

Lost in Time travel

LOST IN TIME TRAVEL

Written by

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Based on, If Any

Address
Phone Number

1 EXT. FOREST, AFTERNOON**1**

The party with LAWRENCE, ALEJANDRO, ANTONIO, SAM, and HARRY walk through the forest to scout a new route for DUKE MANUEL and his army. Manuel wants them to overtake the neighboring city.

LAWRENCE

Reminder, we don't want the army to know we're here. Keep as quiet as possible

SAM notices a shortcut ahead

SAM

What about that route?

LAWRENCE sees the route ahead and asks about the validity of it.

LAWRENCE

Do we know where it leads?

SAM

I'm not sure, but if it can get us to the city sooner, maybe Manuel should know about it

LAWRENCE

Sam and Alejandro, can you head to the path up ahead? I want to make sure the path is safe to head down.

Sam and Alejandro head up the path ahead and they see a cave. The cave is dark except for a flashlight heading inside. Sam and Alejandro head back to the group

SAM

There is a cave over there, but there's a bright light inside.

LAWRENCE

It's most likely the enemy. They are probably using that cave to get around us. Is there a way we can draw them out

SAM

I doubt it, it looked a lot more advanced than a torch. Maybe someone else should take a look, I don't want to get trapped.

Thinking that Sam is just being a nervous nutjob, Lawrence doesn't believe him.

LAWRENCE

That's what they want us to do, we should go just in case and catch them off guard. I want to be aggressive against them.

Harry sees that this plan is a problem, so he tries to reason with Lawrence

HARRY

I don't want to be in a trap either, if they have other inventions we don't know about, I don't want to be unprepared. Alejandro and I will watch from a distance and see what they have in mind.

LAWRENCE

(Getting agitated)

I've dealt with these foes before, if we wait around and let them attack us first, we will be at a huge disadvantage. On my command: 1... 2... 3...

Lawrence leads Harry, Alejandro, Sam, and Antonio into the cave and spy on JEREMY the scientist and his daughter JANE. The screen cuts to the Jeremy and Jane as the party is off-screen.

SCIENTIST

I finally found it! The Orb of Carhalagege! With this, we can be rich! This thing has been lost for hundreds of years and the last time it was spotted was here! Think about it Jane, we can sell it for thousands, if not millions of dollars!

JANE looks on in interest, she is intrigued.

JANE

Will I be able to pay for college? I finally want to go to medical school, and the amount of stuff we could find is great!

SCIENTIST

You bet! I can even buy some buildings and new books for the school when you get accepted

JANE

Really? I don't want to get into more hot water than I need to be. With this, if I don't get accepted to it, it can tank both of our reputations.

SCIENTIST

(Understanding) I can buy you into it. But we should leave before someone catches us

The party whispers around the corner as Jane and Her father continues the conversation.

LAWRENCE

(whisper to the other party)
Okay, who are those people and why are they so clean? They must be spies for the other party.

HARRY

Are you sure about that? They have a mythological artifact, and he uses technology I don't know about.

ANTONIO

(lights a torch) I'm gonna confront them. There's no way that they are an ally

HARRY

Wait, Don't go there! I want to find out where they are from

ANTONIO

I'm heading over. Lawrence and Alejandro get them if they attack

Antonio with Lawrence and Alejandro heads to the Scientist and his daughter. Both groups are on either side of the room.

SCIENTIST

Halt! Who goes there? Don't make me use this (pulls out a revolver)

ANTONIO

What are you doing with that orb?
Are you spies for the enemy?

SCIENTIST

No, this thing has been lost for a thousand years. By capturing this I can become rich!

ANTONIO

Why do you need that artifact? You aren't spies for the enemy?

SCIENTIST

No, I am from the future, this artifact was lost to time. If I bring it with me, I can be rich!

Jane looks nervous as Antonio grabs a piece of flint and lights up another torch. Antonio throws the torch at Jane and the Scientist. The scientist immediately dodges it and pulls Jane out of the way. He puts it out with a water bucket and shoots at Antonio with a revolver. Alejandro deflects the bullet with his shield, and The scientist and Jane teleport back to the future. Leaving behind a small capsule with a button. Antonio picks it up and gives it to Harry.

ANTONIO

Do you know what that is?

HARRY

No clue. That guy must've left it behind when he teleported

LAWRENCE

(notices a button on the side) What does that do?

HARRY

(Nervous of it's powers) I don't trust it. I want to take it back to my lab to dissect it to see what it does. Don't touch anything

2 EXT. TOWN SQUARE, AFTERNOON

2

Lawrence presses a button and the party is teleported to the future. They see a large white van in the distance. Jeremy loads a briefcase in the trunk. Alejandro fires an arrow and it lands on the briefcase.

ALEJANDRO

Give us the orb of Carhalagege and send us back home

Jeremy sees the party behind them as Alejandro loads another arrow

JEREMY

I don't think so! I have more
weapons than you can ever think of!
Here is one of my favorites...

Jeremy uses a smoke bomb. It blinds the party and he takes
off in the van as they're distracted.

LAWRENCE

Where did he go? Sam, can you track
his route?

SAM

No sir. He used technology even
though I didn't know about it.
Better off we search throughout
town. Let's check out the castle-
style building over there. Somebody
important gotta be there.

The party approaches the town hall and they head inside.

3 INT. TOWN HALL

3

The building is massive with a huge spiral staircase in the
middle, high ceilings with a chandelier hanging over the
entryway, and a long hallway with offices. They look at the
stand by the door. Sam picks up a newspaper

SAM

Interesting way they show what's
happening. No need for a meeting
every day. Weather, comedy, news,
and many others. Maybe there's a
section on historic relics.

LAWRENCE

I don't see one. There are many
valuables in that cabinet, but none
that I recognize. There is a map on
that wall there.

The party looks at the map and they see an antique shop
across town.

LAWRENCE

Maybe that building? They seem to
store a lot of valuables

Alejandro grabs a magazine on the way out of the town hall

4 EXT. TOWN SQUARE OUTSIDE OF TOWN HALL, AFTERNOON

4

LAWRENCE

Let's split up. I'll head to the antique place with Harry. Sam, you lead Alejandro and Antonio around town and check other places

The party splits up. As Lawrence and Harry head across town a white van approaches.

5 EXT. DOWNTOWN CITY

5

SAM

Do you recognize that vehicle?

ANTONIO

Yeah, it looks like the same one that scientist guy was driving

Alejandro shoots an arrow and flattens the van's tires. They see a random driver there. He looks way different than Jeremy

DRIVER

What the hell did you do that for?
I'm gonna be late for my job

Antonio looks confused. He turns to Sam and Alejandro

ANTONIO

Are you sure that was the same van?
This guy looks nothing like the Scientist

Sam approaches the driver with a sword in his holster

SAM

Who are you and what do you know about ancient artifacts and magic?

Driver looks nervous seeing Sam's sword. He has no idea what they're talking about.

DRIVER

Is this a setup for a convention this weekend? I already told my friend that I'm not interested, so he must've sent these LARPer after me.

Sam has no idea the driver was referring to them. He takes it as a cover-up for Jeremy's posse. He takes out his sword and starts to threaten the driver.

SAM

What do you know about a scientist who lives here? He took an ancient artifact called the Orb of Carhalagege and we have no idea where he went

The driver getting annoyed with this takes out his cell phone to call his friend about the mess. Before he can do that, Sam breaks the phone with his sword.

DRIVER

What was that for? You're gonna pay for a new phone, this was not in the deal. I hate roleplayers.

A pair of police officers drive around the corner in a police car and they see Sam in the driver's window holding a sword at him. They approach the party

POLICE OFFICER 1

What's the problem here boys? seems like there's a bit of chaos over here and it's disturbing a bunch of local businesses.

SAM

This guy isn't giving back an artifact we've been searching for. We think he is covering up for a friend of his

POLICE OFFICER 2

Is this true Bob?

BOB

No sir, I think my friend set me up with these bastards. He's been wanting me to go to this LARPing convention forever now, and I think he sent these guys after me to convince me. But they've crossed the line making me late for work, slashing my tires, and breaking my cell phone.

POLICE OFFICER 1

Understandable. Do any of you 3 have an ID on ya? I don't recognize you from anywhere.

SAM

No idea what that is

POLICE OFFICER 2

Well then, you're under arrest for assault, battery, and property damage. Would you like to press charges, Bob?

BOB

Very much so sir

The first officer takes out his handcuffs. Sam swings his sword around in anger and the second one immediately grabs his arm. Sam is thrown in the back of the trunk as his sword is thrown into the trunk. Antonio fires an arrow at the police car and it deflects off the door. Before he can recover the arrow the offer knocks the bow out of him and he gets thrown in the car too. Antonio realizing he's outnumbered goes to escape, but the second cop catches up to him and arrests him too.

6 INT. ANTIQUE SHOP, AFTERNOON

6

LAWRENCE

Let's take a look around. Maybe we'll spot the orb of Carhalagege.

Lawrence and Harry look around the antique store as the news plays on the TV. The ANCHOR is talking about a confrontation between the Party and the driver.

ANCHOR (V.O.)

Breaking news from downtown. 3 men who look like they're heading to the next LARPing convention have been arrested on counts of assault, battery, assault, and property damage. Here's ANNA PETERSON with the victim of this situation

Lawrence hears the news feed and checks out the TV. ANNA the news Reporter is talking to a familiar face on the newsfeed. It's BOB who the party confronted.

ANNA

I'm here with Bob Lucas owner of Lucas diner. He ran into them on his way to his diner this morning after a delivery. What happened, Bob?

BOB

These people were nuts. They kept threatening me about a scientist and time travel and a weird orb, next thing I knew they broke my cell phone and I was trapped.

ANNA

The identities of the men have been not revealed yet, however, the police are looking for anyone who identifies who they are.

Lawrence sees the news excerpt and tells Harry about what he saw on it.

LAWRENCE

That magical picture box thing hanging from the ceiling shows Sam, Alejandro, and Antonio. Do you think they're the culprits?

HARRY

So, I have no idea what to do about it. They're done for, but if they spill the beans about the mission, we're so done for.

The STORE CLERK overhears Lawrence and Harry talking about the information and interrupts the meeting. It's Jane however her Identity isn't revealed yet.

JANE

I might have an idea of how to help your friends, but you need to make a deal first.

LAWRENCE

How do you know about us, were you spying on us the whole time?

JANE

Perhaps...

The Clerk moves the cash register out of the way and walks in front of the counter. She is revealed to be Jeremy's daughter, Jane, however, she's wearing a different outfit than before (a Polo shirt with a name tag and khakis). She hands them a Post-it note that has her phone number and apartment address to help them reach her

JANE

Meet me at La Hacienda restaurant in 3 hours when my shift is over.

7 INT. LA HACIENDA RESTAURANT**7**

Jane walks inside the restaurant wearing different clothes (a Purple and Blue dress with white dress shoes), and she notices Harry and Lawrence chatting in the entryway. She hands them a paper bag

JANE

Inside this bag are extra outfits for you guys to change into. I don't think metal plates and leather uniforms are appropriate for this time frame.

HARRY

Thanks for the extra clothes. We'll be right back

Harry and Lawrence head into the bathroom to change. Jane pulls out her cell phone

JEREMY (O.S. FROM PHONE)

Do you know who they are yet?

JANE

No idea. But from their uniforms, the first guy has a shield with a dragon so it must be his arms. The other guy has a small leather briefcase that carries medicine, he must be some sort of doctor.

JEREMY (O.S. FROM PHONE)

I'm going to research the timeline we went to, I want to see their weaknesses

JANE

Got it, I'll interview them more about when they're from

8 INT. BATHROOM**8**

Lawrence and Harry change in the stalls while chatting about Jane and whether or not she's trustworthy

LAWRENCE (O.S.)

She seems nice. Even if she's the enemy's daughter, she might be useful in getting some extra insight.

HARRY (O.S.)

Sure, but as you said before she's the daughter of the scientist, how do we know she's safe? At any minute she can betray us and the orb of Carhalagege is lost forever

LAWRENCE AND HARRY EXIT THE STALLS AND
HEAD TO THE SINK AREA

LAWRENCE
Here's the plan, I read about the dangers of time travel and its effects on the butterfly effect in this magazine. If an artifact gets lost in the timeline it can get lost forever even in the future. Considering how valuable the orb of Carhalagege is to future generations, this can be destroyed for everyone, alive and dead

Lawrence and Harry exit the bathroom

9 INT. LA HACIENDA RESTAURANT

9

Jane, Harry, and Lawrence head out of the bathroom and Join Jane in the entryway. They are wearing different outfits as a disguise

HOSTESS
Is everyone here? I want to show where you're sitting

Harry, Lawrence, and Jane head to their table and sit down

HOSTESS
Here are your menus. What do you want to drink

HARRY
I guess a water

LAWRENCE
Beer for me

JANE
I'll take a glass of wine

HOSTESS
Got it, I'll be right back

The Hostess leaves to get the drinks

JANE

Look, I know you don't trust me just because my father has the orb of Carhalagege, but I can assure you, there are not many other allies you got around here. Especially after your friends assaulted the owner of a popular diner around here. Not many you can get away with in the modern world. I recommend getting a case or bag for that coat of arms shield and sword as well.

LAWRENCE

Here's the problem. That orb, it's not just valuable in your timeline and our timeline, but anyone else in between. If it gets taken out of line, it could cause a time rift and a butterfly effect and cause the orb to not exist anywhere else

Jane starts smug, but it slowly shifts to concerned. She's intrigued.

LAWRENCE

Do you know how much it'll cost at the antique store where you work?

JANE

(Understanding the stakes at hand)
My father said it could be worth almost 500 grand, but it might even be in the millions

LAWRENCE

And that million might cease to exist too. If that orb disappears it can take anyone's memory of it as well.

JANE

Would that cause any major timeline shifts or jumps too?

LAWRENCE

Most definitely. Considering there's a war over it, where we're from, that is the major peacemaker in it when it is found. If it disappears, the war could continue

JANE

How? You'd say people would forget it exists, so would that make it a problem? Considering that what's caused the war in the first place

LAWRENCE

Yes and no. On the one hand, our kingdoms have been rivals for way longer than the Orb's existence, so it's not the main catalyst, but on the other hand, it became a reason to stop the war with a trade for it.

JANE

Is there a way you can end without it?

LAWRENCE

I doubt it.

The hostess arrives back with the drinks. After eating they head to Jane's apartment

10 INT APARTMENT, NIGHT

10

Jane opens the apartment and the 3 head inside

JANE

Sorry, it's not much space. There's a pullout couch in the living room. It's only the living room and bedroom. I've been living here because it's closer to the antique shop.

LAWRENCE

Do you like working at the antique store? It feels like that's not much your thing.

JANE

It's more of a summer job than anything else, I'm trying to make enough money to go to medical school. After graduating from High School, I work at the antique store in the summers while staying active in college during the main school year. Once I hit graduation, I want to transfer to medical school, but it's costly. My father suggested that with my knowledge, I could sell some antiques and make a lot of money. The problem is we're creating many timeholes as you suggested. Good night, and hope you get comfortable out here, I'll get you blankets

11 INT. APARTMENT, MORNING**11**

Jane, Harry, and Lawrence wake up in Jane's apartment as they begin their plans to stop Jeremy.

JANE

Good morning, how did you sleep?

HARRY

Honestly, very relaxing. Haven't slept that well in a while.

LAWRENCE

Same, but we need to create a game plan to break our friends out of jail. I don't know if we can stop your father without them

Jane nods as she gets them breakfast

12 INT. JAIL MORNING**12**

Sam, Antonio, and Alejandro meet in the cafeteria for breakfast as they plan an escape

SAM

It feels like our "friends" have forgotten about us. Looks like we have to break out ourselves.

ALEJANDRO

How? This place is full of guards and I don't trust anyone around here

ANTONIO

I need flint and gunpowder for a potential fire. If we can find the ingredients for it, I might be able to create a fire for a distraction.

ALEJANDRO

There's probably gunpowder in those pistols the officers hold, if we can get the flint out from the stone outside, that should be enough for a fire.

SAM

I can distract the prisoners enough to get a rally going, we might be able to overrun the police in here. We have to act fast or they'll shoot.

Right when they send out the plan to escape, there is an announcement on the loudspeaker

ANNOUNCER (V.O.)

Can Antonio, Alejandro, and Sam please head to the front office?

GUARD

Okay, you three, I'm sending you over now

The guard, Alejandro, Antonio, and Sam arrive at the front office. Lawrence and Bob are sitting in there with a Lawyer

LAWYER

Are you three Sam, Alejandro, and Antonio?

SAM

Yes, we are. Who are you?

LAWYER

My name is DR. Mike Scott, I represent my client, Mr. Lucas whom you confronted yesterday. We were called about a potential deal

Alejandro, Antonio, and Sam sit down at the round table

LAWRENCE

A mutual friend of ours connected us to make a deal with you about the attack yesterday. You see, we aren't from here, I can show you why

Lawrence reaches into his bag and pulls out his shield. Bob immediately recognizes it

BOB

The shield of Telethorn! How do you have that?

LAWRENCE

This arm is from the kingdom I work for. I'm not from here and you don't recognize me because I am in a different time than y'all.

BOB

I've been researching ancient history. That's what my diner is from. I honestly didn't realize that you weren't role-players until my friend and business partner showed the similarity of your friend's sword.

LAWRENCE

Here's the deal. Since you know we're from a different timeline, I'll tell you why we're here. Do you recognize this object?

Lawrence shows him a picture of the orb of Carhalagege

BOB

The orb of Carhalagege! Why do you need that?

LAWRENCE

It's from the same timeline as us. This was used to stop many wars in our current timeline, but if it gets taken out of history, it can be a massive problem

BOB

I was worried about that, I wrote the article and I researched many situations about that. I was a history teacher before I retired and opened the diner

LAWRENCE

How about you drop the charges, but only if we can stop the guy from stealing the artifacts? Deal

BOB

You bet. I don't want a warzone present if it's as bad as it can be

The party exits the police station and they head to Lucas Diner to create a plan.

13 INT. DINER AFTERNOON

13

JANE

My father only told me the passcode to the house and bunker. I have no idea where it's located though. It's probably in the forest though, that's where his lab is located. Maybe there's a clue if we check the lab?

BOB

Good Idea, but you should check back into the antique shop. You don't want to get fired

JANE

Of course, thanks again for all of your help against my father. I don't want to live in a545456656]

14 INT A ANTIQUE SHOP AFTERNOON

14

Jane and the party head back to the antique shop and look around. They see a section of ancient weaponry. Jane grabs a small anvil and some metal.

JANE

Would this help make something? This anvil is still in decent shape and I want something to defend myself if things go awry.

SAM

I can, but I need a lot more than a small amount of metal. Do you have any other stronger pieces?

JANE

There's a bit of old wood planks from an old cabinet and a circle saw, do you think you could cut a shield out of it

SAM

Sure. I can use this metal as the front of the shield and the wood planks as an extra board outside of the shield.

ALEJANDRO

There's a bunch of steel-tipped arrows over here. I can probably use those in my bow. They are very durable

JANE

Good Idea, I told my boss about the mission, and he told me if all can use something here, go ahead

HARRY

My old leather satchel is falling apart, so this duffle bag might be easier to carry my medicine. Can I use that first aid kit? I might use these stainless steel water bottles for my liquids as well. These glass bottles are very worn.

JANE

Go ahead. I have a bunch of these kiddie walkie-talkies. Use these in case we get separated.

15 EXT. FOREST EVENING

15

The party heads back to the forest behind the city as they search for the bunker. Jane, Lawrence, and Alejandro head one way as Antonio, Harry, and Sam head in a different direction.

JANE

There's a small gazebo over here. This will be our hangout until morning. I'm heading back to my apartment so my father doesn't get suspicious. Use this flare gun by the gazebo the next morning so that I can find you guys

LAWRENCE

Thanks for all of your help again.
I don't know what we'd do without
you

Jane leaves. The party gets ready for bed

16 INT. APARTMENT NIGHT

16

Jane gets ready for bed as her phone rings. Jeremy is on the other line

JANE
What's going on?

JEREMY (O.S. ON PHONE)
(Agitated) I haven't heard from you
all day. You were supposed to help
me build a new time machine. Where
are you?

JANE
I've been working all day on who
those people are like. They are
ready to get back that orb soon.
They know how valuable it is and
how to get it.

Jeremy suspects Jane is gonna betray her, but he doesn't say anything

JEREMY (O.S. FROM PHONE)

As long as you are here tomorrow to help me rebuild the machine, I don't care where you go. After those travelers arrived here, they fried my old time machine because it overheated

JANE
Wasn't that always in your lab?

JEREMY (O.S. FROM PHONE)
Yes, but it overloaded because it
couldn't take more than 2 people

Jane has a feeling Jeremy will go back to gather more artifacts, so as she gets ready for bed, she makes a note of the broken machine when she meets back up in the morning

17 EXT. FOREST MORNING

17

After breakfast, the party meets back up with Jane. She looks desperate and winded

LAWRENCE

What's the matter? Did something happen

JANE

I have bad news. Not only is my father in the middle of building yet another time machine, but he has a suspicion that I'm working with you guys

LAWRENCE

How? Didn't he think you were at the Antique shop yesterday?

JANE

Yes, but he wanted me at his lab in the evening to work on the new time machine. Because I wasn't there, he didn't know where I was

LAWRENCE

Looks like we got to get to his lab before he does. Do you know where it can be?

JANE

I always take the door through his garage, but that's his main entryway. I know he has another route to get inside, but I have no idea how to get there. I have a suspicion it's in this forest, but I don't know where to look

LAWRENCE

Let's split up and search around. Maybe we'll see something suspicious eventually

A montage starts with The party and Jane searches around the forest and doesn't see anything big until Harry enters a bathroom stall and notices something out of place.

HARRY

Jane, is this normally what a trashcan is supposed to face?

JANE

Not normally, there could be something hiding behind it

HARRY

Help me move it out of the way

Harry and Jane move the trashcan out of the way and notice a small lever. Harry pulls the lever and outside the water fountain flips revealing a manhole. Sam and Antonio lead the party down it and see a locked door

18 EXT. BUNKER AFTERNOON**18**

The party and Jane attempt to open the door, but Jane can't get it open with the same passcode that's used on the main door's lock.

LAWRENCE

Do you know any other passcodes
that might work

JANE

I tried his birth year, the year
this place was built, his favorite
sports teams, and many other
passcodes, but none of them seemed
to work

LAWRENCE

Did you try the passcode of when
the orb was founded?

Jane types in the serial code of the orb and it works. The door opens and they enter the underground lab. Jane screams, and the party turns around and sees Jeremy guarding a cage where Jane is captured.

19 EXT. LAB AFTERNOON**19**

JEREMY

I thought you'd try to betray me.
You were acting suspiciously around
the lab a couple of days ago, and
yesterday you didn't even bother to
show up. Now that I know you're
with them, I will stop all of you
to get more activities.

Jeremy reaches out for a button to activate the time machine, but Alejandro shoots the button out of his hand. Antonio immediately sets the time machine's base on fire with a match and it breaks from overheating. Jeremy fires another smoke bomb, but it gets deflected by Sam's sword and flies through the air duct. Jeremy goes to escape it, but Harry uses Jeremy's device to shut down his emergency exit. Lawrence rescues Jane and uses his shield to deflect bullets from Jeremy's pistol. Meanwhile, Harry gets Jane through the air duct and she fires a flair gun. Bob immediately recognizes it and calls the police who see Jeremy's lab. They pound on the door

POLICE OFFICER 1

This is the police! Open up or we fire, we have a warrant for your arrest for robbery

JEREMY

I didn't rob anything

LAWRENCE

You technically did. Even though I'm dead in this timeline, I'm alive here and you have something that belongs to me

Jeremy, realizing he's surrounded, tries to make one getaway through another portal, but before he can do it, Alejandro destroys it with another arrow.

LAWRENCE

If you take the orb, it can set up a snowball effect that can cause things you wouldn't even know about. For example, while this is a very valuable and good-looking orb in your era, this is used for trading and preventing wars in our era. If you remove it, it could cause it to end up disappearing from the timeline, and as a result, could reset any wars being reversed. NOW!

Lawrence points at Sam and he cuts a rope leading to Jeremy's time machine falling and shattering. Alejandro fires an arrow with a rope behind it and the rope ties around Jeremy's ankles causing him to fall. The Police barge in and handcuff Jeremy

JEREMY

I surrender! Take the Orb back!

Jeremy hands the orb back to Lawrence the police officers arrest Jeremy and Drive him away. Jane shows up with Bob and hands the party a blueprint.

JANE

Here's the blueprint for the time machine. I'll rebuild it to send you home. I promise after this, I'll destroy the machine and get rid of the evidence. Time travel is too dangerous to experiment with, and 1 mistake can ruin it. Good luck, and I'll miss you all!

Jane and Bob rebuild the portal and the party heads back through it, and the Party arrives back in the original cave where they were from.

20 INT. CAVE EVENING

20

LAWRENCE

Looks like we're back home after that adventure, I will send this orb to Manuel and he'll know what to do with it.

The party leaves the cave and heads back home.

21 CASTLE ROUNDTABLE MORNING

21

The party sees DUKE MANUEL at the castle during the meeting

MANUEL

So with the orb returned, do you think this will finally end the war between our kingdoms

LAWRENCE

Definitely should. I know both kingdoms want this orb, and considering we have the advantage, this should be the next peace offering. Send it to the kingdom next door, I guarantee they were looking for this as much as we were.

MANUEL

If it doesn't work, this has enough power to keep the war going, so this is an easy trade piece

LAWRENCE

I know this is in good hands with you. It's safe here, and Jane gave us a promise that as long as she's in charge of the business, nobody will try to steal it with a time machine again.