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Previously

A quest for survival! The warriors have been released into the Forest of Dawn Time alone with the Penguin and Baron Zemo's armies waging war for control of Alaunus. The warriors have successfully disrupted their efforts and now seek shelter under the protection of Haryad. But unbeknownst to them, another deadly enemy has survived.

Scene 1

Nevar's Castle, 10th October 05:00 BST

Vandal Savage appears on a screen

Vandal: Well, it seems you have survived

Nevar: I took your injection just in time; unfortunately the effects wore off after a couple of hours

Vandal: Hmm, most likely due to the steroids we had previously given you, interesting

Nevar: You took long enough

Vandal: With the Calculator working for Dominor, we had to ensure our encryption was unbeatable. If either the Penguin or Zemo gain a holding in Alaunus, they would have a massive weapons base; we cannot let that happen. We are sending you another enforcer to ensure our success. Another recent addition to the fold (he teleports the metahuman Aquamaria into the Castle) Her name is Maria, alias Aquamaria, we do not have her last name on file. She wants to be cured, we have assured her you know how, if she does as you ask (Nevar smiles underneath the mask) destroy Dominor and make sure the Island does not fall under enemy control (He turns off coms)

Nevar: (Turning to Aquamaria) we've got work to do.

Raven: The Reckoning

Scene 2

Forest of Dawn Time, 10:00 BST

Haryad: You have gained your strength, young warriors but you now only have 1 survival pack. You will need to collect more to survive tonight. I have created several safe zones in the forest for you to rest but I cannot continue the journey with you. I must protect my tree; it would be a disaster if someone wanted to create staffs of power for their armies. I know where there is equipment for you to make a sleeping potion, you could use this on your journey, follow me



Supplies

Haryad glows bright and his energies create arrows in the trees once again. Instructing the warriors where to go. They speed off, being careful to go slow enough as to not miss them. Many of the warriors did not sleep well under Haryad's glow and are somewhat slower than they were before. And to make matters worse, Nevar's demons start to arrive on scene

Ardem, already one of the slower warriors is running slower than ever before due to lack of sleep. Her problems would ultimately lead to her demise as the demons catch up to her, and claim her. The remaining warriors try to pick up the pace, desperate to not meet the same fate as Ardem but all of them struggle

Ayren leads the warriors, making haste away from the incoming demon army, Hagal, Jocal, Onion and Narex are not far behind and Fyraf not far behind them but Cosni is struggling to keep up. The warriors try and keep him going, knowing his value in stealth related missions, but it is not enough and soon Cosni is also lost to them

Everyone's stamina is wavering but they continue to run, knowing that the demons have claimed the lives of two of their fellow warriors. As fortune would have it the warriors need turn only one more corner before they reach their prize: Cyrus' old shack. Haryad has protected it with his magic, so the demons cannot follow them in. They make it, but the price is high.

Jocal: I feel saddened because these warriors really gave everything they had but is unfortunate this situation just happened

Hagal: I'm very angry that Nevar has survived because his demons were prepared and losing 2 warriors is very unfortunate because they were strong willed

Aryen: No! Not another two, not now, not ever! Why! This is cruel, these are my friends and I'm watching them die! I can't stand for this any longer! I'm going to make it to the end and I will avenge their deaths. Even if I die, as long as no-one else is killed and the deaths of my friends aren't in vain, then I will die purposefully!

Fyraf: We're losing more people, and I'm worried we won't succeed. What if our lives are being thrown away for nothing! Will we make it...? We have to, no matter what.



Sleeping Potion

The warrior's enter Cyrus' shack and find an instruction of the concoction of the sleeping potion, they find a cauldron filled with boiling water

Liquid boils within this pot, to make it right it must be hot
Add 40 grams of fish's tails, and 80 grams of dragon scales
100 grams of old troll thumbs, 50 grams of fresh picked plumbs
Add 2 drops from vial 6; then add one more to the mix
A goat hoof will be required; 70 grams of frog spleen will be desired
Stir this mixture 3 times through, bottle and shake once and that will do
If you follow these instructions true, no madmen can do harm to you

The warriors look to the weights and see the following

A set of scales
A pipette
A 10 gram weight
3 20 gram weights
2 30 gram weights
A 60 gram weight
A 90 gram weight
A 100 gram weight
A 400 gram weight

A 500 gram weight

A spoon

A ladle

A bottle

The warriors quickly read the potion and discuss their tactics; it is not long before Ayren knows what needs to be done. They take the only 10 gram weight and one of the 30g weights placing them both on one side of the scales, whilst measuring the fish tails on the other, with the measurement complete, they are added to the cauldron and the weights disappear

To measure 80g of Dragon's tails, Ayren takes the 60 gram weight and one of the 20 gram weights and places them on 1 side, with the tails on the other; another ingredient is added to the pot. For the Old Troll thumbs, they take the 500 gram weight and the 400 gram weight, placing the 500 gram weight on the left and the 400 gram weight and the thumbs on the right, with a third ingredient measured it is added to the cauldron

For the plumbs, the warriors take the other 30 gram weight and a second 20 gram weight and weigh them against the plumbs and add them to the cauldron, they look carefully for the shelf to find a vial with the label '6' upon it, they eventually find it, and Narex uses the pipette to add 3 drops into the liquid

Adding a goat hoof is not a difficult trial for the warriors and soon they are down to the last ingredient: the frog spleen. The warriors take a 90 weight and the final 20 gram weight, they put the 90 gram weight on one side of the scale, with the 20 gram weight on the other, after measuring the frog spleen it is added into the cauldron

With all the ingredients now added Ayren takes the spoon and is careful as he stirs it, after 3 anti-clockwise stirs Ayren stops, keen to follow the instructions to the letter. The warriors then use the ladle to pour the mixture into the bottle, they shake it once, and are happy that they have completed the trial without a hitch

Hagal: Having this sleeping potion will be a huge boost because it will put Nevar's henchmen in a confused state

Jocal: This sleeping potion is going to be useful because it will stun Nevar and the henchmen by making them confused and surprised

Aryen: This could prove to be the only way for us to succeed in this quest; we'll use this potion well, and avenge our friends' deaths.

Fyraf: This sleeping potion will be extremely useful. We'll use it take down every enemy that stands in our path!



Running Hot

The warriors enter another clearing in the forest, there is a well filled with water and tubes containing the survival packs that they seek, they see a note from Dominor

If you wish to survive out here you will need more of my survival packs. This time they are in tubes, the well in front of you contains water, you will need to race to fill the tubes and claim them, when the sands run out, any survival packs still in the tubes will be destroyed

Dominator's next trial awaits them, survival packs contained in deep tubes with only a well and some leaking buckets to raise them with. The warriors quickly discuss strategies, with time not on their side; they decide to split into 3 groups. With Ayren and Narex working to fill one tube, Onion and Fyraf filling a second with Hagal and Jocal working on a third

They all run towards the well and take water from it they quickly rush back and pour the water they have left into the tubes. Already exhausted from numerous running challenges, the trial is even harder than it would normally be, perhaps by design; the warriors know their survival depends on success here, and so they continue to work on it.

The warriors keep running to and from the well, using what they have in their buckets to fill the tubes, the packages float slowly towards the warriors reach, but much remains to be done. Ayren and Narex's tube is the fuller of the 3 but there is little to distinguish between either of the 3 teams; the sun continues to burn down upon them, making the challenge ever harder

With the warriors running low on stamina, the pace of all of them slows considerably but they are still fast enough that water from the buckets makes it into the tubes, allowing the survival packages to come closer and closer into their grasp. The continued burden of the challenge proves a hard match, but the warriors maintain their strength

With time now running out for the warriors and knowing that there would be dire consequences if they do not retrieve the packages; they give their all, even as it dwindles to

none. Ayren and Narex are the first to grab a survival pack and begin to work to fill a fourth tube but, as Fyraf and Onion, shortly followed by Hagal and Jocal each grab another survival pack, time runs out on the warriors.

Aryen: I'm feeling exhausted here. The sun was burning down on us, and I felt the pressure as well, if we failed, we wouldn't have enough packs to keep us all alive.

Fyraf: I'm so tired right now. I just want to finish with this quest, go home, and rest. But there's no stop, and every night is a constant worry on what's coming next.

Jocal: After this challenge, I feel so amazed because I started off good and my strength was with me when I needed it

Hagal: I'm surprised at the moment because I showed that I can handle tough situations but trying to help my fellow warriors out in any way that I can

Scene 3

Landing site, 15:00 BST

A heli-copter arrives with several more of Penguin's men and his latest enforcer, it's raining hard and Penguin has his umbrella up

Penguin: Buchinsky? (He growls and dials a number) Cuttler! I asked for decent help, you sent me the Electrocutoner, the very definition of incompetent

Electrocutoner: I am right here you know

Penguin: Then make yourself useful (he hands the Electrocutoner his umbrella) listen up, Cuttler. I pay you a small fortune to find guys for me. I said I wanted a specialist

Calculator: (On phone) and you'll be getting one, he's just finishing a job and he'll be here in a couple of days; in the mean time I sent the Electrocutoner as an interim enforcer.

Penguin: If I lose money because of this, it's coming out of your pocket

Calculator: That would be unwise, you see I can just hack into your, wow, that's quite a little nest egg, would you like to make a donation to...

Penguin: You win, Calculator.

Calculator: I always do. (He hangs up)

Penguin: Damn him. (He takes his umbrella back) Electrocutoner, if your incompetence costs me money, I will sell your body parts for medical experiments; am I clear?

Electrocutoner: Crystal

Penguin: Then let's get going

Scene 4

The Clearing, 16:00 BST



Aquamaria

The warriors encounter by Aquamaria, another of Nevar's assailants, she begins to absorb the water from well and the previous challenge. Onion bravely goes in but, scared, she unleashes a water blast upon him; the force of the blast was so high that Onion couldn't take it, and his body lies, lifeless on the ground.

Upset by the loss, yet even more determined, the warriors are quick to devise a way to stop her before she is out of control. The sleeping potion they had created earlier should be usable against her but first they'd have to get in close, as Aquamaria attacks, lashing out, barely able to control her power, the warriors scatter.

Narex, Hagal, Jocal and Fyraf all being to run around her, trying to confuse her by giving multiple targets. Ayren waits in the shadows, waiting for an opportunity to strike with the sleeping potion and hoping that her fortune in an attack would not end the same way as Onion. Aquamaria seems to be regaining control but in her twisted vision, the warriors are responsible for her loss of control

Aquamaria sends out a wave, causing Narex, Hagal, Jocal and Fyraf to back away so the wave couldn't do any damage, she now begins to aim individual water blasts but the warriors are fast and agile enough to dodge them. Ayren continues to wait, his opportunity had not yet arisen but she knows that if she stays too long, she would share the burden of more dead warriors

As Aquamaria sends out yet more water-blasts, she has her back turned completely to Ayren, as the warriors continue their distraction routine, Ayren comes in from behind and pours some of the potion into her aquatic body, within moments the potion knocks her out, but more amazingly she converts to her human form, something which had not been possible since her transformation. She was no longer a threat to the warriors.

Hagal: I'm pleased to weakened Nevar's ranks by taking out one of the toughest enforcers because it depends on how surprisingly strong the enforcers are
Jocal: I feel pleased to have weakened Nevar's ranks but at the same time there are still lots of enforcers that need to be wiped out

Aryen: Every time we lose someone, I feel like I'm going to lose my mind, and it gets harder every time, knowing that we're being picked off, and that any day it could be you. We may have taken down one of Nevar's enforcers, but they've taken one of our warriors away. One of our friends.

Fyraf: Damn it! Why has this happened, we've just lost two and before that we'd already lost someone but now another. We just have to stay strong, grow from this and use our honed skills to take out the rest of them, even if it's a whole army.

Scene 5

Nevar's Castle, 17:35 BST

Nevar watches through his eye as Aquamaria is teleported away, and the warriors find the next of Haryad's safe zones

Vandal: I know she was disappointing, but I believe your next enforcer will be far more to your liking. We have been experimenting with the solution that provided pyro-kinesis to see if it were possible to create a serum solution to replace the Kobra patch*. This was our first attempt at creating a warrior with Superman's powers (Savage shows Nevar an image offscreen, Nevar smiles beneath the match)

Scene 6

Royal Palace, 18:00 BST

One of Dominor's men talks to Dominor

Dominator: Are you sure

Matthew: Yes, I'm sure. We saw demons in the forest, and that can only mean one thing

Dominator: Nevar is alive (he shoots Matthew in the chest, killing him) tomorrow we march upon the forest. Nevar must die.

Next time on Raven: The Reckoning

Caught in the crossfire! The warriors must escape the forces of Nevar and Dominor doing battle.

But the fight won't be over, as they face the first HYDRA encampment, and have to destroy another weapons cache, one that's far more heavily guarded.

*A Kobra patch was a weapon designed by Kobra for the masters using alien technology, designed to give people who wear them super-powers