

# Imprisoned

The story begins when Evorn, a noble and well-reknowned knight in the court of Waland is about to get married to Myca, a beautiful mage who also belongs in the court. His son from a previous marriage, Raevorn is opposed to the marriage as he thinks his father is disrespecting his dead mother, Erica. Erica and Evorn first met when she was captured as a slave in a skirmish of Waland to Aetolia, the country neighboring to the South Western of Waland.

Erica was a dancer in Aetolia and Evorn liked her so much on first sight he decided to make her his wife. She never really loved him but agreed in order to be set free. Evorn and Erica lived a happy life together nonetheless and had Raevorn born 3 years into their marriage. After 9 winters that followed came a winter so merciless, Erica, being from the warm land of Aetolia, couldn't handle and she caught pneumonia not making it to the end of the winter.

Raevorn, 15 years old now, remembered her fondly and would never forgive his father for turning to another woman. The worst part is that he would need to have a central role in the marriage he didn't agree with.

The maidens made all the preparations for Evorn and Raevorn and the duo set out for the church the marriage would take place in. They arrived there and all of the nobles of the court were guests. It was a grand wedding indeed, however much Raevorn hated it. After the couple said their vows and the table was set for the feast, hundreds of white pigeons that would bring gifts to the four corners of Waland were set free.

The trio, now, went home and Raevorn went straight to bed while his father went to his room with his new wife. It was almost dawn when Raevorn was woken up violently by Aetolian soldiers. Not having realised what had happened he fought them but alas, he was too young and weak still to fend them off. On his way out he saw Myca being tortured by one of Aetolia's Witches who ruled that land. After that they put a cloth on his head and he could see no more.

Raevorn lost the count of days he was in prison, eating barely a meal and shitting on the floor in absolute isolation. He would sometimes scream to know what had happened to Waland and his father. None of the guards talked to him. It was years in reality. About 7 years. One night, almost at dawn again, the small baricaded window that was giving him air was ripped apart. Raevorn woke up suddenly, the guards were coming. Without a second thought he climbed on the hole where the window was and jumped down in the sea.

He swam and dived for hours until he couldn't anymore and made for the shore before his body was completely bereft of strength. He got out and went for some thick vegetation where he almost immediately passed out.

The next day he started wondering to what seemed to be a nearby village. He had no idea where he was. It was raining hard and he was cold, he needed some clothes and he couldn't let any man see him as he was so he decided to either steal from a house or kill someone and get their clothes. He was very weak though so confrontation with another man was out of the question.

It was midday and he was wandering the fields outside the village when he saw a farmer leaving with his wife for the fields. After some time he took a rock and went straight for the

window. He was scared someone might be inside still but he had no other choice but to try and break it. He hit one time and hid waiting for anyone to come out and check what was going on. None came. He kept hitting until the wooden window gave in. He jumped inside, took some farming clothes and some food and started running as far from the village as he could.

The next day he decided to make some weapons out of sticks and rocks to hunt. He did so and was able to hunt a wild cat. The next day he decided it was time to find a city where he would be anonymous and try to find something to do to earn some money. He climbed up to a nearby hill and saw a pretty sizeable town to the North. Today's meal was a rabbit.

The next day he arrived in Taertha, the town of alchemists as it said on the sign at the entrance of the village. Without much to do he went straight for the warehouse where they brought in Alchemist materials. He said his father had kicked him out of the house for not wanting to do farming work and he desperately needed work. The owner told him he could carry materials from Waland to the North for some clothes and weapons. He would need to find his own food though and protect himself on the road. Raevorn immediately agreed.

He set off the next day with the worst equipment he had ever seen. He needed to transfer some Herbs and Minerals from the city of Rytorn in the southeast parts of Waland back to Taertha. A quest he obviously would never do. Instead he decided to roam the city for a while and listen to what commoners had to say about what was going on.

Apparently Taertha, was on the border with Waland which now was an Aetolian province. People had heard someone escaped the prison of the capital, Smyr, and was not found yet, some people said it was the son of the King of Waland who was still fighting for Waland's liberation.

As much as he wanted to know more Raevorn was scared, he knew the King was still alive now so he would try and find him. He set off for the Northern part of Waland, something told him that's where the King was hiding. On his way there he would visit any village or town for more information about the King and what had happened 7 years ago.

The Witches of Aetolia apparently used his father's wedding and enchanted and poisoned the gifts that were meant for nobles as a first hit to Waland. A savage war of 3 years ensued but Waland was too weakened to win. The King had escaped somewhere, no one knew exactly where, and random attacks on the forces of Aetolia were happening in order to weaken them. No one knew where or when the attacks would happen so everyone was very suspicious for everyone else.

Raevorn thought that if the attacks were random that meant that if he could find some members for the resistance against Aetolia he could potentially find his father, if he had survived the massacre at the capital.

His quest finally took him to Rytorn, a pretty big city where wine and iron were the main produces. One of the Witches apparently lived there and Raevorn was very scared to be discovered. Nonetheless he was looking for any suspicious characters to maybe follow them to some kind of resistance hideout. His eye caught a very peculiar knight that would go out to poor people and give them gifts and coin. He decided he would follow them.

After a long afternoon of trying not to be detected, he saw the knight finally return to the city's Palace where the Witch was living. He initially thought he was making a mistake but he couldn't explain her behaviour during the day so he decided to find a way in. He looked around the castle, there was no way in. Disheartened he decided to just find an Inn to spend the night and move on the next day.

On his way there he felt someone following him, he took a turn at a building, unseathed his sword and waited. Someone indeed turned and Raevorn immediately struck at them only to see his sword fly out of his hand by the counterattack.

- "Who are you and what do you want?" he demanded.
- "Shut up, you're making too much noise!" the man replied.

The man grabbed him and put his hand over Raevorn's mouth.

- "It's almost dawn, sit here and watch. " he told him pointing to the Palace.

Some time passed and nothing was happening.

- "What the hell do you want me to see?" asked Raevorn.
- "It's time. Look closely" the man replied.

Raevorn looked as close as he could and suddenly he saw a very small number of creatures climbing the walls of the Palace. They took position and at first light they immediately turned to stone.

- "What the hell are those?" Raevorn asked
- "Imprisoned" the man replied. "Members of the resistance. They gave away their mortal lives to help the restoration of Waland"
- "What the hell do you mean? Are they humans?"
- "No more. Your father made them creatures of the night."

Raevorn suddenly grabbed the man by the neck.

- "WHERE IS MY FATHER?" Raevorn screamed at dawn.

The man punched him and Raevorn passed out.

He woke up in what smelled like a cave. It was humid but not too warm. He looked around. He was on a bed and a candle was the only source of light in the room. He was alone. The room was very small and there was no way out. He started shouting for someone to hear him. Suddenly a door on the ceiling was opened and the man from before climbed down.

- "Will you shut the hell up? You're so loud!"
- "Where am I and where is my father?"
- "Your father is always on the move, I don't know where he is. You're still in Rytorn, this is the basement of my house."
- "How can I find him?"
- "You can't, that's the point. I've sent a raven to tell our members in the capital of your arrival. I'm sure he will contact them soon."
- "I'm going there. Goodbye."
- "Wait! Let me tell you about the creatures you saw last night."
- "What about them?"
- "As I said they're called the Imprisoned. At night they become alive and roam the land helping the resistance. At dawn they turn to stone until the next night."
- "Why are they not attacking the Witch? They are literally IN the palace."
- "A Witch is not an enemy to take on lightly. They can still hear things even as statues, they have offered us great help even in that form."
- "What kind of help?"
- "We know the Witches know of the Prison Chalice, the thing that turns people into Imprisoned."
- "What the hell is that? And why would someone choose to be a statue? It doesn't seem very helpful to me."

- "You don't choose to be a statue. You only choose to drink from the Challice. What you will become after that is unknown and takes days for you to be transformed. Some people become animals, some fish, some trees, some statues, some monsters, many simply die."
- "Die?! Are you people insane? Why not just fight the Witches head on?"
- "We tried that. It didn't work, the Witches have great control over the elements. In rain they bring thunder, in fire they bring air and in air they bring fire. Also their alchemist poisons and potions corrode the strongest of armors and minds. We simply can't defeat them."
- "And how did we hold them back all this time if they're so strong?"
- "Our mages and knights did most of the work. But at your wedding most of them were dead the next day. The fact that you sent gifts to all corners of Waland didn't help either. Trust me, the Imprisoned are out best bet."
- "How?"
- "The move in the dark, they can be anything and they can be much stronger than a man with different abilities. They are the best spies and a great force once we have the proper number of imprisoned."
- "Didn't you say the Witches know about them, they will kill you all."
- "They can't simply find us if they don't know where we are. And we are nowhere and everywhere. What they want is the Challice itself. They think they can enhance it to make Dragons. They want to control it to take over the whole world."
- "Where did you even find this thing? Did the King give it to you?"
- "Myca poured all her strength in that Challice to save your father. He was the first to drink off it. He's not the man you remember. He's grown too cold and merciless. The Challice gave him superhuman strength and speed. That's how he was able to escape. But I think his mind can't handle all this power. He's grown a little insane if you ask m..."
- "HEY! Careful what you say about my father!"
- "I'm sorry. If you want to go after him let me give you some better equipment as you won't survive long with what you currently have."
- "Are you Imprisoned too?"
- "No, I'm a coward."