* Rumors
* King is alive/dead
* King has a cure
* King is developing a cure (alchemy)
* King has the Blight and his days are numbered
* The King has gone mad and his knights are trying to keep this silent
* Scene 1 — Filia checking on Jet.
  + F – “Here. Let me look at you.”
    - Narration: *I mean to check Jet for burns or scrapes, but I lose myself in him. It’s happening more every day. I’ve known him twenty-five years—married for fifteen of them—and it’s like I’m seeing him for the first time.*
  + Jet grinning. “Look, but don’t touch.”
  + F – “You’re fine.”
  + J – “I feel just dandy. You should try the draught, Fi. It tastes like leather, but you feel—” Jet will stop, looking into the distance. “We’re close, aren’t we?”
  + F – “We can turn back. We don’t have to do this.”
  + J – “C’mon, it’ll be fun. For me. You’re going to hate every minute with the old boyfriend.”
  + F – “He was never my boyfriend.”
  + J – “Can’t fool a fool, Fi-Bean.”
* Scene 2 (gameplay) — Proceeding through the forest
  + Narration*: When I was young, King Henryk went hunting. He went every year, him and Theseus. Except, that time, they returned early, with a boy in their teeth. Jet.*
  + Narration*: I think about that, sometimes. I never would have met Jet if not for Henryk. From the moment of Jet’s arrival, things were never the same. Strange, just how much the world to come depended on the presence of one shy little boy. Without Jet, maybe I would have succeeded Mother. A Bastard Queen, they’d say. Maybe I would have turned out like Theseus, with him for a husband. And maybe we wouldn’t have fallen to the Blight so easily.*
  + Narration*: The Greymars never spoke of how they came across Jet, and neither did Jet—not now, and not twenty-five years since. Jet tells me most everything, but not this. Not his parents. I don’t know what my husband was in his old life, if he was common or noble. But he still dreams of them. Sometimes, it’s the night of the hunt. Others, he dreams of love. Some part of him must still see it, deep down. Feel it, beyond the grave. Beyond time. What a gift that must be, if a heavy one.*
* Scene 3 — They come across a fortified town
  + Jet – “What do you think?”
  + Fi – “Hm.”
  + J – “Good *hm* or bad *hm*?”
  + “Think they’ll recognize us?”
  + “Bad *hm*, then. I—”
  + Jet will go quiet.
  + Fi – “Is it back?”
  + J – “No. Sort of. It’s fine. I’m fine.”
  + Fi – “Hm.”
  + Fi will start moving toward the town.
  + J – “Fi? Come back. I was kidding. You know me, always the kidder. Fi? Fi!”
  + Narration: *I won’t run him into the ground. I just won’t.*
* Scene 4 – Approaching the town gate. Town is walled all around and is only accessible through a gate.
  + Enter guardsman (GM) at the gate.
  + GM – “Whoa, whoa! Hold it right there! Not another step, or we shoot you where you stand.”
  + Jet (to Fi) – “Let’s just go around. They’re going to think we’re Blighters.”
  + Fi (to Jet) – “You are a Blighter.”
  + J – “Fi!”
  + Fi (to GM) – “Do you know who I am?”
  + GM – “A stranger. Westfeld don’t take to strangers anymore.”
  + Fi – “My name is Frey. I am in the King’s employ. Or I was, before the Blight hit. I’m just trying to make my way back.”
  + GM2 – “Captain—that’s no ordinary knight. Look at her. She’s Honor Guard.”
  + GM1 – “Hm. And the sack of bones behind you?”
  + Jet – “Ouch.”
  + Fi – “My squire, Jay.”
  + Jet – “Oh, low blow, Fi. Low blow.”
  + GM1 – “…”
  + GM1 – “Open the gates!”
  + Gates will be opened.
  + GM1 to GM2 -- “Fetch me Griff, lad. On the double.”
  + J – “I hate this, Fi. I hate it more than Blighters and sleeping on the ground.”
  + Narration – *But he isn’t going to last much longer, even if Greymar was only a few miles further.*
  + J – “Is that it?”
  + F – “…”
  + J and F will leave.
  + GM2 – “Griff’s out, Captain, beyond the wall. Should be back by nightfall, though.”
  + GM1 – “Good lad. See to it he finds me. First thing.”
* Scene 4 — They take refuge at an inn in the town.
  + We only really need a small part of the town to be visible.
  + F – “One night.”
  + Innkeeper (IK) will be startled by Filia. “Oh, Grief—you’re the King’s, aren’t you?”
  + F – “Yes.”
  + IK – “Praise the Lord and all His Bones. We haven’t seen much of the King or his knights. Not in a long time. Is it true he’s gone blazing mad?”
  + F – “I don’t know any more than you. We got lost coming home when the Blight hit. We’re just trying to get back to Greymar.”
  + IK – “Oh, you be careful. Be a real shame if yer master didn’t greet you on your return, eh?”
  + F – “…”
  + F will take the key and they’ll go to their room.
* Scene 5 – In their room at the inn.
  + Fi will lock the door and maybe stick a chair under the knob.
  + J – “I don’t know if this was a good idea.”
  + F – “Just get some rest. It’s all we can do.”
  + J – “Do you think it’s true? That Theseus…”
  + F – “No. It’s town talk. That’s all. Go to sleep.”
    - Narration: *There were nights where King Henryk would wake the entire castle, arguing with Sif, demanding she hand over the little bastard she was protecting. When it happened, I wouldn’t sleep for a week, never knowing if someone would come for me in the night. But no one ever came. Mother never gave me up, never stopped protecting me, until she could protect me no longer. I think about that just about every night now.*
* Optional Scene – Filia dreams of the Red Room.
  + Might just do narration: *I had a mother before Queen Sif. And I had a father. I don’t remember them anymore, except like this, in the red. I think it’s a reminder of what Henryk did to me. What Theseus will continue to do. Men of blood do not change.*
* Scene 6 – The people have come to question them.
  + A knock comes in the middle of the night.
  + ??? – “Open up!”
  + J – “Oh, no.”
  + F – “What’s the problem?”
  + ??? – “You’re Filia Greymar. Aren’t you?”
  + F – “My name is Frey!”
  + ??? – “Cut the horseshit!”
  + The door will begin getting rammed.
  + F – “Pack your things.”
  + J – “Fi? I don’t—”
  + F – “Jet? Oh, no—”
  + Door will be broken down and fight ensues.
  + After first fight:
  + F – “It’s okay. I’ve got you. Can you drink this?”
  + Fi gives him a draught.
  + Jet will take the draught.
  + F – “Can you walk?”
  + J – “I’ll try. I’m sorry, Fi.”
  + F – “I’ve got you. I’ve got you.”
  + They’ll make their way downstairs. May have another fight or two upstairs, or we can wait until downstairs.
  + Griff – “There you are, Bastard.”
  + J – “Aw, shit.”
  + F – “Griff.” Will spit.
  + Griff – “You should have stayed gone, Filia. Far gone.” Spits back.
  + There will be a crowd of angry townspeople.
    - “You killed the King, you bitch! Broke him in his heart!”
    - “This is all *your* fault! The Bastard hope of Old Queen Sifa, Greif rest her soul.”
    - “Turned your back on your King when he needed you most!”

* + F – “Theseus Scala Greymar is the Blight on this world. I should have killed him the day I left this awful place.”
    - Narration: *I nearly did. It was Jet who stopped me.*
  + Griff – “On my honor as a man of the King, Honor Guard to the great Scala Greymar, I will see you removed.”
* Mini-boss – Griff (and potentially other mobs)
* After the fight
  + Bodies strewn about the inn lobby. Blood spilt. People frightened.
    - “Monster!”
    - “Why would you do this?”
  + Griff bleeding – may or may not be dying.
  + F (to Griff) – “I’ve know you since I was a little girl. You were one of his favorite. Did you know that? Theseus liked people he could control. People who played his sick little games.”
  + Griff – “He’s not the same, Filia. I can see what you’re looking for. He won’t have it.”
  + Fi spits on him. They leave.
  + Jet – “Are you okay?”
  + F – “I’m—it’s fine.”
    - Narration: *Blood doesn’t sit well with me after the battle wears off. I try not to think about it.*
  + It’s then that the black knight arrives, having found them.
  + Black knight (BK) – “…”
  + F – “Go back inside, Jet.”
  + J – “No! I won’t leave you!”
* Scene 7 – Boss fight with black knight.
  + Jet likely should not be involved in the fight. He likely doesn’t have magic, as the narrative hasn’t called for it thus far. Shoe-holing it in now wouldn’t go over well. It would look patched-on.
* Scene 8 – After the fight
  + Fil finds Jet having collapsed.
  + F – “Jet? Oh, Jet.”
  + J – “I—I—I’m sorry—”
  + Filia is crying. They’re running out of time.
  + F – “We’re going home, Jet. Everything is going to be okay.”
* Castle Greymar
  + Scene 1 – Outside the giant doors. Doors are open. It appears abandoned.
    - (No music? Could make an “atmosphere” track [no noise])
    - Jet is slumped over on the horse (or Fi is carrying him). He has fallen into unconsciousness.
    - Fi – “It’s almost over, my love. Just a little further.”
  + Scene 2 -- Inside the castle. Fi is looking for a place to put Jet before confronting the throne room.
    - Narration: *They made him a fool. After the hunt, King Henryk asked what service Jet could provide. At nine-years-old, Jet said he could play the piano. It was Theseus who asked his father that Jet be taught the accordion. So Jet was instructed until he could play and dance and entertain. Theseus told me shortly after that the accordion was the silliest instrument he could think of.*
    - Narration: *Jet kept to himself as much as he could. He was a shy kid, contrary to the royal performer he was supposed to be. I’ve always wondered if he was like this before, or if Theseus made him this way. Jet would tell me, if I asked him. I’m just afraid to.*
    - Filia will find a room—her old room. It won’t really have been touched since she left all those years ago.
      * She puts Jet in the bed.
      * F – “I’m just stepping away for a little while. You just sleep the day away, okay?”
      * J – “…”
      * F – “I can’t do this without you, Jet. I can’t—”
        + Any way to make this text small, maybe quivering?
      * Filia will leave, making her way to the throne room.
  + Scene 3 -- Filia on her way to the throne room (exploring and combat).
    - Narration: *He was my friend. Theseus. My first friend. Even after Sif took me under her care, the Fort did not take to my presence. They called me a bitch of the Old Blood. A bastard. As if they didn’t know of the slaughter that gifted them my family’s throne. I think they saw a ghost in me, a living relic of their greed and shame.*
    - Narration: *But not Theseus. I think they kept him away from me at first, hoping I wouldn’t rub off on him. But Theseus did as he pleased, and it pleased him that we should be friends. Besides the Red Room, I don’t remember much before Theseus. He made me feel…alive. Where I wasn’t before. He was a good friend, for a time.*
    - Narration: *Theseus had taken a liking to Jet. Jet was small and shy — weak, in the prince’s eyes. He’d take Jet everywhere he went, like a child’s plaything, and Theseus played hard. Jet never said much about it, back then. Never said much of anything to anyone.*
    - Narration: *Theseus was changing me. You don’t realize it when you’re a kid — not until it makes itself known. Jet was Theseus’s enemy, or his prisoner, which made him mine, too. That is my greatest shame, those things I did to the man I love. Before my mother put a mirror up to me. Before I realized that gentle and beautiful are not weak.*
    - Narration: *It was Jet that saved me. Who continues to save me. If I lose him, there will be nothing left. Nothing at all.*
  + Scene 4 – Throne Room with Theseus.