Act 1 Scene 3: The Haven

Emil walked deeper into the haven and was met with a dead end. (Probably a couple puzzles that when solved open the actual haven.) Emil finally got inside and noticed that more and more bodies lined the walls. Screams could be heard as Emil travelled deeper into the haven. Finally, he got to a big, circular room. Walls climbed up to a rounded dome that let in the moonlight. The knight stood in the middle of the room holding someone up by their neck. “-any other havens? Don’t lie to me boy.” The boy coughed up blood but refused to answer. The knight threw the boy to the ground and stabbed his weapon through him. “We meet again.” The knight said as he slowly turned to face Emil. “You seem to be in good health, I can’t say the same of your little pet though.” The knight chuckled. “So you knew of this place. Do you know where the other havens are located? If you comply maybe I will take you to see you dog.” “Where did you take him!” Emil shouted. “If you hurt him…” The knight raised his weapon. “What will you do boy?” Emil grabbed a weapon from one of the dead bodies. “Think carefully about what you are you doing.” The knight said as he got into a readied stance.

**Fighting scene maybe?** **Or maybe the knight just takes him out in one swing.**

Emil fell to one knee, sword plunged into the ground to keep himself up. “You have spirit boy, but your skills are non existent. You don’t even know how to use the weapon you are holding. Did the Dakairs here just give up on training their children?” The knight started to shift and Emil ran after him, also shifting.

**Could be a chase scene or the knight is there waiting for him to shift only to knock him out as soon as he shifts. Either way, Emil gets a slash off on him.**

As Emil fell to the ground he slashed at the knight and struck his leg, drawing a little blood. The weapon glowed red for a split second as Emil passed out.

**Don’t know about this part, just trying to figure out a way to move Emil to the next location.**