

SLAYERS EAST SEASON TWO

Episode Three RELICS

"It's the end of 8th Grade, but not everyone is celebrating. When an offer of help comes from an unexpected direction, Candy, Zak and Cynth have to decide if they can cope on their own. Mysteries deepen on all sides - this week, on Slayers East."

In this episode the kids have to deal with the death of John Ridgway and the departure of Alison as best they can. School comes to an end and the way the kids deal with the next challenge will determine the nature of the rest of the season. Tremis is again in the background this episode, this time manipulating the school counsellor to whom the children are giving their trust. The main threat in the episode comes from an artifact Tremis passed on to the counsellor, exactly the same tactic Tremis used in the very first episode.

Preparation for the episode consists of ensuring all three young ones understand the counsellor is good at his job, better than I am at imitating it. Some significant degree of self-disclosure would be good, for lots of reasons.

Remind them that this is directly following the ideas and character lines they mentioned in individual interviews, and it would be appropriate to introduce those elements as soon as they are ready to.

PRECREDITS:

The counsellor, identified by his nameplate as Selwyn Hanify asks lots of questions and we cut back and forth through the young Slayers East crew. Questions include:

(Zak) John was a friend of yours.

The police who examined the site said there was no way he could have seen the hole. It opened straight from the grass into a cavity.

(Candy) Did you see him before he fell?

(Cynth) I'm concerned. You might not pass the grade.

Of course you're hurting. This is life – we hurt, but we go on.

(Zak) How did your dad cope when your mother died?

He'd gone into the grounds to find you. He knew it wasn't safe in there. He knew the risks he was taking.

(Zak) Why were you in there in the first place?

(Candy) Tell me about your father.

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(Cynth) Exactly how close a friend was John?

(Candy and others) Do you blame yourself?

It culminates with the counsellor being killed by an unseen force, the kids powerless to prevent it.

SCENE 1:

Last week of school.

People are sensitive to the bereaved. (“Didn’t you hear? They were messing around on the old Langborn Estate, and a senior who went to get them fell into a hole and died.”)

Max is there, trying to help, trying to keep Cynth focussed on a crucial test last period. There’s something incriminating from the counselling session written on Candy’s locker.

Lolly sticks her nose in, actually trying to be supportive somehow, but it comes off very wrong indeed.

SCENE 2:

Candy and Zak are relaxing at home, their mother’s cooking dinner. Then something comes on the television: a bunch of strange artifacts have been found scattered around the park. They’ve been taken to the Exeter Antiquarian Society for identification. Obviously, this stuff is Gom’s, and as such it could be very valuable – and dangerous.

(If they don’t want to go to the Antiquarian Society, that’s okay – things will continue just fine. Pipe can visit later in the episode.)

SCENE 3:

The EAS is a fairly small stand-alone building behind the Municipal Library. The lights are on late into the night. This is a trap set by Niles Pipe to lure vampires and other supernaturals out of hiding, and kill them. Posing as the head of the EAS is Mr Blake Simkiss, a burly bounty hunter armed with stake and shotgun (silver shot). Pipe is in the vicinity, listening to Simkiss on an audio linkup.

The kids will not be given access to the EAS – if they knock, Simkiss will say they’re closed, go home. He will be insistent and will threaten to call the police. Alert characters will notice he is armed.

If the kids try to break in they will be distracted by lurking vampires, who are waiting for the right moment to strike.

Brian’s arrival

Brian has arrived home after the kids left. He has decided he must go and help at the EAS. When Brian arrives, he can get access to the building. Simkiss will admit the kids too if Brian asks, but he insists they wait in the hall.

Vampiric action

Certain vampires will fall into the trap. They will come to the door of the EAS, or try and sneak in the back way. Simkiss is ready for them, in a big way. These vampires should not escape; if they do, Simkiss can't give chase, he must stay put. However, he will immediately report to Niles Pipe what happened.

Pipe on the scene

If Pipe is made aware of the kids' presence, he will come to talk to them. He expresses sympathy for their loss and then makes a proposition. Madsen believes that the three children are gifted, and he wants to employ them. They will be paid handsomely (into a trust fund for their future education) for aiding Madsen in eliminating the untoward supernatural elements in the area. Pipe doesn't demand an answer immediately.

Listening in

If the characters pay close attention they may discover that one of the items recovered is missing from secure storage – a carved MesoAmerican figurine.

SCENE 4:

That night. The bad dreams return. This time all three are in the dream together. They fail to save John again. The things that happen are directly drawn from the initial counselling session, and they sense something looking at them, something that knows everything they told Selwyn.

SCENE 5:

School. If necessary, there is yet more evidence that the privacy of what they told the Selwyn has been compromised.

They should confront the counsellor. Outside his office they see Heather, clearly just leaving. Heather won't speak.

Selwyn will deny telling anyone anything. If pressed, he'll explain the only person who he talks to, the person who hears it all so he doesn't need to keep it bottled up, is Huqulaqua, the totem spirit of brotherhood.

He shows them the figurine.

The figurine was sent to him, as a gift. The sender was his brother in Texas.

SCENE 6

Research time. It would be good if Alison's place was used here at some point, so the characters can touch on their mixed feelings about the Ridgways.

If the brother is followed up, it becomes clear he never sent the figurine, although the letter is in his handwriting, right down to his traditional spelling mistakes.

If Brian brings his experience to bear, it becomes clear the figurine is not of Huqulaqua. It is in fact Maiacoquatl, the totem spirit of (closest translation) hatred. Maiacoquatl must be confronted in the dream realm, where all those afflicted acting together may be able to overcome him through a ritual act of denunciation and self-affirmation.

It is also noted that Maiacoquatl will defend itself and stout warriors are needed to protect the physical forms of the dreamers.

SCENE 7

When ready, Candy, Zak and Cynth must enter the dreaming to confront Maiacoquatl. They must stand firm against its manipulations. Heather is in the dreaming too; she can join with the other three.

Out in the real world, Brian must be a stout warrior. (He may have recruited others to help – the counsellor, Simkiss, Max...)

If Selwyn is present, Maiacoquatl will possess him and use him as the killer.

Of course, the three must overcome Maiacoquatl, but THEIR ABILITY TO DEAL WITH JOHN’S DEATH is on the line. The death sequence will be relived in allegorical form. They have to MAKE THE SAME CHOICES AS BEFORE, and accept them. If they make the wrong decisions, two things happen.

FIRST, they succeed. They do as they hope and everything resolves. It’s a determination test to break through this and see it isn’t realistic. They slip into the SECOND, and they are punished for doing as they hope.

John and Zak will be near the door and something is skittering inside and one of them must go in. If Zak goes too or instead, *he* will fall and nothing will be gained.

The door will be impossible to open and he’ll ask if he should stay or go. Only Cynth can respond here. If she says he should stay, then Candy dies, Cynth listens as Candy screams.

The creature has Candy and she has the pendant. If Candy sacrifices herself, John will be appalled, and they will be surrounded on all sides by dark and terrible shapes – the Slayer must stay alive, at all costs.

Each wrong choice makes the demons Brian faces that much stronger. (They multiply.)

At the conclusion, it’s a combined Determination test to see if they can withstand the hatred of the spirit. Once the spirit is overcome, they wake up

SCENE 8

Last day of school.

The outcome of the previous scene must be made clear – they’re over it.

Lolly is incredibly mean to Candy and Cynth – she’s had enough of trying to be nice.

Heather is quiet.

Max is there.

Summer beckons.

SCENE 9 (optional)

Pipe needs an answer, if he hasn’t had one already.

Note:

Tremis’ herb – St Aaron’s Wort. Hardly found outside of Europe. Distinctive odor.

Odor has also been present at doors slamming shut in previous episode, and Euan remembers it too.