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Previously

Alaunus has fallen! Nevar attacked the palace to claim the Dragon's heart; his forces were driven back but the efforts were in vain. Dominor had the Dragon's heart the whole time; he killed Queen Erina and Queen Mother Ayeleth and then unleashed the Dragon's fire upon Alaunus, killing all in its path outside the protected Forest of Dawn Time. Raven managed to protect the warriors from the flame's wrath but the extent of the force knocked him out and then Dominor knocked out the warriors too. Will they survive in Dominor's care?

Scene 1

The Royal Palace, 9th October 2018, 07:34 BST

Dominator sits at the Royal Palace as Baron Zemo and the Penguin enter, nudging each other as they approach him

Penguin: This isn't what the invitation promised me Dominor and I'm quite accustomed to getting what I'm promise

Dominator: (Laughs) You forget who has the real power here, Oswald. If you want this Island, you'll have to take it

Baron Zemo: You are not holding up our agreement

Dominator: You do not understand the game. Many have been invited to the island. To keep it, you'll have to fight for it, as will everyone else

Penguin: One day you're gonna let your guard down, when you do you're as good as dead

Baron Zemo: Not if I get to him first

Penguin: Ha, I only take the best of men into my crew; from what I've heard what you have is the scraps from HYDRA

Baron Zemo: We shall see (they both race out of the castle, Dominor turns around and reveals a secret tunnel, the warriors have only just woken up from the sleeping drug)

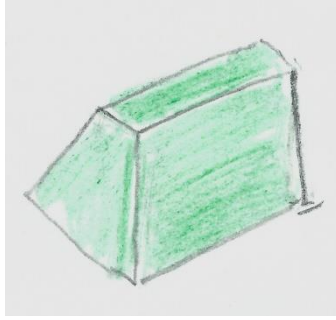
Dominator: Welcome to hell (he laughs)

Raven: The Reckoning

- Dominator: Don't worry, you're alive. But how much longer you'll survive depends on your skills. You will be leaving the palace, it's been a week since you've last eaten, you will need to find food quickly. I have hidden survival packages from you but they will not be easily obtained. And of course while you're out there, you'll be facing armies trying to defeat each other by means of war. Good luck not dying in the crossfire, especially without the guidance of your feathered friend. *Ex arce in saltum* (the warriors are transported out of the castle)
- Jocal: It is devastating right now at what has happened it is a nightmare for all of us warriors to see this unbearable condition that Alaunus is in
- Hagal: It's heart-breaking because Alaunus was once an amazing place but seeing the world now it really catches each and every warrior off guard, it is unbelievable right now.
- Aryen: I need to keep a cool head, focus on what's ahead of us. Don't worry about the past, only, I can't. It all happened so fast. I... I don't know quite what happened, I'm still in shock. People died, the heart was fake, and there were flames, everywhere, then it all went dark. I woke up here, and now, I don't know where I am. But I can't be scared, I need to be brave, show how courageous I truly am, and help carry my team to the end.
- Fyraf: Damn it. Damn everything. What happened, why did we lose everything? Everywhere we'd been, the progress we'd made. All wiped away. Damn it! We've woken up, there are others on the Island, they seem to be fighting over it. They? I don't know who 'they' are. I only know that I'm here, with my pack and the others, the others are here as well. Aryen, she's not taking it so well but she'll clear up soon, she's strong. I'm not sure about the others though, we'll have to see how we all hold up, this has been hard on us, but there's no rest now.
- Narex: I feel unusually calm because I'm a warrior who focuses more on the present than the past, though I also feel overwhelmed and speechless because there have clearly been a lot of devastating and destructive events that have led to us being here right now and it makes me all the more ambitious to survive, as we've survived in this world for long now, it would be awful if we went now.

Scene 3

Outskirts of the Forest of Dawn Time



Cursed Earth

The warriors arrive at the clearing in the forest, and find a message from Dominor
*Most likely, you've been Raven's warriors long enough to recognise this challenge.
The arena is cursed: touch the arena, even with the slightest step and you will die.*

There are 4 bales here that will provide you with safe passage around the arena, and also provide the height required to reach the survival packs you need. Each survival pack will allow a single warrior 2 days' food, or equivalently 2 warriors 1 day's food. Grab them while you can, these challenges will not get any easier.

Once a bale enters the arena, it cannot exit or it will be lost, along with any warrior in contact. I would wish you the best of luck but you know I don't care whether you succeed. To quote a Raven "Let the Challenge Begin"

The warriors huddle and discuss strategies; quickly they decide that it would be too high a risk for everyone to be inside the cursed grounds and with limited bales it would be impractical. After a little discussion, Ayren suggests that they send 4 people in, in 2 groups of 2, each group having 2 bale in order to collect as many survival packs as possible.

Knowing from a previous trial that Narex is agile enough to stay atop the bales, Ayren suggests that Narex leads one of the groups, with himself following behind; after careful analysis of the other warriors, it is decided that Hagal will lead with Cosni behind. With time ticking away the chosen warriors enter the cursed earth

Both teams of warriors climb onto the bale at the front of their set; as Ayren and Cosni pick up the bale behind and pass it to the warrior in front of them, Narex and Hagal both throw the bale in front of them and take a long stride onto it, Ayren and Cosni follow suit, and pick up the bale behind them, ready to continue to move

After several successful repeats of this strategy, the warriors come across the first of their survival packs suspended in front of them, Narex and Hagal reach for them and each

successfully grab them, they throw the bags out of the arena to the other warriors, so they have little to worry for; the time ticks away as they progress towards their second survival packs

With the sands of time running low, Narex and Hagal each manage to grab a second survival pack each. With one more still needed for everyone to survive but time running out, Ayren tells Hagal and Cosni to exit as he and Narex, who are marginally ahead of them, focus on grabbing one more survival pack; Hagal and Cosni successfully exit the cursed Earth.

Narex and Ayren use every ounce of their strength and resolve to get their third survival pack; Narex reaches out and eventually grabs hold of it. With the other warriors screaming at them to hurry to their exit, they both make haste towards the exit. After many tense seconds Narex and Ayren exit the arena, with 5 survival packs gained in total

Hagal: I was really nervous entering the cursed grounds because I know that I'm trying to conquer all my fears and trying to be more helpful to the other warriors

Jocal: I felt so worried at first that the other warriors may not do well in that challenge, but after seeing the performance I was very pleased with how much they conquer.

Ayren: I did what I had to do to survive, even putting myself forward for a dangerous challenge; even telling the other two to get out, whilst we got the final one, just so I could make sure everyone survived.

Fyraf: I was a little worried about the success of this challenge, but I put full faith into the other warriors, as I knew that if they had a reason behind it, they could achieve anything. I know they were all thinking of the other warriors, and were prepared to face anything to keep us all going.

Narex: I was quite nervous in the beginning but determined about facing this challenge because of the pressure on me and my fellows to do well and the threat of elimination at any time.

Scene 3

Alaunus Docks, 10:00 BST

A fleet of helicopters land on the beach, dropping off several of the Penguin's henchmen, each armed with sniper rifles

Penguin: It seems you made it without too much attention. Now listen carefully, I've got a weapons cache about to be dropped off in a clearing in the forest, I want you to make sure that no-one gets to it. Am I clear? (The soldiers nod) good, now get to work (they take jeeps waiting for them and drive into the forest)

Scene 4

Forest of Dawn Time, 11:00 BST



Snipers

The warriors see the targeting beams from the snipers in the trees. They realise that to progress, they will have to stay out of the snipers' way. Ayren suggests that they enter the area one at a time, so as the snipers don't hear them. Cosni, who has previously proven his stealth under pressure, is the first to enter the forest.

Cosni maintains his composure as he enters the area filled with snipers; he is cautious, as he lets the targeting beams pass by before making his move and makes his move with the utmost caution. After a few minutes, his cautious approach pays off as he clears the snipers' range. As Cosni disappears from view, Ayren enters the woods

Ayren moves quickly through the woods but she is light enough on her feet that the guards do not notice as she slips through as the beams aim elsewhere, it is not long before she joins Cosni on the other side of the woods. Jocal is the next warrior to enter the woods. Jocal slips through the targeting beams, barely avoid them but she too makes it through

Fyraf is the fourth warrior to enter the woods and uses a slower, more cautious approach than many of his fellow warriors before him; the snipers do not spot him though as he also makes it through the woods. As Fyraf moves out of sight, Onion enters the woods. Using his agility to his advantage, he weaves over and under the targeting beams and becomes the 5th warrior to make it through

As Onion vanishes Narex enters the woods, another warrior blessed with high agility; he adapts the same technique as Onion before him and as such he makes it through without a problem. Hagal enters the woods next and observes the movements of the beams; she discovers the patterns of their movement and exploits them, becoming the 7th successful warrior.

Ardem is the next warrior to enter the woods. She keeps herself calm and cautiously walks through the woods, stopping before any beam could get their sights on her, she makes it through. Netea is the last warrior to enter the forest and whilst he uses his agility to his advantage as some before him did, his lack of stealth meant he got the snipers' attention, it only took 1 shot, and he was lost.

Narex: It was a relief to escape the forest with no harm done to me but then I heard the shot that Netea took and it threw me off balance because I had only been

safe for a couple of seconds before he was taken, so my mind was still in challenge mode.

Aryen: This... this is the first time I've witnessed someone killed. Whilst I wasn't able to see it, as he was too far into the forest, when he didn't arrive, we... we all know what had happened.

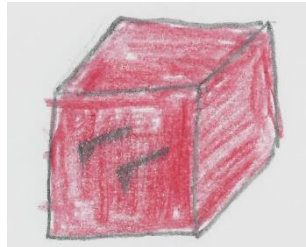
Fyraf: I... we lost a friend and... it hurts, a lot. I've been with him since the start of the quest, and now... he's gone. We have to keep going though; be strong. Be strong for Netea.

Jocal: I am pleased that I was able to complete the challenge but losing Netea is a huge blow for all of us and it really hurts.

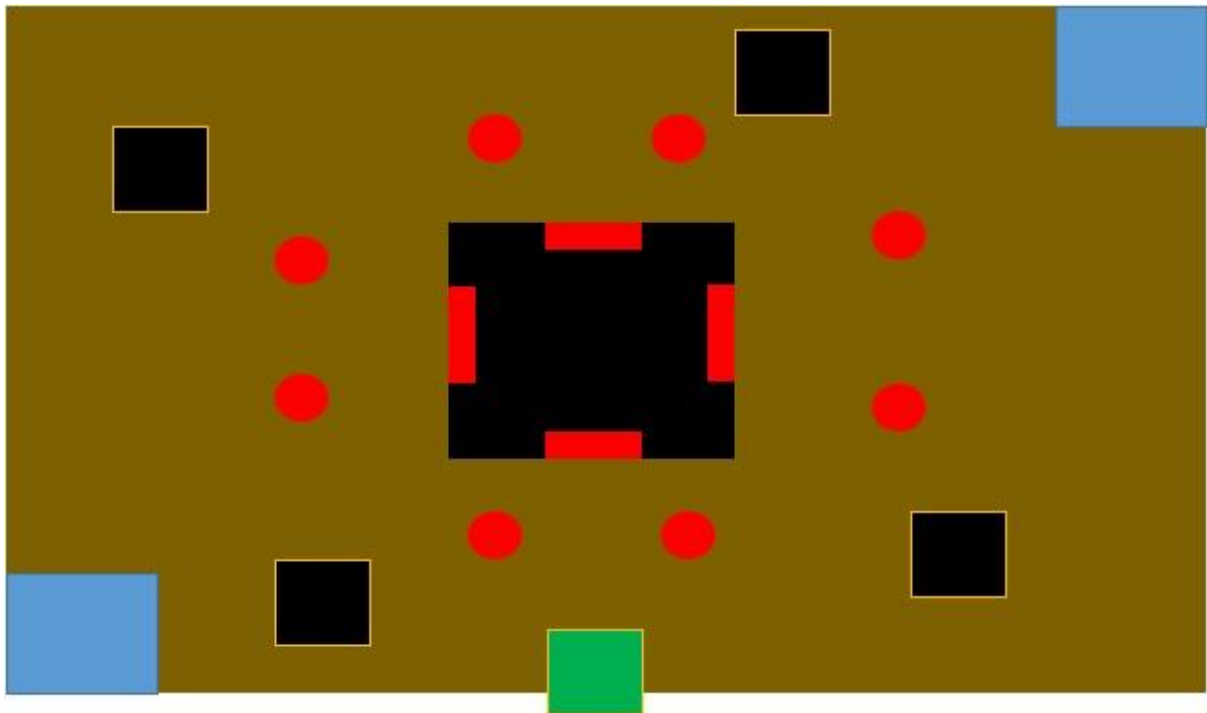
Hagal: Losing Netea is a blow for all of us and I feel that it was a tough challenge and seeing another warrior lost is not what any one of us would like to see.

Scene 3

Forest Clearing, 12:00 BST



Drop Zone



Key:

Black box with red rectangles – Primary weapons cache

Red rectangles – weak points

Black boxes with yellow outlines – Smaller weapons caches

Blue boxes – explosives

Red Circles – armed guards

The warriors come across an ammunition crate, the amount of firepower contained could start a war; the warriors knew it had to be destroyed. The crate is guarded by armed men, each with a raven sewn onto their clothing. They see smaller crates they can use as cover, as well as 2 crates filled with explosives, they will need to knock out the guards, steal the triggers and plant the bombs at critical points on the crate, to destroy it, all before any more men come to arm themselves.

Cosni and Ayren move behind cover and wait as the two guards in front of them turn their backs; they use a sleeper hold to knock them out and are disappointed to discover neither of them hold the triggers necessary to detonate the explosives. Fyraf and Jocal join Cosni and Ayren and they head to the left, using the large crate itself as their cover.

As the guards are faced forward, Fyraf and Jocal shuffle quietly around the crate and knock the guards to the left side of the crate via sleeper holds. Ayren and Cosni prepare to take the guards on their right, as Fyraf and Jocal prepare to take the guards on their left; they all shuffle behind their respective guards and knock their heads against the crate, knocking them out. They search the unconscious bodies and discover the triggers needed to detonate the explosives, the remaining warriors come forward to help

The warriors rush to the explosive crates. Ayren and Cosni grab one explosive and plant it at the base at the back of the crate. Fyraf and Jocal take an explosive and place it at the right side of the crate. Ardem and Narex place an explosive at the front of the crate, while Hagal and Onion place an explosive at the left of the crate.

Not wishing to kill the armed men that guarded the crate, each of the warriors drags one of the guards out of the blast radius; they then trigger the explosives and watch as the weapons all go up in smoke

Jocal: I am satisfied with the success in this challenge and it really shows that all of the warriors want to stop Dominor and his allies

Hagal: I'm pleased with how the challenge went but it might get harder and harder for all of us as the days continue on.

Ayren: Our success in this challenge was one we fought hard for. After what happened in the last challenge, we needed this boost of self-esteem. We needed to regain confidence.

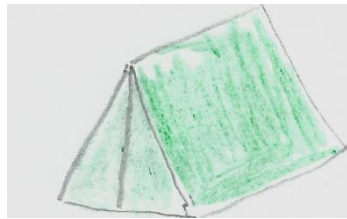
Fyraf: We did this in the honour of Netea and we'll continue to fight on. And if the time does come when we lose another, which I hope until the ends of the earth does not, we will fight with their names in honour.

The Penguin finds his weapon cache up in smoke and shakes his head at the guards

Penguin: You lot are now leading a full frontal assault on Baron Zemo's camp and if you bring me Zemo's head, I might just forgive you. Get them out of my sight.
(More of the Penguins men rough up the guards that were guarding the weapons cache, Penguin picks up his phone and makes a call) it's me, Cuttler. I need a specialist to guard my next weapons shipment. I realise it may take a couple of days but get someone good.

Scene 4

Forest of Dawn Time, 16:00 BST



Setting up camp

The warriors walk through the forest and are stunned as blue glowing arrows appear in the trees. As it didn't seem like Dominor's style they follow the arrows through the forest; the arrows lead them deeper into the forest but they are soon discovered by men, who didn't seem to be Dominor's but are not wearing ravens on their clothing, snakes instead. They are Baron Zemo's HYDRA agents.

Realising they are vastly outnumbered and wouldn't be able to hold off all of them in a fight, the warriors decide to run, continuing to follow the arrows lighting up in the trees. The enforcers follow them, and seem to be catching up with some of them. Ardem falls behind in this run, but she maintains her resolve and manages to stay ahead

Cosni is also lagging behind his fellow warriors, but with his resolve maintained he continues to follow his fellow warriors and the arrows left for them by the unknown person. The men continue to chase after them but are beginning to tire from their efforts, and as a result they soon fall to the floor, out of breath

More of Zemo's HYDRA goons arrive, these armed with guns, the warriors continue to run away as if the armed men catch up they will die. With Ayren, Onion, Hagal, Jocal and Narex in front, Fyraf not far behind and Cosni and Ardem falling behind the armed men begin firing their weapons but thankfully their aim is not true as they use up their clips without hitting a single warrior

With their resolve intact they continue to chase after the warriors, the warriors follow the final arrows, which are now glowing brighter, suggesting they are near the end of their trail, after a few more arrows they finally find the tree that spawns the staffs of power and its

spirit, Haryad, who unleashes an energy blast that scares the soldiers away. The warriors are safe, for now

Haryad: So there are survivors, tell me, is the Princess (the warriors shake their heads) OK, it's not like I expected her to be but... Forces from many sides are using my forest as a refuge; they seek to make war against each other. You warriors are brave to stand against it. Take shelter here, I will ensure you are not harmed for the night.

Aryen: I'm just glad that there's a survivor. In these times of darkness, we need hope in our hearts, to keep us going, and to give us our wings.

Fyraf: Haryad's survival could prove extremely helpful for our progression in our quest. We could really use the assistance, and maybe we can avoid any more losses with Haryad's help.

Hagal: Seeing that Haryad survived is a surprise, knowing the strengths that Haryad has it is amazing and unbelievable.

Jocal: The knowledge that Haryad survived was surprising, I am stunned this happened.

Next time on Raven: The Reckoning

The warriors will need to concoct a sleeping potion to face the challenges ahead, can they follow the recipe?

What deadly trap will Dominor have devised for them to earn survival packs once again?

And were there other survivors of the flame?