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Alaunus was rebuilt from the ashes, but now new threats threaten to tear it down again. The mastermind of the white demons is revealed to be Dominor, the maniac who burned Alaunus to ash the first time. The warriors escaped, but not without injury.

Scene 1

Forest of Dawn Time, 18:00 GMT

Raven: How did you survive?

Dominator: I knew that being killed was possible given what had occurred, I had planned for it. Of course, as you can see (he lifts up his mechanical hand, and points towards his half-mechanical head) I did not survive unscathed. I watched from afar as you rebuilt your legacy and have returned to tear it down once again.

Raven: These demons...

Dominator: Another plan I had prepared, an enchanted relic that once belonged in Nevar's Castle but was forced into the loch, it's purpose: to revive the dead in demon form.

Raven: So all these creatures...

Dominator: Those that fell when Alaunus burned, their souls bound to that orb, the fallen indeed

Raven: Why not just kill me?

Dominator: Even if I wanted to I could not, my enhancements saved my life but I am unable to use magical incantations, am unarmed and the mechanical components do not have sufficient energy to maim you. We are both lesser beings than we once were but victory is still mine and I want you to watch as your legacy crumbles.

Raven: Don't count on it

Dominator: You refer to your warriors? They pose no legitimate threat; besides I've already put measures in place to keep them occupied (The demons touch Raven and he falls unconscious)

Raven: The Fallen

Scene 2

Warrior Academy, 24th February 2033, 07:00 GMT

The 3 warriors injured during the attack are sitting in beds, with the other warriors beside them, Gemma and Rolfe stands outside

Rolfe: It's all my fault

Gemma: Don't...

Rolfe: I championed sending them out into battle, now another of them is dead, and 3 others, Doctors say they won't be back in action for another 6 months

Gemma: There may be another way. (She enters the room) come with me (she leads the warriors away)



Repercussions

Gemma: I believe Raven once told you about the fair art of potion-craft. The enchanted weights used in this classroom are used to teach forethought and planning, I hope you have learned those lessons. There is a potion here that will heal the injuries of your fellow warriors, but you must make it correctly. Are you ready? (The warriors nod) then let the challenge begin

Recipe:

For this potion you will require.

40g of phoenix feathers
2 drops of phoenix tears
25g of silver birch leaves
150g of micro-beads
80g of dragon scales
90g of pistoria pulveris
400ml of purified water

Using

2 50g weights
3 10g weights
2 30g weight
1 5g weight
1 200g weight
3 40g weights

These items may be used more than once

1 pipette
1 500ml jug
1 300ml jug

Sileb, Landrek and Tregan examine the recipe carefully, but none of the weights available exactly match the weights of the ingredients required. Sileb takes charge of the warriors for

this trial. Knowing they need 40g of phoenix feathers they gather the 30g and the 10g weight and measure the feathers against them on the scales, with the weight balanced they place the feathers in the cauldron, the weights they had used disappear.

With 2 drops of phoenix tears required they find the bottle from the shelves and use a pipette to take out a small amount of the liquid, they slowly place 2 drops into the cauldron. The next ingredient on their minds is the leaves of a silver birch, they find the ingredient and examine the weights

They use 2 10g weights and a 5g weight to balance against the leaves to measure the 25g required, with that ingredient also in the potion (and the weights used gone) the attention was directed to the micro-beads, of which 150g was needed. They place the 200g weight on one side of the scales, with the beads and a 50g weight on the other, they pour the beads into the potion as the weights disappear.

The penultimate ingredient to be weighted is dragon scales, of which 80g was required. Seeing that they have 3 40g weights they use 2 of them on one side of the scales with the scales on the other, as those weights disappear the scales are put in the pot

They also required 90g of pistoria pulveris, they have a 40g, a 50g and a 30g weight remaining, they use the 40 and the 50 gram weights to measure the 90g and pour the powdered substance into the cauldron.

The last ingredient needed was purified waters, which they can find in large quantities. But the only jugs they have measure 500ml and 300ml, they needed 400ml. Sileb has an idea and they carry it out. They fill the 500ml jug before pouring some into the 300ml jug until it is full. They pour away the 300ml in the 300ml jug and poured the remains from the 500ml jug into it. They fill the 500ml jug once again, and pour some of the contents into the 300ml jug until it is full. They pour what remains from the 500ml jug into the potion and stir.

With the potion fully mixed and bottled, they take the mixture to the medical facility, they rub the potion on the injured areas and soon they begin to heal. Yvarina, Worbon and Armsa are healed and able to continue on their journey. Gemma joins them

Gemma: Welcome back to the fight, warriors. You've returned just in time, the Riddler's given the location of his next hostage

Sileb: Being put up on the spot to create the potion was incredibly tough, and it was nerve-wracking to know that if we failed this challenge, we would lose three of our friends from our journey, and then we would be too undermanned to really continue. I managed to figure out that we could weigh the contents on both sides and I am so glad for this. We all did great and I'm happy to see the warriors are safe to continue.

Yvarina: I can't thank Tregan, Sileb and Landrek enough. My fate was literally in their hands, so I'm so happy that I could rely on them like I've had to throughout this quest. I can't believe that I let myself get injured though! I'm such an idiot! I got hit in the leg, and it was so painful, I just thought to myself how I've dragged the team down. Again.

Worbon: I couldn't have asked for a better team of warriors. They were efficient when saving us and didn't panic. I feel we could've been less risky and then wouldn't have been injured and could've saved time.

Landrek: Knowing full well that our fellow warriors were ultimately depending on us to save their lives was a bit daunting to say the least. I'm grateful that Sileb had a good idea about how to progress in this challenge, otherwise it could have been curtains for our friends.

Armsa: I am very grateful to my teammates for making the healing potion. My Shoulder was hurting a lot and I think we were a bit careless before and we should have recognized the black figure was going to hit us sooner.

Tregan: It's a great relief that we managed to make that potion and heal our teammates, we need each other now more than ever.

Scene 3

Dominator's hideaway, Forest of Dawn Time, 10:00 GMT

Raven awakens as Dominor attempts to pour a potion down his throat

Dominator: Drink (Raven drinks the potion) that should prevent you surprising me with any transformations, at least until you need another dose tomorrow. (Raven opens his eyes and sees a high-tech lab filled with vials of various potions)

Raven: How... The Riddler, you're pulling his strings

Dominator: Of course I am. The Riddler is obsessed with a vigilante who lives far from here, or at least he was until I made... alterations

<Flashback, 15 and a bit years ago>

Dominator: (Narrating the scene) the Riddler had received one of my invitations and wanted to set up shop on Alaunus. But war requires an army that he did not have, so I found a different use for him

Riddler: What are you... (He is electrocuted by an escrima stick and screams wildly)

Dominator: (Narrating) I had encountered someone with some vast medical knowledge, a Doctor Elliott I believe. (We see Dominor and Doctor Elliott wearing medical gloves and with scalpels at the ready) With his help I rewired the Riddler's obsession so he would do my bidding, thinking my ideas were his own.

<end flashback>

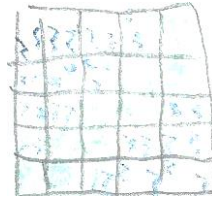
Dominator: I may not have direct control of the Riddler, but I rerouted his obsession to the warriors and to you. And he integrated himself into the routes of your new city to do it.

Raven: And all these potions?

Dominor: Most of my own design, unfortunately with my condition I cannot use them on myself. Still, they may be of use (Raven eyes a bottle marked 'ultimo interitu')

Scene 4

Wayne-Fox Enterprises, 11:00 GMT

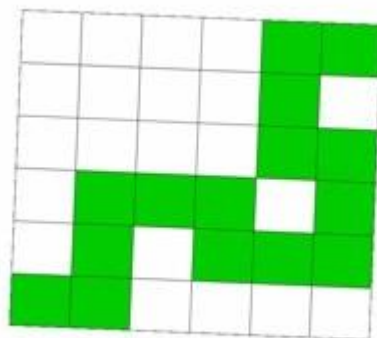


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The warriors arrive at the location of the hostage, who is bound to a chair with 2 electronic locks

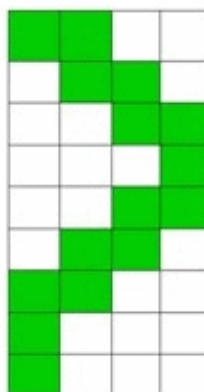
Riddler: Can a maze still amaze if it doesn't have walls? Here's how this puzzle works, there are 2 doors in front of you, inside each is an electric grid, if you step outside the safe route, the hostage dies. On the far side is a pressure switch, once both are active the hostage is freed. You'll find the safe routes outside each room. (The maps begin to rotate) did I forget to mention the spinning? Too bad

Map 1:



MakeAGIF.com

Map 2:



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The warriors discuss who they intend to send into the two chambers, with Yvarina having already been taken she is eliminated as a possibility. Worbon volunteers to enter the chamber, Armsa also volunteers. They hand their potions to Tregan and Yvarina respectively.

Armsa and Worbon enter the chambers as the others study the map. Sileb offers to guide Worbon through chamber whilst Yvarina volunteers to guide Armsa. Landrek and Tregan continue to study the rotating map to help with the route.

They open their com-links and instruct Armsa and Worbon to head to the left side of the room and step forward onto the first square of the grid. Both are relieved that it isn't electrified. Sileb tells Worbon to take another two paces forward whilst Yvarina instructs Armsa to turn right and take a single step forward

As Yvarina instructs Armsa to turn left, take 2 steps forward, turn right and take another 2 steps forward, Sileb instructs Worbon to turn right and take a step forward, turn left and take a step forward, and turn right and take a step forward. Both warriors remain on the safe path.

Worbon is instructed to turn left again and take a step forward, then to turn right and take a step forward, then turn left and take two steps forward. Armsa is instructed to turn right and take a step forward, turn left and take two steps forward, and turn left again and take two steps forward. Both are still on the safe path

Yvarina instructs Armsa to turn left and take a step forward, turn right and take two steps forward, turn right and take another step forward and Armsa is relieved to finally be on the pressure pad. Worbon instructs Armsa to turn left and take a step forward, turn right and take a step forward, turn left and take a step forward, turn right and take a step forward then turn left and take a final step forward onto the pressure pad. The electric grids deactivate and the hostage is saved.

Armsa: It was scary as if we made one mistake then the hostage would have died.

Landrek: In all honesty, I had a great deal of difficulty getting the orientation right on the maps, so naturally there was a great deal of panic going through my head. Thankfully Yvarina excelled in crafting the instructions for both Armsa and Worbon to follow.

Tregan: Trying to read the maps was difficult as they were spinning, it became impossible to tell which way the maps were orientated.

Sileb: There was a real tenseness to this task, as we had just saved these two warriors from their wounds and I had to do my very best to guide them safely across the room. Yvarina was a big help here though! She showed us all how to figure out the maps and from there we were able to give the directions. I've never been much of a guide, but today I really outdid myself here.

Yvarina: I decided to help by guiding Armsa, and I knew that if I messed up here, like I keep doing, then it wouldn't be my life in danger. So I guess because of that, I focused extra hard on it, and made sure that Armsa got through safely. The others would never have forgiven me if I caused someone to get hurt.

Worbon: Twice today I've entrusted my fellow warriors with my life and I knew all I could do was keep calm and follow everything they said. I commend them on giving such good directions especially with such difficult circumstances

Scene 5

Warrior Academy, 13:00 GMT

Gemma comes to find Rolfe packing his bags

Gemma: You're leaving?

Rolfe: Yes, I'm sorry but I can't do this anymore. I can't be involved in putting the lives of children in danger...

Gemma: But goddammit their lives are already in danger! Do you really think they're any safer without you? The Riddler has them targeted! The Demons seem drawn toward the Academy.

Rolfe: (Sighs) I just can't... Goodbye Gemma (They both see a flash of Dominor's hideout)

Gemma: Raven...

Rolfe: Was that who I thought it was?

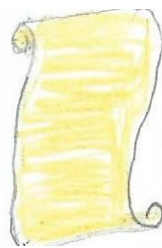
Gemma: Raven's second arch nemesis, Dominor

Rolfe: Didn't Raven tell us he was dead?

Gemma: Apparently death is not the end. You can't leave now, we need you. (Rolfe looks back but flashes to him shooting that child, now without the hologram)

Rolfe: I need to get away, Gemma. I wish you well, really, but... I can't do it (he walks away)

Gemma: Great...



The Code

Gemma stands before the warriors

Gemma: Our drones picked up more binary code written on the walls of the maze rooms, it may be another clue to another hostage. The Riddler will hope you will be able to translate it. Good luck

Another code for the warriors to solve, given his track record all eyes are on Landrek to complete this important task. Whilst Sileb also works on a translation to provide an effective comparison, Landrek is the one the warriors want to keep an eye on here

Landrek seems to breeze through the translation like it was a second language to him. Sileb too works through the code with ease, but translating the code is not the end of the challenge, within the code is another riddle.

“Well, it seems you've shown a small amount of intellect in getting this far. Unfortunately the next riddle is far less forgiving. You'll find the soon to be dead hostage where you can never see it for its contents. Co-ordinates 1165227-6765901-1803119”

The warriors consider the riddle briefly. “You can never see it for its contents” to Sileb translated to “you can't see its contents” considering something like a coffin for an answer. Worbon suggests that the object might be transparent so you can see only its contents and not the answer

When reminded that the clue is to a location the warriors continue their discussion. Landrek brings up how it reminded him of the expression, can't see the wood for the trees but it's ignored as the others seem to think it's a battlefield or graveyard

With no sign of a battlefield at those co-ordinates. Tregan makes her choice and drinks the wisdom potion. She realises that Landrek was probably right referring to the woods and they soon discover their answer, Forest.

Sileb: I am utterly disappointed with myself as I was pretty much the reason why we lost the Wisdom Potion here. I was thinking that maybe where the hostage was could be somewhere inside, or where containers are, but then I thought, why not a graveyard. Unfortunately, it was a forest... I'm kicking myself, honestly, because I was expecting a much tougher answer when it was simply forest. I take full responsibility for this challenge, I'm really annoyed with myself here.

Yvarina: I'm glad that we've been able to discover where the hostage is, but at the same time, we couldn't work out what the answer to the riddle might have been. This meant that Tregan had to use the wisdom potion, which could have been used in a more dire situation. I wasn't able to do anything but agree with what the others had to suggest. I'm really starting to realise that this quest isn't something I should have taken, because I'm the weak link.

Worbon: Losing the wisdom potion was a big blow because we found out that Landrek was already on the right track but it went unnoticed, so we didn't even need to use it anyway. It could've been very useful later on in a harder riddle.

Landrek: I'm actually slightly annoyed about this, not because my teammates came up the wrong answer but because I inadvertently had stumbled across the right answer without even realising. Losing the wisdom potion was a bit

disappointing, but I think we as a team should put this one down to experience and learn from this debacle.

Armsa: Well it could have gone worse. Yeah... The more I look back on it. The more obvious it seemed so I am disappointed that we lost the wisdom potion

Tregan: I was confused about the riddle same as the rest of us, with time limited I took the potion, I immediately felt the answer just come to me, it's annoying we used it when Landrek was already on the right track, but at least it was an answer.

Gemma: Well, it seems there lies another hostage in the Forest. Come warriors, given the threats that currently lie in the forest I will guide you to your destination. Come... (She leads the warriors as she picks up a bow and some arrows)

Scene 6

Forest of Dawn Time, 15:00 GMT



Riddle of Courage

The hostage is locked in a cage, the Riddler talks through a speaker

Riddler: The hostage is locked in a cage; you'll need a pass code to release her. You want the release code, you'll have to find the Riddle pieces (the camera shows one in the skies and two boxes containing them) I'm afraid you're out of luck with this one...

Gemma: I'll try and cover you, go

Seeing that one of the parts of the riddle is up high in the trees, Yvarina volunteers to make the jump for it. The others know she has little fear of heights and agree. Yvarina goes to attach her tether as the warriors discuss which of them would be putting their hands in the mysterious boxes which contain the other pieces of the riddle.

With Yvarina tethered up and beginning to climb the tree to the platform for the leap, Sileb and Worbon both put their hands into the boxes without a problem, Sileb finds his filled with hairy creatures that he soon identifies as spiders

Sileb shows some discomfort in knowing that there are spiders inside his box but he powers through, Worbon discovers that in his box is a snake, he seems unfazed by this. Landrek decides to put his hand in the final box, filled with ants.

Soon Sileb and Worbon find the riddle pieces in their boxes and pull them out. Yvarina has reached the platform and prepares to take the leap. She jumps and grasps the piece of the riddle with both hands as the tether takes her slowly to the ground. Landrek grabs his piece of the riddle and shakes off the remaining ants.

The place the pieces of the riddle together and work out that the riddle is:

I dig out tiny caves, and store gold and silver in them.
I also build bridges of silver and make crowns of gold.
They are the smallest you could imagine.
Sooner or later everybody needs my help,
yet many people are afraid to let me help them.

What am I?

A short discussion over the answer to this riddle follows, but the warriors seem to all be in agreement, the answer to the riddle is 'Dentist.' They key in the word into the lock and it opens the cage, releasing the hostage

Landrek: Despite a slight slip-up in the last mission, we really stepped our game today. On a personal level I think that my own limits were stretched to breaking point, especially having to stick my hand in a box filled with ants. However, with the support of the team we all managed to pull through what could be described as the toughest day of our lives. Proud doesn't even begin to describe how I feel about the rest of the group.

Armsa: I am relieved that we managed to rescue two hostages as it means that the Riddler is not winning. You hear that. We will beat you.

Tregan: It's a great achievement that we've managed to rescue two hostages. Today has been the toughest day we've had but we've managed to pull through and we haven't lost anyone else

Sileb: Today was a very tough day for me personally. Myself, Landrek and Tregan had to brew a potion to save our friends, then I helped to guide Worbon over a challenge that could have killed him, then I screwed up the riddle and ruined our chances at finding the forest without a potion, and then I put my hand into a box of SPIDERS! They are literally my worst fear, so powering through that was tough, but I knew I had to make up for the riddle here. Despite what has happened, we saved two hostages, which I am so pleased about... But Raven is still gone...

Yvarina; I guess overall; we haven't done too bad. We're all still intact, and we managed to save both hostages. I feel like that's a success for today's hardships. I'm so proud of everyone!

Worbon: Apart from the riddle, today's been a success. We've all worked well together and are becoming a much better team especially when discussing strategies. I

was in danger twice but my comrades saved me both times and for that I'm very grateful.

Scene 7

Warrior Academy, 19:00 GMT

Gemma's Quarters

Gemma returns to the Academy, placing her bow and arrows amongst the various other armaments she possesses, she experiences some severe pain in her leg, causing her to scream as she takes some pills out of her cupboard and swallows them, she falls onto her bed, preparing to sleep until suddenly an alarm sounds

Riddler: Greetings, Warrior Academy. I now have direct control of your computer systems. Let's see the warriors succeed now