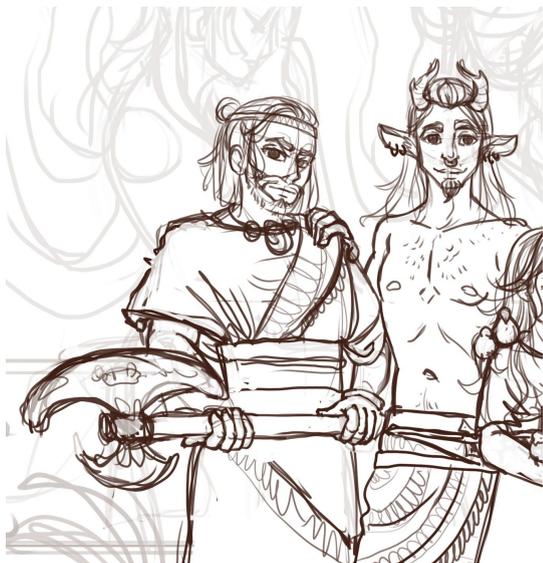
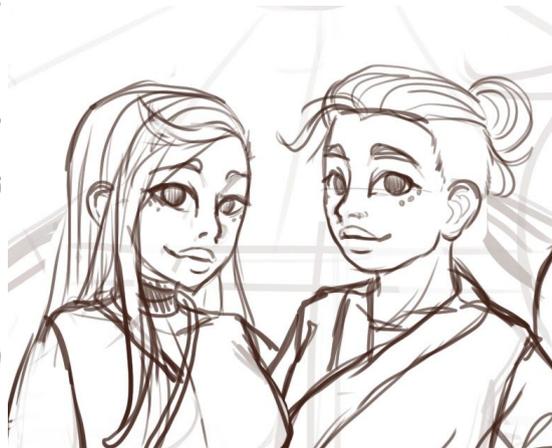


MIDAIR - 02 chapter - draft
Špela Cvajnar

2. The fallen

Mammoths Temple - (Central Asian Steppe turning to a wooded steppe)



- 1) Temple concept
- 2) Jas and Zura
- 3) Gil and Enki
- 4) Priestess

Jas and Zura are walking towards a small valley. More and more people are heading in the same direction. It's a colorful crowd with young and old, happy and sad. Some have animals with them but no animal is tied up just walking with them. You can even see some people with little spirits (spirits are a little different colored/have a symbol on them that glows or something) but they are very small and rare.

They get to the temple and have to stand in line for a little while. The line moves. They eat a little snack while waiting. A scene with Zura telling a story to a group of people. (Tiny snapshots of what is going on around them.)

The Mammoth temple is a strange circular structure made of mammoth bones and large monoliths engraved with symbols. In front of it there is a small tent-like structure with the sags.

Then they go inside a small 'tent like structure' when it's their turn. There are three sages inside sitting on animal furs and some decorated pots in front of them. One is stirring a smaller pot with a goldenish white liquid inside (Soma). When the girls enter the sages stop talking in the native language amongst themselves. Zura and Jas sit down. The sages are smiling at them. Zura has a small polite smile on her face and is paying attention to the sages while Jas is looking around in amazement.

Sage 1

Welcome heroes!

Sage 2

What concerns you?

Sage 3

Passes a small bone cup decorated with lines to Zura

Zura drinks then passes the cup to Jas with both hands (they all bow while passing the cup). Then she takes the skin wrapped dagger (I'm turning this to a small stone with a hole inside - *aggri*) out to show it to the sages. When the stoner is revealed Jas stops looking around and focuses all the attention on the stone.

Zura

This brings us to the wise sages of the Mammoth. We found it in a small shrine east from here. The spirit there was chased away, the magh fell ill and died, and we think this might be the cause of it all.

The three sages have concerned expressions on their faces. They talk in their native language. Sage 2 makes a symbol in the air above the dagger but it only shines for a split second and then crumbles in thin air. All three sages shake their heads.

Sage 2

This aggrī has been defiled. You did well to take it from that shrine. A taboo leaves a lasting impression.

Zura

Taboo? *Looks at Jas with a worried expression*

Sage 3

Spirit harm, yes. *disgusted expression*

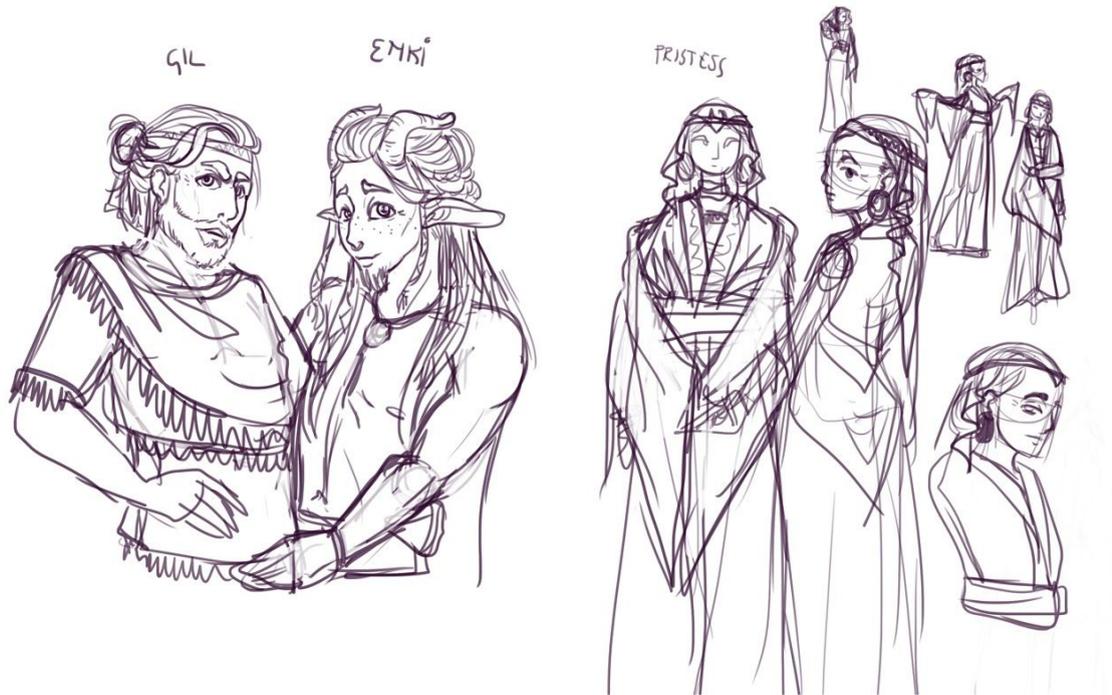
Sage 2

Puts one hand on Sage 3 shoulder You must find a spirit healer ... a magh that knows the power of rituals which can cleanse this aggrī. Look for them further south. The Levant still has some powerful maghs.

Sage 1

Do be cautious, thought. Some have lost their way from ...

There is a commotion outside the temple. Yelling and some ruckus. And both the girls and the sages go outside to see what's going on.



A tall man is yelling at a woman. She's in fancy clothes and has guards around her.

Gil

Don't you fucking dare!!!

Priestess

The priestesses of the Unseen Dyeus must keep the empty and dead temples CLEAN. None of us want a return of the Defiled plague ...

Gil

... That is bullshit! ... *pointing his finger and barely holding back*

(a bull turns around in the background with an expression 'wtf have I ever done to you man...')

Priestess

... You of all people know how important CLEANSING a dangerous spirit is. You have done good work in the Cedar forest ...

Gil jumps toward the Priestess. His axe is glowing a little since he is channeling his magh powers. Zura, the guards and a tall man with horns, Enki, who was holding Gil back a little,

jumps to stop him. Zura ends up in the middle, holding the sparkling axe away from her with her bare hand. Her other hand is turned toward the guards of the Priestess who stopped just centimeters before her.

Everyone stops and glares at her.

Zura

Violence will only cause more trouble for the sages here. Let's not ... erm ... make things worse.

Gil looks at her with a death stare, doesn't know what to say so her just growls.

Gil

You are part of the same fucking problem.

Then he walks off while Enki is following him. Enki turns around and gives a warm 'thank you smile' to Zura and a cold look to the Priestess. Zura just acknowledge the Priestess and her guards then walks away.. The priestess tells the guards to put the weapons down. The front guard that is shorter and has no beard has a bronze short sword and the two next to them have javelins.

The Priestess keeps her eyes on Zura and Jas until they leave the sages.

A while later Jas goes to a little stream to wash up after they pack and to gether some water for the road. There she is confronted by the Priestess who is cleaning her hands a little roughly.

Priestess

Thank your friend for me. For her help with the king.

Jas

...

Priestess

The angry large magh. We encounter a lot of aggression on our travels, but this man and his demon are amongst the loudest ones.

Jas

Why? (reserved because she really doesn't want to talk to this lady)

Priestess

Who knows. *sighs* We are on the same side trying to keep our world safe from evil.

Zura from a distance weaving and yelling:

Zura

We can go with Mino and her family to their clan and they'll show us a way to the dolmens from there.

Jasvin

tries to awkwardly say goodbye

Priestess

May your journey be safe and free of unwanted spirits.

Jas nods to her and leaves. The Priestess climbs onto her litter/sedan chair. And the guards pick it up and they walk away.