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Dialogue - Standard screenplay format
(based on the novel "L'ombra dell'incantatrice")

FADE IN:

EXT. A DARK ALLEY - CITY OF NEVARIA - NIGHT

Clarion is fleeing from an ambush at the inn. He climbs down a wall, landing in the alley. The light comes from a lamp, but the place is dark. There are some barrels and other garbage. Clarion is panting, tired for the long run.

He touches his shoulder and looks at his hand. It has blood on it, but it doesn't seem serious.

Clarion moves away from the wall. After a step he hears the noise of a crossbow. So he jumps behind a barrel and the quarrel hits the wood cover.

CLARION

Belthar? It is you then.

Clarion looks around in the darkness.

BELTHAR (O.S.)

Remarkable. You are still in shape.

Pause. The silence is broken by a stray dog fleeing from the garbage.

CLARION

(facing the darkness)

Why did you accept?

A gust of wind flows in the alley. A wooden sign creaks.

BELTHAR (O.S.)

I had no choice, dear team-mate. You broke the rules.

CLARION

But you already know that! You knew I survived and you did nothing!

Clarion can't move forward or he would get shot, he only can go backward, in another alley.

CLARION (CONT'D)

I wanted to come and get you, you know? Life out of Algeron is not so bad as they say, I could show you.

BELTHAR (O.S.)

Life is always easy when you don't pay your debts.

SHOT OF A INN - BELTHAR AND CLARION WERE DRINKING AND LAUGHING TOGETHER. RESUME:

CLARION

No. Even now you could kill me, but you won't. You're seeking answers, Belthar!

BELTHAR (O.S.)

Fine. If you're sure of that you can show yourself.

Clarion notices a rope with bloodstains, it is hidden in the alley behind. A trap, but easily avoidable.

CLARION (V.O.)

A trap? And blood. So you're injured.

CLARION

(a whisper)

Sorry Belthar.

Except the rope, the way behind is clear. Clarion avoids the rope and sneaks away from Belthar, using the barrels and the wall as cover.

Belthar comes forward, he is hobbling. Two blue lights appear in the dark: the eyes of the mask worn by Belthar.

**BELTHAR** 

Really? Are you leaving that woman and her companions to their fate?

Clarion jumps over a low wall, and takes cover behind it.

CLARION

(raises his voice) What did you do to Isial?

BELTHAR

Lower your voice, please. If anyone notice us this reunion between old friends will stop.

CLARION

(lower his voice)

Isial is not your target. Leave her alone!

**BELTHAR** 

I can't. You know the rules.

Belthar reloads the crossbow.

CLARTON

So? What's the plan?

BELTHAR

I grant you a choice, and a choice only. Show yourself, <u>now</u>. Come back and we grant you another chance.

Clarion gives a long look to the alley in front of him, but he stays.

CLARION

You're a terrible liar.

Belthar shoots. The quarrel hits a door behind Clarion.

Silence. Clarion looks at the quarrel and then checks the streets behind him. Still deciding if the situation is worth the risk.

CLARION (CONT'D)

You covered me! You did it because you knew it was the right thing!

**BELTHAR** 

No. I thought I owed you. (Belthar sighs)

Clarion raises his head over the low wall, to check the alley in front of him.

CLARION

I had to save her. She was innocent.

Belthar eyes meet Clarion eyes, they stare each other.

BELTHAR

So you assumed that one good act can clean all the wrongdoings of a life. Very naive, even for you.

Belthar reloads the crossbow.

Belthar finishes reloading and starts walking, slowly and hobbling, to find the best place to shot.

CLARION

You will not kill me.

BELTHAR

I will kill Isial then.

CLARION

(looks struggled: guilt and fear) It is not the same thing. I won't save her.

BELTHAR

(aiming with the crossbow) Let her die then. I will track you again.

A scream comes from a window, and a door opens somewhere in front of Clarion. A group of people is approaching. Clarion hears the footsteps.

BELTHAR

Very well. This is pointless. We'll see how you handle yourself without your new little girl mage.

Belthar walks away, disappearing in another alley. Clarion looks in the darkness where Belthar vanished.

FADE TO BLACK: