Section: metadata

Created: November 15, 2020 at 7:22 AM

Modified: November 15, 2020 at 7:24 AM

Status: No Status Label: No Label POV: None

## Prolog

Created: November 14, 2020 at 11:12 AM Modified: November 14, 2020 at 6:01 PM

Status: To Do Label: Opposition Keywords: Keyword

Places: Texas

POV: Ephraim Biggs

#### *Synopsis*

Kariwase and his band stalk up on trappers sleeping, and capture them. Bewildered, the lead trapper speaks in French, until Kariwase points out the English accent. Kariwase observes how the French & Indian war started, then does the same to the trapper to the excitement of his men.

#### Notes

These are notes

### Chapter One

Created: November 14, 2020 at 9:56 AM Modified: November 15, 2020 at 8:30 AM

Status: No Status Label: No Label POV: None

### Synopsis

Ephraim George BIGGS is a rebel Son of Liberty on the run from HIM a UK bounty-hunter MORTIMER REECE. He shows up at his brother's house in the rain looking for refuge, but his brother (ever the lawyer) finds out why and sends him away (he repairs Jeffry's son's toy, showing him as a tinkerer).

<!-- Spend more time in the conversation with the Biggs brother to introduce other key characters? Set their conflict as one very passionate and irrational. -->

Ephriam goes to another town and gets hired as a smith who comments on his breeding, hands, and disrespect for civil authority. "I'm not fond of the color red." Meanwhile, Reece shows up at Jeff's house on the trail, but Jeff avoids giving up his brother; but Reece learned that Ephraim was trained as a smith. He has his men comb the countryside looking for towns with new smiths. This leads to Reece finding Ephraim under an assumed name, when a fight breaks out and Ephraim flees into the wilderness. But, Reece pursues, with Ephraim's capture. This leads to Reece finding Ephraim under an assumed name, when a fight breaks out and Ephraim flees into the wilderness. But, Reece pursues, with Ephraim's capture.

### Section: Ephraim rejected by brother

Created: November 14, 2020 at 11:13 AM

Modified: November 15, 2020 at 7:30 AM

Status: No Status Label: Hero

POV: Ephraim Biggs

### Synopsis

EPHRAIM BIGGS is a Son of Liberty on the lamb. In the rain, he arrives at his brother's JEFFRY BIGGS home in SHIPPENSBERG, PA. Once inside and warmed, he asks his brother to shelter him. In the conversation, they argue over why he was there, which leads into the Sons of Liberty and the real reason why Ephraim is on the run. He refuses his brother, and the next morning Ephraim leaves.

Section: Ephraim accepted by stranger

Created: November 14, 2020 at 1:48 PM

Modified: November 15, 2020 at 7:30 AM

Status: No Status Label: Hero POV: None

Section: Mortimer Seeks Ephraim in Shippensburg

Created: November 15, 2020 at 7:30 AM Modified: November 15, 2020 at 8:23 AM

Status: No Status Label: Opposition

POV: None

Section: four

Created: November 15, 2020 at 7:30 AM Modified: November 15, 2020 at 7:30 AM

Status: No Status Label: No Label POV: None

Section: five

Created: November 15, 2020 at 7:30 AM Modified: November 15, 2020 at 7:30 AM

Status: No Status Label: No Label POV: None

Section: Six

Created: November 15, 2020 at 7:30 AM Modified: November 15, 2020 at 7:31 AM

Status: No Status Label: No Label POV: None

Section: seven

Created: November 15, 2020 at 7:31 AM Modified: November 15, 2020 at 7:31 AM

Status: No Status

Label: No Label POV: None

Section: eight

Created: November 15, 2020 at 7:31 AM

Modified: November 15, 2020 at 7:46 AM

Status: No Status Label: No Label POV: None

## Chapter Two

Created: November 14, 2020 at 9:57 AM Modified: November 15, 2020 at 8:17 AM

Status: No Status Label: No Label POV: None

### Synopsis

The Iroquois under Kariwase pick up on the pursuit and hunt them, resulting in a firefight that lets Ephraim escape (shoeless). The Iroquois under Kariwase pick up on the pursuit and hunt them, resulting in a firefight that lets Ephraim escape (shoeless).

Ephraim flees wounded & pursued by the Iroquois, when he falls into the TEMPLE unconscious. Reece and team get split during the fog of war, with a third rejoining with Reece & beating a retreat to civilization. Ephraim flees wounded & pursued by the Iroquois, when he falls into the TEMPLE unconscious. Reece and team get split during the fog of war, with a third rejoining with Reece & beating a retreat to civilization.

When Ephraim comes to, he is able to start a small fire for light, letting him find material to dress his wound. He explores the temple and discovers the rifle ala Conan the Barbarian. He experiments with it until he accidentally fires it. His continued exploration leads him to a larger space, an artificial light (the lightening bug), and a trove of weapons and ammunition. Excited by the prospects, Ephraim decides to take a few toys to Philadelphia to the Sons of Liberty. But, he first has to escape the Iroquois party.

## Chapter Three

Created: November 14, 2020 at 9:57 AM Modified: November 15, 2020 at 8:26 AM

Status: No Status Label: No Label POV: None

### Synopsis

He finds a way out of the Temple, but the pursuit resumes when he gives away his position. He shoots the hunting party killing the five of them in rapid succession. Rather than run, he loots the bodies for shoes and uses their arrows to conceal the wounds.

With a makeshift sled, he pulls out his samples and heads to Philadelphia, but he stops by his place in Smithytown, which alerts Mortimer that he is not dead. Meanwhile, Kariwase discovers the slain warrior party and discovers the ruse, bewildered he tracks Mortimer's sled until he realizes it is leaving their territory. Mortimer, alerted to Ephraim's return confronts the Smithy, but is thwarted somehow, and has his men resume searching neighboring towns while he goes back to Jeffry.

### Chapter Four

Created: November 14, 2020 at 9:57 AM Modified: November 15, 2020 at 8:26 AM

Status: No Status Label: No Label POV: None

#### **Synopsis**

Ephraim arrives in Philadelphia and quietly makes himself known to the Sons. After a meal, he arranges a rural demonstration of the rifles, but SOLOMON SHARPE reports this to WARREN BOYDELL, who sends word to Mortimer. Meanwhile, Kariwase meets with Pontiac and receives instructions related to the brewing war.

Mortimer meets with Jeffry and is flustered, accusing him of harboring a fugitive (and of being a coward by not challenging a duel), but when he gets back to his room in the Inn has word from Boydell of Ephraim's location. He hurries back to Philadelphia.

In Philadelphia, Boydell traps Ephraim by having Sharpe entertain Ephraim over dinner

Meanwhile, Kariwase is involved in a battle fought before Ft. Pitt Siege.

### Chapter Five

Created: November 14, 2020 at 9:57 AM Modified: November 15, 2020 at 8:27 AM

Status: No Status Label: No Label POV: None

### Synopsis

In a cell (Research jails in Philadelphia circa 1770), Ephraim sends word to Jeffry asking for help.

Mortimer arrives in Philadelphia and after meeting with Sharp wants to find out about the weapon. They secure the rifle and test it, with Mortimer having a thumb incident.

Ephraim and Mortimer talk about the rifle, and Mortimer tries to get him drunk, only to learn that Ephraim has a high alcohol tolerance. They argue about British authority instead. "Your sentence will be carried out." "I've not been tried yet." "You were in absentia."

Meanwhile, Kariwase involved in another attack somewhere, and we find that he is up-and-coming and very anti-European.

Jeffry arrives in Philadelphia and tries to find a way to help his brother; finding out that Mortimer might let Ephraim free if the Temple's location was revealed. But, Ephraim refuses to help the British.

Meanwhile, news of Pontiac's raids reach Philadelphia, alerting to the need to take action. LOCAL COMMANDER realizes there are insufficient troops to protect the interior, when Boydell mentions the weapons.

This renews pressure to divulge the location, and when confronted about the facts (which he wants to doubt but for Jeffry's fear), Ephraim surrenders the weapon cache's location.

# Chapter Six

Created: November 14, 2020 at 9:57 AM Modified: November 14, 2020 at 5:55 PM

Status: No Status Label: No Label POV: None

### Chapter Seven

Created: November 14, 2020 at 9:57 AM Modified: November 15, 2020 at 8:29 AM

Status: No Status Label: No Label POV: None

### Synopsis

Ephraim reacts to having given away the best thing for the Revolution when his brother cheers him up (story less). They start training on the weapons they have when they realize they do not have enough (4 rifles) or enough bullets (80). Mortimer heads to Pitt while Ephraim takes a small team to the Temple to get more, including the Strand brothers. He tries to take a route to obfuscate the temple's location. They get to the temple, no sign of trouble, get more weapons and bullets, and head to Pitt. Meanwhile, the Seige at Pitt intensifies. Mortimer and his men get into a fight with Kariwase, who is beaten back by the four rifles. Stunned & wounded, Kariwase heads to Pitt with Mortimer in pursuit. All arrive at Pitt and a fight ensues with two teams with rifles putting the indians into a cross-fire that kills most the indians.

## Chapter Eight

Created: November 14, 2020 at 9:57 AM

Modified: November 15, 2020 at 8:29 AM

Status: No Status Label: No Label POV: None

### Synopsis

There is cleanup afterward and discussion about the rifles. Meanwhile, word gets to Boydell who sends a rifle, case of rounds and a lantern to London. Mortimer and Biggs talk, Biggs agreeing to disappear.

Mortimer & Boydell talk about the need to take what they have and break the Iroquois' back, when Johnson arrives to suggest negotiation. "How can you beat back an entire nation with 16 rifles and a box of bullets?"

Biggs arrives in Charleston, taking up work as a smith. He reviews a drawing what he remembered the rifle looking like.

The Strand brothers retrace their steps to the Temple; grab a bunch of tech and head to Philadelphia.

The technology reaches London, George "this changes everything."

### Author's Note

Created: November 14, 2020 at 4:04 PM Modified: November 14, 2020 at 5:56 PM

Status: No Status Label: No Label POV: None

The End.