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CHRONICLE
of the
STORM WARRIORS

by

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PART ONE of TRILOGY

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Synopses for Parts Two and Three of Trilogy at end of document.

FADE IN:

EXT. COBBLESTONE VILLAGE - MAIN STREET - DAY

Far beyond a distant horizon in the days of yore, a COBBLESTONE VILLAGE is surrounded by rolling green hills.

The village includes a HIGH TURRET CLOCK TOWER with a VIEWING PLATFORM which surrounds all four clock faces.

EDWIN, (late 70's) male, distinguished, neat work shop attire, ambles down a mostly deserted street of MANY COBBLESTONE TERRACE HOUSES.

As he strolls, he sees, strutting towards him from the opposite direction, five raggedly attired PLUNDERERS, all of whom carry empty hessian SACKS.

They include SILVIA, (30's) female, surly, LARHS, (30's) male, burly, a THIN FELLOW, (20's) male, a TALL LADY (30's) female, and a PORTLY FELLOW, (40's) male.

Silvia approaches Edwin, who stands his ground as the Plunderers stand in front of him.

SEVERAL VILLAGES peer fearfully from various windows.

EDWIN

So, I see that heartless thieves
again plague our village.

SILVIA

That we do, old man. Easy pickings.

EDWIN

Not on this occasion.

Silvia looks bemused as the other Plunderers CHUCKLE.

Silvia sneers, shrugs and slightly shakes her head.

EDWIN (CONT'D)

For they have returned.

SILVIA

(menacing)

Who has returned? Do not try to
bluff me, fool.

Suddenly the presence of ARLEAH, (20's) female, warrior attire, and her brother DARVIL/(RA-CHE WOLF), (20's) male, semblance to Arleah, warrior attire, becomes evident. They stand a little behind the Plunderers, each standing several feet apart from the other, near the group of thieves.

Arleah and Darvil/(Ra-Che Wolf) calmly move forward and stand next to and each side of Edwin, facing the Plunderers.

(CONTINUED)

CONTINUED:

ARLEAH
Leave this place, now.

SILVIA
Shut your mouth.

Arleah swiftly punches Silvia in the mouth, causing her to fall back onto the ground.

ARLEAH
Shut your own.

Larhs lurches towards Arleah, though is thwarted by Darvil/(Ra-Che Wolf), who grabs him by the scruff of the neck, and pushes him back to where he stood.

DARVIL/(RA-CHE WOLF)
Call my bluff.

All of the Plunderers peer at Darvil/(Ra-Che Wolf) meekly.

Edwin speaks to Larhs.

EDWIN
My grandson is a peaceful man,
until he needs not to be.

Silvia rises to her feet as Arleah speaks to the Plunderers.

ARLEAH
Go. And do not return.

The five Plunderers turn and scurry out of town.

Arleah turns to Edwin.

ARLEAH (CONT'D)
Many like them now roam the lands,
Grandfather. Like never before.

DARVIL/(RA-CHE WOLF)
And many of those, I tell you, are
relentless and harsh in their
methods. We are very weary.

EDWIN
Ah, my brave Arleah. My diligent
Darvil. I will make you a hearty
supper.

Edwin lifts a hand to beckon them as he turns to walk away.

Darvil/(Ra-Che Wolf) turns to Arleah.

(CONTINUED)

CONTINUED: (2)

DARVIL/(RA-CHE WOLF)
You are forever the more courageous
one in his eyes, Arleah, simply
because I deliver justice with
considered measure.

ARLEAH
I love you, dear brother.

Arleah walks off in the direction Edwin went.

Grimacing, Darvil/(Ra-Che Wolf) watches her depart.

DARVIL/(RA-CHE WOLF)
(quietly to himself)
And I you, my condescending sister.

INT. EDWIN'S HOUSE - OPEN KITCHEN/DINING AREA - EVENING

The house is small, with only two internal doors, one
leading, from the kitchen/dining area, to Edwin's bedroom.

Darvil/(Ra-Che Wolf) sits, staring vaguely into nowhere;
pondering, at the DINING TABLE as Arleah clears the plates.

Arleah returns to and sits at the table.

Edwin enters the room from his bedroom.

He carries a PURPLE VELVET BAG with a draw string.

DARVIL/(RA-CHE WOLF)
This rising menace will one day, I
do foresee, be too much for us to
defy. The peace these lands have
long known has left our folk with
no ability to defend.

Edwin places the Purple Bag on the table as sits down.

EDWIN
Indeed Darvil.

Edwin removes a ROUGHLY FASHIONED BRASS CORONET with SEVERAL
EMBEDDED JEWELS from the Purple Bag. He hands it to Arleah,
who inspects it closely.

EDWIN (CONT'D)
Our late mayor left these to me in
his will, and I have only recently
ascertained what they are.

Arleah lifts the Coronet slightly.

ARLEAH
This once belonged to the last
Queen of the Torva Wolves, passed
down through the generations.

(CONTINUED)

CONTINUED:

EDWIN

Yes. Though how do you know?

ARLEAH

I am unsure. I just do.

Edwin empties the remaining contents of the Purple Bag onto the table.

These contents consist of FOUR HAND-SIZED BRASS PIECES of VARYING SHAPES; a MANY-POINTED STAR, a CRESCENT MOON, a SUN, and a LIGHTNING BOLT. The pieces are all flat, and all are ten millimetres thick.

The Many-Pointed Star and the Sun pieces look very similar to each other at a glance.

The only other item from the bag is a PARCHMENT with WRITING on it.

DARVIL/(RA-CHE WOLF)

They would be, I might guess, the pieces that open the bridge that isolates the Torva Wolves.

Edwin nods.

EDWIN

If the pieces are not entered in the correct order, the bridge collapses.

Arleah picks up the parchment and begins to quietly read it.

DARVIL/(RA-CHE WOLF)

I do now reckon, esteemed Grandfather, you mean for my sister and I to open the bridge, and restore the coronet to the Wolves as a good will gesture, in the hope that they will, in return, stand with us in defending our land.

EDWIN

It is our only hope, Darvil.

Darvil/(Ra-Che Wolf) frowns and peers at Edwin.

DARVIL/(RA-CHE WOLF)

They were banished by our dark minded ancestors for nothing, I must make note, except for being somewhat wild at heart, and now that those who dwell in these lands have become weak, we kindly reach out to them for help.

Frowning, Edwin nods coyly.

(CONTINUED)

CONTINUED: (2)

ARLEAH

Indeed, my brother.

DARVIL/(RA-CHE WOLF)

For the sake of our village and those nearby, and, I do declare, for the freedom of the Torva Wolves, we shall indeed go and confer with them. Tell me Grandfather; what does Torva mean?

EDWIN

Grim. Dark hearted.

DARVIL/ (RA-CHE WOLF)

Which they became, I once learnt, after they were shunned.

Edwin frowns and lowers his head a little as Arleah begins to read from the Parchment.

ARLEAH

A day in time, as time does flow,
Starting with a midnight glow,
A tempest ends the livelong day,
Or beware, the ropes will quickly fray.

Arleah looks at the other two, bewildered.

EXT. COBBLESTONE VILLAGE - MAIN STREET - DAY

Arleah and Darvil/(Ra-Che Wolf), both now dressed in different warrior attire, each sit on their respective HORSES, which stand in the middle of the street. Edwin stands nearby.

The Purple Sack is carefully secured on Arleah's back.

CAMPING GEAR is attached to the back of each Horse.

EDWIN

The Domain of the Wolves is a day and a half away, due west.

DARVIL/(RA-CHE WOLF)

Domain? When a place of exile becomes a domain, it is, I do believe, time for those trapped there to be free.

EDWIN

Indeed Darvil.

ARLEAH

Take care, Grandfather.

(CONTINUED)

CONTINUED:

EDWIN

As must you two.

Edwin and Darvil/(Ra-Che Wolf) exchange a nod as he and Arleah begin to trot out of the Cobblestone Village on their horses.

EXT. CLEARING IN SHADOWY FORREST - NIGHT

Two SLEEPING SWAGS are set out each side of a CAMP FIRE, around which Arleah and Darvil/(Ra-Che Wolf) sit.

Their Horses are tethered to nearby trees.

They both ponder silently as they gaze into the fire.

ARLEAH

How are we to know that the Wolves
will not be hostile?

DARVIL/(RA-CHE WOLF)

We do not, Arleah. It is a risk we
must take.

ARLEAH

I sense they might be.

DARVIL/(RA-CHE WOLF)

Then it is fear that you sense,
brave sister, and it is your own.

Darvil/(Ra-Che Wolf) and Arleah peer at each other tensely across the fire.

EXT. EDGE OF EVERGREEN FOREST - EDGE OF HIGH GORGE - DAY

Upon their Horses, Arleah, who again has the Purple Sack attached to her back, and Darvil/(Ra-Che Wolf) slowly emerge from the forest and stop next to the gorge.

The gorge is very deep, with steep, unclimbable, cliff faces.

Far below is a wide stream of turbulent, ocean-like water, running along the bottom of the gorge.

Arleah and Darvil/(Ra-Che Wolf) dismount and walk to the edge of the gorge.

They stand and look at the water far below.

DARVIL/(RA-CHE WOLF)

It meets the ocean at each end.

Arleah notices a CRUDE SUSPENSION BRIDGE spanning the gorge half a mile away. She points at it.

ARLEAH

There's the bridge.

(CONTINUED)

CONTINUED:

Darvil/(Ra-Che Wolf) looks towards it.

DARVIL/(RA-CHE WOLF)
We'll leave the horses here.

As they begin to tether the Horses, three TORVA WOLVES (HUMANS) : HELEENIX, (20's) female, native-like warrior attire, SHARDARNI, (20's) female, native-like warrior attire, and BARDIVUS, (20's) male, native-like warrior attire, appear from the forest on the other side of the gorge, and quietly observe Arleah and Darvil/(Ra-Che Wolf), who do not notice them.

EXT. EDGE OF GORGE - NEAR SUSPENSION BRIDGE - DAY

The Suspension Bridge is old with WOODEN SLATS forming the walkway, and has no upper structure supporting it.

It consist of two THICK ROPES that span the gorge.

The slats are worn and weathered. Some are loose, others missing.

Two ROPE HAND RAILINGS run each side of the bridge.

They are supported by UPRIGHT WOODEN STRUTS.

The Bridge seems extremely fragile and rickety.

Half way along the Bridge is a LARGE RECTANGLE METAL SHEET, standing upright like a small wall on the bridge, so to block access across the Bridge.

The Metal Sheet is too high to climb, and three times as wide as the bridge, making the sheet impossible to pass.

This Metal Sheet is set within a METAL FRAME, effectively akin to a LARGE 'door frame' holding the sheet. The top, horizontal section of the frame has a SHARP EDGE on the side closer to the Evergreen Forest.

The lower horizontal section of the frame, which is at the same level as the wooden walkway, is two parallel METAL STRIPS (effectively forming the one frame edge) which have a gap between them, wide enough for the Metal Sheet to slide/fall through.

This lower edge of the frame is also a HINGE.

Directly beneath this frame is another METAL SHEET of identical size, attached to and suspended from the Bridge below, making access below the Bridge at that point impossible.

A WOODEN FRAME is built into the Bridge, and extends out from the sides of the Bridge, and runs close to, the lower section of the upper Metal Sheet, meaning the upper metal sheet can fall without effecting the Bridge.

(CONTINUED)

CONTINUED:

The upper and lower Metal Sheets are not quite aligned:

The upper metal sheet is to fall through the gap within the lower frame, and past/right next to the lower Metal Sheet.

Attached to the upper metal frame is a horizontal, rectangular METAL BOX, in which there are FOUR HOLES along the front, the same size and shape of the four puzzle pieces in the Purple Sack.

The holes run left to right, in this order: SUN, CRESCENT MOON, LIGHTNING BOLT and STAR.

Different MECHANISMS, COGS etc are on the upper Metal Sheet frame, and connecting the Metal Box to it.

Three meters of the Bridge, on the Evergreen Forest side, leading up to the Metal Plates, is very worn: a lot of missing and loose slats, and the rope hand rails on each side don't extend all the way to the Metal Sheets, ending at the last upright struts on each side of the Bridge.

Arleah and Darvil/(Ra-Che Wolf) arrive at the end of the Bridge, and look across at the Metal Plates.

Unseen by them, Heleenix, Shardarni, and Bardivus, and now SEVERAL MORE TORVA WOLVES, stealthily watch them from gorges edge on the far side of the Bridge.

Notably, Heleenix watches from a few meters away from the end of the Bridge.

DARVIL/(RA-CHE WOLF)
Our forefathers have, it certainly
seems, cruelly mocked the Wolves
with unattainable freedom

Arleah removes the Purple Sack from her back as a WIND begins to rise.

ARLEAH
We will change that.

She removes the puzzle pieces, the Coronet, and the Parchment. She drops the Purple Sack onto the ground.

ARLEAH (CONT'D)
I will ascertain the correct order
before we cross the bridge.

DARVIL/(RA-CHE WOLF)
Indeed, sister.

Darvil/(Ra-Che Wolf) takes the Coronet from her and looks at it, before securing it in his belt. He moves towards the end of the Bridge and begins to check how securely it is attached to the land.

(CONTINUED)

CONTINUED: (2)

Arleah looks at the Parchment.

She quietly looks at it as its words are seen by the viewer.

A DAY IN TIME, AS TIME DOES FLOW,
STARTING WITH THE MIDNIGHT GLOW,
A TEMPEST ENDS THE LIVELONG DAY,
OR BEWARE, THE ROPES WILL QUICKLY FRAY.

Arleah stoops down and crouches, and places the Parchment under a medium sized rock due to the increasingly rising wind, so she can still read from it.

She holds the four puzzle pieces in one hand, and places the Crescent Moon on the ground.

She thinks aloud.

ARLEAH
The midnight glow at the very start
of day.

She then places the Star to the right of the Crescent Moon.

ARLEAH (CONT'D)
Of course. Livelong day, meaning
the day ends at dusk. Which means
the stars are in the early hours,
not the evening.

The wind rises furthermore, and blows the discarded Purple Sack over the cliff edge into the gorge.

Arleah notices this, though gives it no heed.

She places the Sun to the right of the Star.

ARLEAH (CONT'D)
The day follows night.

She places the Lightning Bolt to the right of the sun as the force of the wind rises up yet again.

The puzzle pieces sit on the ground; left to right, Crescent Moon, Star, Sun, Lightning Bolt.

ARLEAH (CONT'D)
Moon, star, sun, storm.

Darvil/(Ra-Che Wolf) turns from inspecting the Bridge.

DARVIL/(RA-CHE WOLF)
The wind rises, Arleah. We must go.

Arleah picks up the puzzle pieces, in a random order (not in the correct chronology) as she rises to her feet.

(CONTINUED)

CONTINUED: (3)

Arleah grips the four puzzle pieces in one hand, and hurries towards the Bridge.

Darvil/(Ra-Che Wolf) is now a few steps onto the Bridge.

Holding onto one rope rail with one hand, and gripping the puzzle pieces in the other, Arleah follows Darvil/(Ra-Che Wolf), who is two metres ahead, across the Bridge.

They steadily make their way to the centre as they are thrown around by the wind.

The wind drops slightly and becomes less strong.

Darvil/(Ra-Che Wolf) approaches the part of the Bridge where the slats are loose and missing, and where there are no rope hand rails.

Darvil/(Ra-Che Wolf) forges on undeterred, and stands near the Metal Sheet, next to the Metal Box.

He looks back to see Arleah standing frozen just before the Bridge becomes more dangerous. Her face is filled with fear.

Darvil/(Ra-Che Wolf) shakes his head in distain.

DARVIL/(RA-CHE WOLF) (CONT'D)
So be it, brave sister. Throw me
the pieces one by one then, in the
correct order.

Arleah releases her hand from the rope hand rail, and takes one puzzle piece out her other hand at a time as she throws each piece.

She struggles to keep balance, by just using her legs, on the swaying bridge.

She first takes the Crescent Moon, and throws it to Darvil/(Ra-Che Wolf), who catches it, then places it in the correlating hole in the Metal Box.

Arleah then, incorrectly, as she is also focused on maintaining her balance, takes the Sun piece, and throws it to Darvil/(Ra-Che Wolf).

The wind drops furthermore.

Darvil/(Ra-Che Wolf) places it in the Sun piece in the matching hole.

Arleah throws the Star piece. Darvil/(Ra-Che Wolf) catches it and places in its correct hole.

Arleah throws the Lighting Bolt piece, Darvil/(Ra-Che Wolf) catches it, and places it into the Metal Box accordingly.

(CONTINUED)

CONTINUED: (4)

Suddenly mechanisms and cogs move, and the upper Metal Plate quickly moves straight down, FALLING vertically through the wide wooden frame in the Bridge, then PLUMMETING down into the gorge and the water below.

The way across the Bridge is clear.

Arleah sees there are now MANY Torva Wolves watching from the other side.

Darvil/(Ra-Che Wolf) turns to Arleah, and sees her fear.

DARVIL/(RA-CHE WOLF) (CONT'D)
Turn back then.

Arleah bravely tries to step forward towards him, though is frozen with fear.

She stays where she stands as Darvil/(Ra-Che Wolf), turns away and takes a few steps towards the Domain of the Wolves.

Suddenly the four puzzle pieces are EJECTED from the Metal Box, and fall downwards into the gorge.

A split second later, the metal frame in which the Metal Sheet sat, FALLS like a pendulum, the base of the 'pendulum' being the hinges which are at Bridge level, towards Arleah.

The wind totally stops.

Arleah steps backwards as the sharp edged side of the top of the frame falls in an arc to become horizontal, and quickly cuts through the two ropes, in a gap between two slats, that suspend the Bridge.

Darvil/(Ra-Che Wolf) quickly turn his head backwards and sees what happened, then quickly faces forward again and begins to run.

Arleah turns and runs towards the Evergreen Forest.

The Bridge, now cut in half, begins to COLLAPSE from the middle.

Instead of outright falling, each half of the Bridge falls away 'gradually', slightly akin to falling dominoes; as both Arleah and Darvil/(Ra-Che Wolf) run in their respective directions, the Bridge remains flat before them, though falls away into the gorge just behind their running feet.

They each make it safely to the gorge's edges as the Bridge falls totally away into the gorge.

On the Domain of the Wolves side, the Bridge breaks free of the land, causing that half of the Bridge to completely into the gorge.

(CONTINUED)

CONTINUED: (5)

The other half of the Bridge remains attached to the gorge edge on the Evergreen Forest side, dangling down the cliff face.

Arleah find her feet on land, and turns back to look over towards the other side of the gorge.

She watches on as on the other side, Darvil/(Ra-Che Wolf) finds his feet.

Heleenix, Shardarni and Bardivus, and several other Torva Wolves, stand in a semi-circle around him.

Darvil/(Ra-Che Wolf) removes the Coronet from his belt, and gives it to Heleenix.

She takes it, looks at it, and looks deeply at Darvil/(Ra-Che Wolf) as a single TEAR falls from the side of her eye.

She gives Darvil/(Ra-Che Wolf) a pat on the shoulder.

Darvil/(Ra-Che Wolf) turns towards the gorge as he hears Arleah shout from the other side of the gorge.

ARLEAH

(shouting)

I am sorry Darvil. This would of not happened if I stood with you at the puzzle box.

DARVIL/ (RA-CHE WOLF)

(shouting)

Indeed. For you are a coward. Be sure to give Grandfather a true account of these happenings.

ARLEAH

(shouting)

I will somehow bring you back from there.

HELEENIX

(shouting)

Do not set foot here, or I will destroy you like the coward you are. I witnessed your feeble inaction.

Heleenix turns and walks into the forest, prompting the other Torva Wolves to do the same.

Darvil/(Ra-Che Wolf) remains, and continues to look across at Arleah.

ARLEAH

(shouting)

I am sorry, my brother.

(CONTINUED)

CONTINUED: (6)

DARVIL/(RA-CHE WOLF)
(shouting)
No longer am I your brother. Go,
and never return, for I shall
surely shun you if you do.

Darvil/(Ra-Che Wolf) turns and walks away as Arleah looks on,
TEARS streaming down her face.

EXT. COBBLESTONE VILLAGE - TOWN CLOCK TOWER - DUSK

The sun begins to set to the west.

Many meters above the ground, Edwin works on the semi-
dismantled clock.

Arleah ascends the stairs and approaches him.

EDWIN
Ah, granddaughter. Welcome back.
This old thing has finally worn
out, just like I am.

Edwin smiles at Arleah.

Arleah remains silent, staring at him sadly.

EDWIN (CONT'D)
Where is your brother?

ARLEAH
Darvil is with the Torva now, and
he cannot return.

Bewildered, Edwin's face drops into a grimace.

ARLEAH (CONT'D)
The bridge fell.

EDWIN
But how?

Arleah frowns and drops her head.

Edwin senses that his question troubles her.

EDWIN (CONT'D)
Our town was again ransacked in
your absence. Rogues I have never
seen before, and many of them.
This scourge upon our lands only
worsens, and we have no defence.

ARLEAH
I will stand against them alone.

EDWIN
As brave as your are Arleah...

(CONTINUED)

CONTINUED:

Arleah interrupts him.

ARLEAH
I am not brave, Grandfather, for if
I was, my brother and the Torva
Wolves would be here to make a
stand with me.

Arleah turns to look at the sun fall below the horizon.

ARLEAH (CONT'D)
Therefor, I must, and will, stand
alone. If we could not speak of
Darvil again, for until the
impossible day he makes his way
home, it saddens me too much.

Edwin frowns sadly, and places a hand on her shoulder.

NOTE:

THE FOLLOWING IS THE FIRST OF NINE POETICALLY NARRATED ACTION SEQUENCES, IN EACH OF WHICH THE VISUAL ACTION IS DESCRIBED, AS IT HAPPENS, VIA THE POETRY.

ALTHOUGH THE POETRY IS EFFECTIVELY EXPOSITION, IT IS SPOKEN, VIA VOICE-OVER, CONCURRENTLY WITH THE CORELATING ACTION, MELDING AN EXTRA LAYER TO THE VISUAL STORYTELLING.

EXT. VARIOUS PLACES (MONTAGE SEQUENCE) - DAY/NIGHT

'FEARLESS'

NARRATOR: EDWIN
(LYRICS/ACTION CORRELATE)

**SO ARLEAH FACED THE NIGHT,
A TRUE WARRIOR OF LIGHT,
ALONE SHE MAKES A STAND,
SHE IS A LEGEND IN HER TIME,
A HUMBLE HERO SO REFINED,
DEFENDING ALL THE LAND.**

Arleah fights many off Plunderer's from the Cobblestone Village.

One by one, she defeats them, causing them to run.

(CONTINUED)

CONTINUED:

INDEED THE BRAVEST OF THE BOLD,
A WISE GUARDIAN TO BEHOLD,
SHE IS A STORM OF UTMOST BEAUTY,
BATTLES WILD SHE HAS FACED,
WITH UNRELENTING GRACE,
AND AN INTRINSIC SENSE OF DUTY.

Arleah stands alone upon a hill above a SMALL VILLAGE,
watching a battle between the VILLAGERS and Plunderers.

She starts to pace towards the conflict.

As she draws nearer to the battle, she moves more quickly.

A CHRONICLE OF CHAOS,
SAW HER RISE UP AMONG US,
HER STRENGTH LIKE SHINING ARMOR,
AGAINST DARK WINDS SHE STOOD,
IN THE DESERT AND THE WOODS,
A TRUE SOLDIER OF GREAT VALOUR.

A quick montage of several random battles.

CUT TO:

Standing alone, Arleah does battle four with ROGUE WARRIORS
in a forest.

CUT TO:

In a sandy desert, Arleah stands at the edge of a small CAMP
of peaceful NOMADS.

She watches on as a band of Plunderers approach on HORSES,
and stands ready to protect the nomads.

The Plunderers begin to approach Arleah and the Nomads.

Arleah quietly smiles, though with a slight grimace.

(CONTINUED)

CONTINUED:

The Plunderers draw closer to her as she begins to swiftly move towards them.

HER JADED HEART IS ONE OF FIRE,
THE FLAME WITHIN WILL NEVER TIRE,
HOWEVER JADED SHE BECOMES,
HER COURAGE FUELLED BY LOVE,
FIERCE AS THE SEA, PURE AS A DOVE,
AND BRIGHTER THAN THE SUN.

Arleah is battle weary and dishevelled as she chases, on foot, several Plunderers from a SMALL HAMLET, where several HAMLET DWELLERS cower in fear.

Arleah defeats the Plunderers, causing them they run off.

EXT. COBBLESTONE VILLAGE - MAIN STREET - DAY

STORM CLOUDS begin to float in from the distance.

A CART full of CUT FIRE WOOD and LEAFLESS TREE BRANCHES is parked unattended on the side of the street.

One of the tree branches is long and relatively thin.

Not far from the Clock Rower, Arleah battles, with her fists, THREE VERY ROGUE-LIKE PLUNDERERS, all males (30's) in the otherwise deserted street.

She QUICKLY KNOCKS OUT Plunderer One as Plunderer Two LUNGES at her.

As she takes a defensive stance, a Plunderer Three blind sides her with a powerful strike, knocking her to the ground.

Arleah remains on the ground, dazed.

Plunderer One regains consciousness, rises up, and moves toward the Wood Cart.

Plunderer Three goes to kick Arleah, though he is pushed to the ground by Edwin, who has 'appeared from nowhere'.

Plunderer Two goes to strike Edwin as Arleah begins to rise to her feet.

Suddenly, an ARCHER'S ARROW flies in from an angle from above and strikes Plunderer Two in the shoulder, causing him to stumble away and fall to the ground.

(CONTINUED)

CONTINUED:

As Arleah finds her feet, her and Edwin look around for the origin of the arrow. No archer is to be seen any where.

On the viewing platform of the Clock Tower, and from the POV of an UNSEEN CHARACTER, we see the character aim a second arrow at Plunderer Three, who rises to his feet.

The arrow is released, and strikes Plunderer Three as he goes to strike Arleah from behind.

Suddenly Plunderer One runs at Arleah and Edwin with the long thin tree branch risen above his head.

The POV from the Unseen Character in the Clock Tower; he jumps from the tower, plummets purposely through the air, and lands feet first on the upper back of Plunderer One, just as Plunderer One is about to close in on Arleah and Edwin.

The approaching storm draws nearer.

The tree branch is dropped to the ground as Plunderer One is knocked to the ground under the Unseen Character's feet.

The Unseen Character, with one punch, then knocks out Plunderer One.

We see now the Unseen Character is THE WANDERER, (20's) male, warrior, warrior attire.

Arleah and Edwin look at him, look up at the Clock Tower, and back at him.

WANDERER

I was out of arrows.

EDWIN

Who are you? Where are you from?

WANDERER

I just wandered into town.

ARLEAH

You must teach me archery some time.

WANDERER

Indeed. Once we have freed these lands from those who plunder.

The Wanderer and Arleah share a intrigued nod and subtle smile.

THUNDER echoes throughout the village as LIGHTNING is seen in the sky.

EXT. VARIOUS LOCATIONS - NIGHT/DAY

A QUICK MONTAGE of Arleah and The Wanderer battling Plunderers:

WARRIORS of the STORM

NARRATOR: EDWIN

UNITED BY THE NEED TO STAND,
AGAINST THE SCOURGE UPON THE LAND,
THEIR BOND FORGED IN GREAT ADVERSITY.
RELENTLESS WAS THEIR RIGHTEOUS STANCE,
THE PLUNDERERS STOOD NOT A CHANCE,
AND THE LANDS AGAIN KNEW OF LIBERTY.

Beside a creek The Wanderer teaches Arleah archery.
They look into each others eyes lovingly.

INT. EDWIN'S HOUSE - LIVING AREA - EVENING**SEVERAL MONTHS LATER:**

A BEDROOM is connected to the Living Area via a door.

Arleah and The Wanderer rush in the front door.

A moment after they do, a NURSE, (50's) female, walks from the bedroom.

Arleah looks at her pensively.

The Nurse smiles slightly, and nods.

Arleah and The Wanderer enter the bedroom as the Nurse moves towards the kitchen.

INT. EDWIN'S HOUSE - BEDROOM - DAY

Edwin, who is fading away, lies awake on his BED.

Arleah and Wanderer move across the room, each of them standing on either side of the bed.

Arleah takes hold Edwin's hand with her right hand.

(CONTINUED)

CONTINUED:

ARLEAH

We have again travelled all of the nearby villages, Grandfather. They still know peace.

WANDERER

The roaming thieves are long gone.

EDWIN

Ah. Good work. Both of you. That brings great joy to my heart as my day fades.

Arleah frowns, and begins to hold his hand with both of hers.

EDWIN (CONT'D)

My brave, brave Arleah.

(turns to Wanderer)

And you, warrior. Be sure to always protect my precious granddaughter.

WANDERER

Indeed, Edwin. For that has been my unspoken pledge from the moment I saw her from the tower.

Arleah looks at The Wanderer with surprise on her face; this is news to her.

Edwin CHUCKLES and smiles warmly.

The Wanderer places a hand on Edwin's shoulder.

WANDERER (CONT'D)

I shall indeed honour this pledge,
I promise you.

They are silent, savouring the moment.

EXT. GRAVE YARD - DAY

Arleah and The Wanderer, both dressed in black, quietly stand at the foot of a GRAVE. Tears stream from Arleah's eyes.

In the distance a little, a GRAVE DIGGER respectfully waits.

Many MOURNERS begin to quietly walk away from the grave side as the service ends.

A CHAPLAIN approaches Arleah, with whom he exchanges a respectful nod, before walking in the direction of the departing mourners.

Arleah and the Wanderer stand alone at the grave side.

(CONTINUED)

CONTINUED:

ARLEAH

It is time for me to leave this place. All my family are gone. I can not bear to be here now.

WANDERER

Indeed, my love.

ARLEAH

We shall find distant fertile fields from which we will grow food. A peaceful life, I think.

WANDERER

Dark hearts sooner or later loom on all horizons, Arleah. Peace is something for which we must forever fight.

ARLEAH

Of this great irony, I am aware.

MANY YEARS LATER:

EXT. REMOTE FIELDS - DIRT ROAD - DAY

Arleah, now in her 30's, and visibly battle weary, slowly rides her BROWN HORSE along a dirt road.

Behind Arleah, secured on the back of the Horse, is a LARGE HESSIAN BAG of wheat.

Ahead, beside the road, is a RUSTIC HOUSE, the front section of which is a roadside PRODUCE STORE, which is the width of the house. No other buildings are anywhere in sight.

The FRONT ENTRY DOOR is to the right; near the front right corner of the store.

In front of the store THREE SADDLED HORSES are tethered to a HITCHING POST.

Arleah rides to the front of the store, and grimaces a little as she looks at the three Horses.

She stops her Horse.

INT. STORE - DAY

Inside the store the COUNTER is directly opposite the front door, and there is a door to the house behind the counter.

To the left of the counter, running the length of the store, are two rows of randomly stocked SHELVES, creating three long, dimly lit, aisles.

(CONTINUED)

CONTINUED:

Two SHADOWY HUMAN FIGURES are in the aisles, each carrying a roughly made CALICO BAG, into which they quickly place random items from the shelves.

A third HUMAN FIGURE lurks further down an aisle.

Standing behind the counter are the shopkeepers, WILFRED, (70's) male, and ELSA, (70's) female, who appears upset.

Carrying the hessian bag, Arleah enters the store, glancing cautiously down the aisles as she approaches the counter.

Placing the bag on the floor beside the counter, she sees that Elsa appears upset.

ARLEAH

A fine harvest for you today, my friends.

WILFRED

I am sorry Arleah. We are unable to pay you this time.

Arleah frowns sadly, looks at Elsa, and sees tears stream from her eyes.

Now scowling, Arleah turns towards the aisles, from which Torva Wolf Shardarni, now in her 30's, warrior attire, a 'Wolf Soldier' of THE ARMY of RA-CHE WOLF, emerges, carrying her now-full calico bag. Wilfred and Elsa watch on.

As Arleah and Shardarni each move towards the other to face off, another Wolf Soldier, BRAXOTTI, (40's) male, warrior, appears, carrying his now-full bag, from the other aisles, and moves towards Shardarni and stands next to her.

ARLEAH

Leave all that you have stolen, depart swiftly, and never return.

Sneering, Shardarni shakes her head as Braxotti LAUGHS mockingly. Quick as can be, Arleah punches Braxotti, then Shardarni, in the face, causing both to fall back onto the floor, dropping their calico bags as they do so, on to the floor.

Wilfred and Elsa are shocked.

The two fallen Wolf Soldiers rise to their feet and move, leaving their dropped bags, to cower at a safe distance from Arleah.

A third Wolf Soldier, Bardivus, now in his 30's, warrior attire, ambles menacingly from an aisle, dropping his full calico bag to the floor as he moves towards Arleah.

They stand a meter apart, facing off.

(CONTINUED)

CONTINUED: (2)

ARLEAH (CONT'D)
Cowards, stealing from the elderly.

Bardivus SNARLS before he speaks.

BARDIVUS
A coward, am I?

Arleah hears Elsa SOBBING, and glances towards her for a moment before fixing an intense stare towards Bardivus.

ARLEAH
(enraged)
A *craven* coward, for look at what
you have done. Look at her!

Bardivus glances at the sobbing Elsa, then suddenly jumps a meter in her direction, then stops as he raises his arms up menacingly as he makes a sound to scare her.

BARDIVUS
Arrhhh!!

Elsa and Wilfred reel back in immense fear.

Arleah round house kicks Bardivus in his exposed ribcage, causing him to falter sideways and recoil with great fear away from Arleah.

ARLEAH
(extremely fierce/enraged)
Leave all that you have stolen, you
lowlife, and run like the pathetic
coward you are, or I will smash you
to a place from where you will not
return.

Bardivus reels back, removes a MEDIUM SIZED CLOTHE BAG of COINS from his pocket, and begins to move for the door as he drops the bag on the floor.

Many GOLD, SILVER and BRONZE COINS spill out onto the floor.

Suddenly a new voice is heard from the external doorway, in which stands THE RA-CHE WOLF; Darvil, now in his 30's, wearing warrior attire. He is now grim faced and battle worn.

He is now the leader of the Torva Wolves; his Wolf Soldiers, who form The Army of the Ra-Che Wolf.

He looks pensively at Arleah for a moment.

RA-CHE WOLF
And what might, I do ask you, be
happening here?

Arleah, Braxotti, Shardarni, Elsa and Wilfred turn to look at The Dark Wolf.

(CONTINUED)

CONTINUED: (3)

RA-CHE WOLF (CONT'D)
Tell me, Bardivus, what do you
think you are doing?

Bardivus shrugs.

The Ra-Che Wolf gestures for Bardivus, Braxotti, and
Shardarni to leave the store.

He moves out of their way as they file past him out the door.

The Ra-Che Wolf slaps Bardivus across the side of his head as
he passes him.

The Ra-Che Wolf glares intensely at Arleah.

She peers back at him, bewildered, not recognising him.

RA-CHE WOLF (CONT'D)
How very brave of you.

The Ra-Che Wolf and Arleah glare at each other for a moment.

The Ra-Che Wolf turns and quickly exits the door.

Elsa begins sobbing prompting Arleah to go and join Wilfred
in comforting her.

WILFRED
You once resolved such things
peacefully, Arleah. What has
happened?

ARLEAH
Time has made me weary, Wilfred.

Arleah ponders for a moment; a realisation.

ARLEAH (CONT'D)
Fear not, my friends, they will not
return.

ELSA
How can you know?

ARLEAH
The one who stood at the door. He
is my brother.

Arleah turns and paces to the door.

ARLEAH (CONT'D)
No cost for the wheat, my friends.

EXT. REMOTE FIELDS - IN FRONT OF STORE - DAY

Arleah paces from the store.

(CONTINUED)

CONTINUED:

She sees The Ra-Che Wolves and the three Wolf Soldiers gallop on their four horses up the road in the middle distance.

She sees the saddle has been removed from her Brown Horse and placed on the ground.

She moves towards where the Horse is tethered.

ARLEAH
That wont stop me.

She sees that the bridle has been tied in a difficult-to-undo knot.

ARLEAH (CONT'D)
Though that will.

EXT. REMOTE, SPARSE FIELDS - DIRT ROAD - DAY

Arleah rides her Horse slowly, returning along the road.

Her face is solemn with sadness and subdued anger.

A TEAR falls from her eye and rolls down her cheek.

As she rides on, a voice over; poetic narration, is heard:

'ARLEAH'
NARRATOR: WILFRED

A HEART ONCE OF GOLD,
THE YEARS HAVE MADE COLD.

Arleah rides on as she notices a bank of LARGE, FOREBODING, DARK GREY CLOUDS move quickly across the sky in the distance.

She peers at the clouds with concern.

EXT. PRISTINE FARMLAND FIELDS - QUAINC COTTAGE - DAY

In the middle of a sprawling, rich green field, is a QUAINC COTTAGE, next to which an ORNATE HORSE CARRIAGE (Sage's Carriage) is parked. The carriage has SIDE VIEWING WINDOWS.

Two HORSES graze nearby, and there is a LARGE WIRE COOP, containing several CARRIER PIGEONS, next to the cottage.

INT. QUAINC COTTAGE - DAY

The open living area of the cottage consist of a KITCHEN area, DINING area, and SITTING 'ROOM' area.

There are four internal, and two external doors.

(CONTINUED)

CONTINUED:

Amongst varied ORNAMENTS on a MANTEL BOARD upon a wall, sits an OLD, WOODEN TREASURE CHEST; 20 cm wide, 15cm high, and 15cm deep, made with THICK WOOD, and with an arched lid.

The Treasure Chest is covered with etched ARCHAIC, RANDOM, MEANINGLESS PATTERNS.

On the front and back of the chest are PANELS which appear to be purely aesthetic, though are in fact removable. They take up most of each of the sides equally; the portions of the actual sides of the chest creating a 'frame'.

The chest has an OLD-STYLE KEY HOLE.

CUTHBERT, (60's) male, sage, pseudo-regal attire, sits in an ARM CHAIR in the sitting area, dozing.

Cuthbert's wife, HEATHER, (60's) female, sage, quaint attire, sits at a TABLE in the dining area, KNITTING a QUILT.

Their daughter, MALLORY, (30's) female, sage, elegant yet practical attire; which has two large pockets, each at the VERY sides of her upper garment, also sits at the table in the dining area, writing on PARCHEMENTS with a QUILL.

An INK WELL sits nearby on the otherwise clear table.

An EARTH TREMOR suddenly occurs, lasting for several moments, startling Mallory and Heather, and causing Cuthbert to awaken from his slumber.

The tremor causes the Treasure Chest to fall from the mantel.

The chest lands on the floor; an 'aesthetic' panel falling off it.

MALLORY
(rising to her feet)
Grandfather's treasure chest!

Mallory rushes to the chest, lifting it from the ground as Cuthbert and Heather join her.

They look at the side of the chest from which the panel fell.

On the now-revealed solid side of the chest is an etching which depicts an ERUPTING VOLCANO, and MANY LONG CRACKS in the ground surrounding the volcano; a ruptured landscape.

Mallory flips the chest around and removes the panel from the other side of it.

They see a CHISELLED INDENT which is the shape of an OLD-STYLE KEY, though no key is present.

HEATHER
My brother has a key of that shape.

(CONTINUED)

CONTINUED: (2)

CUTHBERT

(to Mallory)

Write a message to your uncle to
let him know to meet us in
Charkvale with the key.

MALLORY

Yes father.

Mallory hands the Treasure Chest to Heather, who cradles it with loving sentiment, as Cuthbert rushes from the cottage.

Mallory moves quickly back to the table.

EXT. PRISTINE FARMLAND FIELDS - QUAIN T COTTAGE - DAY

Cuthbert places CARRIAGE HARNESSES on one of the Horses as Mallory, holding a written parchment, and Heather, carrying the Treasure Chest, pace from the cottage.

They approach the pigeon coop, from which Mallory removes a PIGEON.

She places the parchment into a RECEP TACLE which is attached to a CARRIER PIGEON HARNESS, and Heather, putting down the chest, helps her secure the harness onto the pigeon.

Mallory releases the pigeon, and her and Heather watch it FLY away.

MALLORY

I do so yearn to knoweth the
freedom of flight, mother.

HEATHER

Such foolish dreams for one so
wise, my girl.

MALLORY

Indeed.

EXT. RUSTIC VILLAGE - GRASSY COMMUNAL AREA - NIGHT

Beneath a radiating full moon, Arleah, now in casual attire, sits alone on a LOG beside a SMALL FIRE.

The fire is in the centre of a communal area in the village of TWO DOZEN LOG CABINS, set upon thick green grass.

Arleah gazes deeply into the fire. DISTANT THUNDER causes her to look towards a STORM on the very far horizon.

Apprehension appears on her face, and increases greatly when she sees the storm INTENSIFY.

From out of the dark surrounds The Wanderer, now in his 30's, wearing warrior attire, ambles towards Arleah.

(CONTINUED)

CONTINUED:

Arleah rises to her feet as he approaches, and they greet each other with a hug.

WANDERER

You seem troubled, my love.

ARLEAH

(looks back to the storm)
A grim foreboding has found my
heart. An immense peril somewhere
rises.

WANDERER

I have just learnt that marauders
not seen before wreak havoc to the
east. Could this be what you sense?

Arleah turns to The Wanderer and shakes her head slightly.

ARLEAH

It is a menace far greater than any
army. A fierceness untold.

The Wanderer frowns slightly.

WANDERER

I must now go to stand with those
who resist these savages. Fear
abounds, I hear, so they must fall.

ARLEAH

I will fight beside you.

WANDERER

You will need to be here for the
protection of the villagers in case
the battle makes it this far.

Arleah grimaces a little.

ARLEAH

It would surely not reach this
place if I join you now.

They begin to walk side by side through the village.

WANDERER

Indeed.

ARLEAH

Though, I suppose, if even just
some of them make this way, it
would be best if I were here.

WANDERER

Those who spread fear do enrage me.
I shall destroy their leader.

(CONTINUED)

CONTINUED: (2)

Arleah sadly nods.

WANDERER (CONT'D)
A harsh action to take, I know
Arleah, though it will send a clear
message to those who follow him.
For the sake of the greater peace.

They stop walking and stand near a GIANT EAGLE, which sits freely on the ground, resting.

On the ground nearby are two LONG, METAL BATONS.

The Wanderer and Arleah turn to each other.

ARLEAH
Stay safe, my love.

They embrace.

The Giant Eagle rises to its feet.

EXT. SKY/FARMLAND VALLEY WITH HAMLETS: A BATTLEFIELD - DAWN

The Wanderer, with his batons attached to his belt, stands on the Giant Eagle's back as they FLY through the sky, across which a STORM gathers.

They fly towards the farmland valley, upon which are several TINY HAMLETS.

The entire ARMY of THE RA-CHE WOLF, which consist of FIFTY SOLDIERS; nineteen women and thirty one men, create chaos in the valley; intimidating the valley folk, striking down those who resist, stealing items, food, and horses, and setting unoccupied buildings alight.

The Ra-Che Wolf, Braxotti, Shardarni, Bardivus, and amongst the fifty soldiers.

A dozen LONE WARRIORS, three women and nine men, FIGHT the Wolf Soldiers in an effort to spurn them from the valley.

'WANDERER'

NARRATOR: VOICE ARTIST
(WORDS/ACTION CORRELATE)

A WANDERER FROM LANDS AFAR NOW FACED A BATTLE NEW,
UPON HIS MIGHTY EAGLE TO THE ENDLESS SKY HE FLEW,
THE GLOOMY STORM DID FUSE TRUE GRIT FIRMLY IN HIS MIND,
THUNDER FROM WITHIN HIS HEART AND DESTINY COMBINED.

(CONTINUED)

CONTINUED:

The Wanderer approaches the valley, and grimaces with staunch resolve as he looks down upon the chaos below.
The Ra-Che Wolf sees him fly in on the Eagle.

VISIONS OF HIS VICTORY FORMED WITHIN HIS SKULL,
ANY SHRED OF FEAR HE HAD WAS NOW SO VOID AND NULL,
SPARKS OF FURY AND RIGHTEOUS RAGE LIT WITHIN HIS SOUL A FIRE,
AS CATAclySMIC WINDS OF CHANGE LIFT THE EAGLE HIGHER.

His face now both solemn and enraged, he braces himself as the Giant Eagle rises higher upon fresh winds, then begins its quick decent.

A PARAGON INTREPID TRUE, THE STORM HINDERED HIM NOT,
HE FACED A SENSELESS WAR IN A PLACE THAT TIME FORGOT,
HE JOINED A RAGTAG ARMY FOR A MONUMENTAL FIGHT,
THEY'LL LET NOT THE TRANQUIL LAND KNOW A DREADFUL PLIGHT.

The Giant Eagle swoops down, and flies at the height the Wolf Soldiers are as they sit on their horses.

As the Giant Eagle glides above the ground, The Wanderer, wielding a baton in each hand, knocks many Wolf Soldiers from their horses.

AGAINST THE WOLVES THEY MADE A STAND, A FIGHT UNTIL THE END,
PEACEFUL HEARTS FROM HATEFUL ONES THEY WOULD INDEED DEFEND,
THE ARMY OF THE MADMAN WOLF WERE A FOE FORMIDABLE,
TO RISE AGAINST IT'S BRUTAL FORCE; A TASK IMPOSSIBLE.

The Giant Eagle narrowly dodges a direct attack from a Wolf Soldier, so The Wanderer jumps from the Giant Eagle, and lets it fly up to safety.

The Wanderer continues the battle on foot.

The Lone Warriors continue to battle the Wolf Soldiers.

(CONTINUED)

CONTINUED:

IN BATTLE GRIM THE WANDERER MET *THE WOLF OF DARKENED HEART,
A FEROCIOUS CLASH LIKE NONE BEFORE, TO THEM IT WAS AN ART,
A FIGHT OF FORCE BORN OF A RAGE, A RAGE THAT WOULD NOT YIELD,
EACH OF THEM WERE NOT THE ONE TO DIE IN THE BATTLE FIELD.

The Wanderer faces *The Ra-Che Wolf in battle.

They exchange several blows; The Ra-Che Wolf's attack
relentless.

It seems The Wanderer will be defeated.

THE WANDERER, WITH SPIRIT WILD, THEN GAINED A VICTOR'S EDGE,
FREEDOM FOR VALLEY FOLK WAS HIS UNSPOKEN PLEDGE,
THE WRETCHED LIFE OF THE WOLF HE COULD HAVE THEN JUST TAKEN,
HE SPARED HIM THOUGH AS HE COULD SEE THE WOLF WAS VERY
BROKEN.

The Wanderer finds his ground, and strikes The Ra-Che Wolf
with great force, causing him to fall to the ground.

The Ra-Che Wolf does not rise up, and cowers in fear.

WANDERER
You will spread fear no more.

The Wanderer raises his baton, in preparation to strike The
Ra-Che Wolf.

The Wanderer hesitates as a spark of vague recognition
appears on his face.

WANDERER (CONT'D)
Who are you?

Bewildered, The Ra-Che Wolf shrugs and shakes his head.

The Wanderer then sees when a FAMILY with SEVERAL CHILDREN
standing nearby, watching on.

He turns back to The Ra-Che Wolf.

(CONTINUED)

CONTINUED: (2)

WANDERER (CONT'D)

I will spare you. Change your ways.

THE WOLF'S ARMY DID HOLD THEIR GROUND, THE BATTLE WAS NOT WON,

THOUGH THE TIME WAS SOON, THE WANDERER KNEW, THAT ALL THE WOLVES WOULD RUN,

THE RAGTAG CREW DID INDEED SMASH THE WOLF'S DARK LEAGUE,

THE WOLVES RAN QUICKLY FOR THE HILLS, DEFEATED AND FATIGUED.

The Wanderer joins the other Lone Warriors in battle.

They find victory, and The Ra-Che Wolf and his Soldiers retreat to the hills.

The Wanderer and the Lone Warriors watch the army run away.

THE WANDERER LET THE EAGLE GO, TO SOAR THE SKY SO FREE,

HE THEN WALKED THROUGH THE PEACEFUL LAND AND SAW TRANQUILITY,

THE PEOPLE OF THE VALLEY NOW HAD SUNSHINE IN THEIR SKY,

THE STORMY WORLD THAT BESET THEM HAD TRULY BEEN DEFIED.

The Wanderer stands looks across the valley as the Giant Eagle lands nearby.

Smiling, The Wanderer pats the Giant Eagle's head, nods at it, and gestures to the sky.

The Giant Eagle flies away.

The Wanderer helps, as do the other Lone Warriors, the valley folk in different ways, as he walks through the valley.

The farmland valley is now peaceful, though it has been RAVAGED by the Army of The Ra-Che Wolf.

Smouldering fires, destroyed hamlets.

It is a GRIM LANDSCAPE.

Bardivus approaches the still fallen Ra-Che Wolf, and helps him to his feet.

(CONTINUED)

CONTINUED:

RA-CHE WOLF

We shall rest, then annihilate
these lands like never before. I
will not, I do declare, be defied.

EXT. CHARKVALE - MAIN STREET, NEAR TAVERN - MIDDAY

CHARKVALE is a CELTIC-TYPE TOWN, with MANY SHOPS, including a TAVERN (a *CLEAR-GLASS WINDOW* of which is near its front door) which is opposite a GEMSTONE SHOP, on its main street.

Three dozen TOWNSFOLK SCURRY or STROLL about the place.

DROLOOG, 50's, male, rogue, GREY HAIR and a BROWN BEARD, labouring attire, trudges glumly along the street towards the Tavern.

Walking from the other direction, Heleenix, now in her 30's, warrior attire, approaches Droloog.

Heleenix stands in Droloog's way, causing him to stop.

HELEENIX

The Wolf has sent me to collect
from the buffoon the debt to him.

DROLOOG

The amount is huge. I be needing
more time.

Heleenix shoves Droloog, who reels backwards.

HELEENIX

His patience, as is mine, is short.

Heleenix struts away.

Droloog finds his feet, and rushes meekly into the Tavern.

INT. CHARKVALE TAVERN - MIDDAY

The Tavern is NOISY due to its MANY PATRONS.

The wall behind the SERVING BAR has SHELVES with SPIRIT and WINE BOTTLES upon them.

On another wall, alongside the patron area, is a sizable FRAMED, PORTRAIT-STYLE ETCHING of ARLEAH, with a PLAQUE on the lower edge of the frame reading 'ARLEAH the FEARLESS'.

Sitting at a ROUND TABLE with FOUR SEATS, not far from the etching, are three more male rogues in varying labouring attire; CRONY (30's), COHORT (40's), and a SHORT, WIRY FELLOW, COMRADE (20's). They drink from PEWTER MUGS.

Adjacent to their table is ANOTHER ROUND TABLE with FOUR SEATS, at which a Sage, LEVI (70's), male, hippie-like attire with pockets, sits alone. He bares a semblance to Heather.

(CONTINUED)

CONTINUED:

Levi has no drink or food, and ponders vaguely as he looks casually 'into nowhere'.

Leaving the serving bar with a PEWTER MUG, Droloog approaches and sits, in the chair nearest to Levi's table, with Comrade, Crony and Cohort; at their table.

Droloog's fellow rogues drink as they listen to him.

DROLOOG

The Ra-Che Wolf is wanting gold he
cheated out of me.

Crony shakes his head slightly, and shrugs.

CRONY

Your new friend swindles your
castle from you, and you continue
to play cards with him?

Droloog shrugs dismissively.

Mallory and Cuthbert, who carries the Treasure Chest, rush into the Tavern.

Mallory and Cuthbert join Levi; sitting down at his table.

Droloog slyly watches the Sages as they interact with each other.

With the treasure chest now on their table, Levi produces a KEY from his pocket. He UNLOCKS the treasure chest with it.

Levi removes from the treasure chest THREE OLD PARCHMENTS, upon which there is OLD-STYLE WRITING in ENGLISH.

Cuthbert snatches the Parchments from Levi.

This causes the Parchment which is at the bottom of the stack of three, to fall, unseen by all three Sages, onto the floor near Droloog's chair.

Droloog sees it fall, though he does not pick it up; 'ignoring' it so not to bring attention to it.

Levi removes from the treasure chest a GREY CLOTH POUCH, the size of which is no bigger than what can be held in one hand.

He empties several COLOURFUL GEMS from it onto the table.

Droloog leans a little to listen as Cuthbert begins to read aloud from the First Parchment.

Due to the SOUND of the other patrons TALKING in the background, he only catches snippets of what Cuthbert says.

(CONTINUED)

CONTINUED: (2)

CUTHBERT

...the Mountain of Fire...

...destruction of all things...

(goes to the second page)

...if the gems are cast into the stream which springs...

...and the wrath of the mountain will be no more.

Cuthbert has now read the Second Parchment, sees it is the 'last' page, and checks the back of it for more writing.

There is none.

Levi returns the Gems to the Grey Pouch as Mallory speaks.

MALLORY

Fret not. We shall find Arleah.

Droloog hears Mallory say this, prompting him to peer at the framed etching of Arleah.

Cuthbert places the two Parchments and the Grey Pouch back in the treasure chest, and closes the lid.

Levi carries the treasure chest as he, Mallory and Cuthbert scurry from the Tavern, leaving the fallen Third Parchment on the floor.

After the Sages leave, Droloog picks up the Third Parchment.

He rubs his chin as he quickly and quietly reads it.

DROLOOG

(with realisation)

Those gems can be paying my debt!

Dropping the Third Parchment onto the table, Droloog springs up from his chair and rushes towards the exit.

Droloog paces out of the Tavern door.

EXT. CHARKHAVEN - MAIN STREET, IN FRONT OF TAVERN - DAY

Outside the Tavern, Droloog stops and looks up the street and sees the Sage's Carriage, driven by Levi, disappear up the road.

Disgruntled, Droloog turns around and re-enters the Tavern.

INT. CHARKHAVEN TAVERN - DAY

Entering the Tavern, Droloog stomps back to his table.

He remains standing near the table as he speaks to Comrade, Crony and Cohort.

(CONTINUED)

CONTINUED:

DROLOOG

Does this town lie between Arleah's village and Fire Mountain?

COMRADE

No. But Gladefern does.

Droloog begins to smirk, picks up the Third Parchment from the table, and glances at it.

He then glares thoughtfully at the etching of Arleah on the wall.

He rubs his chin once more as he pockets the parchment.

CRONY

(laughing)

And now you are going to take on Arleah, the great warrior?

Droloog's smirk turns into a thoughtful frown.

EXT. RUSTIC VILLAGE - MAIN STREET - LATE AFTERNOON

A dozen VILLAGERS roam around, including a THIN VILLAGER (40's), and a SPRITELY VILLAGER, (30's).

Arleah, now in different labouring attire, stands on the street holding her Brown Horse; a fresh HESSIAN BAG of wheat loaded upon his back, by his reigns.

The Spritely Villager approaches Arleah, they greet with a single pat upon each others shoulder.

Arleah gives the Spritely Villager two SILVER COINS.

The Spritely Villager mounts the Brown Horse.

ARLEAH

Marauders run amok to the east, though this delivery is to the west. Do take care in any case.

SPRITELY VILLAGER

Yes. I have heard. They are called the Army of the Ra-Che Wolf. Once shunned by their own people, they now seek vengeance on all people.

Arleah has a realisation.

ARLEAH

The Ra-Che Wolf is my brother, and my beloved has gone to kill him!

Arleah is numb: dumbstruck for a moment.

(CONTINUED)

CONTINUED:

SPRITELY VILLAGER

Oh. You are his the sister? It is said that betrayal from his sister fuels his vengeance. You are the author of the rising chaos.

Raising a dismissive hand towards Arleah, The Spritely Villager quickly rides off.

Arleah snaps out of her 'moment', and turns to the departing Spritely Villager.

ARLEAH

(shouting)

Wait! I need my horse!

The Spritely Villager does not hear and rides on.

Arleah notices, in another direction, the Sage's Horses and Carriage arrive in the middle distance.

From near the Carriage, Levi, Cuthbert and Mallory, who carries the Grey Pouch in her hand, walk towards Arleah.

Arleah begins to walk towards the approaching Sages.

As she walks, she ponders, then thinks aloud.

They stand in a circle as they all meet up.

LEVI

Greetings milady. You are Arleah?

ARLEAH

I am her.

As they speak, the Thin Villager walks by, and stops to listen to the Sages confer with Arleah.

MALLORY

Thou art the one who fears nought.

ARLEAH

So it is said.

MALLORY

A great woe rises from yon horizon.

Arleah slightly nods knowingly.

CUTHBERT

Do you have knowledge of the Mountain of Fire?

ARLEAH

It is a fable. A forgotten old fable.

(CONTINUED)

CONTINUED: (2)

LEVI

You must believe...I know it seems
crazy...it is real as the sky.

CUTHBERT

The molten fury within it now
shakes the hills like never before.
This does herald the end of many
lands, near and afar.

LEVI

You, brave lady, are the one. So
many might perish. You will not see
that. Your fire is greater.

Arleah frowns a little, and casts her eyes to the ground.

She looks up again when Mallory speaks.

MALLORY

(gives Arleah Grey Pouch)
If these gems are cast into the
stream which springeth from the
mountain, the flame thereof shall
be rendered forever null.

ARLEAH

(looks in Grey Pouch)
I must go to prevent my beloved
from destroying my brother, though
this looming shadow of which you
speak will reach, if it is real,
many places.

Arleah removes a Gem from the Grey Pouch, and holds it up to
look at it in the fading daylight.

Flustered, the Thin Villager fearfully rushes away.

LEVI

Your light must shine, warrior. Do
you take on this task?

Arleah peers at Levi, pondering. She shakes her head.

She shrugs, then nods.

ARLEAH

Yes. Though I am without my horse,
so I shall need passage with you to
Gladefern, where I will make
purchase of another.

CUTHBERT

We must leave now, there is not a
moment to waste.

Arleah nods.

(CONTINUED)

CONTINUED: (3)

ARLEAH
I must prepare.

EXT. CHARKVALE - MAIN STREET, NEAR GEMSTONE SHOP - DUSK

Two dozen TOWNSFOLK mill around the place.

The Ra-Che Wolf, with now only three dozen of his Wolf Soldiers, begin to trot through town on their Horses.

The Wolf Soldiers include Bardivus, Shardarni and Braxotti.

Townsfolk flee from the street as they notice The Ra-Che Wolf and his Soldiers.

The Ra-Che Wolf and his Soldiers take glee in the panic, and goad the Villagers to run.

Droloog walks out of the Tavern, and casually glances at the Gemstone Shop.

He turns to walk up the street and notices The Ra-Che Wolf and his Soldiers approach him.

Droloog walks towards The Ra-Che Wolf, who stops his Horse.

The Wolf Soldiers prompt their Horses to stop also.

Droloog feebly approaches The Ra-Che Wolf.

RA-CHE WOLF
You are a fool, so it does bewilder me not that you approach without your debt in hand.

DROLOOG
I can soon be giving you something of very great value. The prophecy of wide spread devastation caused by Fire Mountain, and the sacred gems that can be making the prophecy void. Are you knowing of these things?

RA-CHE WOLF
No. What of it?.

DROLOOG
Tomorrow, I'll be holding the gems.

RA-CHE WOLF
Then tomorrow evening, be with them in the tavern. I will send someone.
(turns to Shardarni)
You. Go and tell Heleenix of this.
Then join us back in the valley.

(CONTINUED)

CONTINUED:

Shardarni nods, turns back, and trots away on her horse.

The Ra-Che Wolf turns back to Droloog.

RA-CHE WOLF (CONT'D)
From whom are you taking the gems
from?

DROLOOG
I'll be stealing them from the
warrior Arleah over in Gladefern.

The Ra-Che Wolf grimaces as he ponders for a moment.

RA-CHE WOLF
Be sure to tell her, I insist of
you, that it is I to whom you will
be giving the gems.

DROLOOG
Yep.

RA-CHE WOLF
Do tell her where she can find me.
In my new castle. You know the one.
(laughs mockingly)
(fiercely menacing)
Be sure to be in the tavern with
the gems, for if you are not, my
approaching shadow upon you will
cast a terror untold.

Droloog reels back.

The Ra-Che Wolf LAUGHS MANICALLY as he and the his Soldiers
proceed to GALLOP onward on their Horses.

Scowling, Droloog watches them depart.

He again glances towards the Gemstone Shop as he mutters to
himself as he rubs his chin.

DROLOOG
He has taken enough from me.

EXT. ROLLING HILLS - DUSK

Weary from battle, The Wanderer walks alone under a CLOUDY
SKY, returning to his village.

There is no rain, though slightly surreal LIGHTNING and
THUNDER randomly emit from the clouds across the sky.

The Wanderer stops walking, and looks around at the sky,
bewildered by the surreal nature of the slight storm.

He begins to again walk in the previous direction.

EXT/INT. COUNTRYSIDE - DIRT ROAD/HORSE DRAWN CARRIAGE - DUSK

Levi drives the Horses and Carriage along the dirt road.

Mallory sits opposite Arleah, who is now in FULL WARRIOR ATTIRE. She carries no weapons.

Cuthbert sleeps sitting upright in his seat next to Mallory.

Arleah and Mallory both quietly look out the windows.

Mallory looks towards Arleah.

MALLORY

Maketh thou journey with haste, for
the mountain's wrath shalt be
soon. Doeth not, I must warn you,
cross the Sands of Tyranny.

ARLEAH

That desert is a myth.

Mallory peers mysteriously at Arleah.

MALLORY

It too is in the 'land that is not
there', most surely.

ARLEAH

The impossible things I have heard
of the desert; it cannot be real.

MALLORY

It exists most certainly, and if
thou dare to walk upon it, thou may
well forever fade. Of these words,
may the wise take heed.

Suddenly the Carriage SHAKES as the road on which they travel TREMBLES.

Arleah and Mallory to peer out the Carriage window.

TREES SWAY as the Horses WHINNY.

The tremor stops.

Slight trepidation appearing on her face, Arleah maintains her stare out of the window.

ARLEAH

The sands will be my only path, I
do foresee.

(CONTINUED)

CONTINUED:

MALLORY

Then so be it. If untimely fate
awaits you not, destiny thou wilt
then embrace. What defines your
fearlessness, Arleah?

Her brow furrowed, Arleah remains silent.

Arleah turns her head to look back at Mallory.

MALLORY (CONT'D)

Your boundless love. The very
essence of your spirit is love
pure, which flames your courage.

Arleah appears anguished, frowns a little, and slightly
shakes her head.

MALLORY (CONT'D)

The people whom you defend and
protect, the ones for whom you
care, how many are they in number?

Arleah looks at Mallory deeply, shrugs, and looks to the
floor of the carriage, despondent.

MALLORY (CONT'D)

Indeed. A love so boundless, even
you gauge it not. It reaches afar
to those you hath not even met.
Your pure love bestows fire to your
warrior heart.

Arleah's eyes become distant.

ARLEAH

My love has faded. Those whom I
have stood against have stolen it
from me. I still make a stand only
as I know not what else to do.

MALLORY

Hence, fate is unlikely to befall
you. The heart of courage alone
will knoweth destiny fulfilled.

ARLEAH

The ones I have stood against cause
fear to the defenceless, which has
given rage to my heart. Can courage
born of such a thing forever see me
victorious?

Mallory looks reflectively Arleah at for a moment.

She frowns slightly; she has no answer.

Arleah again looks out the window.

(CONTINUED)

CONTINUED: (2)

MALLORY

You said at your village your
beloved seeks to take the life of
your brother.

ARLEAH

He knows not that he is my brother,
a brother whom I betrayed a long
time ago. I have forever yearned to
find him, and now I have, I see
that he is wreaking widespread
mayhem, he himself is in danger,
and he is out of my reach.

MALLORY

You have chosen to saveth many
people instead of redeeming your
own brother from doom. This valiant
choice will guide you to do both, I
do foresee.

ARLEAH

I do hope for this, as I do indeed
hope to retrieve him from the dark
path he is on. For it is I who set
him on it.

Arleah turns to look out the window.

The Horses and Carriage move quickly along the road.

An ORANGE GLOW FLARES UP on the far horizon.

Arleah sees the glow in the distance.

ARLEAH (CONT'D)

(anguished)

The mountain! It is real!

The Sage's Horses and Carriage forges through the night.

Arleah still looks out the window into the night, another
FLARE from Fire Mountain reflecting on her face.

She continues to look at Fire Mountain as:

HEART OF LIGHT

NARRATOR: MALLORY

Arleah continues to peer from the carriage window.

A CHAPTER NEW NOW DOES UNFOLD,

(CONTINUED)

CONTINUED: (3)

(verse continues)

FUTURE DAYS SHE MUST UPHOLD,
FOR SUCH BATTLES SHE WAS BORN,
GRIM DAYS WILL SHROUD THE LAND,
AGAINST THIS FATE SHE'LL MAKE A STAND,
A PAGE OF HISTORY TORN.

Arleah's POV: an ORANGE GLOW on the horizon:

SHE'LL CROSS HORIZONS OF VAST GLOOM,
WHICH HERALD GREAT UNCERTAIN DOOM,
WITH NO FEAR OF WHAT MIGHT BE,
THE LIGHT THAT WAS HER HEART,
HAS ALWAYS SMASHED THE GLOOM APART,
MAY THAT LIGHT AGAIN WE SEE.

EXT. RUSTIC VILLAGE - MAIN STREET - EARLY DAWN

Jaded from battle, The Wanderer walks through his village.
He approaches the Thin Villager, who is ambling nearby.

WANDERER

Where is Arleah? I can find her
nowhere.

THIN VILLAGER

Sages were here. They sent her to
the Mountain of Fire.

WANDERER

The myth beyond the ends of the
Earth, in the land that is in fact
not there?

The Thin Villager nods.

WANDERER (CONT'D)

The place that people fear to speak
of?

THIN VILLAGER

I'm afraid to say, yes.

(CONTINUED)

CONTINUED:

The Wanderer looks into the distance.

WANDERER

This would be the great calamity
she foresaw.

(looks to the horizon)

It was from that direction she
sensed this danger. Could you fetch
Thunder and saddle her? I must
prepare.

The Thin Villager nods.

THIN VILLAGER

And prepare quickly. Few people
return from Fire Mountain and its
surrounds. It has become a myth
because people are indeed scared to
talk of it, and for very good
reason.

WANDERER

I must protect my beloved.

The Wanderer quickly paces away, as does the Thin Villager in
another direction.

EXT. SPARSE FOREST - DIRT ROAD - DAWN

The Wanderer, now wearing DIFFERENT WARRIOR ATTIRE, rides his
HORSE, named THUNDER, which gallops along the winding road.

The Wanderer carries his metal batons on his belt.

EXT. SPARSE FOREST - DIRT ROAD - EARLY MORNING

The Wanderer spurs Thunder to increase speed, which she does.

There is a FLASH OF LIGHTNING on the horizon which they move
towards.

EXT. HIGH HILL ABOVE FARMLAND VALLEY WITH VILLAGES - MORNING

The Wanderer and Thunder reach the crest of the hill, above
the FARMLAND VALLEY where battled The Dark Wolf.

He notices an OMINOUS STORM quickly gathering in the sky
above the valley.

Bringing Thunder to a halt, he sees that there is MAYHEM ANEW
in the valley below.

The Army of The Ra-Che Wolf has returned.

The Wanderer senses MOVEMENT in SHRUBS nearby.

A GENTLEMAN FARMER (50's), peers out of the shrubs, and is
relieved when he sees it is just The Wanderer.

(CONTINUED)

CONTINUED:

A LADY FARMER (50's), follows him as he approaches The Wanderer, who looks back towards the valley below.

WANDERER
What happens below?

GENTLEMAN FARMER
After you and your friends left,
the Ra-Che Wolves returned. They
take hold of our valley once more.

LADY FARMER
They arrived in the still of night.

WANDERER
They are called The Ra-Che Wolves?

The Wanderer gives a casual SALUTE to the Gentleman Farmer and the Lady Farmer.

He then begins to ride towards the valley below.

LADY FARMER
(calling out)
There are many of them. You will
need the help of your comrades.

WANDERER
(continuing to ride off)
There is no time.
(then quietly to himself)
Or need.

GENTLEMAN FARMER
(shouting)
Beware their leader. He is
ruthless.

The Wanderer spurs Thunder to GALLOP towards the valley.

The STORM above the valley begins to INTENSIFY.

The Wanderer prompts Thunder to gain speed.

EXT. FARMLAND VALLEY WITH VILLAGES: A BATTLEFIELD - MORNING

The Wanderer again takes on the Army of The Ra-Che Wolf, in the same farmland valley he previously fought them.

This time he FIGHTS ALONE.

An intense STORMS hammers the battlefield.

'I AM THE STORM'

NARRATOR: THE WANDERER
(LYRICS/ACTION CORRELATE)

(CONTINUED)

CONTINUED:

CHAOS REIGNED, AND THEN IT FELL,
LEAVING DUST AND ASH AND GRUELLING HELL,
NOW CHAOS REIGNS ONCE MORE,
BLEAK AGAIN THIS WINTER SEASON,
TREACHERY HAS TURNED TO TREASON,
JUST LIKE THE DAYS OF YORE.

The Wanderer rides quickly towards the battle.
Leaving Thunder in a safe place, he enters the chaos on foot.
As he does so, several The Wolf Soldiers notice him.
They begin to move towards him.

I STEELED MYSELF FOR THE FIGHT AHEAD,
TO FREE GOOD FOLKS FROM HEARTS OF DREAD,
IT IS THE ONLY WAY,
THEIR BROKEN DREAMS AGAIN AT STAKE,
FOREVER TO BUILD, A MOMENT TO BREAK,
THEIR HOPE HAS GONE ASTRAY.

The Wanderer defends the valley folk, striking down, by
'knocking them out', every Wolf Soldier in his path.

There is a fierce determination upon his face.

Nearby surrounding Wolf Soldiers notice The Wanderer pace
along on his ongoing defensive attack.

They begin to hone in on him.

STORMS GONE BY NOW RISE AGAIN,
WINDS THAT BROKE UNBREAKABLE MEN,
NOW RIPPED INTO MY SOUL,
A TEMPEST TRUE, FIERCE AS CAN BE,

(CONTINUED)

CONTINUED: (2)

(verse continues)

ECHOES THROUGH MY ETERNITY,
WITH WINDS OF ICY COLD.

The storm again intensifies.

Several Wolf Soldiers attack The Wanderer at once.

He struggles to contend with them all.

More Wolf Soldiers approach and join the attack.

The Wanderer stands strong, his face grim as can be.

THIS CHILL DID FORGE MY GRIM RESOLVE,
THE ARMY'S MIGHT I WOULD DISSOLVE,
LIKE A LONE WOLF I DID STAND,
THEIR RAGE DID MATCH THE RAGING STORM,
UNTO MY SIDE THEY WERE A THORN,
AS THEY TORE APART THE LAND.

The Wanderer seems defeated as the attacking Wolf Soldiers increase the ferocity of their attack.

He finds his ground, strikes each one of them down; 'knocking them out cold', then moves towards several other Wolf Soldiers who rampage nearby.

MARAUDING AS IF THEY HAD NO SOUL,
I KNEW THEIR BLOOD WAS VERY COLD,
I FACED A STORM WITHIN A STORM,
THE ANGRY SKY AND SOLDIERS FIERCE,
MY FORTITUDE COULD WELL BE PIERCED,
FROM THIS WORLD I COULD BE TORN.

(CONTINUED)

CONTINUED: (3)

The several Wolf Soldiers whom The Wanderer approach see their fallen comrades, and are enraged.

They attack The Wanderer with absolute rage.

The storm yet again intensifies.

The Wanderer is greatly out numbered.

He begins to seem weary.

**THIS DUAL STORM OF FEROCIOUS MIGHT,
UNTO MY DESTINY WOULD BLIGHT,
UNLESS FATE I DO DEFY,
WINDS OF CHANGE WILL CHANGE ME NOT,
WITHIN THIS HELL I SHALL NOT ROT,
THIS STORM WILL NOT CAUSE ME TO DIE.**

The Wolf Soldiers attack on The Wanderer is as fierce as ever.

He seems subdued.

He fights back.

He defeats each of the several Wolf Soldiers by knocking them out cold.

**THE RA-CHE WOLF ON A HILL DID TOWER,
FULL OF HATE, THIS WAS HIS HOUR,
THEN LIGHTNING STRUCK NEARBY,
HIS SILHOUETTE WAS A SHADOW DARK,
GRIM AS THE CLOUDS, IT SHOWED HIS HEART,
A VOID OF NOUGHT BAR HATRED SLY.**

The Wanderer looks around to see The Ra-Che Wolf standing on a small, nearby hill.

The Ra-Che Wolf intensely peers at The Wanderer.

(CONTINUED)

CONTINUED: (4)

A bolt of lightning strikes at a minimum safe distance behind The Ra-Che Wolf.

The flash from the lightning causes The Ra-Che Wolf the momentarily become a pitch black, foreboding silhouette.

All of the remaining Ra-Che Soldiers begin to move in to surround The Wanderer.

THE WOLF THEN DID HIS ARMY SPUR,
THEIR WRATH I SURELY DID INCUR,
THE ONSLAUGHT WAS IMMENSE,
NEVER HAD I SUCH A FIGHT,
LETHAL WAS THEIR COLLECTIVE SMITE,
MY DOOM I COULD WELL SENSE.

The Ra-Che Wolf prompt all his remaining Wolf Soldiers to attack The Wanderer.

They comply, and The Wanderer is overwhelmed by the attack, and greatly struggles to hold his ground.

The Ra-Che Wolf wanders off to create chaos elsewhere.

The storm INTENSIFIES above The Wanderer.

THUNDER SHOOK MY SHAKING HEART,
AND SMASHED THE FEAR WITHIN APART,
THE STORM FLOWED THROUGH MY VEINS,
I NOW DID MOVE LIKE LIGHTNING FAST,
MY SENSE OF DOOM I DID OUTLAST,
MY CHAOS NOW DID REIGN.

The storm above intensifies furthermore.

There is a massive boom of thunder.

The thunder seems to refresh the Wanderer, not supernaturally, though inspirationally.

(CONTINUED)

CONTINUED: (5)

He becomes a most fierce fighting machine, and begins to quickly knock out the Wolf Soldiers with untold quickness.

I AM THE STORM, THE STORM AM I,
JUSTICE I DO DECLARE HEREBY,
THE FEAR THEY LIKE TO SPREAD WAS NOW THEIR OWN,
THEY REAPED THE POISON OF THE SEEDS,
THEY SOWED WITH ALL THEIR NASTY DEEDS,
THIS STORM HAS JUSTICE TO THEM SHOWN.

The Wanderer continues to knock out the Wolf Soldiers.

A few of them are taken back by his fierceness, and run.

The Wanderer knock out the last of the Wolf Soldiers who did not run.

He stops and looks around for The Ra-Che Wolf.

I THEN TRACKED DOWN THE HEARTLESS WOLF,
WHOSE MANIC GRIN WAS NOW ALOOF,
AS HE RAMPAGED WITH DARK GLEE,
I HELD HIM BY HIS SHAKING NECK,
THIS TIME HE'LL KEEP HIS WRATH IN CHECK,
I SMASHED HIM RIGHT THROUGH A TREE.

The Wanderer finds the Ra-Che Wolf strutting around, intimidating, with great menace, the fleeing valley folk in his path.

Before The Ra-Che Wolf knows what is happening, The Wanderer punches him in the face, grabs him by the neck, and throws him at a medium sized tree trunk.

The tree trunk breaks with the force.

The Ra-Che Wolf lies on the ground, unconscious, motionless.

The Wanderer stoops down and checks The Ra-Che Wolf's neck for a pulse.

(CONTINUED)

CONTINUED:

The Wanderer stands, frowning slightly as he looks at the motionless Ra-Che Wolf.

LIGHTING PAVED THE WAY AHEAD,
THUNDER PUT ME IN GOOD STEAD,
FROM THIS VALLEY DARKNESS NOW SPURNED,
CHAOS REIGNED, AND NOW IT'S GONE,
THE WOLVES COULD NOT WITHSTAND THE STORM,
TO THIS PEACEFUL PLACE THEY'LL NOT RETURN.

A bolt of lightning strikes in the distance; in the direction that The Wanderer walks, as thunder booms above.

The last of The Wolf Soldiers leave the valley.

The Ra-Che Wolf wakes up, rises unsteadily, and meekly limps away.

The valley folk thank (unheard) The Wanderer as he walks on, and he humbly acknowledges them.

His Horse Thunder trots towards him.

EXT. GLADEFERN - END OF WIDE MAIN STREET - LATE MORNING

In the CELTIC-TYPE TOWN of GLADEFERN, the Sage's Horses and Carriage, still driven by Levi, stops at an intersection at the end of the town's main street.

INT. SAGE'S CARRIAGE - LATE MORNING

Seated as previously, Cuthbert is now awake, and Arleah still sits opposite Mallory, who removes the Blue Jewel from her Wide Copper Bracelet, leaving the bracelet on her wrist.

She hands the Blue Jewel to Arleah.

ARLEAH

A gesture of good luck?

Mallory nods.

Arleah smiles, as Mallory begins to peer at her intensely; a new epiphany.

MALLORY

You will face an impossible thing,
and many will knoweth great fear if
you do not defeat it.

(MORE)

(CONTINUED)

CONTINUED:

MALLORY (CONT'D)

As brave as you are Arleah, you shalt certainly fail if you have not the courage to find once more your true heart. You must indeed brave the fabled desert if there is no other quick passage.

Arleah nods, and walks away from the Carriage. Levi prompts the Horses to trot away.

CUTHBERT

It is the Sands of Tyranny the desert you speak of?

Mallory nods.

CUTHBERT (CONT'D)

The ones who somehow find their way through that place are never the same.

Mallory peers at him questioningly.

CUTHBERT (CONT'D)

They forever carry its essence, and their attributes are greatly magnified.

Mallory runs her chin in intrigue; this is news to her.

EXT. GLADEFERN - END OF WIDE MAIN STREET - LATE MORNING

Alighting the Carriage, Arleah begins to walk along the main street as the Sage's Carriage speeds away.

Along the main street TENT MARKET STALLS in front of the SHOPS.

MANY TOWNSFOLK, including an ELEGANT LADY (70's), who WEARS A FOB WATCH hanging from her waist, roam around the market.

Separately to her, a RASCAL (20's), SLINKS about, picking peoples pockets.

Looking about as she walks, Arleah stops in front of a busy FOOD VENDOR STALL and looks at the options.

Droloog stands in the crowd, sees Arleah, and begins to look fearful.

He then notices the Rascal pick someone's pocket.

He paces towards the Rascal, whom he confronts.

(CONTINUED)

CONTINUED:

DROLOOG

You. I have a special job for you,
or I'll be taking you to the
sheriff.

The Rascal fearfully nods.

Arleah makes her meal choice, and removes a BRONZE COIN from her pocket.

The Rascal passes Arleah VERY CLOSELY; brushing right past her, a moment or so after she removes the bronze coin.

Unaware of the Rascal, Arleah confers with the food VENDOR.

ARLEAH

I need a quick meal, and please
tell me from where I can make
purchase of a horse.

SOON AFTER:

EXT. GLADEFERN - STREET MARKET PLACE - MIDDAY

Walking through the market place as she finishes eating, Arleah notices the Rascal slyly steal the Fob Watch from the Elegant Lady.

Arleah approaches the Rascal, who sees her, and runs.

Arleah chases the Rascal through the market place.

The Rascal moves quickly.

Townsfolk jump clear of the chase.

Arleah soon catches the Rascal.

ARLEAH

(holding out her hand)
Do you have the time...piece?

RASCAL

(handing Arleah the watch)
Sorry Miss. The mill I worked at
closed. I need to feed my family.

ARLEAH

(reaching into her pocket)
Better to be a beggar than a thief.

Arleah realises the Grey Pouch of Gems is missing.

She looks the Rascal with suspicion.

(CONTINUED)

CONTINUED:

RASCAL

Oh. The pouch. A bloke with a brown beard and grey hair made me take it from you.

ARLEAH

Where might I find him?

The Rascal shrugs.

Arleah quickly walks off.

She sees the Elegant Lady, and gives the Fob Watch to her.

Pacing around the market place, Arleah looks for the grey haired, brown bearded man.

Arleah recognises another rogue, MUTTLEY MANGE (40's), male, western-style attire, though no hat, riding a SADDLED GREY HORSE.

Arleah approaches Muttley and stands in the Grey Horse's way.

Muttley stops his Grey Horse.

ARLEAH (CONT'D)

I do behold, Muttley Mange, the horse thief. On a stolen horse, I would have to ascertain.

MUTTLEY

No. 'Tis my own faithful steed.

Arleah places her hand between the Grey Horse's eyes.

She looks the Grey Horse intently in the eye.

The Horse WHINNIES.

ARLEAH

You speak not the truth.

Arleah peers at the bewildered Muttley, who appears coy.

ARLEAH (CONT'D)

I seek a rogue who has grey hair and a brown beard.

Muttley shrugs.

Arleah removes a GOLD COIN from her pocket, and holds it up in front of herself; a bribe for information.

Muttley looks at the gold coin and grins greedily.

MUTTLEY

He drinks at the tavern way over in Charkvale. His name is Droloog.

(CONTINUED)

CONTINUED: (2)

ARLEAH

Thank you. I will now take from you
this stolen horse.

Muttley prompts the Grey Horse to gallop away.

Arleah gestures to the Grey Horse not to.

The Grey Horse complies with her gesture.

Muttley again prompts the Grey Horse to bolt.

Arleah smiles at the Grey Horse, which doesn't move, and
nods.

Resigned to this, Muttley dismounts.

Arleah quickly jumps into the saddle as she throws the gold
coin to Muttley.

He catches it as Arleah takes up the reigns.

ARLEAH (CONT'D)

Buy your own horse.

MUTTLEY

You buy your own horse!

EXT. CLEARING IN TALL FOREST - DUSK

Riding Thunder into a clearing, The Wanderer is battle weary.

He dismounts and begins to make camp.

CUT TO:

NIGHT:

The MOON shines across the landscape, brightening the night.

The Wanderer dozes under the stars.

Thunder grazes freely/untethered nearby. His saddle remains
on him, and his bridle has been removed, and has been secured
to, and lays across, his saddle.

INT. CHARKVALE TAVERN - EVENING

Arleah enters the Tavern, which is busy with many PATRONS.

Heleenix, who now has a SMALL, LOADED, DOUBLE STRING/ARROW
CROSSBOW BRACED to the back of her left shoulder, walks past
Arleah the other way, towards the exit.

Heleenix glares at Arleah with fierce contempt as they pass.

Arleah does not notice Heleenix at all because she is looking
around for Droloog.

(CONTINUED)

CONTINUED:

Heleenix exits the Tavern.

Arleah sees Droloog sitting, by himself, with his back to the bar; he looking towards the exit.

Droloog is very drunk, and seemingly talking to no one.

(**SITTING NEAR HIM AT THE BAR A RED HAIRE PATRON IS EATING*).

DROLOOG
(ranting loudly)
..Like a king, I be telling you!

Arleah approaches and stands near to Droloog.

In his drunken state, he takes a moment to recognise her.

From outside, through the window near the door, Heleenix watches Arleah and Droloog converse.

DROLOOG (CONT'D)
You! Smart enough to be finding me,
yet foolish enough to be losing the
gems.

ARLEAH
Give them to me.

Droloog happens to notice Heleenix slink away from the window.

DROLOOG
They're gone. No more gems for you,
missy.

ARLEAH
Where I can find them?

DROLOOG
The Ra-Che Wolf has them.

ARLEAH
Do you know of their purpose?

DROLOOG
That I do, woman. And so does he.

Droloog turns slightly and takes a swig of his drink.

ARLEAH
Were can I find him?

DROLOOG
In the castle beyond the great
mountain range. The quickest way
through on horseback is where the
River of Islands cuts through it.

(CONTINUED)

CONTINUED: (2)

Arleah peers at Droloog.

ARLEAH
Why are you so helpful?

DROLOOG
To be getting you out of my face.

Arleah glances at him suspiciously, turns, and rushes from the Tavern.

Droloog sneers in her direction and mutters to himself.

DROLOOG (CONT'D)
The Wolf be expecting you, missy.

Droloog begins to stumble for the exit.

EXT. CHARKHAVEN - MAIN STREET, IN FRONT OF TAVERN - NIGHT

Arleah mounts the Grey Horse, to whom she speaks.

ARLEAH
We must ride through the night, my friend.

EXT. CLEARING IN TALL FOREST/FOREST TRACKS/RAVINE - NIGHT

The Wanderer continues to doze under the stars.

Thunder grazes, untethered, many metres from him.

The sound of WOLVES HOWLING is in the distance.

'THUNDER and LIGHTNING'

NARRATOR: THE WANDERER
(LYRICS/ACTION CORRELATE)

**IN THE WILDERNESS WITHIN MY HEART,
I SEEK MY ARLEAH LOST,
FOR SHE NOW IS A WORLD APART,
WITHOUT HER MY HEART IS FROST.**

The Wanderer sleeps on the ground.

Thunder aimlessly wanders further away from him searching for fresh pickings.

NEARBY STANDS MY TRUSTY STEED,

(CONTINUED)

CONTINUED:

(verse continues)

AS BENEATH THE STARS I DOZE,
THE HOWL OF WOLVES HAUNT ME INDEED, *(SOUND OF HOWLING WOLVES)*
AND WITH HAUNTING FEAR I FROZE.

The howl of the wolves awaken him.

He peers, upwards, into the night sky, fear on his face.

Elsewhere in Tall Forrest: a PACK of TEN WOLVES continue howl as their ALFA WOLF looks quietly into the night.

A RUSTLE FROM THE DARKNESS CAME,
MY HORSE WAS THERE NO MORE,
THEN LAUGHTER FROM A ROGUE INSANE, *(MUTTLEY MANGE LAUGHS)*
ENRAGED ME TO MY CORE.

The Wanderer sits up as he hears rustling and the sound of hoofs.

He sees the laughing Mutley Mange ride off on Thunder.

HE STOLE MY THUNDER, THAT MUTTLEY MANGE,
MY OLDEST FOE A THIEF,
HE RODE MY HORSE TOWARDS THE RANGE,
WHICH CAUSED ME UNTOLD GRIEF.

The Wanderer rises up and makes chase on foot.

Several WILD HORSES stand dozing in the direction The Wanderer runs; off to the side from the 'path' Muttley took.

The Wanderer sees the Wild Horses.

FREE SPIRITS OF THE LAND I SENSED,
WILD HORSES GRAZED NEARBY,

(CONTINUED)

CONTINUED:

(verse continues)

I CHOSE THE WILDEST ONE OF THEM,
AND LOOKED HER IN THE EYE.

The Wanderer approaches one of the Horses, named LIGHTNING.
Lightning stands quietly as he does so.
The Wanderer pats Lightning on her neck.

I CLIMBED UPON THE MIGHTY STEED,
LIGHTNING SURELY WAS HER NAME,
FOR SHE THUNDERED WITH UNTOLD SPEED,
AFTER THE ROGUE INSANE.

Quickly mounting the saddleless and unbridled Lightning, The Wanderer prompts her to gallop after Thunder/Muttley.

Lightning gallops very quickly.

BOLTING THROUGH THE MOONLIT HILLS,
LIGHTNING DID FALTER NOT,
ECHOING THROUGH THE NIGHT SO STILL,
THEN CAME A RINGING SHOT.

The chase continues.

Muttley removes a pistol from inside his coat, looks back as he raises the pistol toward The Wanderer.

Muttley takes the best aim he can whilst turning himself back on a horse.

He fires the pistol towards The Wanderer.

A BULLET IN MY SHOULDER LODGED,
TWO MORE CUT THROUGH THE NIGHT,

(CONTINUED)

CONTINUED:

(verse continues)

ONE OF WHICH I DID WELL DODGE,
THIS WAS A PERILOUS PLIGHT.

The Wanderer is shot in the shoulder, though continues the chase.

The Wanderer dodges two more bullets as the chase continues.

As he sways side to side dodging the shots, Lightning slows down, continuing to chase Thunder/Muttley at a slower pace.

THE SCOUNDREL BOLTED VERY QUICK,
WE CHASED HIM WITH MUCH FURY,
VENGEANCE WOULD BE MY LATEST TRICK,
WITHOUT A JUDGE OR JURY.

Muttley prompts Thunder to gallop even faster, greatly widening the gap between the still slower Lightning.

The chase continues.

IN A RAVINE DARK I SOON FOUND,
THUNDER JUST FREELY GRAZING,
THEN FROM THE DARK
I HEARD THE SOUND,
OF PATHETIC, FEEBLE CRYING.

The Wanderer and Lightning trot into a dark ravine.

Thunder stands nearby, freely grazing.

The Wanderer notices movement in the even darker shadow of the ravine's cliff face as he hears a human whimpering.

The Wanderer sees Muttley cowering near the cliff base.

(CONTINUED)

CONTINUED:

OLD MUTTLEY MANGE WHO STOLE MY RIDE,
IN THE SHADOWS HE DID COWER,
SURROUNDED BY THE WOLF PACK WILD,
WHO HAD RUN THE SCOUNDREL DOWN.

Curled up/sitting in fear with his back to the bottom of the cliff face, Muttley cowers in fear.

The quietly growling Wolf Pack of ten surround Muttley, with the Alfa Wolf closest to him.

The Wanderer approaches Muttley and the Wolf Pack, and pats the Alfa Wolf as he crouches down in front of Muttley.

The Wanderer relieves Muttley of his pistol, holds it casually; though with implied menace, as he stands up.

As Muttley watches him, The Wanderer looks at his bullet wound, rubs it fleetingly, and peers intensely down at the now panicking Muttley, as he lifts the pistol slightly.

WANDERER

You need to stop being a thief.

Muttley nods frantically.

The Wanderer turns and throws the pistol high and far, above the trees, into the forest.

The Alfa Wolf growls menacingly at Muttley, causing The Wanderer to look down at the wolf, and back at Muttley.

WANDERER (CONT'D)

Do not try to find it.

Muttley nods, and looks at the Alfa Wolf with fear.

EXT. SERENE RAINFOREST - HAMLET OF HUTS IN A CLEARING - DAWN

In a beautiful, SERENE RAINFOREST, there is a PEACEFUL HAMLET of A DOZEN WOODEN HUTS, which are spread out sparsely and randomly.

There is a WOODEN WELL, with a FEW WOODEN PAILS around it, in the middle of the Hamlet.

TWENTY PEOPLE; FOREST FOLK, reside in the Hamlet.

Many of the Forest Folk quickly walk around in the Hamlet, carrying FOOD or FIREWOOD, and occasionally look into the rainforest with fear.

No one walks around without a purpose.

(CONTINUED)

CONTINUED:

Other Forest Folk peer fearfully from the windows of their huts.

To one side of the Hamlet is a LONG ROW OF HIGH MOUNTAINS; 'CHAIN MOUNTAINS' which have VERY STEEP CLIFF-LIKE FACES.

The MOUNTAIN CHAIN is LONG AS THE EYE CAN SEE in both directions.

The CHAIN MOUNTAINS are clearly TOO STEEP and TOO HIGH to cross.

Next to the Hamlet is a WIDE RAVINE, which CUTS THROUGH, creating a GAP, in the mountain chain.

A RIVER of LAVA flows through the ravine.

There are NO BANKS to the river; the EDGES of the river meet the TWO STEEP FACES of the ravine.

SMALL, ROUND, GRASSY ISLANDS of a METER and a HALF IN DIAMETER FLOAT ALONG the river of lava.

The ground OCCASIONALLY SHAKES with EARTH TREMORS.

STORM CLOUDS gather, and OCCASIONAL BOLTS of LIGHTNING, gradually increasing in frequency, STRIKE here and there in the distance.

No rain falls from the storm clouds.

Arleah rides the Grey Horse into the Hamlet and towards the well.

The Forest Folk see her, though they do not approach her.

As Arleah dismounts and draws water, with the nearby pail, from the well, she sees a HUGE, SCARY-LOOKING TIMBER WOLF run between trees at Hamlet's edge.

As she provides the Grey Horse with the water, Arleah sees three more equally large and menacing Timber Wolves run through the Hamlet.

The EARTH TREMORS INCREASE in frequency and intensity as the Forest Folk begin to notice the Timber Wolves, all of which are very large and scary looking.

The Forest Folk quickly retreat to their respective Huts.

Looking around as she paces away from the Grey Horse, Arleah sees many more Timber Wolves from the surrounding forest.

FORRESTER, (40's), male, and his wife BROOKE, (40's), female, emerge from a Hut.

They wear SLEEPWEAR, and they yawn and stretch.

(CONTINUED)

CONTINUED: (2)

Forrester and Brooke begin to look around urgently.

FORRESTER
(shouting)
Shelby! Shelby! Where are you?

Suddenly SHELBY, 15, female, runs from the rainforest into the clearing.

Three of the Timber Wolves run towards her.

Arleah bolts towards the Timber Wolves as they close in on Shelby.

The EARTH TREMORS continue to increase in intensity.

Meanwhile, LARGE FRAGMENTS of CLIFF FACE begin to FALL into the river of lava.

LARGER SECTIONS of the cliff face begin to break away.

One of the three Jackals LEAPS at Shelby, who now runs very quickly towards Forrester and Brooke.

Arleah moves quickly, grabs the airborne Timber Wolf, and throws it at the next closest Timber Wolf.

This causes the third Timber Wolf to retreat as the Timber Wolf Arleah threw, and the Timber Wolf it hit, roll along the ground, find their feet, then also retreat.

Forrester and Brooke approach where Arleah and Shelby stand.

Shelby sees them and runs to and hugs Brooke.

BROOKE
Silly girl.

SHELBY
I am sorry, Mother.

FORRESTER
You are Arleah. Thank you, warrior.

Arleah, Forrester, Brooke and Shelby look around as the ground RUMBLES with further intensity..

The ravine SHAKES as LARGER SECTIONS of cliff face FALL into the river of lava.

The rain-less storm continues to INTENSIFY.

More LIGHTNING STRIKES in random places in the surrounding rainforest.

(CONTINUED)

CONTINUED: (3)

SHELBY

Help us Arleah. The wolves are
angry because of the shaking
ground.

Several Timber Wolves begin to surround them as many more
emerge from the surrounding rainforest.

BROOKE

We've seen them here never before.
The rumbling land does bring them.

ARLEAH

I will help. Though tell me, how
far to The Dark Wolf's castle?

Forrester points to the ravine, which now CRUMBLES QUICKLY.

FORRESTER

Not too long a ride. That is the
only way. The River of Islands now
runs red, and the islands now move
with its force.

Arleah peers at the CRUMBLING ravine; the only way through
the chain mountains will soon be blocked.

She looks around at the surrounding Timber Wolves, which are
slowly closing in.

SHELBY

Please help us Arleah!

Arleah looks at Shelby, looks at the Timber Wolves, then
looks at the now more quickly collapsing ravine.

The lightning storm continues as there is another TREMOR.

ARLEAH

I will make them chase me as I go.

SHELBY

No Arleah! Please do not leave us.

The circling Timber Wolves move in even closer.

ARLEAH

(in tears)

I must go, Shelby, for at the
castle are gems that will stop the
ground from shaking. The sky will
soon be red if I do not go now.

Shelby frowns and nods.

Arleah looks towards the well.

She sees that her Grey Horse is GONE!

(CONTINUED)

CONTINUED: (4)

She urgently looks in all directions around the Hamlet.

The Grey Horse is nowhere to be seen.

She turns to Forrester.

ARLEAH (CONT'D)
Do you have a horse?

FORRESTER
(shakes head)
No horses here.

ARLEAH
Then I must run. I'll see you to
your hut first.

Forrester, Brooke, Shelby and Arleah begin to run towards the family's Hut.

Arleah keeps the Timber Wolves at bay as she guards the family from them as she guides them to their Hut.

A Timber Wolf JUMPS at Arleah; she deflects it.

Another Timber Wolf leaps at Brooke.

Arleah dives through the air, and pushes it into two other Timber Wolves. Arleah stands between the fallen wolves and Forester, Brooke and Shelby as they rush to their Hut.

Arriving at their doorway, they turn and look at Arleah.

FORRESTER
I will run with you.

SHELBY
No Father!

ARLEAH
No. If I fall, it is best that I
fall alone.

Forrester NODS as Arleah begins to MOVE towards the ravine.

BROOKE
Thank you Arleah!

Arleah waves to the family as they close the door to the Hut.

Arleah makes her way towards the ravine, fighting off the Timber Wolves, which now close in quicker because she is alone.

A Timber Wolf jumps at her. She deflects it with her right arm, though in that same moment, another Timber Wolf latches onto that same arm.

(CONTINUED)

CONTINUED: (5)

Many more Timber Wolves approach the circle of attack.

As Arleah struggles to loosen the grip the Timber Wolf has on her arm, yet another Timber Wolf clamps its jaws around Arleah's lower leg.

Arleah dislodges the Timber Wolf from her arm, then leans forward and punches the Timber Wolf, which grips her leg, in the chest, causing it to retreat.

As she rises up, another Jackal leaps at her and pushes her back into a tree..

She is very weary, and slides her back down the tree.

She sits at the base of the tree, her back against it.

The Timber Wolves close in; too many to contend with.

She sits at the base of the tree; resigned to defeat.

The lightning storm continues as she looks at the CRUMBLING ravine; the way through soon will no more.

From Arleah's POV:

She closes her eyes as the Timber Wolves move in.

WE SEE:

THERE IS ONLY DARKNESS. Arleah has resigned to her fate.

The only sounds are GROWLING Timber Wolves, intermittent THUNDER, and LIGHTNING STRIKES.

And then SILENCE as the screen remains black.

There is the SOUND of a HORSE GALLOPING.

A WHINNY is HEARD.

Arleah's POV:

She opens her eyes. The Timber Wolves are very close, though have turned the heads to look behind them.

Arleah sees, in the middle distance, her Grey Horse GALLOPING towards her.

Following the Grey Horse is the Wolf Pack which chased down Muttley, lead by their Alfa Wolf.

The Grey Horse and the Wolves CHASE all of the yelping Timber Wolves from the Hamlet.

Arleah rises to her feet as the Grey Horse approaches and nuzzles her as she pats him.

(CONTINUED)

CONTINUED: (6)

ARLEAH
Good work, soldier.

The Alpha Wolf approaches Arleah and the Grey Horse.

Arleah crouches down and pats the Alpha Wolf.

ARLEAH (CONT'D)
Well done. You and your friends
stay and forever guard this place.

Arleah rises from her crouch as the Alfa Wolf gives a
FRIENDLY, GRUFF BARK in response.

The Alfa Wolf watches as Arleah jumps onto the Grey Horse.

Arleah turns the Grey Horse towards the ravine and the Grey
Horse breaks into a fast gallop towards it.

Arleah looks towards the family's hut.

Forrester, Brooke and Shelby stand outside the door.

The family WAVES to Arleah as she gallops away.

SHELBY
We love you Arleah.

Arleah waves back as she rides the Grey Horse quickly towards
the ravine.

EXT. LARGE RAVINE THROUGH MOUNTAIN CHAIN - MORNING

LIGHTNING STRIKES everywhere around as Arleah, on the Grey
Horse, approaches the bank of The River of Islands.

The Grey Horse, prompted by Arleah, JUMPS from the bank over
the flowing lava to the nearest floating island.

Arleah guides the Grey Horse; jumping from island to island,
as they make their way along the river.

The cliff faces each side of them continue to CRUMBLE.

LARGE CHUNKS of cliff face FALL into lava around them as the
race through the ravine from island to island.

LIGHTNING STRIKES an island ahead of them, causing the Grey
Horse to come to a HALT on the island he just landed on.

Reacting to the close lightning, the Grey Horse REARS UP on
his two hind legs as the lightning strike causes a WAVE OF
LAVA to move quickly toward the island which Arleah and the
Grey Horse are on.

Their island RISES UP as the WAVE MOVES under it.

(CONTINUED)

CONTINUED:

The Grey Horse, with Arleah barely holding on, MAINTAINS HIS TWO LEGGED STANCE as the island he stands on RISES UP as the wave of lava moves under it.

The wave moves away as the Grey Horse fall forward from its stance to again stands on all four legs.

Arleah kicks the Grey Horse, prompting him to jump to the next island.

They continue their way along the river of lava, jumping from island to island.

The two cliff faces of the ravine continue to CAVE IN.

Arleah and the Grey Horse make it to the far end of the ravine and jump onto the river bank.

Just as they reach a safe distance, the ravine TOTALLY CAVES IN into the lava filled river; they just made it.

Arleah looks to a FAR DISTANT HILL, where she sees the CASTLE OF THE DARK WOLF.

She prompts the Grey Horse to GALLOP in that direction.

EXT. OPEN COUNTRYSIDE - DIRT ROAD - IRONSMITH HUT - MORNING

The Wanderer, with his bullet wound roughly patched up, rides the galloping Thunder along the road.

In the distance is a JAGGED, RANDOM HORIZON with a RED and PURPLE SKY of RANDOM STORM-LIKE MADNESS above it.

They slow down as they approach a roadside IRONSMITH HUT.

A SILVER, STEAM-PUNK, CRUISER-TYPE, BRAND-LESS MOTORCYCLE is parked in front of the hut.

In the field behind the hut, two other HORSES graze.

An IRONSMITH, (40's) male, sits out front working. He politely stands at the arrival of The Wanderer.

WANDERER
Greetings, ironsmith.

IRONSMITH
Hello, wanderer.

WANDERER
(pointing to motorcycle)
What would that contraption be?

IRONSMITH
It is a metal horse. It fell from the sky one mysterious day.

(CONTINUED)

CONTINUED:

Thunder WHINNIES at the two Horses, who WHINNY back.

WANDERER

My horse has earned a rest after forever bolting into peril. Look after her, and I will give you six gold coins for my use of your iron steed, which I will return to you.

IRONSMITH

(patting Thunder)

Two coins will do.

WANDERER

Where is Fire Mountain?

IRONSMITH

It is where no one should venture.

WANDERER

I care not for such advice.

IRONSMITH

This road leads to the Land of the Endless Storm. You will find Fire Mountain beyond there, if you make it through the storm, which people never do. It is a blight.

The Wanderer nods.

IRONSMITH (CONT'D)

Legend has it, whoever finds the heart of the tempest will be the one to cause it to fall. If they do not fall first.

The Wanderer smiles, turns to Thunder, and rubs her neck.

WANDERER

When the lands are safe, I shall return for you, faithful friend.

(turns to Ironsmith)

Her name is Thunder. And I am the storm. I will fall not.

IRONSMITH

Indeed, wanderer. Storm. What ever your name is.

EXT. ROAD THROUGH VARIOUS LANDSCAPES/STORMY SKY - MORNING

The Wanderer rides his STEAM PUNK MOTORCYCLE along a DIRT ROAD into The Land of the Endless Storm; a ROCKY, JAGGED LANDSCAPE of SMALL MOUNTAINS and CLIFFS.

RED and PURPLE STORM CLOUDS, which make the SUN appear RED, hover above, though the storm has not yet broken.

(CONTINUED)

CONTINUED:

'CATAclySMIC HAZE'

NARRATOR: THE WANDERER
(LYRICS/ACTION CORRELATE)

CHASING DOWN SHADOWS AGAINST THE CUTTING WIND,
TAKING CURVES WIDE WHERE THE ROAD IS VERY THIN,
SLIDING ATOP JAGGED CLIFFS AS IF IT IS A LARK,
ON THE JOURNEY OF A LUNATIC I DO INDEED EMBARK.

Against the wind, the Wanderer motors along a winding road
atop a cliff top.

The wheels of the motorbike slide out a little on several of
the curves, causing him to ride precariously close to the
cliff's edge.

*THE STORM I AM A PART OF IT,
I'M SEARCHING FOR THE HEART OF IT.*

BURNING RED SUN IN A SKY OF MAYHEM SO PRECISE,
SCORCHING THE WAY AHEAD WITH HAIL STONES OF HOT ICE,
MAXIMUM VELOCITY INTO THE RECKLESS STORM,
WHICH HAMMERS AT HORIZONS WHICH ARE ALREADY TORN.

The clouds above rupture, causing hot hail stones to fall.

The Wanderer speeds through the downfall.

He rides clear of the hail storm, though is still in the Land
of the Endless Storm.

Storms surround him, though the clouds above him provide no
rain or hail.

THE ROAR OF MY MAD MOTOR GIVES THUNDER TO THE SKY,
LIGHTNING SPARKS LOOMING HILLS INTO FEROCIOUS FIRE,
I CHARGE THROUGH THE CHAOS ALONG TWISTING TRAILS ABLAZE,

(CONTINUED)

CONTINUED:

(verse continues)

SEARCHING FOR THE HEART OF THE CATAclySMIC HAZE.

The Wanderer knocks the motor bike back a gear, and revs it to power up a steep section of road; the motor roars, and echoes with a thunder-like sound.

Lightning strikes surrounding wooded hills, causing fire to start.

The Wanderer motors on as the road begins to run along a high cliff top.

He gains speed.

**QUICK SILVER BOLTS OF EPIC LIGHT STRIKE UPON MY PATH,
LIGHTNING THROWS MY METAL STEED TOWARDS AN AFTERMATH,
JOLTED BY THE BLINDING FLASH MY HEART IS FUELLED BY FEAR,
I RIDE RIGHT THROUGH MY CERTAIN DOOM TO DESTINY SO NEAR.**

The Wanderer rides into the rainless lightning storm.

Lightning hits the road ahead, causing The Wanderer to swerve, slightly lose control, and nearly ride over the cliff edge.

He corrects the bike, and motors on even quicker.

**THOUGH DESTINY, SO IT DID SEEM, QUICKLY TURNED TO FATE,
LIGHTNING ANEW STRUCK THE ROAD, WHICH DID DISINTEGRATE,
FROM CLIFF EDGE HIGH MY STEED WAS THROWN, INTO THE SKY OF RED
I RODE THE SKY INTO THE STORM, SURELY SOON I WOULD BE DEAD.**

Gaining even more speed, the Wanderer grins, enjoying the madness, when another bolt of lightning strikes ahead of him, smashing the road to bits.

The Wanderer diverts, directly speeding off the edge of the cliff, below which are a lower bank of clouds.

(CONTINUED)

CONTINUED:

The momentum of his speed effectively causes him and the bike to fly, though that momentum soon begins to fade.

THUNDER THAT MY MOTOR GAVE, UNTO THE VIOLENT SKY,

ECHOED STILL THROUGHOUT THE CLOUDS, AND CAUSED MY METAL STEED TO FLY,

I FLOATED LIKE A SOARING BIRD, ON THE STORM THAT WOULD NOT END,

I SPED ABOVE THE CRAZY CLOUDS, THEN STARTED TO DESCEND.

The previous thunder-like sound of his bike revving returns, causing the bike to now 'fly' through the sky horizontally for several moments above the lower bank of clouds.

The bike moves through the sky towards a lower, further-on section of the cliff edge road.

THE ROAD BELOW NOW DID RISE UP, MY WHEELS DID MEET ITS PATH,

I COULD HAVE WEPT AT MY NEAR FATE, INSTEAD THOUGH I DID LAUGH,

YET AGAIN THE SKY LET LOOSE, LIGHTING SMASHED THE WAY AHEAD,

THE STORM I AM THE HEART OF IT, MY HEART WILL NOT KNOW DREAD.

The Wanderer guides the bike onto the road, and laughs as he motors on.

Lighting again strikes ahead of him.

He falters not, and rides straight towards it, passing where it struck a split second after it fades.

THE STORM I AM A PART OF IT,

I'M SEARCHING FOR THE HEART OF IT,

THROUGH THE NEVER ENDING HAZE,

TO END THESE CATAclysmic DAYS.

WITH GRIM RESOLVE I MOTORED ON, TOWARDS MADNESS CYCLONIC,
 I FELT A VERY OVERWHELMING CALM, SO PEACEFUL AND IRONIC,
 THE SHADOW OF THE FRANTIC STORM, I RODE INTO ITS CORE,
 AND CAUSED THE VICIOUS SKY ABOVE TO BREAK APART AND FALL.

The Wanderer rides into a flat section of the Land of the Never Ending Storm, where many small cyclones meander about, forming what seems the heart of the larger construct of storms.

The Wanderer speeds on, calmness upon his face.

From a distance, we see The Wanderer ride/disappear into the madness of the cyclones.

All surrounding storms cease, the clouds literally falling from the sky and dissipating as they land, as the cyclones fade away.

We do not see how The Wanderer made the storms collapse; the essence is metaphorical; facing and defeating adversity.

EXT. NEAR CASTLE OF THE RA-CHE WOLF - WOODLAND - MORNING

Arleah rides the Grey Horse along a WOODLAND TRACK.

When she sees the CASTLE of THE RA-CHE WOLF through the trees, she brings the Grey Horse to a halt, and dismounts.

She speaks to the Grey Horse.

ARLEAH

Stay here. I will return.

The Grey Horse nods.

Arleah begins to move stealthily towards the Castle.

EXT. FRONT: CASTLE OF THE RA-CHE WOLF - MAIN ENTRY - MORNING

Arleah approaches the Castle's entry where a lone GUARD, (30's) male, stands.

Arleah confers with him.

ARLEAH

I seek the castle of the Ra-Che Wolf.

GUARD

This would be it. What is your business?

(CONTINUED)

CONTINUED:

ARLEAH
To see The Ra-Che Wolf.

GUARD
Does he expect you?

ARLEAH
You tell me.

The Guard just smiles slightly.

Arleah marches past the Guard into the Castle.

INT. CASTLE OF THE RE-CHE WOLF - LARGE DINING ROOM - DAY

Arleah enters the LARGE, SQUARE DINING ROOM, which has several OPEN WINDOWS.

Heleenix sits alone eating at a LONG, REGAL, WOODEN BANQUET TABLE, which runs along the edge of the room; close to a wall; leaving a CLEAR AREA in centre of room.

The table has 16 WOODEN CHAIRS set on each side.

There are FOUR SWORDS mounted on the walls; one on each wall.

On a SIDE TABLE next to a wall sits Heleenix's CROSSBOW; TWO PARALLEL STRINGS, DOUBLE LOADED with TWO ARROWS.

Heleenix wears the empty crossbow brace.

Heleenix rises up from her chair and approaches Arleah.

HELEENIX
Arleah the Fearless. You are known
by that name. It is a lie. I am
Heleenix. Know my truth.

Heleenix lunges at Arleah with a right jab.

Arleah joint locks Heleenix's extended right arm, pulling Heleenix forward as she steps aside.

ARLEAH
Why do you hate for no reason?

HELEENIX
I love it. It is a freedom to me.

Heleenix side kicks Arleah in the side of her stomach.

Arleah falls to the ground, and quickly sweep kicks Heleenix's legs, bringing Heleenix also to the floor.

As if in synchronised duality, they each spring to their feet. Arleah raises her fists.

Heleenix now stands in front of a wall-mounted sword.

(CONTINUED)

CONTINUED:

ARLEAH

Such a freedom can not end well.

Heleenix raises both hands, as if surrendering.

HELEENIX

My hatred is for all people, a
freedom which will never cease, I
very much assure you.

With her hands still raised, Heleenix quickly moves her right hand back; towards the wall, and without taking her eyes off Arleah, grabs, without looking at it, the nearby sword from the wall.

Heleenix thrusts the sword towards Arleah's heart.

Arleah jumps backwards, to now be nearer another wall, on which there is another mounted sword, though she is still out of its reach.

ARLEAH

Good work, though not good enough.

Heleenix lurches forward, aiming at Arleah's neck as she swipes the sword horizontally.

Arleah ducks beneath the sword's arc.

ARLEAH (CONT'D)

Nice try. Try harder.

As Heleenix follows through on her swing and the sword comes to the end of its arc, Arleah springs up and kicks Heleenix's sword wielding hand.

The sword flies from Heleenix's hand and through the air with the momentum.

Arleah grabs the nearby sword off the wall as Heleenix springs through the air and retrieves her airborne sword.

They face each other, each with a sword in their hand.

HELEENIX

You speak as if I care for what you
say. Make utterance no more!

ARLEAH

Hatred is born of fear. What is
your fear; that you will never know
true freedom?

Heleenix glares at Arleah.

(CONTINUED)

CONTINUED: (2)

HELEENIX

The righteous warrior will quieten
her mouth, and know well the wrath
of hatred justified.

Arleah holds her sword on guard as Heleenix begins to move
along the other side of the table.

Heleenix leaps at Arleah, brandishing the sword.

Arleah signals 'ON GUARD'.

Heleenix lunges at Arleah's right shoulder with the sword.

Arleah blocks it, sweeping away the sword.

Arleah returns to 'ON GUARD'.

Heleenix thrusts left middle.

Arleah blocks, and thrusts at Heleenix's leg, cutting her.

Heleenix runs in with an overhead strike.

Arleah steps backwards to avoid Heleenix's strike.

Arleah blocks the strike with a HIGH 8.

This knocks Heleenix's sword out a window.

Arleah throws her own sword out the window.

With a sweeping kick, Heleenix knocks Arleah's feet out from
under her.

Arleah falls, hitting her head hard on the floor.

Arleah seems unconscious.

Heleenix walks away, towards a third sword on yet another
wall.

HELEENIX (CONT'D)

(laughing)

Do rest as I fetch another sword.

Arleah suddenly does a backwards roll, and springs to her
feet to land behind Heleenix.

ARLEAH

Hey!

As Heleenix turns around.

Arleah back hands her in the face, knocking her sideways so
she is unsteady on her feet.

(CONTINUED)

CONTINUED: (3)

HELEENIX
(recoiling. very menacing)
Prepare to suffer.

ARLEAH
You are so full of vengeance.

Heleenix throws a crescent kick at Arleah, who jumps clear.

ARLEAH (CONT'D)
And rage.

Heleenix lunches at Arleah with a fast punch towards her head.

Arleah grabs Heleenix's extended arm, and swings her into the wall, next to the side table with THE SMALL, LOADED, DOUBLE ARROW, DOUBLE STRING, CROSSBOW on it.

Quick as can be, Heleenix grabs the crossbow.

Heleenix aims it at Arleah's face as Arleah moves towards her.

Arleah halts, and her and Heleenix stand frozen just over an arm length apart; Heleenix holds the loaded crossbow close to Aroha's face, aimed at her forehead, ready to shoot.

ARLEAH (CONT'D)
And hatred.

They stare tensely at each other as Heleenix applies a little pressure on the trigger.

ARLEAH (CONT'D)
Is it with ease that you hate?

There is a twitch upon Heleenix's face as she nods slightly.

Heleenix squeezes the trigger a little more.

ARLEAH (CONT'D)
Are you not strong enough to rise
above the wretchedness you meekly
embrace?

Heleenix does not flinch, her icy glare intensifies.

ARLEAH (CONT'D)
A life wrought with hardship can
give ice unto one's heart, but let
not the cold give way to darkness.
Allowing the bleak and horrible
things in this world to weary us in
a way that we become the same, how
can that be a freedom, Heleenix?

Heleenix's glare fades a little. She seems to ponder.

(CONTINUED)

CONTINUED: (4)

ARLEAH (CONT'D)
Are we finished with this game?

Heleenix places the crossbow on her shoulder brace.

ARLEAH (CONT'D)
Take me to The Dark Wolf.

HELEENIX
Your brother Darvil, whom you threw
to the wolves at the bridge? Do you
think he wants to see? I do think
he might. Coward.

ARLEAH
I will face him, and all who stand
with him to do what I must.

Her scowl lessening furthermore, Heleenix nods.

INT. CASTLE OF THE RA-CHE WOLF - THE GREAT HALL - DAY

Arleah follows Heleenix into the GREAT HALL of the Castle.

In the Great Hall, TWO DOZEN Wolf Soldiers, male and female,
stand around casually talking. They include Bardivus,
Shardarni, and Braxotti.

The Ra-Che Wolf, now battered and bruised, has a WALKING
STICK by his side, sits on a THRONE at the middle of the
room's back wall.

He confers, unheard, with Bardivus, who stands next to the
throne.

The Wolf Soldiers become agitated at the arrival of Arleah.

Heleenix remains nearer the back of room and observes what
transpires; where Arleah stands is between Heleenix and The
Ra-Che Wolf.

The Wolf Soldiers, except for Heleenix, begin to close in
towards Arleah as she approaches The Ra-Che Wolf.

The Ra-Che Wolf turns his head to see Arleah as she comes to
a halt a few meters from him.

The Wolf Soldiers cease their advance.

RA-CHE WOLF
(sneering)
Ah, my legendary sister. Your
presence here does amuse me. It
will, I do tell you, see your
legend diminish.

(CONTINUED)

CONTINUED:

ARLEAH

You need to return the gems to me,
Darvil.

The Ra-Che Wolf and all the Wolf Soldiers LAUGH.

The Ra-Che Wolf suddenly scowls at her.

RA-CHE WOLF

That is no longer my name. I am The
Ra-Che Wolf.

ARLEAH

The importance of the gems is
immeasurable.

RA-CHE WOLF

(with malicious glee)
Of that, I am very aware.

ARLEAH

If all things fall, so too will
you. Give them to me, or be the
author of your own doom.

RA-CHE WOLF

We are survivors. We will rule over
those who also survive the great
disaster. Death will, so very
tragically, visit many, though. I
hereby assure you, Arleah, this
will be due to your failure. You
fail yet again, brave sister.

Bemused, Arleah crosses her arms.

ARLEAH

A failure of your making, by such
feeble means. You would garner no
respect from those you seek to rule
over if they knew the simple way
you achieved your power.

RA-CHE WOLF

It is ludicrous of you, I must say,
to suggest that I would seek
respect from such people.

ARLEAH

Indeed. Why would you? You yearn to
be a leader, though you would be
unworthy of such respect, as you
would have risen up by treachery.
On this truth you would dwell, and
it would haunt you forevermore.
Unworthy of respect, and honour.

(CONTINUED)

CONTINUED: (2)

RA-CHE WOLF

Do you think I care about honour?

ARLEAH

Great leaders are honourable.

Hence, a great leader you are not.

Seething, The Ra-Che Wolf glares at Arleah.

He rises from his throne, though a little unsteady with his walking stick, slowly walks, with menace, towards Arleah.

The Ra-Che Wolf comes to a halt right in front of Arleah.

RA-CHE WOLF

(coldly calm. menacing)

A great warrior you are not.

For there is, as you will soon

find, no honour in dying a failure.

Your journey, dear sister, has ended.

The Ra-Che Wolf and Arleah exchange an icy stare.

ARLEAH

Even if my failure at the bridge was intended, seeing me die at your own hand is overly harsh retribution, do you not think?

RA-CHE WOLF

Your cowardice was a great betrayal to me, as your fear, your worthless fear, was greater than ensuring your own brother was safe. I have long dwelled on this, you see, and now my heart is now barely a heart at all. Not at all, I do think.

Arleah frowns and looks to the floor.

RA-CHE WOLF (CONT'D)

I have long heard of the legend of Arleah the Fearless. I assure you, my sister, those across the land who laud you will know the truth, and know your demise was justified. You speak of honour. I shall, I do declare, honour your surprising bravery today by having you face my soldiers two at a time. Do you know what Ra-Che means?

ARLEAH

No.

RA-CHE WOLF

It means vengeance.

(CONTINUED)

CONTINUED: (3)

The Ra-Che Wolf steps back and gestures for both Heleenix, who still stands behind (and now to the side a little of) Arleah, and Bardivus, who is the closest soldier to Arleah, to attack her.

Arleah raises her fists in preparation to defend herself as The Dark Wolf returns to his throne.

Heleenix, who is out of Arleah's line of sight, moves quicker and with more intent than Bardivus.

As Bardivus closes in on Arleah, Heleenix punches the face of the first wielding Bardivus, who, by the time she strikes him, is a split second away from striking Arleah.

Bardivus is knocked out cold and falls to the floor as Heleenix moves to stand next to Arleah.

The Wolf Soldiers, and The Ra-Che Wolf, look on with great bewilderment.

Heleenix keeps her fists raised, and glares at the Wolf Soldiers as she gestures for them to back away.

They comply as Heleenix turns her glare to The Ra-Che Wolf.

HELEENIX

Let her be.

The Ra-Che Wolf and Heleenix are locked in a mutual icy stare. The Dark Wolf relents, and gestures with his hand and a nod for his Wolf Soldiers to back away furthermore. They comply.

Giving Heleenix a slight nod, Arleah begins walks slowly towards The Ra-Che Wolf.

Meanwhile, Bardivus awakens and rises to his feet.

The Ra-Che Wolf remains seated on his throne as Arleah stops a metre in front of him.

ARLEAH

Yes, Darvil, I did fail you. I was indeed a coward. These means by which you seek to gain power are also cowardly. A great leader, or coward? Which are you, oh mighty Wolf? Give unto me the gems, soldier, or it will be your legend that will diminish.

The Ra-Che Wolf blankly stares at Arleah.

ARLEAH (CONT'D)

What I must do with the gems will take courage beyond measure. Let me redeem myself, precious brother.

(CONTINUED)

CONTINUED: (4)

The Ra-Che Wolf removes the Grey Pouch from his pocket.

He throws the Grey Pouch to Arleah.

Arleah catches it, opens it, and checks that it is in fact the Gems that are in the pouch.

She nods to The Ra-Che Wolf and turns and gives a thank you nod to Heleenix as she pockets the Grey Pouch.

Arleah looks back at The Ra-Che Wolf pensively.

ARLEAH (CONT'D)
There is a warrior who flies on an eagle.

The Ra-Che Wolf looks at her for a moment.

RA-CHE WOLF
He spared my life, then later threw me through a tree. He did not fall in battle.
(thoughtful pause)
You have opened my eyes Arleah. I shall, I promise you, correct my ways. There is a mill in Gladefern that has closed. I will make purchase of it, and strive for an honest life of peace.

Arleah smiles as she nods.

ARLEAH
I love you, my brother.

The Ra-Che Wolf stares at her sadly for a moment.

RA-CHE WOLF
And I you, I suppose.
(thoughtful pause)
I would join you on your quest, though have been rendered, as you can see, unable to so.

Arleah nods, and turns and begins to move towards the door as Baridivus speaks.

BARDIVUS
(mocking)
Your noble act here is not without great irony, for this place is very far from the Mountain of Fire. You will not make it in time, Arleah.

Arleah stops in her tracks, places the Grey Pouch in her pocket, slowly turns towards Bardivus, and glares at him.

(CONTINUED)

CONTINUED: (5)

ARLEAH

(cold. menacing)

You. The coward who ran from me
when you stood alone, though so
ready to strike when backed by an
army.

Arleah quickly leaps towards Bardivus, repeatedly striking him with clenched fists, causing him to reel backwards, into a wall.

As he stands with his back against the wall, Arleah continues to deliver lightning quick punches to his face and torso as Heleenix moves quickly towards them.

Heleenix grabs Arleah by the wrist as she goes to deliver another strike.

HELEENIX

Enough, Arleah.

Arleah ceases the attack, and sees great fear on the face of Bardivus as his back slides down the wall a bit as he lifts his open palms towards Arleah in an 'I surrender' gesture.

ARLEAH

(to Bardivus; fiercely)

You so smugly visit fear upon the
defenceless, and yet look at you
cower.

Arleah turns to address the rest of the Dark Wolves.

She speaks with a controlled fierceness as she points at Bardivus.

ARLEAH (CONT'D)

Look upon the whimpering coward who
so readily instilled fear into an
old lady. Be nothing like him any
longer and forever more, all of
you.

The Ra-Che Wolf and his Soldiers do not respond, with many lowering the heads a little, with a conviction upon their faces.

Braxotti and Shardarni glance at each other, then each of them shamefully lower their head.

Arleah paces from the room.

EXT. FRONT OF CASTLE OF THE RA-CHE WOLF - MAIN ENTRY - DAY

The Guard is still present.

Arleah walks hastily from the Castle, then a couple of seconds after, Heleenix quickly exits behind her.

(CONTINUED)

CONTINUED:

HELEENIX

Arleah!

Arleah stops and turns towards Heleenix as she approaches.

They happen to stand out of earshot of the Guard.

HELEENIX (CONT'D)

Inspect those gems in the light of
day.

Removing the Grey Pouch from her pocket, Arleah removes a
Gem.

She holds it up to let the sunlight through it.

ARLEAH

These are not the sage's gems!

Placing the 'Gem' back in the pouch, Arleah begins to move
toward the Castle.

Heleenix gestures for her to stop.

HELEENIX

No. Droloog has them. He gave me
these fakes. I will fetch Rebel,
and we will ride the scurvy toad
down.

Arleah nods, and throws the Grey Pouch of fake gems to the
Guard.

The Guard catches the Grey Pouch.

ARLEAH

(shouting to the Guard)
A gift for The Ra-Che Wolf.

The Guard nods and enters the Castle with the pouch as Arleah
and Heleenix share a smile.

INT. CASTLE OF THE DARK WOLF - THE GRAND HALL - DAY

The Ra-Che Wolf is on his throne, deep in thought.

The Wolf Soldiers quietly talk amongst themselves.

Bardivus sits, his back against the wall where he most
previously stood, with his head in his hands.

The Guard hands the Grey fake Gem Pouch to The Ra-Che Wolf.

GUARD

The visitor left this gift.

The Ra-Che Wolf empties the gems into his hand.

(CONTINUED)

CONTINUED:

Extreme, comical bewilderment on his face, he shrugs with great animation, and looks around, shaking his head, at the Wolf Soldiers, who are equally bemused.

EXT. WILDERNESS - WIDE TRAIL - DAY

Arleah, on her Grey Horse, and Heleenix on her own HORSE, named REBEL, ride quickly side by side, conversing.

HELEENIX

Ra-Che sent me to collect a debt from the numbskull, who paid with the fake gems.

ARLEAH

So, you had not reckoned then that he had given you different gems?

FLASHBACK MONTAGE:

A) EXT. CHARKVALE - MAIN STREET, NEAR GEMSTONE SHOP - DUSK

PREVIOUSLY SEEN MOMENT SEEN AGAIN: (A) ONLY:

Droloog, as he leaves the Tavern, glances at the Gemstone Shop just before he approaches the Ra-Che Wolf in Charkvale.

HELEENIX (V.O.)

No. The buffoon's rouse only occurred to me as I pondered on his words as you challenged the Wolf.

B) INT. CHARKVALE TAVERN - AFTERNOON

Flashback of yet unseen moments. Heleenix's voice over action.

HELEENIX (V.O.)

He replaced your gems, I do now reckon, with those fakes after he stole them from you.

A fairly drunk Droloog sits at the bar alone.

Sitting near Droloog, the Red Haired Patron is *GIVEN A MEAL by the BARKEEP, indicating this happens in the time frame leading up to Droloog's interaction with Heleenix then Arleah.

On the bar in front of Droloog, Arleah's gems sit loosely in a pile, with their empty Grey Pouch on the bar in front of the Gem pile.

Sitting nearby to the right of this pile is a SECOND PILE OF SIMILAR LOOKING GEMS, with a empty BROWN POUCH in front of this gem pile.

(CONTINUED)

CONTINUED:

Placing his left hand on one pile, and his right hand on the other, Droloog simultaneously slides each pile to be near the other pouch.

CUT TO:

C) INT. CHARKVALE TAVERN - EVENING

SOON AFTER: Heleenix enters the Tavern.

She approaches a now very drunk Droloog, who is drinking at the bar alone.

Near Droloog sits next to the Red Haired Patron, who eats.

As she stands next to Droloog, Droloog begins to boastfully ramble (VISUAL ONLY), to Heleenix.

HELEENIX (V.O.)
He told me 'he' would hold the
power that the Wolf sought.
He mocked the Wolf for not seeing
the gems for their full potential.
The idiot was just trying to win
favour over me, I thought.

Droloog gives Heleenix the Grey Pouch, (which now hold the fake gems).

Heleenix walks towards the exit of the Tavern, pocketing the Grey Pouch.

Droloog continues to rant at her as she exits the Tavern.

****Arleah enters the Tavern, and passes Heleenix.**

Heleenix glances at Arleah with fierce contempt as they pass.

*****THIS IS/WAS THE MOMENT ARLEAH ENTERS TAVERN TO CONFRONT DROLOOG.***

FLASHBACK MONTAGE ENDS.

EXT. WILDERNESS - WIDE TRAIL - DAY

Arleah and Heleenix continue to GALLOP side by side.

HELEENIX
As I left, Droloog ranted how he
would be leaving that night to
'live like a king' in the east.

ARLEAH
So now he flees the horrible thing
he has made way to happen.

HELEENIX
Let us take down the scurvy coward.

(CONTINUED)

CONTINUED:

They prompt their Horses to go FASTER, which they do.

MONTAGE SEQUENCE:

Montage Soundtrack:

'BORN TO BE WILD' by STEPPENWOLF.

A) EXT. WINDING DIRT ROAD THROUGH GRIM RAINFOREST - DAY

The Wanderer motors along the road on the Motorcycle.

B) EXT. LONG, STRAIGHT, WIDE WILDERNESS TRAIL - DAY

Arleah and Heleenix ride their Horses side by side at MAXIMUM SPEED along the trail.

C) EXT. STRAIGHT ROAD THROUGH A STRANGE, SURREAL JUNGLE - DAY

The Wanderer has slowed his Motorcycle a little as he looks around in bewilderment at the STRANGE LOOKING JUNGLE.

Suddenly SEVERAL HUGE, VERY SPOOKY LOOKING JACKALS JUMP OUT at him from out of the jungle.

The Wanderer sees them, SWERVES and NEARLY CRASHES.

Steadying the Motorcycle course, The Wanderer motors on.

The Jackals chase him, prompting the Wanderer to accelerate, causing him to inadvertently do a WHEEL STAND.

The Motorcycle WOBBLES on the back wheel.

He steadies the Motorcycle, and increases speed, maintaining the wheel stand as he speeds away from the running Jackals.

The Wanderer motors up the road ON HIS BACK WHEEL.

D) EXT. PINELAND TRAIL, BROKEN BRIDGE OVER RAVINE - DAY

We see a SMASHED UP WOODEN BRIDGE that is not crossable, across a WIDE, DEEP RAVINE.

Oblivious to this, Arleah and Heleenix ride QUICKLY towards the broken bridge and ravine.

They approach the bridge.

E) EXT. STRAIGHT ROAD LEADING TO SHARP HILL - JUNGLE - DAY

Now with the front wheel wheels on the ground, The Wanderer motors towards a hill with a SHARP PEAK at its apex.

F) EXT. SPLIT SCREEN: PINELAND TRAIL, RAVINE/ROAD, HILL - DAY

The CHORUS of sound track song; 'Born to be wild' is heard.

(CONTINUED)

CONTINUED:

We see, at the same time as the chorus is heard, on the 'split down the middle' screen;

Arleah and Heleenix do not falter as they JUMP their Horses over the broken bridge; over the ravine./...

.../The Wanderer's Motorcycle rises up from the road and momentarily FLIES through the air as he speeds over the sharp peak of the hill.

MONTAGE ENDS.

EXT. WILDERNESS - DIRT ROAD ALONG EDGE OF HIGH CLIFF - DAY

A HORSE pulls a LARGE, OPEN TRAY, RECTANGULAR, WOODEN WORK CART along a road that RUNS ALONG the EDGE of a HIGH CLIFF.

The FOUR SIDE BOARDS around the edge of the Cart are all bracketed together; I.E. The rear 'side board' is not a tailgate.

The Horse and Cart move at SPEED along the road, which continues to run along the top of the cliff for the duration of the scene.

Cohort sits at the front holding the reigns as he drives the Cart, while Droloog, Crony and the short, wiry Comrade, sit at the front of the Cart's storage area, facing backwards.

There are WORK TOOLS; a PICK and a SHOVEL, in the Cart. A TWO METER CHAIN ALSO LIES on the FLOOR of the Cart.

A SECOND ROAD merges, creating a Y INTERSECTION, with the road on which they travel.

They travel towards 'the base of the Y'.

Arleah and Heleenix RIDE from the merging road, just after the Horse and Cart pass the merge, and begin to pursue the Cart.

An INSTRUMENTAL VERSION of 'BORN TO BE WILD' FADES IN, and CONTINUES during the remaining action in the scene.

Droloog and Crony visually mock Arleah and Heleenix, as Comrade sits quietly.

Arleah guides her Grey Horse next to the Cart.

LEAPING from her Horse, Arleah lands on her feet in the Cart.

Laughing, Droloog prompts Comrade to attack her.

Arleah's Grey Horse falls behind some distance, but then begins to retain equal speed with the Horse and Cart, at that distance, and loyally follows Arleah.

(CONTINUED)

CONTINUED:

Heleenix follows, several meters behind, the Horse and Cart on Rebel.

Comrade is LIGHTNING QUICK; he delivers a few quick punches to Arleah.

This attack takes her off guard and nearly causes her to fall off the back of the Cart.

Finding her feet, Arleah throws several quick punches at Comrade, though he dodges every one.

Comrade quickly delivers an OPEN HAND/'BLADED' STRIKE towards Arleah's neck.

Arleah blocks the strike with a FAK SAO movement; deflecting his strike by pushing it away and directly following through on the movement to quickly deliver a punch to his head, which causes him to reel backwards a little.

Taking advantage of his new stance, Comrade delivers a quick side kick, causing Arleah to FALL OFF the BACK of the Cart.

Arleah falls; her arms outstretched above her head.

She falls to the side of Heleenix's galloping Horse Rebel.

Heleenix reaches out to Arleah with one arm.

Arleah grapples Heleenix's forearm with one arm.

Moving the distance from the front to the back of Rebel, Arleah SWINGS BESIDE Rebel; like a PENDULUM.

Heleenix uses the momentum from this to follow through on the swing to continue Arleah's motion to swing Arleah in a VERTICAL THREE HUNDRED and SIXTY DEGREE CIRCLE, parallel to and beside Rebel.

Heleenix releases the grip on Arleah's arm as Arleah is upside down; at the UPPER ARC of the circle.

This causes Arleah to be CATAPULTED FORWARD; in the same direction as the Rebel gallops and the Cart travels, through the air and back into the Cart.

Heleenix uses her other arm to rub the arm she threw Arleah with; she has strained her arm by throwing Arleah.

Arleah SOMERSAULTS through the air, and lands on her feet in the Cart in front of Comrade.

Arleah quickly slaps Comrade across his face, causing him to FALL OUT of the Cart.

Comrade lands rolling on the road, and quickly stands to wave his fist at the departing Horse and Cart.

(CONTINUED)

CONTINUED: (2)

Crony swings the pick at Arleah, who dodges it.

Arleah grabs the pick from him, and as she does so, Droloog pushes her off the back of the Cart.

Holding onto the pick's handle, Arleah grapples, with the pick head, the rear sideboard of the Cart.

Arleah is DRAGGED along the road behind the Cart.

Arleah attempts to climb into the Cart by 'climbing' the pick handle; hand over hand.

Droloog and Crony attempt to loosen the pick head from the rear sideboard so to dislodge it to be free of her.

They struggle doing this due to the force of the drag.

Arleah is about to grip the rear sideboard when Droloog and Crony loosen the pick head and begin to dislodge it.

In quick succession, Heleenix, from horseback, SHOTS TWO ARROWS from her Crossbow.

One arrow lodges into the shoulder of Crony.

The other lodges into the shoulder of Droloog.

This causes Droloog to fall along the back end of the Cart while Crony reels backwards, though remains on his feet.

Heleenix RELOADS HER CROSSBOW as she rides.

Arleah climbs into the cart. Droloog still lies in the cart, trying to remove the arrow from his shoulder.

As Arleah finds her feet, Crony, ignoring the arrow in his shoulder, swings a punch at her.

Arleah grabs his extended arm and THROWS him from the back of the Cart.

Rebel swerves to dodge the falling Crony, causing Heleenix to FALL from her saddle onto the road.

Heleenix and Crony are left behind on the road as Rebel slows to a halt.

Arleah turns to see a seething Droloog, who stands at the back of the Cart, holding the arrow in front of him with clenched fist.

He glares at Arleah as the Horse and Cart slow a little.

ARLEAH
Return the gems to me.

(CONTINUED)

CONTINUED: (3)

DROLOOG

(enraged. indignant)

For missy to be throwing away? They
are mine to be keeping. You'll be
running in fear from the power that
they be bringing me.

ARLEAH

Return them now. Or be smashed.

DROLOOG

(maniacal)

Know your place, woman. Their
barter worth in a broken land will
be very great. The likes of you
will be in awe of the power these
stones will be giving me.

ARLEAH

(fiercely)

If I do not make it to the mountain
in time with them, I will ensure
your days are spent in misery.

DROLOOG

(jovial)

Such fire! Join me, woman. Together
we could be ruling the land with
riches untold.

Arleah fleetingly peers at Droloog with disdain.

ARLEAH

The gems would be worth nothing in
a broken land. Your logic is
skewed.

Genuine realisation dawns on Droloog's face, and he nods
concededly as Arleah holds out her hand.

ARLEAH (CONT'D)

You will gain nought if you keep
them.

Droloog smiles warmly and nods as he removes the Brown Pouch
of Gems from a pocket and holds it out front of him.

DROLOOG

I be knowing that now.

Droloog, his smile changing to a smirk, suddenly THROWS the
Brown Pouch VERY HIGH into the air TOWARDS the cliff edge.

The Brown Pouch flies in a VERY HIGH, THIN ARC.

The Brown Pouch moves towards the PINNACLE OF THE ARC; half
way between the Cart and the cliff edge.

(CONTINUED)

CONTINUED: (4)

Heleenix, appearing out of nowhere, rides the GALLOPING Rebel quickly between the Cart and the cliff edge.

Arleah and Droloog watch on as Heleenix springs up so she stands on the back/saddle of Rebel, then follows through with that momentum to JUMP HIGH into the air above Rebel.

At the PINNACLE of her jump, Heleenix GRABS the Brown Pouch from the air as it continues its trajectory, and just before it begins its plummet over the cliff edge.

As Heleenix lands on her feet in the saddle, she falters, and FALLS SIDEWAYS off Rebel, and towards the cliff edge.

Heleenix's FEET DRAG/SLIDE over the side/top corner to the side of the saddle as she FALLS PENDULUM-LIKE; from upright to being horizontal.

As Heleenix is falling this far, holding the Brown Pouch in one hand, Arleah quickly grabs the chain from the Cart's floor.

Arleah JUMPS from the moving Cart to the back of the galloping Rebel, where she 'finds her feet'; standing on the saddle.

Near the end of that motion, Arleah, holding onto one end of the chain, SWINGS the other end down to Heleenix.

Heleenix catches it with her free hand, just before her feet SLIDE off the lower side of the saddle, in which case she would have been lost over the cliff edge.

The chain pulls tight as Heleenix braces herself horizontally off the side of the horse; if she falls, it would be down the cliff face.

Heleenix holds the chain with one hand as she holds the Brown Pouch in her other hand.

Arleah turns towards the sprinting Rebel's head.

ARLEAH
(shouting)
Whoa Rebel! WHOA!

Rebel does not slow down.

HELEENIX
(shouting)
Stop Rebel. Whoa up!

Rebel still does not slow down, maintaining his pace.

Cohort turns briefly to look at Rebel, then prompts his Horse to GALLOP quicker, returning to its previous speed.

This prompts Rebel to increase his speed to the same.

(CONTINUED)

CONTINUED: (5)

From the back of the Cart, which still moves at equal speed and parallel to the galloping Rebel, Droloog begins to CONTINUALLY SWING the shovel at Arleah.

So; Arleah is now standing on the back of Rebel the quickly galloping horse; Rebel is squeezed between the cliff edge and an equally quickly moving Horse and Cart.

Arleah must fend off Droloog's ongoing shovel attacks from one side of Rebel, while, on the other side of Rebel, hold onto the chain that keeps Heleenix, who holds onto the chain's other end as she 'stands horizontally' off the side of Rebel, from falling down a high cliff.

Arleah has no opportunity at all at to pull Heleenix up with the chain due to Droloog's ongoing shovel attack.

Arleah blocks and deflects the shovel Droloog ceaselessly swings, while still holding onto the chain to keep Heleenix from falling.

Arleah eventually loses balance and nearly falls cliff-side off Rebel.

This causes Heleenix to nearly lose her footing on the side of the horse.

Both Arleah and Heleenix re-find their footing.

Heleenix appears to be in pain.

Her leg injury from the earlier sword fight is causing her to struggle to hold on.

Heleenix's strained arm also causes her to struggle to hold on.

Arleah begins to reach down to grab Rebel's reins.

Droloog FLICKS the reins over Rebels head with the shovel.

The Cart SWAYS causing Droloog to FALL back into it.

HELEENIX (CONT'D)
Take the gems Arleah!

Heleenix THROWS the Brown Pouch up to Arleah.

Heleenix is now able to hold the chain with two hands.

Arleah catches the Brown Pouch, and puts them in her pocket.

Droloog PUSHES Arleah with the spade of the shovel.

Arleah quickly turns, grabs the shovel's handle just above the spade, and pushes the shovel's handle into Droloog.

Droloog falls back into the Cart again.

(CONTINUED)

CONTINUED: (6)

The shovel falls onto the road.

Arleah turns back to look down towards Heleenix, who is now struggling greatly to hold on.

DROLOOG
(yelling to Cohort)
Run them off the edge!

The Cart BUMPS into Rebel, causing Arleah to nearly fall.

The Cart SWERVES to the other side of the road as it rounds a curve.

HELEENIX
(calling out)
I cannot hold on Arleah.
(she salutes Arleah)
Godspeed to you.

ARLEAH
No! Wait! Your crossbow!

Heleenix nods, removes the loaded Crossbow from her shoulder, and THROWS it up to Arleah.

Arleah takes one hand off the chain to CATCH it.

Arleah quickly braces the crossbow in her hand, turns toward the Cart.

She shoots one ARROW into Cohort's back, and another one into Droloog's chest.

Droloog falls back into the Cart and remains sprawled out on the its floor.

Cohort slows the Horse and Cart, causing them to fall behind/lose pace with Rebel, and slows to a stop.

Rebel guides himself away from the cliff edge, so Heleenix now 'hovers' horizontally above the ground/road.

Rebel begins to slow as Heleenix springs out from Rebels side, lets go of the chain, and lands on the road on her feet.

As Arleah slows furthermore, she rolls up the chain and throws it into the grass off the side of the road.

Arleah jumps from Rebel as he comes to a halt.

Arleah's Grey Horse quickly slows down then stands nearby.

As Heleenix, slightly limping, approaches Arleah and Rebel, Arleah speaks to Rebel.

(CONTINUED)

CONTINUED: (7)

Heleenix watches on.

ARLEAH (CONT'D)
(to Rebel)
Do you not know the meaning of
'whoa'?

Rebel WHINNIES in defiance as Heleenix stands near Arleah.

Heleenix appears bewildered that Rebel responded to Arleah.

HELEENIX
He likes to race. And his name is
Rebel.

Arleah's Grey Horse dutifully walks up to Arleah and Heleenix
as Rebel NUZZLES Arleah affectionately.

Arleah checks the Gems in the sunlight, and smiles.

The ground and surroundings SHAKE from an EARTH TREMOR.

Arleah jumps onto her Grey Horse. Heleenix climbs onto Rebel.

They begin to ride, back in the they direction from which
they came.

They GALLOP side be side, and continue to converse.

HELEENIX (CONT'D)
We are very far from the mountain
now. Your horse will surely tire.
The only quick way is across the
forbidden desert.

ARLEAH
The Sands of Tyranny.

HELEENIX
It is a place even I would not
venture into.

Arleah glances, with fear on her face, across to Heleenix.

They pass Droloog's stationary Horse and Cart.

Droloog lies motionless in the Cart.

Crony attempts to remove the arrow from his own back.

Arleah and Heleenix ride on.

EXT. SPARSE, HILLY LAND - FORK IN ROAD, NEAR SHACK - DAY

Cruising on his Motorcycle along the road, The Wanderer
approaches a FORK in the road near a WEATHER BEATEN SHACK.

(CONTINUED)

CONTINUED:

The Wanderer stops his Motorcycle before the road forks and sees the Shack.

An ELDERLY HERMIT, male, with a long beard emerges from the Shack.

HERMIT

A traveller on this road? It can not be. Who are you?

WANDERER

I am the heart of the storm. Tell me, which road leads to Fire Mountain?

HERMIT

Is it the mountain which you seek, or the fulfilment of your purpose there might bring?

WANDERER

Both. There is no time to lose.

HERMIT

Lost time is never found again, so it would be futile to search for it. Time is the wisest counsellor of all, even wiser than I..

The Hermit continues to meaninglessly monologue as..

..The Wanderer removes a COIN from his pocket, flips it onto the back of his other hand.

He looks at it, then looks at the Hermit, bewildered, as the Hermit continues to ramble...

HERMIT (CONT'D)

For true wisdom, my friend, will become lost in time itself if one...

The Wanderer accelerates off quickly and rides up a road leaving the Hermit talking to himself.

HERMIT (CONT'D)

...does not have the insight to retain such discernment which is instilled through the absolute understanding of foreseeing such insight...

EXT. SPARSE FOREST AT EDGE OF 'SANDS OF TYRANNY' DESERT - DAY

Arleah and Heleenix ride to the edge of the Sands of Tyranny.

The Horses are SPOOKED by the desert, and shy away from it.

(CONTINUED)

CONTINUED:

Arleah dismounts her Grey Horse as Heleenix dismounts Rebel.
They tether their horses to nearby trees.

ARLEAH
My friend here was stolen from
Gladefern, and needs to be returned
there.

Heleenix nods as her and Arleah walk to the very edge of the
desert, and stand side by side as they look across its
SURREAL and SPOOKY expanse.

Simmering FIRE MOUNTAIN, which has ICE and SNOW on its PEAK,
is on the desert's opposite horizon.

HELEENIX
The Ra-Che Wolf will find peaceful
ways. I shall make sure of it.

ARLEAH
Indeed.

They look upon the madness of the desert.

Heleenix looks towards Arleah, who has fear on her face.

HELEENIX
Arleah the Fearless. To where has
she gone?

Arleah looks towards Heleenix, and remains silent.

HELEENIX (CONT'D)
The rage you visited upon Bardivus.
It was an anger born of hatred.
Hatred is born of fear, a wise
friend told me only today.

Arleah looks back to the desert, and looks upon it with
despair.

ARLEAH
Arleah the Fearless has lost her
way, it seems.

HELEENIX
A red sky and crumbling earth will
spread great terror, which will be
the last thing that many will know,
unless you defy the grim shadow
that has stolen your light.

Arleah stands motionless, staring into the desert, frowning.

ARLEAH
I fear I will fail them.

(CONTINUED)

CONTINUED: (2)

HELEENIX

Give me the gems then, and I shall
face the desert.

Arleah looks towards Heleenix, her grimace disappearing.

ARLEAH

To save those for whom you had so
much hatred, you would venture into
a place that you fear to tread?

Heleenix coyly smiles, and nods.

Arleah looks at her quietly for a moment, then playfully
punches her on the front of her shoulder.

ARLEAH (CONT'D)

You have returned my heart to me.
Thank you.

Heleenix smiles, and SALUTES her.

Arleah bravely turns towards the desert as Heleenix ponders.

HELEENIX

Wait.

Arleah stops and turns back to Heleenix.

HELEENIX (CONT'D)

I have just recalled a myth of this
place. Its ferocity resonates with
those who defy it. Once you have
endured the desert Arleah, your
greatest virtue will be intensified
beyond belief.

Arleah looks at her for a moment, then has an epiphany.

ARLEAH

The journey will prepare me for the
impossible thing I will find beyond
it.

Heleenix nods.

ARLEAH (CONT'D)

I love you, my friend.

Arleah turns and fearlessly marches into the desert.

Heleenix watches her depart as a TEAR streams down her face.

HELEENIX

(quietly)

And I you, brave warrior.

(CONTINUED)

CONTINUED: (3)

Although it is obvious Arleah did not hear Heleenix's response, she smiles knowingly to herself; she sensed it.

Arleah's smile fades to a look of apprehension as she quickly marches into the foreboding desert.

Heleenix watches Arleah depart.

Heleenix looks across the desert with fear.

Heleenix looks back towards Arleah with concern on her face.

The Grey Horse WHINNIES.

EXT. 'SANDS OF TYRANNY' DESERT/'FIRE MOUNTAIN' - DAY

'ELEMENTAL ODYSSEY'

NARRATOR: HELEENIX
(LYRICS/ACTION CORRELATE)

**SHE WALKED THE EARTH, THE BARREN EARTH,
CRUMBLED IN HER WAKE,
FOR FIRE MOUNTAIN SHE DID SEARCH,
TO QUELL ITS SHATTERING QUAKE.**

The ground crumbles beneath Arleah's feet as she marches on.
Fire Mountain fleetingly erupts in the distance.

**DUNES AS WIDE AS TIME AND SPACE,
A SPARSE AND PERPETUAL SPAN,
THE GRUELLING TREK SHE DID EMBRACE,
THE SEARING DESERT SANDS.**

There are small banks of stratus clouds across the sky, and a noticeable wind is present.

The surrounding dessert hills begin to distort in size and shape as heat waves rise up from the sand.

The heat waves surreally fuse with the distortion; enhancing it. (The surrounding distortion continues..*)

EVERY STEP DID LOSE HER GROUND,

(CONTINUED)

CONTINUED:

(verse continues)

MOMENTUM IN REVERSE,
EVERY MOTION THEN UNWOUND,
INERTIA MOST ADVERSE.

Suddenly, each step Arleah takes causes the section of ground beneath each of her feet to move backwards, 'cutting' through the surrounding ground, literally causing her to move backwards and she attempts to walk forwards.

Suddenly the effect reverses, the small sections of ground move forwards, causing her to move forwards while she appears to be walking backwards.

MANY MINUTES PASSED SO QUICK,
AND SOMEHOW WENT FOREVER,
IMPOSSIBLE ARITHMETIC,
IMPOSSIBLY SO CLEVER.

Arleah begins to walk normally for a moment.

Suddenly she moves in slow motion, and is aware of it.

Still walking with her normal gait, she moves slowly, and appears to struggle to resist this effect, to no avail.

Meanwhile, the stratus clouds move across the quickly, in a fast forward effect, as the wind becomes stronger, ruffling her hair, in contrast to her slow movement, and blowing sand.

Paradoxically, Arleah walks in slow motion as there is a quickening in the sky above and around her.

HER STEELY FORTITUDE WITHIN,
DEFIED THESE CRAZY LAWS OF NATURE,
THEN DESERT DUNES BEGAN TO SPIN,
AND THE DESERT SKY DID RUPTURE.

(CONTINUED)

CONTINUED:

She grimaces as she further resists the slow motion effect, attempting to move quicker.

She succeeds, and starts to pace quickly.

* The surrounding distortion begins to create a huge, vortex-like circle around her.

The quickly moving clouds above slow down, and break apart like crumbling earth, causing the sky to begin to warp.

**ENDLESS SANDS A VORTEX FORMED,
FUSING WITH THE WARPING SKY,
THROUGH THE VORTEX ARLEAH STORMED,
ITS ILLOGIC SHE WOULD DEFY.**

The surrounding distortion vortex-like fuses with the warping sky, creating one large vortex, which starts to have an oil-on-water appearance.

The bottom, ground level end of the vortex shrinks in, forming a smaller circle several meters wide, in which Arleah is in the exact middle of; it moves as she does, so she is continually in the centre.

The vortex becomes wider the higher it is from the ground; a cone-like shape.

Arleah marches on despite the surrounding madness, as the vortex 'follows' her.

**THE VORTEX HIGH OFF THE GROUND DID FLOW,
AND TOOK HER IN ITS STREAM,
HER DESTINY SHE NOW DID KNOW,
WAS FATE TO THE EXTREME.**

An uptake of wind; a vacuum effect from higher in the vortex, begins, lifting Arleah into the vortex, carrying her along it.

She helplessly hurtles vertically through the sky/vortex.

(CONTINUED)

CONTINUED: (2)

THE SAGE'S WORDS SHE THEN RECALLED,
"LOVE DOES FUEL THE FIGHT",
SHE THOUGHT OF THOSE WHO MIGHT SOON FALL,
THEN HER HEART DID WELL IGNITE.

Despair upon her face, Arleah then grimaces in thought.

With renewed vigour, Arleah peers intensely upwards into the vortex.

An intense, yet loving resolve appears in her eyes.

THE BRAVEST HEART TO ROAM THIS PLACE,
TYRANNY COULD NOT ABATE,
SHE SMASHED THE VORTEX WITH HER GOOD GRACE,
A STORM SHE DID CREATE.

A white sphere of translucent light emits from her.

The sphere expands out, smashing the vortex.

'Webs' of lightning fleetingly appear in the fading vortex as thunder is heard.

THIS EPIC RIFT THROUGH SPACE AND TIME,
CAUSED A CYCLONIC ROAR,
THROUGH THE BROKEN PARADIGM,
ON AN EAGLE FREE SHE SOARED.

The web lightning mutates into a SUPERNATURAL RIFT across the sky.

The Supernatural Rift fades with a cyclonic roar of further rising wind.

Through a section of the fading rift, The Wanderer's Giant Eagle flies, directing itself towards Arleah, who has started to fall from the sky.

(CONTINUED)

CONTINUED: (3)

The eagle flies beneath Arleah, who lands feet first on its back.

They fly towards Fire Mountain.

**THE WINDSTORM CARRIED THEM WITH SPEED,
ACROSS THE SKY SCAPE WILD,
AS IF THEY SHARED A WARRIORS CREED,
THEY FOUND THE MOUNTAIN OF FIRE.**

Aided by the wind storm, they fly very quickly.

They approach the Fire Mountain, which is beginning to erupt.

**THIS JAGGED PEAK OF FLAME AND SNOW,
DID SPRING A PLACID STREAM,
A CRYSTAL CLEAR AQUATIC FLOW,
SHE ONCE SAW IN A DREAM.**

Arleah sees the stream, though it is beneath where blobs of lava and shards of ice fall from the sky.

The Giant Eagle flies close to the ground where the sky still is clear.

Arleah jumps from the eagle onto the ground.

The eagle flies away as Arleah runs into the falling lava and ice, towards the stream.

**THE MOUNTAIN SHOOK WITH VULCAN FURY,
RAIN DOWN DID ICE AND FIRE,
LIKE A HERO IN AN UNTOLD STORY,
SHE FACED THE HAMMERING MIRE.**

Fire Mountain erupts further more, and the sides of the volcano begin to rupture.

(CONTINUED)

CONTINUED:

Arleah quickly forges through the downfall, dodging the ice and lava.

She seems overwhelmed, though forges on.

**SHE FORGED RIGHT THROUGH THE FIRE AND ICE,
AND FOUND THE STREAM TRANQUIL,
HER QUEST COMPLETE, WITH CARE PRECISE,
HER MISSION NOW FULFILLED.**

Arleah approaches the stream.

She removes the Gems from their Pouch, and throws them into the stream.

She begins to walk downstream as the downfall of ice and lava begins to ease off.

**THE STREAM LED TO A CLIFF EDGE HIGH,
THE VULCAN FURY FADED,
SHE SAW UPON A LEDGE NEARBY,
HER WANDERER, WORN AND JADED.**

The downfall continues to fade as Arleah approaches a cliff edge, over which the stream flows, becoming a waterfall.

Approaching, then stopping at the cliff edge, she sees The Wanderer standing on an opposite cliff edge, a sizeable gap between them, looking at her.

The Wanderer looks worn out and fatigued.

EXT. BUSH LAND - ROAD SIDE HORSE WATERING AREA - DAY

The Sages Levi, Mallory, and Cuthbert stand next to their Carriage as their Horses drink water from a WOODEN TROUGH.

Cohort and a PALE and DELIRIOUS Droloog, who now have their arrow injuries crudely bandaged, pull up nearby in their Horse and Cart. Droloog alights the Cart.

Approaching the Sages, Droloog removes from his pocket the Third Parchment which they dropped in the Tavern.

(CONTINUED)

CONTINUED:

He begins to wave it mockingly in their faces.

DROLOOG

(ranting. mocking)

Oh wise sages. Read this. Be
reading these words you let fall to
the floor of the tavern. See how
wise you really are.

Levi grabs the parchment from Droloog.

Droloog begins to dance around like a fool, and continues to
do so, as Levi reads.

LEVI

(reading parchment aloud)

Though let it be also known that
casting the gems into the stream
will indeed quell the mountain's
fire, albeit it will also evoke
every storm that ever was upon all
the lands, a fury far greater than
that of the mountain.

MALLORY

We hath maketh a blunder
monumental.

Cuthbert snatches the Third Parchment from Levi.

Cuthbert reads on.

CUTHBERT

For only casting the gems into the
fire atop the mountain itself will
quell the wrath of the mountain
without waking the storm of storms.
These very words that speak of the
gems, also hold the power thereof.

MALLORY

Arleah must know of this.

Mallory grabs the Third Parchment from Cuthbert.

She places it in her LEFT pocket as she paces towards the
Horses and Carriage.

CUTHBERT

Take care, my daughter.

Mallory turns and waves to Cuthbert and Levi.

MALLORY

Indeed, father.

Droloog LAUGHS maniacally, falls to the ground in pain, where
he remains, CHUCKLING vaguely.

(CONTINUED)

CONTINUED: (2)

Mallory climbs into the drivers seat of the Carriage, and rides off at great pace, leaving Levi and Cuthbert behind.

EXT. VARIOUS LOCATIONS / 'FIRE MOUNTAIN' / THE SKY - DAY

'STORM OF STORMS'

NARRATOR: LEVI
(LYRICS/ACTION CORRELATE)

BREWING SINCE ALL TIME BEGAN,
THE STORM OF WHICH THE ANGELS SANG,
A TEMPEST FORGED THROUGHOUT THE BYGONE AGES,
AN ENDLESS RIFT IN EVERY SKY,
A TIMELESS DRIFT SO FAR YET NIGH,
A MYTH ETCHED UPON UNWRITTEN PAGES.

Montage of many different storms across the lands, and throughout times gone by.

The storms begin converge into each other.

The resulting bigger storms again meld together.

LIGHTNING SHONE ON ALL TIME VAST,
UPON EACH MOMENT ITS BRIGHT LIGHT CAST,
THE MOMENTUM OF ITS QUICKNESS WAS UNTOLD,
EVERY STORM THAT EVER THUNDERED,
NOW RETURNS, FROM HISTORY PLUNDERED,
THE TALE OF STORM OF STORMS DOES NOW UNFOLD.

Lightning transcends all across of history.

All of the storms have now converged into one at Fire Mountain to form a huge, surreal, multi-faceted tempest.

(CONTINUED)

CONTINUED:

THE WANDERER FOUND HIS LADY LOST,
STORMS-SCAPES WILD FOR HER HE CROSSED,
HE LEAPT THE CHASM WIDE TO HER EMBRACE,
A HURRICANE OF FANTASTIC MADNESS,
OF IMPOSSIBLE FORCE AND TWICE AS DISASTROUS,
THEN STOLE THEM FROM THE MOUNTAINS MIGHTY FACE.

As storm clouds begin to erupt in the sky above, The Wanderer jumps from the ledge in an attempt to leap across to Arleah.

When he is half way across, a mighty wind rises from nowhere, and lifts him and Arleah up into the sky.

ADRIFT UPON THE TURBULENT SKY,
HE LOOKED INTO HER STORMY EYES,
HE SAW NOT FEAR, FOR ALL HE SAW WAS LOVE,
THE SKY THREW THEM FROM HERE TO THERE,
THEY WERE TOGETHER, THEY DID NOT CARE,
THEN EVERY STORM THAT WAS FELL FROM ABOVE.

Arleah and The Wanderer are thrown around separately by updrafts within the wind in the stormy sky. This continues.

Meanwhile and elsewhere: at the edge of the Sands of Tyranny, Mallory speeds the Horses and Carriages along the edge of the desert.

Strong winds lift her and the Carriage off the ground.

(CONTINUED)

CONTINUED:

The wooden carriage struts that connect the Carriage to the harnesses that the horses wear break; the Horses are too heavy for the winds to lift.

The horses gallop off, away from the desert and the storm. Mallory climbs from the driver's seat into the Carriage, closing the door behind her, as it is lifted by the winds of the storm.

The Carriage is carried away into the madness of the storm.

**CARRIED ON THIS STORM OF STORMS,
CAME THE DESERT OF OLD FOLKLORE,
THE SANDS OF TYRANNY DID THE SKY TEAR,
WARPING THE VERY STREAM OF TIME,
ACTUALITY RE-ALIGNED,
AND WHAT HAD ALWAYS BEEN WAS NOW ELSEWHERE.**

The winds from the storm cause the sands of The Sands of Tyranny to lift into the sky and fly over Fire Mountain.

Surreal mayhem rules the sky.

Many Supernatural Rifts, identical to the one in Elemental Odyssey, appear through the sky.

The earlier distortion from the desert spreads across the land and sky.

(CONTINUED)

CONTINUED: (2)

Arleah and The Wanderer continue to be suspended in the air by the updraft.

ON THE LOFTY PEAK LIGHTNING DID CRASH,
THE STORM NOW SCORCHED WITH A FIERY CLASH,
MAJESTIC FIRE MOUNTAIN WAS NO MORE,
IT'S FIRE NOW THE STORM DID HOLD,
A SIGHT UNSEEN TO NOW BEHOLD,
THE ELEMENTS OF LIFE WERE NOW AT WAR.

A massive bolt of lightning strikes, and destroys, Fire Mountain.

The lava, and shattered rock and earth, from the volcano fuse with the storm.

Arleah and The Wanderer are thrown close enough together so they can brace each others arms, which they do.

SURELY NOW THIS WAS THE END,
FOR NOW THE EARTH AND SKY DID BEND,
REALITY IT SEEMED WAS NOT REAL AT ALL,
FIRE, DESERT, AND STORM HAD FUSED,
LIKE MADNESS PURE WAS THEIR MAD MUSE,
WOULD ALL SKY ABOVE NOW BREAK AND FALL?

ELSEWHERE: The Hamlet in the serene rainforest.

Many Forest Folk, including Forrester, Brooke and Shelby, mill around the Hamlet.

(CONTINUED)

CONTINUED: (3)

Surreal chaos fills the sky as a wind rises.

The Forest Folk look up, panic, and run to their Huts.

At Charkvale: townsfolk run for cover as the chaos in the sky above intensifies.

At Gladefern: townsfolk look up at the same encroaching madness.

THIS STORM OF STORMS SHOOK REALITY,
A KALEIDOSCOPE OF SYNERGY,
ALL THE LANDS BEGAN TO BREAK APART,
THEY FOUND THEMSELVES IN STORMS CALM EYE,
WITH TEARS OF LOVE SHE BEGAN TO CRY,
AND LIGHT BEGAN TO SHINE FROM IN HER HEART.

Large cracks begin to appear across the lands.

Floating on an updraft that is within the eye of the storm,
The Wanderer and Arleah continue hold each onto each other by
gripping the other's wrists.

Pure white light continues to shine, now from all of Arleah.

ARLEAH
(shouting)
For we are barely doomed. With our
love for those who might perish, we
can cause this wrathful sky to
fall.

Bewildered, The Wanderer shakes his head slightly, and shrugs.

ARLEAH (CONT'D)
I conquered the impossible desert,
now I can do the impossible.
(MORE)

(CONTINUED)

CONTINUED: (4)

ARLEAH (CONT'D)

As we share a great love, you can
join me in bringing down this crazy
sky.

The Wanderer and Arleah are taken by the wind from the eye of
the storm, back into its madness.

**THE STORM BEGAN TO RAGE ONCE MORE,
AND SHOOK THEM BOTH RIGHT TO THE CORE,
AN ALLIANCE OF INFINITE LOVE THEY DID FORM...**

(during verse)

Still holding onto each other as before, Arleah and The
Wanderer look deeply into each others eyes.

A pure white light also begins to radiate from The Wanderer,
and merges with Arleah's light.

The light becomes an orb as it expands out into the storm.

(verse continues)

**...WITH FIERY COURAGE THAT HAD NO BOUNDS,
INTANGIBLE STRENGTH THEY NOW BOTH FOUND,
TO OBLIVION BEYOND THEY SMASHED THE STORM.**

The storm quickly dissipates into nothing.

Remaining upward winds lift The Wanderer and Arleah higher.

**INFINITE BLUE WAS NOW THE SKY,
AND WINDS LIFTED THE BRAVE HEARTS HIGHER,
AND THEN THE MOUNTAIN'S FURY DID RETURN...**

(during verse)

A immense wall of lava; an inward-spiralling vortex of molten
mayhem, rises up a few dozen meters away from where Arleah
and The Wanderer float in the air.

(verse continues)

...FOR EONS ITS FRENETIC HEART DID SEETHE,

(CONTINUED)

CONTINUED: (5)

(verse continues)

TO SMOULDER NOW?..ITS HEART WOULD GRIEVE,
FREEMA'S BOUNDLESS LOVE IT WOULD NOW SPURN.

The vortex's intake of air begins to drag Arleah and The Wanderer toward it.

From nowhere, the Sage's Carriage, with Mallory in it, flies in on a gust of strong wind.

The Carriage hits both Arleah and The Wanderer.

The Wanderer is knocked through the air; thrown to a less turbulent part of the sky, from where he falls.

Arleah clings to the Carriage, which hurtles towards the wall-like lava vortex, as Mallory is thrown around inside it.

The Carriage 'tumbles' through the sky, throwing Mallory out of a Carriage door; the door opening with her momentum.

Clinging to the Carriage with her left hand, Arleah, with her right hand, grabs Mallory by her left hand.

The Carriage hurtles through the sky towards the eye of the vortex, and is moments away from being engulfed by it.

The Carriage jolts, its momentum halts.

(CONTINUED)

CONTINUED: (6)

The Wanderer sits atop the Giant Eagle, which has clung onto the Carriage, and flaps its wings frantically.

The Giant Eagle's effort prevents the Carriage from flying into the lava vortex.

The Giant Eagle can only 'hold its ground', and is unable to drag the Carriage away from the lava vortex.

The Carriage is held in the one spot by the Giant Eagle.

The Giant Eagle's strength is enough to resist the force of the vortex intake, but no more than that.

Arleah clings onto the side of the Carriage closest to the vortex, maintaining her hold on Mallory, who is effectively horizontally 'dangling in thin air'.

MALLORY

(shouting)

You defied the desert Arleah, so
your heart can now defy this.

Arleah shakes her head.

ARLEAH

(shouting)

I tried.

MALLORY

(shouting)

For those across all the lands.
Try once more, though now fill your
heart with love for those who will
live in the distant days that are
yet to be, those whom may not even
be born unless you try once more.

Arleah peers into the lava vortex with ethereal intensity.

WORDS FROM THE WISE SHE DID TAKE HEED,

THE SAGES WORDS A PRECIOUS SEED,

(CONTINUED)

CONTINUED: (7)

(verse continues)

TRANSCENDING TIME WITH LOVE IMPOSSIBLE...

(during verse)

The bright sphere of white light again emits from her, and expands out, destroying half of the lava vortex, and half of the surrounding chaos in the sky.

The inner spiral of the vortex remains, from which an intense vacuum tunnel of wind emits.

Although subdued by half, there is still great chaos across the sky.

Arleah frowns, and shakes her head at Mallory.

Mallory remembers the last sentence of the Third Parchment, as read by Cuthbert.

FLASHBACK:

CUTHBERT

(reading from parchment)

These very words that speak of the
gems, also hold the power thereof.

FLASHBACK ENDS.

Mallory uses her right hand to reach around to her left pocket, though she can not reach.

She grabs and grips Arleah's right wrist with her right hand as she releases her left hand from Arleah's hand grip.

As Mallory removes the Third Parchment from her left pocket with her left hand, her grip quickly slides off Arleah's arm.

Arleah attempts to grab Mallory's right arm, though Mallory falls away too quickly due to the vortex's strong intake.

Mallory lets go of the parchment, which is quickly (moving faster than she does) drawn into the vortex, causing the vortex, and the remaining chaos in the sky, to disappear.

Mallory flies through the air with her existing momentum, and it seems she is about to be taken into the vortex just before it disappears, though she does not.

A small flash of SHEET LIGHTING fleetingly appears, and Mallory disappears when the lightning does.

A Supernatural Rift, identical to the one in Elemental Odyssey, fleetingly appears in the sky, an end of it near where Mallory disappeared.

Arleah looks at the rift, bewildered.

(CONTINUED)

CONTINUED: (8)

The wind stops as the Giant Eagle reels back, frightened by the lightning, causing The Wanderer to fall off; he begins to plummet to the ocean below.

The Giant Eagle flies quickly away as Arleah and the Carriage begin to fall at the same time.

(verse continues)

...THE SKY OF FIRE DID FADE TO DUST,
THE SAGE AND WARRIORS ITS FLAME DID HUSH,
A DESTINY NOW FULFILLED.

As Arleah and the Wanderer fall;

THE STORM OF STORMS HAD STORMED ALL THINGS,
AND FOREVER NOW THE ANGELS SING,
OF THOSE WHOSE GREAT COURAGE DEFIED ITS RAGE,
THE CRAZY SKY INDEED WAS SMASHED,
WITH LOVE BRIGHTER THAN LIGHTNING'S FLASH,
OF THE THREE WARRIORS OF THE STORM OF ALL THE AGES.

EXT. SKY ABOVE OCEAN/IN OCEAN - DAY

Arleah and The Wanderer FALL from the sky into the ocean.

The Carriage falls and lands in the water some distance away.

Arleah and The Wanderer PLUMMET beneath the water's surface.

They EMERGE a few meters apart, and begin to tread water.

WANDERER
(looking skyward)
To where did she disappear?

Arleah looks to the clear blue sky.

She looks towards him.

ARLEAH
(bewildered)
Lost. Lost in time. What ever that
might mean. She is a mystery.

(CONTINUED)

CONTINUED:

A SEAFARER in a SMALL SAIL BOAT, with a SAIL on BROKEN MAST, appears from over a wave.

The sail has two half-meter ropes attached to it, and, on the other side of the sail, a section of its hem is detached, forming a 'loop' big enough to fit over a human head.

The Seafarer rows his Boat towards them.

SEAFARER

Ahoy! Did you see that storm?

WANDERER

Yes. Yes we did.

Arleah and The Wanderer begin to swim towards the Boat.

The shot pans up from them swimming to the clear blue sky.

ODE TO THE MYSTERY

NARRATED by ARLEAH

(no action: blue sky freeze-frame)

A MYSTERY NOW AND FOR ALL DAYS,

AN ECHO THROUGH A TIMELESS HAZE,

HER WISDOM WILL RESOUND.

DAYS TO BE WILL BE INDEED,

HER COURAGE HAS SEEN THE FUTURE FREED,

SHE IS LOST, THOUGH MANY NOW ARE FOUND.

EXT. BEAUTIFUL ISLAND - SURF - BEACH - DAY

Rough waves bring the Boat ashore, SMASHING it on ROCKS.

Arleah, The Wanderer and the Seafarer are THROWN from the Boat.

The three of them are unharmed, and they find their feet on the water line, and look at the smashed Boat.

SEAFARER

(walking off)

You can keep it.

WANDERER

Thank you. It's in fine condition.

(CONTINUED)

CONTINUED:

The Seafarer continues to walk away as Arleah takes a step towards The Wanderer.

ARLEAH

So, you searched for your beloved.

WANDERER

No. I just happened to be passing the heart of all madness, and there you were.

ARLEAH

Where else would I be?

EXT. BEAUTIFUL ISLAND - BEACH - NEAR AN OCEAN PIER - NIGHT

Now both wearing CASUAL ATTIRE, The Wanderer and Arleah, who now wears Mystery's/Mallory's Blue Jewel on a neck chain, walk along the beach arm in arm.

Further ahead is the broken Boat; with the SAIL STILL ATTACHED, and beyond that, an OCEAN PIER.

On the distant ocean horizon is a NORMAL STORM.

Storms have gone back to normal now, it would appear.

WANDERER

...and I then flew through the endless storm on the metal steed.

ARLEAH

So, these metal horses can fly?

WANDERER

It would seem they do.

They both ponder reflectively for a moment.

ARLEAH

My brother the Ra-Che Wolf pledged to find peaceful ways. I believe he will.

WANDERER

He is your *brother*??

CUT TO:

INT. CASTLE OF THE RA-CHE WOLF - DINING ROOM - NIGHT

The Ra-Che Wolf eats alone at the dining room table.

A FULL PLATE is set in front of an empty chair opposite him.

Heleenix enters the room carrying a ROLLED UP PARCHMENT.

(CONTINUED)

CONTINUED:

With a PENSIVE look on her face she walks across the room towards The Ra-Che Wolf.

Heleenix approaches the chair opposite The Ra-Che Wolf and hands the parchment to him as she sits in the chair.

She peers at him solemnly as he unrolls the parchment, and scans it with his eyes.

He raises his eyes to hers.

Her solemn look remains.

He smiles.

She then also smiles.

We see; it is the TITLE DEED TO GLADEFERN MILL he holds.

CUT TO:

EXT. BEAUTIFUL ISLAND - BEACH - CLOSER TO PIER - NIGHT

Arleah and The Wanderer now stroll past the smashed Boat as they casually notice the distant storm, which now appears a little closer.

A WIND begins to rise up from the direction of the ocean.

Disregarding the storm, they look ahead to the ocean pier.

WANDERER

Well, I do think now your brother
has made peace with you, he will
indeed find peace in his heart.

CUT TO:

INT. CASTLE OF THE RA-CHE WOLF - DINING ROOM - NIGHT

Heleenix and The Ra-Che Wolf dine together.

HELEENIX

I do think, Darvil, a peaceful path
is a better way.

The Ra-Che Wolf looks at her for a moment.

He puts down his knife and fork, places his left hand on his chin, and his right hand on the table next to his plate.

He looks down at the table, silent and pondering.

Heleenix is pensive.

The Ra-Che Wolf looks towards her.

(CONTINUED)

CONTINUED:

RA-CHE WOLF
(conceding)
Hmm. Hmm. I think, precious lady,
you might be correct.

Heleenix places her hand on his right hand.

HELEENIX
I love you, Wolfie.

RA-CHE WOLF
(shyly)
Oh. Er, and my regards towards you
are, um, also the same, Heleenix.

Heleenix smiles warmly at The Ra-Che Wolf, who shyly smiles.

EXT. BEAUTIFUL ISLAND - OCEAN PIER - NIGHT

Arleah and The Wanderer walk arm in arm onto the pier as the
WIND RISES.

They walk along the pier as they talk.

ARLEAH
We can bring our town folk and our
horses to this beautiful place. We
will build a large boat.

WANDERER
Boat building would require some
sort of effort from me, though.

ARLEAH
That is because you are very lazy.

WANDERER
Yes indeed. Although I do try to
be.

They continue, unheard, to talk and joke around.

The STORM MOVES IN.

EXT. BEAUTIFUL ISLAND - PIER/OCEAN/SKY/EDGE OF SPACE - NIGHT

'SEA STORM OF THE SKY'

NARRATOR: THE WANDERER
(LYRICS/ACTION CORRELATE)

THE WIND WAS HIGH THAT STORMY NIGHT WE STOOD UPON THE PIER,
HER RAVEN HAIR SHONE IN THE GLOW OF DISTANT LUNAR SPHERE,
I KEPT HER CLOSE WITH WARM EMBRACE IN THE ICY CHILL OF NIGHT,

(CONTINUED)

CONTINUED:

(verse continues)

SPARKLING EYES SO FILLED WITH LOVE DID WELL MY HEART IGNITE.

Arleah and The Wanderer stop walking, face each other, and embrace, looking deeply into each others eyes.

HER LOVE WAS LIKE A STORM OF LOVE,

WILD AS THE SEA, PURE AS A DOVE,

FOREVER LIGHT SHE'D ALWAYS BE,

FOREVER LOVE AND ALWAYS FREE.

THE FURY OF THE SPOOKY STORM PUT FIRE IN HER EYES,

THEN CRAZY WINDS STOLE HER AWAY INTO THE CRAZY SKIES,

FROM MY EMBRACE MY DEAR HEART TRUE WAS SO QUICKLY TAKEN,

FLYING LIKE AN ANGEL FREE, GONE, THOUGH NOT FORSAKEN.

Arleah's eyes sparkle as the storm intensifies.

She steps back from him a little, their embrace loosening, to look up at the storm as it further intensifies.

A strong gust of wind picks her up and lifts her into the sky.

The Wanderer watches as she flies away.

I RAN TOWARDS MY BATTERED BOAT SMASHED UPON THE SHORE,

FROM BROKEN MAST A PIECE OF SAIL I OH SO QUICKLY TORE,

THIS RAGGED PIECE I SOMEHOW MADE INTO SOME SORT OF WING,

WHICH LIFTED ME FROM OFF THE GROUND UPON THE MIGHTY WIND.

The Wanderer, too heavy for the wind to lift, runs from the pier and along the beach towards the smashed boat.

(CONTINUED)

CONTINUED:

He tears a section from it, so the *aforementioned section of detached hem is in the middle of the top of the wing. The bottom of the wing has two short ropes attached to eyelets.

The Wanderer ties the two ends of the ropes to each of his ankles. He places his head through the gap created by the detached section of hem, and holds out the two top corners of the wing with his hands, forming the wing.

The wind catches the wing and he flies into the sky.

*INTO THE STORM MY LOVE HAS FLOWN,
LOST IN THE SKY, LOST AND ALONE,
TO LOSE MY LOVE I'D LOSE MY HEART,
MY HEART WILL TEAR THIS STORM APART.*

LIGHTNING BOLTS FROM EVERY CLOUD ZIG ZAGGED ACROSS THE SKY,
THUNDER ROARED AND SHOOK THE AIR THROUGH WHICH I NOW DID FLY,
MY DEAR HEART THEN CRIED OUT MY NAME, FROM SOMEWHERE IN THE
RAIN,
WILD WINDS TOOK HER ABOVE THE STORM, UNTO FAR HEIGHTS INSANE.

Lightning bolts fill the sky as thunder roars.

It starts to rain, as The Wanderer hears Arleah call him from somewhere above.

Her voice is heard, though The Wanderer's actual name is undistinguishable/mostly inaudible to the viewer.

The wind lifts Arleah above the storm clouds.

THE STORM I SENSED, WITH DISBELIEF, HAD A CERTAIN WILL,
THE NOTION I DID FIND ABSURD, THOUGH IT DID MY SPIRIT CHILL,
THE STORM OF STORMS WE SMASHED APART, HAS NOW RETURNED IT
SEEMS,
VENGEANCE OF THE CRAZY SKIES MIGHT FOREVER HAUNT MY DREAMS.

(CONTINUED)

CONTINUED: (2)

The Wanderer seems perplexed as he flies up through the storm clouds.

He sees Arleah a few dozen meters above as she continues to be lifted by the wind.

**SOARING TO THE MOON IT SEEMED, I COULD NOT KEEP HER PACE,
HIGHER THAN THE WORLD COULD SEE, SHE FOUND THE EDGE OF SPACE,
FAR INTO THE DISTANT SKY, WHERE ALL THINGS ARE SERENE,
SHE FLOATED LIKE AN ANGEL TRUE, TRUE STARLIGHT SHE DID SEE.**

The winds continue to lift Arleah to a great height.

As she reaches 'the edge of space', her ascent ceases, though the updraft holds her, suspended in one place in the sky.

The Wanderer's ascent also ceases, and he too, aided by his wing, is suspended in the one place, two dozen meters below Arleah.

Arleah looks up towards the stars.

***ABOVE THE STORM MY ANGEL FLEW,
BEYOND THE SKY, NO FEAR SHE KNEW,
OF THE STORM I AM THE HEART,
MY LOVE FOR HER THE ONLY PART.***

**ARLEAH NOW WALKED THE SKY, AND SAW INFINITY,
FREEDOM LIKE THERE NEVER WAS FOR THE SOLDIER OF LIBERTY,
THE WILDEST RIDE TO EVER BE WOULD NOT HER SPIRIT TAME,
SHE DRIFTED ON THE DUST OF STARS AS THE WIND BEGAN TO WANE.**

Arleah remains suspended, and looks across the world in ethereal awe.

The higher winds stop; she begins to fall as The Wanderer remains held by the wind where he is.

She nears him as the winds beneath him subside.

(CONTINUED)

CONTINUED: (3)

He lets go of the wing corners and takes hold of her hand.

The turbulence created by his fall causes the sail's ropes to slide off his feet, and the detached section to him to break, causing the sail/wing to detach from him and fall away.

Arleah and The Wanderer embrace.

As they fall:

*I AM THE STORM, THE STORM WITHIN,
MY LOVE FOR HER A STORM BEGINS,
THE STORM AM I, FUELLED BY HER LIGHT,
FOREVER AS THE STORM WE'LL FLY.*

*THE VENGEFUL STORM, IT HAD ITS WAY,
AND BRINGS US TO OUR FINAL DAY,
MY LOVE AND I WILL FOREVER FLY,
ACROSS THE STORMS ETERNAL SKY.*

*WITH WARM EMBRACE I HELD MY LOVE,
WILD AS THE SKY, BRAVE LIKE A DOVE,
OUR BATTLE LOST, OUR FIGHT WE WON,
OUR FIGHTING DAYS ARE TRULY DONE.*

TOWARDS THE BLEAK COLD SEA BELOW WE FELL SO VERY FAST,
SHE LOOKED AT ME AS IF SHE KNEW, THESE MOMENTS WERE OUR LAST.
I HELD HER CLOSE FOR ONE LAST TIME, PLUMMETING TO OUR DOOM,
THEN FROM THE STORMY WORLD ABOVE CAME A THUNDEROUS BOOM.

They are lost in each others eyes as they fall.

They fall quickly; the ocean now not far below.

(CONTINUED)

CONTINUED: (4)

A thunderous boom emits from above.

**THIS FORMED THE COLD DARK SEA BELOW INTO A MONSTER WAVE,
THE FACE OF WHICH WE SLID RIGHT DOWN, OUR MORTALITY WAS
SAVED,
WE RODE THE WAVE FROM FADING STORM TO OUR BEAUTIFUL NEW ISLE,
TO LIVE OUT OUR DAYS IN PARADISE, MY TRUE DEAR HEART AND I.**

The soundwaves from the thunder create a giant wave.

The wave forms quickly, the face of it nearly vertical
beneath them.

The land on the face of the wave; the angle of it safely
breaking their fall.

They rise the wave to the shore of the island.

EXT. BEAUTIFUL ISLAND - BEACH - NIGHT

Arleah and The Wanderer are taken to shore by the waves.

They find their feet on the tide line, and turn to each
other.

WANDERER

That was quite a fall, my love.
Did you finally know fear?

Arleah frowns a little, peering into his eyes.

ARLEAH

Yes. I have known fear for some
time now.

The Wanderer is bewildered; this is news to him.

ARLEAH (CONT'D)

And due to this, my love had
greatly waned. I was finding it
again as I faced the great storm,
though not enough to defeat it.
Because I let my heart grow cold,
the brave sage is now lost.

WANDERER

Lost in time, you said. What does
that mean?

The Blue Jewel Arleah wears on her neck begins to GLOW.

(CONTINUED)

CONTINUED:

The Wanderer looks at it, causing Arleah to look at it also.

She looks back towards him, perplexed.
They remain standing in silent bewilderment.

There is a SMALL, SURREAL PURPLE FLASH of ROUND SHEET
LIGHTNING a dozen meters above from where they stand.

It remains, forming a PORTAL. They look up at it.

They look back towards each other.

ARLEAH

I think we shall soon find out.

They both smile as a ROUND BEAM of translucent light falls
around them.

FADE OUT.

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SYNOPSIS FOR SEQUELS ON FOLLOWING PAGES.

writer's note

The following synopsis is for *Time of the Time Stormers*, a strong stand-alone story; a contemporary action/science fiction time travel tale which links to *Chronicle of the Storm Warriors* via a twist near the end.

The essence of these two narratives meld with compelling fusion in part three, *Time of the Storm Warriors*, the synopsis for which again follows.

The presence of the motorcycle in the yesteryear of *Chronicle of the Storm Warriors* is the end of an arc originating in *Time of the Storm Warriors*.

I believe *Time of the Time Stormers* and *Time of the Storm Warriors* could easily be produced in the one time frame.

There would be several revisited locations in part three, though the varying back ground special effects , i.e. rifts in the sky, etc, and evolving dynamic of the story, the revisited locations would not seem repetitive.

The new locations for the third instalment would not require extravagant, complex sets.

Thank you for your time reading this material.

(CONTINUED)

CONTINUED: (2)

PART TWO: TIME of the TIME STORMERS
screenplay completed

a future once unwritten

LOG LINE

When a time machine is used to avert an experiment gone wrong, the ripple effect is quick and immense.

SYNOPSIS

While on her yacht, villainous scientist Calista finds the mysterious Mallory struggling in the ocean after a fleeting storm. Mallory has no memory of who she is, though has innate wisdom and intelligence, and becomes Calista's apprentice.

Meanwhile esteemed scientist Conrad, Calista's former colleague, has created, with his protégé Bethany, a yet-to-be tested time machine. When another project grimly backfires for Bethany, she travels back in time to avert the dilemma.

The unforeseen factor of spatial displacement occurs; the machine's journey through time takes it, due to the rotation of the Earth, to a random place geographically. This foils Bethany's plan, and the grim effect remains with her.

Calista quietly learns of the missing time machine, secretly ascertains its location, adds her own tech which both negates the spatial factor and guides it to specific places, steals it, and travels back to the moment she first learnt of it.

She sends Mallory to the future to bring back a functioning robot to use to finally activate her three old robots, which were made across past decades by her Grandfather.

The future robot Trallox indeed activates the robots, then secretly adapts the time machine to be also a duplicator, with which he makes many multitudes of the 'old robots'.

After Conrad learns of Calista stealing the time machine, he discovers he can reverse it along its own time track, from just after the moment it landed elsewhere, to retrieve it.

He does this while Mallory is in the future in it, which causes there to be two identical machines. Further time travel use of the duplicate machine inadvertently causes the grim effect of Bethany's experiment to become wide spread.

Chaos begins to abound, Calista and Bethany conspire, then chaos abounds furthermore when they use the two machines to create a 'great mechanism', which will garner Calista untold physical power, for which she has tyrannical intent. Mayhem reigns and all seems lost, then Mallory remembers who she is, and where she is from. She quickly forms a plan.

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continued in **Time of the Storm Warriors**

(CONTINUED)

CONTINUED: (3)

PART THREE of TRILOGY: TIME of the STORM WARRIORS
screenplay completed

drift the ruptured rift

LOG LINE

Chaos abounds far beyond the realms of all things possible when a diabolical plan causes the future and past to collide.

SYNOPSIS

Mysterious scientist Mallory contends with unprecedented chaos which she unintentionally helped her villainous boss Calista create.

After recalling that she is a sage from the days of yore, Mallory harnesses a rift in time to bring to the present two warriors, Arleah and The Wanderer, to help defy the chaos.

The Wanderer is inadvertently thrown further into his future, and Arleah takes the long road through time before she is reunited with him.

Mallory jumps into the future and finds them both, though the three of them are trapped there when the time machine's energy depletes. There indeed seems absolutely no way back.

To avert the bleak future from which they cannot escape, they must do the impossible and return to the present.

Meanwhile, Calista embraces madness anew as she alters the past, a ploy which will garner her immense strength far beyond what she already has.

Mallory's scientist colleagues work together to foil Calista's plan, two of them embarking on perilous missions.

Madness untold descends everywhere as Calista's scheme backfires, the catalyst that creates the grim and broken future in which the sage and warriors are trapped.

Mallory, Arleah and The Wanderer return from the future, and following through on that achieved by the Mallory's colleagues, they forge into a sky of pure madness.

An inevitable fate looms for all as the Earth spins too quickly, and skyscrapers are flung, intact, into the sky.

With cool resolve, they defy beyond impossible odds and save the day, and the days yet to be.

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(CONTINUED)

CONTINUED: (4)

CHRONICLE of the STORM WARRIORS

LYRICALLY NARRATED CHAPTERS:

WANDERER

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FEARLESS

COPYRIGHT 2025 GARY McLEAN. written in 2020

I AM THE STORM

COPYRIGHT 2025 GARY McLEAN. written in 2020

originally titled 'Chaos Reigned'

THUNDER and LIGHTNING

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originally titled 'Old Bess and Lightning'

CATAclysmic HAZE

COPYRIGHT 2025 GARY McLEAN. first version written in 2013

originally titled 'Catastrophic Haze'

ELEMENTAL ODYSSEY

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STORM OF STORMS

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SEA STORM of the SKY

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(CONTINUED)

CONTINUED: (5)

PART ONE of TRILOGY: CHRONICLE of the STORM WARRIORS**fight so there be light****LOG LINE**

A warrior rediscovers the light in her heart as she embarks on a quest to save many from a grim fate, and to bring back her brother from a dark path she inadvertently set him on.

SYNOPSIS

Beyond a far horizon in days of yore, Arleah and her brother Darvil defend their valley from relentless marauding thieves.

When the menace increases, Arleah and Darvil seek the help of the Torvus Wolves, who were banished to an isolated land by Arleah and Darvil's forefathers for being too wild at heart.

Due to a mistake by Arleah, Darvil becomes trapped with the Wolves, and eventually becomes their leader. Arleah must defend her valley alone. She is joined by a drifter, The Wanderer, who fights beside her, and becomes her beloved.

Years later, a mysterious army reeks havoc in a valley not far from Arleah and The Wanderer's new village. Arleah stays to guard the village as The Wanderer joins other lone warriors to face the army. He plans to kill their leader so the rest of the army will retreat. Arleah later learns the army are The Torvus Wolves, and Darvil is now their leader.

As Arleah is about to leave to go and prevent her beloved from killing her brother, Mallory, a sage, arrives to send her to distant Fire Mountain, the molten fury of which will soon destroy all. Mallory gives Arleah gems which will render the mountain placid. Arleah must save the many, or save her brother, though she aspires to defy the impossible, and do both. On her journey, Arleah has the gems stolen by Droloog, a rogue who gives them to Darvil, who had been spared in battle by The Wanderer, to pay a gambling debt.

Arleah finds Darvil, and defies his rage against her. They make amends, Darvil gives her the gems, and pledges to change his ways. Arleah discovers Droloog had given Darvil fake gems. Arleah rides down Droloog and retrieves the real gems, though she is now far from Fire Mountain. The only quick way is through a strange and dangerous desert.

The Wanderer finds Arleah just as she quells Fire Mountain, though this evokes the Storm of Storms upon all of the lands, a far greater threat than the mountain was. They save the many lands as they smash the crazy sky.

Mallory, who had rushed to them to warn of the mighty storm, vanishes within it, and Arleah senses she has become 'lost in time'.

(CONTINUED)

CONTINUED: (6)

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Draft polished 24/6/2026.