

CYRCADIAN RULE

A live action Anime

by

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FADE IN:

EXT. OUTER SPACE

Earth's solar system. The nine planets hover in a black starlit void. As the hypnotic voice of the female narrator speaks, the earth draws near.

NARRATOR (V.O.)

There was a time long before the earth became the land as we know it today... It was a time when its fate still lay uncertain; a time when its spirit was still in its infancy... This was an age of magic, the age of crystal, and without the both of them, there would have been no ages to follow...

The earth continues to draw near.

The recognizable continents of EARTH as we know it today morph into one solid land mass.

The layers of the earth's atmosphere are penetrated.

A thick layer of cloud is broken through exposing:

LANDS OF CYRCADIA - DAY

MAJESTIC BEAUTY: Towering mountains bathe in sunlight under a bright blue sky. Glistening waterfalls pour into crystal clear pools. Untouched emerald green grass ripples in the wind...

NARRATOR (V.O.)

It was known to the historians of the time as the Cycle of Birth, and the Trial of Life. It seemed as if the Ancients wanted to see how its beloved creation of Man would appreciate the environment in which it was given... So in the same cycle, on the same rotation, within the same partial;

(MORE)

NARRATOR (V.O.) (cont'd)
life was given to both the world's
greatest evil and the world's
greatest hope. This is their
tale... and this is their
land...Cyrcadia...

A large CANYON is exposed. Wide rock-carved ramps lead down both sides of the canyon into the mouth of a large CAVE.

A torch lit stalagmite-ridden trail is followed deeply into the cave.

An enormous wide open CAVERN is exposed. A large Gothic Styled CASTLE made of onyx, stone, and obsidian rests on top of a grand stairway at the center of the cavern.

An illuminated WINDOW high above in one of the castle's towers is exposed.

A horrific SCREAM pierces the silence of darkness.

INT. CASTLE ROOM - NIGHT

The dimly torch lit room illuminates the TYRINIAN QUEEN ADELLE. The Queen, who looks to be in her fifties, is dressed in a long silk night gown. Sweat is seen drips down the creases of her once flawless face. She has long dark hair and pupil-less eyes, making them look as white as the color of her bleach white skin.

NOTE: The completely white eyes and the bleach white skin are the trademark identifiers of Tyrinian race. However, besides the above notations, they appear to be of human descent.

The Queen's legs are held up by stirrups as a Tyrinian DOCTOR stands between them holding on to something unseen.

Two AIDES stand on each side of the doctor at the ready, surrounded by trays of various crystal made medical instruments.

The seven foot tall, three hundred pound of solid muscle Tyrinian KING, GALAKIRK, stands at the Queen's side holding her hand and lightly caressing her forehead.

An intricate obsidian glass crown rests on top of the King's sixty year old head. The Tyrinian crest is centered on the crown.

NOTE: The crest is of a silver lion's face on a stylized shield. The lion's eyes are completely white and single drop of blood is centered on the lion's forehead.

His long black hair and his finely trimmed beard starkly contrast with his exquisite crimson felt robe.

DOCTOR

Come on, give me one more my Queen.

QUEEN ADELLE

AHHHHH!

She grasps the King's hand as she arches her back high into the air. After one final push her body falls limp and she attempts to regain her breath.

CRIES from a baby breaks the tension in the air.

The Doctor holds up a CRYING NEWBORN and proudly displays him to the King.

DOCTOR

My Lord...allow me to introduce you
to your new Prince.

The King's eyes glaze over with happiness as his stern square-jawed face breaks into smile.

His world stands still as he gazes at his newborn child.

QUEEN ADELLE

ARGHHHHHH!

The King is taken aback.

The Doctor immediately hands the child to one of his aides.

He looks down and sees another child being born.

The Doctor freezes in astonishment.

Looks of fright and confusion come over the King and the two aides.

The King pushes an aide out of the way and stands next to the Doctor.

KING GALAKIRK

WHAT EVIL IS THIS!?

The Doctor raises a second NEWBORN and stutters:

DOCTOR

I, I, I, can't explain it Sire. It seems to be some sort of double birth. I've never witnessed such an event. This child is, is, is, a girl...

Silence fills the room only to be broken by one of the Doctor's aides. The aide rises from the Queen's side.

AIDE

Doctor, the Queen...I think she...she is...

The King rushes over to his Queen. He grabs her hand but it is limp and lifeless. After a solemn moment of observation, he kisses her gently on the lips.

KING GALAKIRK

UUUAAARGH!

The King violently knocks over the medical trays. The various tools and instruments shatter as they hit the ground.

The King then savagely rips the female child from the Doctor's grasp.

He walks over to one of the aides and shoves the child into her arms.

KING GALAKIRK

Never do I want to see this child,
hear this child, feel this child,
nor smell this MURDEROUS EVIL for
the rest of my rotations. Kill it,
burn it, destroy it, do what you
will with it, BUT DO SO NOW!!

The aide nods, and immediately runs off with the child.

KING GALAKIRK (CONT'D)

AS FOR THE REST OF YOU! That child
was never born. That thing was
never seen. AM I UNDERSTOOD!?

The Doctor and the remaining aide nod in absolute fear and agreement.

The King walks over to his new Prince and carefully takes him from the aide.

The King then kisses him lovingly on the forehead and raises him over his head. Admiration overcomes him.

A TYRINIAN GUARD opens the chamber door and enters.

GUARD

My lord, our forces have departed
for the holy ground. They should
arrive by sunrise.

KING GALAKIRK

Get out.

EXT. CYRCADIAN RONE HOLY GROUND, "SOLROUGE" - DAY

A Romanesque styled white stone CASTLE stands proudly atop a lush cliff in a clearing of an emerald forest. The ivy wrapped castle stands with its back to the cliff's edge and is surrounded by tall stone walls that are fitted with various guard towers and walkways. A large steel ornamental gate separates the exterior walls and serves as the entrance to the castle grounds.

Beyond the gate at the center of the castle courtyard, rests a sole monumental OAK TREE. At the base of the oak tree lies a beautiful FLOWER GARDEN filled with an assortment of the land's most inspiring blossoms.

The tall oak basks in the bright sunlight the day has brought and pulses with a golden light. Tiny flecks of the golden light sprinkle down from the rich green leaves of the oak tree and seep into the flowers and fluttering butterflies below.

Various RONES tend to the grounds. Some train their battle skills in the courtyard, some pray before the oak tree, and others man the guard towers and pace the walkways of the castle walls.

NOTE: Rones are human and their settlement resembles the settlements seen inhabited by monks. One can always tell a Rone by their long, form fitted, armor-plated BATTLE SUITS. These dark brown leather suits consist of tall knee high boots, pants, and high collared trench coat-like tops that are affixed with chrome plated armor.

The plating is used sparingly as to not constrict movement, but enough is used to ensure the protection of all larger non-range of motion areas.

A carved crystal emblem of a rising sun is embedded into the chest piece of every battle suit, for that is the symbol of the Rone.

But the true trademark identifier of the Rones are their crystal loaded BATTLE BRACERS; a magic weapon technology known only to the adepts of their order. These bracers are leather-lined, finger-less, chrome armored gloves that can hold different shards of crystal which house and release various magical energies. The crystal shards used by the bracers are loaded into slots located on the top and sides of the wrist much like the clips of modern day guns.

CUT TO:

INT. GUARD HOUSE - CONTINUOUS - DAY

A few RONES sit at a makeshift table playing cards. LOR, a teen Rone, looks down at his cards with his one blue and one green eye. He pushes all of his small stacks of crystal chips into the middle of the table.

LOR
I bet it all.

Two of the other Rones throw down their cards.

RONE 1
(frustrated)
I bow out.

RONE 2
As do I.

DRAVEN
I meet.

DRAVEN, an athletic mid forties battle-hardened looking Rone, pushes most his crystal chips to the center of the table.

DRAVEN
Let's see them.

Lor displays his cards. His hand consists of three like cards that contain a different amount of leaf symbols printed on them, and two other cards that contain symbols of a sun and moon.

Lor looks up.

LOR
Three of the like.

Draven smiles. He displays his cards. His hand consists of three like cards that contain a different amount of water drop symbols on them, and two other like cards both containing sun symbols.

He looks Lor in the eye.

DRAVEN
Full court.

Lor bows his head in defeat as the other Rones break out into laughter.

RONE 2
(still laughing)
Typical Lor. Always thinking he's a
step ahead of ya when he's clearly
not!

DRAVEN
He'll learn soon enough. We were
all in his shoes once.

Draven gives Lor a friendly wink.

DRAVEN
Now I think you still have yet to
hit the stables today boy... They
won't clean themselves ya know...

LOR
Yeah. Yeah... I'm on it...

Lor pushes himself from the table and makes his way toward the exit of the guard house.

RONE 1

And don't forget to pick the laundry up and deliver it to the barracks. Oh...and if the sheets are still drying, maybe you should take them down and learn how to fold them!

Rone 2 bursts into laughter while Rone 1 chuckles. Draven smirks as Lor shakes his head not amused.

THUMP THUMP THUMP

Three distant muffled noises are heard. The vibrations of the noises cause the crystal chips on the table to rattle and clatter about.

Lor stops dead in his tracks and the other Rones exchange looks of caution.

RONE 2

What was that?

Rone 1 and Rone 2 run over and look out of the guard tower window.

Lor exits the guard house and looks in the direction from which the sound came from.

CUT TO:

EXT. CYRCADIAN RONE CASTLE GROUNDS - CONTINUOUS

Draven follows Lor out of the guard house. Other Rone guards come out of their respective locations and look to the sky; as do all of the other Rones scattered throughout the grounds.

Lor shields his eyes from the sun and notices three SPARKLING OBJECTS careening toward the castle grounds.

LOR

Looks like...

Lor squints his eyes.

LOR

(sotto)

Crystal...

Draven's eyes widen with realization.

He sees the three jagged crystal-like missiles falling toward them at a great acceleration.

DRAVEN
TYRINIANS!

Draven grabs Lor and jumps from the castle wall inward toward the courtyard.

BOOM - A GREAT EXPLOSION

One of the crystal missiles strikes the guard house in which the Rones played cards.

The blast of the explosion hurls Draven and Lor into the courtyard with great velocity.

They slam to the ground and instinctively tumble backward and somersault into bent-over, football-lineman resembling positions.

They both skid to a stop and quickly observe their surroundings.

BOOM - BOOM - TWO OTHER GREAT EXPLOSIONS

Draven and Lor shield their faces as the two other crystal missiles strike the castle wall on each side of the gate. The blasts send stone and nearby Rones soaring into the air.

The gate falls and slams to the ground. Dust and debris cloud the air.

Various Rones throughout the grounds recover from the blasts and regain their bearings.

Draven screams into a COMMUNICATOR discreetly located on his wrist.

DRAVEN
DEFENSIVE POSITIONS! ACTIVATE ALPHA
PHASE PROTOCOL: CODE RESURRECTION!

All the surviving Rones quickly grab their fallen brethren and fall back, running toward the castle.

Draven grabs three clear CRYSTAL SHARDS from his belt and loads them into his bracer.

LOR

How can it be the Tyrinians!? The sun is at its highest point! How could they even have found us!?

Draven looks at Lor in frustration.

DRAVEN

What does any of that matter NOW boy!? FALL BACK TO THE CASTLE AS ORDERED!

Lor freezes.

He points over to where the gate once stood.

Draven turns around and sees a TROOP of 20 or so Tyrinians emerge through the dusty debris.

They slowly march forward headed toward the courtyard.

The Tyrinian warriors are outfitted in variations of black and dark purple-hued heavy plated armor; all bearing the Tyrinian crest. All of them also wear different styled black TINTED VISORS that one horizontal and one vertical red line continuously pulse across.

The oncoming Tyrinian horde are led by one massive mo-hawked Tyrinian, VILLADYNN, who dons a sole BLADED SHOULDER MOUNT and a large SCYTHE.

Behind him walk three other Tyrinian HENCHMEN who carry large crystal bladed CHAINSAW-LIKE WEAPONS. The rest of the Tyrinian warriors are armed with various BLADES and projectile type that fire various charged blasts of crystal.

Villadynn reaches up and turns a DIAL that is located on the side of his visor.

POV VILLADYNN: A series of electronic click like tones that carry different pitch and frequencies are heard. Looking around, we see a world of darkness. White glowing outlines surround all of the objects in our line of sight. We see the outlines of Draven and Lor, and outlines of varying brightness surrounding all of the other objects in the courtyard. We look over to where the oak tree stands and sees the outline of the oak tree. However we also see a bright glowing outline of what looks to be a large jagged CRYSTAL SPIRE within the oak tree itself.

Villadynn smiles. He motions over to the oak tree. His Tyrinian followers pay heed and pick up their pace. They march on ahead of Villadynn and the three henchmen, headed toward the oak tree.

Draven immediately looks back at Lor.

DRAVEN

NOW LOR! Do as ordered! And do not
forget your path as runner!

Lor looks at Draven at a loss for words.

Draven charges his bracer. He steadies his bracer arm with his opposite hand as his bracer vibrates vigorously. He puts his right foot forward and shifts his weight on top of it.

DRAVEN

LOR! GO! NOW!

Lor snaps out of his daze and runs for the castle.

Draven fires his bracer. A great ball of SILVER ENERGY blasts forth; the force of which causes Draven to skid standing back about a foot.

The elongated diamond shaped energy blast spins above the oak tree for a moment then DETONATES into a bright light. As the bright light explodes, diamond like WAVES expel downward from the light; encasing the oak tree in a diamond like SHELL.

Draven then turns toward the oncoming Tyrinians. He loads crystal shards into all of his bracer slots and draws his stylishly designed LONG-BLADE.

He crosses his bracer and blade in front of his chest in the formation of an "X." He lowers his head, closes his eyes, and whispers in an unknown language.

CUT TO:

INT. CYRCADIAN RONE CASTLE - GRAND ELDER'S DEN - CONTINUOUS

A greatly aged female Rone stands and looks out a WINDOW. Her nurturing eyes look troubled at the sight of the approaching Tyrinian mob.

The window is located behind an exquisite marble cut DESK. She wears a lyrical robe and has long silky white hair that is held back by a finely crafted gold headband. Stone cut BOOKCASES and various astronomical INSTRUMENTS fill the small comforting den. A man-sized hollow crystal CHAMBER rests against the back wall of the den.

DRAVEN (V.O.)

Ancient Mother... I am afraid the time has come... Resurrection is indeed upon us... I owe you many thanks and blessings... I will await your presence in the land of light my liege... For Cyrcadia...

Heartbreak overcomes Ancient Mother. She bows her head and gently places her hand on the window. She closes her eyes and whispers in the same unknown language.

ANCIENT MOTHER (V.O.)

You have always served us more than well my son... All cycles must end for others to begin... we shall meet again Draven...

CUT TO:

EXT. CYRCADIAN RONE CASTLE GROUNDS - CONTINUOUS

Draven charges the Tyrinian warriors and takes out 4 of them with a variation of lightning speed magical blasts and blade strikes.

One Tyrinian brings his AXE down with great speed - headed for Draven's head.

Draven quickly shoots his hand forward to the Tyrinian's neck and presses a series of pressure points.

The Tyrinian's motion instantly ceases. He panics at the realization that he cannot move his body.

Draven quickly removes the frozen Tyrinian's axe and hurls it at another attacking Tyrinian - killing him on contact.

Another Tyrinian grabs Draven from behind.

He uses this leverage to lift his legs and kick two Tyrinians in front of him.

DRAVEN

Let there be... light!

His feet shatter the visors of the two Tyrinians. They both shriek in pain and fall to their knees as the sun causes smoke to rise from their eyes.

A crystal tipped ARROW suddenly strikes Draven's captor and causes Draven to be released.

Various magical, fire, ice, and lightning bolt BLASTS rain down from the sky striking many of the Tyrinians below.

Draven looks up toward the castle and sees Rone ARCHERS and CHANNELERS taking defensive positions within the castle.

Draven is drawn back to battle. He continues to fight numerous Tyrinian warriors with great grace and agility as Villadynn and his three henchmen make their way to the oak tree.

An ARROW strikes Villadynn in his unprotected shoulder.

Angered, he mutters something to his henchmen and pulls the arrow out. The henchmen flip their large chainsaw-like weapons upside down and the LAVENDER CRYSTALS located on the bottom them begin to glow.

Large circular lavender-colored FORCE FIELDS spring forth.

The henchmen then position themselves around Villadynn so that all of them as a group are shielded as they march on.

The shields disintegrate the arrows and reflect the magical attacks that strike them.

Villadynn and his henchmen arrive at the diamond encased oak tree.

Draven sees Villadynn run his hand across the diamond casing.

Draven fights his way toward him. Villadynn sees Draven approach and gives him a smile as he says something into his wrist.

Villadynn then slaps a small blinking crystal beacon on the diamond shell of the oak tree.

CUT TO:

EXT. FOREST - OUTSIDE CYRCADIAN RONE GROUNDS - CONTINUOUS

Hundreds of Tyrinian SOLDIERS march toward the Cyrcadian Rone grounds.

A LARGE CANNON-LIKE STRUCTURE hovers a couple feet off of the ground on top of large bottom mounted crystals. It is pulled effortlessly along the landscape by a group of Tyrinians that pull the structures along by leather braided ropes.

A group of five Tyrinians man the cannon. One sits at the rear of the cannon holding onto two handles, one sits in front under the barrel of the cannon holding onto one handle, two man the rack containing the crystal missiles, and one stands in front directing the entire crew.

The Cannon Director raises one of his hands to his ear. He then raises the same hand in the air and makes a fist.

CANNON DIRECTOR

HALT!

The ones who pull the cannon stop dead in their tracks.

CANNON DIRECTOR

LOAD!

The two Tyrinians manning the missile rack grab a crystal missile and load it into the cannon barrel.

The Cannon Director looks at his wrist. Two holographic degree numbers appear above his wrist. He reads them out loud.

CANNON DIRECTOR

THREE DEGREES HORIZONTAL WEST!

SIXTY EIGHT DEGREES VERTICAL!

The rear mounted Tyrinian moves the barrel horizontally into position as the front mounted Tyrinian moves the barrel vertically into position.

BOTH MOUNTED TYRINIANS
(synchronous)
IN POSITION!

CANNON DIRECTOR
FIRE!

The rear mounted Tyrinian presses both THUMB BUTTONS on his handles and the missile is launched from the cannon.

The army of Tyrinians cheer.

CUT TO:

EXT. CYRCADIAN RONE CASTLE GROUNDS - CONTINUOUS

THUMP

Draven and other Tyrinian warriors look toward the direction of the sound.

Villadynn slams the end of his scythe into the ground. As he does so a FORCE FIELD erupts from the large red CRYSTAL mounted at the base of the scythe's curved blade.

The force field envelops Villadynn and his three henchmen in a red colored orb-shaped shield.

Draven, who has made his way to the oak tree, sees the force field go up.

In an instant, he slays six surrounding Tyrinian warriors. He falls to the ground with their dead bodies and they fall inward on top of him.

The Tyrinian warriors that surround the oak tree scurry away from the location when they see the crystal missile bulleting down toward the diamond encased tree.

The missile hits the diamond casing that shields the great oak.

BOOM - A GREAT EXPLOSION

The heat of the explosion reaches the Rones attacking from the castle.

The explosion sends droves of Tyrinians flying through the air.

The force of the explosion bends around Villadynn's force field leaving him and his henchmen untouched.

CRACKS spider wen across the surface of the entire diamond casing.

Eventually the cracks cause the diamond casing to BURST. The shield that protected the oak tree is destroyed.

Villadynn deactivates his force field and his henchmen run over to the tall oak and form a spread-out triangular formation around the tree.

The henchmen each pull slender TWO FOOT RED CRYSTALS from the harnesses on their backs and slam them into the ground. Once the crystals are grounded, red lights pulse through them and they grow another two feet vertically in size.

Once they have fully grown, the crystals then glow to a hot bright red; highlighting the dust cloud of debris the explosion left behind.

Red beams then shoot forth from them; striking the oak tree and slowly panning their beams downward - searing the tree like welding torches.

The surrounding Tyrinians cheer as the beams tear apart the tree.

The tree eventually splits into three pieces, much like a peeled banana, exposing:

A tall CRYSTAL SPIRE.

The spire pulses with a bright green light that

The Tyrinians cheer again as the red crystal beams extinguish and the spire is exposed.

Rone attacks from above strike a few of the cheering Tyrinians down, cutting their cheers short.

A pile of dead Tyrinian BODIES near the spire move about.

The henchmen remain in their triangular formation and approach the spire. They activate their chainsaw-like bladed weapons. Their blades rev as they trigger their force fields once again.

In unison, the three henchmen SAW into the crystal spire at its base.

CUT TO:

INT. CYRCADIAN RONE CASTLE - GRAND ELDER'S DEN - CONTINUOUS

Tears run down Ancient Mother's face as she watches the crystal spire get cut into.

She immediately turns and walks over to her crystal lined chamber.

She enters the chamber and bows her head.

The crystals within the chamber glow and crescendo into a BLINDING LIGHT.

CUT TO:

EXT. CYRCADIAN RONE CASTLE GROUNDS - CONTINUOUS

Draven slowly emerges from the Tyrinian body pile.

He stands and sees streams of crystal sparks shoot from the chainsaws of the henchmen as they cut deeper into the spire.

Emotion overcomes Draven. His eyes fill with anger and sorrow.

DRAVEN

NOOOO!

Draven jumps up into the air and lands on the shoulders of one of the Tyrinian warriors. He gracefully jumps from Tyrinian shoulder top to Tyrinian shoulder top, managing to slay each one before jumping to the next.

He makes his way to the crystal spire.

The Henchmen are more than halfway through the spire. The green glow of the spire starts to flicker like a neon sign that is about to burn out.

Draven reaches the spire - launches himself high into the air - and performs an aerial cartwheel.

Time seems to slow as he pulls a crystal shard from his boot and throws it at one of the henchman. The crystal flies end over end until it imbeds itself into the henchmen's neck.

As he continues to cart-wheel through air he fires his bracer at another henchman.

A lightning bolt lets loose and strikes the henchman in the face, shattering his visor and sending him flying back.

Draven lands in a crouched position and immediately jumps up into the air again headed for the last henchman.

The last henchman notices the other two stop sawing. He looks over at the both of them and sees them collapse to the ground.

As he looks around in panic...

STAB

Draven lands on the last henchman's shoulders as the tip of his blade slams down through crown of the henchman's head and out the bottom of his jaw.

The henchman slowly falls face first and Draven rides him down. Draven touches down to the ground and places his hands on the spire. As he does so, the spots in which his hands make contact glow brightly.

Draven touches his forehead to the spire and lets out a sigh of relief.

SLAM

Villadynn shoulder charges Draven from behind with an immense force.

He sinks his bladed shoulder into Draven's back, practically cutting Draven's torso in two. The force of the charge whips Draven's head back and pins him against the spire.

Blood pours out of the sides of his mouth.

DRAVEN
(in great pain)
AAAAARRRRRGH!

Villadynn smiles and leans into Draven's ear.

VILLADYNN
(whispers)

Xander sends his regards...

Draven's eyes widen and well with tears as his life escapes him.

Villadynn shoves Draven forward removing his shoulder blade from Draven and the spire.

CRACKLING

The base of the crystal spire snaps, it's green glow dies, and it - along with Draven; topple to the ground.

Villadynn raises both of his hands and exclaims...

VILLADYNN
THE AGE OF DARKNESS IS UPON US!!!!!!

Villadynn points toward the large castle doors. The nearby Tyrinians march on toward the castle as an endless sea of reserves continue to flood in from the breached gate.

CUT TO:

INT. CYRCADIAN RONE CASTLE - CONTINUOUS

A group of Rones secure the castle doors with blasts of silver energy that create a large wall made of diamond.

One Rone fires his last charge of diamond energy. He looks at the others.

RONE
That's about as good as we're going
to get. Prepare for battle.

The other Rones load up their bracers and draw their weapons as the one who spoke, turns and makes a dash for the central room of the castle.

CUT TO:

INT. CYRCADIAN CONFERENCE ROOM - CONTINUOUS

The Rone opens the solid doors to the conference room and enters.

A group of about fifty ELDER RONES, who look to be in their seventies and above, sit gathered at a large wooden table that is centered in the illustrious room.

A variety of weapons, art, and books decorate the stone walls of the room; along with a crystal lined chamber, like the one seen in the Ancient Mother's den.

RONE

All entrances have been sealed. But
it will only be a matter of time
before they taint these halls with
their impurities. There are simply
too many of them council.

All of the Elder Rones exchange mixed glances of caution and acceptance.

A BRIGHT LIGHT shoots forth from the crystal lined chamber. Ancient Mother appears and walks out of the chamber. She has the attention of the Elders.

ANCIENT MOTHER

I have consulted with the Ancients.
We must do what is right to protect
the soul of this land. TO THE
RESONANCE CHAMBER WE MUST!

BOOM

CUT TO:

EXT. CYRCADIAN RONE HOLY GROUND, SOLROUGE - CONTINUOUS

Villadynn and other surrounding Tyrinians shield their faces from the blast.

The castle doors are destroyed, exposing the diamond shell behind.

Villadynn shakes his head and walks up to the diamond shell. He slaps another blinking crystal beacon to its surface.

CUT TO:

INT. RESONANCE CHAMBER - CONTINUOUS

The Resonance Chamber is a large clear glass dome that sits on top of the Rone's Castle.

The last of the Elder Rones file in and take their places.

The Elder Rones all sit Indian style in a circular formation surrounding Ancient Mother.

Ancient Mother kneels in front of a smooth football shaped crystal that rests on a remarkably carved knee-high crystal stand.

Centered on the base of the crystal stand is an imbedded medallion. The medallion is of a rising crystal sun surrounded by a chrome triangle. Various runes are etched into the chrome triangle that surround the rising sun.

The Elder Rones begin to CHANT in unison. The tone of the chant is booming and resonates loudly throughout the chamber.

As the Elders chant, Ancient Mother whispers to herself in an unknown language. As she does so she slowly places her hands on the crystal in front of her. Once her hands make contact with the crystal, the crystal glows with a green light.

The glass dome of the resonance chamber vibrates much like a pitch fork that has just been struck.

CUT TO:

EXT. CYRCADIAN RONE CASTLE - CONTINUOUS

This vibrating resonance causes the ether of the trees and plants that surround the castle to rise and swirl around the glass dome.

Their sparkling gaseous forms are a multitude of colors and are an exhilarating sight to behold.

Villadynn and the Tyrinians take notice. Villadynn becomes angered. He screams into his wrist communicator as the beacon continues to blink on the diamond shell that obstructs the castle entrance.

VILLADYNN
WHAT IS TAKING SO LONG!?

CUT TO:

EXT. FOREST - OUTSIDE CYRCADIAN RONE GROUNDS - CONTINUOUS

The Cannon Director hears Villadynn's screams. He sneers at the two Tyrinians who load the crystal missiles as they struggle with fitting one of the missiles into the cannon barrel.

TYRINIAN MISSILE LOADER
It's too big! It won't fit!

CANNON DIRECTOR
THEN LOAD THE OTHER ONE YOU MORONS!

The missile loaders look at the other missile on the rack then back at each other with a moment of realization.

The Cannon Director speaks into his wrist communicator.

CANNON DIRECTOR
We will fire shortly sir...We just
had some, some technical
difficulties...sir.

CUT TO:

INT. CYRCADIAN RONE CASTLE - CONTINUOUS

The Rone who alerted the Elders stands at the castle entrance. He sees the distorted shapes of the Tyrinians through the diamond barrier and sees the blinking beacon as well.

Lor and a dozen or so Rones stand behind him.

RONE
Stand back! They are going to blow
the barrier! Line up and load up.
And remain focused! I don't care if
you lose a limb when the barrier
falls. We are the last line
defense!

Lor and the Rones do as told.

RONE
Charge up!

The Rones ready their stances as their bracers glow and vibrate vigorously.

RONE
Do not fire until I --

BOOM - A GREAT EXPLOSION

The diamond barrier is destroyed but the Rones remain focused and in formation.

Tyrinians flood in through the dust cloud of the explosion.

RONE
FIRE, NOW!

He and his fellow Rones let loose a colorful barrage of various fire, ice, and lightning blasts - leveling the front line of the oncoming Tyrinian rush. The crystals from which the blasts came forth liquefy as they smoke and turn the metal that surrounds them a glowing orange.

The Rones then unsheathe their weapons and attack the remaining Tyrinian warriors.

RONES
AHHHH!

TYRINIANS
DIE!

The two parties clash and the Rones are simply outnumbered.

The Rone who alerted the Elders turns to Lor as he continues to fight.

RONE
LOR, THE CRYSTAL! YOU MUST SECURE
THE CRYSTAL! RUN! GUARD IT WITH
YOUR LIFE AND LET NO MAN TAKE IT
FROM YOUR GRASP! EVER! REMEMBER THE
WAY OF THE RUNNER!

LOR
But...

RONE
GO NOW FOOL! OR THE DEATH OF THIS
LAND WILL FOREVER BE KNOWN AS YOUR
CAUSING!

The Rone who alerted the Elders manages to block an incoming death blow and in turn delivers it back to the attacking Tyrinian warrior.

Lor darts up the stairs dodging crystal bolts that some Tyrinian warriors fire at him.

CUT TO:

INT. RESONANCE CHAMBER - CONTINUOUS

The Elder Rones continue to chant as Ancient Mother continues to hold onto the crystal and whisper in an unknown language.

One by one, the swirling gaseous ethers of the Elder Rones rise from out of their bodies. They hover above them for a moment before they are drawn over to the crystal that Ancient Mother kneels in front of.

All of the ethers that rose out of all of trees, plants, and flowers of the castle grounds join the elders' ethers above the crystal.

All of the ethers then swirl above the crystal forming one like colored ether.

The swirling intensifies.

Ancient Mother's ether slowly rises from her body. Her very bright sparkling white ether also joins the swirling ethers of the others above the crystal.

The swirling intensifies ten fold.

The large swirling ether cloud causes a TORNADO LIKE WIND to enter the chamber. Every item within the chamber violently swirls about.

The swirling ether cloud rises and becomes a thin tornado funnel that penetrates and becomes absorbed into the crystal.

Suddenly, the ether funnel is quickly absorbed by the crystal.

The crystal then emits a BLINDING LIGHT.

At one lightning quick instant, the bodies of the elders and fall limp and lifeless. Ancient Mother's body bursts into a sparkling glitter that slowly dissipates from sight.

The violent wind instantly ceases and the bright light within the crystal slowly fades out as the crystal falls back onto its stand.

It spins about until it slowly wobbles still.

Lor bursts into the resonance chamber.

He is taken aback by the sight of the lifeless Elders.

He stands dumb founded as he tries to comprehend all of the visual data that is present to him.

As his eyes become fixed on the crystal, he snaps back into action as he hears VOICES of rushing Tyrinians come from the halls.

In an instant, he snatches the crystal and runs off.

When he does so the medallion ejects out of the crystal's base and falls to the ground. Lor hears the medallion fall and abruptly stops.

When he looks back at the medallion, the medallion's crystal glimmers. A small hologram of a star constellation hovers above the medallion's crystal.

Lor quickly runs over and grabs the medallion. When Lor picks up the medallion, the hologram disappears and a stone like substance appears and encases the medallion in an instant.

He shakes off his amazement and runs out of the chamber onto the roof.

Villadynn and the Tyrinian Warriors burst into the resonance chamber.

Villadynn points at Lor.

VILLADYNN

GET HIM!

Lor looks back and sees the Tyrinian warriors rush in.

Without hesitation he swan dives off the back of the castle into the flowing river below.

The Tyrinians rush to the edge of the castle roof and look at the river below. Villadynn shoves other Tyrinians out of the way and looks for himself.

Lor is nowhere to be seen.

VILLADYNN

ARGHH!!!

Villadynn begins to throw various Tyrinians off of the roof into the river below.

VILLADYNN

FIND HIM OR ANSWER TO GALAKIRK
YOURSELVES!!!!

EXT. THICK FOREST - NIGHT

The Tyrinian aide, who was sent to destroy the Queen's female child, walks exhausted through a dark chill inducing forest.

Her knees wobble with weakness after each step she takes.

The Queen's Tyrinian baby is strapped to her back and is bundled in fur and wool.

The baby's DEAFENING CRY echoes throughout the forest.

AIDE

I know your hunger child. I need
you to hold on just a little while
longer. There should be a farm at
the end of this forest if my memory
serves me right.
Just..a...little...far..

The Aide's eyes roll into the back of her head and she
COLLAPSES face first.

When she hits the ground her head collides with a jagged
rock. A pool of blood begins to form around her head.

She lays motionless as the baby continues to cry aloud.

EXT. THICK FOREST - DAWN

A TRAVELING WITCH walks through the dimly lit forest. She wears a long tattered hooded robe and the CLANKING of all of her crystal necklaces and bracelets break the unnatural silence of the forest.

She has a crystal attached to the top of her staff that supplies the luminance for her sight.

She stops walking and slightly turns her head. She hears a faint but audible cry.

She cautiously makes her way toward the sound.

She comes across the child who is strapped to the back of the inanimate Aide. The Witch checks the Aide for any signs of life, and none are found. The witch carefully picks up the baby and turns the Aide over and realizes that the aide is Tyrinian.

She immediately backs up a few steps.

The Witch removes her hood and various etched markings are carved into her face.

She looks to be in her early forties and looks human. She looks down at the aide then back to the baby.

She unbundles the baby a bit and notices that the baby too is of Tyrinian descent.

A look of confusion covers the Witch's face but turns into a warm smile as the baby bats her eyes at her.

She raises the baby up to the sky where a bright crescent moon is seen. She takes her thumb nail and carves a crescent moon on the baby's forehead. As she does this, the marking slightly glows. The baby does not seem to be bothered in the slightest.

WITCH

...Loonaaa...

DREAM SEQUENCE - LOCATION UNKNOWN - TIME UNKNOWN

A blurred view of the Elder Rones chanting from the previous Tyrinian/Rone battle.

A blurred CLOSE UP of the crystal as it pulses with a blinding light.

A BRIGHT FLASH occurs and we pull out to see a blurred view of the CRYSTAL SPIRE standing in the center of a beautiful forest. A DARK SHADOW swallows the light of the forest. The tress and foliage of the forest wilt and die.

After a long moment of silence the crystal which the Elders and Ancient Mother imbued, is seen within the spire. It suddenly explodes with LIGHT as the dark forest becomes rejuvenated with life.

The sun comes up and shines brightly as the trees and foliage blossom with bright green leaves.

Everything fades to black.

An airy hypnotic female voice is heard...

HYPNOTIC VOICE (V.O.)
You know the power of which you
hold. Use it, for the end draws
near. It is time...

INT. SECLUDED HUT - DAY

A small but cozy house. Nothing fancy. Everything in the room is practical and motivated. There is a small table, a bed, and a desk that is littered with wine bottles.

An OLD MAN awakens. He looks old and rugged. He looks to be in his mid-fifties by the looks of his salt and pepper beard and long hair.

He sits up and swings his legs over the side of his bed. When he places his feet on the ground, he has to kick a couple of empty wine bottles out of his way.

He rubs his temples and stares off into space. He has one blue eye and one green eye. This is an aged LOR.

He gets up and he walks across the dimly candle lit room to the desk. He pulls on the desk jerking it towards him.

As he pulls, empty, and half empty wine bottles fall off and roll around on the floor. He pays them no attention.

He walks over to where the desk once stood and kneels down onto the floor.

He pulls a few floor planks loose and reaches deep inside the floor.

He pulls out two different objects wrapped in dust covered leather. He removes the leather wrapping off of one of the objects and reveals a small chest.

When he opens the chest the crystal from his dream is seen, the crystal created by the Elder Rones and Ancient Mother, the crystal known to him as the LIFE CRYSTAL.

He picks up the crystal and the candlelight is broken into many different beams of light that dance upon his face.

After a pensive moment, he returns the crystal to the chest. As he does so, The crystal glows with a BRIGHT GREEN LIGHT.

CUT TO:

INT. TYRINIAN BEDROOM - CONTINUOUS

A sleeping balding over-fed Tyrinian, who looks to be in his sixties, sits up in an instant in his bed. He closes his eyes again and is frightened to see Lor looking back at him.

He opens his white eyes again and tries to regain his breath.

CUT TO:

INT. SECLUDED HUT - CONTINUOUS

The glow fades from the crystal and extinguishes. Lor is shocked at the sight. He examines the crystal and waits for it to pulse again. Once he realizes it was a one time event, he returns it to the chest. As he does so, he sees the stone encased medallion at the bottom of the chest.

He picks up the stone medallion and rubs his thumb across its surface.

He then looks over at the other leather wrapped object and stares at it.

He unwraps it and reveals a Cyrcadian Rone Battle Bracer.

FADE IN:

EXT. CYRCADIAN LANDS - DAY

The sun shines down and covers the Cyrcadian lands in light. As the lands pass by, a large green hill of tall grass basks in the rays of the sun.

As we pass over the hill we see a clear line present where it looks to be day one side and night on the other.

Travelling across the night filled lands, we see a large Gothic styled Onyx and stone CASTLE standing on top of the end of a large canyon.

Wide rock-carved ramps lead down both sides of the canyon into the mouth of a large Cave.

CUT TO:

INT. TYRINIAN CASTLE - COUNCIL ROOM - CONTINUOUS

The Tyrinian KING ADLER stands strong and authoritative at the head of a table in which a dozen TYRINIAN COUNCIL MEMBERS sit. The table is made of expertly cut onyx and the room is dimly lit by torch light and the glow of deep purple hued crystals that are mounted throughout.

King Adler looks to be about thirty years old and has a strong resemblance to his father - King Galakirk. He has a strong squared jaw that is cleanly shaven, and his long silky black hair is tied into a ponytail that rests over one of his shoulders. He wears black plated armor under his elegant crimson robe and wears the same onyx crown that his father did when he ruled.

KING ADLER

Before my father passed onto the great journey he said to me, "A true ruler will always rule, and he does so by eliminating all threats that stand before him...no matter how large or how small."

All of the council members look at the King with full attention.

KING ADLER (CONT'D)

It is because of him that we were able to find the Rones and their beloved spire fifty cycles ago this rotation... It is because of him that we were able to obtain the spire and bring everlasting night to our land... It was because of him we were able to live above ground; instead of in it, sharing our space with the rodents and insects of this land... And it is because of him that I will destroy any threat that may ruin his life's work in an instant. Now we all know the tale of the Acquirement. As children, we were all told the story of the Rone who escaped that glorious rotation with the one item that can establish the planet's revolution once again... The Life Crystal... Some believe in its existence and constant threat, where others have written it off as legend... Those of you who have served with me over the years know that I only truly believe in that which my own eyes witness, but I am not one to let anything go disregarded. It is how I have gotten to where I am, and how I continue to uphold this rule. Some of you may wonder why I have summoned you all here.

The council members exchange looks of uncertainty and caution amongst themselves.

KING ADLER

Ever since the Acquirement occurred we have had a family of Crystal Sages investigate and follow any and all matters regarding the Life Crystal. Now, it has come to my attention by way of our current Crystal Sage and Oracle...

The King motions towards LEANDER.

Leander is the balding, over fed Tyrinian that was awakened from his sleep when the Life Crystal pulsed with light in Lor's home. He sits among the council.

KING ADLER (CONT'D)

...that this crystal of great power is indeed a reality.

Some of the council members scoff at the notion. One musters the courage to speak his mind.

TYRINIAN COUNCIL MEMBER

Nonsense!

LEANDER

It's true. The Life Crystal is very real. I felt its presence - albeit for a moment, but a moment I shall never forget.

TYRINIAN COUNCIL MEMBER

There are many powerful crystals that litter this land. It could have easily been any one of them that you felt.

LEANDER

I am attuned to every crystal frequency known in this universe and none have a signature as strong or unique as the Life Crystal.

TYRINIAN COUNCIL MEMBER

Save it Sage. Not all of us believe in your rubbish.

LEANDER

I saw through its eyes! I saw a
human man holding it in his hands.

The council members are taken aback.

LEANDER

May I remind you that this sage
rubbish is what allowed our people
to surface you fool!

TYRINIAN COUNCIL MEMBER

Fool!?

KING ADLER

ENOUGH!

King Adler slams his palm on the table.

KING ADLER

Life Crystal or not, all of you are
to set out and bring this crystal
to me.

Another council member rises and draws the attention of the
King.

TYRINIAN COUNCIL MEMBER 2

Excuse me my lord. How are we
supposed to find one specific
crystal among the millions that
populate this land?

KING ADLER

THAT IS YOUR PROBLEM, now isn't
it?!

The council member lowers his head and seats himself.

TYRINIAN COUNCIL MEMBER 2

Yes my Lord. Sorry my Lord.

KING ADLER

Leander will brief all of you with
the specifics pertaining to his
visions and the crystal. This could
be nothing, but this could also be
everything.

(MORE)

KING ADLER (cont'd)

Whatever the severity may be, I
will not lose this Kingdom that my
fathers before me worked so hard to
erect. I want every mine stripped,
every channeler searched, and I
want it done NOW!

The council members jump to their feet and bow their heads in
agreement as they try to hide the fear within them all.

INT. SMALL STICK MADE HUT - NIGHT

The witch who picked up the child that chilly night long ago
is seen greatly aged and slowly dying in her bed.

A beautiful Tyrinian who looks to be in her early thirties
cares for her with great sadness in her eyes.

She has long dark hair and porcelain skin, and she still
bears the mark of the crescent moon upon her forehead.

WITCH

Luna. Don't be frightened child. I
will be with you long after I'm
gone. I need to tell you some--

She coughs painfully.

LUNA

Please. Save your energy.

WITCH

That night I found you, I brought
you here to this very spot...I
read...I read your stones and I saw
your past. I should have told you
sooner, but I didn't want to
distract you from your learnings.

The witch coughs again. Luna brushes her hair back out of her
face.

LUNA

You are my past. I could care less
about what came before you. You are
all I have known.

WITCH

But you are destined my child.
Destined to rule. It is owed to
you. It is in your blood.

Confusion overcomes Luna.

WITCH (CONT'D)

I have written it all down for you.
It can be found within my robe
which is yours now...Everything is
yours now.

The witch begins to lose consciousness.

LUNA

Shhh. Save your energy. Please.

The Witch raises her hand and wipes away the tear that rolls
down Luna's cheek.

WITCH

Hold me my child. Hold me as I
pass. Always remember the power of
crystal. Fulfill...fulfill your
destiny.

Life escapes the witch as Luna holds her tightly in her arms.

EXT. SMALL STICK MADE HUT - NIGHT

Luna is seated on a log in front of an amber fire. Her eyes
tear as she reads from a parchment.

She finishes reading and slowly lowers the parchment from her
face. Her sweet sadness turns into a hardened angst in an
instant.

She throws the parchment into the fire and the fire BLAZES.

EXT. OUTSKIRTS OF FOREST - DAY

The sun shines brightly from high above highlighting a dirt
trail surrounded by trees. Lor walks down the trail.

He wears a hooded robe, with various glyphs and runes embroidered in the fabric. Twine wrapped knee high boots protect his feet from the ground below. He also has a staff strapped to his back and a fine leather satchel that hangs from his hip.

He pulls out a small telescope and sees a small town across the way with a band of travelling merchants selling and trading goods.

He makes his way toward the village.

EXT. TRI-VILLAGE MARKET - DAY

Many carts are set up as booths displaying different goods, from food, weapons, to clothing. The merchants look rugged and wear tattered robes and ponchos. They all are shouting what they have to offer to the LOCAL VILLAGERS that are seen bartering and shopping around.

MERCHANT 1

Dried sweet zins, dried sweet zins
'ere.

MERCHANT 2

The rarest and finest weapons of
all Cyrcadia can be found right
'ere.

MERCHANT 3

Furs, leathers, and rope 'ere, all
right 'ere.

Lor strolls through, slightly drawing attention to himself due to his dress. He purchases some sweet zins, and snacks on them while he peruses various booths.

THIEF 1 has taken an interest in Lor, especially with the satchel that seems to hypnotize him as it sways. Thief 1 begins to follow Lor, staying back so not to be noticed.

Elsewhere, a child is seen. It is EDIN. He looks to be nine or ten years old and has short tousled hair. He is thin and wears an animal fur vest, a pair of shorts, and knee high boots. He carries a bag of food and some fabric under one arm. He struggles with this overloaded bag as he approaches one of the carts.

EDIN

Excuse me, I need to large Keekoo cuts please.

MERCHANT 1

I'm out of Keekoo kid.

EDIN

Ah great, Father is gonna have a fit about this one.

Lor has stopped and is now seated on a bench as he finishes off his sweet zins.

Thief 1 moves in closer behind Lor.

MERCHANT 1

What about some dongle nut, your father like dongle nut?

EDIN

(annoyed)

There not the same. They're not even close.

MERCHANT 1

Well 'scuse me, I didn't know I was dealing wit' such a connoisseur, sheesh.

Lor takes a drink from his water pouch as the thief makes his way into arms distance.

Thief 1 licks his lips while his eyes focus on the Lor's satchel.

His hands slowly inch forward.

SNATCH - Thief 1 grabs the satchel.

Lor immediately grabs Thief 1's wrist.

He turns around and gives him a mighty punch to the face immediately dropping him to the ground. Thief 1, however, was able to pass the satchel off to Thief 2 without Lor noticing.

Edin, however, notices the passing of the satchel. Edin drops all of his goods.

He climbs up on the Merchant's cart and analyzes the situation.

MERCHANT 1

Hey! What the hell do you think
this is? A playground!?

Edin begins to jump from cart to cart with cat like agility quickly gaining on Thief 2's tail. Lor searches the unconscious Thief 1, and can not find his satchel anywhere. He looks around in confusion and takes notice Edin.

Lor realizes that he is chasing Thief 2. Lor sees that Thief 2 is holding his satchel. An angry determination comes over him, and he quickly makes his way toward the two.

Thief 2 looks behind and sees Edin quickly gaining. He smiles at Edin and continues to run through the various CROWDS that gather throughout the market.

Lor continues to pursue Edin and Thief 2, but gets caught in the midst of a rather large moving crowd.

Edin sees that Thief 2 is heading toward a group of men. The men have a PULLEY SYSTEM set up in which they lift a large wooden barrel up to the second floor of an INN.

Edin pulls out his crudely carved wooden BOOMERANG, cocks his arm, and lets it fly. It quickly flies through the air and cuts the rope that is connected to the wooden barrel.

The barrel falls from the sky and lands directly on Thief 2's head. Thief 2 falls to the ground releasing the satchel from his grasp. Upon falling, the satchel opens and releases a silk wrapped object. The silk cloth eventually rolls off and reveals the LIFE CRYSTAL.

Thief 2 lies motionless and soaked with ale as the crystal rolls to stop.

Lor sees Edin catch the returning boomerang and rushes toward him.

Edin jumps down from the last cart and hesitantly picks up the Life crystal.

Lor finally makes his way through the crowd and sees Edin holding the crystal. Edin smiles and holds the crystal up to Lor.

Lor stands in awe of Edin at a loss for words.

The Life Crystal emits a BRIGHT GREEN GLOW.

CUT TO:

INT. LEANDER'S CHAMBER - CONTINUOUS

Leander sits at his workbench looking at various crystals through a magnifying glass.

He suddenly drops the magnifying glass as his head whips back.

Images of Edin holding the crystal and Lor looking at him shoot onto Leander's white eyes. Leander then sees the Inn and the sign above its doorway which reads:

"Cheapest Rooms in the Tri-Village area."

CUT TO:

EXT. VILLAGE - CONTINUOUS

Edin is visibly startled by the crystal's glow.

He quickly tosses the Life crystal and runs off.

Lor catches it, looks down at it, then looks back up at Edin who disappears into the crowd.

BARREL PULLER (O.S.)
Who's gonna pay for this Ale?

The old man points down to the thief without taking his eyes off Edin.

OLD MAN
He is.

EXT. VILLAGE OF SYRAH - DAY

Edin's run gradually slows to a walk. He walks down a path kicking a rock and sees a rabbit.

EDIN
Hey Fluff, what's new? Anything
excitin'?

The rabbit stands on it's back feet, smells the air, then runs off.

Edin approaches some simplistic yet warming HUTS. Various people are out tending to chores throughout the small settlement. LAIN spots Edin.

Lain bangs a smoldering piece of armor with his smithing hammer one last time. He then grabs the armor piece with tongs and dips it in water. He stands about six foot, has slicked back hair, muscular, and covered in soot.

LAIN
And how are we this rotation young
Edin?

Edin looks up and smiles.

EDIN
Hey Lain, you make me my sword yet?

Lain chuckles.

LAIN
Now that's something that will have
to be cleared with your father
first, don't you think?

EDIN
Ah Lain, how am I supposed to
protect you and the others with out
a weapon?

LAIN
You know Edin, the wise say that
the only weapon ever needed rests
above the shoulders, and in between
one's ears.

EDIN
...Whatever...

Edin jogs off. Lain smiles, shakes his head, and goes back to his work. Edin comes to a stick fence that surrounds a hut. A WOMAN is seen hanging up clothes to dry. She is dressed in a white gown and has long blonde hair. She sings beautifully as she hangs up her laundry.

Edin enters the gate and she notices him

MOTHER
Edin, where is all the food and the
fabric I sent for!?

Edin stands dumbfounded, he remembers he set them down to recover the Life crystal.

EDIN
I..I..I forgot them at the market.

MOTHER
Edin, how could you forget? I told
your father we were having Keekoo
tonight.

EDIN
Well they didn't even have the cuts
anyway.

MOTHER
That's not the point Edin, we are
far from wealthy. You need to start
to take more responsibility now
that you are growing up.

EDIN
I know, and I'm sorry, I'll make it
up to you. I'll work extra with
Father and buy you some even better
fabric.

MOTHER
That won't be necessary Edin.

She puts her hand on the top of his head.

MOTHER (CONT'D)
Let's go in and get cleaned up for
dinner.

The two of them enter the hut.

INT. EDIN'S HUT - DAY

Edin, his FATHER, and his mother all sit at the table eating
their dinner.

Edin's father is a large man with broad shoulders and worn
hands. He looks to be in his late thirties and has short
bushy hair.

The hut they live in is small but cozy. There is a small wood
burning stove that supplies heat. There are two different
rooms with curtain doors off to the side, and there is a
small kitchen area in which the table sits.

FATHER
So your mother tells me that your
to thank for this meatless potato
stew. She says that you left all
the goods at the market today. Is
this true?

EDIN
(sotto)
Yes Father.

FATHER
What's that?

EDIN
(boldly)
I said, yes Father.

FATHER
That's more like it. Would you like
to explain to me how this happened?

EDIN
No...you'll only get mad.

FATHER

The only way that you'll make me mad is if you lie child, and you know that. So let's hear it.

Edin takes a deep breath.

EDIN

Okay... I kinda got distracted, So I put down all the stuff and forgot about it.

Edin quickly looks at his mother.

EDIN (CONT'D)

Can I have some more milk please?

Mother pours Edin some milk.

FATHER

Must have been some distraction...
What was it Edin?

Edin takes a long drink of milk to stall for time. He notices his father's glare and puts the glass back down.

EDIN

There was a fight.

MOTHER

A fight!? Were you involved? My dear... are you alright?

EDIN

No, yeah, well... Some thief tried to steal an old man's bag.

MOTHER

oh poor old man... those markets have become so full of thieves and thugs these partials.

EDIN

No Mother. This old man was different. He was quick; and he could fight too!

Father notices Edin's enjoyment.

FATHER

Go on with the story Edin.

EDIN

Well, one guy tried steal somethin' out of the old man's bag, but the old man grabbed him. But the old man didn't see that the one guy passed it to this other guy who ran off. So I kinda chased after the other and got the old man's thing back.

FATHER

Thing?

EDIN

You've always taught me to help those in need and too respect my elders, so I did.

FATHER

What was this "thing" Edin?

Edin looks at Mother.

EDIN

Umm...I don't want to say.

His father is growing impatient.

FATHER

That's nonsense boy, spit it out.

EDIN

...I think it was a ... a crystal.

Father throws down his spoon and sits back.

FATHER

I knew it, I knew it from the start. I tell you time and time again to stay clear of Channelers. You can't trust them, they're too unpredictable.

(MORE)

FATHER (cont'd)

Look at what happened to your Grandfather. He lived the great adventurous life, and look at where it got him. He was killed by one of these lunatic Channelers from his own party...They're bad news Edin. The sooner you realize it, the better off you'll be. You stay away from them...I mean it boy!

EDIN

But what about healers? They channel. They use magic.

FATHER

Bah. Healers... The only thing with the power of healing is time. You remember that boy.

INT EDIN'S ROOM - LATER

Edin's mother tucks him into bed. Edin stares up at the ceiling.

EDIN

Mama, do you really think magic is bad?

Mother sits on the bed next to Edin. She runs her hand through his hair.

MOTHER

Well I'll say this... Without magic your father and I would have never of had you. You are truly a gift from the clouds Edin, and I love you very much.

She kisses Edin's forehead.

EDIN

I love you too...

Then why does papa hate magic so much? Mother takes a breath and thinks of a simple response.

MOTHER

Do you love your father Edin?

EDIN
Of course I do.

MOTHER
Well, he loved his father very much as well. Can you imagine how you would feel if one of us was taken from you?

EDIN
Yeah...sad, probably angry.

MOTHER
That is exactly how your father felt when his father was taken from him. I'm sure if it was a thief who killed his father, he would hate them instead. He means well Edin. He just has never forgiven them for taking his papa from him.

EDIN
But I thought it was bad to hate.

MOTHER
Well...it is... But sometimes emotions can be so strong that you can't help but feel them. Your father may hate Channelers and magic Edin, but he loves you so very much. All that he does he does for you. Sometimes it may feel like he's being hard on you, but all he wants is for you to become the man that we both know you can be. Do you understand?

EDIN
Yes mama.

MOTHER
Good, now get some rest Edin. You and your father have a lot of work to do tomorrow.

Edin's mother kisses Edin on the forehead. She rises and exits the room.

EDIN
(sleepy)

Mama.

MOTHER
Yes Edin?

EDIN
Tell papa I love him too, would ya.

MOTHER
I will Edin, but I believe he
already knows.

Edin's mother turns to his father who has been standing in the doorway the whole time. Together they stand in the doorway and look lovingly upon their sleeping child.

EXT. FIELDS BEHIND EDIN'S HUT - DAY

Edin, his Father, and a few other male villagers tend to the fields. Some hoe the soil, some plant seeds, and others disassemble large cloth tent like structures that cover certain garden plots.

One of the field workers feels the soil of one of the plots that had tent cover.

FIELD WORKER 1
If we can't have the cool of night
we at least need more rain to come
if we are to yield any sort of
harvest this cycle.

FATHER
I'll take a lower harvest yield and
lack of night if that leads to
freedom any rotation. At least we
are Tyrinian free.

FIELD WORKER 2
Aye, but for how long? I've heard
that Dartane was raided yesterday.
The Tyrinian's came through and
raided their mines.

FIELD WORKER 2 (CONT'D)

And if that wasn't bad enough, they took all their men captive. What do we do if they do the same to us?

FATHER

We'll do what we always do, adapt. It's the only way to survive.

EDIN

Why are the Tyrinians raidin' villages?

FIELD WORKER 2

No one knows for sure. Someone at the tavern said they were looking for some sort of crystal.

Edin thinks nothing of it.

He then freezes for a moment remembering the crystal from the day before.

EDIN

Well if the Tyrinians try to raid our village why don't we just fight them off?

FATHER

Because fighting is for savages, not men of virtue. They may take our land, but they will never take our souls, and that my boy is what allows us to live.

FIELD WORKER 1

I second that...besides they have numbers and weaponry. We'd never stand a chance.

FATHER

Don't worry Edin. No one is going to raid our village. We have nothing of value to them, so you need not to stir up any ideas in that wild imagination of yours.

Some thing catches Edin's eye in the distance. Father takes notice. They see a shadowed figure walking toward them.

FATHER (CONT'D)
Get back to work Edin.

FIELD WORKER 2
Who do you suppose that would be?

FATHER
Good question.

The figure gets closer. It is a smiling Lor who approaches. Father eyes Edin who is watching Lor. Edin notices Father's gaze and immediately looks down. Lor carries the bag and the fabric that Edin left at the market.

FATHER (CONT'D)
Is that the channeler from the
market Edin?

EDIN
(not looking)
I can't tell from here.

Father smirks knowing that Lor is indeed the channeler.

FIELD WORKER 1
What do you suppose he wants?

FATHER
I don't know...get back to work.

Lor approaches.

LOR
(jovial)
Good tidings gentleman. Preparing
for next season?

Field worker smiles and nods. Father blankly stares at . Edin is about to say some thing.

FATHER
What is it that you want, may I
ask?

LOR

Well, I think these belong to you.
It seems as if the young one over
there forgot them at the market
last rotation.

Lor gives Father the goods as Edin looks with uncertainty at
what his father will do.

FATHER

(dryly)

We have no need for those any more.

LOR

Well now don't be foolish. They're
in perfectly good condition. I
didn't even take them out of the
bag.

Lor tries to hand the goods over to him again. Father doesn't
move, he just stares.

FATHER

I'm not being foolish. We do not
need your favors.

LOR

(confused)

Well don't think of it as a favor.
Think of it more like--

FATHER

--Must I repeat myself?

EDIN

But mamma said--

FATHER

--Hush boy! We did not request any
services from this Channeler.

Lor has a moment of realization.

LOR

Oh...I see...well, then I suppose that it would not be likely to have a word with your boy then.

FATHER

He's busy right now, and if you don't mind we'd like to get back to work.

Father resumes to his hoeing as Lor eyes Edin.

LOR

I believe that your son has a gift. Edin looks confused but intrigued.

FATHER

The only gift my boy has, is the ability to tend to these fields so this village has enough to eat. Now I asked you politely, please leave.

LOR

Very well, may the Ancients grant you a plentiful yield.

Lor turns around and gives a wink and a smile to Edin, then walks off. Edin smiles back. Father immediately turns to Edin.

FATHER

(to Edin)

Don't you ever question my judgement in front of others, I know what is best for you. Understood?

EDIN

Yes papa.

EXT. FOREST - DAY

Edin sits under a tree enjoying some fruit. He shares some of his fruit with a RABBIT who sits in his lap.

EDIN

You get bigger every day Fluff.
Soon you'll be tough and strong
like me, and you'll help me defend
this village from any invaders big
or small. Sound good?

Edin pets Fluff while Fluff nibbles on the fruit.

CRACK

A tree branch breaks and Edin looks behind to investigate.

A large BIRD flies and lands on a tree branch above and in
front of Edin. The bird sees Edin and Fluff.

BIRD

KAAAAAWWWW!

Startled, Fluff jumps out of Edin's hands and runs away. Edin
looks forward confused as he sees Fluff run away.

EDIN

(to bird)

Great, it'll take me another day to
catch him.

He looks in the direction where Fluff ran off to.

EDIN (CONT'D)

Fluff WAIT. HE CAN'T HURT YOU. COME
BACK.

Edin quickly rises and runs after Fluff as the bird descends
from the tree.

WHOOSH the bird flies low over Edin's head , headed straight
for Fluff. Edin reaches behind and grabs his wooden boomerang
that rests in the back of his belt.

EDIN (CONT'D)

Fluff, LOOK OUT!

The bird has Fluff in its sights.

BIRD

KAAAAAWWWWWW!

The bird dives down to scoop up Fluff, with its talons open wide.

EDIN
(sotto)
Not today bird.

In one swift motion, Edin whips out the boomerang, cocks his arm, and WHIPS the boomerang at the bird. Just as the bird is about to sink its talons into Fluff...

THWAP the bird is knocked out of the sky, leaving nothing but a cloud of feathers behind.

The boomerang snaps back into Edin's hand as he watches Fluff disappear into the foliage.

EDIN (CONT'D)
Damn.

LOR (O.S.)
And yet another nice shot young
one, much precision. Who taught you
how to throw that?

Startled, Edin turns around and cocks the boomerang back. He notices and puts the boomerang back in his belt.

EDIN
(cautious)
I taught myself. You're the man
from earlier.

LOR
Yes, that was I. I wanted to thank
you the other rotation, but you ran
off so quickly. Why did you run,
were you frightened of me?

EDIN
Heh, frightened of you? Yeah right.

LOR
(stone serious)
Well let me tell you something...

The old man bends down to eye level with Edin and stares him dead in the eyes. Edin stares proudly back like a bull.

LOR (CONT'D)
(in a hypnotic tone)
You should be.

Edin sees something in the old man's gaze that sends shivers through his boots. Lor breaks his gaze and rises with a smile.

LOR (CONT'D)
Well, now that we have that clear,
let us introduce ourselves. My name
is Lor. Cyrcadian Rone of the
Central Legion. The last survivor
of a once proud and noble order.

EDIN
How come you're the last?

LOR
I ask myself that same question,
but let's not talk about that right
now. What about you? What do they
call you?

EDIN
Edin...protector of the... central
part of...Syrah forest. Lor
chuckles and sits on a nearby log.

LOR
So tell me some thing Edin. That
was quite a number you pulled on
that thief back at the market. Why
did you run off so soon?

EDIN
I realized what I was holding.

Lor is a bit shocked.

LOR
Really? And what was that?

EDIN
A crystal.

LOR
Good, you're smarter than you look.

Edin smiles proudly at first, then realizes what was implied.

LOR (CONT'D)
So what do you have against
crystals?

EDIN
I'm not supposed to go near
anything that has to do with magic.
Papa says magic's all just a bunch
of trickery, and that you'll only
wind up dead if you decide to play
around with it.

LOR
It seems as if your father has
raised you well. You respect his
word and I commend you for that.

EDIN
I could get into big trouble
talking to you.

LOR
It's okay Edin. I won't tell if you
don't tell.

Edin looks around to see if any body is watching.

EDIN
(cautious)
Look, what do you want from me?

LOR
I need your help.

EDIN
Why does it have to be me?

LOR

Because you took out a man three times your size with calculating grace and fluid execution. You fought from pure instinct, you were at one with your mind, and doubt never ran across your face. These are skills that most soldiers never manage to grasp, but it seems as if you were already born with them fully developed. How old are you anyway? I bet you haven't even lost a tooth yet.

EDIN

I'm ten. And I've lost a lot of teeth, and they've already grown back okay.

LOR

All jokes aside Edin... I really need your help. I believe the fate of this planet depends on it.

Edin is a bit taken back.

LOR (CONT'D)

That crystal which you saved is one of great importance Edin. Some may argue that it is of the greatest importance. It is known as the Life Crystal, and a long time ago I was entrusted to protect it with my life.

Lor pulls the crystal from his satchel and raises it in front of Edin's face.

EDIN

And?

LOR

Have you ever heard of legends - or prophecies Edin?

EDIN

Yup.

Edin closes his eyes.

EDIN

A falsity of events that never
have, and never will occur.

Lor chuckles.

LOR

Your father teach you that as well?

EDIN

Sure did.

LOR

Well, this crystal was made long
ago by the most powerful Rones that
ever walked these lands. Tell me,
have you heard the stories of the
lands to the far East?

EDIN

It's always night time over there.
That's why it's always day time
here.

LOR

Very good Edin. That's exactly
right. It has become a wasteland.
But that wasn't always the case.
All of Cyrcadia's lands used to
enjoy day light in the morning and
darkness at night. That is how it
is meant to be. Every living thing
needs balance to survive. And
everything had such balance until
the Tyrinians arrived.

EDIN

You've seen a Tyrinian?

LOR

Yes Edin. More than I would have
liked I'm afraid. Anyway, we Rones
lived in hiding. We believed our
secret was best kept safe if no one
knew of our existence.

EDIN

Secret?

LOR

Yes, our sacred secret... One that was kept safe for many cycles. You see, a long time ago Cyrcadia was shared by both Ancients and Man. Before the Ancients left these lands to man, they entrusted the Ronian Order to maintain the balance of the planet; specifically the alternation of night and day. The Ancients erected a magnificent Crystal Spire that controlled the rotation of the planet. This is what allowed such balance Edin.

Lor spins the crystal in his hands to illustrate his point to Edin.

LOR

If our planet spins, the sun will cast its light in different areas at different times. If it stops...

Lor stops spinning the crystal. The sunlight sparkles on one spot.

LOR

One area will receive the sun's light while the other areas will sit in darkness.

EDIN

That's why its always day here and night out east.

LOR

Yes. The Permanence occurred fifty cycles ago when the Tyrinians found our stronghold and took the Crystal Spire by force.

EDIN

Why'd they do that?

LOR

The Tyrinians need darkness to survive. Their skin burns easily under the sun and they are completely blinded by its light. They wanted to make their lives more comfortable and they are obsessed with power and rule. But, to give comfort to them has caused harm to the livelihoods of so many others. They have gone against nature's balance. The balance that we can re-establish with this crystal right here...

EDIN

So what does it do?

LOR

Once unlocked, it has the power to rejuvenate the Spire once the spire has been returned and erected in its rightful place. And if I don't find someone to help me, all the hard work that went into the construction and safety of this crystal will be lost and account for nothing. And I have a feeling that the darkness is going to spread.

EDIN

But how? I thought since we stopped spinning everything will stay like it is.

LOR

That is true Edin, but something tells me change is on the way. And not change for the good. I sense it in the air and I feel it in the land. But the visions...They sing the loudest. They have become more frequent in recent rotations, leading me to believe that the time is soon near.

EDIN

What time? What's gonna happen?

LOR

I have seen the land die. Every thing you see here will soon be gone. The wave of darkness is coming, but with your help we can be ready for it and bring the natural balance back Cyrcadia.

EDIN

But why do you need me? You're a Rone. You're supposed to be like one of the greatest warriors ever.

LOR

I may be a Rone Edin, but I am still only one man. And as we age our bodies age as well. I am becoming slower, unable to do some of things I could do before. This is why you must help Edin. Do it for your land, do it for your people.

EDIN

But how can I help? I'm only ten. I'm just a kid not a warrior.

LOR

I know Edin, but you are gifted. And I would say that ten cycles gives us just enough time to complete your training, seek out the key, and stop the darkness before it has spread too far. But we must leave now child, or else we'll all drown in the darkness that is to come. And all of the life that inhabits this land will be ruined. The planet as we know it will be destroyed.

Edin becomes uneasy as he questions Lor's sanity in his head.

EDIN

Ten cycles!? Look mister I'm sorry,
I just can't okay. There are tons
of kids around in other villages
that can help you. My place is
here, and I really gotta go. Mama's
probably startin' to wonder where
I'm at. So I guess... Good luck.

Edin runs off. He turns his head to see if Lor is following.
Lor just smiles at Edin.

INT. TYRINIAN COUNCIL ROOM - NIGHT

Leander sits among the rest of the Tyrinian council members
across from King Adler at the grand table.

KING ADLER

(to Leander)

You are certain it was the Tri-
Village Inn.

LEANDER

More than certain my King. The sun
still shined and the child was
human.

KING ADLER

Well then...Bastane.

BASTANE steps forward. Bastane stands seven and a half feet
tall and is a solid three hundred and thirty pound mass of
muscle. Scars adorn his battle torn face and he looks to be
in his forties. He wears black sleeveless plated armor and
carries a large double edged axe that is attached to his
back.

BASTANE

Yes my lord?

KING ADLER

Assemble raid parties for the
western villages Syrah, Levins, and
Haven. Leave immediately. Get me
this Rone and his new found
friend...and do not return without
the crystal.

BASTANE

Yes sir.

Bastane turns and opens the doors to the council room. Two dead Tyrinian guards fall inward onto the council room floor.

BASTANE

(shocked)

What the--

LUNA

--Leaving so soon?

With one swift hand movement, Luna sends Bastane crashing and sliding along the surface of the council table.

He rolls off the table and draws his axe.

The rest of the council members stand and draw their weapons as well.

Adler stands in awe of Luna as he studies her Tyrinian features.

KING ADLER

STAND DOWN!

He motions to the council members to be seated as his eyes remain fixed on Luna.

KING ADLER (CONT'D)

I am curious to know why a witch
has had the nerve to enter my home
without invitation and furthermore,
cause my friend here to scratch the
surface of one of my late father's
favorite tables.

Bastane SNARLS.

Luna walks arrogantly around the room, familiarizing herself with her new surroundings.

LUNA

I too am curious to know how your Lordship has not realized the power of which he holds. The spire which you possess should be put to use rather than serve as a trophy of a job half done. Does your mighty legion not have any apprehension of the true power of crystal?

KING ADLER

(surprised)

If you are looking to apply as a Crystal Sage, I'm afraid that position is already filled.

King Adler motions over to Leander. Leander gloatingly smiles as Luna takes notice of him.

LUNA

This poor excuse of a man?

Luna effortlessly waves her hand in an upward motion. Leander is JOLTED out of his seat upward. His head collides with the ceiling. His neck is instantly broken and he falls lifeless on top of the table.

The council members shudder with fright.

Bastane has witnessed enough and charges forcefully at Luna. As he comes down with his axe, Adler manages to block his blow with his onyx sword.

Luna does not even flinch. She smiles at Bastane.

KING ADLER

(to Bastane)

I will handle this. Now calm yourself!

Adler turns to Luna. He slowly walks toward her in a controlled rage.

KING ADLER (CONT'D)

You have killed one of my own council, WITCH!

(MORE)

KING ADLER (CONT'D)

Trust me when I say that it will be in your best interest to state what it is that you want from me. I have killed many witches before you and I'll not hesitate the least to add you to their ranks. So WHAT SAY YOU!?

LUNA

Well it seems to me that you're in need of a new Sage and one who can harbor the power of the Spire. Especially one who can make it work in our favor.

KING ADLER

Our favor?

Luna laughs.

LUNA

You still don't see it do you? Do you not feel it either?

Adler is confused.

LUNA (CONT'D)

I have come back to claim what is RIGHTFULLY MINE! I want what was unjustly taken from me long ago!

KING ADLER

(through clenched teeth)
Enough of the riddles witch. Of what madness do you speak!?

LUNA

Half.

KING ADLER

Half?

LUNA

Half of everything. Half of your lands, half of your rule, I WANT WHAT IS DUE!

Adler presses his blade against her throat.

KING ADLER
WHO THE HELL DO YOU THINK YOU ARE
TO DEMAND SUCH THINGS!?

Luna stands with out a shred of fear.

LUNA
Don't act so surprised brother.

Adler takes this statement in.

LUNA
That feeling of emptiness you have
always had inside you...the
dreams... Those dreams weren't
dreams my dear, for I have had them
too. They are visions, visions
caused by the conjunction of our
blood. The conjunction that our
ignorant father chose to break long
ago by leaving me to die. All the
while his son stood in line waiting
for the throne.

Adler is stunned.

He presses the blade harder against Luna's throat as he looks
back over his shoulder.

KING ADLER
RENAULT! IS THERE ANY OUNCE OF
TRUTH TO THIS WITCH'S FANTASIES!?

The frail ninety year old wrinkled RENAULT establishes eye
contact with Adler.

KING ADLER
And Renault, I would advise that
you speak only the honest truth for
both this witch's sake and yours.

Renault goes to speak, then decides to just bow and
reluctantly nod his head in agreement.

Adler is astounded. He removes the blade from Luna's throat
and steps back in confusion.

LUNA

It is alright brother. I never have blamed you for the sins of our father. I have only longed to rule by your side as it has always been destined to be. With your strength and my power, we'd be unstoppable. Any opposing force would only beg mercy from our rule. I'm giving you a chance to make right what has long been wronged. I know you feel it. Don't be a fool. You need me as much as I need you. And what I bring is - darkness; complete all land consuming darkness.

Adler is more than enticed by this statement. The rest of the council stay frozen with fear.

LUNA

This is what can happen when two halves become one. So what say you brother?

Adler stares at Luna and stands pensive.

EXT. VILLAGE OF SYRAH - DAY

Various villagers take part in their everyday chores. Lor passes some of the villagers near the entrance, and exchanges greetings as he strolls through.

Edin helps his mother take hanging laundry down in front of their hut.

MOTHER

Edin grab that basket would you.

Edin walks over and grabs the basket and places it at his mother's feet.

EDIN

Momma, what's a prophecy?

A look of worry overcomes his mother.

MOTHER

Where did you hear that word, Edin?

EDIN

I dunno, I just did. Edin's mother stands pensive for a moment.

MOTHER

You spoke with that channeler from the market didn't you?

Lor continues his stroll through the village. Thick woods are seen in the distance behind him.

ZOOM TO:

EXT. WOODS - CONTINUOUS

Bastane looks through a telescope and holds his hand in the air. A troop of visored Tyrinian soldiers stand at the ready behind him. They all stand on what look to be CRYSTAL POWERED HORSELESS CHARIOTS.

Bastane clenches his fist.

The Tyrinian soldiers power up their chariots. The chariots lift off of the ground a couple feet and hover in place.

Bastane points toward the village with authority.

The chariots spring forward with great speed, cutting through the trees heading for Syrah.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Edin stands outside with his mother.

MOTHER

Your father would have quite a fit if he found out you spoke with him.

EDIN

I know. But he found me playing in the forest, it wasn't my fault.

MOTHER
Then you should have ran straight
home and told us.

EDIN
Why? All I would do is get in
trouble anyway.

CUT TO:

EXT. WOODS - CONTINUOUS

The Tyrinian chariots dash through the brush and trees.
Bastane skillfully maneuvers his chariot around all of the
woodland obstacles.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Lor sees Edin and his mother from afar. He proceeds to walk
toward them.

MOTHER
You are missing the point Edin, you
could have been hurt.

EDIN
He doesn't want to hurt me Momma,
he wants to train me.

Edin's father stands in the doorway of their hut.

FATHER
(sternly)
Train you for what?

Edin stands shocked.

MOTHER
(nervously)
Good rise dear.

EXT. WOODS - SAME TIME -DAY

Bastane and the rest of Tyrinian chariots have now reached
full speed and are quickly closing in on the village.

EXT. VILLAGE OF SYRAH - DAY

Lor arrives to Edin's hut, and his father walks out to meet him.

FATHER

I told you to leave us be, and yet
now here you stand on my property.

LOR

Yes, and I am sorry sir, but you
must listen to what I have to say.

FATHER

Oh must I? Now you listen
here, neither myself, my wife, nor
my son, care to hear your
fantastical views of mysticism and
adventure.

The Tyrinian chariots enter the village. The archers in the
back group of chariots ignite cloth tipped bolts and cock
their crossbows.

They let loose.

Edin sees the flickering of the fire bolts.

EDIN

Father!

FATHER

(angered)

Not now Edin!

Edin points.

EDIN

But...look!

His father ignores him.

Lor turns to see where Edin is pointing.

Lor's eyes widen as he sees a shower of fire lit bolts land
on various huts throughout the village.

VARIOUS VILLAGERS
Aaaahhh! We're being attacked.

Edin's father sees the huts ignite into flame and immediately turns toward Lor.

FATHER
You brought this trouble on us
channeler! You will pay!

LOR
Take the boy and run! I'll hold
them off!

Lor pulls out his staff and runs toward the Tyrinian chariots with a focused determination.

FATHER
(to Mother)
Take Edin inside, and don't come
out no matter what!

Edin's mother takes Edin and runs inside. His father runs over to a tree and grabs his hoe and stands guard in front of the hut.

VARIOUS VILLAGERS are putting up a fight but each of them are knocked down from the attacks the stronger Tyrinians.

One Tyrinian soldier notices that Lor is running toward them.

TYRINIAN SOLDIER
Captain, the old man!

BASTANE
(smirking)
Leave him to me. Secure the rest of
the village!

Bastane draws his axe while keeping his chariot steady.

Lor tightens his grip on his staff and gracefully jumps a good twenty feet up into the air.

Bastane jumps up out of his chariot and meets Lor in mid air.

They exchange a series of blocks blows then drop back down to the ground.

Lor twirls his staff and points it at Bastane.

Bastane smiles.

They run at each other and jump up high into the air again.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Three Tyrinian soldiers charge at Edin's father.

FATHER
Come on you bastards!

He plunges his hoe into one of the Tyrinian's chest, causing his chariot to go out of control.

The chariot crashes into the other chariots, sending the remaining two Tyrinians flying out of their chariots.

Edin's father goes over and pulls the hoe from out of the dead Tyrinian soldier, and rises it above his head.

FATHER (CONT'D)
Argghhh!

CUT TO:

INT. EDIN'S HUT - CONTINUOUS

Edin frees himself from his mother's grasp and looks out the window at his father.

MOTHER
Edin, get over here! This is no game child!

Edin sees four other Tyrinian soldiers charging towards his Father.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Lor lands a solid shot on Bastane's face sending him flying backward to the ground. Lor lands on the ground after him.

Bastane regains focus and jumps into the air coming down on Lor with great speed. Lor does a backwards somersault and delivers a lightning bolt energy blast into the chest of Bastane, knocking him out of the sky.

Lor looks over at Edin's hut and sees the Tyrinian soldiers closing in on Edin's father.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Edin's father swings his hoe around in a circle as a group of dismounted Tyrinian soldiers circle him cautiously waiting for their chance to attack.

He connects with one of the Tyrinian's head, but at the same moment he is stabbed in the side by another soldier and drops to one knee.

He sees Edin's face through the window.

FATHER
(whispers)
No...Edin.

The Tyrinian soldiers kick and beat Edin's father down to the ground. They continue their onslaught until they are sure he is dead.

Edin witnesses his father's demise, and is terrorized by the sight.

INT. EDIN'S HUT - CONTINUOUS

EDIN
PAPA!!!

Edin's mother looks out of the window and sees her husband dead on the ground as the Tyrinians make their way toward the front door.

MOTHER
(hysterical)
NO! Edin come on, COME ON!

She pulls Edin to the back of the hut and grabs a knife off of the kitchen shelf. She places herself in front of Edin and hides the knife behind her back.

CUT TO:

EXT. VILLAGE OF SYRAH - CONTINUOUS

Lor sees Edin's father on the ground, and immediately begins to make his way to the hut.

Bastane is still a bit stunned from the previous blow.

Lor runs full speed and wards off various Tyrinian soldiers that are in his way with various battle bracer blasts and staff strikes.

CUT TO:

INT. EDIN'S HUT - CONTINUOUS

A Tyrinian soldier knocks down the door of Edin's hut, and enters with three others behind him.

MOTHER (CONT'D)
Leave us be you animals!

TYRINIAN SOLDIER
There is no logic fighting woman.
You now belong to the Tyrinian
rule. Hand over the boy.

The Tyrinian advances. Edin's mother reveals her hidden knife and stabs the soldier in the shoulder.

Angered, the Tyrinian picks her up, snaps her neck, and tosses her aside.

Edin stands in a complete state of emotionless shock.

Lor bursts into the hut firing lightning bolts and small fireballs at the Tyrinian soldiers in his way.

The Tyrinian soldier that killed Edin's mother picks Edin up.

TYRINIAN SOLDIER (CONT'D)
Stand back old man or the child
will exist no longer.

Lor ceases his attack and stands still. He throws his staff to the ground.

TYRINIAN SOLDIER (CONT'D)
Now walk.

The soldier motions to the door and Lor slowly walks backward outside of the hut.

EXT. VILLAGE OF SYRAH - CONTINUOUS

A furious Bastane meets the Tyrinian soldier, Edin and Lor out in front of Edin's hut.

Other Tyrinian soldiers make there way over to backup Bastane.

BASTANE
Well old man good show. But it
seems we have gotten ourselves into
quite a predicament.

LOR
What is it that you want?

BASTANE
Give me the crystal.

LOR
Release the boy.

BASTANE
Hand over the crystal and we'll
talk.

Lor and Edin exchange eye contact. Lor stares into Edin's eyes and the two seem to communicate without uttering a word. VISION: Edin sees himself moving his head to the left as a fire ball shoots forth from Lor's bracer. The fire ball hits Edin's captor in the face releasing his grasp.

LOR
(to Bastane)
Okay, easy now.

Lor opens his satchel and pulls out the silk wrapped crystal. He unwraps it and shows Bastane never taking his eyes off of Edin.

LOR (CONT'D)
Let go of the boy and the crystal
is yours.

BASTANE
I'll tell you what. You give us the
crystal and I'll consider not
killing the boy.

LOR
Very well, just don't harm the boy.
Here --

Lor tosses the crystal to Bastane.

LOR (CONT'D)
Now Edin!

Edin cocks his head to the side as Lor lets loose a fireball that strikes Edin's captor in the face.

The captor let's go of Edin and Edin lands on his feet.

Lor points into the air behind him with his index finger and makes a fast downward motion that opens up a FLOATING GLOWING HOLE.

LOR (CONT'D)
Come quick Edin!

Various Tyrinians dive after Edin; each barley missing him. Bastane quickly swings his axe at Edin.

Lor grabs Edin and is able to deflect Bastane's axe with his bracer.

Lor then immediately jumps through the glowing hole with Edin in his arms.

The glowing hole instantly disappears just as they make it through.

Bastane and the rest of his soldiers stand dumbfounded.

The village of Syrah continues to burn behind them.

EXT. OUTSKIRTS OF SYRAH VILLAGE - DAY

The remaining Tyrinian soldiers including Bastane, pull lines of shackled MALE VILLAGERS behind their chariots as the village of Syrah burns to the ground.

Behind the burning village thick woods are seen in the far distance, we go closer.

ZOOM TO:

EXT. THICK WOODS - DAY

Lor and Edin take refuge in a canopy covered clearing of a forest. Lor adds more kindling to a fire then sits on a log behind him. He looks for words to say.

Edin also sits on a nearby log sniffing with tears running down his blushed face. A makeshift shelter rests behind the two. In between them lay Lor's bracers and various crystal shards.

LOR

I'm sorry Edin. I know that you did not ask for any of this to happen, but sometimes life gives us certain situations that are necessary for the completion of our life cycle. Believe you me, I know exactly how you feel.

Edin sniffles and looks at Lor.

LOR (CONT'D)

Long ago at the battle of Solrouge, I witnessed hundreds of my fellow Rones fall dead to the hands of the Tyrinians. Only until I met you did I stop drowning in pity and decide to take action.

(MORE)

LOR (CONT'D)

I am the only one of my kind left,
and I strongly believe it is
because of some sort of fateful
reason that I cannot explain.

Lor looks up at sky for a moment and smiles.

LOR (CONT'D)

It is unfortunate that your parents
were taken from you and your
village destroyed, but the Ancients
work in mysterious ways. We have a
lot of work ahead of us. Your
journey is far from over.

EDIN

But it is over. They killed my
family, they burned down the
village, and now they even have the
crystal. So much for saving the
world...

LOR

The only reason I gave them the
crystal was because it cannot be
destroyed Edin. It is
indestructible to any power man
can muster while in its locked
slumber. Besides, the crystal was
useless to us without the key. I
like to think that the Tyrinians
are just holding onto the crystal
for us until we find it.

EDIN

What key?

LOR

The Rones weren't the only people
entrusted with the protection of
Cyrkadia's balance Edin. The Rones
nominated the Talons to work in
conjunction with our order to
further protect the livelihood of
the planet...

EDIN

Talons... The cat people? I was
told they didn't exist...

LOR (CONT'D)

Oh yes Edin. The manimal race of the Talons very much exists... It is because of them, we still have hope... We kept the crystal and they kept the key. The only way the Tyrinians can destroy the threat of the Life Crystal is to obtain the key. And they will never find it... No Talon has ever been seen in all of my cycles. Most, like you Edin, do not even believe in their existence. They are excellent at their craft, and they will remain hidden until you go find them....

EDIN

How am I supposed to find them?

LOR

How? By putting aside what you are feeling right now. Sadness, anger, vengeance... these only make a man weaker. In the passings that come you must pay full attention to my word, and treat it as if it were your own. I will teach you in the ways of the Rone. When I feel that you are ready, you will seek out the Talons. It may be a long arduous search, but you will succeed. In time all of the darkness and death that has occurred by Tyrinian hands will be rejuvenated and turned back into light and life. If we defeat the Tyrinians, all of the captured slaves will again be able to walk freely upon their own land. The balance of the planet will be restored, and all living things will enjoy its harmony. Some things are worth fighting for Edin. Such as the life of this planet, and all of its inhabitants large and small. You must make a decision Edin.

(MORE)

LOR (cont'd)

You can either stay with me or walk
away, but the decision must be
yours and yours alone.

Edin eyes the bracers and all of the various crystal shards
that lay beside him.

After some hesitation he picks up a RED CRYSTAL SHARD and
brings it up in front of his face. The crystal glimmers from
the light of the fire and causes red light to dance upon his
face.

The light reflecting off of the crystal produces a blinding
flare.

MATCH CUT TO:

EXT. FOREST - DAY

Water streams down the red crystal as it is loaded into an
empty slot of a bracer, CLICK.

Edin stands tall under the force of falling waterfall. He
stares straight ahead in a focused state. He is shirtless;
only wearing pants, boots, a battle bracer, and a belt that
holds his blade.

Edin is no longer the ten year old child. He is now a twenty
year old man. His body muscles are very cut and lean, and he
stands about six feet tall.

Edin closes his eyes. In an instant, he jumps forward out of
the water into the air letting off a series of magical fire,
ice, and lightning blasts from his bracer.

The blasts connect with clay pots that hang from different
tree branches by rope.

The pots EXPLODE on impact.

Edin lands back on the ground, performs a frontward
somersault, and rolls up to his feet.

He runs off at full speed through the forest under the
pouring rain.

NARRATOR (V.O.)

As Edin grew stronger, The
partnership and reign of Adler and
Luna came to fruition; and became
unstoppable...

INT. TYRINIAN WAR ROOM - NIGHT

King Adler sits in front of a table that contains a large
life like hologram that depicts an aerial view of various
Cyradian lands.

Tyrinian crest symbols are seen on various areas of the
holographic landscape.

A freshly battle torn Bastane enters the war room and mouths
something to the King.

King Adler smiles and nods. He touches an area of the
hologram and a Tyrinian crest symbol appears.

He leans back in content and marvels at the sight of all the
Tyrinian crests.

NARRATOR (V.O.)

As the cycles passed, Luna became
seduced by the power of her endless
supply of crystal. She became
highly proficient in its use and
mastered its implementation in all
things; inanimate and living...

FADE TO:

INT. LUNA'S QUARTERS - NIGHT

Luna sits at a work bench in a dark room. Various instruments
of metal and crystal litter the surface of the bench's top.

Luna takes a crystal tipped pen-like instrument and carves
into her forearm.

Both pain and joy run across her face.

The wound instantly cauterizes as her forearm is opened. She
places a crystal into the opening and seals it in with her
instrument.

Once sealed, she clenches her hand into a fist. The crystal glows a deep purple. A smile comes across her emotionless face.

NARRATOR (V.O.)

She used them to upgrade the Tyrinian weapon technology and power the great machines that aided in the vast expansion of the Tyrinian compound. She also used them to empower herself with various implants that helped amplify her power; and mind control the slaves by tapping into their nervous systems and robbing them of their free will. But her greatest breakthrough of all, was harnessing the power of the Crystal Spire, and reverse engineering it to seize control of the orbit of Cyrcadia's Moon...

FADE TO:

INT. LUNA'S CHAMBER - NIGHT

Luna's lab-like chamber consists of many strewn about contraptions built from metal and crystal. Clear tubes run from a centralized crystal panel throughout her chamber, leading to the Crystal Spire that was taken from the Rones long ago.

The large Spire is mounted on an ornate, metallic, swivel-base and protrudes out of large rectangular slit of the chamber's domed ceiling. A harness that is wrapped around the Spire is lined with a multitude of wires, tubes, and transistors that are powered by knee high crystal generators; located on each side of the swivel base.

Luna stands behind the centralized panel and gracefully waves her hands across its holographic display. The newly imbedded clear crystals that have been cauterized into her forearms and palms; envelop her arms with purple energy. Various symbols cycle across the display of the panel as the purple energy flows from her hands, through the clear tubes, and out of the Spire; spiraling deep into the dark skies above.

NARRATOR (V.O.)

She has since used the moon to gradually eclipse the sun over time and spread the eternal darkness of night in which the Permanence first created.

FADE TO:

EXT. SPACE - NIGHT

The Sun, Cyrcadia's MOON, and eight other planets hover in space.

The spiraling red energy beam shoots forth from Cyrcadia and encompasses the moon.

The moon and the red energy beam slowly move in front of the sun, covering Cyrcadia's surface in shadow.

NARRATOR (V.O.)

With every cycle that passes, her control of the moon becomes stronger; enabling her to spread the darkness that much further - that much faster...

FADE TO:

EXT. FOREST - DAY

Edin comes to a lake containing small islands that have tall trees populating their surface. He jumps into a shore line tree and scales it to the top with catlike ability. He jumps from island tree top to island tree top easily crossing over the water with a dancer's grace.

He lands on the other side of the lake and draws his blade.

He runs off.

FADE TO:

EXT. LANDS OF CYRCADIA - DAY

A dark shadow slowly creeps over a timber line and across a fertile meadow; extinguishing the light with its blanket of darkness.

NARRATOR (V.O.)

As the darkness advances across
Cyrcadia's lands so does the
annihilation of life...

FADE TO:

EXT. LANDS OF CYRCADIA - NIGHT

Plants wilt and die under dark skies. Emerald green grass turns from green, to brown, to nonexistent.

FADE TO:

EXT. LANDS OF CYRCADIA - NIGHT

Emaciated animals try to drink from what is left of a pond, as others attempt to feed on rotten fruit.

A majority of them lay sprawled out on the ground staring off into nothing with their glazed over eyes, breathing their last breaths of life.

NARRATOR (V.O.)

The vegetation withers, the animals
perish, leaving the people of
Cyrcadia hungry and malnourished...

FADE TO:

EXT. LANDS OF CYRCADIA - NIGHT

Villagers plow dry dying fields.

One SADDENED VILLAGER looks at his field that contains dwindling spots of vegetation. He grabs a fist full of the dehydrated soil and lets it spill through his fingers as he looks up at the dark skies.

He then looks over to a dried up irrigation canal.

Down the irrigation canal, dead FISH lay at the banks of the drying pond. Mixed in with the fish, are dead BIRDS that lay on their backs with their wings spread out on the ground.

FADE TO:

EXT. FIELD - NIGHT

ONE VILLAGER frantically opens the shell of a fruit with great anticipation; only to find that the fruit itself is rotten to the core. She throws the fruit down and drops to her knees in disappointment.

NARRATOR (V.O.)

Those with the will to survive
become nomadic, perpetually
migrating west in search of fertile
grounds...

FADE TO:

EXT. LANDS OF CYRCADIA - NIGHT

A large CARAVAN of people and livestock trek across shadowed lands of Cyrcadia, heading for lands of light that can be seen far off into the distance.

NARRATOR (V.O.)

But none could be happier with the
darkness gained than King Adler
himself. It has enabled him to
expand his rule to numerous
territories, garnering him
provinces he never knew existed. He
knew his forefathers would be
proud...

FADE TO:

EXT. TYRINIAN COMPOUND - NIGHT

King Adler walks out onto the main balcony of the Tyrinian Castle overlooking the compound. He proudly admires the sight of his bustling compound below.

The once solitary castle is now surrounded by a large vast borough that is built in a circular formation around the castle itself.

The buildings are made from variations of obsidian and onyx and they all look very sleek and very advanced in design.

Slaves mindlessly work throughout the compound performing a variety of labors.

NOTE: One can tell a slave by the tattered hospital like gowns, shaven hair, and the small purple crystals that have been imbedded in their spines at base of their necks.

They shovel crystal pieces into various fires that in turn supply power for all of the construction systems to operate. They work on the exteriors of the various buildings; carving, sanding, assembling various crystal work, and erecting various structures.

NARRATOR (V.O.)

Intoxicated by the expansion of his kingdom, King Adler learned to endure Luna's obsession. He stripped every known mine of crystal to feed Luna and the continual growth of his reign...

FADE TO:

EXT. VILLAGE - NIGHT

Villagers tend to their work when suddenly, a TROOP OF TYRINIANS run through and wreak havoc.

Once their destruction is complete, the Tyrinians set the village on fire.

TYRINIAN GUARDS stand in front of the burning village as they watch carts of crystal be wheeled out from deep mine tunnels by the defeated villagers.

NARRATOR (CONT'D) (V.O.)

Lor knew in his heart that he and Edin were indeed the last hope for any planetary salvation... He instructed Edin in the ways of the Rone.

(MORE)

NARRATOR (CONT'D) (V.O.) (cont'd)

He taught him how to read, how to write, and how to understand the universe that surrounds him. Lor has mentored Edin well... A once departed order has been resurrected...

EXT. FOREST - DAY

Edin is surrounded by six different dummies that are made out tree logs. He gracefully destroys each one with combinations of blade strikes and magical blasts.

He runs off.

He comes across a grove, closes his eyes, and runs through. A series of traps are set off.

A horizontal log swings down from a tree and Edin rolls to evade it then continues to run forward.

The ground then begins to collapse from under him so he quickly leaps to safety, lands, and runs on.

The ground gives out and a deep pit is seen.

Large roped bundles of rocks drop from the sky as Edin calculatingly evades each one.

He runs on.

FADE TO:

EXT. FOREST - DAY

Edin scales a cliff that leads to the top of the waterfall.

FLASHBACK: Edin's burning village ensues. The faces of his past, including his father and mother flash before his eyes.

Edin shakes the vision from his mind.

He makes it to the top of the waterfall, then dives into the water below.

After awhile he breaks the surface of the water and comes to land.

He runs off.

EXT. FOREST - SAME TIME

Edin runs into another group of trees exposing a small hut that rests in a clearing.

Lor sits outside the hut on bench behind a small table. Lor's salt and pepper hair is now a silver white. And more wrinkles cover his time weathered face.

He draws up star charts with the aid of his stone medallion.

A little yellow crystal hovers in front of Lor and drops as Edin passes.

Lor catches the crystal while making one final adjustment to one of his charts and looks at it. A holographic number appears.

Edin stops running and catches his breath.

Lor throws him a towel as he grins proudly.

EDIN
(out of breath)
How did I do?

LOR
You have cut your original time by more than half. Quite impressive Edin.

EDIN
It felt fluid this time.

LOR
Yes, that is because you have learned to become like the rivers and the wind. You have stopped dwelling on doubt, and have learned to follow your intuition.

LOR(CONT'D)

You have learned to listen to yourself and the environment around you. Always trust in your convictions and you will overcome anything my boy. It is a good rotation Edin. You have exceeded my expectations and I must say, you have made me quite proud. Come, let us eat.

Lor puts his arm around Edin and escorts him into their hut.

INT. LOR AND EDIN'S HUT - EVENING

Edin finishes his meal and stands. He grabs Lor's empty plate as well his own and puts them on a different table.

EDIN

Well, what should we work on?
Combat training? Essence channeling perhaps?

LOR

No, I think we have done enough of that don't you?

EDIN

We could always do more. You've always said that a Rone is only as powerful as his weakest attribute.

LOR

I believe the only attribute you need to work on is your cooking.

Lor winks at Edin.

EDIN

What do you mean, it's fish. How do you mess up fish.

LOR

(chuckling)
My thoughts exactly.

The two laugh. Lor begins to cough and hold his chest. Edin looks worried. After a bit Lor calms down.

LOR (CONT'D)

Sit Edin. Tell me again, what is the code of the Rone?

EDIN

To use his power for the benefit of good.

LOR

And?

EDIN

To always protect the weak and bring light to those who have been overcome by dark.

LOR

And?

EDIN

To follow one's heart and to never doubt the capability of one's self.

LOR

Now that is the golden rule. That is the most important rule of all the code. Without confidence all of our work here will mean nothing. All of our long rises and sleepless falls will matter not if you ever lose hope. You are only one man, but a man can be an army if he is in complete harmony with himself. When you confront the Tyrinians who took away all that you knew, it is only natural that your anger and thirst for vengeance will arise. But you must never let these elements cloud your mind. If you kill in the name of vengeance you are no more noble than the Tyrinians themselves. You have worked hard Edin and I couldn't have asked for a better pupil.

(MORE)

LOR (cont'd)

So in recognition of the
convergence your mind and spirit, I
appoint you the next Rone of
Cyrcadia. I've made these bracers
especially for you...

He grabs a pair of bracers out of a box and places them on
the table. He slides them over to Edin.

LOR (CONT'D)

You've out grown that training
bracer I gave you. These have four
slots on each, and they can house
various sized crystals. They can
also handle heavier charges without
the need of repair. I've also added
a new feature I came up with
myself. If you hold this button
here located in the palm for three
seconds...

Lor holds down the button.

SNAP

Two half circle pieces of armored chrome eject out of the
sides of the bracer.

Edin jumps. Lor laughs.

LOR (CONT'D)

It calls forth a shield!

Lor adjusts something and the shield retracts.

LOR (CONT'D)

When my master appointed me Rone he
gave me the bracers in which I
wear. It has become a tradition
amongst us Rones. Welcome to the
family.

EDIN

I don't know what to say.

LOR

Oh but you do Edin. What does your
heart tell you to say?

EDIN

I am ready for the road that lies
ahead of me.

LOR

That you are...

EDIN

So we must seek out the Talons.

LOR

I have prepared for this day for
quite some time Edin. Stay here
I'll be right back.

Lor stands up and walks over to the center of the hut. He
removes a carpet that is on the floor and a trap door is
exposed.

Edin is surprised. Lor opens the door and pulls out a chest.
Edin sees that he is struggling with it so he stands to help.

LOR (CONT'D)

Stay seated boy. I may be old but I
can still manage.

Lor wobbles over to the table and places the chest on it.
Sweat drips down his brow, and he coughs a little.

EDIN

What's this?

Lor slowly lifts the lid of the chest open. As he does so,
different colors of light reflect off of his face. A proud
grin stretches across his face.

Lor turns the chest around and exposes various crystal
shards.

LOR

They're for your journey.

Lor pulls different shards from out of the chest and places
them on the table in a display-like fashion.

LOR (CONT'D)

These lighter colored one's here hold three to five charges a piece, whereas the larger ones hold around a dozen. And as usual the orange ones execute fire elemental attacks and the blue ones call forth ice. The pearl like ones release lightning, and the few colorless ones you find are wind elemental. I found a few here and there on my journeys. And then there is this one...

Lor pulls out a pitch black crystal.

LOR (CONT'D)

I have combined all elemental forces known to me within this shard. I don't quite know what will happen when its used, but I do know that the power released will be great... So keep this one safe Edin, and treat it with the utmost of caution. Other than that, these should suffice for the time being...

Edin shuts the chest and looks at lor.

EDIN

You are coming with me aren't you?

LOR

Of course I am. I don't know how much good I'll do, but I can assure you that I'll be with you every step of the way. You are now the last Rone of Cyrcadia. Today I retire... These bones have grown too old for that burden...

Lor chuckles and re-opens the chest.

LOR (CONT'D)

You'll be needing these for your term.

(MORE)

LOR (CONT'D)

And in time as your powers grow,
you will soon be able to channel.
You'll then be able to imbue your
own crystals. And when that time
comes, you will imbue a batch the
pupils you master, and so on and so
on... You are now part of a growing
constant that is bigger than you or
I could ever imagine. This Edin is
the way of the Rone.

Edin stares at the chest then looks at Lor.

EDIN

When do we leave?

LOR

At first light, that is if the
darkness has not reached us by
then. We'll go through the valley
until we hit Pike's Grove, then
proceed through to the plains.

EDIN

So you do know where the Talons
exist.

LOR

Oh no, that's what you're here for.

EDIN

How am I supposed to find them? I
haven't even left the confines of
this forest since we came here. I
couldn't even tell you how to get
back home...or what was home
rather...

LOR

You'll know Edin. It may come to
you in a vision or in a dream
perhaps. Or you may get a feeling
that pulls you in some direction.
But you will find them...
somehow... Just like I found you on
that rotation in the market all
those cycles ago.

EDIN
Prophecy...

Lor smiles.

LOR
Aye... Now rest up. I'll see you at
rise. Rest well.

EDIN
Rest well.

Edin looks down at his bracers then back up in a daze as the chest of crystals gleam from the candle light.

EXT. OUTSIDE HUT - EARLY DAY

Lor cooks some type of bird over a fire as he sings loudly.

INT. EDIN'S ROOM - CONTINUOUS

Edin awakens to Lor's horrible singing voice.

EXT. OUTSIDE HUT - EARLY DAY

Lor adds a little dance to his song.

Edin walks out dragging all of his gear behind him.

EDIN
Have you ever thought that it could
have been your singing that drove
the Talons into hiding?

Lor ignores Edin and takes in a breath of air.

LOR
Do you smell that? It's the dawn of
a new rotation.

EDIN
All I smell is that burning bird
actually.

Lor chuckles. He quickly removes the bird from the flame. He cuts the bird in half and gives half to Edin.

LOR
Eat up. A healthy body leads to a
healthy mind.

Edin takes it.

EDIN
Thanks.

Lor finishes his half and tosses the bones into the fire. He buckles the buckles on his bag and slings the bag over his shoulder.

LOR
Well Edin, are you ready?

Edin eyes his surroundings one last time then slowly looks back at Lor.

EDIN
I believe I am.

Edin makes some minor adjustments to his gear as he and Lor Walk off.

EXT. LANDS OF CYRCADIA - NIGHT

Lor and Edin sit and speak around a fire high on a mountainous peak against the starlit sky.

FADE TO:

EXT. LANDS OF CYRCADIA - DAY

They walk across a fallen tree bridge in front of a waterfall.

FADE TO:

EXT. LANDS OF CYRCADIA - DUSK

They fight through heavy rainfall and muddy ground. Edin frees Lor's stuck leg and helps him up to safe ground.

FADE TO:

EXT. LANDS OF CYRCADIA - DAWN

They stand motionless, covering their faces with their hoods, waiting for a wind storm to pass over.

FADE TO:

EXT. LANDS OF CYRCADIA - DAY

Lor and Edin stand on top of a mountain under a bright yellow sun. Lor looks through a telescope and points. He gives the telescope to Edin. Edin looks through.

POV EDIN: Darkness covers the sky in the far distance.

FADE TO:

EXT. LANDS OF CYRCADIA - NIGHT

They make their way through lightning covered skies in the deep black night.

EXT. FOREST CAMP SITE - DAY

Lor stitches one of his boots in front of a dying fire. Edin comes out of his make shift tent and grabs for his water pouch.

LOR
Sleep well?

Edin takes a sip of water.

EDIN
(annoyed)
This whole hopeless journey crap
has gotten to be ridiculous.
(MORE)

EDIN (cont'd)

We've been out here searching for who knows how many passings, and we haven't found a thing. I haven't had a single urge, a single vision, or any damn foretelling dream. I feel like a lost wanderer... And as for you, I don't know how many more storms you'll be able to handle--

LOR

(angered)

--I've been back and forth across this land more than a dozen times. I was out here protecting this land before you were even a glimmer in your mother's eye. You have no need to worry about how my body will manage. You just make sure that you keep yours in tact.

Lor mildly coughs. Edin looks concerned.

EDIN

I can't help but feel that all of our search has led nowhere. We're taking too long.

LOR

I believe what you need my boy is a little rest and relaxation... We'll stay at an Inn tonight. The city of Quartzine Moon lies about ten gar east of here. Quite an interesting place really, it is home to Cyrcadia's largest moon tower. When the sun goes down and the moon rises, moon light reflects off a large lens shaped crystal, allowing all of those in the seas to know where the Cyrcadian coast lies. Quartzine is a crossroads for all types of life. The only people that actually live there are those who work there. All the others are traders, tourists, thieves, and women. Maybe you'll be able to find a woman to relieve some of that built up stress.

EDIN

But I thought you said that women
only cloud the mind.

LOR

I did, but believe you me that's
not all they do.

Lor raises his eyebrows and winks at Edin.

Edin finally gets it, breaks a smile, and the two share a
laugh.

Lor puts his boot back on and stands.

LOR (CONT'D)

Well let's get packed up. Quartzine
Moon it is...

EDIN

Finally... a destination.

The two break down their make shift tents and pack up.

EXT. CLIFFS - NIGHT

Lor and Edin look over at a peak. A tall tower is seen in the
distance. It emits a rotating spot light that reaches out to
the sea and over the plains.

EXT. QUARTZINE MOON - NIGHT

Edin and Lor enter the gates of Quartzine Moon. Numerous
buildings populate the dock settlement. Most look to be store
fronts ranging from seafood sales, to ship parts.

Five TYRINIAN SOLDIERS are gathered outside of the largest
building. Two of them sit on the steps as the other three
stand drinking out of finely crafted steins.

A sign above them reads, "Full Quarter Inn."

The doors to the Inn burst open. A BOUNCER tosses a DRUNKEN
MAN down the steps of the Inn.

He lands on his side in front of the Tyrinian soldiers who
break out into laughter.

BOUNCER

Come back to this establishment
again and I'll crush you where you
stand.

The bouncer goes back inside and slams the doors shut.

The drunken man stands and attempts to wipe the dirt off of
his jacket.

DRUNKEN MAN

I wouldn't come back anyway. Your
drinks are sour and your... and
your... barkeep has breath that
wreaks of Ox dung.

He stumbles backward into one of the Tyrinian soldiers. He
turns around and the soldier snarls at him. This strikes fear
into the drunken man. He runs off. The other soldiers laugh
but one soldier is more interested in Edin and Lor.

This soldier wears a red mask that is wrapped around his head
diagonally only exposing his left eye. Edin notices the
soldier staring.

Edin stares back. Lor opens the front door and he and Edin
enter the Inn.

INT. FULL QUARTER INN - NIGHT

A crowd of people are gathered at the bar which is against
the rear wall of the Inn.

The Inn is rather large and stands about ten floors high
which all contain balconies overlooking the main floor.
Various MEN and WOMEN of various races are drink, sing,
dance, grope, and shout on all floors. Good times are being
had by all.

LOR

Here.

He hands Edin some money.

LOR (CONT'D)

Go get us something to drink. I'll
find us a table.

Edin nods and makes his way to the bar. He passes many types of HUMANOID LIFE on his way finding each to be quite interesting and eye opening.

He looks to the end of the bar and sees a TATTOOED WOMAN slowly stirring her drink. She has vines tattooed on her face sprouting across her cheeks out from her clear blue eyes. A horn that resembles a unicorn's only smaller is seen on her upper forehead. She has slender hour glass figure and is quite beautiful.

They establish eye contact and Edin becomes lost in her eyes.

BARTENDER

Hey dumbstruck! What'll it be?

Edin snaps out of it and looks at the BARTENDER. He is short, stout, and looks perfectly human.

EDIN

Give me two of what he's drinking.

Edin motions over to a man who sits on a bar stool at the bar. The man notices and holds up his drink. His eyes are completely blood shot, and his smile lacks a few teeth.

The bartender looks at what the man is drinking. The drink is smoking and consists of some thick purple substances.

BARTENDER

Ya don't get out much do ya? Let me
give ya somethin' that won't kill
ya.

The bartender turns around and grabs two glasses. Thick scales are seen all the way down his back.

He turns back around and fills the glasses with what seems to be red wine from a tap. He pushes them toward Edin.

BARTENDER (CONT'D)

These grapes are imported from the
west where the sun still shines.
Grapes like these don't come finer.
A drink of champions, now that'll
be ten yaytar.

EDIN

Here. Thank you.

Edin picks up the drinks and looks around for Lor. He spots Lor sitting at a table looking around observing the patrons of the Inn.

He looks back at the tattooed woman and she stares back. Edin slowly turns breaking her gaze and joins Lor at the table.

He slides a drink towards Lor. Lor grabs it and takes a swig. He seems to like it.

LOR

When I last came through here, this place only catered to the wealthy. It is unfortunately pleasing to see that all people come together in times of destruction... Oh my, the days of the old.... When I was your age I was fighting off invaders, gathering relics, and tempting death every day. All for the name of this land I love. I never felt more alive. Those were the times when the sun still shined brightly and people were able to live good lives off the fat of the land.

Edin looks over Lor's shoulder and spots the woman at the bar again. She seems to feel Edin's gaze so she turns her head to face him. They establish eye contact.

LOR (CONT'D)

I don't believe I'll ever see that land again...It is ironic how life takes us ...

POV EDIN: Lor's words turn into a low drowned out mumble. All the clatter of the Inn is washed out as well. All Edin hears is his heartbeat, and all that he sees are the eyes of the tattooed woman.

Lor notices Edin's lack of attention and looks in the direction of his gaze. Lor sees the tattooed woman and chuckles. He grabs his drink and stands up from the table.

LOR (CONT'D)

Well good luck. It looks as if you
found an admirer. I'm going to take
in some ol' sea air...

He laughs again at Edin's awe-struck expression and walks out of the Inn.

EXT. FRONT OF INN - CONTINUOUS

Lor walks out and makes his way across the street to a bench that overlooks the sea.

Boats are docked and people gather on and off of different boats. Some are trading, others fix their ships, and some just watch and admire.

The Tyrinian soldiers are still gathered out in front of the Inn. Most of them are drunk but the masked soldier looks quite sober. He notices Lor and watches him closely.

Lor looks up at the stars and seems as if he is trying to read them.

INT. INN - CONTINUOUS

Edin still stares into the eyes of the tattooed woman at the bar. A drunken man stumbles into Edin snapping him out of his trance.

DRUNKEN MAN 2

My humblest apologies sir.

The man's eyes roll into the back of his head, and he falls straight back to the floor.

Edin notices that Lor is missing. He scans the crowd and does not find him. He looks back to where the tattooed woman was sitting and she is not there either. He begins to scan for her, and again is unsuccessful. When he looks to his side the tattooed woman is sitting beside him at the table.

EDIN

How did?--

TATTOOED WOMAN

--Shhh...

She places her index finger on Edin's lips. They establish eye contact and Edin goes back into a trance.

The tattooed woman's lips are not moving but yet Edin can hear her voice.

TATTOOED WOMAN (CONT'D) (V.O.)

Just relax. Just listen to my voice. You are with me now, and I'm going to make it all better.

EDIN (V.O.)

Who are you?

TATTOOED WOMAN (CONT'D) (V.O.)

That doesn't matter right now.

EXT. FRONT OF INN - CONTINUOUS

Lor holds up his stone medallion that fell off the Life Crystal's base ever so long ago and tries to match it up with some of the star constellations.

The masked soldier sees the medallion and his eye widens. He immediately grabs a small pink crystal from his belt and places it in his bracer.

A holographic "WANTED" index comes up from the crystal. A face of a person is seen on the left, and the reason for which they are wanted is written on the right.

He twists a knob on his bracer and begins to cycle through the index. Many different faces and bios stream across the display.

INT. INN - CONTINUOUS

The woman licks her lips. She slowly inches her face forward to Edin's. Edin does the same. His heartbeat grows louder.

EDIN (V.O.)

I've never seen something so beautiful...

TATTOOED WOMAN (V.O.)
Don't talk... kiss...

EDIN (V.O.)
I've never...

TATTOOED WOMAN (V.O.)
Shhhhh...

Their heads draw closer. Edin's heartbeat grows louder.

EXT. FRONT OF INN - CONTINUOUS

A picture of Lor is seen on the soldier's wanted index. His wanted reason reads, "Murderer of Tyrinian brethren."

The soldier looks up at Lor then back at his bracer. He quickly turns to the other soldiers.

MASKED SOLDIER
Listen up, it's him!

SOLDIER
It's who?

MASKED SOLDIER
That old Rone everybody has
forgotten about.

He pops the crystal out of his bracer and places it back into his belt. He makes sure his gloves are tight and he undoes the strap that holds his weapon.

MASKED SOLDIER (CONT'D)
Follow me. He's mine.

The soldiers begin to walk across the street.

Lor starts to cough and grabs a cloth from his bag to cough into.

INT. INN - CONTINUOUS

Edin and the woman's lips are on the verge of connection.

EXT. FRONT OF INN - CONTINUOUS

The soldiers make their way towards Lor.

Lor notices them out of the corner of his eye and stands.

MASKED SOLDIER

It has a been a long time old one.
I thought I'd never get the
opportunity to see you again. I had
figured you dead by now.

LOR

I'm sorry I don't quite understand.
I don't believe we have ever met.

MASKED SOLDIER

That is because we never were
formally introduced. Maybe this
will jog your memory.

The masked soldier removes his mask. His right eye has been badly burned as well the right side of his face. Lor tries to place the face.

FLASHBACK: Lor fires a fireball and strikes the Tyrinian soldier who holds Edin hostage as a child.

MASKED SOLDIER (CONT'D)

My how it is a small world. I had
thought you had disappeared forever
like the rest. I have dreamt about
this encounter for cycles.

The soldier smiles and draws his blade. He nods his head and the other soldiers grab lor's arms.

Lor begins to struggle.

LOR

If my memory serves me correctly, I
gave you more than fair warning to
release that boy!

MASKED SOLDIER

Well it doesn't matter now, now
does it? Any last words? The
soldier pulls his blade back.

INT. INN - CONTINUOUS

Edin and the woman's lips lock in a passionate kiss.

The woman unbuckles Edin's hip satchel and begins to pick his pocket.

LOR (V.O.)

FOR CYRCADIA!!!

A large magical blast is heard outside of the Inn.

Edin snaps out of his trance and gathers his wits.

EDIN

Lor!

The tattooed woman hisses as Edin as he realizes the density of the crowd blocking his way to the door. He notices the large window located above the main door.

Edin flips over the table and springs up into the air landing on a table top.

He hops from table top to table top with great speed heading toward the window.

EXT. FRONT OF INN - CONTINUOUS

SHATTERING GLASS

Edin bursts through the window and lands on all fours.

He raises his head and sees the masked Tyrinian's blade slowly pierce through Lor's body.

Lor sees Edin and extends his hand out to him as he falls to his knees.

The masked Tyrinian removes the blade as Lor falls flat on the ground.

The masked Tyrinian turns around and smiles at Edin.

FLASHES: Edin's mother, father, and his burning village flash before Edin's eyes.

MASKED SOLDIER

Kill him...

He points his blood soaked blade at Edin and the other soldiers rush him.

Three rush in at him first. Then the two who are recovering from Lor's spell rush in.

Edin brutally destroys the soldiers with a combination of magical and physical attacks that come off as a poetic ballet in execution.

Every time he delivers a killing blow, a shot of those he has seen killed in front of him flash before his eyes.

All the Tyrinian soldiers fall lifeless to the sandy ground. Edin stands covered in their blood as he confirms that they are dead.

Edin rushes over to Lor. He drops to his knees beside him.

EDIN

Lor wake up! You're all I have left. Wake up!

Edin notices signs of life.

EDIN (CONT'D)

That's it... pull it together... You can't die... You musn't die!

Lor barely opens his eyes.

LOR

(whispers)

Edin...

EDIN

Shhh. Save your strength....

LOR
(whispers)
I think I've figured it out... I
remembered...the stars...the stars
are your answer.

Edin looks up at the sky then back down at Lor in confusion.

People are exiting the Inn and coming up from the docks
filling the streets, awed by the scene of bodies and blood.

EDIN
I don't understand...

LOR
(whispers)
The medallion... take it... Look to
the stars for your answers... I...
I'll... be watching.

Lor's exhales one last breath and goes limp in Edin's arms.

A single tear runs down Edin's face.

BOUNCER
Murderer! Kill him!

The gathered crowd of people rush toward Edin.

Edin quickly grabs Lor's satchel and rips the medallion from
his neck.

He sees the angry mob moving in closer. Edin jumps to his
feet.

EDIN
STAND BACK!

He points his battle bracers at the mob.

They stop dead in their tracks as the loaded orange crystal
shards glow brightly and vibrate Edin's bracers.

He quickly scans the surroundings and sees a strip of lantern
posts lighting the way to Quartzine's gate.

He then looks at Lor one last time.

EDIN
(whispers)
Till we meet again old friend...

He fires both of his bracers at Lor.

Two great fireballs shoot forth and instantly cause Lor's body to go up in flames.

The mob shield their faces from the flames.

As they do so, Edin effortlessly scales the nearest lantern post and begins to jump from post to post approaching Quartzine's gate.

He jumps down once he reaches the gate and exits Quartzine Moon running off into the night...

EXT. FOREST - NIGHT

Images of Lor's murder flash before Edin as he runs full speed through a dark forest.

Images of his father's murder flash before him. He continues to run full speed.

Images of his mother's murder flash before him. He continues to run full speed.

FADE TO:

EXT. FLAT GRASSLAND - NIGHT

As Edin continues to run, the forest empties out into a clearing, exposing a flat grassland.

CLOSE ON: Edin's face is blushed red and his glazed blood-shot eyes are streaming tears.

Suddenly, Edin collapses from fatigue and passes out.

Edin awakens in the same spot in which he collapsed. He rolls over and opens his eyes. He sees a bird flying over head and just stares at it as it flies in circles.

He sits up and looks around.

He sees that he is in a completely flat grass covered field that has no trees, rocks, or bushes in sight. Everywhere he looks seems to expand to nothing.

He wipes his eyes and notices that he still has dirt and blood all over himself. He stares at his bloody hands and jumps up in horror in an attempt to escape them.

He again looks around in desperation and spots a pond about twenty feet away. He runs over to it

He frantically scrubs away the blood. He rips off his clothes and furiously attempts to scrub the blood away from them too.

Time passes.

Edin lays on the ground in his underwear looking up at the sky. His clothes are spread out on the ground attempting to dry. He managed to get most of the blood out.

He falls asleep.

EXT. FLAT GRASSLAND - NIGHT

Edin awakens shivering in the night's cold. He reaches for his clothes and feels that they are dry enough to wear. He gets dressed and looks thoughtfully up at the sky.

It is a clear night and stars cover the sky.

He grabs Lor's satchel and pulls out his star charts and a book. He also takes out an egg shaped crystal and spins it in the air.

The crystal hovers in place and a bright blue light shines from it, providing a small area of illumination.

He sees that Lor had written notes on all of the charts and tries to make sense of it all.

Time passes.

Edin is surrounded by the star charts. He scans them with pencil in hand, and occasionally makes his own notes on some of the charts. He holds up different charts to the current star filled sky above.

For every chart he holds up to the sky, he studies the sky for a moment, then studies the chart, cycling through various charts.

Edin picks up another star chart and holds it up to the sky. He smiles.

POV EDIN: The star formations on the chart and the star formations in the sky are a perfect match.

He then removes Lor's stone medallion from his satchel and examines it closely.

After a brief examination, Edin places the medallion on one of the star charts and moves it around, looking for a way to correlate the two items. He is unable to make any sense of anything.

He picks the medallion up in frustration and notices a sparkle when it passes the light. He brings the medallion closer to the hovering crystal light and notices that a small piece of the stone casing is missing. He waves the medallion back and forth across the light and a sparkle gleams from the location of the missing piece. He runs his thumb over the missing piece.

He looks up in question.

He puts the stone medallion on the ground and grabs his blade. He keeps the blade in its sheath and flips it upside down.

He slams the hilt of his blade onto the medallion.

He picks the medallion up and a large chunk of the stone casing falls off of it, exposing a clear crystal.

Edin immediately places the medallion back on the ground, and strikes it repeatedly.

He picks up the medallion and breaks away the remaining casing. Edin's eyes fill with wonder as he beholds the medallion's original form.

The medallion consists of a metallic chrome triangle surrounding a rising sun that has been carved from crystal.

Rune symbols are etched all over the outer chrome triangle on both sides of the medallion.

Edin sits in awe admiring the pendant's beauty.

He runs his thumbs across the medallion's surface and looks closer at the etched runes that are carved into the chrome border.

A moment of realization overcomes him. He immediately grabs Lor's book.

He quickly thumbs through the pages and stops on a certain page. At the top of page, "Talons" is written. He finds the rune symbols listed on the page match those of the medallion.

Edin looks up.

Edin stares at the medallion intently.

FLASH

A blinding light shoots forth from the crystal of the medallion. Edin lets go of it and looks away.

As the blinding light fades, the medallion hovers in place at eye level with Edin. The crystal of the medallion pulses with light as the medallion begins to spin clockwise in mid air.

Edin stares at the medallion in amazement.

Two beams of light shoot forth from the pendant's crystal and strike Edin in his eyes.

His head snaps backward from the connection.

Edin skitters back in shock. He frantically looks around and the medallion's beams stay connected to his eyes; causing the medallion to move with him as he looks around.

CUT TO:

EXT. TALON CAMP - CONTINUOUS

CLOSE ON: A beautiful staff is mounted on a roof top somewhere in a wooded area. A crystal that is mounted onto the staff glows with light and emits a high pitched tone.

CUT TO:

EXT. FLAT GRASSLAND - CONTINUOUS

Edin sits still with the medallion's beams still connected to his eyes.

EDIN

Whoa...

CUT TO:

EXT. TALON CAMP - CONTINUOUS

POV EDIN: A group of huts rest in a wooded area. Their architecture differs in style and structure to the huts of Edin's old village. They are made from white adobe and contain beautiful stained glass-looking windows made of crystal. Many of the same rune symbols that are written in Lor's book and etched into the medallion are painted above the doorways of the huts. Beautiful flower and shrub formations adorn the huts and highlight the edges of the trails of the settlement.

The village is quiet. Nobody is seen.

EXT. FLAT GRASSLAND - NIGHT

EDIN

(astonished)

Talons...

Edin raises his head and looks at the sky. The medallion raises with him maintaining the connection with his eyes.

CUT TO:

EXT. TALON CAMP - CONTINUOUS

POV EDIN: A celestial pattern of stars come into focus.

EDIN (V.O.)

Pantoris! Backed by Finel with
Pargone rotating in its lunar
phase...

CUT TO:

EXT. FLAT GRASSLAND - CONTINUOUS

The connection between the medallion and Edin breaks. The beams of light disappear and the medallion stops hovering and falls. Edin catches it and quickly ties it around his neck.

He excitedly rummages through all of the star charts.

EDIN

Pantoris... Pantoris...Pantoris!

Edin finds a chart marked, "Pargone - Rotation in Lunar Phase."

He looks at the stars above and again finds the corresponding chart.

He puts the two charts aside, gets dressed, and quickly packs up his belongings. He tightens some straps on his satchel, with the two star charts in hand, and notices that the medallion slowly pulsates with light.

He tucks the medallion into his shirt and runs off.

EXT. PLAINS - NIGHT

Edin runs across the plains.

FADE TO:

EXT. FOREST MAZE - DAY

Edin makes his way through mazes of forest. When he makes his way to a clearing he looks down at a map.

FADE TO:

EXT. BLACK HILLS - EVENING

Edin walks up giant hills of dirt and mud.

FADE TO:

EXT. TYRINIAN CASTLE - NIGHT

The Tyrinian compound bustles with slaves working on various new additions.

The Tyrinian castle stands proud under the dark sky. The spiraling red energy beam still shoots forth from Luna's tower deep into the skies above

INT. CASTLE HALLWAY - NIGHT

Bastane walks through a winding corridor.

INT. UN-DEAD CHAMBER - NIGHT

Adler paces back and forth in front of a group of life sized statues of Tyrinian men. Although obviously inanimate statues, they look to be frozen time but yet just as alive as Adler himself.

They all wear the kingly robe and armor set and all have the Tyrinian crown upon their heads.

Adler kneels before one of them. The statue clearly resembles his father, King Galakirk.

ADLER

Father, I am at a loss of what to do with Luna... Lands she has gained us, but at the cost of our pride and nobility... She has clearly put the interests of this family second to her lust for power... She has become an abomination to our race... Her body is scarred and polluted with crystal and her mind borders the gates of madness... She is no longer Tyrinian... just a conduit for crystal... I should have honored your will to do away with her from the start... I ask you now for forgiveness...

Adler bows his head and kisses his clenched fists.

Bastane enters the room.

BASTANE

My lord, I just heard word from
Quartzine Moon. The old Rone was
murdered along with six of our
men...

Adler stands still with a pensive look upon his face.

ADLER

(whispers)

The child...

Adler looks at Bastane.

ADLER

So the apprentice now seeks his
revenge... Alert magistrates in all
sectors, but sit tight. I'm sure
he'll come to us. The dreamers
always do...

EXT. BLACK HILLS - NIGHT

Edin sits by a fire consulting his various star charts. His
face is unshaven and his clothes are dirty and wearing thin
in some areas.

A SMALL CREATURE nibbles on Edin's left over food by the
fire.

EDIN

Enjoy that bird little one, they
are becoming harder to find
nowadays... Tomorrow is a big
venture my friend... If these
charts hold true, the Talons rest
on the top of that mountain.

Edin stares at the top of the far off mountain which lies
directly under the constellation Pantoris.

The chart Edin holds chart matches the star formations seen
above the mountain.

EDIN (CONT'D)

Nobody ever did say life would be
easy... Well, good night... See you
at first light.

Edin lies down and goes to sleep. The small creature continues to eat.

EXT. MOUNTAIN SIDE - DAY

The sun rises above an enormous mountain. A small silhouette of a man scales its rocky face. The silhouette is halfway up to the top of the mountain.

ZOOM IN: It is Edin who scales the mountain. His lips are chapped and his hands are cut in various places, but he climbs at an accelerated pace. He makes precise calculative choices in terms of hand and foot placement. He is in the zone.

FADE TO:

EXT. MOUNTAIN SIDE - EVENING

Edin, continues his way up the mountain. His climb has become much slower. Fatigue has over come his body.

He pauses and looks around for a suitable hold. He stretches out for one, but misses it by at least a foot. He looks around for other options, but none are found. He bows his head in defeat.

Edin closes his eyes and takes in a deep breath. He leaps up and manages to grab the hold. He hangs by one arm from the hold. He opens his eyes and smiles.

CRACK

The hold breaks off the mountain and Edin plummets three stories down to a flat rocky edge.

His body slams down on the ledge and he loses consciousness. His head hangs over the edge and the medallion dangles from his neck, swaying int he air over the edge as well.

A little bit of blood trickles out of Edin's ear and drops off into the fog strewn bottomless pit below.

FADE TO:

EXT. MOUNTAIN SIDE - NIGHT

A HOODED FIGURE climbs down the mountain side. He wears a long woolen poncho-styled cloak and has a leather bag strapped to his back.

He stops mid descent and looks at his wrist. A little hologram of the mountain appears above a display attached to his wrist. It has a blinking dot that blinks and beeps. He continues to climb downward.

The hooded figure makes his way to a clearing and looks down. About five stories down from him, and fifty yards out, he sees a small light pulse in the distance behind a thin layer of fog.

The pulse matches the rhythm of the blinking dot on his hologram.

The wind blows and the fog clears, and the hooded figure sees Edin laying on the ledge. The hooded figure notices that the medallion around Edin's neck is what pulses with light.

The hooded figure removes his back pack and pulls out a rope and a small metal bolt-looking object. He attaches the rope to the bolt and loads the bolt into a contraption that is attached to his other wrist.

He puts his back pack back on, coils the rope, and attaches the coiled rope to his belt. He takes a step back. Then without hesitation, he runs and swan dives off the ledge.

He flies through the air with great speed.

The hooded figure dives past the ledge Edin lies on. As soon as he does so, he turns around mid air and fires the bolt from his wrist upward toward the ledge.

The bolt speeds through the air, quickly unwinding the rope from the hooded figure's belt.

It pierces through a rocky spire located near Edin.

When the bolt pierces through the spire, grappling hook-type prongs pop out of the tip of the bolt.

The hooks then latch onto the rocky spire causing the attached rope to become taut.

The last of the rope unwinds off of the hooded figure's belt and he quickly catches it with both hands.

The taut rope causes him to gracefully swing upward through the air with great speed.

He eventually swings upward above Edin and releases the rope.

He lands on the ledge in a squatted position then slowly stands, looming above Edin.

He moves Edin away from the edge and checks for a pulse. He then grabs the medallion, hanging from Edin's neck and holds it in his hand for a moment. He stands.

The hooded figure goes over to the spire and removes his grappling hook bolt and gathers his rope. He then takes off his backpack and pulls out some hard moldable material.

He makes a makeshift neck brace and carefully places it on Edin. The figure then cuts his rope into pieces and begins to tie Edin's body to his body.

The figure ties their wrists and waists together. They stand back to back.

Once he has finished tying the ropes, the figure situates Edin. Once satisfied, he begins to climb up the mountain with Edin tied to his back.

FADE TO:

INT. TALONIAN HUT - DAY

The interior of the hut is tastefully adorned with various forms of light colored crystal. The crystals are incorporated into most of the objects present in the hut; the furniture, the kitchenware, the artwork, and they are done so in a very harmonious way.

Edin lays on his back with his eyes closed. He lays shirtless under a homey white crocheted blanket.

ARIEL, an adorable Talonian child who looks to be around eight years old, tends to him.

She wears a simple cream colored dress that has Talonian runes embroidered along its seams. She has long, choppy, sandy blonde hair that contains a few bead adorned braids, and piercing lavender cat shaped eyes. Her face overall has a few cat infused looking features. Her skin is covered with brown stripes that look like those of a tiger, and the nails of her hands all come to a point.

NOTE: The cat infused features, tiger striped skin, and varied hues of purple eyes are the trademark identifiers of the Talonian race.

Ariel chants softly while six small light colored crystals hover and glow above various points of Edin's body.

Edin slowly opens his eyes. Ariel takes notice and smiles. She motions to the hovering crystals. The crystals hover over to a small table and fall one by one into a beautifully embroidered leather pouch.

Edin lifts his head and discomfort strikes. He lays his head back down.

A white KITTEN jumps up onto Edin's bed and licks his cheek.

ARIEL

Orca... leave him be...

She goes over and grabs the kitten, and pets him while in her arms.

EDIN

(whispers)

Have I crossed over?

ARIEL

No silly...

Edin is dazed. He slowly looks around and takes everything in. He is mesmerized by the beauty. He studies Ariel and notices her features.

EDIN

You're a Talon...

Ariel playfully nods.

EDIN (CONT'D)

I thought it was all over... I
thought I had taken my last breath
on that mountain...

ARIEL

Nano said you'd wake today.

He rolls his head over to look at her.

EDIN

Nano? Who's Nano?

ARIEL

Kremlos... He's our Nano... He took
us in when mumma died.

EDIN

Our Nano?

Edin sits up. It is a slow process but he fights through the
pain. He does some minor stretching to awaken his muscles.

ARIEL

Uh-huh me and Tristan... He's the
one who rescued you from the
mountain and brought you here...
You're lucky he found you in
time... You were almost too far for
me... I didn't think I was gonna be
able to heal you but Nano told me
that all I had to do was focus and
believe, and everything would be
alright...

Edin looks over at the leather pouch containing the crystals
then back at Ariel.

EDIN

You healed me?

ARIEL

Uh-huh. Nano says its my gift.

Edin is taken aback.

EDIN
That's quite some gift...

ARIEL
What's your name?

EDIN
Edin.

Ariel smiles.

ARIEL
Edin, that sounds pretty. I like
Edin...

EDIN
What's yours?

ARIEL
Ariel...

EDIN
Well Ariel, it seems I owe a great
deal of thanks to you and your
family...So do your Nano and
brother always leave you alone with
strangers?

ARIEL
You're not a stranger...

This grabs Edin's attention.

ARIEL (CONT'D)
We've been waiting for you to come
ever since I was little. Kremlos
says that your the one that will
help save our land from the
darkness. Is that true? Is that why
you came?

Edin is at a loss...

EDIN
Something like that. Where are my
clothes?

Edin looks around the room. He reaches for his medallion but it's gone.

EDIN (CONT'D)
(serious)
Where is my necklace?

ARIEL
You mean the Talonius?

Edin looks confused.

EDIN
I mean the medallion I wore around
my neck.

ARIEL
Yeah, the Talonius. That's how we
found you... Nano took it, but
he'll bring it back after the
meeting.

Ariel goes to a closet and pulls out Edin's clothes. She turns and gives them to Edin. They are clean and crisply folded, and Edin notices that all of the holes have been stitched.

EDIN
Thanks. You fix these yourself too?

ARIEL
No I can't stitch. I don't like
needles.

Edin smiles. He stands slowly, ignoring the discomfort, and gets dressed.

EDIN
So what's this meeting about?

Ariel playfully rolls her eyes at his ignorance.

ARIEL
You...

EXT. TALON VILLAGE HALL - DAY

A large crowd of Talons surround the village hall. The village hall is a circular one story building made of white adobe, topped with a golden domed roof. Oval stained glass-looking windows line the walls of the hall.

CUT TO:

INT. TALON VILLAGE HALL - CONTINUOUS

A crowd of Talons of all ages stand shoulder to shoulder inside the packed hall. Some children try to jump up to catch a piece of the action, while others sit on their parents shoulders.

An assembled Talonian COUNCIL is seated on a stage that overlooks the main floor. TRISTAN stands behind the council. He looks to be in his mid twenties, stands about six feet tall, and is physically fit. He has short, choppy, tousled brown hair with two braided ponytails that rest on his back. He wears a form fitting, sleeveless, tanned-brown leather outfit that has a small crystal shard imbedded in the center of the chest. He also carries two intricately sheathed blades that are harnessed to his hips.

The hall is abuzz with uproar. Everyone is shouting over one another.

TALON 1

Get rid of the stranger! Trust is
for the ignorant. He's an imposter!

TALON 2

He is the one for which we have
waited fool!

A rather husky Talon, who looks to be in his sixties, sits dead center on the stage in between the other council members. This is KREMLOS. Kremlos has long ashy gray hair that is tied into a high ponytail, bushy eyebrows, and long lamb chop-type side burns that look like a beard split in two. He wears a long beautiful robe that has Talonian runes embroidered on it, running down the borders of the robe. He holds onto an intricately carved, crystal adorned staff.

He stands. He slams the bottom of the staff onto the stage. The staff's mounted crystal flashes with light and emits a quick low frequency tone.

The crowd and council flinch and all become silent.

KREMLOS

(in a commanding tone)

If we all settle down we'll find a solution! Please... Silence everyone!... No one can be heard if we all talk at once!

He pulls out a handkerchief and wipes the sweat from his brow.

KREMLOS (CONT'D)

Now it is quite obvious that you all have heard the news of the visitor among us... And contrary to rumor... he is not some type of informant, there is no secret pact forming between the Talonian Council nor any other tribe of this land... Let it be known that the only reason our Tristan was able to find this man was because the Talonius deemed it so...

Shock and skepticism fill the air.

KREMLOS (CONT'D)

Yes, the Talonius... This man was wearing the Talonius... The long lost beacon that is written about in Felix Twenty Nine. How did this man get a hold of it? Only he knows... But what we know is that the sacred entries tell us of a visitor who, and I quote, "will fall upon thy doorstep in his greatest time of need... Thou shall accept him as one of thy own. For he is the one who will bring balance back to the land and breathe life back into the air..."

Kremlos slowly paces back and forth across the stage.

KREMLOS

When Tristan found him, he was at death's door... his bones broken, his pulse fading... A coincidence? I think not... More than a hundred deca-cycles ago, the Cyrcadian Ancients left these lands to man... Before their departure, they entrusted the soul of the planet to an order that walked the path of light, and understood the fundamental necessity of balance... The Cyrcadian Rones, were that order... The Rones, being people of great foresight, knew that they alone could not harbor such responsibility... Knowing the volatile heart of man, The Rones knew they would need insurance from its ways... They enlisted the aid of another order of light, one with a natural affinity to crystal; the Talons... The Cyrcadian Rone Elders secretly came together with the Talonian Elites and formed the Sacred Alliance... They unified their powers and created an item that would ensure the longevity and prosperity of these beloved lands... The Life Crystal... They came together not for themselves, nor for the pride of their order, but for the security of continual life of this planet... The Rones found and cut the perfect crystal, and the Talonian Elites prepared it for the acceptance of spiritual imbuing... Once the creation of the Life Crystal was complete, the two orders created tracking devices so they could reunite whenever the balance of the land was threatened... The Elites received a wand of location...

Kremlos motions toward the staff he holds.

KREMLOS (CONT'D)

This wand was programmed to locate one item... The one item that has again re-entered our lives...

Kremlos pulls out Edin's medallion from his robe and raises it into the air.

KREMLOS (CONT'D)

The Talonius!

Light seeps through a hole in the roof and hits the crystal of the Talonius.

A bright sparkle appears, surrounding Kremlos with an outline of light. The Talonian filled crowd looks at the Talonius in wonderment and awe.

KREMLOS (CONT'D)

The Elder Rones of yester-cycle sacrificed their souls and power to imbue the Life Crystal with the power needed to overthrow the imbalance of darkness... It was thought the mythical Life Crystal was lost to the ages, but the return of the Talonius proves its existence to be fact! We possess the key, and have been reunited with the Talonius... He has come people... A new day will be born! The age of darkness shall be banished to from whence it came and the BALANCE OF OUR WORLD SHALL BE RESTORED!

TALON 1

How can we trust him!?

KREMLOS

By trusting in your faith!

TALON 2

He could be working for the Tyrinians! How do we know!?

Another member of the Talonian Council stands.

TALONIAN COUNCIL MEMBER

They have a point Kremlos. It is far too dangerous to give our complete trust to a total stranger.

KREMLOS

He is not a stranger... he wore the Talonius, just as the sacred entries told us he would...

TALONIAN COUNCIL MEMBER

And that he did, but who knows how it came into his possession... he could have taken it from the true chosen one and come here to harm us, or give away our location... He needs to prove himself Kremlos. We can't give away our trust so freely, that is exactly what drove us into this position in the first place.

KREMLOS

And what do you propose?

TALON 1

A battle with Tristan!

Tristan looks at the crowd then to Kremlos.

VARIOUS TALONS

Yeah...battle...yeah!

KREMLOS

There will be no battle! There is no use in wasting their strength when they will need every ounce of it to right these lands!

A very old Talonian Council member stands.

OLD TALONIAN COUNCIL MEMBER

It seems as if we have all accepted the new testaments as the only writings of the sacred entries... If we go by the original testament of Felix, then we already know what he must do...

Kremlos closes his eyes in defeat and sulks in sorrow. He knows what is about to be said.

OLD TALONIAN COUNCIL MEMBER

... Retrieve the Blade of
Cyrcadia... If he is who you say he
is, then he should have no problem
doing so...

Kremlos and Tristan share a look of concern. The Talonian crowd stand in awe at the suggestion.

KREMLOS

People disappear seeking that
blade... He is weak... He needs to
heal... And why endanger his life
or lengthen his destiny when this
planet needs him now?

Muttering filters through the crowd as some of their attention is shifted toward the entrance of the hall.

KREMLOS (CONT'D)

... I say make this his decision
not ours... The one will know what
where his fate pulls him...

EDIN

I'll do it.

Edin slowly walks through the crowd holding Ariel's hand. The Talonian council and crowd share looks of awe and fright.

Edin and Ariel make their way to the stage and approach Kremlos and Tristan.

EDIN

(to Kremlos)

I believe you have something that
belongs to me.

Edin smiles. Kremlos nods and hands him the Talonius and Edin puts it around his neck. He then looks at Ariel, Kremlos, Tristan, and the Talonian council. He then turns around and looks at all of the Talonian faces in the crowd. He takes a deep breath.

EDIN (CONT'D)

When I was a child the Tyrinians
raided my village... They killed
both my mother and father right
before my eyes... They would have
killed me too if it weren't for one
man... A man who saved me from
certain death, sacrificing not only
himself but the possession of the
Life Crystal as well...

The Talons look at each other exchanging glances of shock,
curiosity, and awe.

Kremlos's eyes widen and a smile comes across his face.

EDIN (CONT'D)

I went into hiding with this man
for my whole known life... He was
kind man, a generous man, a good
man... He was the land's last
Cyradian Rone...

The council gasps, Kremlos' eyes light up, and whispers fill
the Talonian crowd.

EDIN (CONT'D)

He made my entire life a lesson. He
always said teaching was his life's
purpose, and he gained great joy
from it. He instructed me in the
ways of the Rone and appointed me
to the order before his passing...
He told me the Life Crystal would
be useless to the Tyrinians without
the key... The key I am told your
kind possess...

Ariel looks up at Edin as he speaks.

EDIN (CONT'D)

We set out to seek for you and
journeyed all over this land... He
kept insisting that I was the key
to finding you and restoring the
planetary balance that has shifted
us into darkness...

(MORE)

EDIN (CONT'D)

We traveled for passings,
searching, never finding a clue to
your modern existence....
Eventually he too was taken from my
life by Tyrinian hands... When he
died I took this off of his neck in
remembrance...

Edin touches the Talonius.

EDIN (CONT'D)

I can't give any cosmic answer to
why I am here. I can only
acknowledge the fact that I am... I
have spent my life training and
searching for all of you in hopes
that I could put a stop to all of
this darkness and tyranny... I am
not yet gray, but yet I feel that I
have lived far too long... I grow
tired... tired of the darkness,
tired of the death, tired of the
Tyrinian Rule. They have taken from
me what was to be my life... It has
come time for me to ensure that the
Tyrinians take no more... It is
time for me to take from them... I
will retrieve this blade for you...
And when I return, I will ask for
the key... If you would like a
world free of imbalance, you will
give it to me... Then I shall
personally venture into Tyrinian
lands and put right what has long
been wronged... I shall be in fine
health in no more than three
rotations...

Edin turns to the Old Talonian council member.

EDIN (CONT'D)

Where do I find the blade?

The Talonian crowd and council members exchange solemn
glances.

Kremlos steps forth.

KREMLOS

Then it is set. In three rotations from now you will travel to the very heart of Cyrcadia, into Dante's Cavern... Within this mountain, you will find the chamber of the first known Talonian Elite, Dante... He was the first Talon approached by the Ronian Elders regarding the proposition of the Sacred Alliance... He was proud to accept such an honor on the behalf of our to people, but he was also disappointed... for he knew his crossing would come long before he would see any of the alliance's achievements... knowing that a defender of Cyrcadia would be called upon to defend the lands when the time had come, he decided to leave the unknown protector with a gift... His almighty sword... the Vibro-Blade... the one and only blade of its kind; forged by him, wielded by him, and made legend by him... They say the blade is made of an unknown alloy harder than that of diamond and coated with the finest and sharpest Ronian crystal this planet has ever known... Before his departure to the Ethereal Passing, Dante spent his last Cyrcadian days constructing traps and installing other deadly surprises into his cavern, that would keep his beloved blade safe from any of those unworthy of its virtue... He knew that not anyone could harness the great power of the Vibro-Blade... He knew that only one who possessed harmonious command of his body, mind, and soul could again wield the great blade and call forth Dante's awesome power... For Dante's last act before his crossing, was to imbue the blade with his very own soul...

(MORE)

KREMLOS (cont'd)

If he could not live long enough to meet the great defender who would save his cherished land, he wanted his warrior spirit to be wielded by him when the time had come...

Ariel looks up at Edin and smiles.

KREMLOS (CONT'D)

(to Edin)

This tribe has lost many of our greatest warriors to the jaws of that cavern... All believing they were the chosen defender... Hopefully fate has written a different course for you... We will send Tristan along with you as an escort. He will serve as your guide and keep an eye on you to satisfy the paranoia that some of us seem to possess... If you return with the blade we will know the time has come... We will pledge our allegiance and support the coming of the one...

Kremlos turns and faces the council.

KREMLOS

Does the council have any objections?

The members of the council exchange glances. They whisper amongst themselves and pass notes between each other.

TALONIAN COUNCIL MEMBER

We the council find no objections to the plan presented... In three rotations Tristan and...?

The Talonian council member lifts his hand and slightly bows his head toward Edin.

EDIN

Edin...

TALON COUNCIL MEMBER

Edin... will travel to Dante's Cavern and either confirm or deny, the coming of the one... Would the tribe's people like to discuss any other issues before this meeting comes to end?

The Talonian crowd stands silent as they all just stare at Edin.

TALON COUNCIL MEMBER (CONT'D)

Then this session is closed.

The council members rise and exit the stage. The crowd chatters and begin to file out as well. Tristan, Edin, Ariel, and Kremlos remain on the stage.

Edin turns to Kremlos and Tristan.

EDIN

I want to thank you for saving me.
I owe you greatly...

KREMLOS

You are our only hope Edin... All we ask of you in return, is that you deliver us from this darkness and bring the balance back to this land... She deserves it for all she's given us...

EXT. DEATH'S EYE VALLEY - DAY

Tristan and Edin walk along an unbeaten rocky path that rests in between two large mountains. Edin stares at the ground, lost in thought.

Tristan eats an apple finding Edin's expression quite amusing.

TRISTAN

What are you thinkin' about?

EDIN

Nothing.

TRISTAN

Nothin'?

EDIN

Thoughts cloud the mind and weigh
down judgement.

Tristan laughs.

TRISTAN

Ya know that nobody has ever gotten
this blade don't ya?

EDIN

So I've heard... That's probably
why it's still there I suppose.

Tristan smiles.

TRISTAN

I'm talkin' no ordinary people
either, I'm talkin' hard-core
Talonian warriors. The best of the
best...

EDIN

So why haven't you tried? Aren't
you the current number one?

Tristan stops smiling.

TRISTAN

Kremlos won't let me. He says it is
that it isn't my path...

EDIN

And you're okay with that?

TRISTAN

Of course not, I'm more able than
any of those who have tried before.
If anyone has the discipline to
wield that blade it's me...
Unfortunately I've been raised to
respect the word of my elders, so
until that word is given I'll stick
with what works...

He quickly brandishes his two sheathed blades. He spins them around in a dance like fashion and returns them to their sheaths in one fluid motion.

TRISTAN (CONT'D)

Besides, after you fail, Kremlos will have to realize that he'll have no choice but to have me seek out the blade and save this land myself...

EDIN

Well, I only failed once and your family gave me a second chance... Don't count on me failing again.

TRISTAN

That Cavern's haunted ya know? They say Dante uses the spirits of those who fail to retrieve the blade as his un-dead guardians... Only a true warrior will be able to stand a chance against those fallen champions... You have killed a man before haven't you?

EDIN

I've killed five.

Tristan is mildly taken aback.

TRISTAN

Five? Was it deserved?

EDIN

One killed my mentor, and the others aided in the effort... All of the pent up rage I held and all of the vengeance that I harbored throughout my life was taken out on those soldiers that night... I fear again to see the beast that took those men's lives...

TRISTAN

Well, we all have our dark sides that surface at times...

(MORE)

TRISTAN (cont'd)

So tell me then... Do you really believe that your some pre-chosen savior of this land? I must admit I am quite curious how that weighs on a man...

EDIN

I don't know what to believe... I just go on by what I know for certain.

TRISTAN

So what is it that you know for certain oh wise one?

Tristan pulls out his blades and quickly cuts down some brush that is blocking the trail. Edin stops.

Tristan keeps walking a bit, but then stops and turns to face Edin.

EDIN

(slightly angered)

I know that in all my life I have seen the Tyrinians take everything from me and the good people of these lands. I know that they are slowly killing this land and in turn killing all of the life that inhabits this planet. And I also know that you possess feelings of jealousy that an outsider has come into your tribe and gained the hope of your peers that you feel you deserve...

Tristan's smirk disappears from his face.

EDIN (CONT'D)

I never asked for any of this. I certainly wouldn't have traded the lives of my loved ones and the simple life I was destined to live for all of this cosmic responsibility that so called "prophets" have already decided for me...

(MORE)

EDIN (CONT'D)

I am just a man Tristan, an ordinary man that is fed up and tired with what he sees around him... So if getting this blade will take me one step further to forever ridding this evil; so be it... All I am interested in is getting the key and unlocking the crystal, so that people can actually enjoy living safe and worry free lives just as the creators of this land had hopefully planned for them... So if I have answered all of your inquiries let's move on and get this over with shall we?

Tristan nods at Edin. His trademark smirk returns. He walks up to ledge and points off into the distance.

Edin looks to where he points and sees the rock sealed mouth of Dante's Cavern.

TRISTAN

There it is... We'll have to remove the stone that blocks the entrance. We put it there so that lost wanderers don't kill themselves seeking shelter.

The two quickly scale down the ledge and approach the cavern.

The large round stone rests behind some overgrown brush sealing the cavern.

Tristan gets out of Edin's way and motions at the stone.

TRISTAN

After you...

Edin sizes up the boulder, grabs a crystal shard from his belt, and loads it into one his bracers.

He charges up and fires a large lightning bolt at the stone.

The lightning bolt strikes the stone. A crack appears and runs down the stone.

Tristan is impressed.

TRISTAN

Wow. Not bad... But please, allow me...

Tristan stands in front of the stone about ten feet away. He crouches down like a cat ready to pounce on its prey.

He closes his eyes and emits a resounding hum. The crystal on his chest glows brightly and spreads a light blue energy across his whole body.

Then in a single instant, he opens his eyes, releases a roar and springs forth toward the stone. He flips over so that his feet head toward the stone.

The second his foot touches the stone, the stone shatters into pieces exposing the entrance to Dante's cavern.

The light blue energy enveloping Tristan's body is drawn back into the crystal shard on his chest. Tristan smiles. Edin is impressed.

EDIN

I could probably use your help in there.

Tristan playfully shakes his head.

TRISTAN

Not my path.

Edin and Tristan take a look inside the mouth of the cavern and see nothing but darkness. Tristan reaches into his bag and pulls out an unlit torch. He hands it to Edin.

TRISTAN (CONT'D)

Here. There's not much light, if any, in there...

EDIN

No thanks, I've got my own.

Edin throws up a small egg shaped crystal and it hovers slightly in front of him above his head. It radiates a bright blue glow. Tristan puts his hand up to block the light.

TRISTAN

I see that... Well... I'll wait
till sundown, after that I'm going
back to camp... If by some miracle
I leave and you escape, keep moving
west... I'll track the Talonius
again and find you... And I hope
you make it alone, because I'm not
comin' in there to save your ass
this time...

Tristan winks. Edin smiles.

EDIN

I'll keep that in mind.

Edin walks forward and enters the dark tunnel.

TRISTAN

I would wish you luck, but if you
are what my gut tells me you are;
you won't need it...

INT. DANTE'S CAVERN - DAY

Edin makes his way down a small stone corridor. The corridor
stands about seven feet tall and five feet wide.

The only light present in the corridor comes from Edin's
lantern like crystal that hovers in front of him. As Edin
nears the end of the corridor, he sees what looks to be a
puddle of water that rests above him on the corridor's
ceiling.

He apprehensively sticks his hand into the puddle and is
amazed to find that the water is deep as he reaches up into
it further. He pulls his arm out of the puddle and is
surprised to find that his arm is drenched with water.

After taking a moment to study this curiosity, Edin moves
forward.

He comes to another small puddle of water at the end of the
corridor. The puddle is about ten feet away from the original
puddle that rests on the ceiling. This puddle however, lies
on the floor.

The corridor ends beyond this puddle. Edin realizes that he has come to a dead end. He pushes on the walls and pulls on various rocks, but nothing happens.

After staring at the puddle of water in front of him, Edin picks up a rock and throws it in. He watches the rock as it submerges.

A sound of a rock falling echoes behind him.

Edin immediately turns around and stands guard, but nothing is there.

Edin thinks for a moment, turns, and tosses another rock into the puddle. This time he turns around and eyes the puddle of water that resides on the ceiling.

Edin sees the rock fall from the ceiling and strike the ground, making a similar noise to the one before it.

Curiosity overcomes Edin. He walks over to the puddle on the ceiling. He looks up and gets his crystal light up close to its surface. He tries to see what lies beyond the pool. Nothing out of the ordinary...

Edin picks up another rock, scratches a crude "X" on it, and tosses it over into the puddle that rests on the on the floor.

He stands attentive under the ceiling puddle, and catches the rock that falls from it. Edin examines it and sees that it has the scratched on "X." He tosses it aside.

He stares at the puddle at the end of the corridor.

He runs and jumps into it feet first.

He falls from the puddle that rests on the ceiling and lands on the corridor floor soaked with water.

He slowly stands and wipes the water from his eyes. After a beat, he grabs another rock.

He throws the rock upward into the ceiling puddle. He then turns and watches the pool at the end of the corridor intently. Nothing happens.

The rock falls back down from the ceiling puddle and startles Edin as it hits him in the head. He looks up, rubs his head, and smiles.

Edin crouches down. He closes his eyes and takes a deep breath.

He jumps up into the puddle above him. His body disappears into water. His feet slowly inch up until they disappear up into the water as well.

When his feet disappear into the pool, his crystal light loses its connection and falls, shattering on the ground below.

CUT TO:

INT. DANTE'S CAVERN - WATER TUNNEL - CONTINUOUS

Edin swims through the dark water filled tunnel. He continues to swim upward and sees a glimmer of orange light in the distance. He swims toward it.

CUT TO:

INT. DANTE'S CAVERN - FIRE LIT ROOM - CONTINUOUS

A large pool of water serves as the floor of the large fire lit room. Fires burn on each side of the pool in various spots of oil that float on top of the water's surface.

Edin breaks the water's surface and desperately gasps for air. When he regains his breath he cautiously looks around and observes his surroundings. He sees steps that lead up to a large stone pillared doorway that has a large statue adorn its top.

The statue is of a humanoid cat like creature that is crouched down over the doorway as if ready to pounce. The statue's eyes are made of light purple crystal and the fire light flickers in both of them. It looks to be a more feral version of a Talon, one that looks even more cat like then the Talons Edin has come to know.

Edin swims forward on the water's surface until he reaches the shallow end of the pool. He cautiously wades through the water as he approaches the stairs.

He sees the decayed armored remains of a humanoid skeleton in the middle of the stairs just outside the doorway.

Edin looks through the doorway from the bottom of the stairs and sees the orange flicker of what looks to be torchlight. But that is all he can see due to his line of sight.

He places his foot on the first step and immediately pulls it back for good measure. He stands guard. Nothing occurs.

He takes a deep breath and quickly runs up the steps.

FIFFT FIFFT FIFFT FIFFT

The whiz of arrows flying fill the air.

They spring forth from the pillars of the doorway and head straight for Edin.

Edin manages to acrobatically dodge the arrows and make it safely through the doorway.

CUT TO:

INT. TORCH LIT ROOM - CONTINUOUS

Mounted torches line the stone walls of the large circular shaped room.

A greatly aged four foot high stone pedestal stands in the center of the room. Upon it, lies a stone tablet and a cube shaped object. Five separate doorways that are sealed shut with rusty bars sit opposite the pedestal.

Edin cautiously approaches the pedestal. As he does so, he notices that a thin layer of liquid runs across the entire floor.

He reaches the pedestal and carefully brushes the dust off of the stone tablet. Once the dust is cleared, etched Talonian symbols are exposed.

Edin then carefully wipes away the dust off of the cube shaped object. Doing so, he accidentally moves the cube.

Edin freezes with fear. Nothing occurs.

He gathers his courage and cautiously picks up the cube shaped object. He finishes dusting it off and sees that Talonian symbols are etched onto this object as well.

Edin examines the cube shaped object and notices that the cube consists of many little tiled squares that are broken up by five horizontal and five vertical grooves. He also notices that a few of the square tiles have red colored backgrounds. Edin looks back over at the tablet and reads it.

EDIN

...Five choices to made by thee...
One cube to guide your destiny...
One chance to get the best of me...
Now is your last chance to flee...

Edin looks up with contemplation, then looks back down to read more from the tablet.

EDIN (CONT'D)

The birth of the natural land... In the beginning there was only vibration... It first rang from the North then the creation of life spread to the East and West... The seas of the South reverberated the vibration back to North, and only then did the Ancients introduce Man...

Edin looks up again and stares at the cube lost in thought. Time passes. He looks back at the tablet.

EDIN

It rang from the North...

Edin grabs the first vertical row of the cube and rotates it forward. It clicks into place. A small red square tile that has a black Talonian symbol on it scrolls up with this motion and is left facing Edin.

When the row clicks into place, the bars blocking the first doorway suddenly drop into the floor as its passage becomes engulfed with burning flame.

Edin jumps back into a defensive position. He stands ready but nothing more occurs. He looks up at the burning passage then back down at the red symbol on the cube.

EDIN

Will?

Edin looks back at the tablet.

EDIN

...Life began to spread from the
East and West...

Edin finds two horizontal rows of the cube that have red tiled symbolized squares on them. He turns the first row clockwise to the right until it clicks into place, and the second row counter clockwise to the left until it clicks into place.

After each of these clicks, the bars on the second and third doorways instantly fall into the floor as fire engulfs these two passages as well. Edin looks back down at the cube sees three red tiled squares with black Talonian symbols form a line on the cube.

EDIN

Will, you, embrace...?

Edin looks back down at the tablet.

EDIN

...The South then reverberated the
vibration back to the North.

Edin then finds the next two vertical rows that have red symbols on them. He rotates the first row backward, toward him, and the next row forward, away from him. When the respective clicks are heard, the bars on the fourth and fifth doorways instantly fall into the floor, as fire engulfs these two last doorways.

Edin looks back down at the cube and sees that all of the red tiled squares symbols form a single red line that reaches across the face of the entire cube.

EDIN

...Will you embrace your fear?

At this moment the fires of the first, second, fourth, and fifth doorways extinguish. The bars that once barred their entrances shoot up from the floor sealing them shut once again.

The third doorway remains unbarred and its passage still engulfed in flame.

All of the wall mounted torches begin to fall to the ground in a domino like fashion. When they hit the floor, they ignite the liquid that covers it, causing an eruption of savage flame to spring forth.

Edin sees the flames scream toward him as he exchanges hurried glances between them and the ones that are present within the third doorway.

Edin's breath shortens, and beads of sweat stream down his face.

He runs toward the doorway with great speed. He covers his head with his arms and runs through the doorway as fast as he can.

CUT TO:

INT. FLAME ENGULFED CORRIDOR - CONTINUOUS

Edin runs down the fire engulfed corridor.

EDIN
AAAAAAHHHHHHhhhhhhhhh!

Edin's scream diminishes as he realizes that the flames do not burn.

The fire is nothing more than an optical illusion.

He continues onward until he exits the end of the corridor.

CUT TO:

INT. STONE TOWER - CONTINUOUS

Sunlight pours into the tall stone room from a large opening in the ceiling.

Edin sees three large stone platforms that jut out of one the walls above him. They are staggered apart from each other by height and width. The first one looks to be at least fifty feet above his head, and the second one fifty feet above the first platform, and the third one fifty feet above the second one.

As Edin walks further into the room, he sees a large hole in the ground. As Edin approaches the hole, a powerful wind gust blows out from it.

Edin hears other powerful wind gusts blow forth through other holes that are located in various places on the walls of the room.

Edin investigates the room further and finds that there are not any doorways or passages. The only way to leave this room is up. He looks up at the first platform and notices that it stands a little off to the right of the hole that resides on the ground.

He sees and hears the powerful series of wind gusts occur once again. He exchanges glances between the hole on the floor and the first platform. He awaits for the wind gust series to cycle through once again.

After a moment, it does. Edin smiles. He positions himself in front of the hole on the floor so that he can see the first platform in front of him.

He hears the wind gust series trigger. When the last gust is heard from the top of the room, Edin counts.

EDIN
One...two...three...four...five...
six--

The wind gust triggers again.

EDIN
One...two...three...four...fi...

Edin runs full speed toward the hole and jumps out above it.

EDIN
...ve, SIX!

The wind gust springs forth from the floor. The power of the wind gust shoots Edin upward through the air with great speed.

He gets high enough to barely grab onto the edge of the first platform. He pulls himself up onto the platform and stands.

As he stands, loud sounds of creaking and grinding fill the air.

The platforms begin to move independently of each other. They slowly rotate around the wall they are attached to within three separate circular tracks.

The platform Edin stands on rotates counter clockwise. He looks at the second platform above him and notices that it too rotates, but that it rotates clockwise. He takes notice of the third platform and sees that it, like the first one, rotates counter clockwise as well.

The floor of the room crumbles exposing a large pit of stalagmites. Edin looks down and sees them start to slowly rise up toward him.

The wind gusts trigger once again. One gust fires from a hole on the wall and knocks Edin off of the first platform.

He manages to grab hold of the edge as he falls and dangles from the platform by one hand. He looks down and sees that the rising stalagmites are now quickly approaching him.

He pulls himself back up onto the first platform and stands. He stands ready to jump to the second one as he waits for his platform and the second platform to cross paths.

When the two platforms near each other, Edin hurriedly jumps to the second platform. As he jumps, another gust of wind shoots forth from the wall behind him. The gust hits Edin in the back and slams him against the second platform. The blow knocks the wind out of him and he barely manages to hold on.

The rising stalagmite ridden floor crushes the first platform with ease and continues to rise.

Edin stands on the second platform and waits to jump onto the third one as it nears. Edin jumps for the third platform and successfully manages to grab hold.

The stalagmites crush the second platform and continue to rise.

He pulls himself up and hears the wind gusts begin to cycle through again. Edin quickly lays down on the platform as a gust blasts out over him, slightly pushing him backward across platform.

Edin lifts his head, and sees a torch lit hallway cut into the wall a few feet above him.

The points of the stalagmites are inches away from the third platform.

Edin quickly stands and jumps with all of his might up to the edge of the hallway as the third platform crumbles behind him.

He grabs hold of the edge of the hallway and pulls himself up, fighting through the fatigue of his muscles. He rolls into the hallway and the stalagmite ridden floor rises past the entrance cutting off the sunlight and sealing him in.

Edin lays on the rocky floor catching his breath and regaining his focus. He hears the sound of rushing water come from an opening at the end of the hall. He stands and cautiously makes his way toward the opening. As he nears it, the sound of rushing water becomes louder. He hesitantly walks through the opening.

CUT TO:

INT. WATERFALL ROOM - CONTINUOUS

Edin walks into a large room that looks to be about a hundred yards long and about fifty yards wide. The entire left and right walls are made up of rushing waterfalls that cover the entire surface of each wall.

The waterfalls pour into pools of water that line the sides of the room. The floor is made up of a dirt and clay type mixture and the ceiling is made of stone. Sunlight seeps into the room through the tops of the left and right waterfalls and sparkles across the water.

Edin slowly walks through the room in wonderment, wide eyed and wearing a slight smile.

He sees a lone torch above a closed door on the far wall, off in the distance at the end of the room.

Edin slowly makes his way toward the door as he grabs hold of the hilt of his blade.

He approaches the middle of the room.

Suddenly, the ground rises from under him with great speed. He is thrown backward into the air and slams back down on the ground onto his back. He is stunned for a moment as he shakes his head and looks up.

POV EDIN: His vision is slightly blurred. The outline of a LARGE BROODING MAN-LIKE FIGURE stands about nine feet tall and has a massive stout build. Edin's vision clears and he sees that this creature is made up of a combination of dirt and clay. He has large broad shoulders and virtually no neck. He has no eyes but he does have deep eye sockets and his mouth is nothing but a large hollow hole that resembles a human's mouth when shut. The DIRT GIANT raises his right arm and plummets it down towards Edin with great force.

Edin rolls out of the way barely avoiding the blow. When the Dirt Giant's arm strikes the ground, it seeps back into the ground through its arm, disappearing from sight.

Edin quickly stands, pulls out his sword, and aims his battle bracer as he stands guard attempting to cover every direction.

Edin hears a rumbling and feels a great vibration come toward him from under the ground. The rumbling and vibration grow stronger.

The Dirt Giant dramatically shoots out of the ground in front of Edin and takes a heavy swing at him.

Edin leans back and barely dodges the blow. While leaning back, he blasts the Dirt Giant with a lightning bolt from his bracer.

The bolt blows a hole through the Dirt Giant's chest.

The Dirt Giant laughs as the hole re-seals it itself. The Giant jumps into the air and again sinks back into the ground when it lands.

After a moment, the vibration and rumbling return as the Dirt Giant shoots forth from the ground in front of Edin again.

When he takes another great swing at Edin, Edin ducks under the blow and manages to slice off the Dirt Giant's arm with his sword.

Edin smirks proudly.

The Dirt Giant's arm hits the ground. Edin's smirk disappears when the arm manifests itself into another DIRT GIANT. Edin looks the second Dirt Giant up and down and looks back at the original one.

The two Dirt Giants laugh in unison.

Edin re-sheaths his sword and turns tail, running as fast as he can away from the giants toward the door at the end of the room.

The Dirt Giants quickly chase after Edin as they pop in and out of the ground like dolphins in an ocean.

Edin zig zags throughout the room and nears the edge of one of the waterfall's pools. A giant DIRT-CLAY ARM rises out of the ground and grabs hold of his ankle.

Edin falls to the ground as the Dirt Giant who has a hold of his ankle slowly rises from the ground.

The Giant pulls Edin toward him.

In an act of desperation, Edin grabs a handful of water from the waterfall's pool and hurls it into the Dirt Giant's face. The water strikes it in the eyes.

The Dirt Giant howls and releases Edin and brings its hands up to its face. Edin sees that the water causes part of the Dirt Giant's face to become mud and melt one of its eye sockets shut.

Edin takes mental note.

He fires four ice blasts and four fire balls from his battle bracers.

The fire balls strike the ice blasts just before they strike the Dirt Giant's face.

The ice blasts then turn into water and drench the Dirt Giant's face.

The Dirt Giant howls as his face becomes mud. The tone of howl changes as his jaw melts off.

The other Dirt Giant rises up behind the disfigured giant.

Edin jumps to his feet and quickly runs off across the room to the other waterfall and its pool. He looks back and sees that the Dirt Giant's give pursuit.

Edin slides to a stop at the edge of the waterfall's pool and prevents himself from falling in. He slightly turns his head back over his shoulder so he can see behind him.

One of the Dirt Giants dramatically springs up out of the ground into the air behind him. Edin watches closely. When it lands on the ground, Edin immediately back flips over the giant and dropkicks it; striking it in the back. The force of the dropkick sends the Dirt Giant forward, causing it to fall into the pool of water and succumb to the power of the waterfall.

The Dirt Giant gets ripped apart by the waves waterfall, immediately melting away and becoming nothing more than a pile of mud that floats on the water's surface.

The other Dirt Giant rises from directly under Edin, launching him into the air. The Dirt Giant catches Edin in mid air just as Edin turns to face him.

They land near the water's edge. The Dirt Giant has Edin in a bear hug that constrains his arms to his sides; holding him a few feet above the ground.

Edin blasts a couple of ice bolts and fire balls at the Dirt Giant's knees. The fireballs hit the ice bolts and cause the Dirt Giant's knees to become soaked with water. Its legs break off at the knee and Edin is able to gain footing on the ground.

The Dirt Giant howls but keeps Edin in a bear hug. The Dirt Giant squeezes tighter, and constricts Edin's lungs.

Edin takes action and uses his new found footing to launch himself backward into the water, throwing himself and the Dirt Giant into waterfall's pool.

They both disappear under the water's surface. After a while, Edin bursts through the water's surface and gasps for air.

He pulls his mud covered self up out of the water and makes his way to the end of the room.

When Edin approaches the stone door at the end of the room he sees Talonian symbols written on it, bordering above a triangular cut out.

EDIN
...We await thee...

Edin runs his fingers across the cut out and grasps the Talonius that hangs from his neck.

He removes the Talonius from his neck and places it into the cut out. It is a perfect match. The Talonius clicks into place and the rising sun crystal on the Talonius pulses once with light.

The stone door slowly creaks open.

When the door fully opens, Edin grabs the Talonius from it and places it back around his neck. He walks through the door.

CUT TO:

INT. DANTE'S TOMB - CONTINUOUS

Edin slowly enters the dimly lit room. One small torch supplies the amber light. The Torch rests at the top an aged pedestal that is centered in the room at the top of a small staircase, consisting of ten steps in total.

Edin cautiously ascends the steps. As Edin steps upon each step, ten different spots on the wall behind him glow a light blue. The glowing spots elongate and form into ethereal ghost-looking Talons. Their skeleton bones can be seen through their ethereal energy form shells and they wear various kinds of aged Talonian armor. They also wield various exquisitely crafted aged Talonian weaponry as well.

It looks as if they had rested here undisturbed for quite some time.

They form and rise in complete silence as Edin approaches the pedestal at the stop of the stairs. Edin arrives at the pedestal unaware of the skeleton warriors' presence behind him.

Edin sees another stone tablet upon the pedestal. He brushes away the dust off of the tablet, and a look of confusion overcomes him. The stone tablet is completely blank. He sees no symbols or etchings of any kind on its surface.

One of the Talonian skeleton warriors raises his weapon in an quick upward motion. Torches ignite, that are mounted on the walls, and outline the room. The room fills with a bright orange glow.

Edin is startled and takes guard. He looks down in front of him and sees a large STATUE about fifteen yards away from him. It resembles the same statue seen above the pillared doorway in the fire lit room.

Edin's attention is drawn to ten long shadows that stretch across the floor approaching the statue.

He turns around and sees the ten Talonian skeleton warriors slowly advance toward him. Edin draws his blade as the skeleton warriors tighten their grasps on their weapons.

Edin sizes the warriors up and fires off some assorted magical blasts from his bracers. A few connect with some of the skeleton warriors.

He jumps off of the pedestal platform toward the skeleton warriors, and a one verse ten battle ensues.

The battle plays out like a stylized dance. After numerous bracer blasts and blade strikes, Edin comes away victorious. He slays all ten Talonian skeleton warriors.

Once the last warriors fall, the battle weary Edin makes his way over to the statue.

The stone statue is of a male Talonian warrior adorned with great armor. Light purple crystals serve as his eyes, and his mouth is open exposing his teeth - which have two slightly fang like incisors on the tops and bottoms.

The statue stands in a battle ready pose and holds a great sword out in front of him with both hands on the pommel and the blade pointed slightly out. The sword is a magnificent sight. The blade is a silver metal encased in a thin layer of clear crystal. Talonian runes are etched into the blade all the way down to the beautifully leather braided pommel.

Edin marvels at the blade that rests tightly within the statues grasp.

EDIN
(sotto)

Dante...

Edin reaches out for the blade and tries to pull the blade out of the statue's grasp. It does not budge.

He sees an inscription written along the surface of each of the statues arms.

EDIN
... If you have come this far the
land is in plight... You have
bested my guardians and championed
your fright... I must know now if
the path you walk is of light...
But eyes can be deceived so I do
not trust my sight... My blade will
remain mine no matter your might...
Unless you prove your purity and my
soul you excite... Your alignment
I'll know with one taste of my
bite... Then this blade will be
yours, Cyrcadian Knight...

Edin stares at the statue lost in thought. Realization crosses over his face.

He pulls out a small knife from his belt and makes a small cut on his thumb. It draws blood. He puts the knife away and approaches the statue.

Edin hesitantly puts his thumb into the statues mouth and squeezes blood from his thumb onto the statue's tongue.

The blood soaks into the statue's stone tongue. The crystal lining on the sword strobes to life with a light blue glow.

Edin takes a couple of steps back and readies his bracers and blade.

DANTE (V.O.)

You have come far human... You have shown a harmony of skill and proved an alignment to the light...

As the Statue speaks, his blade glows brighter in the same rhythm as his words.

DANTE (V.O.) (CONT'D)

Unfortunately I cannot let you have my beloved blade until you defeat me as well... I have waited ages for this moment human... So let us hope that your spirit is still strong and your volition still hungry... Stand down, for you WILL BE DEFEATED!

The glowing blue gaseous energy flows out of the blade and into the crystal eyes of statue. Once the transfer is complete, the purple crystal eyes continuously glow with bright light.

The statue rumbles and breaks its feet free from the ground. It adjusts all of its stiff limbs and performs a graceful display of sword movement. At the end of the display, he points the tip of his blade at Edin.

Edin crosses his sword and bracer in front of himself in the formation of an "X."

The statue lunges and swings his blade at Edin. Edin manages to avoid the blow and attempts one his own. The statue blocks the attack.

A great battle ensues consisting of various magical, aerial, and physical attacks. The battle is close. Both agile warrior's talents are similar in strength.

Edin drops down from the air heading toward the statue, firing several magical blasts and swinging his blade downward with all of his might.

The statue blocks all of the magical blasts with his blade, then swings its blade upward toward Edin with great force. A bright glow and loud hum resonate from the statue's blade.

The two blades clash.

Edin's blade is shattered by the statue's blade. Edin lands on the ground unbalanced, and the statue kicks him in the chest causing him to fly backward and hit the ground hard.

The statue dramatically jumps up into the air and pounces on Edin from across the room.

He pins Edin down to the ground and presses the point of his blade to Edin's throat.

Edin looks at the Statue in absolute shock...

EDIN

People thought I was destined to
save the land... They put their
faith in me and spoke of
prophecies... You have finally
confirmed for me my greatest
fear... They have all been
misled... Father was right... Hope
is simply a concept, not a
reality... You hold my fate within
your hands... Do to me what you
will... My journey has now ended...
That is the reality...

The statue stands and takes couple of steps back from Edin.

DANTE

Kneel before me human...

Edin, fatigued, does so.

Edin closes his eyes. The statue swings his blade downward and suddenly stops above his head.

The statue takes his blade and lightly taps Edin's head, left shoulder and right shoulder.

Edin opens his eyes and looks up at the statue in confusion.

DANTE

You have shown me exquisite skill,
a refined harmony of mind and body,
and purity of soul... I would be
honored to entrust my spirit to
such a extraordinary warrior...
Stand and receive your blade Edin.
I have waited much too long for
this moment...

Edin slowly stands.

EDIN

(astonished)

How did you know my name?

DANTE

We all know your name Edin... Your
course has been written for quite
some time... And we all know that
you are the one. You are Cyrcadia's
last hope Edin. And that is the
reality... I give you this blade
and along with it, my soul... For
you and I are now forever one. You
shall protect the lands of the
living and I shall protect the
lands of the ethereal. Together, we
shall protect the cycle of life...

The statue holds out his blade, hilt side first.

Edin grabs the mighty blade from the statue and admires it in
his grasp.

DANTE

Now. Let us begin...

Glowing blue gaseous energy flows out of the statue's crystal
eyes and flows into the crystal casing of the Vibro-Blade.

Once the transfer is complete, cracks spread across the
surface of the statue as it begins to crumble. The light
purple crystal eyes eject out of the statue's sockets and
hover in front of Edin. The statue completely crumbles to the
ground, becoming a pile of dust.

They crystal eyes hover over to the Vibro-Blade's hand guard and slam into the center of it, embedding themselves on each side of the guard.

A blast of light runs up the blade as the wall in front of Edin crumbles.

The fallen wall exposes the sun setting in the evening sky. A rumbling occurs as chunks of the ceiling begin to fall.

DANTE (V.O.)
We should be going now...

Edin looks down at the blade in question as it pulses with light when Dante speaks.

A ceiling chunk crashes to the ground right beside him.

DANTE (V.O.)
Well don't just stand there Edin.
RUN!

Edin snaps into action and runs through the opening left by the crumbled wall.

CUT TO:

EXT. MOUNTAIN SIDE - CONTINUOUS

He looks around as he feels and hears the mountain crumble behind him.

DANTE (V.O.)
To your right.

Edin looks right and sees a naturally formed rock slide that has water rushing down through it. He sees that the slide reaches all the way down the mountain side into a large pool of water below.

Edin jumps into the rock slide and rides it all the way down. He hits the pool of water and swims out of it to dry ground.

DANTE (V.O.)
Keep running! The aftershock will
be great...

Edin runs away from the Mountain.

DANTE (V.O.) (CONT'D)

I shall leave for now. I have ages of rest to catch up on. My spirit grows thin. Keep your head up and stay focused on the task at hand. I shall return when I am strong enough. It shall be a pleasure to serve with you Edin... Now fulfill your course... The darkness spreads...

FADE TO:

EXT. FLAT GRASSLAND - EVENING

Tristan runs across the flat grass land. He stops as he hears a loud earth shaking sound. He turns around and sees the mountain that housed Dante's Cavern crumbling to the ground in the distance.

A beeping noise then grabs his attention. He looks down at his wrist locator and a small hologram of the grassland appears. A blinking dot moves closer to his location.

The blink and the beep become faster and faster and Tristan looks around.

He notices the blinking glow of the Talonius in the distance. He sees Edin approach and run passed him. Tristan turns and notices that Edin carries the Blade of Cyrcadia on his back.

Tristan stands in awe.

Edin looks back and stops. He seems to see something that Tristan does not.

EDIN (CONT'D)

Come on! RUN!

Tristan looks turns again and sees that the ground is collapsing like a sea wave - headed straight towards him. He turns and runs as fast he can.

He catches up with Edin and they both jump over about a ten yard gap and make it safely to the other side.

The ground ceases to crumble once it reaches the gap. The land overflow fills the large gap with earth.

Edin collapses to his knees out of breath. Tristan stands above him and catches his breath as well.

TRISTAN

That, that, that's the Blade... How
did you...?

EDIN

Faith...

Edin stands and pulls the blade out and holds it in front of him. It glows lightly and one can hear the ether that flows through the blade.

EDIN (CONT'D)

It's power is greater than this
blade... Once you have learned to
master it, nothing can stop you...
Now don't tell me you've lost
yours...

Edin winks at Tristan. Tristan looks in fascination at the blade. He then looks at Edin with even greater fascination.

TRISTAN

No, no, I believe I've just found
it actually...

Edin puts the blade away.

EDIN

Good. Well let's get a move on. If
we make good time we could be back
at camp before all of the food is
gone.

The two run off as the sun continues to set.

INT. TALON VILLAGE HALL - NIGHT

The village hall is filled with Talons dressed in formal attire. They wear various satin robe-like outfits and all kneel on the floor on decorated silk mats.

The council kneels on the stage facing the audience, as do Tristan and Ariel. Edin and Kremlos kneel on the stage in front of council facing each other.

Kremlos eyes the Blade of Cyrcadia that rests in his hands with fascination. He places it respectfully in front of Edin. Kremlos then takes a stack of old parchment paper from his side and spreads them out in between him and Edin.

KREMLOS

It has been ages since Dante first forged his great Vibro-Blade and gave birth to a legend. A legend that has now re-entered our lives and awaits its next chapter... Dante's great blade lies at the knees of this man... A blade that was foretold to be the last confirmation of the coming of a planetary guardian... I assure all of you that this is no dream my friends. Edin has come, and he is undoubtedly the one... We must now put into motion New Birth... The fate of this planet now rests in our hands, and our hands alone. The term of darkness must be ended...it is now our time to bring forth a new beginning that the generations ahead of us learn to cherish and protect as we have...

Kremlos puts on glasses and reads aloud from the parchments he has laid out.

KREMLOS (CONT'D)

When darkness over comes, and all hope seems lost, a guardian shall be delivered... He will fall upon thy need in his darkest hour and thou shall accept him as one of thy own. For he is the one who will bring balance back to the land and breathe life back into the air. A new birth will arise and again give all forms of life the chance to start anew... Tulah...

All of the Talons bow their heads.

ALL TALONS

Tulah.

KREMLOS

Tell me Edin, what is it that brought you to us?

EDIN

The key.

KREMLOS

Ah yes, the key...

Kremlos points down to the parchments and reads from them again.

KREMLOS (CONT'D)

When the crystal of power is given life, a call shall ring out to the heavens... The Ancients shall hear its call and deliver the lands a key... A key that will arrive when the planets align...

Kremlos removes his glasses and looks up at Edin.

KREMLOS (CONT'D)

Nine full cycles ago, the first planetary alignment this planet has seen in ages occurred... And... nine full cycles ago, a child was born to a Talonian woman right here in this village... A woman without a man... Sadly, she crossed over while giving birth to the child, but the child survived... So I took it upon myself to raise and love the child as if she were my very own...

Edin has a moment of realization.

EDIN

(softly)

Ariel...

KREMLOS

Yes, Ariel. She is the key Edin, and you have been chosen by the Ancients above to be her guardian. She has an uncanny ability to communicate with all types of crystal no matter the size nor power... Granted we Talons all have some capacity to communicate with certain crystals, but Ariel's ability far surpasses the likes we have ever seen in our lifetime... I believe this is what makes her the key... You have earned our trust as well as our respect, and I feel that you are ready to fulfill your destiny young Rone.

Edin looks over at Ariel. She smiles.

KREMLOS (CONT'D)

Our intelligence indicates that the Permanence first occurred when the Spire Of Balance was taken from the Ronian stronghold of Solrouge long ago... This slowed and eventually stopped the rotation of Cyrcadia, causing ever lasting day and ever lasting night to be split across the lands of the planet... Many cycles passed and the people grew accustom to the Permanence. But then a Tyrinian witch came to rule at the side of the Tyrinian King. She has somehow harnessed the power of the great spire and has used it to control the orbit of Cyrcadia's moon. She has since used the moon to slowly eclipse the rays of the sun and spread the long arm of night across the lands. Soon, a total eclipse of the sun will be upon us... In one maybe two cycles, the entire planet will be drowned in shadow... And if we lose our light, we lose our growth...

(MORE)

KREMLOS (CONT'D)

In a matter of time all the life
you see around you shall be
extinguished... You must remove
this cancer Edin...

Edin nods.

KREMLOS (CONT'D)

You must travel to the heart of the
Tyrinian compound and locate both
the Spire and the Life Crystal by
any means necessary. Once obtained,
you must combine the crystal with
the spire and have Ariel unite the
two. This will initiate the first
phase of New Birth...

EDIN

Why not bring the two back here
instead of endangering the child?

KREMLOS

I wish that were possible. But the
spire will not budge unless we
purge it of its impurity first. She
is the only way. Besides, my faith
is strong enough to sacrifice the
lives of a destined few; rather
than stand idle and sacrifice the
lives of countless others every day
we prolong... The time is simply
now... Furthermore, you are not in
this alone. We have assembled a
band of specialists who will assist
you on your journey. These warriors
have trained their entire lives to
fight to the death for the unknown
guardian. They have waited for the
day to be called on, and tonight
they wait no more. Let us stand...

Edin, Kremlos, and all of the other Talons rise to their
feet.

Kremlos turns to the crowd.

KREMLOS (CONT'D)

May the Destined step forward and
join us please.

Three Talons step forward and walk up onto the stage. They stand in a line and Kremlos walks over to them.

KREMLOS (CONT'D)

Edin, meet Lirston. Known for his use of stealth and his superior excellence in staff combat. He can open any lock, breach any room, and begone before anyone has the chance to realize any it...

Lirston gives a head bow. He is a slender Talon with dark messy hair. He wears a black robe and scarf, and carries a staff on his back.

Kremlos moves on to the next Talon to Lirston's right.

KREMLOS (CONT'D)

This is Shalyone. She is a more than competent channeler, who also exhibits minor telekinetic powers.

Shalyone smiles and gives a head bow. She has long red hair and the presence of royalty. She wears a dark red robe and a head piece with a small crystal in the center of it. Kremlos continues down the line to the next Talon.

KREMLOS (CONT'D)

And this is our village strong man, Elarus. Amazingly graceful for a man of his size and his ability to wield that crescent blade as well as he does.

Elarus nods. He stands seven feet tall and is built like a bulldozer. He has white spiked hair and a crescent shaped blade attached to his hip. His muscles bulge on his shirtless body. Kremlos moves on to the next Talon.

KREMLOS (CONT'D)

And you already have met their commander, Tristan.

Edin nods at Tristan. Tristan nods back. Then Kremlos puts his hand on Ariel's head.

KREMLOS (CONT'D)

And who can forget the sacred
treasure of this tribe, Ariel.

Ariel is a bit embarrassed by the introduction then waves at Edin.

KREMLOS (CONT'D)

The time has come young warriors...
The time that all of you have
worked so hard preparing your lives
for. The dedication you have
labored through to ensure the
sanctity of life, shall soon be
rewarded. It is now time to focus
your finely tuned souls and recover
the spirit of life that once rang
abundant across these lands... All
of these parchments and prophecies
are only writings of what is to
come. It is now our duty to do our
part and make it a reality... Then
it will be time to write sacred
entries of your own so that in a
age where we have crossed, the
people of the future will know what
it is to value the gift of life in
all of it's beloved forms... My
only advice is to never stop
believing in yourselves. Once the
faith is gone, the planet is
gone... Trust in your hearts noble
souls, for they will never let you
down... Let them always be your
guide and rule your convictions...
Now, with that said, I believe that
Ariel has something she wants to
give to you Edin on our behalf.

Edin looks at Ariel and smiles. She disappears into the crowd
for a moment and reappears holding some folded garments.

ARIEL

We made you these...

She slightly struggles with the heavy garments as she holds them up to Edin. Edin grabs the first garment off the top of the pile and holds it up as Kremlos unburdens Ariel.

Edin holds up an intricately decorated red leather trench-coat like robe. It is laced with chrome armored plates in various places and has a crystal emblem of a rising sun upon the chest.

ARIEL (CONT'D)

Do ya like it?

EDIN

It's beautiful...

KREMLOS

We fashioned it after the predecessors of your order... A Rone without his signature armor, is like a bird without its wings... We figured it was the least the least we could do for the guardian we have waited so long for...

EDIN

Thank you, thank you all... I'll wear it with pride knowing that it came from all of you.

Edin nods and puts it on.

KREMLOS

Well my destined, tomorrow will be the first step toward to reclaiming our world... May the Ancients watch over your lives and guide your souls...

INT. TYRINIAN CASTLE HALLWAY - NIGHT

King Adler walks down the hall toward Luna's quarters. Screams fill the hallway. As he nears her quarters, he confirms that they are coming from her room. He bows his head, takes a breath, then forcefully enters the room.

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

The light from the hallway spills into Luna's darkened quarters. It highlights a few lifeless slaves that are sprawled out onto the floor. The bodies contain different cauterized-like wounds in their heart, eyes, and forehead areas, some containing crystal shards in them and some not.

Luna stands hunched over at her workbench and rolls a dead slave off of it. It thuds onto the ground.

Adler stands dead in his tracks appalled.

ADLER

What madness is this!?

Luna turns around. Adler is sickened to see that she now has a purple crystal cauterized into each of her eye sockets.

LUNA

Experimenting Brother... It's amazing how fragile our bodies are when you really break things down...

ADLER

Silence! This aberration must stop! You have become a detestation to our kind. To even classify you as Tyrinian is a disgrace to our name, and I will stand for it no longer!

Luna laughs a maniacal laugh.

LUNA

I am a disgrace to our name? If it wasn't for me your precious bloodline will still be living in holes in the ground! So save your self-glorification for your councils and lackeys King. I can easily destroy all that we have gained as easily as I have built it!

ADLER

How dare you threaten me witch!
Must I remind you that I am the one
who rules these grounds!? My word
is the one that is listened to! My
commands are the ones carried out!
Because Father left me King not
you! You have become sickened with
your power! You have lost your
identity, and desecrated our
bloodline! You disgust me... This
is not the Kingdom Father
envisioned!

The crystals in Luna's eye sockets and forearms pulse a bright deep purple. She waves her hand and lifts King Adler a few feet off of the ground.

He tries to move, but is restrained by an invisible force.

LUNA

That is because our father was just
as foolish as you are! And the one
and only reason you were made King
over me, was because of a simple
chromosome that separated our
fates! Do you really believe that
Father would have picked you over
me if we both were born of equal
sexes? You are as shortsighted and
weak as him...

ADLER

How dare you insult Father in such
ways!? You selfish power hungry
abomination! I strongly advise that
you take a step back and reevaluate
your loyalty to this family and
this rule!

Luna makes a gesture with her other hand that looks as if she is choking the air.

King Adler becomes choked by an invisible force.

LUNA

Loyalty to a family that ordered me
dead!? You've grown weak brother.
(MORE)

LUNA (cont'd)

If you truly are King then act as
such!

Adler gasps for air.

ADLER

(struggling)

I took you in... I am the only
family you have...

Luna releases her magical holds on King Adler. He falls to
the ground gasping for air.

LUNA

And that is the only reason I let
you live brother... After all, I
still have a heart... For now...

Luna lets out another maniacal laugh.

EXT. TALON VILLAGE - DAY

Edin exits Kremlos' hut wearing his new Ronian armor as
Elarus, Shalyone, Lirston, Ariel, Tristan, and Kremlos stand
and marvel at four sleek, sport motorcycle-like, vehicles.

They are black in color and are made from metal and crystal.
They have leather seats that can sit one comfortably, but
have enough space for two.

Tristan mounts one. He has to lean forward a bit to stick his
arms into the two handle slots that reach the steering
handles. He powers it up.

Two under mounted crystals hum and come to life with light
and cause the vehicle to hover in place a few feet off of the
ground.

This startles the group as they take a step back. A large
grin grows across Tristan's face.

TRISTAN

I can get used to this.

Edin looks at the vehicle with a slight uneasiness in his
eyes.

EDIN

What are those?

They all turn around and look at Edin.

KREMLOS

These are your rides. I've named them Air Hawks... Crystal powered flyers that should be able to get you to the castle unnoticed. Unfortunately, I only had enough crystal to power four of them. I had to double up on the one for Elarus... but better safe than sorry I say...

Kremlos winks at the large Elarus. Elarus bashfully smiles.

KREMLOS (CONT'D)

Anyhow, they should have just enough charge to get you to the Tyrinian castle. Tristan you'll double up with Ariel, and Edin you can double up with Shalyone...

EDIN

(hesitantly)

No, that's, that's quite alright... I'd be honored to ride Talos and travel by ground.

Edin motions over to a magnificent black steed that feeds on grass.

TRISTAN

What?

EDIN

I...I wouldn't want Shalyone's Air Hawk to go down before it reaches the castle is all.

TRISTAN

Hold on a second... Is our great guardian afraid to fly?

Tristan chuckles and the urge spreads to the rest of the group. Edin stands a bit embarrassed as he tries to mouth a reply.

Edin looks at Kremlos.

EDIN

Like you said, better safe than
sorry. Right?

TRISTAN

(sarcastically)

Right.

KREMLOS

Well I can't say your choice is the
wisest. It will take twice as long
for you to trek across land...

EDIN

I beg to differ. I wouldn't
underestimate Talos. He's the
finest I have seen of his kind...

KREMLOS

A fine steed he is... I guess I'll
just have to trust your
judgement... Anyhow, we all know
the plan correct?

The group nods as Tristan still chuckles at Edin.

KREMLOS (CONT'D)

Well then stick to it and watch
yourselves. Be ready for anything
and accomplish one task at a time.
Never get ahead of yourselves,
never fall victim to
overconfidence, and make sure that
you all come back here in one
piece.

Edin whistles for Talos. The beautiful black steed runs over
to Edin. He situates his sword and pack and hops on the
steed's back.

EDIN

(to Kremlos)

I need to thank you for
everything...

KREMLOS

Not as much as we'll need to thank
you when you come back...

Kremlos turns to the group.

KREMLOS (CONT'D)

This is it. May the Ancients watch
over you and empower you with the
strength to overcome. Be gone. Let
us delay no longer.

Edin looks over at the group.

EDIN

I'll ride on ahead. Wait until the
sun is at its highest peak before
you depart.

TRISTAN

Aye.

EDIN

And don't be late.

Edin winks. He turns his steed and whips the reigns. Talos
takes off with great speed.

FADE TO:

EXT. TYRINIAN COMPOUND OUTSIDE CASTLE - NIGHT

Edin approaches the Tyrinian compound wearing a tattered robe
with smeared dirt spread all over him. He has a hunched back
now and he hobbles as if he has physical challenges.

He limps through the castle grounds until he is certain that
he has the attention of surrounding guards.

He walks over to a small structure that a group of slaves
work on. He starts knocking over construction equipment and
causing a ruckus.

EDIN

(in a slurred, almost
inaudible tone)
(MORE)

EDIN (cont'd)

You've killed my people! You are a
disease to this land!

The Tyrinian guards quickly respond and all rush Edin. They lift him up and take him into custody.

They walk him toward the castle.

FADE TO:

EXT. CYRCADIAN SKY - CONTINUOUS

The Air hawks speed through the dark cloud laced sky. Ariel sits in front of Tristan while Lirston, Shalyone, and Elarus ride in formation beside them.

FADE TO:

INT. TYRINIAN DUNGEON - CONTINUOUS

Edin is escorted into the wing of the dungeon that harbors the castle's holding cells. He walks by irate captives that bang the bars of their cells and rattle the chains that shackle them to walls.

FADE TO:

EXT. CYRCADIAN SKY - CONTINUOUS

The Air Hawks approach the Tyrinian compound. Tristan points at the red energy beam that emanates from Luna's chamber tower.

CUT TO:

INT. TYRINIAN DUNGEON - CONTINUOUS

One guard chains Edin's wrists to the walls as another chains his ankles.

GUARD

So ya want to curse our name do ya?

The guard punches Edin in the stomach. Edin curls over as far as the chains allow. The other guard laughs.

GUARD 2

Let me get one. Back up.

Guard 2 punches Edin in stomach. Edin curls over.

CUT TO:

EXT. ABOVE TYRINIAN CASTLE - CONTINUOUS

Ropes deploy from the Air Hawks that hover above different towers of the castle. Tristan, Ariel, Shalyone, and Lirston descend on the ropes.

Elarus deploys his rope.

Once he does so, the under-mounted crystals of his Air Hawk blink irregularly as the power sputters.

The Air Hawk loses power and it, along with Elarus, plummet rapidly toward the tower.

Elarus's great weight and momentum breaks through the tower floor and continues to break through every other floor of the castle until he reaches the dungeon in which Edin is chained.

CUT TO:

INT. TYRINIAN DUNGEON - CONTINUOUS

The two guards walk cautiously toward the heap of rubble in which Elarus lay.

As the guards walk away from Edin, he blasts through his chains with a couple of lighting bolts from his bracers. He rips off his tattered robe in one motion and light highlights his armor and bracers.

His belt is lined with various crystal shards and his Vibro-Blade is secured tightly to his back.

The guards turn around and see the dignified looking Edin standing behind them.

Fear overcomes them.

GUARD
Um...We're sorry?

Edin grabs each one of them by their face and lets two lightning bolts loose.

The force of the bolts send the guards flying backward with great speed.

INT. ADLER'S QUARTERS - NIGHT

King Adler sits at his desk reading various parchments. A guard bursts through the door gasping for air.

GUARD

My Lord! There has been a break in!
A group of Talons have infiltrated
by air.

ADLER

Talons? What about the Rone!?

GUARD

No sign of him sir.

ADLER

Oh he's here... Alert Bastane and
Luna. Close off all entries in and
out of this castle, and do so now!

The guard runs out of the room shouting commands into his wrist communicator.

Adler walks over to his mantle and grabs his sword from it.

ADLER

Let these dreamers come to me...

CUT TO:

INT. TYRINIAN CASTLE HALLWAY - CONTINUOUS

Tristan and Ariel run down a hallway as various steel and stone barriers lower from the ceiling.

TRISTAN

Hang tight, its just ahead.

ARIEL
I don't think we'll make it in
time.

TRISTAN
Oh yes we will.

CUT TO:

INT. TYRINIAN CASTLE MEETING ROOM - CONTINUOUS

Lirston and Shalyone run into each other in the empty meeting
room.

SHALYONE
Where to?

LIRSTON
Beats me.

Bastane unknowingly enters behind them.

BASTANE
With pleasure.

Bastane charges them, grabs hold of each of them, and
continues to run with them while still in his grasp.

He jumps through one of the room's windows.

CUT TO:

EXT. TYRINIAN CASTLE COURTYARD - CONTINUOUS

The three of them land on a pile of mud.

There are about thirty slaves who continue to work the
grounds mindless of Bastane, Lirston, and Shalyone.

The three of them make it to their feet and a fight ensues.

CUT TO:

INT. TYRINIAN DUNGEON - CONTINUOUS

Edin digs through the rubble and finally finds the hand of Elarus. He digs faster struggling with the weight of the stones.

CUT TO:

INT. TYRINIAN CASTLE HALLWAY - CONTINUOUS

Tristan and Ariel make their way to a closing barred barricade that is almost completely sealed. Ariel leads.

TRISTAN

Dive for it! I'm right behind you!

Ariel dives and clears the barrier.

Tristan dives for it and something grabs a hold of leg.

He falls and the barrier slams shut, separating him from Ariel.

Ariel turns around and shakes the bars of the barricade the barricade.

ARIEL

Tristan! Behind you!

Tristan looks behind and sees Adler hovering above him. He looks back at the barrier.

TRISTAN

Run! Ariel!

Ariel grabs onto Tristan's hand through the bars.

ARIEL

Not without you!

TRISTAN

I'll be fine! Run dammit!

Ariel turns around and runs.

Adler laughs.

ADLER

Now that wasn't very responsible of
you now was it?

Adler picks Tristan up and hurls him against the wall. He
slides down the face of wall and recovers from the pain.

TRISTAN

Bastard.

Adler draws his sword.

ADLER

No. Correction. That would be my
demented sister.

Tristan gets to his feet and draws his blades. He spins them
around and he and Alder circle each other waiting for a first
move to be made.

CUT TO:

INT. TYRINIAN CASTLE HALLWAY - CONTINUOUS

Ariel frantically runs down the hallway. She looks behind her
to see if she can still see Tristan and runs right into the
hands of a Tyrinian council member.

She screams.

ARIEL

Let me GO!

The council member turns and takes Ariel up a flight of
stairs.

ARIEL

Tristan! Help!

Tristan looks back at the gate with concern.

Adler strikes, but Tristan manages to block the blow at the
last second.

Tristan snarls and delivers a series of blows in which Adler
successfully blocks.

ADLER

Quite impressive Talon... Maybe
you're fighting for the wrong
side...

Tristan delivers another series of blows that are all
successfully blocked by Adler.

The two engage in battle and get caught in a dead stand of
steel to steel. Tristan forces back Adler's sword with his
two blades.

TRISTAN

You will die on this night
Tyrinian...

The crystal on Tristan chest glows a bright blue light.

CUT TO:

EXT. TYRINIAN CASTLE COURTYARD - CONTINUOUS

Bastane, Lirston, and Shalyone still fight among the mindless
slaves who continue to work unaware of their actions.
Bastane's great axe swings around as Shalyone fires spells
and Lirston attacks with his satff.

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

Luna sits in a throne looking chair as the council member
enters with Ariel.

LUNA

(motherly)

Well now. Aren't you adorable
child? Come sit. I've saved this
seat all for you.

Luna rises and the council member places Ariel into the
throne. Ariel reluctantly sits as she tries to be brave. Luna
turns toward the council member.

LUNA (CONT'D)

Let us girls chat will you?

The council member leaves.

LUNA (CONT'D)

Now why would such a cute little
Talonian girl like yourself come to
this old nasty place?

ARIEL

To destroy you...

LUNA

Is that right? Well I've got news
for you child, it takes a lot more
than a little clan of do-gooders to
destroy me my dear... But I am
flattered at the forethought...

Ariel's eyes widen as she sees the Life Crystal encased in
glass imbedded into one of the support pillars of the room
behind Luna.

Ariel darts up and makes a run for it.

LUNA (CONT'D)

And where do you think your off
to!?

She catches Ariel with an unseen force and places her back in
the throne.

With a wave of her finger, restraints come forth from the
throne and bind Ariel to it.

LUNA (CONT'D)

Oh... So that's it... You must be
the missing piece to that puzzle...
Aren't you my little precious?

Ariel says nothing. Luna paces the chamber.

LUNA (CONT'D)

You know, I wasted cycles trying to
destroy that thing... And then one
rotation, I became quite fond of it
actually... It's the only crystal I
could never crack...

(MORE)

LUNA (CONT'D)

A deep admiration for it grew inside of me... It showed me the true magnificent power that pure crystal can attain... I owe that crystal a great personal debt little one, for I wouldn't be half the sorceress I am now without it... But now if you can crack its code... Oh what power could await... And to think they delivered you right to me... Maybe the Ancients have watched over me all this time and realized my struggle... Oh what a great rotation this has turned out to be...

Luna slowly approaches Ariel.

ARIEL

Stay away from me! I'll never help you! You're crazy! Don't come any closer!

LUNA

Well if you're not going to help me, how 'bout we suck out that little soul of yours and condemn it to eternal damnation? Then I can poke around in that precious little brain of yours and find out what I need to know that way huh?

Luna continues to creep slowly toward Ariel.

ARIEL

EDIN!!!

CUT TO:

INT. TYRINIAN DUNGEON - CONTINUOUS

Edin removes the final stone from the chest of Elarus and hears the cries from Ariel.

He quickly looks up through the hole which Elarus made and back down at Elarus. To his surprise, he sees Elarus gain consciousness.

ELARUS
 (faintly)
 Save Ariel... I'll be fine. Be her
 guardian...

Edin draws some crystals clear from his belt and loads them into his bracers. He fires them at the ground.

Wind gusts blast out of his bracers and propel Edin upward through the broken floor openings above. He continues to fire them at the floor edges he passes, and continues to rise.

ARIEL (V.O.)
 (distant)
 AHHHHHHHHHHHHH!

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

Luna has Ariel suspended in mid air above her throne. Edin falls through the slit of the chamber roof that the red beam from the Spire shoots out of. He slams to the ground in a one knee crouched pose.

Luna looks over her shoulder and sees Edin slowly stand.

EDIN
 Put the child down...

She releases her hold on Ariel and Ariel falls back into the throne. The throne automatically restrains Ariel again.

LUNA
 So you do exist... You know, my brother would never admit to this, but I am certain you have haunted his sleep for cycles now... And I must admit that I too initially feared your coming... After all, I have read the Talonian writings, oh great guardian of the Ancients... But the fear subsided over the cycles as my power grew and I came to realize that you were just a mere human Rone...
 (MORE)

LUNA (cont'd)

A member of a long lost order that we single handily destroyed and took that wondrous spire trophy with such ease ages ago... And my late Tyrinian predecessors could not hold a candle to the power I now possess... So have you come here to reverberate history once more my Ronian jester? Shall we ruin that sweet ending that the fictitious Talonian scribes have written for you? Shall you challenge my UNRELENTING POWER!?

Luna's voice booms as the crystals in her eye sockets and forearms glow a deep bright purple. Wind swirls about her, causing her hair to flail in its gusts.

LUNA (CONT'D)

THEN DO SO HUMAN, AND FACE MY WRATH!

Edin draws his great Vibro-Blade. It hums as he points it at Luna.

EDIN

Your wrath here witch.

Luna fires multiple blasts of purple energy bolts at Edin.

Edin blocks them all, then lunges at Luna. She stops him in mid air and sends him flying backward toward the rear wall.

ARIEL

EDIN!

Edin plants his feet on the rear wall then front flips down to the ground.

Luna claps both of her hands together and a large wave of purple energy spews from her hands shooting toward Edin with great speed.

A light blue glow emanates from the Vibro-Blade and encases it in energy.

DANTE (V.O.)

Mind if I cut in?

A smile comes across Edin's face.

EDIN

Please do.

DANTE (V.O.)

RRAAARRRR!

A light blue, glowing, transparent, ethereal energy form of Dante jumps out of the blade. He looks to be about six and a half feet tall and around two hundred and fifty pounds of lean muscle. He remains connected to the blade by a blue energy stream.

Luna's eyebrows rise at the sight of Dante.

Dante catches the purple wave of energy and he and Edin slide about a foot back. They regain their footing and a struggle of strength ensues.

Edin braces himself and the Vibro-Blade as Dante slowly makes his way toward Luna forcing her purple energy wave back.

As the two powers clash, Ariel starts a chant-like song. Her small leather satchel comes to life and moves around a bit in her lap.

Six small green crystals flip open the satchel's flap and levitate into the air above her. They then spin around her and the throne she sits in. A green energy force emanates from the crystals and envelops her in an orb-shaped force field.

LUNA

Now this was unexpected... Not as simple as you look I see... Well played... Wait a minute, what's that I see above you?

Purple energy blasts shoot forth from Luna's crystal eyes and strikes the concrete ceiling above Edin's Head.

Edin looks up and sees falling concrete chunks heading straight for him.

He quickly jumps out of the way. While doing so, the spirit energy form of Dante is thrown off balance. Luna seizes the opportunity and increases the power of her purple energy wave.

Dante is thrown backward and his energy form becomes absorbed back into the Vibro-Blade.

The force of him re-entering the blade causes the blade to fly out of Edin's hand and penetrate the wall behind him.

As he loses control of the Vibro-Blade, Edin rolls out of the way of Luna's purple energy wave.

The wave strikes the rear wall and causes it to crack.

LUNA
(sarcastically)
Well now what will the guardian
Rone do without his beloved blade?
How about DIE!?

Luna blasts various purple energy blasts at Edin.

Edin triggers the mini shields Lor installed into his bracers. The shields eject out the sides of his bracers and he blocks each blast, reflecting them back at Luna.

Luna manages to dodge them all.

Edin leans forward and points his bracers at Luna. The bracers vibrate with great energy as he charges them.

EDIN
This dance isn't over yet...

He lets loose two huge lightning bolts. Luna barely manage to throw up a small purple force field before they strike her. However, the force of the bolts destroy the force field and send Luna flying backward to the ground.

Luna laughs a maniacal laugh as she hovers up to her feet.

LUNA
(angered)
You think you CAN CHALLENGE ME!?

She claps her hands together again and another purple wave of energy spews forth. Edin dodges it and fires some more lightning bolts and fireballs at Luna.

A magical fire fight ensues.

CUT TO:

INT. BARRICADED ROOM - CONTINUOUS

Tristan and Adler continue their precision laden blade fight. Both of them sport various cuts on their armor, hands, and faces.

ADLER

You waste your talent fighting this
losing battle Talon... We are now
the great reality and you can not
stop us. Our power has become too
great!

Adler tries to stab Tristan but Tristan barely moves out of the way.

Adler's blade penetrates the concrete wall and sticks into it.

TRISTAN

Wrong... Your power has become too
over confident...

Tristan seizes the opportunity and stabs one blade through Adler's back and one up through his gut. He lets go of the blades and falls back from the fatigue.

Adler stands in utter confusion as his life escapes him.

ADLER

(with difficulty)

And so I die with honor fighting a
true warrior... Please... You
musn't let my sister rule... NEVER
my sister!

Adler falls to his knees, then face first to the ground.

Tristan removes his blades and attempts to lift one of the barricades.

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

Luna and Edin continue their magical fire fight.

Edin goes to fire his bracers once more and nothing happens.

Edin is stunned.

Empty crystal shards litter the floor and none are left on his belt.

Ariel looks confused and worried. Luna laughs.

LUNA

Uh-oh... No sword... No crystal...
No power... Well now, I don't
remember the story ending like
this... It must be a horrible
feeling knowing all hope is lost...

EDIN

Who said it was over?

LUNA

I DID!

Luna claps her hands together again and another purple wave of energy shoots forth. This one is her largest wave yet.

Just as the energy wave approaches Edin, he jumps high into the air and performs a dramatic back flip over the blast.

During his back flip, he grabs the pitch black crystal shard from his boot given to him by Lor, and loads it into his bracer as the blast passes under him.

When Edin lands he fires his bracer. A great blast shoots forth that is so powerful, his grounded feet scrape into the concrete floor as the force launches him backward, leaving six inch deep trails.

The force of the blast imbeds Edin into the wall behind him.

The forceful blast strikes Luna and causes her fly back with great force onto some of her crystal contraptions that impale her in several different places.

The crystals that impale her, strobe with light in a violent fashion.

All of the contraptions in the room overpower and short.

The red energy that flowed throughout the chamber and through the Great Spire strobos and sputters sporadically. The red beam that shot out from it, controlling the moon's orbit, extinguishes.

The throne releases Ariel.

ARIEL

EDIN!

As she screams her crystals drop and her force field diminishes.

She runs over to Edin who stands unconscious imbedded in the wall.

CUT TO:

EXT. TYRINIAN CASTLE COURTYARD - CONTINUOUS

Lirston lies unconscious as Bastane hovers above a badly beaten Shalyone.

The crystals that are imbedded at the base of the slaves' neck stop glowing. The slaves look around in confusion as they suddenly come to realize where and who they are.

As Bastane goes to deliver Shalyone's death blow, he is suddenly jumped by the large mob of slaves and is savagely beaten to death.

BASTANE

AHHHHHH!!!!

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

Tristan enters the chamber and sees Ariel weeping over Edin who is lying on the ground.

TRISTAN
(delighted)
Ariel!

ARIEL
(crying)
He's dead Tristan! He's dead!

Tristan runs over and feels Edin's pulse. No pulse is found.

TRISTAN
(dumbfounded)
But how can that be? Edin, wake up!
This can't be. You are the one! I
know it! You're not supposed to
die!

CUT TO:

INT. LUNA'S CHAMBER/DIMENSION OF THE DEAD - CONTINUOUS

Luna's chamber looks exactly the same, however, it lacks color. Tristan, Ariel, Edin, and Luna are in their exact positions as before, but the bodies of Edin and Luna glow in this dimension.

Edin's body is transposed with a glowing light blue ethereal energy form and Luna's body is transposed with a deep purple one.

A light blue ethereal energy form of Dante stands above Edin.

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

None of the ethereal forms are seen in this dimension.

TRISTAN (CONT'D)
GET UP!

CUT TO:

INT. LUNA'S CHAMBER/DIMENSION OF THE DEAD - CONTINUOUS

Dante lightly slaps Edin's face until he comes to. The glowing light blue ethereal energy form of Edin opens his eyes. Edin's form sits up. He is fascinated by the world around him.

DANTE

You are not wanted here Rone. It's not your time. You let me worry about these lands, yours are of the living.

EDIN

What?

LOR (V.O.)

He means it isn't your time to die Edin. The people of Cyrcadia need you. The planet needs you...

A light blue ethereal energy form of Lor steps out from behind Dante. Edin's eyes widen.

EDIN

Lor!?

LOR

Yes Edin. It is I... Thank the Ancients for that shard ey?

EDIN

I can't believe--

LOR

--No need. There will be plenty of time for that later...

DANTE

Listen up Edin. Ariel will awaken the Life Crystal. When she does so you will head back to your world. But... so will that one over there...

Dante motions over to Luna.

DANTE

So be ready to strike as soon as you cross back over. There will be a small window of time where she will be vulnerable. You will be groggy, so harness your focus...

Edin nods.

EDIN

Understood.

Lor kneels down and places his hand on Edin's shoulder.

LOR

You've made me proud to be a Rone again Edin. Now finish the job...

Lor winks. Edin smiles.

EDIN

Aye...

CUT TO:

INT. LUNA'S CHAMBER/DIMENSION OF THE DEAD - CONTINUOUS

Tristan looms over Edin in a defeated fashion as Ariel sits by his side crying.

DANTE (V.O.)

You can save him Ariel... You are the key young one... It is time...

Ariel immediately stops crying and looks at Tristan.

ARIEL

Did you hear that?

TRISTAN

Hear what?

Ariel looks over at the pillar that contains the glass encased Life Crystal.

ARIEL

I can save him.

She stands up and walks over to it.

TRISTAN

Ariel?

She looks back at Tristan and smiles. She closes her eyes and takes a deep breath.

She chants in a beautiful melodic tone. Her small green crystals rise from off of the floor where they fell and spin around her body. The crystals glow bright green at different times, accentuating different notes of her chant-like song.

Wind gusts swirl about her as the Life crystal sputters to life. A bright green light strobes within it.

CUT TO:

INT. LUNA'S CHAMBER/DIMENSION OF THE DEAD - CONTINUOUS

Forceful wind gusts rip through the dimension.

Lor's ethereal form looks over at the flashing Life Crystal and stands.

He looks down at Edin.

LOR

Until we meet again my boy...

DANTE

(to Edin)

Try to lay exactly as you were. It will lighten the crossover...

Edin nods.

EDIN'S FATHER (V.O.)

EDIN!

Edin is shocked to hear the sound of his father's voice. He looks over and sees the ethereal form of his father with his arm around his mother.

EDIN'S FATHER

I've been watching...

EDIN'S MOTHER

We love you son...

Edin looks at the both of them lovingly as The Life Crystal's strobe shoots forth a solid bright blinding light.

CUT TO:

INT. LUNA'S CHAMBER - CONTINUOUS

Ariel becomes weak as she continues her song. The wind gusts in the room become stronger. Her words start to trail off as her knees weaken and wobble.

Tristan stands in awe of her and the Life Crystal, not knowing if he should interfere.

Suddenly, the pillar containing the glassed encased Life Crystal explodes as a great light springs forth from it, blinding all.

As the light fades, Edin comes to life. Tristan and Ariel's eyes return to focus as they hear him gasp for a huge breath of air.

ARIEL

It worked!

TRISTAN

Edin!?

Once Edin gains consciousness he quickly flips to his feet without hesitation.

He grabs his Vibro-Blade that is stuck hilt deep into the wall.

The wall explodes and the blade glows with bright light blue light.

Edin sprints toward Tristan with blade in tow.

Confusion strikes Tristan.

TRISTAN

Edin?

Edin jumps up into the air and uses one of Tristan's shoulder's as a spring board.

As Tristan watches Edin fly over him, he notices Luna rise up from her crystal impalements and hover back down to the ground.

He quickly runs over and grabs Ariel.

Edin comes down on Luna with great speed with his Vibro-Blade swinging down overhead.

Luna quickly raises her hands and summons a purple large orb-shaped force field.

Her crystal implants glow a strong a bright purple.

LUNA
I AM IMMORTAL!!!

Edin's feet land onto the force field.

As he comes down with his Vibro-Blade, Dante's ethereal form springs forth from the blade.

Dante pierces Luna's force field with his claw like hands.

DANTE
RAAAAAARRRRRRRRRRRRRRRRRR!

Dante summons all of his strength, and struggles, but is able to spread open a gap in Luna's force field.

Edin breaches the force field, and in an instant...

SLICE

He comes down with his Vibro-Blade and slices Luna's body diagonally in two.

Edin freezes in the pose he lands in...

The force field disappears and Dante's form sucks back into the blade.

Both of Luna's halves drop to the floor...

Tristan quickly buries Ariel's face into his shoulder.

The Vibro-Blade blinks with a light blue glow.

DANTE (V.O.)
Well done.

Edin looks at Luna's halves ensuring her death. He slowly relaxes himself and stands up straight.

Ariel wrestles herself away from Tristan and sprints over to Edin. She jumps up into his arms and the two embrace.

ARIEL

Edin!

TRISTAN

You made it... Heh. We did it...
They're both dead...

EDIN

Are you sure?

TRISTAN

Well the King in is downstairs face
down in a pool of blood, and as for
her...

Tristan looks down at what was Luna.

TRISTAN (CONT'D)

I don't think she's going anywhere
anytime soon...

EDIN

Then let's finish it.

Edin puts Ariel down and looks at her.

EDIN

Do you have any other miracles left
in you my hero?

Edin winks. Ariel smiles. She walks over to the glowing green Life Crystal that hovers in place where the pillar once stood.

She summons her small crystals with her chant-like song. They spin around her, alternating their pattern of light.

Wind gusts fill the room as Ariel moves the hovering Life Crystal over to the spire.

Once it hovers above the Spire, the surface of the Spire pulses with green light.

The surface of the spire splits open. Ariel lowers the Life Crystal into the Spire's opening.

The entire Spire comes alive with bright swirling green light.

All of the cables and straps that secure the Spire to its base, violently snap off one by one. The intensity of the light grows brighter and brighter until a large blinding light blast radiates from the Spire.

FADE TO:

EXT. SOLROUGE, CYRCADIAN RONE RUINS - DAY

Ariel slowly lowers the Great Spire onto its original spot at the aged overgrown ruins of the Cyrcadian Rone Holy Ground. Her chant-like song echoes out loud, as her small crystals spin around her with great velocity.

Great gusts of wind rip through the long forgotten grounds and swirl about the various people who witness the glorious event.

Kremlos, Edin, and Tristan stand behind Ariel as Lirston, Shalyone, and Elarus kneel in front of a large group of kneeling Talonians.

Everyone present is dressed in fine formal attire and marvel in awe at the grand presence of the Great Spire.

The Spire makes contact with it's original base and a large green light radiates out from it.

The Spire and base fuse together and become one.

The Spire hums loudly and swirls with bright green light.

A large green light blast radiates from out of the Spire and envelops the surrounding grounds with light.

A thick beam of green light shoots out of the tip of the Spire and streams deep into the gloomy cloud laced sky.

The clouds clear and bright yellow sunshine shoots down upon the grounds. All of the dead vegetation covering the grounds rejuvenate with life. Flowers instantly bloom, withered trees erect and stand tall, blades of grass rise out of the ground, and become emerald green.

Joy overcomes all who are present.

The crystals that spin around Ariel slow and hover back into her side satchel as the wind gusts die and her chant-like song fades.

Ariel turns around and looks at Tristan, Kremlos, and Edin.

ARIEL

It's done.

A large infectious smile is shared amongst through group.

Kremlos turns and faces the kneeling Talonian crowd. Tristan, Edin, and Ariel follow his lead.

KREMLOS

The Great Spire of Balance has
returned! Soon the planet shall
return to its original glory!
Friends, let us rejoice! For a new
age is upon us!

Everyone breaks into cheer and celebrate their unbridled joy.

KREMLOS

And none of this could have been
possible without the heroic
collaboration of the Destined...
Edin, you have entered into our
lives and into the unknown lives of
others and have changed them
forever... You have sacrificed your
entire life for the sake of
ensuring that others can completely
fulfill theirs; without fear, and
without threat... Words cannot
thank you enough for the gratitude
that is owed. You have saved our
lives and have saved of our
lands... You shall forever be known
as the Cyrcadian Savior...

EDIN

I only did what needed to be
done... And I cannot have done any
of it with out the help of so many
that made this moment possible...

Edin winks at Ariel, and nods at Tristan. Ariel smiles.

EDIN

I am just like all of you... Made
from flesh and bone, and driven by
what is right... I am honored to
fight by your side and protect
these lands now and forever... This
memorable time is for all of us to
share. And I will never forget
it...

Kremlos throws his arm around Edin.

KREMLOS

So where do we go from here my
friend?

Edin slowly scans the people and the grounds.

He looks Kremlos in the eye.

EDIN

We rebuild...

Joy overcomes Kremlos.

KREMLOS

The Ronian order has returned...
May balance be your guide, and may
the Ancients bless you with great
fortune... For the soul of this
planet now belongs to you...

FADE TO:

EXT. CYRCADIAN LANDSCAPES

MAJESTIC BEAUTY: Towering mountains bathe in sunlight under a
bright blue sky. Glistening waterfalls pour into crystal
clear pools. Untouched emerald green grass ripples in the
wind...

FADE TO:

EXT. OUTER SPACE

Earth's solar system. The nine planets hover in a black starlit void.

NARRATOR (V.O.)

So in the end, Man sacrificed himself to protect his environment... But the sacrifices were many, before Cyrcadia ever became the land now known as Earth...

FADE TO:

INT. LUNA'S CHAMBER - NIGHT

There is a stillness present in Luna's once energy filled chamber.

All of the contraptions lie in shambles amongst the floor...

Luna's body lies amongst the wreckage. The crystals in her eye sockets fill the frame.

A single pulse of light flickers in them.

FADE TO BLACK.