

FADE IN

EXT. WOODLAND ROAD DAY

SOREN and COMPANY are traveling down a dirt road in a horse-drawn cart. Soren and Elathil are seated in front while Theodora, Celeste and Ciaran are riding in back. Dark, sharp-peaked mountains loom to the east and the forest gets thicker, gloomier and foggier the further from the road it gets.

SOREN

Those would be the Nightridge Mountains over there. Those must be the Weeping Woods right there. We crossed the border in Nosterfel a couple hours ago so we're right on schedule.

ELATHIL

So once we see the shores of Lake Moorok, it's only another half-hour or so to Ildegast?

SOREN

That's right.

THEODORA

Is everything in this province named by the Gothically depressed?

CIARAN

This place has a history, Theo. Before these were the Southern Marches they were part of the Omainian Empire. During the civil war Nosterfel got the worst of it.

CELESTE

Also the principle god here is Balhas, an old death deity.

THEODORA

Fair enough. I promise to limit myself to only one "blank is the new black" joke.

Ciaran picks up a coil of hemp rope sitting with the group's gear.

CIARAN

I've been meaning to ask, when did you get this?

Soren looks behind and smiles.

SOREN

Forgot about that. After being tied up and out of luck on spells with those slavers, I thought it might be good to turn the tables.

Soren says a word in Draconic and the rope starts moving like a snake. Ciaran drops it in surprise and it threads itself through a loop on Soren's belt and recoils itself.

SOREN (CONT.)

I made it with an Animate Rope spell bound to it.  
Cool, huh?

ELATHIL

Not to be a downer, but you do remember that we're supposed to be hunting a vampire, right?

SOREN

Hey, it never hurts free up spell slots.

CELESTE

Hopefully it won't be necessary. We've got plenty of daylight left.

Clouds gather in the distance as the cart moves on.

TITLE SEQUENCE

EXT. ILDEGAST DAY

The village of Ildegast is a sleepy little village. Fog creeps low to the ground, thicker over the placid waters of the lake. At the far end of the village is a great cathedral with a different architectural style than any of the homes or shops. Several homes are attached to small farms or animal pens. The villagers all come to look at the arrival of the party. The MAYOR ILYA approaches them. He has a shaved head and a bushy mustache and like everyone else in the village is wearing eyeliner and dressed all in black.

MAYOR ILYA

Greetings! You are the adventurers we've been expecting, yes?

Soren hops off the cart and walks over to shake hands with the mayor.

SOREN

That we are. My name is Soren, and these are my associates, Ciaran, Theo, Elathil and Celeste. Celeste was the one who brought your problem to our attention.

MAYOR ILYA

Yes... Come with me and we'll discuss this further.

The mayor leads the party to the cathedral.

INT. CATHEDRAL DAY

The cathedral is large enough to accommodate the entire village population with room to spare. The party follow the mayor into the pews.

ELATHIL

Human architecture: go big or go home. Where did you get the money to build this?

MAYOR ILYA

This was once the site of a much larger town that was razed during the civil war. Only this and the necropolis remain.

ELATHIL

Did... did you just say necropolis?

MAYOR ILYA

Which brings us to why you're here. A few weeks ago we hanged a criminal. His name was Karkov, the smithy. He murdered his sister and was planning to kill again when we caught him.

CELESTE

If I recall, the church of Balhas holds murderers in the highest contempt because they bring death to innocents before it is their time.

MAYOR ILYA

Correct. They are the most likely to rise as vampires. We seldom go to the necropolis anymore but it seemed the safest place to bury him even with our traditional precautions.

SOREN

Why's that?

MAYOR ILYA

There is... old magic there. Sadly, it wasn't enough. People are going missing almost every night. When we contacted you, one was found with their throat torn out, blood everywhere.

Celeste furrows her brows and looks away.

SOREN

Well, point us in the right direction and we'll have a good old-fashioned stake-and-bake.

The mayor hands Soren a parchment MAP.

MAYOR ILYA

Follow the southern road through the woods. This map has the location of Karkov's grave marked on it. I'll have my people wait out the night here in the cathedral. These hallowed grounds will protect us.

SOREN

Thank you, mayor. We'll have this done in time for dinner. Let's roll.

MAYOR ILYA

One more thing. Do not linger in the necropolis after dark. As I said, there are reasons we try to avoid it these days.

ELATHIL

Ominous.

SOREN

We're professionals, sir. We've got this.

The party exits.

EXT. THE WEEPING WOODS DAY - CONT.

The party are riding the cart through a path in the Weeping Woods. The tree branches all droop slightly as if mourning and the fog is thicker than in the village.

CELESTE

Guys? Expect anything in there, okay?

SOREN

What makes you say that?

CELESTE

For one thing, it's a necropolis and the mayor said there's "old magic."

SOREN

True. It's been a couple of centuries. Hard to predict what it's like in there now.

CELESTE

Also... I'm not even sure there is a vampire.

ELATHIL

The signs kind of point to a vampire, so...

SOREN

The Green Assembly have trained some of the best undead hunters, El. If Celeste thinks something is up, I want to hear this.

CELESTE

Vampires in remote regions like this are pretty cautious. They drain victims, but rarely kill them. They'd wipe out their food supply in just a few months and have to scout new territory.

THEODORA

Meaning there's a risk of getting a tan.

ELATHIL

This is a new vamp, right? Maybe he's still more fangs than brains.

CELESTE

It's possible. But what about the one victim? Blood everywhere, he said. To a vampire that would be a foolish waste of sustenance. Something about this is... off.

The group goes silent for a moment. Soren looks ahead and a tall, stone wall with an elaborate wrought iron gate becomes visible through the mist.

SOREN

We'll get some answers soon. We're here. The Kastegoth Necropolis.

As they draw nearer, they can see weathered but still beautiful statues of angels flanking the gate atop the wall. Beyond is the cemetery proper with organized streets and lanes and elaborate mausoleums and plots now in a state of disrepair and neglect as nature begins to reclaim it. Despite the decay, a sense of solemn grandeur and dignity remains.

CIARAN

Figures. A graveyard abandoned for two hundred years and it's still a better neighborhood than my old stomping grounds.

They tie the horse's reins to a tree and approach the gate. Soren takes out the map of the necropolis.

SOREN

Let's move while the sun is still up.

They open the gates and enter the necropolis.

EXT. NECROPOLIS DAY - LATE AFTERNOON

The party slowly enter the grounds. Mausoleums and plots are arranged in orderly blocks. Statuary depicting angels and saintly figures decorate the memorials and landscapes.

THEODORA

Wow. You can't take it with you, but not for lack of trying in this case.

MONTAGE

The party navigate the narrow streets of the graveyard. They pass by elaborate mausoleums and plots with statuary of the dearly departed, saints, angels and other figures.

One plot must have been a great military leader as his sarcophagus is surrounded by statues of soldiers with spears standing at attention as if in vigil.

Another has a ceiling fixture of stained glass with a magical flame inside, casting beautiful colors around the interior.

Entire streets are shaded by trellises with the vines and flowers now sharing the space with new plant growth.

The gravestone of a priestess has a statue of her holding aloft her holy symbol, which still glows with magical light.

Another tomb has flute music softly playing as four glowing spheres playfully dance around the room.

END MONTAGE

The party come upon a large block of simpler plots sitting in the shadow of a larger tomb complex with gargoyles on the roof.

SOREN

Okay, this is the place where Karkov was buried and...

Among the graves, there is an open plot. The party walk over to it, peer into the hole and see an empty coffin.

ELATHIL

Well, on the upside we now know he is indeed a vampire.

CIARAN

On the downside, where the hell is he?

CELESTE

This doesn't make sense. The sun is up.

SOREN

Should we try a grid search?

CIARAN

This place is huge! It would take at least a day and we're running out of daylight.

THEODORA

Correction: we are out of daylight.

Everyone looks to the west as the sun begins to sink beneath the horizon.

The shadow of night creeps across the necropolis and everything starts to change. The fog rolls in with the darkness. The few light sources that remain cast long, sinister shadows. The visages of the statues turn from peaceful to overcome with woe and dread. A wind blows through the necropolis, causing most in the party to shiver.

SOREN

Okay, we can work with this. The vampire will probably come to us, so we don't have to bother tracking him down.

Everyone turns to look at Soren in surprise.

CIARAN

You scare me sometimes.

CELESTE

We need to get out of here. The village may as well be defenseless against that monster.

THEODORA

They should all be in the cathedral by now.

CELESTE

Do you really want to take a chance? We need to go back. Now!

SOREN

Alright, you've made your point. Let's roll.

The party turn to go back where they came from. They turn right down one of the narrow streets and come to a dead-end in a cauldron of mausoleums.

ELATHIL

Was that there before?

Soren looks at the map.

SOREN

No... It wasn't. I think we have a problem.

THEODORA

Maybe you should fly us out of here.

SOREN

Yeah, about that. I, uh, didn't actually prepare to fly today.

CIARAN

What?! I thought wizards were always prepared.

SOREN

We're here to stake a vampire, I didn't think it would come up.

A phlegmy moan comes from out of the mist. Everyone readies their weapons and stand back to back. They scan the area intently as another hideous moan fills the air.

Elathil looks to his left and nocks an arrow.

ELATHIL

It's coming from that way.

A GHOUL emerges from the fog. Its decaying flesh is drawn tightly over its bones and it rasps through yellow, sharp teeth.

Elathil immediately fires on it once, twice, and the creature staggers back slightly before advancing again.

Theodora steps up to face it and nimbly dances out of the way of a swipe of its filthy claws and runs its head through with her sword. The ghoul drops quickly.

THEODORA

That was easy.

CELESTE

Ghouls usually are found in groups. There will be more.



CIARAN

I always wondered what it would be like to participate in a horror adventure. Now that I'm in one, it's overrated.

The party try to navigate their way out of the graveyard, but the landscape is changed. None of the landmarks match up anymore. And the thick fog is interfering with visibility.

They make another turn and find the path with the trellis from before, but now the flowers seem darker hued and the thorns on the roses appear longer and sharper.

The grave of the priestess with the glowing holy symbol becomes visible after another turn. The statue now appears to be weeping.

They finally reach the wall of the necropolis, part of which has a large, solid arch in one segment.

Soren approaches it and runs his hands against the stone.

SOREN

Well, the good news is we found the gate. The bad news is this is the gate.

ELATHIL

What?

SOREN

There's a Stone Shape spell on this part of the wall. It seals the gate off, probably until dawn.

CELESTE

Can you dispel it?

SOREN

Wouldn't do any good. The gate would just be permanently sealed.

Elathil's ears twitch.

ELATHIL

Something's coming.

The group all turn and ready themselves.

From the mists emerges a WIGHT. It's pasty skin looks like parchment drawn over a skeleton. Its dark hair is filthy and streaked with grey. A long, forked beard still hangs from its face. It sneers at the party.

WIGHT

You'll do.

CIARAN

Just what the hell is that supposed to mean?

The wight charges with an unearthly snarl. Ciaran and Elathil jump out of the way of its swinging claws. Celeste swings her staff, connecting with the monster's face and staggering it.

Theodora steps in and slashes it across the chest. She comes in for another attack when the wight catches her blade, thinking nothing of the pain and slams its opposite fist into her head, flooring her. The dent in its skull from Celeste's strike pops back out. It casts Theodora's sword aside and moves in for the kill.

Ciaran intervenes with a slash of his knife, but the wight backhands him across the face and knocks him over.

Elathil nocks an arrow and shoots, hitting the monster in the back of the head. The wight is angered, but undeterred and it yanks the arrow out of its own skull.

Soren reaches into one of his pockets and pulls out a small glass rod with a bit of fur tied to it. He points it at the wight, speaks his resonant incantation with a gesture from his free hand, and the rod leaps from his hand in the form of a lightning bolt that strikes the wight.

The wight seizes up as arcs of electricity dance along its dessicated form and it drops, the malevolent burning light in its eyes extinguished.

Ciaran helps Theodora up, but she's sweating and her cheeks are slightly hollow.

CIARAN

You okay?

THEODORA

I'm fine! I just... I blew my Fortitude save.

CELESTE

Hold still. I have a Restoration spell prepared.

As Celeste kneels by Theodora and chants her prayer as he sprinkles diamond dust on her head, Soren takes a closer look at the wight's corpse.

SOREN

I think this was Karkov.

Celeste finishes her spell. Theodora's face returns to normal and Ciaran gives her a hand up. Celeste kneels by the wight with Soren and she gasps.

CELESTE

You're right.

THEODORA

How can you tell?

SOREN

The beard. The mayor said Karkov was a smith. Blacksmiths fork their beards to keep them from catching fire.

CELESTE

And wights rise from a murderer who died before they could reach their next victim. They executed Karkov when he was planning another murder.

CIARAN

So Karkov wasn't the vampire? Well where did it come from, then?

SOREN

I'm starting to think Celeste was right. There is no vampire.

Coarse laughter seems to come from all directions. Before the party can react, a GARGOYLE swoops out of the mists and takes a swing at Soren, slashing his face and knocking him backward.

GARGOYLE 1 (O.C.)

Took them long enough didn't it?

Celeste casts a healing spell on Soren and the party groups up back to back.

GARGOYLE 2 (O.C.)

And you heard what they said about the villagers.

GARGOYLE 3 (O.C.)

Tucked away in their little church from the vampire.

GARGOYLE 4 (O.C.)

What a shame hallowed ground means nothing to us.

ELATHIL

This is getting old.

GARGOYLE 3 (O.C.)

Oh, we agree.

GARGOYLE 5 (O.C.)

Tormenting them these last few days has been fun.

GARGOYLE 1 (O.C.)

But if they're sending adventurers, I think it's time we end this.

GARGOYLE 6 (O.C.)

Yes! Finish them off! It will be glorious.

The six gargoyles emerge from the mist, the same ones seen earlier on the mausoleum complex. They swoop by with sadistic laughs and vanish over the wall.

ELATHIL

Well... shit.

CIARAN

So that's it? We're stuck here while the village gets slaughtered?

CELESTE

Like hell we are! There has to be a way out!  
We'll find one!

ELATHIL

Not to interrupt, but survival might be our first priority.

More GHOULS, GHASTS and other undead begin to emerge from the mist.

Celeste clutches her holy symbol and recites a prayer as she holds it aloft. Radiant light emanates from the symbol. Three ghouls howl and are disintegrated into ash while most of the others recoil and slink back. Two hesitate but advance anyway.

Ciaran ducks under the claw swipe of one ghast and sidesteps so that he and Theodora are flanking it. She stabs it in the arm, drawing its attention. She whirls around out of the way of its swipe at her and Ciaran stabs it first in the back, then in the temple.

Theodora slashes again, making a deep gash in its chest before bringing the blade up through the jaw and out the crown of the head.

Elathil is firing one arrow after another at any undead that get too close, but his supply of arrows won't hold out much longer.

Ciaran looks over and sees a tree near the wall.

CIARAN

Celeste! Did you prepare a Plant Growth spell today?

CELESTE

Plant Growth? Yeah, why?

CIARAN

I've got an idea. Everyone fall back to the tree.

The party slowly fall back, Celeste still trying to turn as many undead as she can manage. Elathil provides cover fire.

THEODORA

Everybody climb. I think I see where he's going with this.

Elathil quickly pulls himself up onto the lowest branch. He helps Theodora up first. The two of them help Ciaran up into the branches.

As Ciaran and Theodora lift Soren up into the tree, Elathil fires another arrow at a ghast advancing on Celeste.

The four of them finally help Celeste up into the tree.

SOREN

Now what?

CIARAN

After Celeste makes the tree grow, do you think you could use that magic rope to tie us a line to the other side?

Soren thinks for a second and smiles.

SOREN

I get it! Yeah.

Celeste mutters a prayer under her breath with one hand on her holy symbol and the other on the trunk of the tree. Faint motes of green light travel across the surface of the tree starting at her hand. The tree begins to grow. Branches extend, split off and become thicker. The trunk expands.

Down on the ground, the undead are forced back as the roots break the surface of the ground in gnarled patterns.

Soon, the party are carried up and over the edge of the wall of the necropolis.

Soren speaks the command word to the coil of rope at his hip and it comes life. It wraps one end of itself around the branch they're sitting on and whips out over the wall to wrap itself around the trunk of another tree outside the necropolis.

Ciaran goes first, crossing his ankles over the rope and shimmying down with his hands until he's past the wall. He drops and lands on the ground in a roll.

Theodora is next using the same process as Ciaran.

Soren takes out the STAKE he was saving for the vampire and uses it to zip down the rope.

Celeste does the same thing with her staff.

Finally Elathil uses his bow to zip down the rope.

Soren whistles and the rope unties itself and recoils at the loop in his belt.

SOREN  
(to Ciaran)  
Spontaneous caster or no, we'll get you thinking  
like a mage in no time. Now let's roll!

EXT. THE WEEPING WOODS NIGHT

The party are loaded into the cart and the horse is racing down the road as fast as it can. In the dark of the night, the forest looks more sinister than before. The tree branches appear more gnarled and visibility is low due to the fog.

SOREN  
Ildegast should be up ahead!

Screams are heard in the distance.

A gargoyle becomes visible carrying a BOY aloft. The monster spies the heroes coming and flies closer to them before dropping the boy.

Soren holds a hand out and his voice resonates as he speaks two words. The boy's descent slows and he lands gently in the cart unharmed.

THEODORA  
You didn't prepare Fly, but you prepared Feather  
Fall?

SOREN  
Can we talk about this later?

CELESTE  
(to the boy)  
Are you alright?

BOY  
I think so... That was the coolest thing that's  
ever happened to me!

CIARAN  
Oh gods. Nostalgia.

CELESTE  
What about the rest of the village?

BOY  
They're trying to hold the monsters away! You'll  
save them right?

SOREN  
We're professionals, kid. We've got this.

EXT. ILDEGAST NIGHT

The cart arrives at the village where three of the gargoyles are making hit and run attacks. Some of the villagers have panicked and fled the cathedral. Those who can pick up tools and farming implements are using them as weapons, but all they're doing is delaying the attacks. Several people are wounded, but they all seem to be alive. For now.

CELESTE  
That's it! We're ending this.

Celeste chants as she clutches her holy symbol. Her eyes glow a brilliant white light and a bright beam descends from the moon. A shimmering figure descends down the beam and mid-flight takes the shape a CELESTIAL GIANT OWL with shimmering plumage and a silver beak and talons that lands with a buffet of its wings.

The owl takes one look at the scene and immediately takes wing after one of the gargoyles.

The party all leap from the cart with weapons drawn.

Ciaran jumps between Gargoyle 3 and a group of villagers armed with farming tools. He waves his hands and sings a resonant word. The gargoyle wavers before dropping to the ground with its eyes clouded over, shaking its head trying to clear it.

Theodora and Ciaran immediately flank it and pounce. Ciaran stabs it through the wing with one of his knives, pinning it to the ground as Theodora stabs it in the torso twice.

The gargoyle grabs Ciaran by his ankle and yanks his leg out from under him, tripping him. It bites down on his leg.

Theodora kicks it hard in the ribs and stabs it again, going straight through its back and out its chest. The gargoyle howls with rage and pain, but another stab running it through silences it.

Gargoyle 5 swoops down intending to dive bomb Theodora, but is knocked out of the sky when four, red bird-like magic missiles streak out, orbit it and slam into it followed by two arrows from Elathil.

Out of the sky the owl swoops down and drops a small hay cart onto the fallen gargoyle.

Before they have a chance to finish it off, the gargoyle takes off back into the air charging Elathil.

Elathil leaps over the gargoyle and fires another arrow into its back as it sails past him.

Soren reaches into his pocket for another spell component when Gargoyle 4 tackles him from behind. The two tumble end over end. The gargoyle pins Soren down and impales his shoulder with its claws.

Soren takes the stake and tries to jam it into the gargoyle's face, but the wood just dulls and splinters on its stony skin.

The gargoyle bites down on the stake, tearing it from Soren's hand. His now-free hand grab's the creature's forehead trying to hold it back as its jaws snap at him.

Soren pushes the gargoyle back with his legs on its chest and casts another spell as he grabs the monster by the throat. A brilliant red ray with a fiery corona erupts out the back of the gargoyle's neck. The head falls free of the shoulders, landing on Soren's face and bashing him in the nose.

SOREN  
(nasally)

Figures.

Theodora bounds up off of a fence post and onto the back of the owl as it swoops by.

Gargoyle 2 flies to the bell tower and the owl pursues. Theodora dismounts with a jump into the tower and lunges at the gargoyle, which barely manages to dodge.



The gargoyle takes a swing at her, but she ducks out of the way and stabs it in the leg.

The gargoyle dives down into the tower toward the interior of the cathedral. Theodora grabs hold of the rope for the church bell and slides down it after him, causing the bell to ring as she drops.

INT. CATHEDRAL NIGHT

Gargoyle 2 bursts into the main room of the cathedral where numerous villagers are still trying to find shelter.

Gargoyle 6 is holding the mayor up against the wall by his neck.

Theodora bursts in and both gargoyles focus on her.

She uses a backflip to avoid the attack of Gargoyle 2 and stands on the backs of two rows of pews. Gargoyle 6 drops the mayor and flies directly at her but she drops down in between the pews and holds up her rapier to let the gargoyle slash itself down its front trying to grab her.

EXT. ILDEGAST NIGHT

Soren is being chased down by Gargoyle 5. Ciaran sings a spell as he races to meet Soren and his form ripples out of sight.

Two arrows fly out of the night and pin the monster's wing to the side of a house and bring it to a sudden stop.

Seeing the opportunity, Soren turns and casts another spell, launching a shimmering green arrow from his palm that turns into bright green acid after impact in the gargoyle's chest. Gargoyle 5 howls but is stopped when Ciaran suddenly ripples into visibility as he grabs the monster from behind and jams his knife into its skull.

Ciaran is immediately grabbed from behind by Gargoyle 1, which pulls him up into the sky.

One of Elathil's arrows strikes Gargoyle 1 in the back, but before anything else can be done the monster lets Ciaran fall.

He crashes through the thatched roof of a house, causing the people inside to scream in surprise and alarm.

Gargoyle 1 banks to dodge a dive from the owl as Celeste heads for the cathedral seeing Theodora inside fighting on her own.

INT. CATHEDRAL NIGHT

Theodora jumps backward onto the altar to avoid a swipe of the monsters' claws and kicks Gargoyle 2 in the face before sticking Gargoyle 6 in the chest with her blade.

Gargoyle 6 grabs a candle stand and swings it at her, but she ducks out of the way and Gargoyle 2 ends up smacked in the opposite side of its face.

Theodora skewers Gargoyle 6 through the arm and it drops the candle stand but Gargoyle 2 seizes the opportunity to rake its claws across her back. Both gargoyles take wing and circle her like vultures.

Celeste races inside.

CELESTE

Theo! Get down!

The gargoyles stop to look at Celeste as Theodora gracefully jumps down behind the altar to take cover.

Celeste's holy symbol glows faintly and she utters a prayer in octaves. She holds her staff forward and a blast of wind rushes through the open doors, whipping Celeste's clothes and hair as it passes. Both gargoyles are swept up and smash through the stained glass windows.

EXT. ILDEGAST NIGHT

The two gargoyles go tumbling out through the shattered window. The owl swoops in and grabs Gargoyle 6 in its talons. The gargoyle is pinned to the ground as the owl proceeds to attack with its talons and beak. The gargoyle slashes at the owl's face with its claws.

The owl clamps its beak down on the gargoyle's head and its eyes glow with holy light. The gargoyle's head starts to smoke and the owl tears its head off in one pull.

Gargoyle 1 and Gargoyle 2 regroup in flight.

GARGOYLE 2

(mocking tone)

I think it's time we end this! They'll be defenseless!

GARGOYLE 1

Oh shut up! It was your idea, too!

GARGOYLE 2

It was your turn to call the shots this week!

SOREN (O.C.)

As stupid ideas go...

GARGOYLES 1 & 2

Huh?!

Soren is holding a small flaming ball hovering over his palm.

SOREN

Taking your eyes off the wizard is pretty spectacular.

Soren thrusts his hand out toward the gargoyles and the flaming ball speeds toward them.

GARGOYLES 1 & 2

Ah, crap...

The fireball explodes on impact. Gargoyle 2, now dead, is knocked out of the sky.

GARGOYLE 1

I will remember this! You'll regret the day you filthy mammals ever-

Gargoyle 1 is interrupted when two arrows streak out of the night, landing in its chest, followed by another three.

ELATHIL

Sorry, were you saying something?

Gargoyle 1 falls dead from the sky.

The villagers emerge from hiding and when they see that the threat is over, they cheer as one. Theo and Celeste emerge from the cathedral, the former bloodied but smiling. Ciaran limps into view cradling one of his arms. The group are tired and wounded, but secure in the knowledge they won.

DISSOLVE

EXT. ILDEGAST DAY

The party are fully healed and waving goodbye as their cart takes them on the road home. Celeste takes a hit off her pipe and they begin to pass it around starting with Elathil.

SOREN

Well, that was fun.

CIARAN

Says the guy who didn't get dropped through a house.

THEODORA

You're never going to let us hear the end of that.

CELESTE

Still, this is twice things turned out way different than we expected.

ELATHIL

Well, it's my turn to pick the contract. I've had my eye on an offer for a dungeon crawl.

CIARAN

Something simple. Sounds good to me.

SOREN

Dungeon crawl it is then.

The cart continues down the road as the boy the party rescued last night swings a toy sword around, playing with several other children.

FADE OUT