

Elven Trek Screenplay

By

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1) EXT. ELVEN TEMPLE - DAY

A dense forest, stretching out as far as the eye can see, surrounds the TEMPLE. The temple's walls are high and wide, tiny cracks line its edges. The temple has an Arabian style to it, the roofs are giant semi-circles painted in many different colours.

2) INT. ELVEN TEMPLE - CRYSTAL CHAMBER - DAY

Tiny rock waterfalls trickle in four corners of the room. A dim green light emanates from crystals that protrude from the walls of the chamber.

The GRAND ELDER, an Elven priest wearing a robe made of palm leaves and wooden sandals, meditates on a flat rock, his staff laying beside him. The rock is in the center of the chamber, surrounded by streams of water and islands of strange plant-life.

The Grand Elder tenses up. His face contorts and a bead of sweat runs down his forehead.

BEGIN VISION:

3) EXT. GRASSY PLAINS - NIGHT

The sky is pitch-black. Thunder clouds rumble overhead. A tiny dirt path cuts through the grassy plains.

An ARMY, the UNDEAD LEGION, marches in over the horizon. They roam with a sag in their step, their pikes and shields at the ready.

The Legion is made up of undead soldiers, ghastly looking creatures. One of them has no jaw, another is missing an arm, another has gangrenous skin.

As the Legion marches over the grassy plains a murderous scream cries out. The plants and grass around them ignite and burns to the ground.

The SKULL KING, a skeleton wearing chain mail and a helm, strides in on his UNDEAD STEED. He points his sword Northward and cries out. The Undead Legion march all around him, an ocean of despair.

BACK TO:

4) INT. ELVEN TEMPLE - CRYSTAL CHAMBER - DAY

The Elder awakens from his vision, distraught.

ELDER

I must send word to the Midlands at once.

5) INT. ELVEN TEMPLE - CRYSTAL CHAMBER - LATER

TORIN, an Elven healer wearing a robe and a hat, stands before the Grand Elder.

TORIN

You wanted to see me Grand Elder?

ELDER

Yes Torin there's not a moment to lose. As we speak evil forces march from the lands to the South to destroy our world.

TORIN

What do you need me for then?

ELDER

I have raised you from birth. You are my greatest pupil and a brave young elf. You will travel to the Midlands and tell the warrior clans of the Undead Legion.

TORIN

The Undead Legion?

ELDER

An army of ghouls who march soullessly across the lands to South, destroying everything in their path. Their spirits are restless. They've been brought to life by the Skull King. You will leave at once understood?

TORIN

Yes Grand Elder.

ELDER

Good. Once you arrive in the Midlands you will seek out the two Warrior Kings. Tell them of the Undead Legion and their plans to

(MORE)

(CONTINUED)

ELDER (cont'd)
destroy the realm. They will march down to the pass that connects the South to the Midlands and stop them there. Torin it's important that you understand the weight that has been placed on your shoulders. The world now depends on you succeeding in your mission.

TORIN
I won't let you down Elder.

ELDER
I know you won't. I've arranged for you to travel with Hunter, the woodsman.

TORIN
A woodsman you say?

ELDER
Yes, the finest in the West. He will help you on your journey. God Speed young Torin.

Torin turns and walks to the entrance of the chamber.

ELDER
Wait.

Torin turns at the entrance to see the Elder march up to him.

ELDER
I almost forgot. Here take this.

The Elder hands Torin his staff.

ELDER
For your journey.

TORIN
Your six-hundred year old staff?
Grand Elder I can't take this.

ELDER
Please Torin I want you to have it. It has the power to ward off evil spirits. It will keep you safe on your journey.

TORIN
Thank you Grand Elder.

ELDER
Now go. Hunter is waiting for you
at the village exit.

6) EXT. VILLAGE EXIT - DAY

The exit consists of two stone arches that connect and form a doorway. Thick leaves from trees and bushes form a wall on either side of the arches.

HUNTER, an elf wearing green leather padding carrying a quiver of arrows and a short sword, stands at the exit.

Torin walks up to Hunter at the village exit.

HUNTER
Well hello there. You must be
Torin.

TORIN
And you're Hunter?

HUNTER
Indeed I am, it's good to meet you.

TORIN
The pleasure's mine.

HUNTER
Well we'd best be on our way. It'll
be dark soon. How would you like to
travel to the Midlands?

6 A) On the main road of course.

REDIRECT SCENE 7

6 B) Through the forest. Sneaky, sneaky.

REDIRECT SCENE 8

6 C) By boat. Argh.

REDIRECT SCENE 10

7) EXT. MAIN ROAD - DAY

Torin and Hunter walk along the road. It's a dirt path surrounded by trees from a forest on either side.

TORIN

How much further till we get to the Midlands?

HUNTER

I'd say we're about half way there.

TORIN

Wait what was that?

7 A) Torin sees a family beside a broken down cart.

REDIRECT SCENE 11

7 B) Torin hears a dog whimpering.

REDIRECT SCENE 12

8) EXT. FOREST - DAY

Torin and Hunter walk through the forest. They're surrounded by plants and trees in a dark turquoise colour.

TORIN

You say you know the forest well?

HUNTER

Yes my fellow woodsmen and I traveled through it many times.

TORIN

Well that's a relief. Still my throat's quite dry from all of this walking.

HUNTER

You're in luck, there's a secret garden with a stream just up ahead.

9) EXT. SECRET GARDEN - DAY

The garden is picturesque in beauty. Ruby coloured roses and sapphire orchids dot the dark turquoise foliage of the garden.

Torin sees the stream and walks over to fill his gourd.

(CONTINUED)

TORIN
What was that?

9 A) Torin hears a rustling in the bushes.

REDIRECT SCENE 13

9 B) Torin hears a woman sobbing.

REDIRECT SCENE 14

10) EXT. WESTERN PORT - DAY

Torin and Hunter walk along a port. They walk up to a CAPTAIN, dressed in a sailor's outfit with a hat to match.

CAPTAIN
Ahoy there mateys. For a light fee
I'll ferry you to the Midlands.

Torin pays the Captain in gold.

CAPTAIN
Thank you kindly. Now before we go
I need to take a shipment of
gunpowder across. But be warned the
gunpowder is highly flammable. But
then again we'll be on the open
ocean so what could go wrong?

10 A) Take the gunpowder with.

REDIRECT SCENE 15

10 B) Leave the gunpowder behind.

REDIRECT SCENE 16

11) EXT. MAIN ROAD - DAY

Torin squints his eyes and sees what appears to be a broken down cart up ahead.

TORIN
Someone needs help.

Torin runs off to inspect the cart.

HUNTER
Hey wait up.

Hunter runs after Torin.

(CONTINUED)

Torin and Hunter arrive at the site of the broken down cart. A FAMILY of a MOTHER, FATHER, DAUGHTER and an INFANT stand beside the cart.

FATHER

Our horse has run off and now we'll be sitting ducks for bandits.

TORIN

Excuse me I think we could help you.

FATHER

Travelers? What marvelous luck. We're saved, saved I say.

HUNTER

What happened here?

FATHER

Our horse, Fred, went into a wild rage and broke free from the cart. He charged off into the forest and now we're stranded on the road. Will you help us?

11 A) Help them.

REDIRECT SCENE 17

11B) Carry on walking.

REDIRECT SCENE 18

12) EXT. MAIN ROAD - DAY

Torin cocks his ears and listens intently. He looks over at a bush beside the road.

TORIN

An animal's in pain.

Torin and Hunter walk over to the bush. Hunter peels back the fronds of the bush. A DOG with ice white fur lays whimpering on the ground. Its leg is broken.

12 A) Help the dog.

REDIRECT SCENE 20

12 B) Leave the dog.

REDIRECT SCENE 21

13) EXT. SECRET GARDEN - DAY

Torin listens closely then looks over at a nearby bush. The bush rustles violently.

TORIN
What is that-

A GOBLIN, short and gaunt, sprints out from the bush, knocks Torin off his feet and runs off.

Hunter offers Torin a hand and helps him up.

HUNTER
A goblin? I thought they were extinct.

Torin dusts himself off.

TORIN
So did I.

Torin reaches down to pick his staff up but it's not there.

TORIN
My staff. The goblin took it.

13 A) Cast a spell.

REDIRECT SCENE 22

13 B) Go after it.

REDIRECT SCENE 23

14) EXT. SECRET GARDEN - DAY

Torin looks around and sees a NYMPH, with purple neon hair draped around her blue body, sitting on a rock crying.

The Nymph has her face buried in her hands and hasn't looked up to see Torin or Hunter.

14 A) Talk to her.

REDIRECT SCENE 24

14 B) Leave quietly.

REDIRECT SCENE 25

15) EXT. OPEN OCEAN - DAY

The BOAT, a vessel that's been patched up one too many times, bobs along the ocean's current.

The Captain steers the boat, he's telling old fishing stories. Hunter sits on a rail beside him and listens closely to the stories.

Torin sits on the edge of the boat, port side.

CAPTAIN

But by far the most terrifying
thing that ever happened to me on
these very waters was the time I-

Torin looks around and sees a a door that goes below deck.

15 A) Stay on deck and listen to the story.

REDIRECT SCENE 26

15 B) Go below deck and explore.

REDIRECT SCENE 28

16) EXT. OPEN OCEAN - DAY

The BOAT, a vessel that's been patched up one too many times, bobs along the ocean's current.

The Captain steers the boat, he's telling old fishing stories. Hunter sits on a rail beside him and listens closely to the stories.

Torin sits on the edge of the boat, port side. He looks up at the sky and sees great storm clouds approaching. Thunder cracks in the distance.

CAPTAIN

Looks like there's one heck of a
storm coming. Should start pouring
down in an hour or two.

Torin looks around and sees a door that goes below deck.

16 A) Go below deck.

REDIRECT SCENE 29

16 B) Stay on deck.

REDIRECT SCENE 30

17) EXT. MAIN ROAD - DAY

The Infant begins to cry and his Mother cradles him in her arms. The Daughter sits beside her Mother and draws in the sand with a stick.

TORIN

What can we do to help you and your family?

FATHER

Well we need a new horse. There's a village nearby that has some. Problem is we don't have enough coin to buy another horse.

17 A) Give them some money.

REDIRECT SCENE 31

17 B) Go to the village yourself and buy the horse.

REDIRECT SCENE 33

18) EXT. MAIN ROAD - DAY

The Infant begins to cry and his Mother cradles him in her arms. The Daughter sits beside her Mother and draws in the sand with a stick.

TORIN

I wish we could help you and your family but we need to get to the Midlands before tomorrow.

FATHER

Worry not young traveler. My family and I will find a way. Or be killed by bandits in our sleep. Good luck on your journey.

19) EXT. MAIN ROAD - NIGHT

Torin and Hunter walk along the road. It's pitch black outside, only a small part of the road in front of them is visible.

TORIN

It sure is getting late.

(CONTINUED)

HUNTER

You're telling me. I'm beat, wanna
take a break?

19 A) Call it a night.

REDIRECT SCENE 33

19 B) Carry on.

REDIRECT SCENE 34

20) EXT. MAIN ROAD - DAY

Torin gently touches the dog's broken leg. The dog howls in pain.

TORIN

It's alright boy I'll fix you.

Torin takes a step back and waves his staff in the air.

TORIN

Oh mighty spirits from the Western
land. Give me power to mend a
broken hand.

Torin's staff glows a dark green colour. The light envelopes the dog and flashes brightly.

Hunter shields his eyes from the intense glow then takes a peak.

The dog barks and hops around excitedly. The dog runs up to Torin and licks his face, almost knocking him over. Torin laughs.

Hunter pets the dog, a bewildered look on his face.

HUNTER

That's incredible.

TORIN

It was nothing, just a basic
healing spell.

The dog hops back and twirls playfully in front of Torin and Hunter.

20 A) Give the dog a treat.

REDIRECT SCENE 36

(CONTINUED)

20 B) Pet the dog.

REDIRECT SCENE 38

21) EXT. MAIN ROAD - DAY

Torin and Hunter stare at the dog.

HUNTER

We should carry on. It'll be night soon.

TORIN

Agreed.

Torin and Hunter walk off when the dog whimpers again. Torin turns and looks at the dog.

21 A) Put the dog out of its misery.

REDIRECT SCENE 37

21 B) Continue walking.

REDIRECT SCENE 38

22) EXT. FOREST - DAY

Torin and Hunter chase after the goblin. They breathe heavily. The goblin is far ahead of them.

Torin waves his hand in the air and thrusts it forward. A wave of energy shoots out from his hand and knocks the goblin off its feet.

The goblin's eyes spin as he lays on his back. Torin and Hunter run up to him.

Torin sees his staff laying beside the goblin.

22 A) Grab the staff.

REDIRECT SCENE 39

22 B) Interrogate the goblin.

REDIRECT SCENE 40

23) EXT. FOREST - DAY

Torin and Hunter chase after the goblin. They breathe heavily as they stop in a small clearing.

The goblin is nowhere to be seen. A nearby bush rustles. Hunter motions for Torin to be quiet.

Torin and Hunter sneak up to the bush and prepare to pounce.

The bush stops rustling, dead silence. Torin and Hunter inch closer when the goblin leaps out of the bush, swinging the staff wildly.

Torin falls backwards. Hunter catches the staff, rips it from the goblin's hand and kicks it in the face.

The goblin's eyes spin as he lays on the ground. Torin stands to his feet and sees the staff beside the goblin.

23 A) Grab the staff.

REDIRECT SCENE 41

23 B) Interrogate the goblin.

REDIRECT SCENE 42

24) EXT. SECRET GARDEN - DAY

Torin and Hunter carefully walk up to the Nymph. She's sobbing hysterically.

TORIN

Excuse me.

The Nymph jumps a little and looks up at Torin and Hunter. Her eyes are big green pools of wonder.

Torin blushes, his jaw goes a little slack.

TORIN

I uh, I uhm, We-

Hunter rolls his eyes.

HUNTER

Why are you crying, Nymph?

The Nymph hesitates for moment.

(CONTINUED)

NYMPH

It's nothing. I don't want to be a burden to you.

TORIN

Oh it's no problem we'd love to hear your voice, uh I mean your story.

NYMPH

It's just so lonesome here in the garden. I am bound here, keeper of the Secret Garden. I just want someone to talk to.

HUNTER

I've visited the Garden many times and have never encountered you. Why now?

NYMPH

We Nymph's are psychic creatures and very secretive. Only those who are deeply spiritual can draw us out of hiding.

Hunter looks over at Torin who's practically drooling over the Nymph.

24 A) Tell her a joke, cheer her up.

REDIRECT SCENE 43

24 B) This isn't your problem, leave.

REDIRECT SCENE 44

25) EXT. SECRET GARDEN - DAY

Torin and Hunter watch the Nymph for a moment. Hunter puts a hand on Torin's shoulder.

HUNTER

(whispers)

We best be on our way.

Torin nods. Hunter leads Torin to two archways. One of them is covered in vines and roots. The other is made of stone.

TORIN

Which on should we take?

25 A) The one covered in vines and roots.

(CONTINUED)

REDIRECT SCENE 43

25 B) The one made of stone.

REDIRECT SCENE 44

26) EXT. OPEN OCEAN - DAY

Torin leans in closer to hear the story. Hunter sits with his hands together, totally enthralled.

CAPTAIN

Once when I was a young man I sailed out here on my own. I had a fight with my father and decided I would show him just how tough I was. I sailed out to these waters and waited around for a few hours. I got bored and decided it was time to leave when I was knocked off my feet. The boat jolted wildly and I figured it was probably just a wave. I prepped the sails and set a course for home when the monster appeared.

HUNTER

A monster?

CAPTAIN(CNTD)

Yes, a monster three times the size of this boat. It had the body and head of a serpent and the fins of a fish with fangs as long as the mast.

HUNTER

How did you escape?

CAPTAIN

It wasn't easy. I was terrified but I knew I had to think fast or I'd be chum in no time. I grabbed a hand full of gun powder from a sack nearby and loaded up a cannon I had on board. The creature roared and for a moment I could've sworn I went deaf. I took aim at the beast and fired the cannon. It must've gotten scared because it disappeared into the water and I never saw it again.

(CONTINUED)

HUNTER

That's amazing.

CAPTAIN(CNTD)

Many boats that sail along these currents have gone missing over the years. It's the monster I tell you. Lurking in the deep, ready to strike at any moment. That's why I always carry a little gun powder on board. You never know when you might need it.

The Captain looks over at Torin and Hunter. Both of them are visibly shaken by the story.

CAPTAIN

You boys feeling alright?

HUNTER

Yeah we're fine. How likely do you think it'd be for us to see the monster on our voyage?

CAPTAIN

Hard to say. Cannon's over there.

Torin and Hunter follow the Captain's pointed finger to the other end of the boat.

CAPTAIN(CNTD)

Load her up if it'll put your minds at ease.

26 A) Load the cannons asap.

REDIRECT SCENE 45

26 B) Go below deck and explore.

REDIRECT SCENE 47

27) INT. BELOW DECK - DAY

Torin enters the room. It's a tiny, four walled crib with a hammock on either side and makeshift toilet at the end.

There's an open locker with some fishing gear sticking out of it.

(CONTINUED)

TORIN

Guess there's not much to see here.

The boat rocks violently. The locker falls forward, landing with a crash on the floor.

TORIN

What was that?

28) EXT. SHIP'S DECK - DAY

Torin runs out on deck. Hunter's barfing over the edge of the boat. Torin sees a cannon next to Hunter.

28 A) Load the cannons asap.

REDIRECT SCENE 47

29) INT. BELOW DECK - DAY

Torin enters the room below deck. He sees a hammock on either side of the room and a closet with fishing gear sticking out of it. There's a makeshift toilet at the back of the room.

TORIN

Guess there's not much to see here.

29 A) Go back on deck.

REDIRECT SCENE 49

29 B) Stay below deck.

REDIRECT SCENE 50

30) EXT. SHIP'S DECK - DAY

The storm clouds block out the sky and heavy rain pelts the ship's deck.

The boat thrashes violently in the water. The Captain howl's in pain.

Torin looks over at him and sees his hand his broken.

Hunter and Torin rush over to the Captain.

(CONTINUED)

TORIN
What happened.

CAPTAIN
The wheel.

HUNTER
It snapped his wrist when he tried
to fight the current.

The boat gets rocked violently again. The Captain loses balance and is knocked out when his head collides with the wheel.

HUNTER
Oh no.

Hunter grabs the spinning wheel and fights to keep it steady. Torin grabs on as well.

30 A) Fight the current.

REDIRECT SCENE 49

30 B) Float with the current.

REDIRECT SCENE 50

31) EXT. MAIN ROAD - DAY

Torin gives the family some gold coins.

TORIN
Will this be enough?

FATHER
Oh bless you kind stranger. Bless
you a thousand times.

TORIN
It's my pleasure. I wish we could
stay and help some more but we have
to be in the Midlands by tomorrow.

FATHER
Say no more my friend. You've
helped my family and I. We can ask
no more. My only wish is that you
and your companion have a safe
journey.

(CONTINUED)

TORIN

Thank you.

Torin and Hunter walk down the road.

32) EXT. MAIN ROAD - NIGHT

Torin and Hunter walk along the road. It's pitch black around them and only a small piece of path is visible in front of them.

TORIN

How much longer?

HUNTER

We still have a while to go before we get there.

TORIN

A while huh?

32 A) Call it a night.

REDIRECT SCENE 51

32 B) Carry on walking.

REDIRECT SCENE 53

33) EXT. MAIN ROAD - DAY

The family waits by their cart. Torin and Hunter come riding along on a horse. They stop in front of the family and dismount.

TORIN

Will this one do?

The father runs over to the horse and touches its fur.

FATHER

A fine steed my friend. You have a good eye. How can I ever repay you and your companion for your kindness?

A crow caws in the tree tops near the road. It's getting dark.

(CONTINUED)

TORIN

It's alright. As a healer it's my duty to help those in need.

FATHER

Thank you, Torin. A thousand times thank you.

TORIN

Well we'd best be on our way now. The Midlands wait for our arrival.

FATHER

I've got it.

HUNTER

Got what?

FATHER

The two of you will spend the night with my family at our camp.

TORIN

That's very kind of you but we really have to go.

FATHER

Nonsense. It's just a little further ahead. It's on your way to the Midlands for goodness sake.

Torin pauses, looks over at Hunter. Hunter shrugs.

TORIN

I guess it wouldn't hurt.

FATHER

Of course not. Now come let us make haste before nightfall.

33 A) Call it a night.

REDIRECT SCENE 51

33 B) Carry on walking.

REDIRECT SCENE 53

34) EXT. MAIN ROAD - DAY

Torin digs into his pockets and pulls out a treat. He tosses the treat into the air and the dog snatches it. The dog chomps down on the treat.

Torin and Hunter laugh. The dog pauses and cocks its ears. The dog look into the forest and growls.

TORIN
What is it boy?

The dog looks at Torin and Hunter then runs off into the forest.

HUNTER
Well that was fun while it lasted.

34 A) The dog disappears into the forest.

REDIRECT SCENE 55

35) EXT. MAIN ROAD - DAY

The dog hops around and barks at Torin and Hunter playfully. Torin extends a hand to touch the dog.

Suddenly the dog's ears are cocked. It looks over its shoulder, into the forest.

TORIN
What is it boy?

The dog looks at Torin and Hunter then runs off into the forest.

HUNTER
Well that was strange.

35 A) The dog disappears into the forest.

REDIRECT SCENE 55

36) EXT. MAIN ROAD - DAY

Torin stares at the dog, a sullen expression on his face. Hunter turns to see Torin staring at the dog.

HUNTER
What's wrong?

(CONTINUED)

TORIN
I don't want it to suffer.

Hunter unsheathes his short sword and hands it over to Hunter.

HUNTER
You know what to do.

Torin takes the sword and walks over to the dog.

TORIN
Forgive me.

37) EXT. MAIN ROAD - NIGHT

Torin and Hunter walk along the road. It's pitch black and only a small piece of the road in front of them is visible.

TORIN
How much further till we get there?

HUNTER
It's gonna take a while.

TORIN
That long huh?

37 A) Set up camp and sleep.

REDIRECT SCENE 57

37 B) Continue walking.

REDIRECT SCENE 58

38) EXT. MAIN ROAD - NIGHT

Torin and Hunter walk along the road. It's pitch black and only a small piece of the road in front of them is visible.

TORIN
How much further till we get there?

HUNTER
It's gonna take a while.

TORIN
That long huh?

38 A) Set up camp and sleep.

(CONTINUED)

REDIRECT SCENE 57

38 B) Continue walking.

REDIRECT SCENE 58

39) EXT. FOREST - DAY

Torin kneels to pick his staff up but the goblin snaps out of it and tosses sand in Torin's eyes.

Torin cries out in pain but manages to grip his staff.

The goblin runs away.

Hunter pours some water into Torin's eyes. Torin slowly blinks then rubs his eye.

TORIN
Crazy goblin.

39 A) Follow goblin.

REDIRECT SCENE 59

39 B) Let him go.

REDIRECT SCENE 60

40) EXT. FOREST - DAY

Torin kneels down and snatches his staff from the stunned goblin.

Hunter picks the goblin up by the arm and dangles it before him.

HUNTER
Where did you come from, goblin?

The goblin snaps out of it and kicks Hunter in the groin.

Hunter lets go of the goblin and bows forward in pain.

The goblin runs off.

Torin rests a hand on Hunter's back. Hunter's eyes are watering and his face is beet-red.

(CONTINUED)

TORIN
Are you alright?

40 A) Follow goblin.

40 B) Let him go.

41) EXT. SECRET GARDEN - DAY

Torin thinks for a moment.

TORIN
Hunter tell her a joke.

HUNTER
What? Why? You're the one who's
into-

Torin slyly slaps the back of Hunter's head.

HUNTER
Ouch. Okay let me see.

Hunter twiddles his thumbs and looks around. His eyes light up.

HUNTER
Got it. What's the first thing
elves learn in school?

The Nymph shakes her head side to side.

HUNTER
The "elf-a-bet".

Torin's face contorts in sheer disgust. The Nymph giggles.

Hunter looks over at Torin and sees his face.

HUNTER
What?

The Nymph stands up on the rock and plucks a FRUIT from a nearby tree.

The Nymph extends her arm, offering the fruit to Torin and Hunter.

HUNTER
Oh, thank you.

41 A) Take the fruit.

42) EXT. SECRET GARDEN - DAY

Torin and Hunter look at each other and shrug their shoulders.

HUNTER

I'm very sorry to hear about your problem but we must be on our way now.

Hunter marches off. Torin smiles at the Nymph sheepishly.

TORIN

So nice to meet you.

Torin walks off and follows Hunter. Torin and Hunter near the exit when the Nymph runs up in front of them. She's holding a FRUIT in her hand.

The Nymph extends her hand, offering the fruit to Torin and Hunter.

HUNTER

Oh, why thank you.

42 A) Take the fruit.

43) EXT. SECRET GARDEN - DAY

Torin and Hunter walk through the archway covered in vines and roots. They're halfway out when a twig snaps.

Hunter's eyes widen, he turns and sees Torin's leg in the air, a broken twig beneath it.

The Nymph sees Torin and Hunter from across the garden and watches them.

43 A) Talk to the Nymph.

44) EXT. FOREST - DAY

Torin and Hunter walk through the forest. The archway made of stone is behind them.

Torin stops. Hunter looks at him.

HUNTER

What is it?

(CONTINUED)

TORIN
I heard something.

44 A) A rustling in the bushes.

45) EXT. SHIP'S DECK - DAY

Torin holds his stomach. He looks over at Hunter.

TORIN
You thinking what I'm thinking?

HUNTER
Yes.

Torin and Hunter walk over to the packaged gun powder, take some and load up the cannons.

HUNTER
You can never be too careful.

TORIN
Truer words have never been spoken.

Hunter and Torin lean back on the deck railing and admire the cannons.

Suddenly the ship jerks forward violently.

HUNTER
What was that?

45 A) Man the cannons.

45 B) Take it easy, it was just a wave.

46) INT. BELOW DECK - DAY

Torin heads below deck. He enters the room and sees two hammocks, a closet filled with fishing gear and a makeshift toilet.

TORIN
Guess there's nothing to see here.

The boat shakes violently and Torin falls down.

TORIN
What's going on out there?

Torin heads upstairs.

47) EXT. SHIP'S DECK - DAY

Torin shuts the door behind him. He sees Hunter's got a worried expression on his face.

TORIN
You okay Hunter?

HUNTER
All good, just wondering if we should load the cannons. Just to be safe.

TORIN
Of course. Just to be safe though.

47 A) Load the cannons.

48) EXT. SHIP'S DECK - DAY

Torin shuts the door behind him. The wind is howling. Torin looks over the deck railing and sees giant waves swirling all around the ship.

The ship gets blasted by a wall of water and Torin is knocked off his feet.

48 A) Hang on tight.

49) EXT. SHIP'S DECK - DAY

Torin drags the Captain in his arms across the deck. Hunter wrestles with the wheel.

HUNTER
Take the Captain below deck.

TORIN
Right.

The wheel slips from Hunter's grasp and the ship veers off course. Hunter catches it just in time.

HUNTER
Hurry.

Torin hustles across the deck. He opens the below deck door and drags the Captain in. He shuts the door behind him.

(CONTINUED)

Torin dashes back across the deck. A monstrous wave slams into the boat from the side. Torin loses his balance and tumbles toward the edge of the boat. He's caught by the deck railing.

Torin looks across the deck. He sees Hunter struggling to keep the wheel straight.

49 A) Grab the Wheel.

49 B) Hang on tight.

50) EXT. SHIP'S DECK - DAY

The boat thrashes violently in the ocean. Hunter wrestles with the wheel.

Torin looks up at the storm clouds. A bolt of lightning strikes the sea.

Torin takes a seat and begins to meditate. Hunter struggles to keep the ship on course.

HUNTER

Torin. Grab the wheel. I need help.

Hunter grits his teeth as he pulls the wheel straight. Torin sits calmly, eyes closed, chanting.

Hunter hears the chanting, his eyes grow wide. He cranks his head back and sees Torin.

HUNTER

Torin. What are you doing?

TORIN

(eyes closed)

In the temple we learned that sometimes you just need to let things happen.

HUNTER

What? Now's not the time for temple talk. Get over here and grab the wheel or we're dead.

Torin sits calmly and chants more. Hunter loses control of the wheel and gets knocked back.

A giant vortex swirls in the ocean, dragging the boat closer. The wheel spins on deck. The boat drifts into the center of the vortex and disappears.

50 A) Begin.

51) EXT. MAIN ROAD - NIGHT

Torin and Hunter set up camp in a clearing near the road. They sit around a fire, enclosed by trees.

Torin heads to a sleeping bag on the ground. He gets into the bag and falls asleep.

Hunter sits by the fire, roasting a vegetable on a stick. The wind rustles and the trees groan.

Hunter hears a cackle from behind the trees. He stands to attention, drawing his bow.

The cackling stops. Hunter stares at an opening in the trees. He watches for a moment longer then lowers his bow.

Hunter turns to walk away when suddenly THREE VICIOUS CREATURES attack him.

Hunter wrestles with the creatures but they're too strong. The creatures tear the flesh from Hunter's body.

Torin awakens to Hunter's screams. He looks up from his bed and gasps as he sees the creatures dismember Hunter.

The monster's turn and face Torin. They slowly walk up to him and encircle him.

51 A) Begin.

52) EXT. MAIN ROAD - NIGHT

Torin and Hunter trudge along the path. They take dreary steps. Above them, the full moon beams a small pool light.

TORIN

We've been walking for hours. How late is it?

HUNTER

I'd say it's past midnight.

TORIN

Hey do you see that?

A fire flickers bright orange in the distance.

(CONTINUED)

TORIN(CNTD)

Someone's set up camp. Maybe they'll give us food.

HUNTER

We have to be careful Torin. These trails are fraught with bandits.

TORIN

We can take a look. We'll sneak through the forest if we have to.

Hunter's stomach grumbles. He places his hand over it.

HUNTER

Alright we'll see who the fire belongs to.

53) EXT. CAMPSITE - NIGHT

Three sleeping bags lay untouched around the flickering fire. Torin and Hunter step onto the campsite and look around.

HUNTER

Hello. Is anyone here?

The wood in the fire crackles. Torin looks to Hunter.

TORIN

Where do you think they went?

HUNTER

I don't know but I've got a strange feeling about this.

Torin and Hunter hear a rock tumble. They turn and stare at the black space between two trees. The Father from earlier steps into view.

FATHER

(menacingly)

Hello there travelers. How nice to see you again.

Torin and Hunter's eyes widen. They each take a subtle step backwards. Hunter whispers over his shoulder.

HUNTER

Something's not right.

(CONTINUED)

FATHER

We weren't expecting to see you so soon.

HUNTER

We?

FATHER

My family and I. We're very happy you made it to our campsite.

TORIN

Where is your family?

FATHER

Oh don't worry they'll be joining us soon enough. Won't you sit by our fire? We don't mind the extra company.

HUNTER

No we must be on our way.

FATHER

Oh but we insist.

The father's body contorts and spasms as he transforms into a MONSTER.

Torin and Hunter look around. Another two monsters step out from the darkness.

Torin raises his staff. Hunter draws his short sword.

TORIN

Any ideas?

53 A) Fight.

53 B) Run.

54) EXT. CAMPSITE - NIGHT

Torin, Hunter and the family sit around a fire. The Father puts a couple logs into the fire place and takes a seat.

FATHER

So you're on your way to the Midlands?

(CONTINUED)

TORIN

Yes.

MOTHER

Why on Earth would you travel along
this road?

TORIN

Why wouldn't we?

MOTHER

There have been terrible attacks
that have happened as of late.

The daughter tugs at her Mother's sleeve.

DAUGHTER

Mother, you're scaring me.

MOTHER

I know my dear. Come sit closer to
me.

The Daughter shuffles over. The Mother drapes her arm around
the daughter.

HUNTER

What sort of attacks?

FATHER

No one's exactly sure. People say
they've seen angry spirits
wondering near the road. Ready to
strike at any moment.

HUNTER

Strange.

A wolf howls in the distance. The Father's eyes widen.

FATHER

And with that it's off to bed.

The family climb into their sleeping bags and fall asleep.
Torin climbs into his sleeping bag but Hunter stays watch
over the fire.

55) EXT. CAMPSITE - LATER

Torin opens his eyes. He hears Hunter and the Father speaking.

HUNTER(O.S.)
What are you talking about?

FATHER
(demonic voice)
I'm saying we're going to devour
both of you.

Torin jolts up from his sleeping bag, staff at the ready.

The family have transformed into TERRIFYING MONSTERS. The monsters attack, ripping Torin and Hunter limb from bloody limb.

55 A) Begin.

56) EXT. MAIN ROAD - DAY

The wind howls and a crow caws. The sun is setting and the trees cast long shadows along the road.

TORIN
It's getting late. How much further
is it to the Midlands.

HUNTER
It's gonna take a while longer.

56 A) Set up camp for the night.

56 B) Walk through the night.

57) EXT. CAMP SITE - NIGHT

Torin and Hunter sit around a fire. Torin crawls into his sleeping bag and falls asleep.

Hunter stays awake and watches the fire. Torin awakens to the ground shaking.

Torin lifts his head from his sleeping bag and looks up. He sees an OGRE the size of a tree with its foot raised above him.

Torin screams. The ogre stomps onto Torin, squashing him like a bug.

57 A) Begin.

58) EXT. MAIN ROAD - NIGHT

Torin and Hunter trudge along the road. The full moon hangs high in the sky and lights their path.

TORIN
How much longer till we get there?

HUNTER
At least another few hours.

TORIN
That long huh?

A stream trickles in the background.

TORIN
Wait, do you hear that?

HUNTER
I do.

TORIN
There must a stream up ahead.

Torin and Hunter walk till they come across a stream on the side of the road.

They fill their gourds with water and sit by the stream.

Torin takes a big gulp of water from his gourd.

TORIN
That hits the spot.

The ground shakes violently. Torin and Hunter crank their heads round to see an OGRE step to them.

Hunter gets up and launches an arrow at the ogre. The arrow hits the ogre's chest but shatters upon impact.

HUNTER
His hide is too tough for my arrows
to pierce.

TORIN
We need to think fast.

The ogre charges.

58 A) Fight back.

58 B) Evade.

59) EXT. FOREST - DAY

Hunter watches the goblin run away.

HUNTER

That goblin's gonna pay. Come on.

Torin gets to his feet and chases after the goblin alongside Hunter.

The goblin hops and ducks under tree branches and rocks along the way. Torin and Hunter do their best to keep up.

TORIN

He's so fast.

The goblin stops at an archway, looks back at Hunter and Torin sprinting towards it. The goblin runs through the archway.

Torin and Hunter run through the archway, straight after it.

Torin and Hunter run for a while longer. They stop when they reach the entrance of a village.

60) EXT. GOBLIN VILLAGE - DAY

Tiny houses carved out of trees greet the elves. Goblins of all shapes and sizes prance in a village encircled by trees.

TORIN

This is incredible.

HUNTER

It really is. In all my years of traveling through the forest I've never seen such a place.

TORIN

Hunter do you realise what this means?

HUNTER

Goblins exist?

TORIN

Not only do goblins exist but we're the first elves to see them in two hundred years.

(CONTINUED)

Hunter looks to the right of the village and sees a group of GOBLIN SOLDIERS and they're CHIEF. The goblin they were chasing speaks to the Chief. All of the goblins eye Torin and Hunter.

HUNTER

Oh no.

TORIN

What?

HUNTER

It looks like we've been spotted.

Torin looks to the right of the village and sees the soldiers and the Chief marching over.

The soldiers come to a halt in front of Torin and Hunter and stamp the spears into the ground.

The Chief, a short fat goblin, steps forward and starts speaking in a strange language.

TORIN

What do you think he's saying?

HUNTER

Not sure but he looks really mad.

The Chief walks back up and down in front of the elves. He's essentially lecturing them. The Chief gestures wildly and his skin is bright red.

Hunter's bow catches the Chief's eye and the Chief ceases at once. Excitedly, he points at Hunter's bow.

TORIN

Hunter, I think he's interested in your bow.

HUNTER

I think so too.

The Chief calls one of the soldiers over. The Chief explains something to the soldier. The soldier pulls out a bow of his own. The soldier draws his bow and takes aim.

A target lays in wait at the far end of the village. The soldiers fires. The arrow hurtles toward the target and hits it. Bulls eye.

The Chief looks at Torin and Hunter and smirks. The Chief points emphatically at Hunter's bow and gestures for him to shoot.

(CONTINUED)

HUNTER
You want me to shoot?

The Chief nods his head up and down.

HUNTER
I'm sorry but we don't have time
for this. Come on Torin.

Hunter takes a step forward but the soldiers stick their spears into Hunter's face.

Hunter takes a look at the spear tip just inches away from his nose.

HUNTER
Alright I'll take the shot.

60 A) Accept the challenge.

61) EXT. FOREST - DAY

Hunter helps Torin to his feet. He draws his sword.

HUNTER
That goblin's gonna pay.

Hunter takes a step forward but stops when he feels Torin place a hand on his shoulder.

TORIN
Leave him be.

HUNTER
You sure?

TORIN
Yes. He's probably scared out of
his mind. I don't he'll come back
to bother us anytime soon.

Hunter sheathes his sword. Torin and Hunter continue walking.

They come to a stop when they hear a twig snap.

HUNTER
What was that?

Hunter draws his bow. Torin raises his staff. GOBLIN SOLDIERS take aim at the elves from the tree tops above.

(CONTINUED)

Torin and Hunter scour their surroundings but all they see are trees and the trail.

Hunter steadily drops his guard.

HUNTER

I guess it was nothing.

Suddenly the goblin soldiers leap out from the trees. They throw a net over Hunter and Torin.

Hunter and Torin struggle against the net but it's no use. The goblins quickly tie the net up and haul the elves off.

62) EXT. GOBLIN VILLAGE - DAY

The soldiers drop the elves on the ground. Torin and Hunter moan in pain then untangle themselves from the net.

They look around and see the village. It's beautiful. Tiny houses carved into trees populate a clearing.

TORIN

Wow. I've never seen anything like this before.

HUNTER

Me neither. In all of my travels through the forest I've never come across such a place.

TORIN

Hunter do you know what this means?

HUNTER

Goblins exist?

TORIN

Not only do they exist, we're the first elves to have seen goblins for two hundred years.

HUNTER

Incredible.

The soldiers stamp their spears into the ground. A short and fat goblin walks up to Torin and Hunter.

HUNTER

Who's that?

(CONTINUED)

TORIN

I think it's their chief.

The CHIEF greets his soldiers.