

## BANDIT FOUR

Ha ha! Nice shot!

Bandit three continues laughing, throwing his hands in the air in a bashful manner.

## BANDIT THREE

But the best part is yet to come. As he falls off the horse, a second rider appears behind him. He looks scared and confused, as well as wounded. You can tell who did it, right?

The rest of the bandits point to another bandit, who is leaning against a beam with a drink in hand while grinning.

## BANDIT FIVE

Yep! That's my lad. What a great shot.

He grins, raising his glass to toast his friends.

## BANDIT THREE

Wait, wait! Shut up! Listen!

## BANDIT TWO

I am listening! Keep going with the story!

## BANDIT THREE

No, you idiot! Look-

One of the bandits are swiftly killed by a sword strike. All the other bandits turn to look where the attack came from, finding two riders standing approach out of nowhere. They are clad in armor, shield and sword, and they reveal themselves to be...

## BANDIT ONE

Knights!

The bandits panic, trying to find cover and escape. The knight riding first grabs a nearby axe lying near the dead body and swings it with expertise, hitting several bandits. A brief skirmish starts.

From the back, the bandit previously leaning against a wooden support beam is no longer there.

One of the other cornered bandits placed in the front of the chaos looks back to find him but cannot spot him.

With his own sword in hand, then turns to parry a swing from a knight, but does not succeed.

Another hit hits him in the side, sending him crashing onto the ground. A third blow lands on his head, killing him instantly.

As the knight still mounted dismounts, he notices the rest of the bandits now dead on the ground. The two other knights assisting in clearing the hideout search the place but find nothing of importance.

A sudden arrow strikes one knight on the head, with his helmet proving useless as the arrow found its way into its opening through the sockets.

He collapses immediately, dying before anyone could react. The other knights find the last remaining bandit on top of a log across the hideout, holding a bow.

While the first knight gets on his horse and rides to cut off his exit, the other knight runs towards the bandit.

Their plan works perfectly, and the bandit, realizing he is cornered, drops his bow and draws his sword, ready to defend himself.

The knight approaches quickly, swinging his blade down to end the fight once and for all. The bandit manages to block the blow and dodge the next, allowing him time to draw a dagger.

His opponent has no intention of letting this opportunity go. With a swift stab, the knight hits him on the ground, also knocking his sword and his dagger away with ease, leaving him defenseless.

BANDIT

You haven't killed me already. What do you want?

KNIGHT ONE

Your leader was not here. Where is he?

The bandit scoffs while on the ground.

BANDIT

You already killed him.

KNIGHT ONE

You find that easy to believe?

BANDIT

What makes you think I will answer anything when you're about to kill me anyway?

The two knights look at each other briefly before continuing.

KNIGHT ONE

We have been sent by Lord Alberic himself to bring justice to those who steal from him. Now, where is he hiding?

BANDIT

Lord Alberic, huh?

Knight two turns to Knight one.

KNIGHT TWO

You are revealing too much.

The first knight takes a moment to think before deciding his next move.

KNIGHT ONE

Tell us the name of your leader and we will let you live.

The bandit thinks, then replies:

BANDIT

Consider yourselves fortunate to know that you'll never catch Roland in the first place.

EXT. COUNTRYSIDE ROAD - DAY

Roland and Henry ride on their horses alone, heading south.

On either side, the road stretches long, connecting cities and villages alike. To his left, the land extends until reaching the horizon; to his right, the forest grows denser, making them lose sight of any landmarks or roads leading to civilization.

Henry sees something ahead of the road.

HENRY

Looks like a village. This would be a good place to ask for directions and possible problems in the area.

ROLAND  
Wait, village?

Roland freezes in place. His eyes widen slightly.

ROLAND (CONT'D)

Uh, I'm not sure if I should go in with you.

HENRY  
This is a village, Roland. Are you trying to tell me you are not used to these types of places? Do you live entirely within the forest?

ROLAND  
No, I just... hm.

Roland struggles to come up with words. Henry looks in confusion.

HENRY  
I guess so. But do not worry, I will not force you to come with me. Just wait here.

Henry continues to ride until he finds the small village stable. He quietly leaves Estrien there after dismounting. He finds a good-looking man tending the animals, and asks him some questions.

FARMER  
Hello, my lord! Welcome to our humble little village. Can I help you with anything?

Henry smiles politely.

HENRY  
Yes, thank you very much. But please, do not treat me with such prestige. I do not deserve such praise.

FARMER  
Apologies, my lord.

HENRY  
It is fine. You were being polite. Is there a tavern nearby?

FARMER  
Yes! The only one around is 'Le Grand Hame' over near the church.  
(MORE)

FARMER (CONT'D)

It doesn't get too crowded during the weekdays though, since most people work in the fields outside.

HENRY

Thank you again.

Henry leaves and heads towards the inn. Once inside, he takes a good look around. There is an older woman, the tavern keeper, behind the counter, looking tired but happy. She greets Henry with a smile. There are few peasants inside sitting at tables, but they all take a moment to look at the only knight in the building.

TAVERN KEEPER

Welcome to Le Grand Hame, my lord! It is a privilege to have nobility in our village. How may I serve you today?

Henry bows respectfully.

HENRY

My thanks, madam. I wish to ask if you have any sort of problem for me to deal with. Bandits, or...

The tavern keeper laughs heartily.

TAVERN KEEPER

Bandits?! Oh, goodness no. Not lately, at least. We did have a problem a week ago about one particular troublesome one, though. He is known here as 'the Brigand'.

Several people in the tavern hush their conversations at the mention of his title.

TAVERN KEEPER (CONT'D)

They've been causing trouble for the longest. A couple of villagers got hurt because of them, but nothing serious. I don't know if they just got scared from something the last time they came around.

HENRY

I see. Do you know the area? Could you perhaps give me directions to where they might be staying?

TAVERN KEEPER

I don't, but he might.

She points to a table in the back of the room. Two men sit there, drinking ale and laughing loudly together. One of them has white hair and a beard, with his legs set on the table while sitting. The other is bald and wears a black hat. Both are wearing dark blue cloaks.

Henry looks in their direction and notices the two cloaked figures the tavern keeper is pointing at. After tipping her, Henry walks over.

CLOAKED FIGURE ONE

What can we do for you, m'lord?

Henry kneels down beside the table and introduces himself.

HENRY

I am Henry de Vienne. I am here to help you deal with your bandit problem.

The first cloaked man sets his legs down and looks at Henry.

CLOAKED FIGURE ONE

So a noble, huh?

HENRY

Do you also see me more lowly?

CLOAKED FIGURE ONE

You seem like a smart knight.

Henry looks at the other cloaked man. Upon closer inspection, he realizes this man is holding onto a sword under the cloak.

Cloaked farmer one stands up and begins to speak.

CLOAKED FIGURE ONE (CONT'D)

We can lead you there. But for a fee.

Henry looks surprised.

CLOAKED FIGURE TWO

Come on. We're risking our lives here, taking you directly to the problem. We're practically doing all the work for you.

Henry frowns.

HENRY

And the cost?