategy was successful and that I have proved myself to my peers.

Valtho: I'm relieved we managed to take out the guards and now we have a shield each to add to our arsenal, which could be vital against Lyre. We have to still be careful because she can't be far off now, but knowing we have some form of protection feels good.

Inside the Castle

Raven heads into the castle dungeons, and finds his staff waiting for him

Raven: This was too easy, it's almost as if she wanted me to... (Lyre appears before him, now clothed as Princess Erina) so, is everyone on your Earth corrupt, or is it just you?

Lyre: You don't know what you're talking about. I was only a child, but as you trained your warriors and vanquished Nevar's demons I idolised you, I wanted to be you, and then the ultimate battle claimed your life. Our land had no defender, and demons were stirring again, I had to act

Raven: Why are you here?

Lyre: Because the ultimate battle... I will never let it happen again, not on any world!

Raven: Nevar is gone!

Lyre: Is he? Did you not see the demons stirring across the Island? Something is happening!

Raven: And you think that justifies all you've done?

Lyre: I (Lyre holds her head in pain, her staff glows red)

Raven: What is...?

Lyre: (Her eyes now glowing red) DIE!

She attempts to blast Raven, but Raven blocks with his staff, Raven attempts to blast back but Lyre raises her staff and the energy dissipates. Stones in the wall begin glowing red and shooting out at Raven, Raven slams his staff on the ground creating a shockwave that destroys the stones. Lyre slams her staff and the floor around Raven begins to disappear, Raven transforms to avoid falling through, but upon flying a short distance Lyre transforms him back, Raven is quickly back on his feet and fires short blasts, one of which catches Lyre's arm, providing Raven an opening to cast a containment spell, he crafts the symbol but Lyre

quickly shatters it with her own staff. Lyre transforms and flies away but Raven transforms and chases after her. The chase through soon enters a dungeon where Raven flies straight through a Lyre illusion and almost hits the wall, he transforms back into human and sees a dozen Lyres do the same

<Raven>: This could fool a mortal, but not one with eyes keen as a Ravens, but she's close (he swings his staff and the illusions all disappear)

Castle Lobby

The warriors enter the castle but are soon confronted by Sais, Lyre's deadliest warrior

Sai takes out a pair of sai and throws them at Valtho and Hamras, both raise their shields to block it as Sai goes straight for Pale, who she notices is backing away, she draws a sword and tries to swipe it against Pale, but he blocks her at every turn.

She brings the sword against his shield, trying to force him to yield but Valtho charges at her with his shield up, she hears him coming and flips over him, kicking him in the back so he crashes into Pale, then flipping onto her feet.

She attacks Hamras who puts up his shield in self-defence, Sai takes some explosive pellets and rolls them under the shield, the explosion knocks Hamras down. She is about to strike a killer blow but the sword is kicked out of her hands by Valtho.

Sai turns to face him as Valtho raises his shield. Sai grabs the top of the shield and launches herself over him, running back towards Pale who again, has backed away from the fight. Pale raises his shield again, but Sai runs up the shield and launches herself into the air, before he can raise his shield, Sai throws poison darts into his shoulders. He falls to the ground and drops his shield.

Sai looks at Pale, grabbing the shield and is about to clobber him with it when Valtho and Hamras tackle her from behind. Hamras pins her to the ground whilst Valtho uses all his might to pound her hands with his shield, Hamras delivers the blow to knock her out. Pale, meanwhile, quickly succumbs to the poison.

Valtho: I really thought we had a chance of all surviving but when Pale started being timid in the challenge I had a very bad feeling he would pay the price, it's a shame because it's really not like him. It was clear that Hamras and I actually had some offensive intentions that at least gave the Sai something to think about, whereas for Pale she only had to concentrate on beating his defences. I'm gutted really because although we've had disagreements, we were the last two at the Frozen Fortress and I swore I'd avenge him when he was killed.

He even brought himself back to life, but I still couldn't do what I set out to do. The odds are stacked against us now, but Hamras and I have to fight on.

Hamras: I hate to have to say this, but Pale had it coming for him - his refusal to work as a team player and focussing on only his own progress proved to be his downfall. He may have been an amazing warrior, but not being a team player comes with its consequences.

Tournament of Lyre

Lyre stands in the throne room, she raises her staff and more 'demons' appear. A bottle is thrown into the room, it emits a vapour that Lyre breathes in, she coughs and realises what has happened.

Hamras and Valtho charge in, hoping their anti-magic potion had been enough, but Lyre swings her staff and they're raised into the air.

Lyre: Well played warriors, but the staff is still mine to command

Raven enters the room.

Raven: Lyre, release the warriors!

Lyre: Make me!

Raven and Lyre trade blasts, both managing to avoid the blasts, without her magic, she cannot transform, and with Raven now armed also, they end in stalemate, until another blast puts the odds in Raven's favour.

Lyre: What?

Out of the shadows comes Nevar, behind him a small army of demons. Nevar raises his staff and the cloaks around the 'demons' burn away, revealing Lyre's demons to be robots

Lyre: (Angered) Nevar. Troopers, destroy him!

Nevar's demons, true demons, turn their glares upon the troopers and quickly they're turned to dust. Lyre turns his attention to Nevar, raining down red lightning blasts on him and his demons but they seem to be protected. This buys Raven enough time to craft the correct magical symbol that traps Lyre, disarmed of her staff

Raven: Nevar, last we met, you sacrificed your life to save this land. In honour of that sacrifice, I offer you a chance to end our old rivalry, and begin a new chapter of...

Nevar's blast barely misses Raven, but it's clear he has no interest in an alliance, Valtho and Hamras are released as the last of Lyre's warriors arrive. With their shields protecting them from the demons, Valtho and Hamras get to work taking them out, using their shields to push them into the grasp of the demons.

Raven and Nevar's fight continues as Lyre watches in her trapped state, she notices her staff is growing and laughs

Lyre: You're all in trouble now

Nevar looks to an envelope in his belt, he breaks off his attack and uses his staff to create a smokescreen to cover his escape, the demons disappear, leaving only 2 warriors for Hamras and Valtho to take out. With hard strikes to the face with their shields, they are taken down. The room becomes darker as a blue beam is fired right next to Lyre.

The beam dissipates, revealing the Grand Master, with two of his elite guard, noticeably taller versions of the soldiers Lyre was using.

Raven: You?

Raven is ignored as he turns towards Lyre

Grand Master: (Angrily) I told you to withdraw

The Grand Master takes off his eye patch, revealing the power stone in his eye socket, it glows and Lyre is released from the magic that bound her.

Lyre: I was so close to victory

Grand Master: No, you weren't. You were arrogant and that could have cost us everything!

Raven tries to blast him with his staff but the troopers block his attack with shields. Grand Master looks to Raven and the two warriors that still stand

Grand Master: So, these are the army your forces fell to. Well played, Raven. We'll meet again

And with that, Lyre, the soldiers and Grand Master Redbeard disappear.

Raven: They are gone (he turns to Valtho and Hamras) warriors, you have done well this day. Lyre has been driven from this land and I have recovered my staff (he uses it to restore Kanem, Lerdan and Abbli) and with the demons now serving Nevar once again, fewer of the challenges pose real danger.

Hamras: To have made it to this stage of the quest is... phenomenal. During the first five days I spent almost all my time at the bottom of the pack - but to make it all the way to the end from that point is amazing. Of course, it's clear that this quest is far from over, but I am extremely proud of what I have accomplished here.

Valtho: Did we really save Alaunus? What in the world even happened back there? I really have no idea who he was but he seemed to have power far beyond Lyre and that is an incredibly scary proposition. Also, where did Nevar come from and where did he go to? So many questions but so few answers. I suppose we should celebrate, it's a minor miracle that Lyre has gone and Hamras and I have survived after all that... but did we really complete our mission. I have a horrible feeling that as warriors we are still rather powerless and that the worst is yet to come...

Raven: Across the land you two will be remembered (he raises his staff and banners of their emblems fall) as the warriors who bravely stood against Lyre. Your quest is complete (he opens a portal) leave now for safer lands. May your journey forward be a peaceful one (the warriors head through the portal) the day may be won, but many questions remain unanswered. Lyre was a complicated woman, deceived and manipulated, did the potion work, or is she still servant of her vile master? I guess answers will soon come. And what of Nevar? He sought something in the castle, what new scheme could he be planning?

Nevar's Castle

Nevar returns and find Haggar waiting for him

Haggar: You have it? (Nevar shows her the letter, containing a runic symbol) the key to unlimited magic awaits us, my son.