

ORDERS

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EXT. BLACKWOOD FOREST - DAWN

The sun starts to rise as two knights are standing in the middle of the dense Blackwood Forest. SIR BALDWIN, early forties, six feet five, full knights armor with visor up, and SIR ALEXANDER MANN, eighteen years old, five feet ten, full knights armor with visor up, are saying their goodbyes. WOLF, a giant wolf, has a sled with supplies tied to his back and sits patiently next to them.

BALDWIN

Go find Cedric and the others, they
are awaiting your arrival.

Mann sticks out his hand for a FIRM shake.

MANN

Thank you for everything Sir.

Baldwin shakes Mann's hand.

BALDWIN

Don't be nervous for the journey,
you've trained for the last
eighteen years. You are ready Sir
Alexander Mann. Be the hero that
you are.

They stop shaking hands. Mann starts to tear up so he closes his visor and turns to walk away.

MANN

(Choked up)

Let's go Wolf.

Wolf's ears perk up and he follows Mann. They walk toward the sunrise. Baldwin, watching, rubs his eyes, smiles, and shuts his visor.

EXT. BLACKWOOD FOREST - MORNING

Mann is holding a small map and a compass.

MANN

Sir Baldwin said if we head
Southeast we would eventually get
to Falls Town. Cedric should be
waiting for us there. What do you
think he's going to be like Wolf?

Wolf looks up at Mann, (Wolf can't speak, he is just a wolf).

MANN (CONT'D)
Ya, I'm not sure either.

Suddenly they both stop walking. Mann folds the map in half and puts it inside a hidden compartment in his forearm armor. He keeps the compass in his left hand. He puts his right hand on the handle of his sword. Wolf is growling.

A mutant buck (giant antlers, shark-like mouth, bear-like body) jumps down from one of the enormous trees. Mouth wide open aiming right for the back of Mann's neck.

Mann stands ready, even though he doesn't see where the buck is coming from. The buck's eyes narrow as it approaches its target. In one motion, Mann unsheathes his sword, turns his body to the side and slices upward. Mann cuts the mutant buck in half. Blood pours from the sky, dousing Mann, Wolf, and the sled. The halves of the buck land on both sides of Mann. Mann looks around at the sea of red.

MANN (CONT'D)
(Annoyed)
Let's find a river.

EXT. RIVER - NOON

Mann and Wolf stand on the bank of the river. The water is crystal clear, little fish swim around, birds are chirping, and the sun is shinning brightly down on it all. Mann unties the sled from Wolf. He hops in (still in full armor) and drags the sled in. Mann stands close to the bank, keeping one hand on the sled, and with the other he washes off all the blood on the sled and supplies. Wolf sits patiently on the bank.

MANN
What are you doing Wolf? Jump in already!

Wolf stands up and wags his tail. He runs back into the forest and disappears.

MANN (CONT'D)
Where are you going?

Out of nowhere, Wolf, sprinting, emerges from the tree line. He leaps directly towards Mann.

MANN (CONT'D)
Oh no...

Wolf smashes into Mann and they both sink to the bottom. The sled slowly floats down the river. They surface.

MANN (CONT'D)
Come on Wolf! Not cool!

Wolf is smiling, swimming around, enjoying the water. Mann shakes his head and laughs. He turns and spots the sled about one hundred yards away.

MANN (CONT'D)
WOLF! THE SLED!

Mann swims after it. Wolf is right behind him.

EXT. RIVER - CONTINUOUS

They get about fifty yards away from the sled and the water picks up speed. The water gives them an extra boost and they rapidly gain on the sled. The water continues to get faster and faster, moving them closer and closer. The sounds of a waterfall get louder the closer they get to the sled.

Mann gets close enough to attempt to grab the sled. He stretches his arm and clamps down.

MANN
YES!

Mann tries to slow down but the water is too fast. He looks up and sees they are about to go down the waterfall.

MANN (CONT'D)
NO!

Wolf and Mann try to swim back upstream. The water is too strong and carries them off the edge. A five hundred foot drop and a lake is the only thing below them. Mann tries to protect the sled. Wolf goes face down, sticking his tongue out (like a dog out a car window).

EXT. FALLS LAKE - CONTINUOUS

A man, WILLIAM, late sixties, blue gloves on, is fishing Falls Lake. A tranquil scene, the falls, big clear lake, and tall trees providing shade. Screams are heard in the distance, but getting closer. William looks around but sees nothing. The screams get louder and louder. William looks up and to his surprise sees Mann, Wolf, and the sled free falling from the sky. They SMACK the surface.

(MORE)

The sled breaks on impact and it, with everything that was on it, sinks to the bottom.

Mann and Wolf pop out the water, swim to shore, and lay on the rocks. William rushes over to them.

WILLIAM

Oh my goodness! How the hell did you guys swim to shore after that?! You both should be dead!

MANN

Damn it Wolf! That had enough supplies to last us a month!

Wolf, ashamed, tries to bury his head in the rocks.

WILLIAM

Umm HELLO? Do you know how far you just fell? Look back up!

Mann looks up.

MANN

I'm not sure what the problem is sir.

WILLIAM

(Upset)

The problem is that you are still alive! A fall from that height should kill anyone! I don't even know if The Osoreru would survive that!

Mann stands up to face William.

MANN

I wouldn't be a worthy knight if I died merely from a swim! What's your name good sir?

Mann reaches out to shake William's hand.

WILLIAM

(Shakes hand)

Uh... uh my name is William, but I just can't get over...

Mann cuts him off.

MANN

William! My name is Sir Alexander Mann. (MORE)

MANN (CONT'D)

I'm searching for a place called Falls Town and as you can probably tell, this was not the route we intended to take. Could you point us in the right direction?

WILLIAM

The Gods must truly be on your side.

MANN

Pardon?

William points at the Falls.

WILLIAM

Welcome to Falls Town sir.

Mann looks and sees the waterfall and the mountain.

MANN

Are you having fun at my expense?

WILLIAM

No no, not at all. It's behind the waterfall, but you need a resident to get into town. What business do you have here?

MANN

Do you know of man that goes by the name Cedric?

WILLIAM

Cedric? Why do you need to find him?

MANN

I can't tell you our reasons, but it is of the utmost importance we find Cedric.

WILLIAM

Look, Cedric is a good kid... he just has a tendency to cross the line. His actions show his sense of justice, even if sometimes he can go too far. He means no harm.

MANN

And we mean no harm to him.

WILLIAM

No offense but a knight searching
for a man, usually means that man
will be killed.

MANN

You sir know nothing of a knight's
honor.

William looks confused.

MANN (CONT'D)

A true knight lives by his word,
his word is his bond. I swear to
you no harm will come to Cedric
from us, but we do need to find
him.

WILLIAM

Its been a long time since I've
known a true knight. I'm glad to
know another. I'll take you him.

MANN

William! I knew you were a good
guy!

William walks toward the entrance of Falls Town.

WILLIAM

Let's go you two.

Mann and Wolf follow William. They get about twenty steps and
William takes a turn towards the lake. Mann and Wolf stop.
William continues and walks on top of the water.

MANN

WHAT? HOW?

WILLIAM

This is why you need a resident to
get in. We are mostly sorcerers.
Stay still.

William moves his hands like he's making a snowball. He
shoots a "lighting bolt" at Wolf and Mann. Mann pulls out his
sword and deflects it.

WILLIAM (CONT'D)

What was that for?

MANN

(Angry)

I should be asking you that! What
the hell William!

WILLIAM

That spell allows you to walk on
water. Please allow it hit you this
time.

William shoots the spell at Mann and Wolf again. They allow
it hit them. They carefully walk over to the edge of the
water. Mann takes a step on the water and his foot doesn't go
through.

MANN

William you are amazing!

Mann runs around on the lake but Wolf is still hesitant.

MANN (CONT'D)

Come on Wolf! We are defying the
Gods today!

Wolf jumps like he will fall in but smacks the top of the
water. He stands up and shakes it off. He runs to chase Mann.

WILLIAM

It only lasts for two minutes so we
need to hurry up.

Mann and Wolf run up to William. They are standing directly
in front of the waterfall.

MANN

So how do we get through the fall?

WILLIAM

Did you look at your feet to see
how you're walking on the lake?

Mann looks at his feet.

MANN

I'm not getting your point.

WILLIAM

Try to grab some water.

Mann tries to cup water into his hand but it bounces off like
magnetic repulsion.

MANN

Wow. It just repels off.

WILLIAM

Precisely! This spell repels all water from the object it touches. So let's head to town.

The three walk through the falls, the rushing water just bouncing off like they are in an invisible bubble.

INT. FALLS TOWN - CONTINUOUS

On the other side of the waterfall is a calm, pond size, body of water. The entrance of the town is short and narrow. "Falls Town" is carved into the top. The three walk through the entrance.

MANN

Woah, this is amazing!

Falls Town is in a cave shielded by the waterfall. It has one road, about a mile long to the end of the cave. There are buildings on both sides, houses, stores, etc. All of the buildings are made from the cave, just carved right into it. There's no natural light, everything is lit up from lanterns hung up around the town. Kids run around casting spells at each other, laughing and playing.

WILLIAM

Cedric should be at the tavern by now.

MANN

At the tavern? Now? He must love some booze.

WILLIAM

He does enjoy a cold brew, but that's not the reason he's there. He's trying to make some money.

MANN

How does he do that?

WILLIAM

Depends on the day. He's a great sorcerer so he uses that to his advantage.

MANN

He's a sorcerer too!

WILLIAM

Most of us here are, I thought I mentioned that.

MANN

You might've but ever since you told me you were a sorcerer I've only been thinking about what questions to ask you. That can wait. We need to get to the tavern now! Where is it?

WILLIAM

Well everything is on this road, it's the only one. The tavern is right in middle, easiest access for all of our residents!

MANN

So what are waiting for? Let's go!

Mann and Wolf start sprinting down the road.

WILLIAM

(sighs)

I guess we're running.

William chases after them.

INT. OUTSIDE OF THE ROWDY GROGGERY - CONTINUOUS

We see the backs of Wolf and Mann standing directly in front of The Rowdy Groggery, in awe of the establishment. Though the bar is carved out of stone, it resembles an old western saloon. The painted white letters of "The Rowdy Groggery" are faded. The doors are wooden swing doors. Cheers from inside echo out. William finally catches up to them, out of breath and panting.

WILLIAM

Why...so....fast?

MANN

Ah, you've made it William, let's head inside!

Mann and Wolf walk to the swing doors. William has his hands on his knees.

WILLIAM

(In one breath)

I'll be in a second.

INT. THE ROWDY GROGGERY - CONTINUOUS

The doors swing open, Mann and Wolf walk in and stop to observe. It's packed, every table, every stool in use.

GUY DRINKING
(Yelling)
Four more here!

The man puts his hand up. The bartender, CINDY, floats four beers across the bar to his table. William walks in.

MANN
So where is he William?

William looks around the bar and points at man in a bright red jacket.

WILLIAM
The one who's arm wrestling, in the red jacket.

The three walk over and stand in the crowd watching. CEDRIC, eighteen years old, bright red suit on with red gloves, is sitting with a huge pile of coins scattered on the table in front of him.

CEDRIC
The pot keeps growing and growing!
Beat me and take it all! Lose and add to it! All are welcome to challenge me but fair warning... I always win!

The crowd cheers. A man at least twice the size of Cedric sits across from him.

LARGE MAN
Are you sure you always win?

Cedric looking at the crowd.

CEDRIC
Ya pal, I always...

Cedric turns and faces the man who called him out.

CEDRIC (CONT'D)
DAMN!

The large man chuckles and throws some coins into the pile.

LARGE MAN
Let's do this... PAL.

Cedric sticks his hand out and the large man grabs hold.

CEDRIC
Give us a countdown.

CROWD
THREE... TWO... ONE... GO!

The large man uses all his strength to try to beat Cedric. Cedric doesn't budge and uses his off hand to cover a yawn. The large man lets out a final yell, stands up and uses all his weight/strength to try to budge Cedric's arm. Cedric laughs.

CEDRIC
Oh, I didn't realize we were
starting on go!

Cedric's arm went from parallel to perpendicular in a flash. The large man is lifted into the air and smashed through the table. The coins go flying around the bar. Cedric yells to Cindy.

CEDRIC (CONT'D)
Sorry about the table, you can keep
the winnings!

Cedric looks around then closes his eyes. He puts his hand out, palm up. All the coins from the pot fly from around the bar and land neatly stacked, by size, in his palm. He walks over to the bar and sets them on the ledge.

CEDRIC (CONT'D)
That should about cover it.

CINDY
You know that's way too much for a
table.

CEDRIC
How bout a beer for the walk, the
rest is your tip!

Cindy gets Cedric a beer and he turns to leave. Mann taps him on the shoulder.

CEDRIC (CONT'D)
Fine, I'll take another one.

Cedric turns around and is shocked to see a knight, a wolf, and William.

CEDRIC (CONT'D)
Uh oh. William? What's going on?

William about to speak up gets cut off by Mann.

MANN

Cedric, my name is Sir Alexander
Mann. It is time.

Cedric shouts to Cindy.

CEDRIC

Gonna need a couple more to go!

INT. FALLS TOWN ROAD - CONTINUOUS

Cedric and Mann, each carrying a beer, walk down the road with Wolf by their side.

CEDRIC

So William helped you guys find me?
I guess that was his last task.

MANN

He's a good man, I need to thank
him before we leave.

CEDRIC

So do I.

A group of kids run up to Cedric shouting his name. The three stop. One of the kids has a duckling cupped in his hands.

ANDREW

Cedric, we turned Ben into a baby
duck and we can't turn him back!

Cedric chuckles.

CEDRIC

(To Mann)

Kids huh!

Cedric squats down.

CEDRIC (CONT'D)

Alright, let me see Ben.

ANDREW, kid holding Ben, gives BEN, the kid turned into a duckling, to Cedric. He examines Ben.

CEDRIC (CONT'D)

You guys are getting better with
your craftsmanship, very nice work
here. Now, no one here can change
him back?

All the kids shake their head no.

CEDRIC (CONT'D)

I'll change him back, but if any of you want to become a great sorcerer, like myself, you'll have to learn how to change Ben back on your own. I've already taught you all how to do it. So with that in mind do any of you want to change your answer.

All the kids shake their head yes.

ANDREW

We can change him back Cedric, I promise we will!

The rest of the kids cheer in agreement. Cedric smiles and gives Ben back to the kids and they run away.

MANN

Are you sure they can change him back?

CEDRIC

They can. If not they know where to find me. How about we head back to my place, I'll cook up some dinner and we can talk about everything.

MANN

Sounds good, I'm starving.

The three walk towards Cedric's house. We pan over to an alley and see a head peeking out. It fades into the alley and we follow.

INT. ALLEY - CONTINUOUS

Three mysterious people in cloaks are conversing. Their names are, ACHERON, ODEL and, BELA.

ACHERON

It seems to be them.

BELA

Then let's kill them now. I'll destroy them by myself.

ACHERON

No, be patient Bela, we will continue to follow to confirm it's them.

ODEL

We just need their heads for the reward right?

ACHERON

Who cares about the reward. If these are in fact the ones we are after, it means the beginning of the end is already upon us. We have to stop them.

BELA

These guys look like chumps. Are they even eighteen? It might not be the right year yet.

ACHERON

I agree they don't look it, it might not even be them, but we need to take precautions. If it is them, we aren't just killing for fun, or the reward, we are killing to not be killed. Never underestimate your opponent.

ODEL

Will we still get the reward if we bring back their heads and it's not them?

ACHERON

Shut up Odel! You two are going to get me murdered because you won't take this serious.

BELA

Come on Acheron, even if the prophecy is true, which it's probably not, it just can't be these guys. It's said that a seven man crew will assemble to try and destroy the world as we know it. Not two and a wolf.

ACHERON

And this would be the assemble part Bela. We won't have a shot like this ever again. Take this as seriously as you value your life.

(MORE)

ACHERON (CONT'D)

The fate of the world is in our hands. We will follow them and wait until nightfall. If we confirm it's them, we fight for our lives.

BELA

And for fun!

ODEL

And the reward!

Acheron shakes his head.

ACHERON

Let's move.

INT. CEDRIC'S HOME - EVENING

Cedric lives in a small home on the edge of town. A small kitchen, a wooden table with four chairs, a fire place, and a ladder leading to a loft with a bed makes up the layout. Cedric is at the stove, cooking a pot of stew. Mann sits at the table and Wolf sits on the ground. He is just tall enough that his head reaches the top of the table.

MANN

So Cedric, I haven't learned your full name yet.

CEDRIC

Ya I guess I haven't properly introduced myself. My name is Cedric Chamberlain.

MANN

Cedric Chamberlain, the sorcerer, a fine name indeed!

Cedric pours the stew into three bowls and floats one to Mann and one to Wolf.

CEDRIC

Dinner is served, dig in guys!

Wolf attacks the bowl heading in face first. Cedric walks over and sits across from Mann. He starts eating with a spoon. Mann grabs the bowl, and drinks it in one gulp.

MANN

Delicious, thank you Cedric.

Wolf is licking the bowl clean.

CEDRIC

Wow you two eat fast! I wish I could make some more, but it's all I have.

MANN

It was more than enough, very filling.

CEDRIC

We should discuss our next steps.

MANN

Agreed. All of our supplies are sitting at the bottom of your lake because we took the fall down.

CEDRIC

(Stunned)

You took the waterfall down? Are you alright?

MANN

Why does everyone think I'd be hurt from a mere swim! I'm a knight for goodness sake!

Cedric chuckles.

CEDRIC

It's no secret you guys are tough, make me worry less. We can stock up on supplies tomorrow before we head out.

MANN

Good, after we get supplies we can head for the next person.

CEDRIC

Which is who?

MANN

I was hoping you'd be able to help me out with that.

Mann opens the secret compartment in his forearm armor that holds the six maps. He slides them toward Cedric.

MANN (CONT'D)

Do you know any of these places? I haven't traveled much.

Cedric takes a look at the maps. He carefully reads through them.

CEDRIC
Who is Stella?

MANN
One of us. All I was told is that I have to find you, Stella, Oliver, Ketill, and Elizabeth. I was given these maps and was told further instructions await at the castle.

CEDRIC
That's it? All I was told was a knight named Mann would find me. I was hoping you'd have more information about my purpose.

MANN
I was hoping the same.

CEDRIC
I brought up Stella because I know of the place where she resides.

Cedric points at the map and Mann walks over. He looks over Cedric's shoulder. Close up on the map, above Cedric's finger reads, "DIVINALAND".

CEDRIC (CONT'D)
I've never been but I've heard stories. "Divinaland, come back in a coffin or not at all."

MANN
Great! That means we get make history!

CEDRIC
There's one problem.

MANN
Cedric we've been training for the last eighteen years. Don't tell me you're scared of a story.

CEDRIC
(Offended)
No, that's not it. This is just a map of Divinaland, it doesn't tell us how to get there.

MANN

There's no directions at all?

CEDRIC

No, look here.

Mann takes the map from Cedric and examines it.

MANN

It kind of looks like something is
cut off from the bottom.

Mann hands the map back to Cedric.

CEDRIC

Ya, it almost looks like tops of
letters.

Mann spreads out the maps and organizes them by three on top
and three on the bottom. He tries a couple of combinations
until he figures it out.

MANN

It was just one big map!

CEDRIC

Good thinking Mann!

The true map is ordered like this: the top left third,
Blackwood Forest (Mann), the bottom left third, Hunt
(Elizabeth), the top middle third, Bunker Hill (Oliver), the
bottom middle third, Falls Town (Cedric), the top right
third, Divinaland (Stella), the bottom right third, Frost
Fiend (Ketill). Everyone's name is written in small letters
under the title of town.

CEDRIC (CONT'D)

Our adventure is about to begin!

MANN

(Serious)

Look Cedric, this adventure could
be the last one of our lives. We
have no idea what will come our
way. I've seen enough of you to
know your a good man, but I need
you to place your faith in me. It's
not only my duty to lead this team,
but to lead us to victory! I need
your trust if we are to succeed.

Mann takes his sword out, gets one knee, slices his palm
open, and holds his sword out to Cedric.

MANN (CONT'D)

I vow to you Cedric Chamberlain, I will lead us to victory. Please accept me as your leader.

Cedric gets up and faces Mann. He grabs the sword, takes off his right hand glove, and slices his palm. He reaches his cut palm to Mann's.

CEDRIC

I didn't train for my entire life to not trust the man assigned to lead me. My whole life has been leading up to this moment. It would be an honor to serve under you Sir Alexander Mann.

Mann and Cedric shake hands. Blood drips from the shake. Mann gets up and puts his sword away. Cedric puts his glove back on.

MANN

We should rest, at dawn we gather supplies and head out to Divinaland.

CEDRIC

Good idea let's...

Someone knocks on the door. Wolf growls. Mann and Cedric look at each other.

CEDRIC (CONT'D)

Who's there?

No one responds, but the knocking continues. Mann unsheathes his sword. Cedric takes off both his gloves.

MANN

If you don't identify yourself I will be forced to take action.

The knocking stops. It's dead silent. Mann, Cedric, and Wolf won't take their eyes off the door. Suddenly, the door shoots through the house crashing into the fire place, shattering. In walks, Acheron, Odel, and Bela.

ACHERON

Why didn't anyone get the door? You know it's rude to keep guests waiting.

MANN

Who are you?

ACHERON

We are The Protectors. Are you
three apart of The Enders?

CEDRIC

Who the hell are The Enders?

BELA

I told you it couldn't be them
Acheron. These guys are too young
and too weak.

CEDRIC

Who are you calling weak?

MANN

Relax Cedric, they have the wrong
people. Would you mind leaving? We
have an early wake up tomorrow and
it's going to be a lot harder to
fall asleep without a front door.

ODEL

Ya let's get out of here, it's
obviously not them.

Acheron hasn't taken his eyes off Mann. Mann meets his eyes
and stares back. Acheron takes a step back.

ACHERON (V.O.)

(Sweating)

This guy can kill me anytime he
wants. What's he waiting for, we
broke into his house!

ACHERON

It's them.

ODEL

Are you crazy? Look at...

Mann uses a technic that allows him to move at incredible
speed, and as Odel was talking, he get behind him and held
his sword to his throat.

MANN

You better start talking. Why are
you trying to kill us?

ODEL

Holy shit it is them.

MANN

You.

Mann points at Acheron.

MANN (CONT'D)
You're their leader right?

ACHERON
I am.

MANN
Would you let your man die?

ACHERON
Not if I could save him.

MANN
And you're smart enough to realize
how much stronger we are than you
three.

ACHERON
I am.

MANN
I'll give all three of you the
opportunity to walk away with your
lives. It's up to your captain.
Tell me why you are trying to kill
us, and who are The Enders?

ACHERON
All right I'll talk.

BELA
Goddamn it Acheron, you are
extremely weak. I'll kill them
myself.

Bela sprints at Cedric. She winds up her arm as she runs.

BELA (CONT'D)
Get ready for a whirly bird
special!

Cedric remains calm and forms a circle with his hands. Right
before Bela lands her attack he shoots a spell at her.

CEDRIC
Sap Prison!

His attack lands. Bela has stopped moving.

BELA
I can't move? What did you do?

CEDRIC

I turned your feet into tree sap.

Bela looks down at her new feet.

BELA

TREE SAP!? TURN MY FEET BACK TO
NORMAL!

MANN

Enough of this foolishness. You came into Cedric's home with the intent to murder us all. We are showing mercy because you are weak and dumb. I have no problem taking all your heads. Leader (To Acheron) explain yourself.

ACHERON

Ok, ok. Our job was to kill The Enders and take your heads back to The Osoreru.

MANN

The Osoreru want our heads? Why?

ACHERON

Because your The Enders.

MANN

We don't go by that name, who are The Enders?

ACHERON

You've never heard of the prophecy?

Mann looks at Cedric and he shakes his head no.

MANN

Enlighten us.

ACHERON

Well, there's a prophecy that goes back to the before times. A seven man crew lead by a knight would one day end the world as we know it. It's called The Enders Tale. Whoever came up with it predicted that this was the year the crew would form. The higher ups are taking it pretty seriously, so we were sent to take you out before it started. Seems like we were too late.

MANN

Or, you found the wrong people.
This is the first I'm hearing of
this prophecy, what about you
Cedric?

CEDRIC

I've never heard of such a tale.

MANN

Now that you three know we aren't
the ones your after, do you promise
to leave without trying anything?

ACHERON

Yes, we are so sorry for disrupting
you gentleman. It will never happen
again. Thank you for sparing our
lives.

Mann lets Odel go and Cedric changes Bela's feet back to normal. Acheron, Odel, and Bela run out of Cedric's house.

MANN

The Enders? It has a surprisingly
nice ring to it.

CEDRIC

You don't think that prophecy is
about us right?

MANN

I hope not, I don't want to destroy
the world.

INT. FALLS TOWN ROAD - CONTINUOUS

Acheron, Odel, and Bela finally stop running.

ODEL

That was terrifying. Who the hell
are those guys?

ACHERON

Are you stupid? They are obviously
The Enders.

ODEL

They didn't seem to know that.

ACHERON

I know, but it doesn't change the
fact that it's them.

(MORE)

ACHERON (CONT'D)

I felt it when that knight looked at me. I felt the world crumbling to that man. We need to alert The Osoreru right away. The world isn't safe while that man lives.

TO BE CONTINUED