

# Little Red

"1.04 TOOTH AND CLAW"

Written by:  
**M. J. Calder**

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**TEASER**

**FADE IN:**

**EXT. FAE - VILLAGE SQUARE - DAY**

The village square, hub of activity in the small village of Fae. Like every other day small STALLS are set up along one side of the square, their owners peddling their goods.

The YOUNG WOMAN at the jewelry stall helps a MAN in selecting the right piece of jewelry as a gift.

YOUNG WOMAN

It is her favorite color, you say?

MAN

It is. She says it reminds her of the lake by the village she grew up in.

The young woman makes a selection from her wares, a NECKLACE with a large BLUE PENDANT hanging from it. She hands it over to the man for inspection.

YOUNG WOMAN

Did you hear that they lifted the curfew?

The man holds the necklace up the light, weighing the pendant in his hand.

MAN

It is about time. I have never seen the council as agitated as they were over this wolf business.

(about the necklace)

Perhaps something a little more, uh, delicate? A gem not so big?

The young woman smiles.

YOUNG WOMAN

I have just the thing.

She takes back the necklace and searches behind her stall for a different necklace.

YOUNG WOMAN (CONT'D)

Did you know that even the hunting groups they sent out could not find anything?

The young woman finds what she is looking for and hands it to the man. It is a thin chain with a small, teardrop shaped, sparkling LIGHT BLUE STONE hanging from it.

MAN

So I heard. A waste of time if you ask me.

(beat)

This is perfect. I'll take it.

As the man and young woman continue to talk we PAN slowly away from them to focus in on GRAYSON BLYTHE.

He stands, frowning, by the statue in the center of the square.

He glances up as a woman steps up to his side: ROWENA PICKERING. Her blonde hair is pulled back in a tight bun, everything about her points and sharp edges.

Grayson speaks without being prompted.

GRAYSON

People seem pleased the curfew is over and done with.

ROWENA

I think people believe the curfew was not needed in the first place.

GRAYSON

It was needed.

ROWENA

If that is what you believe.

GRAYSON

(firm)

It is.

ROWENA

You sent out groups of men for a week and they found no wolf, over large or otherwise.

GRAYSON

They found signs of a wolf.

ROWENA

A wolf that could be long gone.

GRAYSON

There is no need for boasting. We all know you opposed the idea.

Rowena smiles, self-satisfied.

ROWENA

It was a freak event, people will understand.

GRAYSON

What if it was not a freak event? We should let our guard down only to be caught by surprise?

ROWENA

You are as stubborn as a man twice your age, Grayson. Don't let your fears of what might happen cloud your judgment on what is best for this village. It is the people who give us our power, they listen to us because they trust us to make decisions that will benefit them.

GRAYSON

I took the same council oath that you did, Rowena, I know what my duties are.

ROWENA

Then let this issue go. There are other things the council should be expending their efforts on.

GRAYSON

Like the wealth of our village?

Rowena huffs.

ROWENA

Albern is a fool. Pay him no heed.

Grayson pushes off the statue and begins walking towards the COUNCIL BUILDING, Rowena following at his side.

GRAYSON

And what do you propose the council turn its attention to?

ROWENA

Matters involving our relations with neighboring villages might be a good place to begin.

GRAYSON

'Neighbors' may be a bit of a leap, but we will hear you out.

As Grayson and Rowena's conversation continues we--

**FADE TO:**

**INT. ETHELENDAS COTTAGE - DAY**

ETHELENDAS moves hastily around her small cottage, packing a SATCHEL she holds in her hand. She grabs crystals off shelves along with other assorted instruments and shoves

them into the bag.

She pauses as she reaches out for another crystal, like she's sensed or heard something.

A moment later there is a KNOCK on the door.

ETHELENDA

(muttered)

Damn criminals. They have no sense of timing.

Ethelenda drops the satchel on her small table and strides to the door. She grabs the handle and FLINGS it open to find--

AUDREY WRIGHT stands at the door in her red riding cloak.

AUDREY

Good morning!

On Ethelenda's surprise we--

**BLACKOUT:**

**END OF TEASER**

**OPENING CREDITS ROLL**

**ACT ONE**

**FADE IN:**

**INT. ETHELENDAS COTTAGE - DAY**

ETHELENDAS closes the door as AUDREY steps into the small, dark cottage.

ETHELENDAS

You are out quite early this morning.

AUDREY

I have good news!

Ethelenda smiles as she walks over to the small table.

ETHELENDAS

Is that so?

She grabs the SATCHEL she dropped on the table earlier and lowers it onto one of the seats, out of sight.

AUDREY

The curfew has been dropped. No wolf sightings in over a week.

ETHELENDAS

Now that is good news.

AUDREY

It is.

(beat)

Um, I also came by to ask you about what we spoke about the other day.

ETHELENDAS

Still curious I take it?

AUDREY

Just a little.

ETHELENDAS

Then have a seat and I'll fetch us some tea.

Ethelenda shoos Audrey towards some larger CHAIRS, covered in soft furs and pillows, by the fireplace.

Audrey unclasps her RIDING CLOAK and drapes it over the back of one of chairs. She takes her seat, hands folded on her lap and looking the perfect picture of patience and innocence.

Ethelenda follows Audrey over to the fireplace, removing a KETTLE that sits over the low flames and smoldering coals. She takes it back to her small table, pouring the warm water into two CUPS.

Ethelenda hesitates for a moment and glances back to Audrey. When she discerns that Audrey isn't looking her way, Ethelenda turns her attention to a shelf high on the wall beside her.

Her fingers dance over the SMALL BOTTLES that sit there, eventually plucking one from its place among the others.

She UNCORKS the top--

A light TAP of the bottle sends a small amount of the ground up plant inside dropping into one of the cups.

Ethelenda re-corks the bottle and replaces it quietly on the shelf.

ETHELENDA (CONT'D)

Here you are, dear.

Ethelenda picks up the two cups, walking back to the fireplace and handing Audrey the cup that she has spiked.

Audrey takes the cup and holds it between her hands as Ethelenda takes the seat across from her.

AUDREY

Did you find anything? Anything that would explain the wolves?

ETHELENDA

It is a bit more complicated than you may think.

Ethelenda bring her own cup to her lips and sips at her tea. Across from her, Audrey does the same.

Ethelenda grins.

AUDREY

I have the time.

ETHELENDA

You do not have a job around the village you need to attend to?

AUDREY

I help out my father on occasion and do odd jobs for the other villagers. If there is ever anything you need help with I guess you know where to find me.

Audrey takes another drink of her tea.

ETHELENDA

Tell me about some of those odd jobs you do. I am sure that has lead to many an interesting escapade.

AUDREY

Oh, but I thought we were going to talk about what you do?

ETHELEND A

There is plenty of time for that later, you said so yourself.

AUDREY

If you insist...

As Audrey begins regaling Ethelenda with tales about her work around the village we--

**FADE TO:**

**INT. ETHELEND A'S COTTAGE - LATER**

ETHELEND A sits at her small table, SATCHEL in front of her. She taps her fingers in a beat against the tabletop. She looks bored.

There are two sudden loud KNOCKS at the door.

Ethelenda stands with a scowl and walks towards the door. As she moves by we get an unobstructed view of the fireplace--

AUDREY is slumped over in one of the chairs. Her cup lies forgotten on the floor.

Ethelenda reaches the door and throws it open.

ETHELEND A

It is about time.

Standing in the doorway is BRAXTON.

Outside, behind him, a few more of the CRIMINALS can be seen, all in their half-man half-wolf forms.

BRAXTON

On a strict schedule now, are we?

ETHELEND A

Your timing leaves much to be desired. Get inside.

Braxton has to duck slightly to get through the doorway, his bulky form out of place in the small cottage filled with delicate objects.

Ethelenda closes the door behind him.

BRAXTON

Who is that?

Braxton nods towards where Audrey is still unconscious by the fireplace.

ETHELEND A

She is a complication.

BRAXTON

Oh?

ETHELEND A

She is also none of your concern.

BRAXTON

I believe we were supposed to be dealing with any complications?

ETHELEND A

And I *believe* I told you this girl is not your concern.

Braxton hold his hands up in surrender.

BRAXTON

I was simply checking. Are you ready to leave?

ETHELEND A

I was ready to leave a half hour ago.

(beat)

Though I suppose it was fortunate you were late this time.

Ethelenda takes the satchel and pulls the strap over her head. She sets off to the door with a determined stride. Braxton follows a little more reluctantly.

BRAXTON

You are not worried about leaving her here?

ETHELEND A

Does she look like she is going anywhere?

Braxton grumbles under his breath but follows Ethelenda out the door that shuts with a THUD behind them.

PAN back to the fireplace where Audrey remains, slumped in her chair. She's dead to the world, breathing deep and slow.

We continue past Audrey and come to a stop on one of the small, lace covered WINDOWS.

Staring into the cottage is the CHOCOLATE COLORED WOLF.

**CUT TO:**

**EXT. ETHELEND A'S COTTAGE - CONTINUOUS**

The chocolate colored wolf is almost large enough to be able to peer into the window without even lifting its

head.

It paces back and forth in front of the window before moving to the side of the house. It peers around the corner at the front of the cottage.

Ethelenda and the other wolves are GONE.

The wolf begins walking back to the window, and as he does he begins to SHIFT.

Front paws draw up as the wolf begins to walk on two legs. Hair falls out, leaving a thinner, patchier layer.

The wolf's muzzle recedes into its face slightly, bones break and grind as they move and rearrange.

As the transformation completes we are left with one of the wolfmen criminals we have seen before--

HUNTER MILLS.

He reaches the window, peering inside again.

Hunter TAPS on the window. Inside, Audrey remains unmoving.

Frowning, Hunter settles down on his haunches and begins a silent vigil.

**CUT TO:**

**INT. WRIGHT HOUSEHOLD - WORKSHOP - DAY**

GALWIN WRIGHT sits on a small stool in the workshop. He is putting together what appears to be a rocking chair.

There is a KNOCK and Galwin looks up to the wide open doors of the workshop to find MALVEN HILLANDER.

GALWIN

Come in, lad. I do keep those doors open for more than just the fresh air.

Malven steps into the workshop.

MALVEN

Of course. How has your morning been?

GALWIN

Quiet. Which comes as a bit of a worry these days.

MALVEN

So Audrey is out, is she? I do not think I saw Renwick going anywhere this morning.

GALWIN

She has gone to visit that new woman who moved to the village. Ethel, I believe her name was. Audrey has taken it upon herself to keep her up to date on the village news.

MALVEN

I was actually hoping to catch Audrey home today.

GALWIN

Oh? What for?

Malven shrugs.

MALVEN

It is complicated.

GALWIN

As her father I would like to know.  
(beat)  
And what is *not* complicated when it concerns Audrey?

MALVEN

If you really wish to know then...  
(beat)  
I fear the wolves may not be gone.

Galwin sighs, dropping his tools and sitting up straight.

GALWIN

Please do not tell me that. I already have reservations about sending Audrey into the forest on a regular day.

MALVEN

But that is just the thing, she is in the forest so often that if anyone has seen something it would have been her.

GALWIN

What about your brother, Renwick?

MALVEN

I asked but he says he cannot recall anything out of the ordinary. Audrey, on the other hand, has an eye for the strange.

GALWIN

You are not wrong there. Well, I can send her by when she gets home. She  
(MORE)

GALWIN (CONT'D)

did say she would be back before noon, though, so I will be expecting her soon enough.

MALVEN

If you could, that would be a great help.

Malven begins to leave the workshop but pauses.

MALVEN

Oh, and if you might keep this business to yourself it would be much appreciated. It is a personal favor to Grayson.

GALWIN

So the council is not sure that the danger has passed?

MALVEN

Let us just say they are not all in agreement on the issue.

GALWIN

Then I will keep this between us. Though I do hope the council decides on what course of action they will take soon, a divided council always puts people on edge.

**CUT TO:**

**EXT. FOREST - DAY**

ETHELEND A walks through the forest, BRAXTON in his wolfman form at her side. Through the trees around them we catch glimpses of the odd FULL WOLF as Braxton's people follow them.

BRAXTON

You have had us searching for days and we are still no closer to finding this place of old magic you seek.

ETHELEND A

That is where you are wrong. We are much closer, I can feel it.

BRAXTON

This is a witch feeling? It sounds like nonsense to me.

ETHELEND A

The simpler minds never do understand it.

Braxton growls but Ethelenda stops him with a raised hand.

ETHELENDA (CONT'D)

Enough. Here will do perfectly.

A couple of the wolves on the outskirts move in closer, curious.

BRAXTON

This looks like any other patch of forest.

Ethelenda shoots him a withering glare.

ETHELENDA

Fool, this is not a place of magic, but it *is* the start of our path.

Ethelenda reaches into her satchel and pulls out a LARGE, SHIMMERING BLUE STONE. It is speckled with golds and greens, carved in the shape of a heart and big enough that she must hold it in both hands.

It is glowing faintly.

BRAXTON

That is a mighty fine jewel you have there.

ETHELENDA

It is a core stone, a tool for users of magic.

BRAXTON

And where does one come across a magical core stone?

ETHELENDA

I borrowed it from someone who has no use for it anymore.

BRAXTON

And it will... show you the way?

ETHELENDA

In a manner of speaking.

Ethelenda glances at the sky then begins to put the stone away.

BRAXTON

What are you doing?

ETHELENDA

We are done for today. Make yourself

(MORE)

ETHELEND A (CONT'D)

scarce.

(beat)

I have a houseguest who I will need to deal with soon.

BRAXTON

We will do what your whims require.

Braxton gives her a lazy bow and slinks off to the forest with the rest of the wolves trailing in his wake.

**CUT TO:**

**INT. ETHELEND A'S COTTAGE - AFTERNOON**

AUDREY'S eyelids flutter as she wakes gradually.

Groggily she sits up, blinking slowly as she takes in her surroundings.

ETHELEND A (O.S.)

Finally awake then?

Audrey looks over to where ETHELEND A sits at her small table. The SATCHEL lies on the table in front of her.

AUDREY

I fell asleep?

ETHELEND A

You did.

Audrey scrambles to sit up a little straighter in her seat.

AUDREY

I am so sorry. You should have woken me or-

ETHELEND A

You looked like you could use the rest, and it was not like you caused any trouble sleeping in front of the fire.

Audrey stands and stretches, STUMBLING a little as she does so.

AUDREY

How long was I sleeping?

ETHELEND A

You have woken just in time for a late lunch.

AUDREY

Late lunch... But I promised my  
(MORE)

AUDREY (CONT'D)  
father I would be back before noon!  
(to herself)  
I am going to be in so much trouble.

Audrey hurriedly grabs her cloak off the back of the chair she had been sitting in and heads towards the door.

ETHELEND  
Make sure you put that cloak on. I doubt your father would be happy for you to be walking around in the winter chill without it.

AUDREY  
I will! Sorry I cannot stay.

ETHELEND  
It is not a problem, dear.

Audrey pulls open the door and hurries outside, though still slightly off balance.

The door swings shut behind her with a CLACK.

ETHELEND (CONT'D)  
Not a problem at all.

Ethelenda remains in her seat, but pushes aside the satchel to reveal the CORE STONE--

It pulses with a SOFT LIGHT.

Ethelenda frowns down at the stone. She watches as the light grows dimmer and dimmer, until it fades out completely.

ETHELEND (CONT'D)  
Who would have guessed...

**BLACKOUT:**

**END OF ACT ONE**

**ACT TWO**

**FADE IN:**

**EXT. WRIGHT HOUSEHOLD - DAY**

RENEWICK approaches the door to the Wright household. He has his BOW AND QUIVER with him, ready for a hunt.

He KNOCKS on the door.

He's barely started moving his hand away when the door swings open to reveal AUDREY, her red riding cloak already fastened around her neck.

AUDREY

I was hoping you would come by.

RENEWICK

You seem very eager today.

AUDREY

Is that your bow? Are you heading out into the forest? Please say yes, I feel so cooped up having to stay in the village.

RENEWICK

I thought you have been visiting Ethelenda?

Audrey pushes him to the side so she can step out the door.

AUDREY

That hardly counts. It is main road and well worn trails all the way there and back.

RENEWICK

I would hardly call the path to her cottage a well worn trail. Though with all the trips you make back and forth it probably is by now.

AUDREY

Don't be like that. Let us just enjoy the fact that we have free reign of the forest once again.

Renwick smiles.

RENEWICK

I am sure your father is *thrilled*.

The pair begin walking towards the edge of the village.

AUDREY

Can we not talk about my father? He has worried himself into a bad mood again after your brother came to speak to him yesterday.

RENWICK

Malven spoke to me yesterday too. He asked me if I had seen anything while hunting but I could not say. Perhaps I was not paying attention to the right things.

A couple of older women pass them by, waving and smiling at the pair who return the gesture.

AUDREY

I think Malven was a little disappointed that I was not much help.

(beat)

Though, it does seem like the wolf is gone for now.

RENWICK

But is it gone forever?

As the pair reach the edge of the village and the beginning of the forest we--

**CUT TO:**

**EXT. FOREST - DAY**

ETHELEND A stands in the forest, the CORE STONE held in her hands just like the last time she was here. It is GLOWING strongly, emitting enough light that it casts shadows onto Ethelenda's face.

BRAXTON

We are close then?

ETHELEND A

So close.

(beat)

And after so long.

BRAXTON

Is it wise for us to be searching in the middle of the day? Did you not just tell us the town has called off their curfew?

ETHELEND A

Don't be a fool. No more than a handful of those idiot villagers dare

(MORE)

ETHELEND A (CONT'D)

step foot outside their homes on a normal day. I doubt we will be disturbed.

Ethelenda closes her eyes. The core stone's light PULSES once and then returns to its steady glow.

BRAXTON

And if someone does find us?

Ethelenda's eyes snap open and she glares at Braxton. He frowns down at her, not upset at having interrupted.

ETHELEND A

Then you and your criminal friends should be more than equipped to deal with them.

Ethelenda smirks as she continues to walk along a path only she seems to know. Braxton grins and follows her, eager now.

As a number of wolves follow the pair, darting in and out of trees we--

**CUT TO:**

**EXT. FOREST - DAY**

The chocolate brown wolf we now know is HUNTER wanders through the forest. He stops every now and again, crouching down behind trees or shrubs, keeping out of sight.

He shuffles forward slightly and rests his head on his front paws, ears perked up, watching something in the distance.

The sound of CONVERSATION becomes apparent as we PAN away from the wolf, Hunter, and begin to focus in on what he's looking at--

Two people, one of them wearing a RED RIDING CLOAK.

RENWICK and AUDREY meander through the forest, both looking quite at home.

Audrey walks a little further behind Renwick, pace slower since she wanders back and forth to look at things that catch her eye.

Renwick has his BOW in hand and he pulls an ARROW from his quiver.

RENWICK

I hope over a week without using my  
(MORE)

RENWICK (CONT'D)

bow has not put me too out of practice.

AUDREY

You are much too humble. I doubt your aim is any less true than it was a week ago.

Renwick checks the bowstring before nocking the arrow.

AUDREY (CONT'D)

Do you think you could hit something sitting on top of my head?

Renwick chuckles.

RENWICK

I would rather *not* try that.

Audrey walks up behind him, extending her arm over his shoulder and POINTING down Renwick's line of sight.

AUDREY

Do you think you could hit that tree then?

RENWICK

I hope I can.

Audrey steps back as Renwick takes a proper stance.

He aims then lets loose the arrow. It flies through the air--

THWACK. It hits the tree trunk dead center.

Audrey claps, a smile on her face.

AUDREY

That does not look like the shot of an out of practice archer.

Renwick allows himself a self-indulgent smile.

RENWICK

No, it does not.

(beat)

Your turn.

AUDREY

Excuse me?

RENWICK

You heard me. It will be fun, I promise.

AUDREY

(unsure)

Maybe we should leave the archery to you.

RENEWICK

I'll show you exactly what to do, it will be easy. And who knows, it may come in handy some day.

There is a long moment of silence in which indecision is clear on Audrey's face. Eventually she steps back towards Renwick.

AUDREY

All right. But do not blame me if something goes wrong.

Renwick hands the bow to Audrey.

RENEWICK

Nothing will go wrong. You have a very talented teacher.

AUDREY

(teasing)

I see that your humbleness was short lived.

Renwick just smiles and begins to show her the proper way to hold the bow.

**CUT TO:**

**EXT. CAVE - DAY**

ETHELEND A, BRAXTON, and a few of the CRIMINALS in full wolf form stand at the entrance to what appears to be a small cave. It's hidden well in the forest, the opening small enough that an adult would have to duck to enter.

The CORE STONE is in Ethelenda's hands, GLOWING brighter than ever before.

BRAXTON

This is it?

ETHELEND A

Yes.

BRAXTON

It does not look like much.

ETHELEND A

And that is why it survives.

Ethelenda turns to the wolves gathered around them.

ETHELEND A (CONT'D)

Three of you will remain out here, do not let anyone near. The rest of you will follow me.

Behind her, Braxton scowls.

BRAXTON

You seem very comfortable issuing orders to my people.

ETHELEND A

Our people, for now. That was our arrangement, was it not?

BRAXTON

(beat)

It was.

ETHELEND A

Good.

Ethelenda ducks into the cave.

Braxton glares after her before turning to his people. He points to three of the wolves on the outskirts of the group, one of them a mixture of TAN AND WHITE, one of them BROWN AND TAN, the other almost completely BLACK.

BRAXTON

Keep watch. If anyone comes close, you let me know.

The three wolves separate from the rest of the group and settle in for their watch as Braxton ducks into the cave after Ethelenda.

**CUT TO:**

**INT. CAVE - DAY**

The inside of the cave is small, barely big enough for ETHELEND A, BRAXTON and a couple of the other CRIMINALS in wolf form to fit inside.

The entrance provides meager light. The CORE STONE, however, illuminates the small space with a BRIGHT WHITE LIGHT.

BRAXTON

(deadpan)

Even I can feel the powerful magic in this small dank cave.

There are some snorting noises from the wolves, akin to laughter.

ETHELEND A

I am beginning to wish I picked my allies a little more carefully.

BRAXTON

And I am now considering you a blight on my people, so we shall call it even and move on.

Ethelenda shoves the core stone at Braxton, forcing him to grab hold of it. He grasps it carefully, holding it a little away from his body and eyeing it warily.

BRAXTON

You do not need this then?

ETHELEND A

Not to open the door.

BRAXTON

(beat)

There is a door in here?

Ethelenda chuckles.

ETHELEND A

Not the kind of door you might be familiar with. Though considering your poor excuse for a home in the mountains, I do wonder if you would even know how to use one.

BRAXTON

Your wit continues to astound me.

Ethelenda ignores the jibe and moves to the far wall of the cave. She begins to feel carefully along the wall with her hand, examining what seems like a solid piece of rock.

ETHELEND A

What I need is the right key.

BRAXTON

I am going to make the assumption you are not talking about a physical key.

ETHELEND A

You *are* learning.

Ethelenda steps back, scrutinizing the wall.

ETHELEND A (CONT'D)

This may take me some time.

Ethelenda reaches out again, placing her PALM flat on the wall. She closes her eyes and begins MURMURING under her breath.

The core stone's light FLUCTUATES--

Nothing happens.

Ethelenda opens her eyes and drops her arm slightly.

ETHELENDA (CONT'D)  
Something else then.

This time she places both palms against the wall and begins another incantation under her breath.

Braxton sighs and slides down the closest wall, sitting on the ground and stretching his legs out in front of him. He still holds the core stone in his hands.

BRAXTON  
(to the wolves)  
Settle in boys. We're going to be here for a while.

**CUT TO:**

**EXT. FOREST - DAY**

Close on AUDREY and RENWICK. Audrey holds the BOW, arrow nocked and pulled back. Renwick hovers at her shoulder.

RENWICK  
Breathe in deep, keep your eyes on the target, and on the exhale let the arrow loose.

Audrey lets the arrow go and it flies through the air--  
It just misses the tree.

RENWICK  
You were closer that time.

Audrey sighs.

AUDREY  
Not really. How does your arm not get tired?

RENWICK  
Practice, mostly. Now, one more try.

Audrey pulls out one of the arrows from the quiver that now rests against a nearby tree. She takes her stance, nocks the arrow and pulls back on the bowstring.

RENWICK  
Remember, breathe in, then ou-

Audrey lets the arrow loose. Once again it flies through the air and--

THWACK. It lodges in the tree. It's off center, nowhere

near Renwick's first arrow, but it is still a hit.  
Audrey laughs and Renwick smiles.

AUDREY  
(happily)  
I did it!

RENEWICK  
You did.

AUDREY  
Though, it's not nearly perfect.

RENEWICK  
It is better than a lot of other  
people.

AUDREY  
Now we need to find all those arrows  
that missed the tree.

**BLACKOUT:**

**END OF ACT TWO**

**ACT THREE**

**FADE IN:**

**EXT. CAVE - DAY**

The THREE WOLVES left at the front of the cave are lounged out on the ground.

The brown and tan wolf's ears suddenly PERK UP, and he lifts his head from where it was resting on massive paws.

The sound of CONVERSATION drifts in. It's faint but growing louder.

The wolf growls and SNAPS at the black wolf, nodding his head towards the cave. The black wolf, with an annoyed huff, gets to its feet and begins to SHIFT.

Halfway through his shift he begins ambling towards the cave.

**CUT TO:**

**INT. CAVE - CONTINUOUS**

The transformation into a wolfman is complete by the time the black wolf enters the cave, allowing us to identify him as the SWORD MAN (from 1.01).

BRAXTON looks up as the sword man shuffles over.

SWORD MAN

We have a problem, Braxton.

Braxton glances over to ETHELEND. She still stands by the wall, muttering incantation after incantation. The CORE STONE, now sitting at Braxton's side, PULSES WITH LIGHT.

BRAXTON

What is it?

SWORD MAN

People. Walking this way too.

BRAXTON

Hmm.

(beat)

Wait here.

Braxton lumbers to his feet and approaches Ethelenda. She doesn't appear to notice him.

BRAXTON

Witch.

(MORE)

BRAXTON (CONT'D)

(beat)

I thought you said the villagers do not come into the forest.

Ethelenda finishes her incantation to no effect. She drops her hands from the wall and opens her eyes.

ETHELEND A

I believe I said not *many* villagers come into the forest.

BRAXTON

Well some of them are here and headed straight for this little cave.

ETHELEND A

Are they now?

BRAXTON

What do you want us to do?

Ethelenda places her hands back on the wall, closing her eyes.

ETHELEND A

Do with them what you will.

Braxton nods and turns back to the Sword Man.

BRAXTON

Kill them.

Ethelenda smiles.

**CUT TO:**

**EXT. FOREST — DAY**

AUDREY and RENWICK are, unknowingly, drawing closer to where Ethelenda's place of old magic lies. They walk along the edge of a steep drop, almost a cliff.

RENWICK

I'm surprised you did so well with the archery.

AUDREY

You thought I could not do it?

Renwick laughs.

RENWICK

I had some reservations in giving you a dangerous weapon.

Audrey **SHOVES** at Renwick's side, skipping ahead a few steps so he can't retaliate. She turns to face him,

smiling brightly.

AUDREY

The most danger we faced was losing  
some of your arrows in the forest. I-

Audrey's playful jabs are cut off with a STARTLED YELL as a large animal leaps out from the trees. It collides with Audrey, knocking her off her feet and sending her to the ground.

As the creature circles back around from where it landed we finally get a good look at it--

It is the large BLACK WOLF, the Sword Man. He has his eyes firmly focused on Audrey who lays sprawled on the snow sprinkled forest floor.

The black wolf SNARLS and stalks after Audrey as she shuffles backwards across the ground.

The black wolf darts in close and SNAPS at her legs--

Audrey KICKS out at it with her boot.

Her kick CONNECTS with the black wolf's muzzle but he recovers quickly.

The black wolf's teeth BITE down on Audrey's leg through cloth and boot. She CRIES OUT again, this time in pain.

RENWICK

Hold on, Audrey!

Renwick stands with his BOW, arrow drawn, aiming at the black wolf that doesn't even glance his way. His fingers are just beginning to loose the arrow--

The BROWN AND TAN WOLF lunges towards Renwick, catching him before he has time to properly loose the arrow and sending the shot wide.

The brown and tan wolf COLLIDES heavily with Renwick's side.

The pair is sent TUMBLING, tangled together, through the snow. Renwick's bow lies forgotten on the ground.

Audrey manages to dislodge the black wolf with another solid KICK to the side of its head.

She turns in time to see both Renwick and the brown and tan wolf tumble along the ground--

Then they are out of sight, over the lip of the steep downward slope.

AUDREY  
(alarmed)  
RENWICK!

Audrey scrambles to her feet, desperate to find Renwick, only to be PULLED backwards when the black wolf snags her red riding cloak in his mouth.

He snarls through a mouth of cloth as Audrey TUGS back on the cloak with both hands.

It's a useless endeavor and the wolf shakes his head violently, ripping Audrey's hands from the cloak and DRAGGING her to the ground once more.

The black wolf wastes no time, jumping onto Audrey's chest in a move that winds her and leaves her gasping for air.

The wolf's mouth hovers over her face for a moment, breath misting in the cool air, before it LUNGES at her throat with sharp teeth--

**BLACKOUT:**

**END OF ACT THREE**

**END OF EPISODE**