**Zoom into desert**

Ephidel: … and here I am thinking about stuff again.

How long has it been since that fateful day? Kinda hard to keep track after 20 years.

…this desert. It reminds me off the place where I landed back when…

Well, who am I telling this? No one is here to hear that anyways.

Now… there is work to do. I should go to the city. Check out if there are any clues about the rebels… or him…

**Warping sounds**

**Cut to squad**

Reinhardt: There it is! The village we’ve been talking about.

Finn: Well that wasn’t so bad! We only needed one day to get here.

Leif: Look at the size of the city! It’s enormous! I can’t wait to set foot in it.

Augustus: It wouldn’t hurt to get some rest and stock up on more resources. We couldn’t really stock up in the village after all…

Seteth: Before we go inside… I fear that we have another matter to attend to…

Augustus: The prisoners? Well they are still in the carriage guarded by the best men! Eliwood and Hector went inside to speak to them!

Seteth: Let’s see if the conversation will yield something…

**Cut to carriage**

Cormag: Where… where am I?

Hector: You are finally awake. You’ve been knocked out for a while.

Cormag: !!!

Hector: Relax. We are not here to fight you!

Cormag: The other armed guys around me give me a different opinion.

Eliwood: Well you tried to kill us earlier.

Cormag: I can’t deny that… but why did you tend to my wounds?

Eliwood: Well we couldn’t just leave you to die now could we?

Heath: And yet you went out of your way to help us…

Hector: Heath! You are awake as well…

Heath: Indeed.

Cormag: Looks like we lost even with the advantage. What will happen with us now? Will you execute us?

Hector: What?! Why would we do that?

Heath: So you’re keeping us as prisoner of wars?

Eliwood: No, we had a different idea. Please lend us your strength to fight the Holy Guard.

Cormag: Pardon?

Hector: We discussed it with the others and honestly. Having some renowned Wyvern generals on our side would be a boon for us.

Heath: And what is in it for us? Why should we join you?

Cormag: Yeah, what is in it for us instead of a quick death under the Holy Guards heel?

Camus: Have you not noticed the situation at hand?

Hector: Camus?

(The proud commander)

Camus: Sorry for making my presence not known.

Cormag: You are… the fabled Sable Knight!

Camus: My title does not matter. What matters is that you comprehend what kind of situation this mess is. People from all dimensions involuntarily getting put in a new world and being at each other’s throats for no reason. Surely you noticed that this isn’t how things are meant to be. Don’t you want to return to your worlds?

Cormag: Why are you telling me this? What does that have to do with fighting for the Holy Guards?

Heath: You can’t mean…

Cormag: !!!

Heath: Are you implying that the Holy Guards are behind this?

Camus: …I was getting to that part but you guys are very sharp-witted.

Hector: You don’t have to trust me on this but I can tell you that the leader of the Holy Guards used some kind of spell to rearrange the multiverse.

Eliwood: Still feels weird to hear that.

Hector: I know.

Cormag: This is unbelievable.

Heath: … I’m in.

Cormag: Heath?

Heath: I know Lord Hector and Lord Eliwood. They are honest people we can trust. And why would they say stuff like that? I think there is some truth to their words!

Cormag: …

Eliwood: What do you say Cormag?

Cormag: Sorry but I must think about this. This is a lot of information to process.

Eliwood: Of course. You can give us your opinion once your wounds have fully healed.

Hector: Ok guys, we should check on the others.

Camus: Wait what about him?

Eliwood: Narcian? I think that can wait until he is conscious.

Hector: Although I would avoid having him in our ranks…

Cormag: …

**Regroup with others:**

Eliwood: Hey guys what are you doing here?

Macks: We waited for you guys to give the latest update. The others went into the city to get some provisions and weapons for further travel.

Hermann: What you do is up to you but be careful. If this city is allied with the Holy Guards it would be best not to reveal our positions too loudly.

Quin: Maybe some kind of disguise would be appropriate.

(Hector and Eliwood change their cloaks)

Eliwood: …

Hector: …

Quin: …perfect.

Hector: I dunno about you but I’ll get some shuteye. It has been some long days.

Macks: Oh right. Remember there is a meeting tomorrow. We still need a plan on how we want to proceed.

Eliwood: Alright. I’ll get something to fill my stomach. We’ll see us tomorrow.

Macks: Wait I am right behind you!

Eliwood: Oh for sure!

Hermann: Don’t forget me!

(Walking sound)

Jesse: Did you see that?

Marth: Indeed… That were Eliwood and Hector.

Innes: I think I saw Camus with them as well…

Marth: This must mean that they are here…

Jesse: How should we proceed?

Marth: I would wait for now. We don’t need to make hasty decisions.

Jesse: Alright, lets keep waiting until tomorrow then…

**Base time**

**After base**

**The next day…**

**War meeting**

Augustus: … and that is the current standing.

Leif: Hmmm…

Seteth: Is there any other information you could gather in the city?

Lewyn: Did I hear this correctly? The city doesn’t produce the goods itself and sells the finished products to new buyers?

Hermann: Yesn’t. The city imports raw material from different locations and has qualified people to refine the goods. Those in turn get sold for a higher price.

Lukas: Which in turn means that the city works as a distributor and doesn’t have direct access to the raw materials.

Augustus: Correct. There must be different locations from where the goods get transported into the city.

Eliwood: Which means disrupting the supply chain would only temporarily stop the goods from reaching the Holy Guard.

Augustus: For the plan to work we would need to get our hands on the root from all the materials. Otherwise we would only temporarily halt the progress. Besides I doubt that any citizen here would take kindly by involving them into the mess.

Quin: Right, you mentioned that the city is in a neutral position.

Finn: Hmmm. So the best step would be to find the place where the goods are actually coming from…

Lukas: I doubt its one lone place. Sounds like a disadvantage to lose that single point.

Leif: Then the next step would be to find such a place where the Holy Guards retrieve the raw materials from.

Lukas: Then the question would be to find out what kind of material we want to cut off from them.

Wade: Why material? Why don’t we just go and bash some heads already?

Augustus: …Taking the Holy Guard in direct combat would be suicide! Are you insane?

Wade: I’ll show you insane!

(Thunder sounds)

Wade: !!!

Reinhardt: Now, calm yourself. Remember, we can’t afford to make too much noise. This may be neutral ground but that doesn’t mean that enemy spies aren’t in the city to scout for potential enemies.

Wade: Sorry…

Augustus: …

Camus: Considering there is a river nearby it isn’t too far fetched that the resources are transported in ships.

Leif: We could steal a ship and find out that way!

Eliwood:

Lewyn: …

Leif: What? There are probably some maps that show the different routes. That way we could determine where one stronghold is.

Augustus: That plan is good but has a severe drawback. It would definitely turn the citizen from this city against us. Let’s keep it as a reserve plan. Now then. Is there any other news to discuss?

Reinhardt: As a matter of fact, yes. News circle around that the Holy Guards are fighting a major resistance group in the east. Apparently, there are some highly esteemed fighters that caused major problems for the Holy Guard.

Eliwood: Right. We heard something about that yesterday when we were in an inn. Apparently they are referred to as the Freedom Fighters.

Reinhardt: Indeed. Word is that some major groups are send to dispatch of them. However, the more widespread turmoil in the country makes it difficult for the Holy Guards to get rid of all the enemies at once.

Hector: Freedom Fighters? Did you find out anything about them?

Eliwood: Not much.

Macks: From what I gathered they have a leader who is said to be able to take on an entire army by himself.

Hector: Do you have any idea how little that narrows it down?

Macks: It’s also said that he makes them suffer from Slugma.

Hector: …what is Slugma?

Macks: S

Quin: Macks, not here.

Macks: Man.

Hermann: Maybe next time.

Hector: ???

Hermann: Ahem. They also said something about… how do you say it? “Gewitterregen”. Like if it rains thunder upon the enemies.

Leif: You mean something like Bolting?

Hermann: Yeah that one. Apparently one of them is highly versed with thunder magic and strikes the enemies from afar with Bolting.

Reinhardt: Could it be-?

Augustus: We should send a messenger in their direction. An alliance with them could be useful.

Leif: But where exactly are they located? Not like we have any idea on their whereabouts.

Marcus: Then we should ask around in the city.

Eliwood: Marcus?

Marcus: Some of us should head into the city to ask the local people. Maybe they can give clearer whereabouts to their location. The rest could check out the harbor to see the local ships.

Hector: Splendid idea Marcus.

Marcus: However, it shouldn’t be too many people to ask around. The less people go into the city, the less suspicion we raise.

Augustus: Alright, that’s a good point. Who wants to volunteer?

Macks: What do you think guys? We’ve been around the parts before? Maybe some local folks could give some input?

Hermann: Alright. I am behind you. Quin?

Quin: Sure, whatever.

Macks: You guys stay at the harbor and take a good look.

(Market)

(Some time later)

Quin: Nothing…

Macks: Not one ounce of useful information.

Hermann: Oof.

Quin: So what is the gameplan now?

Macks: Not much we can do. Guess we should report to the others…

Kamui: There you are!

Naoise: In the name of the Holy Guard! You guys are under arrest!

Quin: !!!

Macks: !!!

Hermann: !!!

Naoise: Surround them!

Macks: Here it goes guys!

(Galloping sounds)

Macks: …

Hermann: Wha-

Quin: Why did they run past us?

Hermann: It wasn’t us they searched… look over there!

Naoise: Surrender now and we’ll promise to not hurt you.

Innes: Sorry but the word “surrender” is not in my dictionary.

Jesse: Yeah its not my style either.

Marth: …

Naoise: Guess we must do this the hard way then. We’ll find out where you hide the other rebels!

Innes: Other rebels? Pal I think you got the wrong people here. We ain’t the rebels.

Marth: Then again, if words are correct then every group in the country that opposes you would count as rebels correct?

Jesse: But if we are so renowned you must have heard of us?

Naoise: …were you in the desert?

Jesse: No?

Naoise: Then who are you?

Jesse: Man you hurt our feelings.

Innes: Our?

Jesse: Alright guys hit it.

Innes: No, we are not doing that!

Jesse: No buts!

Innes: Fine!

Quin: Should we help them?

Macks: No. Lets wait how this plays out!

(Team rocket theme starts)

Jesse: To Protect the World from devastaion  
Innes: To unite all people within our nation  
Jesse: To denounce the evil of truth and love  
Innes: To extend our reach to the stars of above  
Jesse: Jesse  
James: James  
Jesse: Team Rocket blast off at the speed of light!  
Innes: Surrender now or prepare to fight  
Marth: Mearth, Thats Right!

Naoise: …

Zealot: …

Haar: …

Quin: …

Innes: …

Naoise: …seize them boys!

Marth: Get ready!

Haar: !!! Watch out!

Naoise: !!! Wha-

(Clang: Macks clashes with Naoise)

(Counterattack starts playing)

Hermann: Quin now! While Macks is at the front!

Quin: Right behind you!

(Fire and arrow sounds)

Haar: Argh-

Zelot: My arm!

Naoise: More rebels!

Macks: Impressive! You must be one of the Holy Guards generals!

Naoise: Hmph. I presume you are the rebels that Alec fought!

Macks: You are right with that assumption.

Naoise: Take this!

(Clang)

Haar: Zelot are you alright?

Zelot: The arrow grazed my arm but nothing I can’t overcome.

Haar: Alright! Lets help out Naoise!

Zelot: I’ll follow your lead!

(Horse sounds)

Macks: !!! This is bad!

Jesse: Don’t forget us!

(Swords clash)

Zelot: Argh!

Haar: Oof!

Marth: Taking on one with three doesn’t seem fair.

Macks: Thanks for the help. With your support we should be able to take them down.

Naoise: Darn it! Where are the others?

Haar: Can’t we do something about the ranged attackers? Their attacks make maneuvering impossible!

Naoise: … I’ll take care of it.

(Horse sounds)

Quin: He is coming!

Hermann: Stay behind me!

(Thunder sounds and arrow)

Hermann: He dodged both our attacks?!

Naoise: This is the end!

(another arrow)

Innes: You should mind your surroundings!

Naoise: Urgh…

Quin: Thanks

Innes: You can save the thanks when we get out of this mess safely!

Quin: Right.

Hermann: Quin. I think its time for operation “Burning arrow”.

Quin: Now? I guess you are right. We are separated from the others after all. Alright, I’ll ready the arrow.

Hermann: Ok let me prepare the spell.

…

Now!

(Arrow sounds and magic)

Naoise: The hell are you doing? You completely missed me.

Quin: We are just too big brained for you.

(Army sounds)

Duessel: Naoise, the first reinforcement wave has arrived!

Naoise: Excellent timing general Duessel.

Innes: …this is bad. With general Duessel on their side our chances of victory decreased drastically.

Naoise: Surrender now and we’ll promise no harm.

Jesse: Hehe, no chance.

Marth: You think we’ll let you waltz over us?

Innes: We will fight to stop your oppression.

Naoise: Why?! Why do you oppose your old friend Sigurd so much?

Marth: If he uses such drastic methods to obtain peace then I can’t call him a friend anymore.

Macks: Marth, follow this way. They haven’t gone there yet!

Marth: Right follow them!

(Running sounds)

Haar: Shouldn’t we follow them?

Zelot: It doesn’t matter where they run. In the north is a dead end. They won’t come far.

Haar: What is that in the sky?

Naoise: Looks like some arrow that burns through the horizont.

Duessel: That must be some kind of signal.

Zelot: …the signal is to warn the other group members.

Naoise: It doesn’t matter. We have surrounded the city. Unless they want to swim in water we can take them on easily.

(Pan to other group)

Palla: Leif! There is a fire spell In the air that got sent by the other group. It looks like an arrow.

Leif: “Burning arrow”…

Eliwood: …

Augustus: What is the meaning behind this?

Palla: It is a warn signal send from the others… when it was imbued with fire that could only mean one thing.

Leif: …it means that the enemies have surrounded them…

Marcus: Sire, we are surrounded by enemies! It’s the Holy Guard.

Eliwood: Damn it! When did they get here?

Marcus: What should we do?

Augustus: …the ships. They didn’t arrive on seaway here correct? We could board the ships and escape from here.

Leif: That is an option but wouldn’t that anger the locals?

Hector: I doubt that it matters much at this point.

Leif: That way we only have to fight at one front.

Hector: What about the others?

Eliwood: …

Leif: There is still some time before the ships are ready for set off. I’ll go and carve a way for them! Finn are you behind me?

Finn: Always my lord.

Augustus: I think this is a bad idea… but there is no arguing with lord Leif… Listen everyone! Board the ship and hold the line. Don’t let the enemies reach the ship! We’ll board it if every preparation is complete. Another group will rush to the city to aid our friends! RETURN ASAP THE MOMENT YOU GOT THEM!

(During map)

(After map)

Eliwood: EVERYONE ON BOARD! THE SHIPS ARE READY!

**Pan to harbor**

Hector: Eliwood this is bad! They are catching up to us!

Eliwood: Damnit!

**Horse sounds**

Noish: Surrender now. We have you surrounded!

Eliwood: …

Hector: …

**Weapon clang sounds**

Noish: Wise decision. Let’s stop with this bloodshed and I will guarantee that no harm will befall you.

Hector: Now what? You gonna throw us in jail and let us stay there until the end of time?

Noish: Well yes.

Augustus: I would reconsider if I were you.

Noish: Hm? And you are?

Augustus: My name does not matter but I would weigh the options again if I were you.

Noish: What do you mean by this? You have nothing to threaten us!

Augustus: Well look again.

Noish: …!!! Shit. You captured the civilians?

Lukas: Correct! Now imagine what would happen if any harm would befall these civilians? I imagine words would reach fast that the Holy Guards failed to protect them. Other factions surely wouldn’t like that choice.

Noish: Grrrrr…

Eliwood: But-

Hector: Pssst. Let them do their thing.

Noish: You can’t-

Lukas: Not one step closer!

Noish: You’re bluffing! You wouldn’t hurt innocent bystanders!

Haar: I would reconsider Noish! They are everything but bluffing! We can’t risk if they actually go through with their threat!

Noish: …fine. What is it that you want?

Augustus: You let us board the ships and sail with them away.

Noish: What about the civilians? You’ll take them with you?

Augustus: Don’t worry about them. We’ll free them if we’re far enough away from you!

Noish: Fine. You win. But we’ll pursue you after that you know that right?

Augustus: That is expected!

Noish: All right. Everyone step back! Let them board the ship!

Eliwood: …

**Cut to ship**

(Around half a day later)

Lukas: Are we in the clear?

Seteth: I saw no one when I was scouting the area. We should be good to go.

Lukas: Alright. Put the villagers in the spare boat we have…

Villager: …

Eliwood: Don’t worry. If you set westwards, you should be able to get back to the village.

Villagers: You can drop the friendly act scum. You’re no better than the Holy Guard.

Eliwood: …

(Swim noises)

Leif: What do you think? How long is the head start?

Finn: I can not tell you milord but given that they have a small boat they should travel faster than us. I would say the head start is around one day at max.

Lewyn: …

Leif: Hm? Lewyn you look worried.

Lewyn: I can’t believe that they would engage us in a city that is full of civilians. Why drag them into this conflict and endanger them as well? And the worst part is that they can shift the narrative against us because we resorted to capturing the civilians! Maybe getting captured would have been the better option.

Leif: I disagree! What good does it if you get captured by enemy forces? Nothing! You would just sit in jail and wonder how long you’ll be there! At least with this situation we can move on and think of a new way to win this battle!

Eliwood: Perhaps you are right. We didn’t hurt them but a part of me thinks how far we would have went if we got cornered further more?

Marcus: Let us not cross that road milord. We won and should think carefully about our next strategy.

Hector: Well said Marcus! Speaking of new strategies. What about Marth? He is with us as well.

Lewyn: Oh right. That somehow flew over my head! Marth get over here!

Marth: And I was wondering if you have forgotten about us.

Lewyn: Sorry about that. Things have been a little hectic for us.

Marth: Yeah it was little bit rough but we got through that whole ordeal.

Innes: It was a little too close for my taste though.

Eliwood: Marth! It’s good to see you again.

Marth: Ah Eliwood! The same goes to you.

Eliwood: What happened to you? Why were you fighting the Holy Guard?

Marth: Long story short, they were trying to interrogate us for information about our other team members. If it weren’t for your friends I don’t think we would have gotten out of this situation as easily.

Finn: Can you go back to the part about other team members?

Marth: Oh right let me explain…

Innes: Marth! You think that this is a good idea?

Marth: I don’t see why not Innes! They are in the same boat as us after all…

Innes: Fine…

Finn: So you mean-

Marth: Yes. Our group also opposes the Holy Guard.

Augustus: So you are the “rebels” they refer to that fights in the north.

Marth: Correct. Our goal was to head to this part of the country because words spread fast that there are other people opposing the Holy Guard. We traveled through the country to inspect the situation and try to persuade the others to join us.

Lewyn: And we know the rest?

Innes: Essentially. What Marth here didn’t tell is that the Holy Guards were right on our tails since we arrived in the city.

Eliwood: Well can you tell us more about the group of yours?

Marth: Of course. Our group is stationed northeast to here at Fort Genbu and the remaining group size is roughly around three thirds of this army. Although that is only a guess from my side.

Wil: Any cool name for that team of yours?

Innes: Team name?

Wil: Yeah, any team has a cool name.

Innes: Hmph. We never really came up with one but the common people of this land refer to us as “Freedom Fighters” so maybe that name works?

Wil: Fair enough.

Finn: How is the current situation from the Freedom Fighters?

Marth: It’s calm relatively speaking. The Holy Guard hasn’t made any major attempt to advance on us so we should be fine for now and if we meet up with them it should bolster the strength even more.

Hector: We should hurry regardless. No one can tell when the enemy decides to change their plans to attack them.

Eliwood: Well said Hector but there is one more question that I have… Who leads the remaining group of yours?

Marth: Ahahaha. Don’t worry about that my friend. You remember general Ike? He is overseeing the group as we speak.

Eliwood: Ike?! Well he has the skills to lead a group!

Innes: And it’s not like he is doing it alone either. There are more capable people like Klein and Lex to support him as well.

Hector: Hold on, did you say Lex?! So that son of his parents survived? Hahaha I knew he wouldn’t die so easily.

Marth: What do you mean?

Hector: Let’s just say that I met him with his buddy before we arrived here!

Marth: You mean Azelle? Wait so you were with him when Sigurd-

Hector: So you know…

Marth: Yeah they told us when we met up… At first I was skeptical but maybe…

Hector: Trust me, there is a lot of stuff that is unbelievable.

**Cutaway to Freedom Fighters**

Lex: Anybody home?

Klein: Hello Lex, I see you have returned.

Lex: Definitely. How are the defenses holding up?

Klein: No movement from the enemies. We are holding up well.

Tailtiu: Leeeeeeex. You’re back.

Azelle: How you’re doing my man?

Lex: Good, I still have all my legs and arms.

Ike: Welcome back. Any news regarding Marth and co.?

Lex: …last words I received were that they engaged in some battle against the Holy Guards but managed to flee with another group.

Ike: …so the rumors were true that there is another group opposing them.

Azelle: Where are they headed to right now?

Lex: I can’t give much details on that, only that they managed to get a ship.

Ike: They must be coming this way then… Guess the only thing we can right now is wait and hope that they arrive safely.