

7 of 8

Alaunus was rebuilt from the ashes, but new threats threaten to tear it down again. Cyborg Dominor has captured Raven, Rolfe has left and Gemma has collapsed from withdrawal symptoms from the Neurax drug.

Scene 1

Warrior Academy, 25th February 18:45 GMT

A small army of the armed Riddler henchmen are preparing to invade

Riddler: (On coms) you know what you have to do, destroy their computer systems. And I know your primitive brains may be incapable of understanding this but keep the body count at a minimum. You're armed only in case of trouble

Henchman: Yes, Mr Nygma

Riddler: That's 'the Riddler' to you (a mysterious man grabs one of the henchmen and knocks him out)

Henchmen: Get in position (as they begin to form up several more of them are taken out stealthily, a heartbeat monitor starts to go off)

Riddler: Are you morons good for anything? You're 5 men down, start your attack! (The lead goon looks around and sees he's on his own, the others are all unconscious, he sees the figure who's been taking them out)

Henchmen: I know you! (He tries to fire but his weapon is jammed) oh no (the figure grabs him by the neck and forces him to bend backwards, it's Arron)

Arron: Riddler, talk!

Henchmen: He gave me a code, that's all I know (Arron punches him unconscious)

Arron: Good (He takes the code, and the guy's earpiece)

Riddler: You're not supposed to be here

Arron: And lucky for you, I'm not staying long (he crushes the earpiece)

Gemma's Quarters

<Arron>: The Riddler was right, I'm not supposed to be here, but I made a promise I'd keep an eye on this place, when I discovered Gemma's erratic heartrate, I had to investigate (he comes across her lying on the floor, sweating profusely)

Arron: ANARAX, medical scan

ANARAX: Imbalance in spinal fluids, possibly the result of a longstanding injury

Arron: That doesn't explain her heart rate. (He injects a fluid into her and she immediately awakens)

Gemma: Raven told me about you

Arron: Next time, tell him to shut up. I've stabilised you, but you could go into shock if I can't administer a treatment, what's happened?

ANARAX: Warning, traces of the Neurax drug detected in the room

Arron: How long have you been taking it?

Gemma: About 5 years

Arron: So you're experiencing near immediate withdrawal now your supply has run out.

Gemma: I need more

Arron: I'm afraid I have none

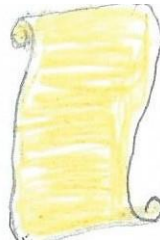
Gemma: I must have some (she grabs Arron) GIVE ME MORE!

Arron: No! You'll have to work through it, and it'll be tough. My advice, drink lots of tea tomorrow, flush that rubbish out of your system and maybe the next day you can take a spot of that healing potion I know has been developed. The stimulant I gave you should keep you from going comatose. The rest is up to you. (He attaches a tractor beam mod to his gun) hold still (he lifts Gemma onto her bed.) Oh and one more thing, there's another code for the warriors to decipher, you're welcome (He teleports away, Gemma is breathing short, shallow breaths and her face looks ever sweatier)

Raven: The Fallen

Scene 2

The next morning, 09:00 GMT



Encryption

The warriors discover the code Arron had left for them

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01001111 01111001 00100000 01100100 01110010 01110010 01111010 01100100
00100000 01111001 01101010 01110011 01111001 00100000 01111001 01101010
01110010 01110100 01110010 11100010 10000000 10011001 01100100 00100000
01110000 01101101 01100001 01110101 00100000 01110000 01101101 01110010
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01100010 01110010 00100000 01110110 01101010 01110010 01110011 01111001
01110010 01100110 00100000 01111010 01110010 01110011 01101101 01100100
00100000 01001111 11100010 10000000 10011001 01100010 01110010 00100000
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01111001 01110010 01100100 01111001 00100000 01110001 01101001 01111000
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11100010 10000000 10011001 01100100 00100000 01110010 01100110 01101000
01110010 00101110

The warriors quickly get to work translating the code using their guide sheet, Landrek once again shows his dedication and is quick to get the code translated, however he's stunned to find the answer is complete gibberish

"Oy drrzd yjsy yjrtr'd pmaw pmr jpdysr argy yp trdvir. O epiaf vpmhtsyiasyr upi niy yjr miznrt pg yozrd upi'br vjrsyrf zrsmd O'br hpy yp ntomh piy zu htrsyrdy qixxar ury. Upi'aa gomf yjod gomsa jpdysr ejrtr yjr hpaf zrtyd yjr esyrt'd rfhr."

With Sileb later verifying their translation the warriors realise that the code is still encrypted, but this time they don't have a guide to make a translation. They'll have to discover the patterns for themselves to complete this translation

Landrek seems to be the most adept to this, he quickly discovers that O=l and from there guesses b=v and r=e. Analysing those letters again he sees that u=y, p=o and i=u, and from there Sileb helps point out that a=l

The pattern begins to dawn upon Landrek, he suggests to the others that the true letters are those to the right of these on a QWERTY keyboard. Using that knowledge, they begin making a full translation of the code.

Landrek completes his translation, Sileb and Yvarina are on hand to verify the code, they all have the same answer and they are confident that it's correct.

“It seems that there's only one hostage left to rescue. I would congratulate you, but the number of times you've cheated means I've got to bring out my greatest puzzle yet. You'll find this final hostage where the gold meets the water's edge”

A riddle lays before the warriors. Where does gold meet the water's edge? Landrek considers the option that it's referring to a beach of some sort but Sileb suggests 'bank' and the other warriors agree, eventually including Landrek.

- Worbon: I'm so pleased that we're still on track and ready to get the final hostage, because this code took a while to work out and we were stuck for a bit, but the ones who did it in the end were great at deciphering the riddle too.
- Sileb: I'm so glad to know where the final hostage is, because not only is it the last hostage we have to save, but because we have a location to go off of. I quickly figured out we needed to find a bank, and I'm glad that we can find that hostage and rescue them!
- Landrek: Knowing where the hostage is located is extremely gratifying, knowing that our combined efforts have borne fruit. Hopefully this will allow us to save the final hostage and put an end to this madness.
- Yvarina: The only thing keeping me going now, is the thought that there's still a hostage we have to save. Until they're safe, I'll drag myself across the floor if that's what it takes.
- Armsa: I'm really happy to know where the hostage is. And we'll free him or her from whatever trap the Riddler has set.

Gemma awakens in her bed, lacking much feeling in her legs, she sees that Arron had left her a wheelchair to get around, she slowly crawls into it using her hands to propel herself. She wheels herself out of her room into the kitchen, sweating and shaking she takes a mug and uses the machine to fill it with herbal tea, she takes a small sip before breathing out deeply outwards, she drops the mug and it smashes against the ground

Gemma: (Breathing quickly) Get it together Gemma (she makes herself another tea and begins to drink it)

Scene 3

Hotel Overly Complex, London, 10:00 GMT

Rolfe is sitting eating breakfast, when he is greeted by Billy Dellik

Rolfe: I asked to be left alone

Billy: You're not the only person who's gone through trauma

Rolfe: No, but when 'it' happened, I promised myself I'd never let it happen again, and what happened, I had a part in the death of 4 children, maybe more now

Billy: Children are being dragged into war every day, on all sides, not just the bad guys. At least at the Warrior Academy it's their choice and they're not treated as disposable.

Rolfe: You ever had to tell someone that they're beloved child is dead?

Billy: More times that I can count. Isn't it better to tell them they died fighting for greatness than died pointlessly, just another casualty? Of course neither would be ideal, but we don't live in a perfect world.

Rolfe: You must've come here for a reason

Billy: Gemma needs you.

Rolfe: Gemma's better off without me

Billy: You should know that Gemma is not this perfect athlete hacker, she was taking Neurax to enhance her performance after an injury. Her coach found out, kept it out of the media but that's why she took early retirement so young.

Rolfe: I remember Neurax in the files, isn't that another of Rox Ven's poisons?

Billy: In the short run, it can bypass certain nerves, dulling pain and allowing feeling where you would otherwise lack it. In the long run it begins to block the body's ability to heal itself, making people dependant on the drug. Rolfe, I was told she'd ran out last night and withdrawal effects are immediate. She'll be in no state to get any more if any suppliers even exist anymore.

Rolfe: Is she going to be alright?

Billy: No but she'll live and maybe learn. But she's powerless to help the warriors. You need to go back.

Rolfe: I'm not staying

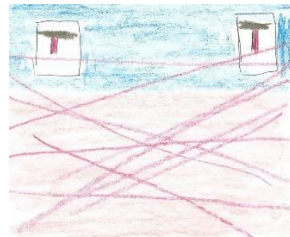
Billy: You don't have to, just support her while she needs it.

Rolfe: I need a favour (he whispers something into Billy's ear)

Billy: Done.

Scene 4

Alaunus Bank, 12:00 GMT



The Grid

The warriors arrive at the bank and discover the hostage, they get the message from the Riddler

Riddler: Welcome to my final Riddle Room, your hostage is waiting there, but what's this? You'll have to pass the bank's security lasers to release them? Oh no! Goodbye, we won't be speaking again

With 2 levers needing to be pulled simultaneously, the warriors discuss which 2 of them will need to enter the laser grid. Worbon immediately volunteers himself for the task which the others agree to, the other decision being who would join him

Yvarina and Landrek rule themselves out as they aren't great when it comes to agility, the choice comes between Sileb and Armsa, Worbon suggests that since Armsa did the maze, that Sileb would join him this time, to which Sileb agrees.

Sileb and Worbon prepare themselves, they both duck under the first laser, but are from there following different paths. Worbon finds himself having to both step over one of the lasers whilst avoiding touching the one above him and he is successful in doing so

Sileb meanwhile finds that he has to crawl under some lasers, he lowers himself slowly to crawling height, being careful not to hit any lasers behind him and begins to crawl underneath, eventually he finds a laser too low for him to crawl under and ends up having to lie flat on the ground.

Worbon has 4 lasers in front of him, there is a small gap that he has to get through in order to proceed, Worbon gathers himself and slowly passes himself through that gap, with no further options he too has to lower himself to the ground and slowly crawl under the final lasers

Sileb reaches a point where he can crawl no more and slowly returns to his feet. He has to get through a narrow gap to the finish point. He successfully gets through and joins Worbon at the end, they pull their respective levers, the lasers deactivate and the hostage is rescued.

Riddler: How did you? You can't have done that? There's no way you're agile en...
(Long pause) Fine, I'll get more, and when I'm done you'll all have to bow to my superiority

Worbon: Knowing this was the last hostage I couldn't help but feel nervous but luckily it was an ability-based challenge and Sileb and myself both did really well to get through the lasers.

Sileb: That challenge was really tense for me. I'm quite a tall person, so trying to get through the lasers was pretty heart-pounding. I'm so glad me and Armsa managed to get through and rescue the hostage though, we've all done so well as a team. And as for the Riddler, we've rescued all of your hostages and now we're coming for you next! We've survived your traps and we will finish this quest and beat you!

Landrek: If you can hear me, 4 eyes, then know this. Your days are numbered now and it won't be long before your code is cracked! We are coming for you, and you can believe... that!

Yvarina: Thank goodness we've done it. We've saved them all. It's just so sad that we were unable to save those close to us; our friends. Riddler, I vow, that I'll take you down, and if I'm to fall, my comrades will... my friends will.

Worbon: We managed to rescue nearly of the hostages. So it proves that the Riddler isn't as smart as he thinks. Because we're beating you Mr. Riddler.

Scene 5

Warrior Academy 13:35 GMT

Gemma has made it to the computer, her hands still shaking she begins typing into it, she drinks more of her herbal tea

Gemma: Second layer cracked, it's as if that poison was limiting my potential. (The warriors arrive from success in their last challenge, all of them look confused about seeing Gemma in a wheelchair) warriors, I have found a potential Riddler hideaway. It's a house near Queen Erina Park. Next to the restaurant named 'The Wisdom Tree.' Go and see if we can end this today. (The warriors move out)

Scene 6

The Royal Palace, 13:40 GMT

Dominator: Switching the labels on the potions? I can't believe I fell for that. (He points a gun at Raven) I believe you've outlived your usefulness. It's funny, you'll never die of natural causes, in that respect you are an immortal. But a bullet through the brain is the same for you as anyone else (He prepares to squeeze the trigger but finds he can't do it (he angrily throws the gun down on the floor and tramples it with his robotic leg, smashing it) you see what these enhancements have done to me! I am a shell of my former self and IT'S YOUR FAULT!

Raven: We all make choices; they are our own.

Dominator: (Growls) you haven't suffered enough. I'll make you watch as my demons march upon the city tomorrow and tear it apart.

Raven: Your demons controlled through a relic, where do you keep it?

Dominator: I was expecting a less blunt attempt to retrieve that information. But I'll answer it, it'll do you no good here. It is well out of your reach, in the hands of the Riddler. He doesn't even know what it is.

Scene 6

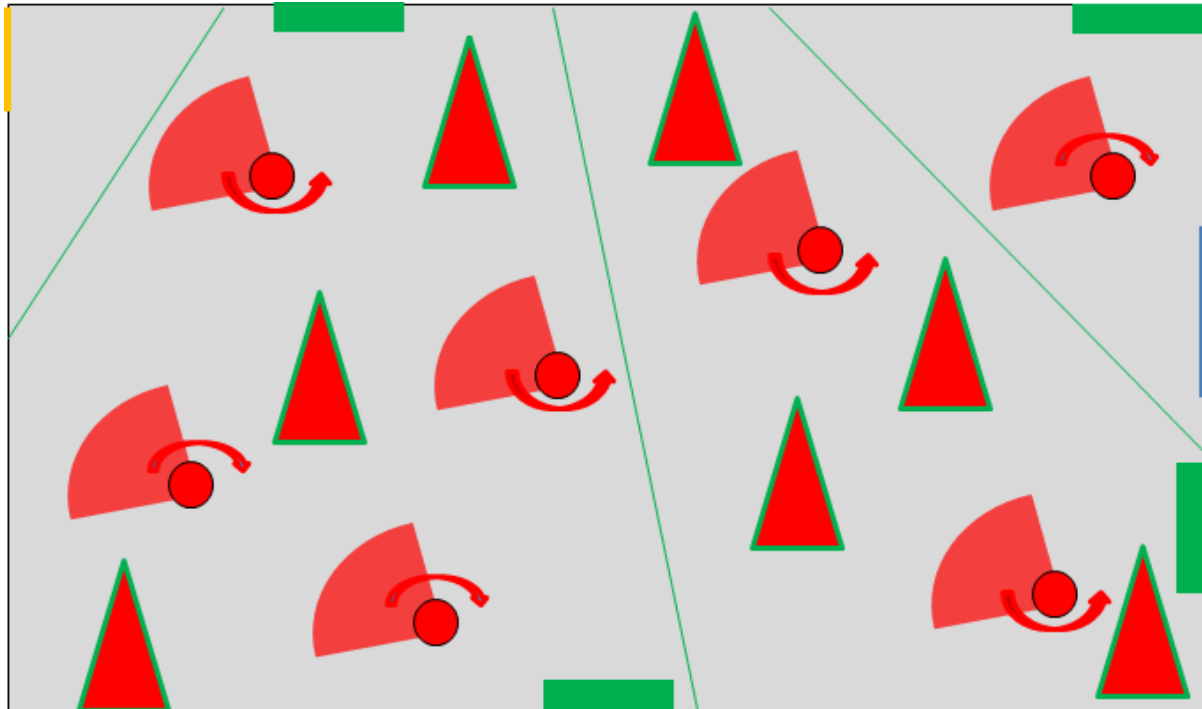
The house next to 'The Wisdom Tree,' 15:00 GMT



Welcoming Party

Gemma speaks to them over the com-link

Gemma: Our drones have scanned the room, there's a lot of security around that door



Key:

Gold line – warrior's entrance

Blue line – target doorway

Grey line – trip wire

Red Circle – Sentry gun

Red arc – range of sentry gun

Rotating arrow – rotation of sentry gun

Red triangle – Proximity mine

Green rectangle – keypad

Gemma: Looks like the lock is connected to 4 keypads, you'll have to enter the codes simultaneously. Best if you all make it past the doorway, we don't know what could be awaiting you in the next room

The warriors enter the room and discover it crawling with sentry guns, mines and trip wires, there are 4 control panels to unlock the door at the far side of the room which they'll have to use simultaneously.

Sileb takes the lead in this challenge, coming up with strategies to get to each of the 4 control panels. Sileb also suggests that the invisibility potion might come in handy here, Landrek offers it to anyone who wants it, saying he'd take it himself if no-one else uses it.

Armsa decides that he would like to use the invisibility potion, Landrek gives him the potion and he drinks it becoming invisible. Sileb is the first to head for a panel, the one on the far right side of the room.

Sileb waits to be out of the sentry gun's range and steps over the trip wire, he then follows the sentry gun, staying marginally out of range and avoiding the mine until he reaches the second trip wire, he moves upwards, towards the second mine and waits for the nearby sentry gun to get out of range. He circles around the sentry gun, heading out of its range and toward the final trip-wire. He steps over it narrowly avoids another sentry gun as waits at the panel, just out of its range.

Tasked with heading toward the closest panel, Armsa waits until the nearby sentry gun is facing away and steps over the trip wire. He briefly steps in range of the sentry gun and it fires, invisibility is meaningless to a sensor, he just about dodges the blast and keeps out of its range. He stands by the panel marginally out of range of the sentry gun and just avoiding the mine's proximity.

Worbon is the next warrior to take up the challenge. He heads toward the first panel, the same way Armsa did, and follows the sentry gun around, this time heading towards the middle of the room. He follows the sentry gun narrowly avoiding the tripwire, and circles around the sentry gun near the panel. He sticks around, just outside its range

Landrek is tasked with heading to the final panel, follows the same route Worbon did until he reaches the panel Worbon is at, when the sentry gun is out of range he steps over the trip-wire, he sees the sentry gun nearest the panel and circles around it. With the 4 panels all covered they quickly enter the code, unlocking the door. Landrek steps over the trip-wire and through the door to safety.

Sileb dodges around the sentry gun nearest him and has an easy path to the exit. Worbon steps over the tripwire with the sentry gun out of range and dodges around the sentry gun to the final trip-wire, which he steps over and makes it to safety. Armsa chooses to follow the same route Worbon and Landrek did. He passes the sentry guns and over the trip wire, around another and over the final trip wire to the finish.

Yvarina now needs to cross the room. She chooses to take the route most had taken, she steps over the first trip-wire and circles around the sentry gun, heading down the room avoiding other sentry guns until she reaches the panel, she steps across the second trip wire, circles around a sentry gun and steps over the final tripwire and joins her fellow warriors.

Armsa: With no potions, we have only our strategies to rely on. But if we have gotten this far, then we should be able to finish as a team

Yvarina: I'm still a weight to our team. A really, really heavy one. I suggested we use the potion, without even thinking about how the guns and mines worked. That potion could have been vital in the oncoming challenges, but now we're left with nothing to keep us safe.

Sileb: Ugh... I'm really annoyed that we used our last potion. I helped to plan out this challenge and get everyone exactly where they needed to go, but we just

forgot to take into account how the defences worked. Then again, it's better to be safe than sorry and even though we sort of wasted the potion, I think we can still win this fight.

Worbon: I feel quite embarrassed that we used the potion here for absolutely no reason, when in the next few challenges it could've been more useful.

Landrek: I think it may have been my paranoia that resulted in us losing the potion in this mission. I actually felt quite bad about it because we could have completed the challenge without it. However, I'm willing to put this behind me and hopefully it won't affect my confidence in the future challenges.

Upon entering the next room, the warriors discover an artefact. They take it and pull the lever to destroy the mines and sentry guns and release the trip wires

Scene 7

Warrior Academy, 16:00 GMT

Gemma begins sifting through data as the number of cups of tea she'd drank mounts up, she eventually notices something

Gemma: Good lord, how could I have been so blind! (She sees Raven's com-link is still active and transmitting a signal)

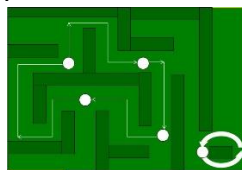
3 hours later

The warriors are gathered around Raven

Gemma: We have an opportunity to rescue Raven. He is in the Royal Palace deep within the forest but the drones have found a clear route. This is an opportunity we cannot let pass but I am not in a state where I can help, you'll be on your own. I'll understand if you wish to back down. (None of the warriors move) good, you'll have to do this at night when he's less heavily guarded. Good luck warriors

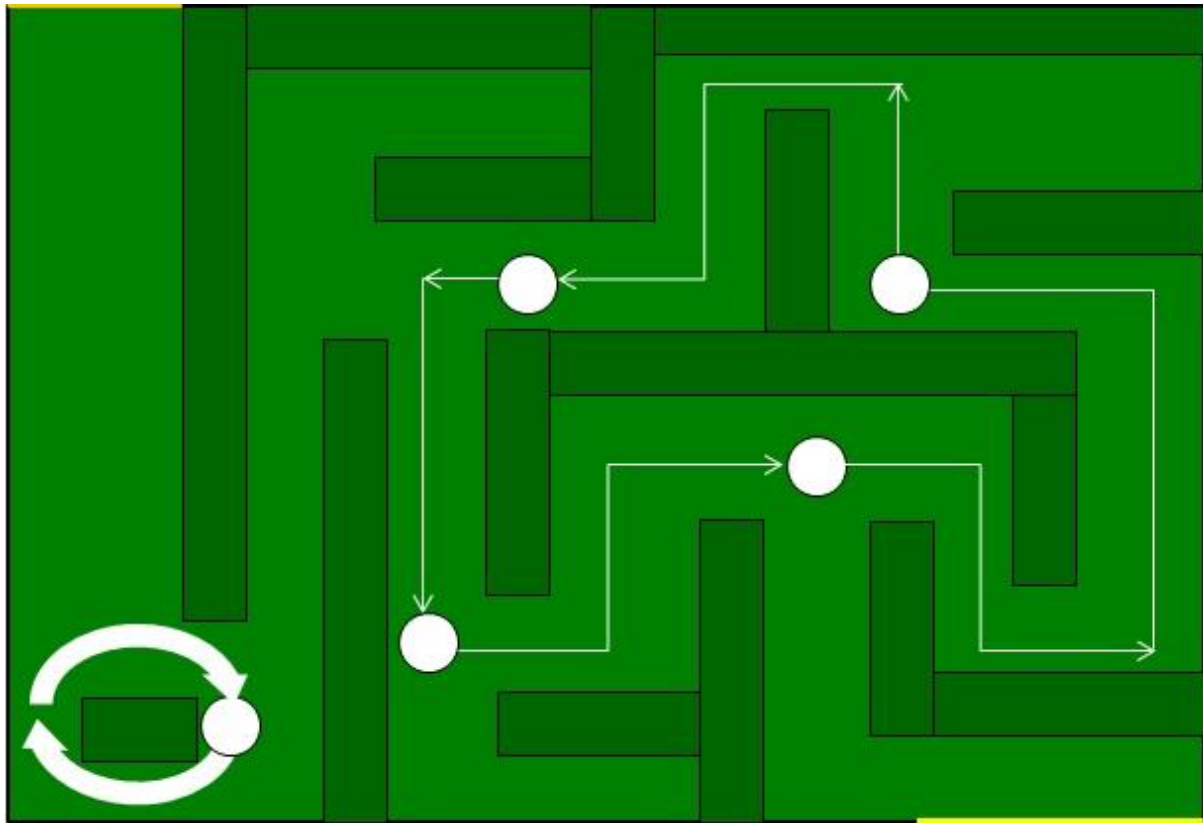
Scene 8

Royal Palace, 23:00 GMT



Rescue

Gemma: (On coms) the drones have been monitoring the demons patrol patterns, you should be able to get past them, I'm sending you the map



Key

Bright yellow line – start point

Golden line – end point

White circles – demons

White arrows – patrol routes

Dark green rectangles – hedges

The warriors approach the maze and one of the patrolling demons, they soon discover that the area is under the patrol of the white demons and that they'll have to sneak by them in order to rescue Raven.

Unable to take them out in any physical capacity, they decide to follow behind the demons, staying out of their sight until they can pass through the maze. Sileb volunteers to go first, he waits until a demon has just passed by and moves quickly to get behind that demon before another patrolling demon would spot him. He follows closely behind the demon, moving cautiously to avoid being heard and eventually makes it to the safe spot just behind the last demon

He uses a signal to signal the next warrior to go, Yvarina volunteers, she proceeds up, following one of the demons around the maze, narrowly avoiding the gaze of the demon behind, she joins Sileb and activates the pulse

Landrek is the next warrior to enter the maze, following the example of his fellow warriors he takes position behind one of the demons, narrowly avoiding the sighs of those that follow on from it. He joins his fellow warriors there.

Worbon enters next and follows the same pattern and the result is the same as he joins the others. Armsa is the last to enter the demons' path, he narrowly avoids disaster by hopping into the dead end at the top right corner of the maze, once he sees an opening he springs out and joins his fellow warriors.

Faced with one final demon the warriors all prepare to make their move, as the demon turns away from them Sileb quickly moves in, following the demon's path until he reaches the way out, after which he runs to the exit, safely.

Yvarina wait for her opportunity and grasps it, she moves quickly to take cover behind the demon and quickly finds her way to the exit. Landrek follows a similar path, passing the demon by and also making it to the exit. Worbon takes the task up next, he uses the same technique and it proves successful once again. Armsa prepares to join his fellow warriors, following their lead and also making it past the demon and to safety.

Landrek: Knowing that these guards would be absolutely merciless if we got caught, this ultimately made me feel extremely nervous. It certainly didn't improve until after I had squeezed passed the demons at the start. Oddly enough I wasn't worried about passing the last guard as my confidence had increased as the mission went on.

Yvarina: It was so tense as we were trying to get past them. We knew that we had to keep moving, not too fast, but not slow enough that we get crept up on from behind. I'm glad that we all made it through today. I don't think I could cope with another loss.

Armsa: It was scary when sneaking around the demon guards as one false move could lead to our death.

Sileb: I felt cold when passing the demon guards. They were silent, they were intimidating, and we've seen them take many of our friends. So to avoid them and get through that hedge maze was a good thing for us. I can only hope we'll find something that can beat those demons... And soon!

Worbon: This task looked pretty intimidating knowing we were avoiding the guards. We came up with a good strategy though and thankfully none of us panicked and remained out of sight. Turns out we didn't need the potion for this challenge either

The warriors find a back entrance into the palace and stealthily enter before another demon patrol comes through. They find Raven's staff. Sileb takes charge of it

Gemma: (On coms) OK, Raven is not far from you but there may be others in the room, be careful (they look around and see Dominor torturing Raven some more,

Sileb fires a blast from the staff and hits Dominor right in his cybernetic eye, he screams in agony, his next blast destroys the chains binding Raven, he stands to his feet, two demons rise but Sileb blasts them with his staff, destroying them)

Raven: A mostly timely arrival, warriors. Come, we must depart from this place before things escalate

TO BE CONCLUDED