

**Champions; Protectors of Greece**

Episode 1

*Far From Home Pt. 1*

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GRASSY FIELD - DAY

The morning sun slowly rises, illuminating a still field of grass, dotted with dew. A ladybug climbs to the top of a blade of grass, as if to greet the morning. The stillness is broken by the CLANG of blades, as a Mycenaean soldier falls atop the ladybug.

Pulling out, the field is littered with the bodies of MYCENAEAN SOLDIERS, while nine still stand surrounding AJAX, 20 years old with broad shoulders, a large athletic frame, fiery red eyes, golden blonde hair and carrying The Spear of Zeus. He stands strong and dashing in the golden glow of dawn's light.

The MYCENAEAN CAPTAIN gives a nod of approval, and the soldiers charge at Ajax. With a grin on his face, Ajax twirls the spear one handed as if it were a baton, engaging the swordsmen at a safe distance from their blades. He kills two in the process.

Another pair of soldiers thrust their spears to break Ajax's balance, but Ajax uses his speed to sidestep between the two. He grabs one of the spears and pulls the soldier in, impaling him.

The soldiers pressure him by attacking in numbers, but Ajax's skill, coupled with his superhuman speed and strength, defeats the soldiers in a spectacle of awe inspiring takedowns.

As a cloud covers the morning sun, the field grows still again. Ajax and the wounded Mycenaean Captain are the only ones left standing.

MYCENAE CAPTAIN

Enough! We want no part in your war!

Ajax slowly approaches the Mycenaean Captain, his joyous grin turns cold.

MYCENAE CAPTAIN (CONT'D)

My city is innocent. My people have done nothing! So pl-

Ajax brutally impales the Mycenaean Captain, his plea cut off by the CHOKING on his blood, as a delighted smile crosses Ajax's face. The Mycenaean Captain falls to the ground.

A strong wind overtakes the field. As the morning light returns, the once dew covered grass is now stained in blood.

Ajax turns to a Spartan Camp in the distance and sprints towards it, disappearing into thin air.

SPARTAN CAMP - DAY

A SPARTAN GENERAL looks upon the battlefield through a telescope. Ajax suddenly appears before him and comes to a running stop. The Spartan General claps.

SPARTAN GENERAL  
Nicely done Ajax, couldn't have  
done it better myself.

AJAX  
Well if you could, you would have.

The Spartan General awkwardly LAUGHS.

SPARTAN GENERAL  
Well put. With their counter  
assault dismantled, we can begin  
staging our forces with this camp.  
Could you please return to Sparta  
with the news?

AJAX  
I'll make sure my father knows.

In the distance, a figure gets up from the grass and runs towards Mycenae.

The Spartan General catches the movement from the corner of his eye, and investigates with the telescope.

SPARTAN GENERAL  
Uh-Ajax. I don't mean to be rude,  
but it appears you've missed one.

Ajax SCOFFS.

AJAX  
As if. He's the messenger. After  
all...

GRASSY FIELD - DAY

A young Mycenaean soldier runs towards Mycenae, fear in his eyes, sprinting as fast as his legs can carry him.

AJAX O.S.  
...everyone deserves to hear of my  
greatness.

BEACH - DAY

GORAN, an 11 year old boy, shirtless with medium brown hair, sprints across a sandy shore after JORY, a 5 year old boy, in a brown shirt with curly brown hair, and GENIE, an 8 year old girl, wrapped in a tan cloth with long brown hair, as they play a game of tag.

The beach is dotted with black and brown sediment and rocks poking out from under the sand, as the crystal blue sea lightly kisses the shore with its waves

GORAN

No mortal can escape the  
underworld!

Jory and Genie LAUGH with glee. Jory doubles back, leaving Genie hopping away on rocks. Goran joins her on the rocks, catches up, and tags her.

GORAN (CONT'D)

You're it!

Goran runs off.

GENIE

Try to run! I'll strike like  
lightning!

Jory stops and turns to Genie.

JORY

(laughing)  
As if!

Genie grins and takes off towards Jory.

JORY (CONT'D)

Ah!

Jory runs off. Genie quickly closes the gap between them, tagging Jory on the head before running off.

GENIE

Boop!

JORY

Ugh.

Jory eyes up Goran and chases after him. Goran, easily outmatching Jory, toys with him as he stays just barely out of reach from each swipe.

Genie stands nearby GIGGLING at the sight. Jory's attention instantly shifts to Genie, as he lunges towards her. She is startled, but sidesteps quickly, leaving Jory to face plant into the sand.

Goran and Genie LAUGH hysterically. Jory pulls his face out of the ground and spits out a mouthful of sand. His frustration fades as his eyes catch a glimpse of something in the distance.

We see a mound of ocean debris further down the beach.

Jory gets up and jogs towards it.

GORAN

Hey! Where you going?

Genie stops laughing. Goran and Genie chase after him.

GENIE

We weren't trying to be mean!

As Jory gets closer to the debris, we start to make out CHAM, 13, on the shorter side, blue eyes, short brown hair, darker skin, wearing purple garments with blue accents, drenched and unconscious amongst the seaweed and debris.

GORAN O.S.

Don't be upset!

Jory stops in front of Cham, shocked.

GENIE O.S.

It was just an-

Goran stops next to Jory, noticing Cham. Genie slowly walks up to them, eyes wide.

GENIE

Ac-ci-dent...

GORAN

I'll get mom and dad, you two help him.

POV CHAM

As Cham's eyes flicker open and shut, we see Jory and Genie looking down at him as Goran runs off.

JORY

He's alive!

Genie kneels down and rubs Cham's head.

GENIE  
Are you okay?

Cham's eyes begin to close more.

JORY  
It's okay! You'll be...

Cham's eyes shut as Jory, Genie and the sound of the ocean muddies, then fades out.

THE VOID

We see only PITCH BLACK. Eerie and uneasy ETHEREAL SOUNDS pervade the space.

VOICE OF THE VOID (V.O.)  
Wake up.  
(pause)  
It is not your time to die. Now  
wake up... Wake up! WAKE UP!

BEDROOM - DAY

Cham, lying in bed and wearing a white undershirt, jolts upright. Sweat pours down his face as he looks around in a panic, heavily PANTING.

KAREN, a woman in her late 20s, stout, with long dirty blonde hair, runs into the room, kneeling next to the bed and grabbing his hand.

KAREN  
It's okay! It's okay, just breath.  
Breath.

Cham studies the room. It's bare, with only a window towards the sea, a stool and a small old bed stand next to him. He then studies Karen. His breathing starts to slow and Karen gives him a smile.

KAREN (CONT'D)  
That's right, there we go.

Karen takes a deep INHALE and EXHALE, Cham mimics it. His panic subsided, we can now hear the SEA off in the distance.

CHAM  
Wh-where-

KAREN

You're safe. We brought you to our house.

Suddenly, the three kids from the beach burst into the room, running up to his bed.

KIDS

He's alive! // Told you! // Cool!

KAREN

Hey settle down!

The kids quiet down.

KAREN (CONT'D)

Sorry about that, but they were the ones to find you.

Cham looks to the three kids.

CHAM

Thank you.

Genie puts on a big grin as Goran slaps Jory's back.

GORAN

Well it was all thanks to Jory.

Jory smiles nervously.

JORY

H-how did you get end up there?

Everyone turns to Cham.

CHAM

Well-

Cham freezes, catching his breath mid-sentence. His pupils un-dilate and rattle in his eyes as he grabs his forehead. The kids watch nervously, as Karen's face turns somber. Cham is frozen, mouthing words that he never voices. Karen stands up.

KAREN

Come, he could use some peace.

Karen shepherds the kids out as they try to watch Cham. Karen glances at Cham from the doorway before leaving. Cham squirms from a throbbing headache.

After a moment, he throws himself against the bed once more. He lets out a BIG EXHALE and lies still. Cham turns to the window, staring out at the sea, entranced.

Suddenly GEORGE, a lanky man in his 30s, with balding brown hair, pops up outside the window with a big smile.

GEORGE  
Ain't you the tired one?

Cham, startled, jumps out of bed.

GEORGE (CONT'D)  
Well maybe not so tired huh? Join  
me for a bite?

EXT. STABLES - DAY

Cham and George sit on a bench outside a stable. George breaks a loaf of bread and hands Cham the larger half.

CHAM  
Thank you.

Cham devours the bread like a starving dog, as George watches him.

GEORGE  
They say nothing heals the soul  
like good food. Sorry alls we got  
is bread.

CHAM  
No! It's good, really...

Cham studies George's face.

CHAM (CONT'D)  
Umm....

George LAUGHS.

GEORGE  
Where are my manners? Name's  
George.

Cham stands up and bows to George.

CHAM  
Thank you George, for all your  
hospitality.

George chuckles amused.

GEORGE  
My, my! What manners! At least you  
haven't forgotten those.



Cham stands, a nervous look on his face. George's demeanor turns solemn and gentle.

GEORGE (CONT'D)

But... you don't remember much else huh?

Cham shyly nods.

GEORGE (CONT'D)

Well ya washed ashore opposite of Athens... Maybe your ship got sunk by the Spartans? You a refugee of the war?

CHAM

What war?

George is taken aback.

GEORGE

Huh... this is rather serious ain't it.

CHAM

Sorry. If I could tell you anything I would. Trust me, I'd love to.

George throws on a grin and gives Cham a pat on the back.

GEORGE

It's alright! What matters is you're safe and healthy.

FISHERMAN O.S.

Hey George!

Cham and George turn towards the voice as FISHERMAN, man in his early 20s, comes around the corner.

FISHERMAN

Ready to load up this week's shipment?

Fisherman stops, looking over Cham.

FISHERMAN (CONT'D)

Huh? You hire a new hand? The years catching up on ya?

George springs up from his seat, showing off his perceived muscles.

GEORGE  
As if! I'm as spry as I ever was!

Fisherman CHUCKLES as Cham approaches and shakes his hand.

CHAM  
Sorry, I'm just a guest.

FISHERMAN  
Friend of the kids?

CHAM  
Not exactly...

Fisherman turns back towards George.

FISHERMAN  
Well in any case George, I'd like  
to head out soon. Wanna reach  
Delphi by dawn.

GEORGE  
Right it'll be-

George's eyes go wide with excitement as he snaps his fingers.

GEORGE (CONT'D)  
Thats it! The Oracle!

CHAM  
The Oracle?

George starts using his hands to paint a picture as he speaks.

GEORGE  
Yeah! The Oracle of Delphi! She is  
the wisest person in Greece. She  
communes with the Gods. Can see the  
unseen. Everybody comes to her for  
advice!

CHAM  
You think she can help?

GEORGE  
If anyone can it's her! You can  
hitch a ride with us, we're already  
going!

CHAM  
Then what are we waiting for?! I'll  
help load up!

Fisherman walks off.

FISHERMAN  
You can help me over here.

Cham runs over to Fisherman as they walk towards the stable entrance.

GIRL VO  
Help! HELP!

INT. FOREST REFUGEE CAMP - DAY

Two BANDITS ransack the camp, dumping out sacks, tearing down tents and opening crates. Meanwhile, a third BANDIT and BANDIT LEADER hold a group of REFUGEES at sword point.

Bandit Leader kicks over an empty crate in frustration.

BANDIT LEADER  
Dammit! All this trouble AND YOU  
HAVE NOTHING?!

In a tree above, LEANDRA, a girl wrapped in a brown cloak with a staff in hand, climbs onto a branch and watches.

PAPA crawls on his knees to Bandit Leader.

PAPA  
Please sir, this is all we have.

Bandit Leader eyes up GIRL, young with long hair, a thin body and fair complexion.

BANDIT LEADER  
Well in that case...

Bandit Leader reaches into the group, pulling Girl out and restraining her with his sword as she SCREAMS.

BANDIT LEADER (CONT'D)  
...I guess these goods will have to  
do.

Papa quickly jumps up towards Girl.

PAPA  
No please!

The third bandit slams the butt of his sword into Papa's head, sending him careening into the ground. The bandit then begins kicking Papa on the ground as the rest of the refugees SCREAM in horror.

The other bandits begin to huddle around the sight LAUGHING. Girl tries to struggle free of Bandit Leader's grasp.

GIRL  
No Please! STOP!

Girl's "Stop" is echo'd by an eagle's PIERCHING SCREECH, as Leandra drops down from the tree, crushing one of the bandits underneath her. Everyone turns towards her commotion. The other bandits brandish their blades and rush her.

One lunges for her stomach head on, but Leandra sidesteps him and delivers a jab to his head.

Another comes from her backside with a slash from above. She blocks it with her staff, allowing the blade to lodge itself in the wood, then using it to flip him overtop her.

Bandit Leader pulls Girl close to his chest, his blade rested against her neck.

BANDIT LEADER  
That's well enough!

Leandra freezes in place as she looks intently at Bandit Leader.

BANDIT LEADER (CONT'D)  
Now, you're gonna put down the  
stick and start backing away real  
slowly.

Leandra stays still for a moment, before relaxing her stance. She drops her staff to the ground and slowly backs away. As she does, Bandit Leader mirrors her, backing up slowly in the opposite direction with Girl.

BANDIT LEADER (CONT'D)  
There we go. Now-

Suddenly GREAR, a Golden Eagle with light brown feathers, swoops down and scratches Bandit Leader's arm, causing him to release his grip on Girl who runs towards Papa.

Bandit Leader lunges forward to grab her again, but Leandra quickly closes the distance between them, inserting herself between Bandit Leader and Girl. Leandra delivers a punch right to his face, sending him flying off into the woods.

Girl kneels at Papa's side to help him up, as the rest of the refugees gather around him.

GIRL  
Papa! Papa are you okay!?

PAPA  
I'm fine. I'm fine apple.

Girl throws herself around Papa as he embraces her. He then looks over at Leandra who has walked over to her staff. She picks it up and begins to leave.

PAPA (CONT'D)  
You! Wait!

Leandra stops and turns to Papa.

PAPA (CONT'D)  
Thank you for rescuing us. Please,  
we don't have much, but can we  
thank you somehow?

Leandra looks over at Girl and Papa. She pulls her hood tightly over her head, before turning to look at the City of Delphi in the distance. She begins to walk towards Delphi.

LEANDRA  
I'm just doing my job... I think.

EXT. GEORGE'S HOUSE - EVENING

Cham and George load crates of fish onto a cart as Fisherman hitches a horse to the cart. Karen and the kids exit the house. George walks over to Karen, while the kids run up to Cham.

GORAN  
So you're feeling better?

CHAM  
Well enough.

JORY  
Do you really have to go? We wanted  
to play tag.

Cham smiles and plays with Jory's hair.

CHAM  
I'll be back. Just hopefully not by  
way of water. I'll even be it.

GENIE  
Ummm...

Genie shyly holds out the tunic Cham had washed up in, neatly folded and dry.

GENIE (CONT'D)

I helped mommy stitch and dry it.

Cham apprehensively reaches out to grab his tunic, as if it would burn him, but as he touches the fabric a look of warmth and comfort comes over him. He dons his tunic and instantly appears more at ease.

CHAM

Thank you.

KAREN

Kids! Say goodbye to dad.

The kids run off to hug George. Cham watches them longingly, a warm grin across his face as he grips his chest.

FISHERMAN

All set!

George kisses Karen goodbye and walks over to the cart.

GEORGE

Ready?

CHAM

Yeah.

The three hop into the cart and drive off, as the rest of George's family waves goodbye.

KIDS

Bye! // Have fun! // Be safe!

ROAD TO DELPHI - EVENING

As the cart makes its way down a rough dirt road, cutting through a field of grass, George sits in the front with Fisherman driving. Cham lies in the back with the cargo.

GEORGE

Sorry bout the smell back there.

CHAM

It's fine.

FISHERMAN

Can't be worse then how you smell old man.

George gives Fisherman a friendly punch to the shoulder.

GEORGE  
 Watch it! Only my wife can say  
 that.

George and Fisherman LAUGH

CHAM  
 You know your family really is  
 something.

GEORGE  
 Oh yeah?

CHAM  
 Mhm. Looking at you all, it felt  
 like basking in sunlight.

GEORGE  
 That's nice to hear. I just wish  
 more folks these days could feel  
 that way.

Cham's eyes are fixated on the evening sky.

GEORGE (CONT'D)  
 The world... it's changing.

We see stars slowly dot the sky, as the evening turns to  
 night.

SHOT MATCH:

CITY OF SPARTA - NIGHT

We look down from the starry night sky onto the city of  
 Sparta. Laying on a rooftop is Lethe, 19 years old 5'10 with  
 a lean athletic build, dressed in black, with matte black  
 hair and marble eyes. He gazes into the stars, glancing away  
 only to write an occasional note in his ledger.

Across the street, the light goes out on the second story  
 window. Lethe sits up at attention, pulling a black half mask  
 over his face as we push in on the front door.

The door opens. Two MEN exit and quickly walk down the  
 street, while a SPARTAN CAPTAIN locks the door before  
 catching up with them.

SPARTAN CAPTAIN  
 You two should split up, better  
 chance of this information getting  
 to Athens.

SPY 1

And you?

SPARTAN GENERAL

I'll do my best to cause trouble,  
slow things down a bit to give you  
time.

SPY 2

Then I'll go by boat. You should-

The shadow of a man is cast over them in the moonlight. Lethe lands in front, blocking their path. He rests his hand on a holstered blade, while the others quickly draw their weapons.

LETHE

One chance, nobody-

Spartan Captain rushes Lethe.

SPARTAN CAPTAIN

Go now!

Spartan Captain slashes at Lethe with his blade. Lethe parries the attack and delivers a kick which sends the Spartan Captain tumbling back.

The spies quickly double back and run off. Lethe, without a sound, chases after them.

Spy 1 looks back, noticing Lethe gaining on them. He looks to Spy 2 who nods. Both suddenly stop and turn, thrusting their knives at Lethe. Lethe slides under the knives and past the men. He quickly gets up and restrains Spy 1, forcing him to drop his knife.

LETHE

Yield.

SPY 1

Get him!

Spy 2 quickly picks up the second knife. Lethe uses Spy 1 as a shield to deter the other, but Spy 2 continues to jab at Lethe while injuring Spy 1.

Spartan Captain charges from Lethe's right. Lethe quickly throws Spy 1 at Spy 2 and blocks Spartan Captain's sword from above, now caught in a deadlock.

Spy 2 throws Spy 1 out of the way and lunges for Lethe. Lethe switches his grip on the sword to one handed and draws a second sword to parry Spy 2.



In a swift motion, Lethe sweeps himself out from under Spartan Captain's sword and slices Spartan Captain's arm clean off. Spartan Captain lets out a barbaric SCREAM as Spy 2 stands stunned.

LETHE

It's over.

SPARTAN CAPTAIN

(grunting)

Spartan law, DEATH BEFORE DISHONOR!

Spartan Captain, slashes wildly with his one arm. Lethe effortlessly sidesteps each swing, never countering.

SPARTAN CAPTAIN (CONT'D)

Isn't that the Spartan WAY?!

Lethe stops dodging and taking a step forward, uses his swords to disarm Spartan Captain before holding him at sword point. Spartan Captain stares infuriated as Lethe looks back coldly with no expression.

Suddenly, Spartan Captain's face erupts in shock and pain. He slowly slumps to the ground. Lethe grabs Spartan Captain as his collapses, the life draining out of his eyes. He notices one of the spies' knives lodged in the Spartan Captain's back. He looks over to Spy 2.

SPY 2

Blessed be Athens, savior of  
Greece!

Spy 2 slits his own throat with his knife.

Lethe shakes Spartan Captain for a reaction, but his body is already limp. He looks over to Spy 1 who sits dead in a puddle of his own blood.

Lethe stands, sheathes his blades, and stares off at the moon as it sits overtop Sparta's capital building. He lets a SIGH hang in the night.

CITY OF DELPHI - DAY

Cham lies asleep in the back of the cart, cuddled up in his tunic as George's hand shakes him awake.

GEORGE O.S.

Hey! Rise and shine!

Cham YAWNS. He slowly sits up and rubs his eyes, drifting awake.

GEORGE O.S. (CONT'D)

We're here.

Cham stops rubbing his eyes and looks on in awe as they pass through a gateway carved out of brown stone and inscribed with the name "ZEPHYRUS", as they enter the city of Delphi.

GEORGE

Sure is a beaut, huh?

As they drive through the street, Cham studies his environment. They pass KIDS playing in the street, beautiful stone houses, and a large marble statue of Apollo.

DELPHI MARKET - DAY

Cham helps George and Fisherman finish unloading the cart.

CHAM

So what goes where?

GEORGE

Now that's fine enough, we can take it from here.

CHAM

Are you sure?

GEORGE

Of course.

George gestures over to Fisherman as he begins setting up the stand.

GEORGE (CONT'D)

Else what am I paying him for?

FISHERMAN

Watch it George.

George kneels down and puts his hand on Cham's shoulder.

GEORGE

Besides, you better get going if you wanna see the Oracle.

Cham turns serious and gives him a nod.

CHAM

Right.

GEORGE

Go back to the statue of Apollo,  
then turn left. That should lead  
you right to the temple stairs.

CHAM

Ummm...

GEORGE

The big marble guy on the way in.

Cham nods and runs off.

CHAM

Gotcha!

GEORGE

(shouting)  
Just be back by sundown!

STREETS OF DELPHI - DAY

Cham walks down a busy street, admiring a number of shops  
along the way. Some of the stands are made of wood, while  
others are part of the larger stone buildings. Peddlers CALL  
OUT to people as they pass by.

Cham sees the statue of Apollo from earlier and runs towards  
it. He stops in front of it, basking in its size, shine and  
detail.

FADE TO:

STREETS OF DELPHI - DAY

Cham talks to SHOPKEEP, as other people browse her wares.

SHOPKEEP

Just keep walking and you'll be  
there any minute.

CHAM

Thanks!

Cham runs off, knocking into MERCHANT and sending them both  
falling to the ground.

MERCHANT

Watch it!

CHAM

I'm so sorry.

MERCHANT

Sorry doesn't-

As the merchant gets to his feet, he eyes up Cham's tunic.

MERCHANT (CONT'D)

Say where'd you get that?

The merchant points at Cham's tunic. Cham runs his hand across it.

CHAM

Ummm I guess... I've just always had it?

MERCHANT

Well that's some quality fabric, rare even. How much you want for it?

CHAM

Umm sorry I don't-

MERCHANT

I'll give ya 3 drachma for it!

CHAM

I-is that a lot?

MERCHANT

Alright 4, but that's my highest offer.

Cham clutches his tunic and runs past the merchant.

CHAM

I'm sorry, but no thanks!

MERCHANT

Wait! That was just a negotiating tactic!

EXT. TEMPLE OF APOLLO - DAY

Cham runs down the street. After a moment, he stops to catch his breath. The Temple of Apollo sits above him shimmering in the sun.

A hopeful grin crosses Cham's face. He then notices a long line running down the stairs of the temple, which ends a few feet behind where he already is.

His grin turns to an exasperated pout, as he takes his place in the back of the line.

FADE TO:

EXT. TEMPLE OF APOLLO - LATER

As time passes, Cham barely moves in line and boredom sets in more. We see Cham WHISTLING, drawing in the dirt with a stick, and sitting on the steps to pass the time.

A stream of MURMERS begin to come from the back of the line. Cham looks towards them and sees Leandra, still wrapped in her brown cloak, making her way up past the line. Those in line look confused or annoyed as she passes by.

Cham notices everyone else staying in line, then watches Leandra as she continues up the stairs. Cham stands up, steps out of his spot, and follows Leandra.

They walk up the stairs for a good minute, before Leandra abruptly stops and spins around to Cham.

LEANDRA

Why are you following me?

CHAM

I'm here to see the Oracle.

LEANDRA

And?

CHAM

It's just, when I saw you going up I thought maybe I'm in the wrong line.

LEANDRA

You're not, now go back-

MAN 1 O.S.

HEY!

Leandra turns as a MAN, dressed in fine silk clothes, steps out of line in front of her.

MAN 1

You both need to go back.

LEANDRA

I'm here on urgent business.

CHAM  
Yeah! Me too!

Leandra turns to scowl at Cham.

MAN 1  
I don't care what you're here for.  
I've been waiting all day to talk  
to The Oracle about my big race,  
and I'm not waiting for you.

Leandra SCOFFS and tries to walk past the man. He pushes her back. Leandra grips her staff.

MAN 1 (CONT'D)  
You got something to say?

LEANDRA  
Oh I have a few.

MAN 1  
Well we'll be waiting a while, why  
don't you start!?

LEANDRA  
Buddy it'd take me more than a day.

Cham's face turns fearful.

MAN 1  
Come again?!

CHAM  
Look out! He's got a knife!

Leandra turns to scold Cham.

LEANDRA  
What are you talking about?

The man suddenly pulls a knife on Leandra.

MAN 1  
You wanna try me girl?

Leandra quickly turns, sweeping the man's feet with her staff. He falls to the ground dropping the knife. She points her staff directly in his face.

LEANDRA  
Wanna try me?

The MAN'S FRIEND quickly gets out of line and restrains Cham.

CHAM

Hey!

Cham tries to struggle free from the man's grip, his arm choking him. He reaches out to Leandra.

CHAM (CONT'D)

Help! Leandra!

Leandra turns confused, but noticing the man restraining Cham she delivers a jab to his head with her staff. The man reels back and trips, releasing Cham who drops to the ground GASPING for air.

LEANDRA

How did you-

WOMAN O.S.

There she is!

Leandra looks farther down the stairs to see a WOMAN leading a TEMPLE GUARD and DELPHI CAPTAIN up towards them.

WOMAN

That's the one skipping!

The guards look at the two men dazed on the ground. They suddenly stand defensively as they draw their swords.

DELPHI CAPTAIN

Freeze!

Leandra grabs Cham's arm, lifting him to his feet.

LEANDRA

Come on!

Leandra bolts off. Cham looks behind him to see the guards running up. He quickly sprints after her.

STREETS OF DELPHI - DAY

DELPHI CAPTAIN O.S.

Halt! Somebody stop them!

Leandra gracefully bobs and weaves through the crowded streets of Delphi. Jumping over crates and hurdling over moving carts. Cham fumbles through it all as he follows her.

Finally, Leandra and Cham duck into a side alley, pressing themselves against the wall. The temple guards run past.

GUARD 1 O.S.

I think they went this way!

Cham relaxes his tense body. He lets out a SIGH of relief, which is immediately snuffed out by Leandra grabbing him by the collar and throwing him to the ground.

LEANDRA

Why are you following me?!

CHAM

You told me to!

LEANDRA

No! Back at the Temple.

CHAM

I already told you, I just wanted to see the Oracle.

LEANDRA

Then how do you know who I am?!

CHAM

I-I-... I don't know!

Leandra is taken aback, a puzzled look crossing her face as she studies Cham.

LEANDRA

Then... who are you?

A solemn look enters Cham's face. He breaks eye contact with Leandra and grasps his tunic.

CHAM

I don't know...

SPARTA CAPITAL BUILDING TERRACE - DAY

KING DAMIEN, 38 years old with a broad, muscular torso, black hair, goatee beard, dressed in a white shirt with gold accents and a pelt on his back, stands alone looking out over Sparta's Cityscape. After a moment he turns towards the terrace entrance.

KING DAMIEN

You have news?

From the shadows of a pillar exits Lethe, who approaches King Damien and kneels before him.



LETHE

After conducting my own investigation, I was able to weed out a traitor in the military and his accomplices. All of whom are dead.

AJAX O.S.

Some spy.

Lethe stands and turns to see Ajax entering the terrace.

AJAX

What good does it do us if they're dead? I on the other hand came to report that our advance forces at Mycenae have arrived without a hitch. They're setting up as we speak.

LETHE

It's not like I slayed them myself, they-

AJAX

Aren't you a Spartan?! At the very least take pride in your fights!

KING DAMIEN

THATS ENOUGH!

King Damien stares sternly at Ajax and Lethe, who kneel to King Damien. King Damien looks to Ajax.

KING DAMIEN (CONT'D)

Ajax you have done well as a soldier, but as a prince and more importantly the Champion of Ares, gifted by the Gods, you fall short. You are the symbol of this great nation. You must act like it, rather than a child.

He turns to Lethe.

KING DAMIEN (CONT'D)

Lethe, your dedication and service is admirable, but your duty is to work from the shadows. A shadow follows its master, doing nothing without its knowledge. Please do not go off on your own again.

LETHE // AJAX  
 Yes my lord. // Yes Dad.

King Damien turns to look out over the city.

KING DAMIEN  
 The winds of change are cutting  
 across Greece. A storm is coming,  
 and at the eye of that storm will  
 be Sparta.

He turns back to Lethe and Ajax

KING DAMIEN (CONT'D)  
 You two are the future of this  
 nation, this world. Remember that,  
 and GO FORTH!

Damien and Ajax rise to their feet, pumping their fists into  
 the air as a sign of salute.

LETHE // AJAX  
 SO WE MAY ALWAYS HAVE SOMETHING TO  
 OFFER!

INT. SPARTAN CAPITAL - DAY

Damien and Ajax exit the terrace, making their way down a  
 corridor. Ajax grins and tries to trip Lethe, who reads  
 Ajax's body language and avoids it. A deep seeded anger boils  
 up in Ajax. He grabs Lethe and slams him against the wall,  
 leaving visible cracks in it.

AJAX  
 Now you listen here! You're just a  
 shadow, a nobody. So stop acting  
 smart and remember your place.

Ajax drops him to the ground and returns to his normal  
 charming self.

AJAX (CONT'D)  
 Please continue to support me  
 little bro.

Ajax leaves as Lethe picks himself up, wearily watching Ajax.

SPARTA CAPITAL BUILDING TERRACE - DAY

King Damien stands alone, looking out on Sparta once more.

KING DAMIEN

This world... so much has been  
sacrificed to get to this point.

His fist tightly grips the railing.

KING DAMIEN (CONT'D)

We cannot waste it.