



THE ENEMY OF MY ENEMY
SOMARRIAN HUNT
EPISODE 5

V. 7/13/21

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Based on CHALDEA by
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EXT. THE DOTAGE MILL CAFÉ AND BAKERY - ESTABLISHING

A wood carved shingle with blue lettering hangs clattering in the wind next to the door, reads: The Dotage Mill Café and Bakery.

YOGO, (wife and restaurateur), dressed in knee length blue ankara floral dress and a matching long flowing scarf, waves.

HAJRA
2 Your best table, please.

Scene 2

EXT. CAFÉ TERRACE - A FEW MOMENTS LATER

Armando holds the seat for Hajra before claiming his.

YOGO
3 I take it, you're escaping *those*
loud barbarians?

4 YOGO (CONT'D)
Them young guides been plastering
bills all over town advertising the
event. Screaming from every
corner. Hershold said, they were
even paying folks to attend. Who
gets paid to go to a party?

Scene 2
(cont'd)

HAJRA

5 Guaranteed success, I suppose.
Smart, if you have the money.

YOGO

6 Waste of money.
 (shrugs)
7 My husband Ush is our baker and
cook. Trained in the Blue Moon
institute of bakery & culinary
arts. Dedicated his life making
people's tummies happy. We may be
small, but we have big flavors.

HAJRA

8 She ain't lying. Best agege bread
in all of Somarria.

Ush appears carrying a cutting board laden with golden
delicious AGEGE BREAD and POT OF TEA. Placing it on the
table, he bows and retreats.

YOGO

9 Our dinner menu this evening is
lamb stew with dumplings and chlada
fakya fruit salad.

HAJRA

10 Their lamb stew is simply divine.
Slay all the lambs, I don't care.

ARMANDO

11 Sounds scrumptious.

Armando is preoccupied by the vibrant river vista and the
active animal life that lives upon it.

HAJRA

12 We'll take two. And a bottle of
your best Aimilleuse Rouge Vif.

After Yogo scurries away, Hajra takes Armando's hands into
hers.

HAJRA (CONT'D)

13 Charming, no?

Armando pries his attention away from the river and falls
into even larger radiant pools--

Hajra's expressive deep brown eyes.

ARMANDO

14 Beautiful and charming.

Scene 2
(cont'd)

HAJRA

15 You have a wonderful singing voice.
 (tears hunk of bread)
16 Are you naturally gifted, or did
 you have professional training?

ARMANDO

17 I'd like to think I'm a little of
 both. University of Dorsang.
 Class of 39 with distinction.

She leans close, elbows flat on the table, chin cupped in her hands as she slowly chews bread.

HAJRA

18 What other gifts do you have with
 distinction?

Her eyes flutter, expressive, and delightful. A playful smirk dances on the edges of her upturned lips.

ARMANDO

19 I recently took the Apollo Creed.

Standing, he brandishes his singing blade, strikes a dramatic thespian pose.

ARMANDO (CONT'D)

20 *From Muromachi*
 to Dorsang Isle
 I pursue evil with a smile
 Let those who thrive by doing wrong
 Beware my power
 Apollo's song.

HAJRA

21 Apollo, as in the Olympian god?

ARMANDO

22 I am a student of Apollo, the
 oracle god of music, song, and
 poetry. My creed duty is to seek
 out and destroy evil wherever it
 hides its dastardly plans.

Armando hacks wildly at the air, mock dueling evil.

Hajra coughs, eyes bulging slightly and takes a quick nip of tea.

ARMANDO (CONT'D)

23 You are a Pentavolo?

Yogo interrupts, clears her voice from the door.

Scene 2
(cont'd)

YOGO

24 Uh-hmmm. I'm sorry, we're out of
the Rouge Vif. We have a Mycanean
red blend.

HAJRA

25 No, no. That simply won't do.
(stands, thinks)
26 I know just the thing.

She swiftly strikes her bracers together, rubbing fiercely.

HAJRA (CONT'D)

27 Premie. Get your puny ass out
here. Now!

A puff of flash powder startles Armando. He jumps when Yogo shrieks.

A glowing white hot energy ball forms in the air, engulfed in dancing red-yellow flames.

HAJRA (CONT'D)

28 Hurry up.

A tiny, CHERUB creature appears floating--

an angelic human toddler with white stubby wings. The cherub's face twisted in a conflagration of flame and pain.

It's mouth jacked contorted, issues a soul rending SHRIEK, that of a witch baby burning at the stake.

PREMIE

29 Mommy!

A piece of melted skin, liquid porcelain drips from the end of its nose.

ARMANDO

30 Apollo, have mercy.

HAJRA

31 Ahh, don't worry, he's harmless.

Armando hands the cherub a glass of water. The baby snatches it, emptying its cool contents over his head with a hiss.

PREMIE

(jerking a thumb)
32 This your latest victim?

Scene 2
(cont'd)

HAJRA

33 He's my date if you must know. Be
respectful. Now, remember the
Aimian vineyard, Chateau des
Dragons?

PREMIE

34 What about it?

HAJRA

35 Go there, directly. Get me a case
of Rouge Vif and the...
(thinking, snapping)
36 Manipulateur Special.

PREMIE

37 Am I paying or stealing?

She swats him on the ass.

HAJRA

38 What to you think.

Poof! He's gone.

ARMANDO

39 Why, he seemed, um, rather
discordant.

HAJRA

40 It's a sad life being a demon.
But, he is my friend.

With the demon gone, Yogo returns with a BOWL OF STEW and
FRUIT, placing them in the center of the table.

YOGO

41 We serve family style.

They dig in, but before Armando manages a single mouth
watering bite--

CRASH!

A BURNING WOOD CRATE strikes the floor hard, spilling bottles
rattling across the terrace.

PREMIE

42 Put it out! Put it out!

Hajra does as requested. With mystical *energy control* she
douses the crate and the straw packing material.

Scene 2
(cont'd)

PREMIE (CONT'D)

43 Not the wine. ME!

Hajra motions a bottle of wine to Yogo lurking scared in the door.

HAJRA

44 Open this please. The rest of
these, you may keep.

Premie still screaming, Hajra waves casually, extinguishing the head melting flames.

HAJRA (CONT'D)

45 Where's the Manipulateur Special?

Premie points to an arrow protruding from his side.

PREMIE

46 The Chateau installed better
defenses, since last we were there.

Premie is covered in blood. And not just his.

PREMIE (CONT'D)

47 They had guards. I emphasize, *had*.
Summarily dispatched, with a couple
of other, you know, grape people.

HAJRA

48 You didn't kill the vintner, did
you?

PREMIE

49 No, of course not. At least I
don't think so.

With a heavy sigh, Hajra sends the cherub away just as Yogo returns with wine decanter and goblets.

ARMANDO

50 Pentavolo are demon summoners?

Hajra swirls the wine in her goblet before drinking.

HAJRA

51 Does that bother you?

ARMANDO

52 Everyone should be loved.
Especially unlovable sorts. This
demon, definitely-definitely
qualifies as needing love.

Scene 2
(cont'd)

HAJRA

53 Demons are a tool. Like your sword
or mandolin. To be played. Used.
Scrapped.

ARMANDO

54 He is redeemable, yes?

Hajra refills her glass.

HAJRA

55 Tell yourself what you have to tell
yourself.

Scene 3

EXT. GRAVERS DIG - ARENA - EVENING

Since Brighthwyna's "Wild Hunt" announcement, the Ballbarians party has not slowed, in fact, if anything has intensified--there is power drinking, drug use, fights, inhibitions discarded with clothing as people pair off.

The Ballbarian crew, (minus Armando), remain safe behind VIP ropes with vigilant barbarian bouncers.

PANSY

56 What do you think Brighthwyna meant,
"welcome to my pack"?

TORGRUM

57 She was speaking metaphorically.

Calsimeer shakes his head, unconvinced.

CALSIMEER

58 I don't know. There were deeper
intentions in those words.

CLAW

59 I agree.

Calsimeer's eyes dart, tracking danger... movement...

Druid senses tingling, Claw spins.

CLAW (CONT'D)

60 Target acquired.

Razin sinks into a chair next to the others.

RAZIN

61 Congratulations. You appear to be
doing quite well. Remarkably so.

Scene 3
(cont'd)

PANSY

62 Yes. We won. Won the tournament.

Cal raises arms in triumph.

CALSIMEER

63 Victorious.

CLAW

64 We are the champions, my friend.

CALSIMEER

65 Brought us fame and fortune. And everything that goes with it.

PANSY

66 It's been no bed of roses.

TORGRUM

67 No pleasure cruise.

RAZIN

68 I assume then, we'll be seeing a return on our investment soon?

Awkward silence. Drunk awkward silence.

CLAW

69 Y-e-a-h.

(filler word beat)

70 The interest, we are certain can be repaid. But we'll need more time to cover the original outlay.

TORGRUM

71 We've only received the down payment on our winnings. More is coming.

RAZIN

72 Claw, we tasked you to maintain expenditures and receipts. I trust you have done this. I don't wish to interrupt your evening festivities any further. However, first thing in the morning, we should meet to review expenses.

Aggee steps forward, bows.

AGGEE

73 Claw, as you ordered, I have all the receipts, organized and ready to review at your convenience.

Scene 3
(cont'd)

CLAW

74 Bless you Aggee, you are my friend.

CALSIMEER

75 Definitely my favorite.

Pansy opens a bulging purse at her hip, spilling a cascade of coins on the ground as she rifles through it for a tip.

ON RAZIN -- quite astonished at the size of the tip Pansy passes to Aggee.

PANSY

76 Well done, Aggee.

Scene 4

INT. THREE SISTERS TAPHOUSE - MORNING

The Ballbarians meet Razin the next morning, late-late morning since none of the ballbarians were in any condition to wrap their heads around finances any earlier.

The friends stumble, morning-drunk into a private room.

Aggee is there, bright-eyed and bushy-tailed with receipts well-organized.

TORGRUM

77 You sure, you don't have a dwarf in you somewhere?

Claw enters, trips and almost falls on the table.

CLAW

78 Hydrate.

Claw chugs a tall glass of water and motions to a young server delivering breakfast food.

CLAW (CONT'D)

79 I want all your water.

(to Torgrum, Re: Razin)

80 He planned this early on purpose.

The barbarian grunts, heaps blood sausages on his plate.

AGGEE

81 Eat breakfast, everyone. We have this handled, Razin and I speak the same language.

LATER --

Scene 4
(cont'd)

Razin and Aggee are hip-deep into the receipts by the time Armando, Pansy, and Calsimeer find the room.

Razin picks up a large parchment, scans and studies the bottom line.

RAZIN

82 Five-thousand torts?

Five-thousand torts for the Arena rental seems exorbitant, sure, but Aggee quenches Razin's objections with a fistful of alcohol sales, demonstrating the cost was covered.

RAZIN (CONT'D)

83 A flying circus. How much for bees?

PANSY

84 Acrobat bees. What is a party without entertainment.

RAZIN

85 Why throw such an extravagant party in the first place? Your job is to earn. Make money. Not spend it like drunken orcs.

All the ballbarians, gear up to take on the fight with Razin. But Aggee waves them down calmly.

AGGEE

86 The Ballbarians are a brand. Their name has value. The news of the Ballbarian's exploits have spread all over Gravers Dig. Everyone has heard of their record shattering hunt. And last night's celebration, with Brighthwyna's toast. You can't buy that kind of publicity. You know what this means, right?

Razin shook his head. He knew where this was leading, but let the lad continue.

AGGEE (CONT'D)

87 If you want results, they don't come for free.

Razin wasn't buying whatever Aggee was selling.

Scene 4
(cont'd)

AGGEE (CONT'D)

88 Listen, Mr. Razin sir. Five nobodies fresh off the boat, is just another five nobodies fresh off the boat. Gravers Dig chews up gravers and would-be hunters faster than they can arrive.

TORGRUM

89 We're infamous.

ARMANDO

90 I'm famous, that's my job.

RAZIN

91 This is blarney politics. All this money you spent, is what? Advertising? Purchasing you notoriety which you intend to spend, leverage into what?

TORGRUM

92 It gets us in the door. A seat at the table. Kickstarts a conversation. I'm a bloody-damn dwarf, money will follow.

RAZIN

93 Okay, okay. Color me pleasantly interested.

And for the next half-hour Aggee and Razin duel, until they finally finish balancing the books, as it were.

Razin closes the books, neither happy nor upset.

RAZIN (CONT'D)

94 You have extra cash which needs to be returned to Malika, a demonstration against the strength of her investments.

CALSIMEER

95 I have money from the blunder with the healing potions.

CLAW

96 I can add in another five-hundred.

Razin drums his fingers on the table.

Scene 4
(cont'd)

RAZIN

97 How about we make this easy.
 Everyone give me half of your
 money.

That simplified things alright. Everyone did as instructed,
forking over fifty-percent.

MONEY MATTERS PUT TO BED

TORGRUM

98 Are we done here?

Razin studies the room coolly, each Ballbarian in turn.

RAZIN

99 Pansy, this dagger you picked up.

Pansy stiffens, deer in the headlights.

PANSY

100 Yeah?

RAZIN

101 I know you have it. Don't worry,
 I'm not going to take it. I'm not
 even going to touch it, but I would
 like to study it.

She gently removes the dagger from the scabbard at her waist
and places it on the table before him.

Pansy slowly retracts her hand, which remains on a hair
trigger.

PANSY

102 It's just a dagger.

Razin laughs with boyish enthusiasm.

RAZIN

103 No, Pansy. Not. Just. A dagger.

Razin's eyes are no longer human, but instead, are glistening
GOLDEN GEMSTONES with faceted pupils.

He stares intently at the DAGGER, eyes wide, calculating.

CLAW

104 Magical?

Claw and Calsimeer lean over the table, giving the dagger a
closer look for the first time.

Scene 4
(cont'd)

RAZIN

105 To be honest. I can't tell
anything about this dagger and *that*
is what makes it intriguing.

CALSIMEER

106 You aren't able to discern anything
at all?

(sotto)

107 Pierre what did you take?

PANSY

108 Is it cursed?

RAZIN

109 I don't know. I will tell you
however, to demonstrate our
commitment to an open and honest
relationship.

(stares down Claw)

110 So you won't betray us.

ON CALSIMEER--a shadow haunts his worried features.

CALSIMEER

(whispers in Claw's ear)

111 What does that mean?

RAZIN

112 This dagger, cannot be easily
divined. In fact, the reason
Malika Rahat sent me to find you,
is because her method of tracking
people failed.

Torgrum slams the table with his tankard.

TORGRUM

113 You were tracking us?

RAZIN

114 Of course we were tracking you.
Don't be naïve.

Torgrum growls and takes a slow drink, eyeballing Razin over
the lip.

PANSY

115 Except you weren't or you couldn't.
That's why you're here?

RAZIN

116 This dagger obstructs certain types
of divination.

Scene 4
(cont'd)

This news rouses Torgrum.

TORGRUM

117 Like it has an anti-big brother
enchantment?

RAZIN

118 And not just you.
(points at Pansy)
119 This particular influence appears
to be an A.O.E..

PANSY

120 An, a-oh-what?

CLAW/CALSIMEER

121 Area-of-effect.

ARMANDO

122 Singing is an area-of-effect.

RAZIN

123 I don't know the limitations of the
dagger, but it seems to hamper or
prohibit to some extent the ability
to track you, follow you,
eavesdrop, or scry on you
magically.

ARMANDO

124 Storytelling is also an area-of-
effect.

TORGRUM

125 Everything you do, Armando is an
area-of-effect.

RAZIN

126 Pansy, you stole the dagger from an
Aimian national, is that right?

CALSIMEER

127 Pierre de Clement.

PANSY

128 He's no longer with us.

RAZIN

129 What happened to him?

ARMANDO

130 He was eaten.

Scene 4
(cont'd)

The bard dives into the story with great flair and a plum, explaining how the Atars attacked and killed Pierre and his duelist friends.

PANSY

131 It wasn't my fault, I didn't kill
 him.

CALSIMEER

132 Of course, not Pansy. In the dark
 of the winter, you just stole his
 coat.

CLAW

133 And he froze to death.

TORGRUM

134 He was an asshole, remember? The
 Atars did us a favor.

RAZIN

135 Aimians and Atars are natural
 rivals from the same island
 continent.

PANSY

136 See? They hated each other.

Razin studies Torgrum.

RAZIN

137 Pansy isn't the only one here with
 a special blade. You have a new
 friend as well?

TORGRUM

138 I do. Would you like to meet Fang?

Razin holds up his hands in defense and then slaps the table smiling broadly.

RAZIN

139 Well done, ballbarians. You may
 keep these items assuming payments
 continue to flow on a steady basis
 with no lingering liabilities.

TORGRUM

140 You never mentioned anything about
 liabilities.

Scene 4
(cont'd)

RAZIN

141 Let's hope, the de Clements are a
 lesser family with limited
 resources and clout. It would do
 none of us any good if they sent a
 Hound of Tindalos after you, or
 gods forbid Doomkarian assassin, or
 Black Mages.

TORGRUM

142 All those things would suck. I
 mean, it's not like, a Fomorian
 demigoddess didn't just kidnap a
 family member.

At that, Razin chortles mirthfully.

RAZIN

143 Touché, Torgrum. You are indeed
 infamous.

TORGRUM

144 Tell me, Razin. Does Rahat have a
 relationship with the Cloudforge
 clan?

Razin retreats into his thoughts, contemplative momentarily.

Had Torgrum hit upon something unintended?

RAZIN

145 Clan Cloudforge is one of the
 wealthiest families in Chaldea.
 Malika Rahat is the Merchants
 Guildmaster of Andalus. And as
 such, she has had business dealing
 with your family's clan.

Silent communication passes between Razin and Claw.

CLAW

146 That's a very diplomatic and
 politically astute way of putting
 it.

RAZIN

147 Malika is a businesswoman. She has
 no friends she only has mutual
 interests.

CALSIMEER

148 Torgrum, why do you bring up your
 clan? I thought you were clanless.

Scene 4
(cont'd)

TORGRUM

149 My cousin, Serakka Cloudforge, was
 recently taken prisoner by
 Brigthwyna.

Razin blinks and then blinks again, absorbing the news.

RAZIN

150 She is heir to your clan. Can you
 tell me more about this situation?

TORGRUM

151 Clan Cloudforge owns Gravers Dig.
 Brigthwyna, before she was exiled
 by Emperor Kordaava, leased this
 land. However, since her return,
 she has reneged on payment and
 Serakka was sent to negotiate a new
 lease agreement. Brigthwyna took
 umbrage and captured Serakka and
 her elite Dwarven Host guards.

RAZIN

152 If this information gets out, there
 will be hell to pay.

Torgrum is hoping to metaphor the situation, kill two birds
with one stone: Save his cousin and pay off debts to Rahat.

TORGRUM

153 If we can return Serakka to her
 family, the clan would be
 incredibly grateful, such that I
 think they would wipe out our debt
 to Rahat.

RAZIN

154 If you have a viable plan to break
 Serakka free. Should it be a
 positive outcome, of course. That
 would certainly settle your debt.

ARMANDO

155 Our investigation plans should
 include Pansy and her "Cone of
 silence" Dagger.

RAZIN

156 Good point, Armando. Everyone stay
 within, one-hundred and twenty feet
 of Pansy. Approximately.

Claw scoffs.

Scene 4
(cont'd)

CLAW

157 Approximately. Sure.

TORGRUM

158 We're a small group of not
 particularly powerful individuals.
 To be frank. And frank says, '*we*
 need allies'.

Everyone nods, recognizing the wisdom of his words.

TORGRUM (CONT'D)

159 Luckily, I have a line on that.
 Cosmo has a meeting room where we
 can meet folks with mutual
 interests.

ARMANDO

160 Folks? What kind of folks?

TORGRUM

161 Sagacious and Sally.

Claw upchucks venom.

CLAW

162 What!? No way.

CALSIMEER

163 You mean Team Invisibility, who
 stole our referee. I know you know
 all this, just making sure in case
 there are two Sagacious Wizards
 about.

TORGRUM

164 Here is how I'm approaching this.
 The enemy of my enemy is my friend.
 We know Sagacious has already taken
 action against Brighthwyna and got
 away with it. At least to this
 point.

ARMANDO

165 He's got a huge bounty on his head.
 Every Tom, Dick and Harriot is
 trying to find him to collect the
 reward.

TORGRUM

166 Would you guys be interested in
 meeting him?

Scene 4
(cont'd)

CLAW

167 NO! I mean, oh my goodness.

TORGRUM

168 Cosmo believes him an ally, thinks
we should meet him and he wants to
meet with us. I say we do it.

Razin stands. Bored? Tired? Both.

RAZIN

169 I am going to leave the plausible
deniability door ajar.

(heads to the exit)

170 Send gekkon updates. I'll be at
the Good Hotel Sheol.

Scene 5

EXT. COSMO'S TOWER - DAY

After a casual nonchalant mosey across Gravers Dig, our
heroes arrive at Cosmo's Tower.

Torgrum enters first, to establish contact, setup the
confidential "sit-down" with Sagacious the Wizard.

LATER -- BUT NOT THAT MUCH LATER

Our heroes loiter outside the tower, not so nonchalantly,
kinda conspicuous in the open.

Torgrum returns.

TORGRUM

171 It's a go. I'll go first,
reconnoiter the other side. Next
Bard-man, then sticky fingers, Claw
Claw Bite, and Cal, you bring up
the rear.

THE TOWER PORTAL - DAY

Cosmo's tower exists many places at once. How many and
where, Cosmo wouldn't reveal.

The Gargoyle tower is in Gravers Dig, of course, duh. Another
clone copy, the Dragon tower is in Tartu, a small frontier
town in the Garnon Forest.

Cosmo grants the Ballbarians passage through his tower one
person at a time.

Scene 6

EXT. TARTU - COSMO'S DRAGON TOWER CLEARING - DAY

All five of the Ballbarians make the quick journey from Gravers Dig to Tartu in the briefest of moments.

Rather uneventful actually.

ON CLAW WAITING -- she rolls around in the grass.

CLAW

172 Home, sweet, home.

The clearing is alive with vibrant wildlife, birds and little forest critters running around playfully.

WIDE ON CLEARING

We see Cosmo's Tower with a tiny green dragon perched above the door, behind it is a LARGE DARK FORM. A wall?

NARRATOR

173 Back up. I can't see it. You're too close.

The tower shrinks as the perspective changes. Behind it grows, a large tree? Its still much too close to see fully.

NARRATOR (CONT'D)

174 Back way, way up.

(beat, calls loudly)

175 Further than that. Go to the other side of the clearing. That's it.

Cosmo's tower shrinks itty-bitty.

WHOA! Now we can see the dark form isn't a tree, its a root--

A TITANIC ROOT. One-thousand feet tall.

SAGACIOUS (O.S.)

176 It's the mother tree.

BACK TO NORMAL SCALE

Everyone spins. Where did he come from?

SAGACIOUS (CONT'D)

177 Or Yggdrasil, some say. Chaldea's connection point to the Pearl Universe.

Scene 6
(cont'd)

CLAW

178 Friends. This is the real deal.
(off Sagacious)
179 The root, not this clown.

Sagacious gestures to a ROUND TABLE with comfy leather chairs of various sizes, erecting on the lawn outside the tower.

In one of the smaller chairs sits SALLY.

SALLY

180 Hey, all y'all.

There are groans all around, as the Ballbarians find a chair that fits their species.

SALLY (CONT'D)

181 I really regret we didn't get to
fight last time.
(singsong)
182 We could try again, try again.

Sally was like a pet dog when their master returned home, rambunctious, and ready to jump all over them.

SAGACIOUS

183 No, Sally, no.

SALLY

(hopeful)
184 Go, Sally, go?

SAGACIOUS

185 No.

SALLY

(crestfallen)
186 Oh!

TORGRUM

187 You want to roll with another
battle of wits?

CLAW

188 Boring. We know who would win.

Sally scoffs.

SALLY

189 A battle of wits?
(off Sagacious)
190 These monkeys think they won a
battle of wits. I didn't even use
my club.

Scene 6
(cont'd)

ARMANDO

191 A battle of wits requires
 intelligence. Cleverness. For
 which you have neither.

Sally leaps on top of the table.

SALLY

192 I do have wits, it's right here.
 (re: Club)
193 Club Wit. I will bludgeon you over
 the head with wit until you bleed
 out your ears.

Torgrum pulls out Fang.

TORGRUM

194 Fair warning: I'm going to hit back
 with a metaphor.

SALLY

195 A double-edged sword is something
 that could either help you or hurt
 you.

SAGACIOUS

196 Okay, okay. O-o-kay. Sally, cool
 your heels or you're going back in
 the box.

Sally slowly climbs off the table and takes her seat.

Torgrum puts away his metaphor.

TORGRUM

197 Okay, Wizard. Let's do business.

SAGACIOUS

198 Lemme see, you figured the enemy of
 your enemy is your friend, right?

TORGRUM

199 I'm pragmatic.

SAGACIOUS

200 I was hoping you would be open,
 clear headed. Put off the awkward
 way in which we first met.

CLAW

201 The ballbarians on this guy,
 though. Oh my gosh. Wow. Wow.

Scene 6
(cont'd)

SAGACIOUS

202 You're naturally concerned about
 your cousin.

TORGRUM

203 Do you have an idea of where she's
 being held? Because I do.

SAGACIOUS

204 Oh? Let us compare notes.

TORGRUM

205 I learned that Brighthwyna keeps
 high value targets in the fey
 realm.

SAGACIOUS

206 It's called the plane of Annwn.
 It's the *Otherworld* of the Celtic
 gods. I don't know for certain,
 but its a good guess where
 Brighthwyna would stash someone as
 valuable as Serakka Cloudforge.

TORGRUM

207 How do we get there?

CLAW

208 Can we go through Tartu?

SAGACIOUS

209 Certainly you could. If you had
 the proper pathway icons, which I
 do not.

ARMANDO

210 Do you know somebody who can?

Sagacious smiles, devilishly smug.

SAGACIOUS

211 I know a different route.

CLAW

212 "I'm all ears", says the one with
 the pointy ears.

SAGACIOUS

213 I've never been there, nor shall I
 risk it now but if you are young
 and foolish, erm, or adventurous
 enough that you wish to attempt it.
 I know how to send you there.

Scene 6
(cont'd)

CALSIMEER

214 Sagacious. What are your
motivations? Why help us against,
you know who?

SAGACIOUS

215 I am her nemesis.

CALSIMEER

216 Good for you. What does that mean?

SAGACIOUS

217 We are enemies from long ago.

TORGRUM

218 How does one exactly become an
enemy of a demigoddess?

SAGACIOUS

219 I want to tell you, truly, because
I want to increase your trust, but
there are secrets, I am not
prepared to share.

Sagacious unfurls a map on the table of Gravers Dig and the
surrounding territory.

SAGACIOUS (CONT'D)

220 Annwn can be accessed from unholy
ground of the Celtic god of the
dead--Arawn. And, it just so
happens that there is unholy ground
near Gravers Dig.

(points at map)

221 The cemetery. In the center of
that cemetery are burial mounds and
if we go there, I can planeshift
you to the plane of Annwn.

TORGRUM

222 How do we get back?

Sagacious holds up a hand and WHISTLES.

A red breasted ROBIN flies across the clearing and perches on
his outstretched finger.

SAGACIOUS

223 This is Lei. She is a spellcaster
and can bring you back.

The bird chirps excitedly at Sagacious, terribly excited
about something.

Scene 6
(cont'd)

SAGACIOUS (CONT'D)

224 Go. It's okay.

The robin leaps and flies over to Claw, landing on her shoulder.

CLAW

225 Hi there, little buddy, aren't you
cute. So you're gonna bring us
home?

LEI

226 <chirp>, Yup, <chirp>

TORGRUM

227 Fantastic. We got transportation.

PANSY

228 Sagacious, what else do you know
about this strange world?

ARMANDO

229 Is it guarded? Better yet, is
Serakka guarded?

SAGACIOUS

230 I know nothing about the plane I've
never been there. You're on your
own. Best do some research.

CALSIMEER

231 Great.

SAGACIOUS

232 When it's time to go, I recommend
we conduct the ritual during
Brighthyna's wild hunt. Hopefully,
she'll be distracted with the
ecstasy of the chase.

CLAW

233 That gives us a few luxury days to
research, which I'm happy to do.

SAGACIOUS

234 Cosmo has a reasonable library, you
may use. Start with obvious topics
such as Annwn, *Otherworld*, Arawn,
Fomorians, Celtic religion.

PANSY

235 Sagacious, why don't you come with
us. We could use the help

Scene 6
(cont'd)

TORGRUM

236 Hell yeah, let's see if Sally's wit
club is all that.

Sally laughs.

SALLY

237 You witless wonders, know what
planar constants are?

SAGACIOUS

238 What she means, someone like myself
with substantial spellcasting
capabilities were to accompany you.
Paranormal alarm bells would alert
Brighthwyna and destroy any chance
of saving Serakka. Your best
chance is for the five of you with
the Prodigal Dagger as cover, slip
in and slip out.

Torgrum stands, pounding the table with the end of his sword.

TORGRUM

239 Next step: Claw. Library. Research.

Claw happily departs, eager to see what can be learned.

Cosmo the Magnificent is also magnanimous and allows Claw
entry to his private library.

Cosmo gives Claw a clockwork librarian assistant, who gathers
books and tomes on Celts, which helps speed up the research
tremendously.

MANY GLORIOUS HOURS OF RESEARCH LATER --

Claw returns to the Ballbarians with knowledge and bundle of
papers which she drops on the table.

CLAW

240 I'm going to paraphrase, so keep
up. Afterwards, you need to read
this on your own time.

Everyone nods.

CLAW (CONT'D)

241 You can read, Torgrum? If not ask
Pansy for help.

TORGRUM

242 Ha-ha! I can bloody well read.

Scene 6
(cont'd)

CALSIMEER

243 If you need help with any of the
big words, I'm here for you buddy.

Torgrum gives a middle-finger solute.

CLAW

244 Arawn is the celtic god of the
dead. Annwn is his home plane,
whatever that means.

Everyone listens intently as Claw details what they learned.

CLAW (CONT'D)

245 Annwn is celtic paradise.
Beautiful and peaceful. Nothing to
fear by all accounts.

ARMANDO

246 Why would Brighthwyna, hide Serakka
in a place that's so nice and
hospitable to graver invaders? Us?

Everyone shrugs.

ARMANDO (CONT'D)

247 Once Sagacious tosses us over the
fence, I'd suspect there to be
flaming pits, or vaporous acid or
cabolic particles.

CALSIMEER

248 A terrible prison in paradise is
still a terrible prison.

CLAW

249 If you're looking for heat,
Armando. I did find reference to a
Cauldron of Inspiration. It's
housed in a stone pergola--for you
troglodytes, that's like a large
open-air pavilion. The cauldron,
which is profoundly large, is
attended to by Fomorian maidens who
keep it warm with their breath.
It's all very transcendental and
metaphysical.

ARMANDO

250 Ohhh yeah, paradise and maidens.

Pansy pulls on Armando's shoulder.

Scene 6
(cont'd)

PANSY

251 Down boy, they probably have six-
 inch retractable fangs and eat
 bards for afternoon tea.

Claw fingers the papers on the table.

CLAW

252 It's all in here, friends. Read
 up. Knowledge is power.