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Scene 1

Alaunus, inside the city

Lyre, having returned to her Raven disguise walks towards the city, she raises her staff in the air and her face appears on every screen in the city

Lyre: Do not be alarmed, my name is Raven and I have come to help. My nemesis followed me from my universe but he has been vanquished, for good.

A woman is watching through an all-seeing eye

Haggar: Acting is not your strongest suit (she sprinkles a powder into her eye and Raven is revealed to be a Lyre) Lyre by name, liar by nature, but who are you? (She pours a liquid into her eye and a puff of smoke erupts from it) let us look into your past, and see what the future holds... (smoke transition)

Scene 2

Alaunus, Earth 3, 25 years ago

Princess Erina and her brother are in a secret chamber, Erina is placing tokens into a magical shield

Cassius: Are you sure about this?

Erina: The elements of light are supposed to vanquish darkness, by summoning a protector, a protector we need right now

Cassius: This magic is forbidden, there must be a good reason

Erina: These demon attacks keep happening, the warriors I trained keep falling to them, if something isn't done, Alaunus will fall, I've got to try. (A bell rings)

Cassius: Demons, if you're going to do something, now's the time. (The chamber opens)

King Salazar: Quickly, get to the shelter! (They run, with King Salazar not noticing the shield and the elements of light)

Erina: *Tha mi a 'gairm air cumhachd nan eileamaidean solais.* (The tokens in the shield all glow) *Thoir iomradh air an eun airson ar fearann a dhìon* (the tokens glow brighter and Erina begins to glow with the same energy, Erina is excited) it's working (wings begin to grow out her back, but soon purple energy crackles from it, Erina screams in pain)

Cassius: (Concerned) Drop it! (Erina tries but finds the shield stuck to her hand)

Erina: I can't (the tokens are now glowing purple, Cassius grabs the shield and tries to wrestle it from her grasp but soon the purple energies grab onto him too, alchemist Cyrus soon wonders into them, he is immediately alarmed)

Cyrus: What the hell have you done! (He rushes over to them) *Mirean de dhorchadas* (Cassius turns to ash; purple energy begins to spark on Cyrus' face, damaging it) *tha mi ag iarraidh ort a dhol gu crìch.* (The shield stops glowing and Erina drops it on the ground, Erina falls to her knees, crying) quickly, we must get out of here before (demons enter the castle and

approach them but are soon turned to blue smoke by King Salazar and his staff of power)

Salazar: The demons are defeated (Cyrus looks at him, revealing his scarred face) oh no!



Scene 3

Realm of the dead

The warriors open the journal

“The jewels you’ll find inside the chest
To claim them you must pass the test
Push it to the keys along the way
Unlock the jewels then you can claim
There’s one thing you must be careful about
Locked jewels are gone when the sands run out”

4 sections of the ground turn white, the warriors understand that 4 warriors are to partake in this test, after some discussion it’s decided that Etoney, Leyad, Kanem and Hamras are to participate in this trial. They step forward, the other warriors disappear as the background around them changes.

Treasure Chest



They see the chest, the logs required to move it, and the keys scattered in the field. Quickly they get to work, with Kanem and Hamras moving the logs and Etoney and Leyad pushing the chest. This strategy gets the moving, making reasonable pace

The sands continue to run as the team approach their first key. Etoney grabs the key and uses it to unlock the jewel and Leyad, Kanem and Hamras move the remaining logs to begin the next part of the journey.

With a jewel in their possession, the warriors begin progressing towards the next one, the logs are spaced to try and allow for greater distance but disaster strikes as the chest falls off the logs on the left side.

With the combined efforts, the warriors manage to get the chest back onto the logs, with Kanem putting another log closer to stop it from coming off again. After this mishap, they soon reach the second key.

Leyad this time grabs the key and unlocks the jewel, but the sands are getting ever lower. They quickly turn the chest to face the next key and begin moving the chest toward it. Kanem and Leyad are beginning to tire

They all push through and make progress towards the third key. Looking at the sands it's clear that they're not going to be able to reach the 4th one in time, with the sands running low, they reach the third key and unlock the jewel.

Time runs out and everything disappears around them as they re-join their fellow warriors, showing them the 3 jewels, they have won.

Kanem: I think my team and I worked pretty well together since we were able to get 3 out of 4 jewels. I'm confident I can handle the other challenges I decided to do really well.

Etoney: I think we did work well together as we had a strategy in place from the start of the challenge so yeah, I thought we did well and with 3 jewels isn't too bad

Hamras: I feel that we performed really well so have achieved three jewels in this challenge, even when the chest came off of the logs a while into the challenge. Our teamwork really paid off here, and hopefully this will continue.

Leyad: I think we all worked really well together as a team, and the fact that we got three Jewels was great! I think we all clicked as a team very nicely, and we did a great job in our first trial.

The warriors open the journal again

"On cursed ground, the jewels you'll find
One of you must enter blind

Guided from outside from those who see
Still, you must walk carefully
For touch an object once, I tell
That from the field you'll be expelled
If time runs out, you will be done
And all jewels in the field are gone”

After a quick discussion, Kanem, Abbli, Denal and Etony step forward.

Battleground



The background dissolves around them as they end up in a desert-like area, an arena, confined with ropes containing many artefacts and 4 pouches containing jewels.

After further discussion, it's decided that Abbli will enter the field, with the others taking positions around the field and Kanem taking the lead in guiding him. Abbli puts on the blindfold and stands at an entrance, marked with 2 spears either side.

Abbli enters the field as the sands begin to fall. Kanem guides him carefully, but soon the artefacts stand between him and the pouches with the jewels. Kanem instructs him to step high to avoid an obstacle, Abbli complies, holding his nerve and avoiding the trap.

As Abbli approaches the first jewel, he approaches an area where Denal has the best view. With obstacles all around him, Denal manages to get him to kneel and grab the first jewel. Denal manages to get Abbli to his feet, to turn around and progress towards another jewel.

Denal provides instructions that Abbli follows precisely, he quickly approaches the second jewel, where Etony stands with the best view. Etony's instructions are vague, Abbli has to keep asking for clarification. Kanem rushes to join him and helps Abbli retrieve a second jewel.

With the sands running low, Kanem begins guiding Abbli towards the exit, but there is a jewel near the exit which she thinks there is time for Abbli to retrieve. After instructing him to step over a sword, she instructs him to kneel down and reach for the jewel, after he grabs it, she guides him out of the field as the sands run out. The background disappears around them and they return to their fellow warriors, with 3 jewels earned

Abbli: Kanem, Denal and Etony are the real heroes here. I merely listened and did what was asked for me. I actually think they had it harder.

Kanem: Guiding Abbli into the maze was the hardest part because I didn't want to be responsible for him being unable to get any jewels. I'm glad Denal and Etony also gave him good instructions.

Etony: think we did a decent job at giving Abbli directions although looking back I think my directions could have been clearer but at the end everything worked out well so no complaints

In the background, the two jewels that the warriors didn't collect end up glowing purple in a mysterious hand

The warriors open the journal once more

"Targets are ahead of you
With the catapult you must aim true
Launch your missiles with accuracy
For time dictates your victory"

After some discussion, Abbli, Leyad, Pale and Hamras step forward for this challenge.

Catapult Drop



The background around them changes to a field, where the jewels are placed in caskets atop fixed columns, Abbli takes to the catapult, ready to fire a shot, it misses

Leyad takes his shot and it has the same result, Pale and Hamras both get the same results with their first shots. Abbli takes to the catapult a second time, he aims his shot but alas the same result. Leyad now takes aim for her shot

Leyad's aim proves to be true, as she manages to knock off one of the jewels, Pale steps up, hoping to follow up on that but unfortunately his shot misses. Hamras steps up next and his luck isn't any better as he ends up missing as well.

Abbli tries his hand once again, he draws back the catapult but unfortunately his aim waivers, Leyad steps up, hoping to repeat her previous success and although very close her shot misses its mark. Hamras steps up but his shot misses also

Pale also misses his third shot. Abbli steps up, increasing his focus, hoping that this time his aim will be true and it turns out to be so, as he manages to strike a jewel, knocking it down. Leyad's aim doesn't prove as close this time, and although Pale comes close, neither him nor Hamras manage to hit a jewel either

With time running and only time for one final shot each, Abbli takes aim first, hoping to strike a second time lucky, but alas, it wasn't to be. Leyad too comes close but does not hit the target. Pale hopes for a hit but comes up short. Hamras, however, does manage to knock over a third casket before time runs out. The jewels from the destroyed caskets are transported into their hands as they return to their fellow warriors

Pale: My performance in all honesty was disappointing and given I was the only warrior to end up not hitting a target made it all the more worse especially given how I have performed in Burning Battlements, so I felt my fellow warriors got me out of this one on that occasion. 3 jewels is still a good total so I will take this result in spite of my performance.

Hamras: Definitely not my best performance if I say so myself, even if I did hit a target at the end of the challenge. I did a lot better in Burning Battlements and I thought I could manage to keep that up, but we still got three jewels so I'm happy.

Abbli: I'm really gutted here since I rate my accuracy skills but I'm not going to beat myself up. Onwards and upwards.

Leyad: I'm a little disappointed that I couldn't get more jewels for my team here, but I'm happy that I at least hit one down for us! I think everybody did a great job here, and we should all be proud of ourselves!

Scene 4

City limits, Alaunus

<Lyre>: For the plan to work, this shield must fall, perhaps Raven's staff has the answer (she attempts to blast the shield with Raven's staff but the shield holds, she then raises her own staff with both gems glowing but even that isn't enough to bring the shield down) damn, what game are you playing, Raven?

Inside the city, the witch continues to watch through her all-seeing eye

Haggar: The shield will not fall whilst you think his staff is the answer, Raven is smarter than to make brute force the solution. (She puts powder into her eye again) are you as smart as Raven? Or is someone pulling your strings

Scene 5

Alaunus, Earth-3, 25 years ago

Erina is sat in a cell, awaiting her trial, the King enters

King Salazar: For what it's worth, I'm truly sorry for this

Erina: (Angry, but quiet) Are you? (She follows him out to the courtroom, where she takes a seat, a sizeable audience has gathered)

Salazar: The Princess stands charged of using forbidden magic, resulting in the death of her brother Cassius, and the maiming of my oldest friend, Cyrus.

Erina: I had to do something, the demon attacks...

Salazar: Were dealt with, as they always have been, by me and my staff of power.

Erina: This land needs a protector, someone powerful enough to stop them demons without loss of life

Salazar: Nevar ensured we would never see such a protector again. When Nevar and Raven fought in the ultimate battle, the battle that ended with both of them dead, Nevar cast a spell that corrupted the elements of light, they would corrupt anyone who used them to a tool of evil, and a tool of evil cannot ascend to this throne.

Erina: Father, I...

Salazar: By royal decree, I revoke your birth-right and block your ascension to the throne. You will be banished from the city. I'm sorry daughter, your corruption has barely begun but it will and I cannot see the outcome rain down on my people (he swings his staff and sends her away)

Forest of Dawn Time

Erina: (Screaming) Coward! I cannot believe would rather see his own people die than act decisively. (She wanders through the forest for many days, until demons surround her, with nowhere to go she crouches and turns into a Lyrebird, flying away from the demons, in flight, her body glows with purple energy, she eventually lands, nursing a headache, but finds more demons waiting for her) how? (The demons are about to consume her but are stopped with a mysterious figure with a silver eyepatch)

Grand Master: STOP! (The demons stop) forgive me, these are not true demons but I find it best to blend in

Erina: Who are you?

Grand Master: I go by many names, but people tend to call me The Grand Master

Erina: Really? Not overselling it a bit?

Grand Master: You're a long way from home, aren't you?

Erina: (Angrily) I have no home, my father made sure of that! He's the one who does nothing when demons attack day after day! He doesn't deserve that crown!

Grand Master: It sounds like he doesn't.

Erina: But I have power now, I could storm the castle, remove him and his allies and make myself Queen

Grand Master: Your reign would surely be a short one. You need the people behind you. Come with me, I might be able to help. (He leads her through the forest, passing the 'demons' with ease) you may not know this, but I discovered your father never yielded true magic

Erina: His staff of power?

Grand Master: Is that what he calls it? Appropriate, but it's not magic. He wields what's known as an infinity gem. Based on its abilities I imagine the space gem. Its power is unmatched except by its own kind, and I just happen to have something of the sort. (He shows her a staff with a red gem imbued in it) the reality gem, with it, you can alter reality as you please, within a limited area. It's yours, if you want it.

Erina: (Grabs the staff and points it at the Grand Master) what makes you think I won't use it to kill you?

Grand Master: My, my, that corruption is happening quickly, raise the staff into the air and think about ending that corruption (Erina raises her staff into the air, it glows and Erina's clothes are transformed into a white costume with a cape made of Lyrebird feathers) nice choice, a little dramatic, but in keeping with the theme. Start with the smaller towns, perform small deeds of heroism and work up, the more public support you have, the easier it'll be when the time comes. Oh, and one more thing, in answer to your previous question. I just handed you one of the most powerful weapons in existence, and do I look like an idiot? (He scowls)

Scene 6

Realm of the dead

A third jewel appears in the hand of the mysterious stranger

The warriors open the journal once more

"Up and down the pouches go
Which contain jewels you do not know
Reach for all that you can gain
Let not your efforts be in vein
Grab a jewel and you'll be gone
If time runs out, you leave with none"

The warriors quickly decide their team for this. Kanem, Lerdan, Etony and Abbli step forward



Hanging Treasure

The background changes around them as they depart from their fellow warriors and enter a temple structure, where the pouches that contain jewels are required.

Quickly, the warriors get to work and soon Abbli has a pouch, unfortunately he finds the pouch empty and moves on, Etoney grabs a pouch but it too has nothing in it, Kanem is the last to grab a pouch and sadly also finds it empty. The warriors split up, each heading to different parts of the temple to search.

Abbli checks her second pouch but finds nothing, and the others all find their second pouches empty. On their third attempt Kanem strikes lucky, finding a jewel, she disappears with it. Abbli grabs his fourth pouch first but finds it empty, Lerdan and Etoney find the same.

With 5th, 6th and 7th pouches all coming up empty for all the warriors, and Abbli having also found his 8th empty, he reaches for the 9th, alas finding it empty too. Lerdan and Etoney grab their 8th pouches with little success.

With his 10th attempt, Abbli comes up empty again, he grabs his 11th and that also ends up empty. Etoney and Lerdan grab their 9th pouches, Lerdan manages to find a jewel and disappears from the realm.

With time more than half gone, Abbli reaches to grab his 12th pouch, much to his disheartenment, it's also empty. Etoney grabs his 10th pouch soon afterwards but it is also empty, time passes away as they continue to search

Abbli grabs a 16th pouch and is frustrated to find it is also empty. Etoney's 13th pouch comes up with a jewel and he disappears from the realm. Abbli grabs a 17th pouch and finally finds the jewel he needs, he rejoins his fellow warriors.

Abbli: How does the saying go?... 17th time lucky!

Lerdan: I felt my performance in the challenge was good, though it took several attempts to find a jewel, and I'm glad to have found it in time

Kanem: When I was the first one to find a jewel, I was overjoyed since I wasn't sure if I would be able to find one in time.

Etoney: I thought I did myself proud in that challenge I don't think I could have done anymore and I felt like my technique was good and we were rewarded by more jewels

The warriors open the journal again

“Using water from the stream
Fill the caskets, as a team
Each casket filled earns a reward
For a jewel you will have scored
Be mindful of the time you take
For when the sands run out, the caskets will break”

Etoney, Leyad, Lerdan and Hamras step forward to face the challenge.



Waters of Time

The background for them transforms into a forest with a stream nearby. They find the caskets, and the cups with which they can transport the water.

They decide to work on each casket together, and all race the stream to fill their caskets up. Lerdan to start with is by far the quickest of the 4 of them, he is already on his way back to collect more water as the others are coming back with their first cups

Lerdan's lead increases as the challenge progresses, with him having put 6 cups into the casket as the others are coming with their 4th, with Etoney placing his 4th cup into the casket, it is filled enough for the jewel to be grabbed, Leyad, followed by Hamras, place their 4th cups into the second casket.

The challenge continues and the speed beginning to tire the warriors out. Etoney begins catching up with Lerdan, who is slowing down a bit and Hamras has taken a lead over Leyad, more cups enter the casket and continue to fill it.

The toll the challenge takes increases as time continues to pass, but with the warriors' combined efforts, soon the second casket is full and a second jewel is earned. Lerdan,

closely followed by Etoney place their cups into the third casket first as Hamras, shortly followed by Leyad remain close behind.

They keep themselves moving forward, but time runs short, the third casket remains their priority and the water is filling the casket nicely. They manage to fill it and grab the third jewel and are about to move onto the second when the sands run out, they return to their fellow warriors with 3 jewels earned

- Etoney: Yet again I feel we did a solid job in the challenge earning another 3 jewels so I think that in the challenges I took part in I did my part in helping the team.
- Hamras: I know that I am one of the slower warriors here, so I focussed a lot more on keeping a good pace than trying to be fast. I did fairly well in the challenge and hopefully this will continue in my upcoming challenges.
- Lerdan: I think we worked well as a team, as we filled the first casket quite quickly, as my speed is good and I think we did good at gaining 3 out of the 4 jewels.
- Leyad: I think my stamina let me down a little bit here, I found it quite hard to keep up with the other warriors and I'm a little disappointed in myself for that. However, I know I did my best and that's all that counts, and we still managed to get three jewels!

The warriors open the journal and read the next challenge

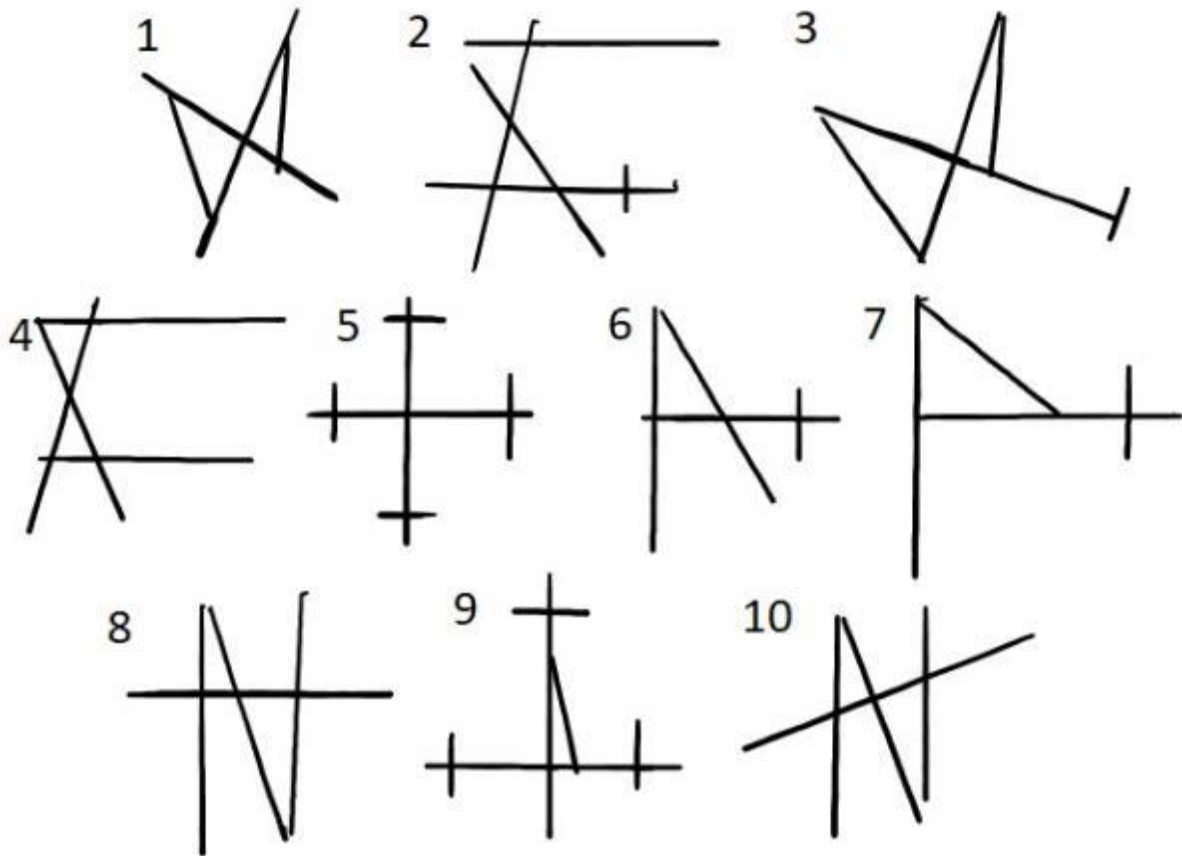
“4 Symbols only 2 will see
They must describe them thoroughly
As from the chests the others must choose
Choose wrongly and a jewel you’ll lose”

Pale, Denal, Hamras and Kanem step forward to participate in this trial.

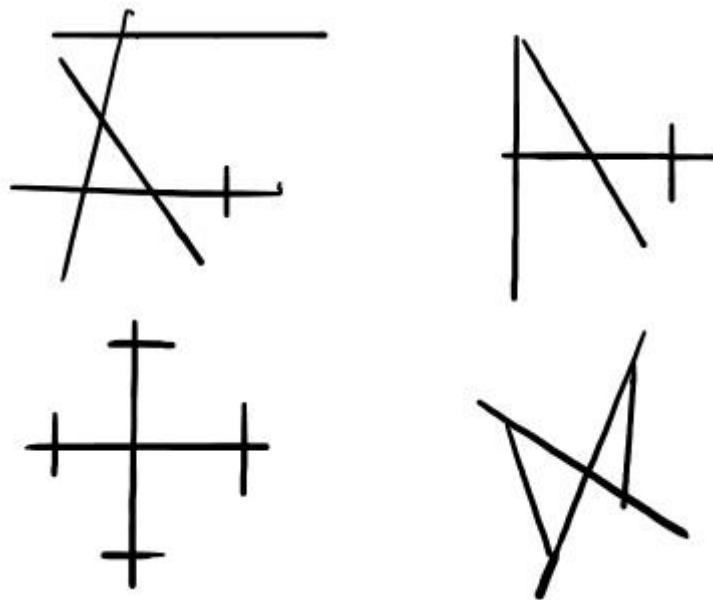


Hidden Symbols

The background around them changes into castle grounds. Pale and Denal are inside the castle, just about in shouting range to Hamras and Kanem, who are in the courtyard, where the 8 chests are located, each marked with a symbol



Pale sees the scroll in front of him that shows the symbols



Pale: For the first one, there are 2 horizontal lines parallel to each other with a small line near the right edge of the bottom line and it is perpendicular to that line. Near the left edges of both the top line and the bottom line is another line going through both horizontal lines with a tiny point at the top of

the vertical line going right. There is one final line that crosses the vertical line and the bottom horizontal line forming more or less two triangles, an incomplete upside-down one at the top and a complete one at the bottom.

Kanem and Hamras talk, looking at the symbols on the chests, and eventually decide on a chest, the second chest. They open it and find one of the jewels inside.

Pale describes the second symbol

Pale: The second is more or less an A with the tip of the A not connected and it is tilted. The middle line stretches towards the right and near the right edge of the line is a horizontal line going exactly perpendicular to the middle line.

Kanem and Hamras look for a symbol that matches that which Pale describes, they eventually agree on the 6th chest, they open it to find another jewel

Pale continues to describe the symbols, with minimal help from Denal

Pale: The third is basically a regular plus sign with 4 small lines near the edges of the lines forming the plus and all of those small lines are perpendicular to the large lines that forms the plus. The small line on the right is slightly larger than the other small lines.

Observing the remaining chests, they soon find a symbol that appears to match that of Pale's description, the one to the left of the chest they just opened. They open it and are relieved to find another jewel.

Pale: The last one is like a tilted cross but there are two lines on the left and right sides of the cross that forms two triangles pointing towards each other. The triangle pointing right is isosceles but the one pointing left is scalene with the top and back lines way longer than the bottom line.

Hamras and Kanem observe the remaining chests, Kanem spots one that she believes matches the description, the third one. Before consulting Hamras she opens it, unfortunately she finds it contains a skull. They see the first chest vanish, as they return to their fellow warriors, with 3 jewels earned.

Kanem: I probably should have double checked again to be sure I had found the right symbol and I'm disappointed in myself for making such a rash decision to just go with the one that wasn't quite the correct one since they both looked so similar.

Pale: I felt that challenge was certainly harder than it should have been in all honesty, Denal was doing next to nothing throughout the challenge so I was more or less on my own when it came to describing the symbols. Regardless,

that challenge went rather well and I was satisfied on my descriptions as they played a big part on winning 3 jewels and Kanem is certainly a far better warrior than she was during the tournament, I don't blame Kanem and Hamras for missing a symbol given the last one was quite a tricky one to describe so 3 jewels was more or less a good result given our overall efforts.

Hamras: I have to admit that Kanem did a lot more work than I did during the challenge, and I feel that I could've done so much better. I also felt like Pale was doing all of the communication from the other side of this challenge because I couldn't really hear Denal at all. Maybe if we had all contributed equally as a team we would have gotten all four jewels.

The warriors re-join with their fellow warriors and hear the voice of Satyarani

Satyarani: Well done warriors, you have completed 6 of the trials and collected 19 jewels. Rest for now, for soon the remaining trials must be completed.

The remaining 5 jewels are now in the closed fist of the mysterious stranger

Scene 7

Alaunus 2013, Earth-3

Erina, having embraced her identity as Lyre, does good deeds for the people of Alaunus, we see a montage of her putting out fires, rescuing people from collapsed ruins and vanquishing demon attacks. As she moves from village to village, she tells her tale and soon an angry mob is stationed outside walls of the Royal Palace.

Royal Palace, 2 years later

King Salazar sees Lyre using her staff to bring down the castle gate, allowing the mob to storm the castle.

Salazar: This happened much sooner than I'd planned. Cyrus, old friend (Cyrus is wearing a cloak and mask to hide his scars) I must confront my daughter, but under no circumstances can she have this staff (he gives it to Cyrus) go, far away as you can. (Cyrus nods, raises the staff and disappears in a blue light, as he's about to leave, the Grand Master appears in front of him) you, I told you never to come here

Grand Master: She doesn't know, does she? That the demon attacks were your doing the whole time

Salazar: How did you?

Grand Master: Please, I'm not stupid. You feared this and used the threat of constant attacks to keep your people in line. It's a brilliant move, under other circumstances I would've respected it, but you rejected my offer

Salazar: I will never join your syndicate

Grand Master: No, I guess you won't. (He turns his head to the left where a bunch of robotic troopers are waiting) Fire (shots are heard as we see a shadow of Salazar being riddled with blasts, Grand Master speaks to his assailants) ditch the body, leave no trace (he leaves and encounters Lyre)

Lyre: Have you seen him?

Grand Master: I've scanned the building, he must've already fled with his staff. No matter, the castle's yours and the people back you, my Queen

Lyre: Your plan worked flawlessly, how can I...

Grand Master: Give it time, I'm certain I'll think of something. In the meantime, enjoy your reward (She turns back to the crowd as Grand Master smiles)

Satyarani: Next time on Raven: The Vanquished
The warriors must aim true at target mines
Can they work together at Tower Build
Can they recover the jewels from the magnetic maze
Who will discover the answer to the riddle in Riddle Rocks
Can they navigate through the thrall threads
And who will make it back from the realm of the dead?