

Cyberscape Neo - Episode 5

by

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SCENE 1: I RAN LIKE YOU SAID - STAVOS, CASTER LEAD,  
HALLEGRIMM, SYN 1, SYN 2

[A guild of ~50 player adventurers marches towards the tree-line where the massacres have occurred. The marching is somewhat disorganized, with each group of 8 players lead by a team lead of sorts. They arrive at the fork in the road that leads to the West or East of what appears to be the path through into the woods.]

SILVER SUNS GUILD LEADER, STAVOS  
(cautious, but commanding, addressing the guild as a whole  
[lifts up an armored hand to signal the guild to halt their march])  
Everyone, be on your guard...  
Reports say there are invisible enemies here.

CASTER LEAD  
(sarcastically hinting at his own purpose, obnoxious [a slouch of thick-robed shoulders and sleeves as if expressing contrary feigned ignorance])  
So I wonder how are we supposed to fight them if we can't even see them? Hmm...

SILVER SUNS GUILD LEADER, STAVOS  
(insistent and annoyed that they were interrupted, emphasizing the beginning)  
They also noted, though, that the one with them that had the Authority trait active could still inspect them.  
(calming down and going back to his commanding voice in the form of explanation)  
(MORE)

SILVER SUNS GUILD LEADER, STAVOS  
(CONT'D)

They may be disguising themselves  
among the trees... and fighting  
them effectively, whoever they  
are, may prove difficult...

(in a more enthusiastic  
and encouraging tone)

But, if we're the first in the  
world to take them out, we might  
get rewarded. And who knows? It  
could have something to do with  
the "guardians of corruption" too.

(casually referring to  
"Two birds with one  
stone")

Birds and stones and all that.

[assorted aggressive cheers from the guild]

CASTER LEAD:

(obnoxious and defiant)

That didn't even answer my  
question!

[Hallegrimm takes a few steps forward in leather boots,  
standing in a closer conversational space to discuss the  
plan with Stavos]

LIEUTENANT HALLEGRIMM

(purposely ignoring  
Caster Lead, and  
diligently usurping him  
with what she knows he  
would have done anyways)

Stavos, shall I organize the  
caster team to sweep the tree line  
with spells to draw them out?

CASTER LEAD:

(very much annoyed at  
Hallegrimm, but also  
somewhat intimidated)

But...

SILVER SUNS GUILD LEADER, STAVOS  
 (ignoring Caster Lead,  
 curious and turning away  
 from Caster Lead to  
 Hallegrimm [**scrape of  
 foot on hard soil as his  
 boot turns for facing**])  
 Would that work? I heard that  
 there was an invisible wall... Can  
 Area-of-Effect spells go through?

LIEUTENANT HALLEGRIMM  
 (grinning, conniving)  
 Let's find out... shall we?

CASTER LEAD  
 (furious [**stomping steel  
 boot into the earth in  
 frustration**])  
 But *I'm* the Caster Lead!

SILVER SUNS GUILD LEADER, STAVOS  
 (Annoyed and ignoring  
 Caster Lead, commanding)  
 Go ahead Hallegrimm...

LIEUTENANT HALLEGRIMM  
 (commanding, sinister  
 [**light snap of leather  
 as her arm extends  
 outwards, directing the  
 caster squads**])  
 Caster squads 1 and 2! Up front!

[**shuffling of 8 casters up to the clearing before the tree  
 line**]

SYN 1  
 (scared, determined to  
 take action [**fists  
 tightening**])  
 They're gonna root us out... We  
 can't just sit here...

SYN 2

(resolute, but hushed  
[on "hold", clenching of  
metal gauntlet, gripping  
a heavy shield and other  
hand on the hilt of a  
sheathed sword])

We must... hold. Help is coming...  
I'll block the first few. I'll  
need you to --

LIEUTENANT HALLEGRIMM

(grinning, conniving)

FIRE AT WILL!

SYN 2

(a strong effort of  
being pushed back by an  
oppressive force, being  
battered by repeated  
heavy blasts of magic  
unto his shield [light  
explosions and thick  
thuds as bolts of energy  
impact a thick metal  
shield])

Ugh!!!! RUN! I'll catch up with  
you soon!

[SFX of Displacement Spell deactivating upon taking damage  
as Syn 1 bolts deeper into the woods]

SILVER SUNS GUILD LEADER, STAVOS:

(intrigued)

Hmmm... just a human NPC holding a  
large shield. And they're body  
blocking those trying to enter the  
tree line... Clever... and so  
lifelike...

## SYN 2

(breathing heavily from the damage they just sustained \*\*give at least 6 full takes of beaten down heavy breathing with consistent volume and pace. We will use 3 of them behind the next few lines\*\*, [collapsing to a knee with multiple slightly misaligned metallic noises as their armor and shield impact the ground. These sounds are a bit distant from the "camera", but the heavy breathing will gain in volume as the others approach him])

## LIEUTENANT HALLEGRIMM

(pleased [light snap of leather as she raises her hand up to call attention back to herself])

Halt! Casters fall back!

(speaking to Stavos)

Do you want the honors, or shall I?

## SILVER SUNS GUILD LEADER, STAVOS

(looks to the wounded Syn 2, passive and deep in thought [shifting sound of armor and light scratching as he rubs his chin])

Hmm? Ahh, yes.

[Stavos and Hallegrimm take multiple steps towards and look down on Syn 2]

(casual and unconcerned, clearing throat)

Who do you fight for?

SYN 2  
(on his knee, weary and  
breathing more slowly)  
It's not 'who', but 'what'... I  
fight---

LIEUTENANT HALLEGRIMM

[kicks Syn 2 to the ground with the sound of a hard boot to  
a metal breastplate and a thump as Syn 2 hits the ground]  
(yelling cruelly)  
Answer the question!

SYN 2

[rights himself with an arm to sit back up and spits on the  
ground before Hallegrimm]  
(Do a sharp sound as if  
spitting)

SILVER SUNS GUILD LEADER, STAVOS  
(intrigued)  
They really went all out on the  
guilt factor with these NPC's... Oh  
well... let's see what we can get  
out of him...

[a casual wave of his hand with the sound of shifting armor  
on his shoulder and wrist to denote the movement, signaling  
for his Lieutenant to take over the information gathering]

(dismissive)  
Hallegrimm?

SYN 2  
(gritting his teeth)  
I have no idea what you're talking  
about... but --

LIEUTENANT HALLEGRIMM

[kicks Syn 2 to the ground again, Syn 2 impacting the  
ground again]

(frustrated)  
See? He's useless...

SILVER SUNS GUILD LEADER, STAVOS  
(dismayed, sighing)  
So it seems. Hallegrimm, finish  
him off... and ready the Silver Suns  
to march into the woods.

LIEUTENANT HALLEGRIMM  
(grins at Syn 2 and  
[slides out a knife])  
This is the end for you... umm... I  
never got your name...  
(sadistic, uncaring)  
Oh well! Goodbye!

[a sharp shift in Hallegrimm's leather armor as she turns  
to inspect an oncoming figure and sound that follows. Syn 1  
is running at full speed away from a lured stampede of  
Granite-skin bears. The sound will start with a low bass  
rumble and grow to full volume at the end of the scene]

(distracted by a figure  
approaching quickly,  
disappointed)  
Hmm? What's this?

SYN 1  
(running like his life  
depends on it towards  
Syn 2, gasping for  
breath)  
Hah... hah... hah... hah...

[skill level up ding plays]  
Hah... Hah... Shut up... stupid...  
Stamina skill...

LIEUTENANT HALLEGRIMM  
(squinting at the figure  
charging towards them,  
confused at the loud  
rumbling of a stampede.  
(MORE)

LIEUTENANT HALLEGRIMM (CONT'D)  
 \*\*emphasize "TURN" as it  
 is when Hallegrimm  
 drives her fist through  
 Syn 1's stomach\*\*)  
 Back for more...? You'll have to  
 wait your TURN!

SYN 1

[dashes towards and to the side of Hallegrimm to try to get  
 past, but is stopped by a blow to the gut from Hallegrimm,  
 impacting his thick cloth robes]

(effort of being sucker  
 punched and stopped by a  
 fist at full sprint)

Ugh...!

[crumples to the ground beside Syn 2]

SYN 2  
 (breathing deeply,  
 gritting teeth, solemn  
 for the potential loss  
 of a close friend)  
 I told you... to run...

SYN 1  
 (wheezing, but smiling  
 as the roar of a  
 stampede grows nearer,  
 speaking endearingly)  
 I did run... just like you said...  
 and came back... with help...

LIEUTENANT HALLEGRIMM  
 (confused and amused)  
 Help?! You call coming back alone  
 and using a low level sound  
 illusion...  
 (mockingly)  
 Help?!  
 (bursts out laughing)

SYN 1

(smiling with an intense  
stare into Hallegrimm's  
eyes, speaking through  
harsh breaths)

I can only... displace the  
appearance of a large group like  
that... for a short time... And  
the duration... lasted just... long  
enough...

**[SFX of several dozen Displacement Spells deactivating in  
rapid succession]**

LIEUTENANT HALLEGRIMM

(alarmed)

Stavos! Brace for--

**[a huge stampede of granite-skin bears boulder over  
Lieutenant Hallegrimm, instantly killing her, triggering  
the glass-shatter SFX]**

SILVER SUNS GUILD LEADER, STAVOS

(stunned, then shouting  
in a commanding voice)

Huh!? Tanks, to the front!

SCENE 2: FROM A DISTANCE - HYPERION, RAPTURE, VIN, DAXXIS,  
YLLIA

HYPERION

(commanding, checking on  
everyone's situation

**[sound of boots walking  
a few steps up a rocky  
hill])**

Rapture, what do you see?

RAPTURE

(flat, \*\*the word  
"usual" is said  
grudgingly, due to being  
a subtle nod Rapture's  
previous interactions  
with human players\*\*)

**[SFX of adjusting themselves while  
laying on their stomach looking  
out over the edge of jugged hill.  
Grass and dirt shifting sounds]**

What seemed like *usual* player and  
NPC interaction has devolved into  
chaos. A bunch of high level  
Granite-Skin Bears were just  
aggro'd by one of the NPC's... and  
led to bulldoze through the  
guild's numbers.

HYPERION

(intrigued, wondering if  
they should be excited  
by the prospect running  
through their head)

So... you're saying the NPC's are  
now acting like intelligent  
players?

(excited)

There might just be a worthy  
challenger among them...!

RAPTURE

(under their breath)

Might be...

(depressed sigh at the  
circumstantial insult)

HYPERION

(commanding, checking on  
everyone's situation)

Vin, you still working on our  
concealment?

VIN

[mixing liquids and working a mortar and pestle throughout the lines]

(rushed, happy tone)

Yup! In just a few more seconds... I'll have these ingredients ready. Then, I'll be able to make a batch of smoke bombs, blinding powders, and a haste potion or two!

(more thoughtful tone,  
\*\*"so many other things"  
returns to the deeper,  
super-excited and  
obsessed voice of Vin\*\*)

I don't have anything for an effect like invisibility yet. Though, I think the ingredients for that, and *so many other things*, might be able to be found here in this zone.

HYPERION

(commanding, checking on everyone's situation)

It'll have to do. Yllia, Daxxis... you doin' alright?

DAXXIS

(from a distance,  
talking through party  
voice chat, breathing  
heavily and in a  
complaining voice)

[clashing of monster attacks against his shield]

We're holding... If it weren't for the fact that we had to pull these spawns away from the hill first, this would be a *lot* easier. These monsters are tough...

YLLIA

(from a distance,  
talking through party  
voice chat, composed)

[air whips and cutting sounds from slashing and thrusting with her spear]

Thanks for the potions you made,  
Vin. They're making this much  
easier when it's just the two of  
us.

VIN

[**finishes pouring a powder into a bottle and swirls it**]  
(pausing from mixing for  
just a moment, beaming)  
No problem, Yllia!

[**resumes mixing**]

DAXXIS

(from a distance,  
talking through party  
voice chat, annoyed)  
[**still being battered on by  
multiple monsters**]  
Why are you giving Vin all the  
credit... I'm the one taking all the  
hits!

YLLIA

(from a distance,  
talking through party  
voice chat, amused  
laughter)

HYPERION

(commanding, hushed  
serious tone)  
Quiet down or it'll defeat the  
purpose of hiding...

[**distant sound of battle-cries and charging footsteps, then  
a few metal on metal clashes**]

RAPTURE

(interrupting, alerted)  
Hyperion. Something's happening.

HYPERION  
(curious, focusing  
attention to Rapture)  
**[SFX of kneeling down in the grass  
and shifting some packed dirt next  
to Rapture]**  
What is it?

RAPTURE  
(slowly identifying the  
change of the course of  
a battle)  
It looks like... the guild was just  
about to take down the last of the  
Granite-Skin Bears when a large  
force of those NPC's came in.

**[a huge explosion of magic causes dust and debris to crest  
over the hill they are scouting from]**

HYPERION  
(curious, barely holding  
back their excitement)  
**[SFX of bits of dirt bouncing off  
of Hyperion from the initial blast  
over 100 feet away]**  
What was *that*?!

RAPTURE  
(impressed)  
It looks like both sides are using  
high-level magic... Although the  
NPC's might have higher level  
magic than the players do... the  
guild's numbers are much more  
formidable...

HYPERION  
(commanding, excited)  
It seems they've shown their main  
force, so...  
(MORE)

HYPERION (CONT'D)

(in party chat, excited  
and dismissing all  
authoritative tone for a  
more selfish one)

Change of plans everyone, we're  
heading into the woods! This is my  
-- our -- chance to face down the  
guardians of corruption!

VIN

(startled)

[clinks of glass as Vin nearly  
drops what was in their hands]  
What? Already?! I haven't even  
finished the blinding powder yet...

HYPERION

(confident and cocky,  
and also way too  
motivated to care)

We'll be fine.

DAXXIS

(relieved and annoyed,  
through party chat)

[still having their shield beaten on by a monster]

Well I for one am happy. Too much  
longer and I'd have had to--

RAPTURE

(interrupting, flat)

Start taking the game seriously?

DAXXIS

(too smug to be annoyed  
at the jab, saying this  
line like the famous  
Hulk line, through party  
chat)

Yea, something like that... You  
wouldn't like me when I take the  
game seriously...

RAPTURE

(answering back to  
Daxxis, in a smart-ass  
way)

You're right. I don't like you  
even *when--*

YLLIA

(interrupting to clear  
the air, through party  
chat)

Anyways... We're on our way back,  
Hype.

HYPERION

(excited and way too  
eager)

No... head towards the tree-line  
just Southeast of where the melee  
is taking place. We're sure to  
find a way to cut our way through  
if we act quickly.

VIN

**[packing everything into their haversack, then sound of Vin  
tugging up on their backpack straps and hefting it over  
their shoulders]**

(grunting and excited)

C'mon buddy. Time to go for a jog.

**[Rapture and Hyperion slide down the steep incline of the  
hill towards Vin and the treeline. All three hustle, with  
the heavy sound of shifting objects in Vin's large  
haversack]**

HYPERION

(smirking. Direct, but  
not loud)

Hey Vin... as soon as we make it to  
the treeline, we're busting  
through. If you see anyone, throw  
down concealment right away.

VIN  
(excited)  
[Gripping the straps to their  
backpack tightly]  
Smoke Bomb it is!

[volume fade as they continue to run, then when it gets  
low, play the switch SFX usually played for Myra going into  
10% Power mode]

SCENE 3: IN CASE SOMETHING HAPPENS - ANGELA, SCOUT  
SYNTHETIC, SUPPORT SYNTHETIC, EMMA, THOMAS, DANE

[SFX Notes for scene: There is an ongoing melee (sword  
clashes, spells flung, healing, and utility spells all over  
the place) in the background of the scene throughout. Focus  
on the sword clashes mostly with occasional magic bolt.]

[Angela is marching, in metal greaves, through the back  
lines of the battle giving orders to the combatants]

ANGELA  
(shouting to the  
impromptu combat units,  
commanding)  
Scouts, secure the flanks!

SCOUT SYNTHETIC  
(acknowledging, anxious)  
Y-yes sir!

ANGELA  
(shouting to the  
impromptu combat units,  
commanding)  
Healers and Supports, keep the  
front line fortified! We will *not*  
fall today!

SUPPORT SYNTHETIC  
 (acknowledging, wizened)  
 We will give it our all!

ANGELA  
 (shouting to the  
 impromptu combat units,  
 commanding)  
 Casters! Do not relent! We --

EMMA  
 (haughty and seductive)  
 Let me handle this one deary..  
 (tone shift, angry and  
 brutal)  
 FOR EVERY ONE OF YOU WHO TAKES A  
 PLAYER DOWN, I'LL SET YOU UP WITH  
 A DATE!

**[Huge explosion of magic from Scene 2, finishing with multiple glass-shatter SFX, indicating its effectiveness]**

EMMA (CONT'D)  
 (sigh, pleased with  
 herself, the words  
 patronizing)  
 Morale, honey... it's important.  
 Never forget that.

**[SFX of multiple flying embers landing nearby and past Emma and Angela from the explosion, then sizzling. Stereo pan the sounds to show them moving past and around them.]**

ANGELA  
 (annoyed at Emma)  
 Mind your ton-

**[does a quick-turn in her fitted metal armor to face the figure that is running towards them]**

(interrupting herself  
 and fixing her  
 expression back to  
 commanding after a  
 stutter to correct  
 herself)  
 T-Thomas?

THOMAS  
(running in from the  
path to the hidden  
village in the woods,  
breathing heavily)  
So... hah... hah... they're finally  
attacking?

ANGELA  
(grim tone)  
Yes... Any word from Sage?

THOMAS  
(absorbing the  
surrounding battle,  
serious tone)  
**[push all continuous SFX a bit  
louder and in-focus as Thomas  
focuses on them, as if the camera  
was sweeping across the battle,  
then back to Thomas, putting it  
back to normal]**  
No... not yet. There must be a  
hold-up if a player guild made it  
here before her...

DANE  
(beside Emma, feebly  
asking)  
What about me? Do you have any use  
for me?

EMMA  
(nurturing tone)  
Don't worry. We're keeping you in  
reserve in case something happens.

DANE  
(feebly asking)  
In case... *what* happens?

EMMA  
 (looking down,  
 uncertain)  
 Well...

[the bursting of a smoke bomb is heard in the distance]

SCOUT SYNTHETIC  
 (startled and panicked)  
 A small team is trying to break  
 through the flank!

[SFX of 5 sets of rushing footsteps of various weights]

HYPERION  
 (effort of a grunting,  
 gritted-teeth baseball  
 swing of an immense  
 sword)

[gets launched by a heavy blow by the flat of Hyperion  
 sword]

SCOUT SYNTHETIC  
 (effort of getting  
 launched by a powerful  
 concussive flow, flying  
 horizontally through the  
 air)  
 Ahhhhhhhhh!

[Scout Synthetic smashes into and splinters a tree near  
 Angela and Emma. Stereo pan the sound as they get closer to  
 impact.]

EMMA  
 (annoyed, cold tone,  
 narrowing eyes on  
 "that")  
 In case *that* happens...

ANGELA

[unsheathing her rapier with a flourish]  
 (serious tone to those  
 nearby)  
 (MORE)

(CONT'D)

We can't let them past! We have to  
hold them back!

[Charging towards Hyperion's party]

(commanding. \*\*say

"Emma" begrudgingly\*\*)

Thomas, Dane, ...*Emma!* With me!

[SFX of Angela running, followed by Dane, Emma, and Thomas]