

THE SHANNARA CHRONICLES Episode Guide

Episodes 001-020

Last episode aired Wednesday November 22, 2017



© www.spike.com



© 2017 www.tv.com



© 2017 www.spike.com



© 2017 www.mtv.com



© 2017 www.nerdist.com



© 2017
shannara.wikia.com

© 2017
www.bleedingcool.com

The summaries and recaps of all the The Shannara Chronicles episodes were downloaded from <http://www.tv.com> and <http://www.spike.com> and <http://www.mtv.com> and <http://www.nerdist.com> and <http://shannara.wikia.com> and <http://www.bleedingcool.com> and processed through a perl program to transform them in a \LaTeX file, for pretty printing. So, do not blame me for errors in the text 😊😁!

This booklet was \LaTeX ed on November 24, 2017 by footstep11 with create_eps_guide v0.61

Contents

Season 1	1
1 Chosen, Part 1	3
2 Chosen, Part 2	5
3 Fury	7
4 Changeling	9
5 Reaper	11
6 Pykon	13
7 Breakline	17
8 Utopia	21
9 Safehold	25
10 Ellcrys	29
Season 2	33
1 Druid	35
2 Wraith	39
3 Graymark	43
4 Dweller	47
5 Paranor	51
6 Crimson	55
7 Warlock	59
8 Amberle	61
9 Wilderun	63
10 Blood	65
Actor Appearances	67

Season One

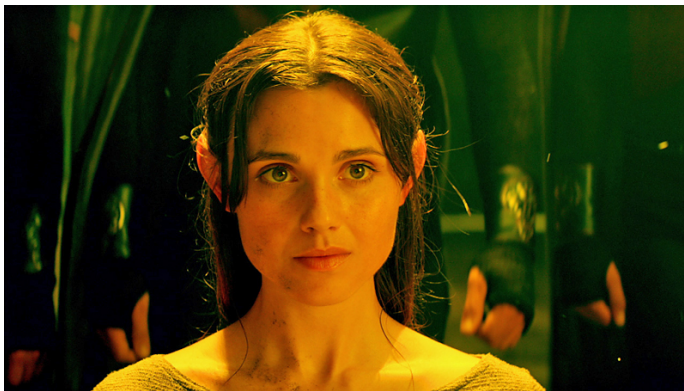
Chosen, Part 1

Season 1

Episode Number: 1

Season Episode: 1

Originally aired:	Tuesday January 5, 2016
Writer:	Alfred Gough, Miles Millar
Director:	Jonathan Liebesman
Show Stars:	Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Recurring Role:	James Remar (Cephalo), Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Mattias Inwood (Lorin), John Rhys-Davies (Eventine Elessedil)
Guest Stars:	Sarah Peirse (Aunt Pyria), Mark Mitchinson (Flick Ohmsford), Shushila Takao (Changeling), Roz Turnbull (Heady Ohmsford), Gary Young (Went), Ella Rouhier (Young Amberle (voice))
Production Code:	101
Summary:	Princess Amberle Elessedil is selected to be a member of the Chosen that cares for the most sacred Elven tree, the Ellcrys. However she is given a vision of the Ellcrys dying, which could mean trouble for the Four Lands.



The episode began with Elf princess Amberle making the decision to run the Gauntlet, a brutal thousand-year-old race for elves where the first seven to finish become the Order of the Chosen, guards for the Ellcrys (the magical tree that holds an army of demons at bay in a realm called The Forbidding). But she's the first female to ever run it, much to the surprise of her boyfriend and the other potential runners. And, lo and behold, she won! But when she touched the Ellcrys to be accepted into the Chosen, she

got a vision of the future, and saw everyone brutally murdered by demons.

While Amerble received her vision, far away in a frozen cave of Paranor, Allanon, awoke from his mystical druid sleep, where he had been resting and preserving his body for 30 years to recharge his magic. "It has begun," he said ominously. That can't be good.

In the quiet town of Shady Vale, half-human, half-elf Wil Ohmsford said goodbye to his sick mother. Before she passed away, she gave him three magical blue Elfstones that used to belong to his father. She told him to "find the druid," and then died before she could tell him any more. He decided to leave his uncle Flick to study to become a healer so he could save people, something he was unable to do for his mother as he watched her die.

Back at the Elf city Arborlon, Amberle is drawn to the Ellcrys once again, and this time she sees a vision of her stabbing her boyfriend in the stomach with a dagger, eviscerating and killing him. She decided to leave Arborlon to make sure that vision never comes to true.

On his way to Storlon, Wil gets attacked by a troll, and saved by a human Rover girl named Eretria. (Rovers are, evidently, the equivalent of bandits and raiders.) She took him to a tree house (which she lied and said was hers) and made him take a bath to clean up from his attack

... but it turned out she drugged him to steal his things, including the Elfstones. After all, that's what Rovers do!

In Arborlon, the Chosen discovered the Ellcrys is sick, and a doctor told King Eventine and the royal guard that it's never been sick before. Allanon arrived in Arborlon just then to reunite with Eventine 30 years after they had last seen each other, and the druid had not aged a single day, according to his elven counterpart. Allanon said that the Ellcrys called to him, and Eventine revealed to his sons that he knew magic existed all along.

Allanon sensed the Ellcrys is dying, and soon the demon army will be free. Each time a leaf falls, a demon is freed. The first one to rise? The leader, Dagda Mor, a druid who was corrupted by dark magic. Except now he looks like a nasty mixture of Voldemort and Nosferatu. He created a magical henge out of stone to protect him with a magical forcefield until the last leaf falls. The next demon set free is a changeling, a.k.a. a shapeshifter, and he sent the fell beast to Arborlon to kill the Chosen.

Chosen, Part 2

Season 1

Episode Number: 1

Season Episode: 2

Originally aired:	Tuesday January 5, 2016
Writer:	Alfred Gough, Miles Millar
Director:	Jonathan Liebesman
Show Stars:	Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Recurring Role:	James Remar (Cephalo), Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Mattias Inwood (Lorin), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil)
Guest Stars:	Sarah Peirse (Aunt Pyria), Gary Young (Went)
Production Code:	102
Summary:	Having seen an apocalyptic vision of the world's destruction, Amberle leaves the palace in search of answers. But when Wil and Allanon realize that she is the key to saving the Four Lands, they set out to find the princess before the Dagda Mor's Demons hunt her down.



When Wil woke up the next morning, he's greeted by Allanon who went looking for him for a specific quest. However, Allanon is pissed when he learns Eretria stole the Elfstones from him. That's when Allanon revealed to Wil that his father wasn't a deadbeat; rather he is the last son descended from the legendary and royal Shannara line, and he has magic in his blood. Allanon brought Wil to the sacred grounds of the Druid's Keep to find the Codex of Paranor in order to figure out how to save the Ellcrys. He used magic to

uncover the codex, proving to Wil that magic exists. It also showed Wil that every time you use magic, it hurts you back, evidenced by the large chunks of skin missing from his hands. However, when Allanon used his magic, he had a vision of Dagda Mor, who taunted him, telling him the Chosen can't stop him and their fate has already been sealed.

On the run by herself in the woods, Amberle came across Eretria. The Rover tried to drug her and steal her things just like she did with Wil, but Amberle proved to be smarter than Wil. After holding her would-be robber at knifepoint, Amberle gave Eretria her royal cuff and stole her horse, and left to find her aunt Pyreia. She had sought out her aunt to find out why exactly the Ellcrys was calling to her.

Back in Arborlon, the changeling demon took on Amberle's form to slaughter all the Chosen in cold blood, including Amberle's boyfriend. Unfortunately, Allanon and Wil returned too late to save them. In the aftermath, Wil found letters in Amberle's room addressed to Pyreia, and Eventine told him Pyreia fell in love with Allanon and he banished her from the city since she refused to love an elf. Eventine has Allanon and Wil go to retrieve Amberle, but the changeling overheard their plan. They ride to Pyreia's home and Wil finds Amberle bathing at a waterfall. After a very awkward and naked encounter, he told her why she needed to return to Arborlon.

In the woods, Eretria met back up with her Rover clan, including her adoptive father Cephalon. He was disappointed to learn that a meek little elf stole her haul, and threatened to sell her to

another clan to a Rover leader who wants a wife. But when she showed him the Elfstones she stole from Wil, he quickly changed his tune. She told Cephelon all about Wil, and he remembered a story he heard about Wil's father using the Elfstones to win the War of the Races. He made a deal with Eretria: if she finds Wil and brings him to Cephelon, she'll get her freedom.

At Pyreia's home on the beach, another demon, a lethal fury that looks like a nightmarish jet-black gargoyle, hunted them down since the changeling knew where they were. It disemboweled Pyreia and knocked Allanon out, before turning its attention to Wil and Amberle.

Fury

Season 1
Episode Number: 3
Season Episode: 3

Originally aired: Tuesday January 12, 2016
Writer: Alfred Gough, Miles Millar
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: James Remar (Cephelo), Daniel MacPherson (Arion Elessedil), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil)
Production Code: 103
Summary: Wil and Amberle are kidnapped by Eretria and Cephalo; and Wil must learn how to use the Elfstones before a bloodthirsty Fury kills them all.



The aftermath of the fury attack leaves Allanon wounded and Amberle reeling from the realization that she's the last of the Chosen—in other words, her boyfriend was murdered back in Arborlon. While she broke down about her loss, Wil confided in her about her mother, and they bonded. But just as Amberle told him she blames herself for everything that's happening with the Ellcrys, Allanon collapsed from his injuries. They took him to a Druid cave for safe keeping while Wil and Amberle went off in search

for a special mud with the healing properties that may just save Allanon.

On their way, and after Wil confessed his Shannara ancestry to Amberle, they were captured by Eretria's Rover clan. Her dad, Cephelon, knew all about Wil's background and wanted him to reveal the power of the elfstones. Plus, he tried to force Eretria to kill Amberle in a blood sport show for the rest of the clan. Luckily, she didn't quite feel like killing Amberle simply because Cephelon told her to, so she helped our hero escape. Amberle, however, thought of a better idea than just leaving Wil to fend for himself with Cephelon: She decided to take Eretria hostage and try to negotiate Wil's safe return.

While Amberle tried to use Eretria as leverage to get out of the Rover camp (not banking on the fact that Cephelon clearly did not care about his daughter's fate), the shit totally hit the fan. The entire camp was attacked by another fury. In the fray, Wil realized the elfstones were calling out to him. He used the elfstones and the magic inside of him to kill the attacking demon, but passed out from the painful after-effects of magic. Allanon found Amberle and the passed out Wil in the destroyed camp and took them to safety where he healed Wil's wounds. They set off again to Arborlon, but on their way, they came across a farm where the owners were strung up and relieved of all their organs by demons. That was a gruesome sight. Yikes.

But while Wil escaped to find some privacy to puke his guts out (understandable), he heard a sound, and realized someone was locked inside the cellar in the barn. Amberle, Wil, and Allanon found the dead couple's son, Bandon, chained up inside, and Wil and Amberle wanted to take him to Arborlon instead of leaving him with his dead parents. But Allanon couldn't read Bandon's

thoughts, and which meant A) the boy had magic in him, and B) he couldn't trust him. So, he advised Wil and Amberle against taking the boy with them. But Amberle put her foot down, so Bandon joined their journey.

Back at the Rover camp, Cephelon found Eretria packing to leave the camp for good. He stopped her and discovered the royal elf cuff she had stolen off Amberle, and realized the elf girl meant more than he first thought. He threatened Eretria again to help him capture Wil and the elfstones again, and only then would she be truly free from him. Father of the year, everyone!

The trio of Allanon, Wil, and Amberle, along with Bandon, finally arrived back at Arborlon. But when Bandon accidentally touched Amberle, he got a vision of everyone bloody and dead at Safehold, and so he convinced Wil to stay and help Amberle on her quest to save the Ellcrys. Before she can set off on her quest, she had to face the elven council for abandoning her post as one of the Chosen.

When the council meeting began to go terribly awry, and it seemed like she wouldn't get to carry out her duty to save the Ellcrys, Wil returned to help Amberle. Relieved that Wil chose to stick with the quest, Allanon finally revealed to everyone that Wil is the last son of Shannara. That realization was all everyone needed to finally believe them that magic is back and that demons are rising.

Amberle was then finally allowed to return to the Ellcrys to receive its seed and begin her journey to bring it to the Bloodfire at Safehold. But before she can do that, she needed to pass a test inside the Ellcrys first, to prove she is worthy of carrying its seed. And if she fails the test, she dies. And so she takes on the risk, and goes into the Ellcrys to get the seed.

Changeling

Season 1
Episode Number: 4
Season Episode: 4

Originally aired: Tuesday January 19, 2016
Writer: Alfred Gough, Miles Millar
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: James Remar (Cephelo), Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Mattias Inwood (Lorin), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil), Gary Young (Went), Shushila Takao (Changeling), Vinnie Bennett (Blackwatch Guard / Changeling), James Trevena-Brown (Crispin Edensong)
Production Code: 104
Summary: Wil and Amberle prepare to leave for the Wilderun. However the Changeling continues to murder inside the palace and frames Eretria for the crimes.



Tonight's episode saw Wil, Amberle, and Eretria finally set off on their quest to save the Ellcrys, but not before Wil and Eretria could have some, ahem, alone time... nor before Amberle almost died from a demon attack. Just another day in Arborlon, huh? Let's recap all the action!

The super mysterious test inside the Ellcrys that Amberle had to face before receiving its seed was a hallucination in which Amberle had to fight and kill Wil, since she had developed feelings for him. The lesson: She needed to harden her

heart if she should expect to succeed on her quest to save the Ellcrys and, as a result, the world. As if there was any doubt, Amberle passed the test of the Ellcrys, and it granted her its seed to take to the Bloodfire at the Safehold. She also saw a vision of Eretria with her and Wil at the Bloodfire, meaning she'd have to take the Rover with them.

In the world's worst case of terrible timing, that's when Cephalo decided to make Eretria storm the Elvin castle to steal the elfstones and bring them to him. And when the Dagda Mor told the Changeling demon to kill Amberle before she could leave the castle, stopping its quest before it could even start. Lots of moving chess pieces on the board!

Outside the castle, Wil found Bandon feeling out of place and alone. Bandon confided in Wil that when people touch him, he sees their death. That doesn't sound like a cool gift to have. Not at all. And when he touched Amberle, he saw the Bloodfire symbol, along with Amberle and a human girl: Eretria.

The Rover girl snuck her way inside the castle and into Wil's room, where she confided in him all about Cephalo's treatment of her and her desire for freedom. She was laying the sob story on pretty thick, to the point where we almost started to believe her. She also hit on Wil pretty hard, and although he tried to resist, he ended up falling for it anyway. They slept together, and shocker: she stole the elfstones from him while he was asleep. Right after they did the deed. That's just cold, girl!

While Eretria made her escape, Amberle spotted her in the halls, just as the changeling demon took on her form. While disguised as Eretria, the demon attacked Amberle, but Bandon saved her at the last moment. The demon changed back into a guard, and Eretria was taken into custody because everyone thought she attacked the princess.

In her cell, Eretria tried to reason with Wil about how killing Amberle would do nothing for her, and whoever attacked her is still out there. He saw the logic in that, so he convinced Allanon to let Bandon touch a dead Chosen body—Amberle's boyfriend's to be exact—to see his last moments to know what the demon that killed him looks like. He did, and told them he saw Amberle with silver eyes kill the Chosen. Allanon realized the demon is a changeling that can take on anyone's form.

Wil came up with a plan to use Eretria as a decoy to lure the changeling out of hiding so they can kill it once and for all. She agreed to help, but only after blowing up Wil's spot in front of Amberle, tipping the princess off to their bedroom tryst. She was not too pleased, but shut down her emotions like the Ellcrys told her to.

Wil's plan worked, and Allanon killed the changeling demon before it could kill Amberle. Allanon then confronted Amberle about reading her mind and knowing that Eretria was in her vision at the Bloodfire, and she finally confessed the truth about seeing the Rover girl in her vision. Wil was shocked to learn that Allanon was not in her vision, meaning he wasn't going on the quest with Wil, Amberle, and Eretria. He was going to remain at the Ellcrys in case the Dagda Mor sent any more demons.

Allanon sent the trio off on their quest with a few guards keeping them company, with Eretria in chains and not too happy about her situation. Cephalo saw them from afar leading Eretria off, and promised her, "Daddy's coming." That's not good. Also not good? The changeling demon wasn't killed after all, and it's still killing guards in the Elvin city. Allanon's going to have his hands full back at the homefront.

Reaper

Season 1
Episode Number: 5
Season Episode: 5

Originally aired: Tuesday January 26, 2016
Writer: Evan Endicott, Josh Stoddard
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: James Remar (Cephelo), Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil), Angelina Cottrell (Young Amberle), Reon Bell (9 year old Lorin), Roy Snow (Prince Aine Elessedil), James Trevena-Brown (Crispin Edensong), Jared Turner (Slanter), Gary Young (Went), Shushila Takao (Changeling)
Production Code: 105
Summary: Amberle, Wil and Eretria must find common ground in order to survive the perils of their quest, which includes the nightmarish Reaper. In other events, at the palace, Ander tries to forge an unlikely alliance in order to find the Dagda Mor.



Ten years ago, the gnomes invaded Ar-borlon and killed Amberle's father / Eventine's eldest son at the time. That's why her uncles have always been so protective of her in the present, because they know of the threat that's out there. The elves kept the only surviving gnome—Slanter, the self-appointed leader of the gnome rebellion—in their prison for the past 10 years. Unfortunately, he's the only one who knows how to navigate the mountain break line where all the demons are gathering their army.

Ander convinces Arion to let him take Slanter to track the demons and see how many are gathered in order to return with the appropriate troops and strike them before they even know what's happening. It's going to be tough going, seeing as how Slanter was the one to kill their older brother 10 years ago. But the enemy of my enemy... The Dagda Mor's demons will kill every creature in the four lands, and so it's making some strange bedfellows right now.

Meanwhile, as the quest to save the Ellcrys finally gets on its way, Wil is shocked at how coldly Amberle has been treating him. He still doesn't know that the Ellcrys told the princess to harden her heart towards him in order for the quest to succeed. He also doesn't agree with how Amberle and the soldiers accompanying them are treating Eretria, keeping her chained up and running behind their horses the entire way.

Of course, everyone's fates is flipped when Cephelo's Rovers attack, freeing Eretria and capturing Wil, Amberle, and the rest of their party. Even though she finally earns her freedom from her "father," Eretria does the right thing (for a price, of course) and double-crossed Cephelo. She knocks out his men with sleeping powder in their drinks and captures Cephelo (right as he was about to rape Amberle!), freeing Wil, Amberle, and their guards. They also take Cephelo as

their hostage to make sure he can't hunt them anymore. That decision, although questionable, actually proved quite helpful.

The Ellcrys crew faces yet another obstacle on their quest when they come across a poisoned field and the demon the Dagda Mor sent to intercept Amberle and her Ellcrys seed. The demon had already infiltrated the fort they were traveling to and killed all the people inside, including the one they were hoping could help them find Safehold. But that's a problem for later; the more immediate issue is running from the attacking demon. Wil tries to use the elfstones to kill the demon, but this time, it doesn't work. Instead, Cephalo leads it straight into the poisoned field and uses the gasoline on the ground to blow it up. Who knew he would come in handy so soon?!

Back in Arborlon, Allanon takes Bandon under his wing to help him hone his magical gift and to make sure he stays on the path of good. But in their training, Bandon sees a vision of Amberle bloodied and dead, along with the Dagda Mor's stone henge. In the vision, the Dagda Mor had captured Bandon, and in reality, his eyes burn black and he passed out. Did Allanon lose his new apprentice after only one day?

Finally, king Eventine. Widely known as the greatest elf king ever to have lived, Eventine was unceremoniously killed in this week's episode. So who drove the sword into his stomach and why?

It was that pesky Changeling demon that's still running around the Arborlon royal palace! Allanon may believe he killed the shapeshifting demon in last week's episode "Reapter," but it had taken on the form of Eventine's eldest son and killed the king when the two of them were alone in the palace throne room, only to then take the form of the king himself. So yes, now there's a demon sitting on the throne in Arborlon with the intention of turning the royal family against Allanon. Without his protection, the entire city will be defenseless against the Dagda Mor. This is not going to be good for anyone.

Pykon

Season 1

Episode Number: 6

Season Episode: 6

Originally aired: Tuesday February 2, 2016
Writer: Zander Lehmann
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: Daniel MacPherson (Arion Elessedil), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil), James Trevena-Brown (Crispin Edensong), Anais Shand (Mag), Jon Brazier (Remo), Jed Brophy (The Dagda Mor), Joshua Randall (Reaper), James Remar (Cephelo), Jared Turner (Slanter)
Production Code: 106
Summary: Amberle, Wil and Eretria take shelter in Pykon, a snowy Elvin outpost with a grisly secret; and Ander and Slanter make a discovery about the Dagda Mor's forces.



Prince Ander, Commander Tilton, and brother-murdering steampunk gnome Slanter, on their way to find the demon army, discover a group of slaughtered gnomes, and Slanter asks to deliver last rites. Softie Ander allows it, despite the protests of Tilton (whose first name I think is Diana, which is hilariously pedestrian for this show, like what, they couldn't at least make it Dyahna or something?).

Ander, who you'll recall wanted to be a diplomat, reasons that if elves and gnomes have a common enemy, it's an opportunity to end 30 years of war. Un-

fortunately, Slanter takes the opportunity to grab a dagger from one of the bodies and run off with their horses. Curse your sudden but inevitable betrayal, gnome!

Ander and Diana are stuck wandering the green hills and blaming themselves for everything that's gone wrong. Ander, in particular, wanted to redeem himself for failing to protect Amberle's father the night he died, the night he says everything changed.

Diana agrees. "The Ander I love disappeared, lost in booze and anger and doubt. I wake every morning hoping he'll return," she says.

Okay, first, on behalf of Arion, the prince she's currently dating: Ouch. Second, have we seen signs of drunk, angry Ander? In general, he's been reasonable and proactive. We needed more drunken bitterness to support this bit of character development.

Anyway, before they can kiss or apologize or punch each other, Slanter comes riding up. He found the demon army, and he feels obligated to show them. And it's bad, man. The demon army is as epically CGI'd as you can imagine: thousands of them, massing in hordes.

"We're doomed," Ander summarizes succinctly. Then he frees Slanter to warn his people. The gnome asks what chance the elves have. None, obviously, but Ander says they'll face the demons for the sake of all the races.

As Slanter leaves, he says, "I will speak of your honor. In another life, we are not enemies." I suspect that's not the last we'll see of Slanter, and also, it's weird that he knows how I usually say goodbye to my mother-in-law.

Now, to Arborlon, where Arion's thrown for a loop when Eventine (now the Changeling) basically says, "Hey, remember how I told you we need to trust Allanon? Yeah, stop trusting him." According to Changentine, the Warlock Lord's sword will defeat the Dagda Mor and is somewhere inside the castle, so why hasn't Allanon acquired it? Changentine cruelly plays to his son's deepest wishes, offering to set their past disagreements behind them.

"You're the only one I can trust," Changentine says.

Warmed by this fatherly approval, Arion goes to confronts Allanon, who's standing over a catatonic Bandon with Catania. Then Bandon bolts awake and grabs Allanon, pulling him into the demonic vision where the Dagda Mor has caged Bandon's soul. The DM uses Bandon's power as a conduit to infect Allanon with demon mojo.

This is hella bad timing because demon-possessed Allanon starts choking Catania as Arion enters and quite understandably assumes that his father's right. Arion and Catania agree that if Allanon's in league with the demons, they need to find that sword, which we can assume is bad news if Changentine wants it.

Catania and Arion find the sword with surprisingly little trouble, and when Allanon's called to the throne room and realizes what's up, he's alarmed: "This sword is not a salvation. It is a talisman of evil."

Too late, Allanon realizes that Eventine just hasn't been himself lately, if you know what I mean, but before he can say anything, Arion runs him through with the Warlock Lord's sword, and Allanon burns away to nothing.

"You did it, my son. The Druid is no more," Changentine croons, giving Arion a quick, not-at-all creepy shoulder rub.

Amberle and Wil are kissing in a gorgeous, sun-limned playground as Wil confesses his feelings for Amberle and says he only slept with Eretria because he couldn't have what he really wanted.

But then Wil morphs into the Dagda Mor because psych, it's a dream! Hey, we've all been there the morning after when cutie Mr. Short Tips turns out to be a demon with a skin condition, amirite? No, but really, Wil wakes Amberle up from her nightmare, and she insists that they need to get a move on because winter is com— er, a snowstorm's on the way.

Wil suggests that they change their route to the Wilderun in case the Reaper's still hot on their trail, and Cephelo mentions a shortcut through the Pykon fortress. Even though no shortcut in the history of epic quests has ever been a good thing, they agree.

This shortcut involves a windy, snowy, and altogether terrifyingly narrow mountainous ledge, and Crispin gripes that Cephelo's stupidity's going to get them killed. A camera pan shows that they're at one of the big statues that we see in the credits, and beyond that is a snowed-over castle accessed by a narrow bridge. (Book readers, did you get as excited about this bridge as I did?)

They make their way inside and find an abandoned hall. Or is it?

It's not, of course; a silent child beckons them to follow her.

"Anyone else have a problem with this plan?" Eretria asks

"Following a creepy kid through an abandoned fortress? Not at all," Wil replies.

The child, Mag, takes them to meet her father, Remo. He was an inquisitor during the last War of the Races and is now the fortress caretaker who doesn't get guests very often but is pleased to play host. Sure. Seems legit.

The next scene has Eretria joining Amberle for a nice soak in a candle-lit pool. Eretria taunts Amberle for not making a move on Wil, then makes a move of her own, saying she's happy to jump into bed with either gender. Amberle scoffs, "You and Cephelo deserve each other." Then she notices a tattoo on Eretria's shoulder, and the Rover admits, "It's just how my first owner kept track of his property." For the first time, Amberle looks a little sorrowful about the life Eretria's led.

After sexy bath time, the gang sits down to an uncomfortable dinner while Wil keeps watch for demons in the hall. Cephelo wisely swaps plates with Remo, claiming his had too many peas, and when Remo takes a bite from his new plate, everyone else digs in.

Mag brings Wil a plate of food, too. He lets her hold a seashell that belonged to his mother, and he learns that Mag's late mother was human, too, and that Mag has never been outside of the fortress. And then he passes out because of course, the food is drugged. You'd think Wil would recognize the symptoms by now.

We then cut to the dinner table, where all the guests are passed out. Wil wakes up in another room, where tiny Mag somehow carried him. He convinces her to help him and his friends escape and promises that she can leave with them to see the ocean and the seashells.

Remo, meanwhile, has everybody trussed up, and he explains that he's built up a tolerance for the wolf's nettle that put the rest of them to sleep. They were iocaned! Inconceivable! Amberle announces that she's the king's granddaughter and demands they be released. Oh, gurl, you've got some things to learn about the world.

Naturally, Remo drags her to his torture chamber first because it turns out that he is super crazy. Amberle's in a real Saw situation, complete with spiked head, neck, and finger clamps. She pleads that if she dies, the entire world will fall into darkness, but I bet Remo gets that from his victims all the time.

He sets to work on what seems to be a fingernail puller-outer device when he's interrupted by Mag, who's got blood on her knife. Mag explains that Wil tried to escape, which makes Amberle sob harder.

Remo's advancing on her with the through-the-nose lobotomizer that he used on his wife when suddenly Wil appears! He and Mag kill Remo (or do they?), and he frees Amberle.

"I thought I'd lost you," she breathes, then kisses him. There you go, Wamberle fans! But of course, the rest of the group have freed themselves and walk in at that very moment, and we can all watch as Eretria's complicated, treacherous little heart breaks in real time.

Kissing done, the group heads to the door leading to the Wilderun pass when Remo staggers in. Man, Wil is bad at murder. Remo shoots a crossbow at them, and sweet little Mag steps in front of Wil, taking an arrow to the back. Amberle takes Remo out once and for all, and poor Mag dies clutching Wil's seashell. Murder better next time, Halfling.

Then the roar of the Reaper tears through the halls, causing them to race out the door, where they learn that the only way across the enormous cavern is via zip line. The Rovers go first, promising to send the trolley back for the elves. But too soon, the Reaper appears. Crispin turns to fight it and dies almost immediately. So long, Captain Edensong. You weren't very nice, but you were handsome, so that was something.

Speaking of not nice, Cephelo decides to cut the zip line so the demon can't make it across, which would also strand Wil and Amberle, and have you ever in your life wanted to see something more than you wanted to see the Reaper just a-zip lining across that cavern?

Eretria tells Cephelo to stop and slides back for the elves, even though Cephelo yells after her, "Eretria, they'll never choose you!" But she made her decision. Wil and Amberle grab the bar, and they all start back across the cavern.

Wil, in action hero mode, hangs from the bar with one hand while he wields the Elfstones with the other. This time, they flare to life, and he screams, "Just die, already!"

The blue fire hits the Reaper as Cephelo succeeds in cutting the line. Every member of our favorite love triangle plus one angry demon suffer what seems to be a terminal fall into the chasm.

Breakline

Season 1
Episode Number: 7
Season Episode: 7

Originally aired: Tuesday February 9, 2016
Writer: Deanna Kizis
Director: Jesse Warn
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), John Rhys-Davies (Eventine Elessedil), Joshua Randall (Reaper), Samson Chan-Boon (Cormac), Josh Randall (Reaper), Zoe Robins (Zora), Stuart Shacklock (Perk), Kevin J. Wilson (Bremen)
Production Code: 107
Summary: Ander and Arion are sent to kill Dagda Mor. On the way, Amberle and Eretria run into elfhunters, while Wil finds an unexpected friend.



We open in the aftermath of Wambertrio's fall down the gorge, which somehow dumped them out safely into a lush, green river valley. Wil comes to next to the dead Reaper, the Elfstones burned into his hand. Gross, but hey, at least they'll be harder to steal that way.

He follows a trail of bloody rocks into the forest, looking for his ladies, when he's attacked by a crazed elf. The youngster accuses Wil of being one of the elfhunters who cut off his left ear. Wil displays his own short tips, then makes a

really unhygienic-looking poultice to stop the bleeding and take away the kid's pain.

The one-eared elf, Perk, explains that gnomes believe elf ears have medicinal properties, so bands of elf-hating humans supply the demand. "By this time next week, my left ear will be ground up in some horny gnome's tea," he says.

Naturally, this makes Wil fear for Amberle, as well he should. She and Eretria are on the run from the elf hunters, who are incredibly bad shots with their bow. Still, when Amberle drops her father's sword, she doesn't dare go back for it.

As the women run, the ground suddenly collapses under them, and they fall flat on their backs into ... a perfectly preserved high school prom! It is, to say the least, a surprising set piece. There are streamers, banners, round tables, bleachers, lockers — all dusty, rotten and rusted, but intact. (Prom theme: We can be heroes. NICE.) Amberle says places like this were buried, sealed and preserved during the Great War, like a butterfly in amber.

Okay, it's supposed to be multiple millennia since our civilization fell. I don't care how well preserved things are, having a basically perfectly intact school makes zero sense. I mean, crepe paper? If you want to play with the ruined bones of our society, then change the timeline from the books so stumbling across these remnants makes physical sense. (Lord knows they haven't been afraid to change basically everything else.)

Anyway, bright side: Eretria immediately asks if Amberle's okay after their fall through the ceiling. Isn't it nice to see Wil's ladies working together?

The elf hunters return to their camp, where Perk and Wil are lurking, hoping to free Perk's partner. The head hunter, looking a little like Auntie Entity, discovered Amberle's sword and realizes she's royal. "Her ears will keep us in furs and drink for many winters to come," she crows.

The group pulls out, leaving behind the hunter I like to think of as Portly Allanon. Pallanon pulls Perk's ear out of a pail — to look at it, I guess? — and Perk goes nuts, charging in and immediately getting recaptured. Pallanon's about to take Perk's other ear when Wil gets the drop on him.

They use a knife to Pallanon's ear to get him to spill on Eretria and Amberle's last known location. That done, Perk makes like he's going to let him go. "It's okay, tough guy, torture's not really my thing," he says, then smoothly slits Pallanon's throat. "Taking out a serial elf killer, on the other hand, is a top priority." Wil's horrified, but Perk's got a point. Elf-killing ear-takers aren't likely to stop their elf-killing, ear-taking ways. (I saw that cross-stitched on a pillow once.)

Perk then turns to free his caged partner, who's definitely not an elf, and they set off to find the women.

In the high school that time forgot, Amberle's flipping through an old yearbook. "They look happy," she says.

"They look dead to me," Eretria replies. But Amberle tells her to drop the tough girl act; Eretria zip-lined back to save the elves, after all. The Rover tries to deny it but eventually cops to caring a little.

They wander in search of a way out of the underground prison, and despite the timeline wonkiness, the disintegrating school is a trippy, creepy set piece, particularly when Amberle shrugs on an old letterman jacket. In the rubble, she also finds and pockets three blue polyhedral dice that look quite a bit like the Elfstones. (Non-nerds: Those are commonly used in Dungeons & Dragons and other PRGs. You may have been too busy going on dates in high school to be familiar with them.)

As the duo wander, they try to convince each other that Wil survived the fall and will sail in to save the day. After all, Amberle saw Wil and Eretria in her vision, standing in front of a stained glass window, so they have to make it at least that far.

Then we see just how much Amberle's seen on this journey. Having learned how badly the elves have treated the rest of the races in the Four Lands, she wonders whether the elves deserve to be wiped out. Then she and Eretria bond over being orphans.

Amberle says, "Who'd have thought? The princess and the Rover, bound by a tragic fate and —"

"— hot for the same guy," Eretria concludes. "One hell of a mess, aren't we?"

Their meaningful gaze is interrupted when the elf hunters crash in. Amberle and Eretria pick them off one by one, but Amberle stops mid-escape when she sees a map and a newspaper article behind glass. It's a clipping from our world about a San Francisco building that survived an earthquake, and the photo shows the stained glass from her vision.

"Ending up here was no accident. This is how we find the Bloodfire," she declares. (Remember: They have to immerse the Ellcrys seed in the Bloodfire so the tree can be reborn and the demon army sent back into the Forbidding. In case you'd forgotten.)

And then a voice says, "Long time no see, Eretria. I always knew we'd meet again."

It's Auntie Entity, whose name is actually Zora. She and Eretria grew up together and had a thing, but Eretria left Zora to fend for herself in the wilderness. It is not a happy reunion.

And then sweet, simple Amberle yet again tries to get a captor to let them go because of their mission to save the world. Amberle, honey, stop. Like fetch, that excuse is never going to happen.

Zora's trussed up Amberle and is preparing to kill Eretria when Wil literally sails in to rescue them. Perk's partner turned out to be an enormous flying bird called a Roc, which allows Wil to rappel into the school.

Everyone ecstatically hugs, but as the Roc pulls the three of them out, Zora shoots Eretria in the side with an arrow, knocking her back into the building. The elves escape and immediately start planning to rescue Eretria, who's been bundled up with the haul from the school and is being taken to the elf-hunters' home base.

As they pace, Wil asks about Amberle's blue dice.

She tries to downplay it but eventually confesses, "They reminded me of you." Awwww! (Polyhedrons remind me of my man, too, but that's because he played D&D in high school, not

because he harnesses the ancient power of magical stones.)

Anyway, Perk gives Wil a whistle to use if they ever need him, then flies off. Oh, we'll definitely see him again.

Now let's head to Arborlon, where Ander's back from the Breaklines with news that the demon army is too big for the elves to fight. In fact, it's hopeless even if the federation of races agrees to send all of their warriors, too — which is a big "if" since everybody hates the elves. And then Arion tells him that the late (?) Allanon was in league with the demons, which means Amberle could be in danger.

All seems lost until Changentine comes up with a plan: assassinate the Dagda Mor with the Warlock Blade, which was forged to combat dark magic.

Ha ha ha, what a terrible plan! Yet Arion and Ander fight over who should go on the mission until Changentine steps in. "You shall both go," he says. "Two sons, one blade, one purpose."

It is clearly insane to send both heirs to the throne on what can only be described as a suicide mission, and both princes know it. Also skeptical is Diana, who pillow-talks Arion that it's okay to disobey his father's orders if those orders mean certain death (and it should be noted here that she's so boss that she sleeps in full pewter eyeshadow). But Arion wants to prove himself worthy for the throne, so he and his amazing leather jacket ignore Diana's Han Soloing about her bad feelings. In fact, he wants to give his people hope now that they have a sword strong enough to defeat the demons.

Oh, hey, what's up, Allanon! Look at you, all non-dead and writhing on your stone Druid bier! I guess he ... teleported himself there? You'd think the Dagda Mor would have anticipated this possibility. Anyway, he's having trouble healing himself when he has a vision of Bremen, the Druid who trained him. Allanon tells Bremen he's tired of being the Rodney Dangerfield of the Four Lands and is ready to join Bremen (and Adele) on the other side.

"What more can I do alone?" he asks.

But Bremen won't let him, saying that another has emerged, powerful and full of promise (Bandon, presumably?), and without Allanon, all will be lost. Then Bremen twists his fingers and seals the wound in Allanon's side. Allanon springs up fully dressed. Based on the glow in his eyes and his staff, this must make him Allanon the Blue! He saddles up and rides out.

En route to their certain deaths, Ander and Arion gloomily banter.

"I'm willing to bet they're not expecting two idiot princes to fly in there solo," Arion says.

"We've got that to our advantage," Ander agrees.

But when they get to the demon rallying point, it's abandoned. They enter the Dagda Mor's ruined henge, where they find the dark version of Bandon trapped in the cage from his visions. Then the Dagda Mor appears to mock Arion.

"Foolish prince. I tell you to fetch my sword, and you do it. I command you to kill your Druid, and you run him through."

The Dagda Mor then pulls the old James Bond villain tactic of spilling all his plans: Their father is dead, and they're his puppets. He magics the sword over to him, then runs Arion through with it. Noooo! Your redemption arc had scarce begun, sweet prince!

Allanon rolls up, 10 seconds too late, as Arion falls. Allanon bellows, um, something, and uses his fancy staff to shoot a massive bolt of power that blows the Dagda Mor back, leaving Ander protected by a force field. Ander and Allanon retreat, and Arion's body sprawls at the Dagda Mor's feet. I mean, he looks dead, but at this point, it's anybody's guess how/when/where/why/if we'll see him again. I fear we won't, though.

Back in Arborlon, Bandon wakes up, normal; Allanon's magic must've blown his soul back into his body. Good magicking, Druid!

And finally, Ander returns to the palace to tell his father that Arion died in an act of true bravery, saving Ander's life. Changentine stands, hugs him, and says, "I'm sure you did everything you could."

"No, I didn't. But I'm going to try to do my best now," Ander says, whipping out Allanon's Transformers sword and stabbing his fake father with it. Changentine burns away, and with it goes John Rhys Davies. Farewell, sir!

Ander's left shell-shocked. "Aine, Arion, my father, all gone. And now ... "

"And now you are king," the Druid replies.

Utopia

Season 1
Episode Number: 8
Season Episode: 8

Originally aired: Tuesday February 16, 2016
Writer: April Blair
Director: Jesse Warn
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: Emilia Burns (Commander Tilton), Shara Connolly (Frances), Carolyn Dando (Utopian Woman), Josh McKenzie (Tye), Leonard Nimoy (Spock (archive footage)), James Remar (Cephelo), John Rhys-Davies (Eventine Elessedil), Zoe Robins (Zora), William Shatner (Captain Kirk (archive footage)), Marcus Vanco (Bandon), Simon Ward (Hebel), Brooke Williams (Catania), Miranda Wilson (Kael)
Production Code: 108
Summary: While Wil and Amberle search for her, Eretria stumbles upon a secret settlement of humans.



The episode starts in Arborlon, where Allanon is everybody's life coach. He and a recovered Bandon are examining the Ell-crys, which has almost no leaves left.

"It's fading so fast," Bandon laments. Then Allanon makes a hard pitch: He wants to train Bandon to be the next Druid the way he was trained after his parents abandoned him. Bandon wants no part of that, but Allanon's firm: "The choice is no longer yours to make." Without training, Bandon won't survive the darkness about to descend. That's ... pretty convincing, actually.

Next on Allanon's to-do list is bucking up Ander, who's drunk, but not the happy-go-lucky kind. No, he's mourning his father and his brother and insisting that he doesn't want the crown. Ander suggests giving the throne to Kael Pindanon, who fought alongside his father during the last war. But Allanon corrects him: Pindanon hid in the castle while Eventine and Shea Ohmsford defeated the Warlock Lord.

"Oh, good, another story I can never hope to live up to," Ander says, arguing this his abdication is best for Arborlon. "You can walk away from your duty if you wish, but do not pretend that it's noble or brave," Allanon growls.

Next thing you know, Ander's speaking at a depressing double funeral, honoring the bravery of his dead family. He starts to say the words to give up the throne when he has a flashback of all the men in his family dying honorably. He changes courses and says, "I will give my solemn vow to battle bravely in the name of the Four Lands. The demons are coming for us, and we will not back down. I will fight with you and beside you as your king."

Fist pump! Long live King Pretty Eyes! He's crowned, and Diana is the first to shout, "All hail the king!" Boy, Diana's in an awkward place now, isn't she? With her boyfriend the crown prince dead, is it tacky to go back to her old boyfriend who's unexpectedly the king, even if she told him a few episodes ago that she misses him? The etiquette there is unclear.

So much for Arborlon this week. Let's check in on the Wambertrio. The elf hunters bring Eretria, injured and in pain, to a human settlement in the middle of troll country. Zora is reluctant to part with Eretria, but Tye, the man in charge of the settlement, offers to pay double for her and the map/stained glass article combo.

Bargain struck, Tye takes Eretria to the infirmary to treat her infected wound, welcoming her to Utopia as he straps a laughing gas mask to her face. She wakes up with an IV in her hand and a badly burned man in a wheelchair in the room with her. She backs out the door and into your crazy great uncle's rustic murder cabin. Seriously, I fully believe this is a recycled Evil Dead-style horror movie set, what with the faded wallpaper and excessively kitschy bric-a-brac.

Eretria's ready to fight, but Tye tells her she's not a prisoner and can leave when she wishes. She's confused; he bought her, so that makes her a slave. No, he says, it was only to save her from the elf hunters.

"The world out there is ugly, and trusting someone is death. I get it." he says calmly as she threatens him with a knife. Further, he offers to send a search party out to find her friends, who she says will be looking for her.

Speaking of, Amberle is desperate to find Eretria so she doesn't think they've abandoned her, but Wil argues that they need to eat and rest before continuing. Amberle agrees and uses the break to talk feeeeeeeelings.

She apologizes for kissing Wil during their escape from Pykon. He says it was nothing to be sorry for and, in fact, his feelings for her are what keep him going. In light of that, how can she not lean in for another round? They alternate kisses and reverent gazes, then start to undress. Amberle has such an elaborate outfit that I don't know how they'll ever get her clothes off. On the other hand, Wil's shirt removes easily, as we know.

You've gotta feel a little bad for Eretria here, the way Wil and Amberle have added sexytimes to their list of things to do before saving her. But before things escalate, they're interrupted by the sound of someone getting caught in a troll trap.

Whaddya know, it's Cephelo. He's been tracking them all day and offers to take them to Eretria if they free him. Wil is skeptical because of all the times he, you know, TRIED TO KILL THEM. On the other hand, Amberle says they don't want to wander through troll territory all night, so if Wil has a better plan, "I'm all ears." Oh, come on, show! You've established that the phrase is "I'm all points," to my vast and neverending delight. Be consistent!

Anyway, Amberle unwisely sets him free with a promises to gut him if — ha! inevitably when — he crosses them. Cephelo takes them to the human settlement, then hightails out of there.

Inside the settlement, Tye is introducing Eretria to their way of life. He tells her that the humans of old weren't all about destruction; they also built great glass cities and machines that traveled to the stars. He says their settlement wants to reclaim that spirit of curiosity and innovation. They also seem to want to reclaim aggressive whimsy because, between the hats and vests and flowing dresses and suspenders and floral headpieces, it really does look like Pinterest vomited all over a too-precious backyard wedding. Google "pinterest boho chic wedding" right now and tell me I'm wrong.

Tye and Eretria have wandered to an isolated meadow now, and he produces from his pants ... drumroll ... a gun! "What is it?" Eretria asks. Tye explains and says it was "worth every kernel" of the harvest of corn he traded for it. He lets Eretria shoot it. She's a natural markswoman, of course.

"If I had 10 of you around, those trolls would not stand a chance," he says, tapping her nose. Oh man, do I not trust him. He's playing her waaaay too hard.

Eretria, who apparently does trust him, explains that the map he purchased is the key to saving the world. She says that with her freedom, all she wanted to do was live her own life, but now she feels beholden to her friends' quest. Tye warns her away from the Wilderun, saying the only man he knows who made it back is Hebel, and he's never been the same. Since Hebel's the melted-face man in the wheelchair, I'd say he's got a point.

Tye then pulls Eretria into a party, letting her throw the switch to fire up the steam-powered strings of old-timey lightbulbs. Everyone cheers and heads in the barn. Eretria, fetching in a white crochet dress with tassels that I will bet you money is available on Etsy right now, watches in delight as Tye toasts the group and pulls out a film projector to show an episode of the original Star Trek. Star Trek, you guys! The humans boo Spock for daring to have pointy ears, then everybody throws themselves into dancing. Eretria glows with happiness and joins in. Meanwhile,

a blonde woman named Frances tells Tye "it's" happening tonight, but Tye tells her to find someone else. Ruh roh!

Wil and Amberle have crept into the ... costume room? They're caught by a human with pink hair and lie that they're elf hunters hoping to trade. At first it looks like they're busted, but then she tells them to change into party clothes and join them. They both comically exhale, then don flowy clothes from what is, in fact, the costume room, along with hats to hide their ears.

As they change, Amberle realizes that Wil's Elfstones pouch is gone. And we cut to Cephelo muttering, "like taking candy from a baby." Then he stumbles on Zora, throat slit, and is nabbed himself.

At the dance, Tye tries to convince Eretria to stay, arguing that her destiny sounds like slavery. "What do you want?" he asks. She looks startled and says nobody's ever asked her that before, then pulls him onto the floor for some full-contact dancing. Wil sees this and looks conflicted. Wil's heart is an ocean of secrets, y'all.

Elsewhere, Amberle overhears Frances threatening to kill the Rover. When Tye is called away, Wil approaches Eretria, chastising her for forgetting the mission. "We came to rescue you, but from the looks of things, it doesn't appear you need saving."

Eretria lashes back that he and Amberle have been telling her what to do since they left the castle. Then Amberle shows up and demands that they go, which is the wrong thing to say. Eretria says she's done her part and is staying with her own kind.

They start to squabble, and it seems weird that Amberle doesn't lead with, "Hey, I overheard someone threatening to kill you." Eretria storms off, and Pink Hair rips Amberle's hat off her head, exposing her ears. Tye and Frances box them in. "You must be Eretria's friends," he says.

Eretria swipes the map and newspaper clipping in the cabin and is startled when Hebel calls her name and warns her not to trust Tye. "Your friends are in danger," he says. "Your mind is the vessel, your blood is the key. Don't let them leave without you."

Then Tye comes strolling in and Eretria improvises, kissing him while grabbing his gun. (Not a euphemism. Also, there's an old computer keyboard on the wall as a decoration. I can't decide if I love or loathe this place.)

At gunpoint, Tye comes clean. "Utopia's peace has its price," he says. The trolls demand a sacrifice for their continued existence, and since he can't bear to give them Eretria, he's substituting her friends. He tries to argue that she belongs there with the humans, but she pistol whips him and snaps, "I'll take my chances with the trolls."

Sure enough, Amberle, Wil, and Cephelo are tied to stakes as troll dinner. Cephelo tries to bargain his way out with the Elfstones, but of course, when Frances checks, they're Amberle's D&D dice. Outsmarted by Short Tips! That means Wil still has the stones, but his hands are tied, and he can't reach them.

A troll lumbers up to bash in Wil's head when Eretria drops it with a gunshot. Tye and company freak because this has destroyed their agreement with the trolls. The companies open fire on one another with guns and arrows, and Cephelo proves his character once and for all. Suffering from a fatal wound to the torso, he tells the threesome to make a run for it while he covers them. He apologizes for cutting the zip line rope in Pykon. "You're the best thing I ever did," he tells Eretria. "Go save the world."

Cephelo Butch-Cassidy-and-the-Sundance-Kids it, and Eretria gives one last look back. He dies a hero, the dice on the ground around him. The trolls loom over the humans, who are out of ammo and know that they and their dream community will die that night.

In the end, Wil, Eretria, and Amberle approach the remains of the Golden Gate Bridge, where they'll presumably find the Bloodfire as the show enters its final episodes of the season.

Safehold

Season 1
Episode Number: 9
Season Episode: 9

Originally aired: Tuesday February 23, 2016
Writer: Evan Endicott, Josh Stoddard
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: Brooke Williams (Catania), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), Genevieve Aitken (Mallenroh), Kendal Rae (Morag), Jed Brophy (The Dagda Mor), Tig Fong (Male Soldier), John Rhys-Davies (Eventine Elessedil), Jared Turner (Slanter), Miranda Wilson (Kael), Simon Ward (Hebel)
Production Code: 109
Summary: Wil, Amberle and Eretria must cross ancient human ruins to reach the Bloodfire, but a nefarious evil tests their friendship.



Our trio come to the end of their quest, which is marked by a battered, faded overpass sign that used to point the way to San Francisco and Oakland. The papers they took from the high school seems to be a map of the Bay Area Rapid Transit system, and since the bridge is destroyed, they decide to take the tunnels under the water. (By the way, a wise San Franciscan has informed me that this is the Bay Bridge, not the Golden Gate Bridge, and this Midwesterner apologizes for getting it wrong in last week's recap.)

Before they move into the tunnels, Wil gets an idea and picks up a rock. He adds letters to the damaged sign, turning the still-visible SAF of San Francisco and OLD of Oakland into SAFEHOLD. They enter the tunnels using torches they find at the entrance (which are clearly made of PVC pipe), and Amberle suggests they split up. Wil and Eretria head off together, and he apologizes for the unpleasantness in Utopia, but she brushes it off.

"I just wanted to believe that there was a place for me," she says. Then they bond over their conflicted paternal feelings: Eretria spent her life running away from Cephelo, who died to save her, and Wil grew up embarrassed by his drunk dad, who was ruined when he used the Elfstones to save the Four Lands.

Amberle interrupts the daddy issues chat to point out a room full of sleeping trolls with Eretria's tattoo painted on the wall. In order to sneak past, they shimmy along a pipe across the ceiling. The women make it fine, but doofus Wil somehow drops his Elfstone pouch directly onto one of the trolls. Wil grips the pipe with his legs and unfurls himself to snatch the Stones back, and I bet his yoga teacher's pleased he's activating his core like that.

Above ground, they find a room with lit candles, as if someone was just there. Eretria's tattoo is printed on a Latin-filled book, and she says the whole room feels strangely familiar to her. Then her eyes go milky, and she flashes back to Hebel's warnings and the images from Amberle's visions. Suddenly her tattoo burns what looks like a BART map into her skin, and she

feels in her blood where they need to go. That's all ... incredibly unexpected. Who'd've thought our Rover had magic in her?

As she leads the way, she asks Wil if this is how he feels when he uses the Elfstones. "I feel invincible," she says.

"I usually feel like I've been set on fire and beaten with a shovel, so no," Wil replies.

Eretria leads them to the ruins of a church with a pod-shaped statue on the floor that echoes the elf architecture we've seen in Arborlon. Amberle directs Wil and Eretria to stand in front of the stained glass as they do in her vision. They comply, looking hopeful that something will happen. Eventually, Eretria's tattoo shape appears on the floor in lights, but they still don't know what to do — until two terrifying women calling themselves the guardians of the Bloodfire appear, their beautiful faces morphing into skulls.

The witches immediately start trying to tear the group apart. "What makes you think you're worthy?" one of the witches taunts Amberle. They gloat that Wil can't protect Amberle, himself, his dad, his mom, or his heart. One even kisses him because if there's one thing we've learned this season, it's that everybody loves Wil Ohmsford. Elves. Rovers. Druids. Scary witch ladies. Everybody. "Half human, half elf. Which one will it be?" one of the witches asks, and that's a fun little bit of writing there. Does Wil want to live like a human or an elf? Does he love the human woman or the elf princess?

Next, it's Eretria's turn: It's unfair that the princess gets the happy ending while Eretria's treated like a stray dog, the witches insist. Eretria succumbs to their words and advances on Amberle, and Amberle fights back.

Wil, realizing that this is the witches' plan, steps between his ladies and accidentally cuts Eretria's hand. Her blood starts to float upward toward the elf-pod, and the witches gasp, "She is a child of the Armageddon!" ("Fili Apocalypsi" was prominently written in the Latin book, and furthermore, Armageddon's Children is one of the Elfstones of Shannara prequels).

Eretria recalls Hebel's words that her body is the vessel. She impales her hand on the statue, and as her blood runs down the shape just like we see in the credits, it's clear that her blood is the key.

Then a column of fire shoots from the floor, and Amberle realizes she needs to get inside the Bloodfire. The witches try to stop her, so Wil steps up, killing them both with the Stones as Amberle enters the fire. Then Eretria collapses, presumably from blood loss, and the fire and Amberle disappear. Our final shot of the Wambertrio is Wil, suffering from his use of the Elfstones and frantic because Amberle's missing and Eretria seems quite dead. That doesn't bode well for their part in the "save the Four Lands" plan.

Things aren't much better in Arborlon, where Allanon's pushing Bandon to relive his visions, telling him that they need to keep going because the Ellcrys is almost bare. But Bandon reads Allanon's mind and realizes he's actually pushing to see if Bandon will snap under the pressure. The training session ends badly.

Ander's struggling, too, as Kael Pindanon has turned the counsel against him, telling him, "You're no king. You're what's left." Ander doesn't have her immediately beheaded, which must have been tempting, and instead comes up with a plan: Forge a pact with the gnomes to fight the demons together. He sends Diana to take his message to Slanter.

While he waits for her return, he drills the elf troops in combat. There are like 20 of them; I don't think the millions of demons will have a hard time winning this war, tbh. Ander asks a reluctant Bandon to help him demonstrate fighting techniques, and as they spar, Bandon starts hearing the Dagda Mor's voice in his head: "Do it. You are strong. Take your chance. He is weak."

Ander's obviously doing his good guy training routine, but Bandon's got "He's no king" and "Slit his throat. Kill him. Do it." pounding through his brain. He knocks Ander down and is about to finish him when Allanon steps in and blocks Bandon's sword. Allanon insists that Bandon's not himself and tells Ander he'll take care of it.

Then Ander walks in on yet more plotting among the counsel. Kael smugly says that the castle guards have fallen in with her now that Diana's gone, and she'll assume the throne that night while Ander cools his heels in a jail cell. Ugh, I'm SO not thrilled to be getting court intrigue rather than actual battles with demons.

Diana, meanwhile, has found Slanter and his people. They're shocked to hear that Eventine and Arion are dead and that Ander needs their help. "I wasn't expecting elven civil war," Slanter says. "No one was," Diana replies, valiantly resisting the urge to make a Spanish inquisition joke.

Then we cut to some nice story-telling symmetry as Diana and Slanter free Ander from his cell — the same cell from which Ander freed Slanter earlier in the season. When Ander presents this pact to the counsel, with 5,000 gnome warriors and Allanon backing him up, they're able to convince the counsel that the only way to win the war is by reviving the Ellcrys and restoring the Forbidding. The guards dramatically kneel before the king, asking for forgiveness.

Bandon and Catania sit together on his bed. Um, who decided it was a good idea to leave those two alone after he TRIED TO MURDER THE KING? Bandon confesses that he's felt the Dagda Mor's presence ever since he woke up, making him do things. Catania tells him he can fight it. Thankfully, he settles for kissing her ... until he has a vision of the Dagda Mor licking her neck. When she tries to leave, he pulls her back to the bed, and it's still not totally clear if this is sexy banter or murder talk. Then his eyes glow red, and he starts to choke her. Murder talk it is, then. Okay.

She's able to fight him off (but not before he explodes a water pitcher with his mind), and Allanon shows up to tell him that if he cares for Catania, he needs to let her go because his feelings for her have made him vulnerable.

Bandon wavers between anguish and anger and eerie flatness, and Vanco's acting choices makes it clear when he's channeling the Dagda Mor and when he's not under demonic influence. It's the performance of the night. Heck, it may be the performance of the season. He blames Allanon for using him and tossing him aside, allowing the Dagda Mor to claim him. Bandon magic blasts him into a wall, saying "You're nothing but an outcast from an order of dead men." Ouch.

Allanon tells him that's the Dagda Mor talking, not Bandon.

"No, Allanon. This is me, stronger than anyone could've imagined. Stronger than you, even," Bandon replies. Then Allanon the Blue uses his staff to knock Bandon out, while apologizing for what he's done and what's yet to come.

At the Ellcrys, the elves and gnomes gather to watch the last leaf fall in what must be the most depressing ceremony in the Four Lands. With the Ellcrys officially dead, the untold hordes of demons howl in glee, as they're now free to walk the earth. "We will bathe the Four Lands in Elvin blood!" the Dagda Mor bellows.

Ellcrys

Season 1
Episode Number: 10
Season Episode: 10

Originally aired: Tuesday March 1, 2016
Writer: April Blair, Evan Endicott, Josh Stoddard
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Poppy Drayton (Amberle Elessedil), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil)
Guest Stars: Daniel MacPherson (Arion Elessedil), Jed Brophy (The Dagda Mor), Brooke Williams (Catania), Emilia Burns (Commander Tilton), Marcus Vanco (Bandon), Jared Turner (Slanter), Howard Cyster (Demon Soldier), Tig Fong (Male Soldier), Petar Gatsby (Demon Soldier), Meaghan Martin (Guest Star)
Production Code: 110
Summary: Wil and Amberle race to reach the Ellcrys while Allanon and Ander lead the Elvin army into battle against the Dagda Mor and his demon horde.



The episode starts with Amberle in the Bloodfire, conversing with her dream self. Dreamberle tells her that fate has chosen them both. "You are the seed, Amberle," she says.

In the physical plane, Wil cradles a non-responsive Eretria. As his tears give way to anger, he holds the glowing Elfstones to her heart, and they act like defibrillators. Handy!

Eretria shakily stands and realizes she needs to bleed a little more to get Amberle out of the Bloodfire. She slaps the huge hole in her hand back onto the pod statue, and the gout of fire reappears. On

the vision beach, Dreamberle tells Amberle that she has to choose to sacrifice herself, which requires her to let Wil go. Amberle says absolutely not. She can't do that. "Then you have doomed us all," Dreamberle says, adopting an "I'm not mad, I'm disappointed" expression before vanishing in flames.

That gloomy prognosis ringing in her ears, Amberle rejoins her friends, and the race is on to get to the Ellcrys. The Wambertrio charge back through the tunnels, but this time the trolls give pursuit. They wrestle open a portcullis, which they can't close once they're on the other side. So Eretria steps up, running under the gate and cutting the chain to drop it, trapping her on the side with the trolls.

"We all have a part to play," she says, ordering them to run. Wil swears he'll come back for her; she kisses him goodbye and turns to face the trolls. We hear the sounds of a fight as the elves escape the tunnels while more trolls race in. Poor Eretria! Wil's ready to turn back and help, but Amberle reminds him, "She wants us to go." They steal two of the trolls' horses and vamoose.

In Arborlon, Diana encourages King Ander to go motivate his troops. Without a word, he kisses her. She looks shocked, but he reminds her that they once had plans to get married and

he apologizes that it took the end of the world for him to see what a fool he's been. Neither of them discuss the dead brother elephant in the room, which is probably for the best.

Meanwhile, in one of the palace's dungeons, Catania pays a visit to Bandon. He's in chains, just as he was when we first met him. Full circle! Bandon begs Catania to help him escape and travel to where he can't hurt anyone, then asks her if she trusts him. She says yes, but seriously, lady, why?

He grabs her and hollers to the guard that he'll snap her neck if he isn't released. The guard frees him, then pushes Catania out of the way. This sets Bandon off, and he whips the guard to death with his chain, then looks up at Catania with a blood-spattered face. "He shouldn't have touched you," he grits.

I ... don't know what's happening here. Are we still rooting for Bandon? I feel like maybe we're not anymore?

Next, we've got a traveling montage that's probably supposed to connote a fairly major passage of time as Amberle and Wil purposefully ride their horses toward Arborlon while the demons march toward the same goal. But it feels like it takes them just a couple of hours to arrive, which is weird. Haven't they been wandering all over creation for the last few weeks? How is Safehold only a short horseback ride away from home?

As they approach the city, they see the demon army rallying to attack and realize they'll be spotted unless they wait until dark, so they take shelter in a cave. Knowing in retrospect the choice Amberle has to make, it's not entirely surprising what happens next.

Amberle tells Wil she wishes they'd met before they were tasked with saving the world, and Wil assures her they'll have plenty of time afterward. She doesn't respond to this, instead saying, "I'm not afraid anymore. Eretria was right; this is my part. I know what I have to do, and it's okay."

He doesn't seem to notice that she's not promising him anything, particularly when she says, "I love you, Wil Ohmsford. And I'm not ready to let you go, not yet."

Wil leans forward and kisses her as the rays of the setting sun slant across their faces. "I love you, too," he says. "I always have." Then we're treated to elven sexy times, featuring quick camera cuts and a cozy afterglow. As she snuggles in Wil's arms, Amberle wistfully tells him everything's perfect, then says, "I'm ready."

But we're not, Amberle! We're not!

Inside the castle walls, Allanon reminds the elves and gnomes that their hopes rest with the princess and the lost son of Shannara. Their job is to buy them time, hold the line, and defend the Ellcrys at all costs until Amberle and Wil arrive. Then Ander addresses his cheering troops.

"If we die tonight, let us fall so the Ellcrys can rise again! So that every race in the Four Lands may have a future to call its own!" he bellows. I truly expected him to end with, "Today, we celebrate our Independence Day!" Sadly, he does not.

Outside the city, the Dagda Mor's rallying cry is simpler: Kill the elves for banishing us! Leave no ruins to remember them by! Those are very different methods of motivating troops, but both seem effective. The two armies meet in the woods outside the city, and the Dagda Mor kicks things off by dramatically leaping over a ravine (the same one the Chosen contenders had to leap in the premiere, presumably). He lands amid the elven front line, and all hell breaks loose.

Gotta say, the showrunners did a solid job with the battle scenes here. It's hand-to-hand warfare, brutal and intense. While the troops fight and kill and die, Wil and Amberle start battling their way through to the Ellcrys. Wil dispatches demons with the Elfstones, looking ever more confident with the magic.

Allanon stumbles across them mid-battle, but nothing's ever good enough for grumpy Druid daddy. "The idea was to get here before the demons arrived!" he yells.

"See, I told you he'd be happy to see us," Wil quips. Oh, Wil, always so glib in a tense situation. Forget the last son of Shannara; I'm pretty sure Wil's a great-to-the-umpteenth-power grandson of Buffy Summers. That'll put marzipan on your pie plate, bingo!

Allanon turns to Amberle, asking if she's ready to see it through, which means he had more than an inkling of what her part of the plan requires. Tricky, Druid.

Elsewhere, Ander's in the thick of the battle, where elves are getting torn to pieces, when he comes face to face with his demonic undead brother, the former prince Arion. Holy wow, did I not expect that. And then demonic undead Arion turns and kills their shared love, Diana. It ... how ... UNDEAD DEMONIC FORMER LOVER MURDER!

Ander's awash in horror and grief. He stabs his brother, and as the demonic light fades from Arion's eyes, he pleads, "What are you waiting for? Release me." Ander runs him through, and Arion dies (again) as he lived: rocking a man bun. "Good-bye, brother," Ander chokes. Woof. I did not expect Arion to turn up as the Four Lands' version of a White Walker. What a nasty little surprise this show had for us here. Man, Ander's had a bad couple of weeks.

Outside the sanctuary, Allanon squares off against the Dagda Mor, and it's not looking good for our Druid. The demon blasts him over and over with bolts of magic, but Allanon keeps rallying.

And then, there's poor, sweet Wil, so happy they made it to the Ellcrys sanctuary. He eagerly turns to Amberle. "All right, where's the seed?" Wil asks. "Oh, please don't say you dropped it. I don't think I could take that right now."

But no. No. Amberle explains that she's the seed. "I have to become the Ellcrys. That's how we save it. How we save everyone," she says, trying to smile through her tears. Wil speaks for all of us. "I don't understand. You can't just become a tree."

WANT MORE? Keep up with all the latest from last night's television by subscribing to our newsletter. Head here for more details.

She begs him to support her because otherwise she won't be able to go through with her sacrifice. She kisses Wil goodbye, but they're interrupted when Allanon gets blown into the sanctuary and the Dagda Mor magically seals the door.

Wil steps up with the Elfstones, and he and the Dagda Mor have a magic-off as Amberle runs to the tree. Wil begs her to wait, but of course, she can't. There's no time. She touches the Ellcrys, and the door in the trunk opens. She enters sadly, resolutely, as Allanon unsheathes his sword and beheads the Dagda Mor. Suck it, baldy.

Inside the Ellcrys, Amberle's softly smiling as a blinding white light envelops her. The demons vaporize into ash all over the Four Lands as the tree comes back to life. The Forbidding is back in place. The Ellcrys is over. The elves have won.

After the battle, Wil presses himself against the trunk, begging Amberle to talk to him. "I can't hear her. I can't hear anything," he tells Allanon, who promises that Amberle — wait, I mean Ambertree — will speak when she's ready.

Wil then turns on Allanon, furious that he knew what would happen and didn't warn them. Allanon calmly tells Wil that Amberle understood the decision and paid the price. But all Wil sees is that he couldn't save another person that he loved. He asks to be left alone, and Allanon tells him as he leaves, "Your father would've been proud of your actions today, as am I."

The Druid's not done life-coaching. Next is Catania, who blames herself for freeing Bandon following a dream that he was all alone in a sea of black. (Um, that actually is kind of on you.) Allanon assures her that they both failed him. Um, thank you?

Pep talk the third: Allanon approaches Ander, who's looking broodingly over his kingdom. I guess Diana really is dead? I was hoping she'd be recuperating in a royal hospital. Bummer. The king thanks Allanon for everything. "It was my duty," Allanon replies. That's Druid for, "You're totes welcome, my liege."

Ander's still processing the reappearance of his brother and the loss of Amberle. "She is watching over us all," Allanon soothes.

Also watching? A mysterious figure trudging through the wastelands in a shredded cloak. It's Bandon! His eyes are fully black, and he's holding the Warlock Sword, last seen in White Walker Arion's demon-y clutches. Welp, looks like we've got us a season 2 big bad (assuming there is a season 2).

Finally, the time comes for Wil to leave Arborlon. "For what it's worth, I'm grateful to you for showing me who I am. I'm sure we'll meet again one day," Wil says as he clasps Allanon's hand.

"I sense that our journey has just begun," Allanon agrees, pointing out that the Dagda Mor's presence has stirred other evils. Gee. Lucky Wil. But he's cool with it. "Then let them come," he says.

Allanon then uses his not-at-all invasive mind-reading to ascertain that Wil's off to rescue his girlfriend... the, uh, one who's not a tree. "I'm not going to lose her, too," Wil says.

Allanon looks quietly proud as Wil rides off into the now-demon free Four Lands. Thank you, New Zealand, for the gorgeous scenery this season! Someday, I will vacation in you.

And finally, we cut to the girl in question. Eretria survived her encounter with the trolls and is now being dragged before what we can probably assume is the lead troll. The troll mayor? The

minister of trolery? The troll czar removes his/her/its mask to reveal ... something we can't see!
But Eretria sure does. "It's you!" she gasps.

Season Two

Druid

Season 2

Episode Number: 11

Season Episode: 1

Originally aired:	Wednesday October 11, 2017
Writer:	Alfred Gough, Miles Millar
Director:	Brad Turner
Show Stars:	Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars:	Desmond Chiam (General Riga), Glen Levy (Slanter), Erroll Shand (Valcaa), Matthew Arbuckle (Edain), John Leigh (Dax), Ashlee Fidow (Elven Woman Bounty Hunter), Grae Burton (Brahms), Poppy Drayton (Guest Star), Ben Fransham (Red Wraith), Andy Grainger (Guest Star), Tawanda Manyimo (Farmer), Mark Mitchinson (Flick Ohmsford), Andrew Stehlin (Elven Man Bounty Hunter), Calvin Tuteao (Elder Stor), Brooke Williams (Catania)
Summary:	The Four Lands are in chaos. After the re-emergence of magic, a terrorist group called The Crimson has formed to eradicate all magic users. Together, Eretria, Wil, and Mareth must band together to take down The Crimson and prevent an even greater threat upon the Four Lands.



The episode unfolds with the aftermath of the last episode — Eretria, captured by the Trolls as Wil Ohmsford and Amberle Elessedil managed to escape, leaving her there in Safehold. As the leader of the Trolls removes his mask, Eretria gasps with recognition of a familiar face revealed to be Cogleine, who knew Eretria as a child and promised her mother he would always protect her. The group turns out to be men disguised as Trolls, with Cogleine as their leader. He asks her to join him and his group, but Eretria is

hesitant upon this offer as she claims her friends, Wil and Amberle, will come for her. However, his offer still stands, as he invites her to make a home with his people until they do find her. After a moment of hesitation, Eretria joins the rest as they make their way through the cave.

One Year Later — Eretria insists that Wil and Amberle will come for her, all the while not knowing about Amberle's arboreal fate. But when they never arrive, she settles in with the humans. Lyria and Eretria are out on a job together scavenging items for Cogleine when they are found and chased after by Trolls. As the rest have ridden away on their horses, Eretria takes it upon her to get rid of the Trolls. Weaving through the forest on foot, she manages to kill two of the Trolls and leads one of her pursuers out to the ruins of the Golden Gate Bridge, where she lures him into a booby-trapped car placed at the edge of a gaping hole in the bridge, making him fall down the hole of the bridge, plunging into the water. However, her victory is short-lived as a second Troll, unbeknownst to her, barrels into her knocking them both down the hole into the water. While under the waters of the bay, an ethereal vision of Amberle appears in a white dress, who warns her of a new darkness coming and that the fate of the world depends upon her finding Wil.

Eretria wakes up in one of San Francisco's old buildings, where she is being tended to by Lyria. Lyria says that she doesn't know how Eretria survived her fall off the bridge, but says that Eretria kept saying "Amberle" while she was unconscious. Eretria goes to speak to Cogline, who urges her to let go of Wil and Amberle. It becomes clear that Eretria does not know that Amberle has become the Ellcrys and that she believes that Wil and Amberle are living happily in Arborlon.

At a hospital in Storlock, a patient, Mareth, arrives seeking treatment for a burned hand. Wil, now training to be a healer, comes in to tend to the patient. Prying, she asks Wil why he was accepted into Storlock when all their Healers are Gnomes, to which he replies that they only made one exception. As Wil begins examining her, Mareth claims that she tripped and fell into the campfire, thus getting her hand burned. He then gives her a salve to apply daily that will minimize the scar. As Wil turns to leave, Mareth tells him he looks familiar, but he declines to give her his name, indicating some caution on his part. After Wil has left, Mareth uses magic to heal the burn.

In Arborlon, Catania, Ander, Edain and Slanter tend to the Elves at an encampment. A year after the demon wars, too many elves are still homeless because there isn't enough money or Elf-power to rebuild, the Elven treasury is too low to rehouse Elves and rehabilitate Elven communities after the battle against the demons. More still, the other races are disinclined to help, most of them would rather see the Elves choke off than help.

Even more pressing matters, an extremist Elf group called The Crimson, led by General Riga, is ripping through the countryside, killing anyone who practices magic or refuses to report on magical citizens. Catania finds magic users killed and strung up against trees, with the mark of the Crimson stamped into their foreheads. She shows Ander the bodies, and the King vows to find Riga, the leader of the Crimson, and hold him accountable. Edain and Catania warn him, pointing out that Riga's beliefs about magic users are shared by many and is being used to turn Ander's subjects against him.

In Skull Mountain, Bandon and his followers are at an altar preparing for the resurrection of the Warlock Lord. Bandon tells his followers they will be reborn as Mord Wraiths, and chooses one of his followers to lead the others by imbuing him with "the mark of the snake." Bandon plunges the Warlock Sword into the base of the altar, as a panel on the casket opens to reveal a preserved heart. With the heart raised up high, he calls for the Warlock Lord's return to bring war, chaos, death, and torment to nonbelievers. The heart of the Warlock Lord starts to beat again, blood pouring forth onto the casket. Allanon suddenly bursts in and tries to stop the ritual. Bandon accuses his former mentor of using Wil and Amberle before the two of them engage in battle. As they fight, Bandon orders his followers to drink the blood on the altar. Doing so transforms them into Mord Wraiths. The lead Mord Wraith fires his magic into Allanon, sending the Druid crashing out through a window.

Bandon receives visions from the Warlock Sword in which he sees the skull of the Warlock Lord. The visions tell him that Wil is the key to resurrecting the Warlock Lord. He sends his Mord Wraiths away to look for Wil, and they fly out the broken window on the hunt. Allanon, who is outside clinging to the steep rock face, sees the Wraiths flying away.

While seeking information about Wil Ohmsford, Riga and the Crimson learn that Flick Ohmsford lives in Shady Vale. They make plans to gain Wil's location from the villagers, through force if necessary.

Later, Wil is asked to make the first cut in a surgery on an Elf during a training session. While holding the scalpel he has a vision of Amberle and freezes, causing a Stor elder to order him to stop and step outside.

Outside, the elder tells Wil that although he is compassionate and hard-working, healing may not be his calling. He asks why Wil wasn't to heal when he has the gift of magic that can save the entire world, but Wil counters by saying that he has no interest in saving the world, just in saving the people whom he cares about. Wil begs to be given a last chance to remain at Storlock, pointing out that Slanter had put in special effort to secure him a place there. The elder relents, but reveals that it was Allanon, not Slanter, who helped Wil get accepted into Storlock.

Back in his quarters, Wil uses the Elfstones to conjure a vision of Amberle. He tells the vision, "I'm lost without you," but it disappears almost immediately, causing him to break down.

Back in the ruins of San Francisco, Lyria asks Eretria about Amberle and Wil. She asks if Amberle was her lover, which Eretria denies. When Lyria asks if Eretria loves Wil, Eretria says that she doesn't anymore, and says that it's Lyria who has her heart now. She says that she

hopes Lyria will open up to her more instead of being so mysterious about herself.

This prompts Lyria to reveal a secret: Cogleine has been lying to Eretria. According to Lyria, Cogleine told everyone in his group except for Eretria that people may be looking for her, and he ordered his people to prevent anyone from ever finding Eretria.

Some time later, some people came to Cogleine and said that "the Eretria problem" had been taken care of. Lyria, who witnessed this, said they gave Cogleine an item as proof that the problem had been taken care of, and that although she didn't see what that item was, Cogleine must still be holding onto it.

Lyria and Eretria go search Cogleine's belongings, and eventually Eretria finds Wil's stone pendant. They are caught by Cogleine, who reveals to Eretria that Wil searched for her for months and that he prevented Wil from finding Eretria because a scion of Shannara would only end up hurting her. He points out that he had promised Eretria's mother that he would guard her with his life, but Eretria counters by saying that wasn't his choice to make.

Eretria and Lyria leave Cogleine and his people and head out to Arborlon. They are caught by Rovers while traversing Rover territory.

Mareth comes up to Wil in a bar in Storlock and tells him that there's a bounty out for Wil's life. Wil whips out a knife and holds it against Mareth, saying that he had been fooled by dangerous women before and would not be fooled again. However, Mareth insists that she's not a bounty hunter, and that the only way she was even able to get into the bar to see Wil was because she killed one of the three bounty hunters who were already at the bar trying to get to Wil.

Wil and Mareth try to leave the bar, acting casually and pretending to be a drunk pair of stranger looking to get off with each other for the night, but they are stopped by the two remaining bounty hunters, a man and a woman. Mareth and Wil engage them in combat, and while Mareth is able to overpower the woman fairly quickly, Wil slowly gets beaten back by the man. Wil is about to be stabbed when Mareth stabs the bounty hunter in the back, saving Wil. However, Wil did sustain a nasty cut on his torso, and they head back to his quarters.

Wil thanks Mareth for her help, to which she responds that she fully intends to collect payment on the favor later. She tries to hail the Stors so they can see to Wil's wound, but he stops her, pointing out that being in a drunken bar fight could jeopardize his chance to stay with the Stors. Instead, he uses the Elfstones to heal his wound.

Wil wakes up the next day to find that his home village of Shady Vale was attacked, and that villagers from the Vale are streaming into Storlock for medical help.

Wil searches amongst the Vale people for his uncle Flick, but does not find him. He does run into Dax, who says that he told Flick to hide and that the Crimson is looking for Wil.

Back in Wil's quarters, the lead Mord Wraith appears and blasts Wil with magic, catapulting him out the window of his quarters. Wil is shocked when a very accurate illusion of his own self appears and lures the Mord Wraith away.

Mareth appears, clearly having been the one to have conjured the illusion. She tells Wil to flee, but Wil stops her, demanding to know what she wants from him. Mareth says that she wants Wil's help in finding Allanon, because he's her father.

Wraith

Season 2

Episode Number: 12

Season Episode: 2

Originally aired: Wednesday October 18, 2017
Writer: Evan Endicott, Josh Stoddard
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elesedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Caroline Chikezie (Queen Tamlin), Brooke Williams (Catania), Mark Mitchinson (Flick Ohmsford), Desmond Chiam (General Riga), Glen Levy (Slanter), Erroll Shand (Valcaa), Calvin Tuteao (Elder Stor), Matthew Arbuckle (Edain), Graham Vincent (Grandal), Aron Eastwood (Crimson Soldier 1), Ben Fransham (Red Wraith)
Summary:



As Wil and Mareth flee Storlock and head to Shady Vale, the Mord Wraiths find them and give chase. They jump into a lake and lose the Wraiths by swimming their way to a hidden grotto where Wil used to hide as a child.

Wil wants to find his uncle Flick and then head to Arishaig to seek asylum with the Federation, but Mareth points out that Wraiths don't have any regard for human laws and that Wil won't last long if he just runs. Wil counters that she sounds like Allanon, and that maybe she is his daughter. When he asks who her mother is, she reveals it was Pyria

Elesedil.

According to Mareth, by the time Pyria realized she was pregnant, Allanon had already disappeared. Mareth wasn't told that she was Allanon's daughter until her magical powers manifested. However, as she pressed her mother for more information, Pyria would just get angrier. The distance kept growing between them until finally Mareth left home for good. She had not spoken to her mother in years when Pyria was killed by a Fury.

Mareth reveals that she searched for Wil so that she could find Allanon through him. He refuses to help, but relents when Mareth points out that she saved his life twice.

Lyria and Eretria are held captive by a band of Rovers but are saved by Garet Jax, who kills all the Rovers. Unfortunately Garet's efforts were not altruistic: He reveals that there's a bounty for Lyria and that he's there to collect.

Eretria tries to stop Garet but he knocks her out easily. Lyria stops him and agrees to go with him quietly if he leaves Eretria alone.

Ander and Slanter ride out to Allanon's Druid cave to meet, as it is safer there than in Arborlon. Allanon tells Ander what had happened to him at Skull Mountain, and also that Bandon and his followers are trying to resurrect the Warlock Lord.

Ander protests, saying that Allanon and Shea Ohmsford had defeated the Warlock Lord, but Allanon reveals that the Warlock Lord took steps to ensure his death might not be final. To that

end, his followers retained his head, his heart, and his sword. Shea and Allanon obtained the blade and the head, but the Warlock Lord's followers took the heart, while Bandon now had possession of Warlock Sword.

Ander is angry, pointing out that Bandon only needs one more piece to resurrect the dark Druid: the head. He also asserts that the whole situation only confirms the Crimson's hatred of magic. When Ander presses Allanon about the Warlock Lord's head, Allanon promises that the head is well hidden but warns the king not to underestimate Bandon.

Allanon tells Ander that he must keep his kingdom from falling apart, but Ander says that that's easier said than done, as the Elves are still living in camps and many aren't really pleased to have him as their king. Allanon tells him to go get support from the other Races, because the Crimson will stop at nothing in their quest to eradicate magic and because Ander cannot face the Crimson or the Warlock Lord alone. Ander mentions that Queen Tamlin of Leah has offered an alliance.

Mareth and Wil get to know each other as they head to Shady Vale. When Mareth makes an illusion of Wil, he asks who taught her and she says she was born with the magic. Wil questions how Allanon could be her father when the Druid's magic is learned and hers is innate, but she says it's just a mystery. She counters by asking Wil why he won't accept his legacy and who he is. When Wil says that he's just an ordinary guy, Mareth challenges him, telling him to throw out the Elfstones if he wants to be ordinary. She also reveals that she can tell that he's abusing the magic, based on the marks on his arms.

Ander, Allanon, Edain, and Catania arrive at Leah. Ander says that he's wary of making an alliance but has no other choice. Allanon warns him, saying that Tamlin always has her own agenda.

Tamlin greets Ander and the Elven delegation in the Palace of Leah, saying that the last time she saw Ander he was seventeen and passed out drunk. She says that there will be a feast for the guests that night.

Garet Jax brings his captive back to Tamlin, revealing that Lyria is Tamlin's daughter. Tamlin is pleased and offers Jax a permanent position, but the bounty hunter declines, claiming to prefer the life of a free agent. He also declines Tamlin's invite to feast, saying he'll be at the royal bordello instead.

Valcaa tells Riga that Wil was spotted at Storlock and that Allanon was in Leah. Riga orders Valcaa to send out a patrol to retrieve Wil. As for Allanon, Riga says he and Valcaa will handle him themselves.

In Shady Vale, Mareth and Wil find Flick in the ruins of a dwelling, injured and weak. After they tend to his wounds, Wil recommends that they go south to Arishaig, but like Mareth, Flick refuses, saying that it's necessary to stand up to the Crimson. When Mareth adds that the monsters need to be dealt with as well, Flick asks about them. From Mareth's description, he recognizes them to be Mord Wraiths, servants of the Warlock Lord. Wil protests, saying that his father defeated the Warlock Lord, but Flick counters that that's not whole story, adding that he should know because he had been there.

In Leah, Lyria confronts Tamlin, saying that she will not be changed. At the feast, Tamlin introduces Lyria to Ander, who seems to be taken by her beauty. Tamlin announces to the crowd that although Leah refused to help the Elves when the Demons came, the reality was that they wouldn't be alive if it wasn't for the Elves. She praises Ander for forging a new alliance.

Later, Tamlin and Ander talk. They both agree that Eventine Elesedil isolated the Elves. Tamlin urges Ander to act against the Crimson, which the other races dismiss as an Elven problem. When Ander says that the Crimson attacks humans and Elves alike, she points out that the other Races need convincing. To that end she proposes a true alliance between their kingdoms, by way of a marriage that will bring two Races together. Tamlin says that Lyria must be on throne in Arborlon if the Elves want to receive her assistance and secure their future.

In bordello, a disguised Eretria finds Garet and puts a knife to him. She asks after Lyria, but he overpowers her easily. However, when Garet realizes that the Rover girl is in love with Lyria, he tells her who Lyria really is and where she can be found.

An angry Eretria finds Lyria in her quarters and confronts her, asking her why she lied to Eretria. Lyria says she told Eretria only the truth, and that she hated the person she used to be, but Eretria is unmoved and questions whether their relationship was even real. Lyria insists that the person she was with Eretria is her true self, and says that her mother, Queen Tamlin,

brought her back to marry Ander. Lyria goes on to explain that Tamlin hates the Elves so the marriage must be for a strategic maneuver of some sort.

Before Lyria can say more, palace guards enter Lyria's quarters and seize Eretria. The Rover girl is brought before Tamlin, who says that Lyria has thing for feisty brunettes, both male and female. The Queen claims that Lyria was only feeding Eretria lines, and that her daughter goes through lovers like outfits. Tamlin offers Eretria a bag of diamonds if she leaves Leah for good. Eretria refuses, but Tamlin warns that she'll be killed if she does not accept.

In Storlock, soldiers with the Crimson are beating the Stor elder when Bandon arrives and saves him before he is killed. However, Bandon then invades the Gnome's mind to get information on Wil's whereabouts and learns that Wil's uncle Flick lives in Shady Vale.

Bandon doesn't kill the elder after taking the information he wanted, saying that his fight isn't with the Stor elder. However, he warns the Gnome to prepare for war to come, as once Warlock Lord returns no one will be safe.

Back in the Vale, Flick tells Wil and he and Shea and were loyal brothers and that he couldn't let Shea go fight the Warlock Lord alone. When Wil asks why he was never told the truth about his father, Flick says that when Shea disappeared after the Third War of the Races he asked Flick to raise Wil as a normal boy and to tell him nothing about magic, in order to keep him safe. Flick points out that he is telling the truth now because he is unable to protect Wil anymore.

Flick goes on to say that Wil clearly shares the same calling as Shea, and that he was wrong to tell Wil to throw out the Elfstones. He reveals that it wasn't the Elfstones that drove Shea mad and drove him to his death; rather, it was the fact that Shea was denying his purpose and wallowing in regret.

In their quarters at the Palace of Leah, Ander and Catania discuss the future. When Catania says that she knows about Tamlin's terms for an alliance, Ander reassures her, saying that he refuses to spend his life in a loveless marriage. However, Catania pointed out that the alliance had to be formed for the continued survival of the Elves, and that she and Ander needed to make sure that they gave their lives to making the world better, just as King Eventine, Arion, and Amberle had done.

During this discussion, Lyria enters Ander and Catania's quarters to alert them to Eretria's presence in the palace. Ander and Catania find Eretria and Ander orders the palace guards trying to take away the Rover girl to tell Tamlin that Eretria is under his protection. He calls Eretria a hero in the War of the the Forbidding.

Eretria tells the King that she had received a message from Amberle that Wil Ohmsford was in danger, prompting Ander to tell Eretria that Amberle had become the Ellcrys.

Ander takes Eretria to Allanon, and she tells him that the Ellcrys had told her in a vision that Wil was in danger. Allanon asserts that while he had hoped to spare Wil from further conflict, if the Ellcrys was sending warning then they all had to look for Wil. Allanon also said that Bandon was looking for Wil since Wil was the only person who could stop the Warlock Lord.

The mention of Bandon causes Catania to ask what her former lover has to do with everything, but Allanon demurs, promising to explain later. The Druid insists that Ander, Eretria, Catania, and the rest of the Elven delegation to Leah has to leave to find Wil in Shady Vale. He reveals that he knows Wil is there because he can sense the Stones' presence.

Lyria catches up to Eretria as the Rover girl prepares to leave with the Elves. The Princess of Leah insists that Tamlin is lying and that although she had run off with lovers before, her feelings for Eretria were different and genuine. Eretria challenges Lyria to prove it by leaving Leah with her, but Lyria refuses, arguing that Tamlin would find them and kill Eretria. Eretria turns and leaves Lyria, telling Catania that there's nothing left for her in Leah.

Allanon is already in the stables of the palace waiting for the others when General Riga arrives and confronts him. Riga tells Allanon that ever since he was a boy, he had dreamed of meeting a Druid, and that he avidly read their histories and studied their texts. Allanon gives Riga once chance to surrender but the general ignores him, and when Allanon strikes him with his magic, the Druid is shocked to see that his powers don't affect Riga at all.

Riga, completely unharmed and unfazed by Allanon's magic, is able to easily knock the Druid out. He places a conjure collar around the unconscious man's neck in order to suppress his magic, and then orders his men to take the Druid to Graymark.

Eretria and Catania, who happened to be in the stable as all this was occurring, watch as the men leave. Catania tells Eretria that she didn't know where Graymark was, but that the men

who had captured Allanon were part of the Crimson. Eretria urges Catania to find Ander and tell him that he must send out a patrol to bring back Allanon. In the meantime, the Rover girl would leave to find Wil before Bandon does.

Catania runs back to her quarters to find Ander, only to find Edain there. Edain says that Ander is meeting with the Queen of Leah to finalize their alliance.

Catania urges Edain to go find Ander and stop the meeting, saying that Allanon had been taken and that he had to have been set up since the Crimson was waiting for him at the stables. Edain grabs Catania, preventing her from running away, and asks her who else knows about what happened. Catania barely has time to register her confusion at Edain's behavior before the man viciously stabs her to death.

Mareth and Flick hear the Mord Wraiths approaching in the form of plumes of smoke, and they awaken Wil, who had been sleeping. The trio flees, with Flick saying that the monsters cannot be defeated while in their incorporeal form.

However, Mareth takes this as a challenge and decides to stand her ground, telling Wil and Flick to run and that she will buy them more time. The men flee into a barn as the Wraiths approach and Mareth uses her illusions to trick them. However, the Red Wraith manages to find Wil, and it materializes in the barn. Wil attacks the Wraith, causing it to vanish.

However, Bandon enters the barn and the Wraith rematerializes. When Wil asks what Bandon wants from him, Bandon says he merely wants justice for magic users who are being hunted by the Crimson, or who are being abused or exploited by people like Allanon. Wil argues that Allanon tried to help Bandon, but the other man counters by bringing up Amberle. He says that Allanon used her, and that the Druid lied to both him and Wil.

Flick urges Wil not to listen, but Bandon reads Wil's mind and learns that Wil still blames the Druid for Amberle's death. He tries to convince Wil that the Warlock Lord can teach him to reach his full potential and possibly even bring Amberle back.

Wil isn't convinced and raises the Elfstones threateningly. However, Bandon easily restrains both him and Flick, immobilizing them and pinning Wil up against the wall with his magic. Bandon tells Wil that he appreciates him for being nice to him when no else was, but he adds that he nevertheless needs any information Wil might have on location of the Warlock Lord's skull. He starts digging into Wil's mind again.

However, Bandon can't find the information and he probes harder into Wil's head, making the Valeman bleed from his nose and ears. Seeing this, Flick tells Bandon to stop and reveals that he was with Allanon and Shea when they hid the skull, causing Bandon to dig into his mind instead.

Bandon then realizes that the scion of Shannara who knew of the location of the Warlock Lord's skull was not Wil but his father Shea, and that the skull was hidden away in Paranor, the Druid's Keep. Flick scoffs, saying that the skull is locked in a magical safe which can't be opened, but Bandon points out that a Druid and a Shannara together can open it. He orders Wil to find Allanon and to bring him to the Druid's Keep if he wants to rescue Flick. When Wil asks why Bandon is doing what he's doing, Bandon asserts that it is because everything is Allanon's fault and because Wil loves Flick.

The Wraith seizes Flick and Wil tries to fight, but Bandon repels his magic easily. He leaves with the Wraith and Flick, telling Wil that he has three days to bring Allanon to Paranor if he wants his uncle to live.

Graymark

Season 2

Episode Number: 13

Season Episode: 3

Originally aired: Wednesday October 25, 2017
Writer: Javier Grillo-Marxuach
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Erroll Shand (Valcaa), Matthew Arbuckle (Edain), Desmond Chiam (General Riga), Caroline Chikezie (Queen Tamlin), Graham Vincent (Grandal)
Summary: Wil is trapped and Eretria and Mareth must work together to free him.



The Crimson take Allanon to Graymark, where he faces General Riga. He asks why he was brought to Graymark, and Riga says it's so that the Druid can stand trial. Allanon says he has committed no crime, to which Riga replies that he practices magic. Allanon refuses to answer to Riga, saying that the Druids have faithfully served the Four Lands for centuries, with hundreds of them dying in Graymark fighting the Warlock Lord. He admonishes Riga for lecturing him while sitting in Graymark, on the Warlock Lord's throne.

But when Allanon asks who will defeat the Warlock Lord if he awakens again, Riga says he will. When Riga asks for the Codex of Paranor, the Druid refuses to tell him. "Magic is not a weapon. It is a gift. But it always comes with a price." Riga says he knows all about the price of magic, having seen his men fall while fighting the Demons at Arborlon. But when Allanon asks to be let go so that he can fight their true enemy, Riga counters by saying that the true enemy is magic itself.

In Shady Vale, Wil awakens and is surprised to see Eretria, whom he thought was dead. When he asks how she found him, she says it was her vision of Amberle. They head outside when they hear Garet Jax and Mareth confronting each other. Garet introduces himself as the "Weapons Master" to Mareth and Wil. Eretria reveals that she paid Garet the diamonds given to her by Tamlin to help her track Wil to Shady Vale. She meets Mareth, calling her "another pair of short tips."

When Wil says he needs to find Allanon, Mareth says he's changed his tune, but Wil says it's only because he needs to save Flick. However, Eretria says Allanon was captured in Leah by the Crimson and taken to Graymark. Garet recognizes Graymark as an old Gnome fortress in the Ravenshorn Mountains, but when Wil asks him to guide them there to find Allanon, he refuses, saying that he doesn't do causes, ideology, politics, or guilt. He reconsiders when the others goad him, demanding that he prove he's not afraid by getting Wil into Graymark.

In Leah, Lyria confronts Tamlin, wanting to know what the Queen said to Eretria. Tamlin said that she only told her the truth, that Lyria had run off with lovers before. She also mentions that Eretria took the diamonds she offered. Tamlin asserts that Lyria's one purpose is to marry Ander

Elessedil, but Lyria points out that Tamlin doesn't care for the Elves and demands that if she's to be married to the King of the Elves, that she at least be told what Tamlin's plans are. Tamlin reveals that since a civil war amongst the Elves looks almost inevitable, if Lyria was on the throne in Arborlon she would be able to convince Ander to ask Leah for help in crushing the opposition. Once the conflict was over, Lyria could use her influence to assist Tamlin's army in setting up a garrison in Arborlon, essentially allowing Leah to occupy and take over the Westland without a struggle. Lyria threatens to go against her mother's wishes, but Tamlin threatens Eretria's life if Lyria refuses, implying she has someone watching Eretria already.

In Graymark, Riga has Allanon chained and tortured. Allanon is still wearing a conjure collar which prevents him from using his magic; Riga mentions that the collars were developed during the war against the Demons so that they could be used to restrain Demons for study. Allanon remarks that Riga knows quite a bit about magic for someone who hates it, to which Riga responds that unlike the Druids he respects magic's power and doesn't believe it can be controlled. Allanon remarks that Riga must have Mwellret blood, as only a Mwellret can repel and survive against his magic. Riga doesn't deny this, saying that his mother was a Mwellret and that as a baby he was forcibly removed from his mother's dead body. He says that being part-Mwellret used to be a curse, which he has now turned into a weapon. Allanon tells Riga to torture him all he wants, as no amount of torture would cause him to give away the location of the Codex. However, Riga points out that he can find and torture Wil Ohmsford instead. The Druid continues to demand to be set free so that the world can be saved, warning that once the sun turns black the Warlock Lord will once again walk the earth. However, Riga says that Allanon needs to leave the world, not save it.

Half a day away from Graymark, Wil, Eretria, Mareth, and Garet make camp. As Mareth and Garet take the first watch, Wil and Eretria catch up. Wil says he searched Safehold repeatedly looking for Eretria but couldn't find her. He is surprised when Eretria says that she knows he tried, and gives him back his amulet. Eretria says Wil was kept from finding her, by someone who believed he was doing the right thing for her. When the Demons disappeared she assumed Wil and Amberle had saved the Ellcrysts. She says that she found a new life and a new lover, and that she was happy for a time until her vision of Amberle happened. When Wil asks her about what Amberle said, Eretria reveals that Amberle said a darkness was coming.

Eretria is surprised to see Wil jaded and despondent, and uninterested in helping others. She confronts Wil, saying that he's changed. She argues that the Wil she knows believed in the good in others, including in herself, and that he saved her by doing so. When Eretria says that she can tell by the marks on his arms that he is abusing the Elfstones, Wil lashes out, arguing that she can't understand how he feels, to have lost everything important to him. Eretria counters that she absolutely can, but he walks away.

As Garet watches the pair talk, another Garet sneaks up on him, frightening him. Mareth walks over, revealing that the second Garet was just her illusion. Garet asks why Mareth is so interested in Allanon, but she refuses to tell him. When he points out that the Crimson are dangerous because they are true believers, she tells Garet, "Says the guy who only believes in money." Garet says that he used to have a cause, like Mareth and the others, but when Mareth asks him about it, he stops talking, saying that he doesn't do backstories. Mareth comments that he in fact did do just that.

The next day, the four arrive at Graymark. Wil calls out Garet, saying that he knows that Garet wants to collect the bounty the Crimson has placed on Wil's head, and says that they can use that to get in. Wil demands that if Garet wants to bring Wil into the fortress to collect the bounty, that he first find for Wil a detailed map of the fortress, including a way out. Later, as they examine the maps, Eretria tells Wil the plan is terrible. Wil agrees, but points out that they have no other choice.

Wil apologizes to Eretria for what he said to her at campfire, and reveals that he is using the Stones to conjure up visions of Amberle. He says that every time he does it he vows to not do it again, but is unable to keep that vow. When Eretria points out that Amberle loved Wil and in fact told her to find him, Wil replies that it didn't seem fair that Eretria left a life where she was happy in order to do so. Eretria demurs, saying that Cephalo would have told them to dry their eyes and to be grateful for the present because the future holds no guarantees.

Eretria asks about Mareth, and Wil says that she thinks Allanon is her father. He says he's giving Mareth the benefit of the doubt, which makes Eretria comment that that sounds like the

Wil she knows. In preparation for their entrance into Graymark, she places a lockpick in Wil's mouth and gives him three glass balls that resemble the Elfstones but are in fact filled with explosive fuel.

In Palace of Leah, Ander Edain wait for Tamlin to formally agree to their alliance. When the King asks Edain if he has seen Catania, Edain lies and says that Catania took Ander's engagement to Lyria hard and left for Arborlon. Ander comments that he couldn't have survived the past year without her. Tamlin announces that she has agreed to the terms of the alliance and will set up a meeting with Lyria for Ander. She asks to speak to Edain as Ander leaves. Once Ander is gone, Tamlin asks Edain to bring Riga to see her. Edain says that it isn't possible, but Tamlin grabs him and threatens him, choking him and warning that his revolt wouldn't succeed, until Edain agrees to bring Riga.

Garet Jax enters Graymark with Wil and announces that he is there to collect his bounty. The two are immediately surrounded by soldiers, led by Colonel Valcaa, who asks how Garet managed to get Wil. Garet refuses to answer, but when Valcaa has his soldiers start beating up on Wil, Garet makes up a story about knowing that Wil would probably head to Shady Vale.

Valcaa asks for the Elfstones as well before handing over the money, but Garet refuses, saying that the bounty was for Wil only and that he was keeping the Stones unless Riga was willing to pay extra. When the Weapons Master is threatened for the Stones he points a knife at Valcaa, but Valcaa scoffs, saying that he knows Garet Jax would never dare stab him while surrounded by Crimson soldiers. He also reveals that he knows of Garet's past as a Border Legion commander who survived being slaughtered by Demons even though all his men perished. After this revelation, Garet relents and hands the Stones over to Valcaa before leaving the fortress with the bounty. However, he is clearly conflicted. Wil is taken into Graymark and thrown into a cell.

Inside Graymark, Valcaa gives the Elfstones to Riga, who declares that the world is now a safer place. Meanwhile, Wil uses the lockpick to get free and uses one of his explosives to blast open his cell door. When a guard comes to investigate, he knocks him out.

As this is happening Mareth and Eretria are outside the walls of the fortress. They agree that neither leaves without both Allanon and Wil, since they each want to get one of them out of Graymark. Eretria then goes and takes out a couple guards with Mareth's help. Another guard comes at them, but Garet takes him out.

Wil finds Allanon and works on setting him free. When Allanon tells Wil it was a mistake for him to come to Graymark, Wil comments that he came for Flick's sake, because Bandon has taken Flick and wants Wil to deliver Allanon to Paranor. Allanon protests, asking if Wil realizes why Bandon wants Allanon brought to Paranor. Wil tries to remove Allanon's collar, but he is unable to do so. He starts to leave with Allanon when Riga comes in with some of his men. He has both Allanon and Wil chained up, and asks Valcaa who brought Wil. When Valcaa says it was Garet Jax, Riga warns that if Wil's entry was a coordinated plan there may be others.

In their cell, Wil tells Allanon that Eretria and Mareth are outside. When Allanon asks who Mareth is, Wil quips that the collar is preventing Allanon from reading his mind, and comments that he'll let Mareth introduce herself to Allanon. When Wil asks Allanon what he did to Bandon, the Druid admits that he pushed the Elf too hard and too fast. He says that he should have seen what was happening, but that he was trying to save the Ellcrys. When Wil comments that Bandon was yet another person Allanon sacrificed for the greater good, Allanon says that he tried to keep Wil uninvolved precisely because it was the Druid's fault that Bandon strayed. He says that nevertheless, destiny brought Wil back into involvement. However, Wil rejects the notion of destiny, saying that he's only in Graymark because Allanon made a mistake.

Riga comes in with a machine fitted with tubes. He pierces Wil's neck with a large needle at the end of a tube and sticks it down into the Valeman's body, causing him to scream. As blood begins flowing slowly out of Wil into a container, Riga demands to know where the Codex is, telling Allanon that if the valves on the machine are opened wide, Wil's body can be drained of all blood in minutes.

Garet, Eretria, and Mareth are within Graymark. When they see no sign of Wil or Allanon, they realize their plan didn't work. As they go to find the captives, Mareth stops, overcome by a feeling. She tells Eretria and Garet that she has a feeling she knows where Allanon is.

Mareth leads Eretria and Garet into an empty room, causing the two of them to get impatient. Nevertheless, she says she can sense Allanon's magic, and she fixates on a metal door bolted shut. As she approaches the door, a rattling sound emerges, and grows stronger. As she gets

close to the door, Allanon's staff bursts out of from behind the door where it was being kept, and lands in Mareth's hand.

As Wil's blood drains slowly, he tells Riga that Allanon didn't give a damn about Amberle and therefore certainly doesn't care about him. He claims that Riga could drain him dry and the Druid still wouldn't crack. Riga stops the blood from draining out of Wil and tries to reason with him, saying that he understands Wil's loss because he lost his men to the Demons too, and lost his wife who was pregnant with their child. He asks Wil about the Codex, promising to stop the bloodletting if he tells. When Allanon yells at Riga that Wil doesn't know anything, Wil counters by saying that he does indeed, but would rather die than tell Riga. The General, upon hearing this, orders that Wil's blood be drained.

At that moment Mareth bursts in, using Allanon's staff to blow open the door and take out Riga's men. Riga speaks calmly to Mareth, telling her to put down the staff as he is impervious to magic. Mareth thinks for a second before responding that he's not impervious to fire and using the staff to throw wood from a fire burning in the prison cell at Riga, knocking him out. As Eretria frees Wil and Mareth frees Allanon, removing his collar, the Druid says that it is impossible that Mareth is able to use his staff. Gareth warns them that more soldiers will be coming, to which Mareth responds that she knows of a way to get them out.

Riga appears in the courtyard of the fortress, calling to his soldiers and yelling that the Druid escaped into the tunnels of the fortress. He orders his men to seal them off. However, this Riga turns out to have been one of Mareth's illusions disguising Gareth, and as the illusion dissolves the Weapons Master leaps into battle with Mareth and Eretria, fighting to take down the soldiers of the Crimson. Gareth is knocked back by one of the Crimson soldiers and as the soldier is about to kill him he has a flashback to Demons and his time as a Border Legion commander. Luckily for him, Eretria dispatches the soldier before he can take Gareth out.

As the three take on the soldiers, a weakened Wil and Allanon head for the gates. Allanon yells for Mareth to throw him his staff, and she complies. She says that it would take at least twenty men to open the heavy gates of Graymark, but Allanon uses his staff to force the gate open slowly with magic. As the Druid hold opens the gate with all his strength, he urges the rest to flee through the opening. Mareth creates a wall of fire that manages to continue burning as rain falls onto Graymark, protecting the Druid as he holds the gate open. After everyone has gone through the gates, Allanon's strength gives out and the gates begin to close. Riga, who by this point has recovered, appears in the courtyard and gets ready to shoot an arrow at the Druid. Allanon runs for the gates, throwing his staff out first in case he can't make it out in time. But the Druid manages to do just that, throwing himself through the closing doors of the massive gate. Right after the gate shuts Riga's arrow reaches it, clanging harmlessly off the metal doors.

Dweller

Season 2

Episode Number: 14

Season Episode: 4

Originally aired: Wednesday November 1, 2017
Writer: Elle Triedman
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Caroline Chikezie (Queen Tamlin), Mark Mitchinson (Flick Ohmsford), Desmond Chiam (General Riga), Glen Levy (Slanter), Erroll Shand (Valcaa), Matthew Arbuckle (Edain), Phil Peleton (Logan), Tracy Lee Gray (Kira), Dayne Johnston (Park), Rupert Powell (Young Wil), Daniel Cowley (Shea), Tim Mac (Tyto), Jacky Guerts (Palace Guard #1)
Summary: Wil, Mareth, and Allanon travel to a dangerous territory for an answer. King Ander meets the Princess of Leah, but finds she is more than he bargained for.



Bandon confronts Tamlin in her palace, incapacitating her guards and telling her that the Warlock Lord will come to collect on the deal she made with him as a young queen in the Third War of the Races.

In Storlock, Garet Jax tells Allanon that the weapons used by the Crimson were made with steel from Leah, indicating probable collusion between Queen Tamlin and Riga. Allanon sends him and Eretria to Leah to warn Ander Elessedil, promising that he will look after Wil who was still recovering from his blood loss. Garet agrees to accompany Eretria to Leah but vows to set off on his own af-

terwards.

Mareth confronts Allanon, telling him to read her mind. The Druid says it's not possible that he's her father, but Mareth protests, claiming that she only wants help in controlling her magic, not a father. Allanon later tells Wil that he was told the Druid sleep would prevent him from being able to have children, but Wil argues that maybe that isn't the case.

Before leaving Storlock, Eretria gives Wil back the Elfstones, which she had recovered in Graymark. Despite still being weak, Wil insists on going to Paranor to save Flick.

On their way to Graymark, Garet has a flashback to being attacked by Demons during his time as a Border Legion commander and wakes up startled, nearly stabbing Eretria. She confronts him and he reveals his past to her, telling her that his men were slaughtered by the monsters in the Borderlands.

A soldier returns to Graymark and tells Riga that scouts lost the trail of Wil, Allanon, and the others. Riga kills him for his trouble and orders Valcaa to contact Edain to secure another weapons shipment from Leah.

As Bandon leaves the Warlock Sword unattended, near Flick's reach. Flick eyes it but Bandon warns the Valeman not to even think about using the sword against him. Flick warns Bandon

that he will be enslaved by the Warlock Lord, just as all his other followers had been, but Bandon rejects the notion, adding that most people aren't inherently good and would prefer to see magic users like him dead. When Flick disagrees, he vows to prove it. To that end, Bandon takes Flick to a quiet farmhouse in Elven country and asks for lodging for the night. The family living there—an Elven man and wife and their son—let the pair in.

As they dine together, it is revealed that the farmhouse is Bandon's old family home. The couple tells their two guests stories about Bandon, referring to him as an animal that needed to be put down and calling magic the true source of misfortune in the Four Lands.

Bandon, content that he has given Flick all the proof he needs, reveals himself to their hosts as the magic-using freak they had been badmouthing just minutes before. Despite Flick's protests, he restrains the Elven couple and the Valeman using his magic, and begins to choke the couple's son to death.

In Leah, Ander again questions Edain about Catania's disappearance and isn't convinced by his explanation. Tamlin introduces Ander to Lyria and gives them time to get to know each other. The two come to an understanding, and both agree that their marriage should be one of convenience and nothing more, with Lyria declaring that she still loves Eretria. Eretria and Garet walk in on this declaration, and the Rover girl realizes that Lyria's feelings for her are genuine.

Garet warns Ander, telling him about the Crimson using weapons from Leah. Eretria adds that she saw the Crimson take Allanon from the stables, and that she had sent Catania to warn him. Ander realizes that Edain had been lying to him, and he has Garet, Eretria, and Slanter join him in chasing after Edain. The four of them and Ander's troops ambush Edain, catching him trying to offload weapons to the Crimson. Ander demands to know where Catania is and beats Edain when the man reveals that he killed her.

Back in Leah, Ander confronts Tamlin about her connection to the Crimson, but she deflects, claiming that she will root out all traitors and demanding that Ander deal harshly with Edain. When Ander makes Tamlin promise to help him stop the Crimson, she agrees, but he remains unconvinced.

Tamlin has Edain and two of her soldiers rounded up and stood at the edge of the great dam, high above the waters below. She pushes her two soldiers into the water and has Ander do the same to Edain. Before Ander pushes Edain to his death he asks his old friend to explain his motives. Edain argues that he tried in vain to get Ander to listen to the people's views against magic. Unmoved, Ander pushes Edain off the dam, and the man dies without revealing that he had colluded with Tamlin the entire time.

Eretria goes to see Lyria before leaving Leah, and they reconcile. Eretria points out to Lyria that it is she who has the power in her relationship with her mother, since her mother wants something from her. This spur Lyria to confront Tamlin and warn her to leave Eretria alone and to do as Lyria's asks if she wants her help.

Allanon reveals to Mareth and Wil that he is taking them into the Wolfsktaag Mountains. Wil protests, saying that they need to reach Flick before Bandon kills him, but Allanon says that they need the Sword of Shannara if Bandon does manage to bring back the Warlock Lord. Wil says that the Sword was buried in Tyrsis, but Allanon reveals that it is actually buried with Wil's father Shea in the mountains.

The trio rappel down into a ravine. As they traverse a labyrinth of tunnels and caves, Wil asks why his father was buried there. Allanon reveals that it was because Shea didn't want anyone to come looking for him, and that although he tried to adjust to a normal life for the sake of his family, he wasn't able to do so. The Druid warns Wil that the Sword of Shannara is a powerful magic, but Wil vows to wield it to save Flick.

Despite both Allanon and Mareth advising against it, Wil insists that they should split up to look for the Sword, pointing out that he has the Elfstones for protection. As he leaves, Allanon observes that Wil is as stubborn as his father.

At Mareth's prompting, the Druid asks her about her magic. Mareth describes making illusions for the first time and how her mother Pyria Elesse-dil was horrified when she found out. She adds that as she got older the magic grew stronger and more uncontrollable, and that when she gets angry she is capable of hurting people. She says she sought out Allanon so that she can learn to control her magic and not hurt anyone again. However, the Druid refuses Mareth's plea for help.

The pair are forced to go back for Wil when he is captured by a Dweller, a spider-like, tentacled creature that feeds off of a person's painful memories. The monster triggers a flashback in Wil's mind about Shea finding him playing with a sword and then beating him with it when he was a child. As Mareth and Allanon approach, the Dweller comes after them, releasing its grip on Wil. Allanon is knocked over and grabbed by the beast. He is nearly dragged into its maw when Wil destroys it with the Elfstones.

The three find Shea's body resting on a stone bier. Allanon tells Wil that Shea was afraid to have children for fear of passing on the Shannara legacy to them. Wil speaks to Shea's body as Mareth and Allanon watch, forgiving him for abandoning him and telling his father that he understood his actions now.

Wil notices that the Sword of Shannara, lying by his father's body, is the same sword his father caught him playing with and then beat him with all those years ago. Allanon warns him that the Sword of Shannara is the most powerful weapon ever forged, and that Wil must be prepared to see his truth, as that is what the Sword reveals to its user. Standing next to his father's body, Wil lifts the Sword up to the sky.

Paranor

Season 2

Episode Number: 15

Season Episode: 5

Originally aired:	Wednesday November 8, 2017
Writer:	Evan Endicott, Josh Stoddard
Director:	Toa Fraser
Show Stars:	Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars:	Caroline Chikezie (Queen Tamlin), Mark Mitchinson (Flick Ohmsford), Andrew Grainger (Cogline), Glen Levy (Slanter), Erroll Shand (Valcaa), Graham Vincent (Grandal), Jarred Blakiston (Young Shea), Anthea Hill (Heady), Katlyn Wong (Sheema), Maui Hitchens (Desmin), Ben Franscham (Black Wraith), Christel Chapman (Eretria's Mother), Ella Robson (Young Eretria), Matthew Smith (Boy #1), Christ Chapman (Eretria's Mother), Maui Hitchens (Desmin), Ella Robson (Young Eretria), Matthew Smith (Boy #1)
Summary:	Wil and Mareth must confront a powerful Bandon.



Garet and Eretria head to Paranor with Leah soldiers in pursuit. Garet heads off on his own despite Eretria's protests. The soldiers catch up with Eretria, who kills most of them before Cogline appears and takes down the remaining soldiers with Druid fire. Cogline insists that for the sake of the Four Lands, they must go to Leah and confront Queen Tamlin.

Back in Leah, Tamlin recognizes Cogline. She greets him familiarly and tells Eretria that she promised Lyria to spare her life, claiming that the soldiers chasing

Eretria was just a mistake. Cogline asks why Leah was the only kingdom left untouched by the Warlock Lord when the King at the time had promised to fight the villain to the last man.

Tamlin admits she made a deal with the Warlock Lord: In return for Leah being spared and the King being killed so that Tamlin could become Queen, Tamlin would let the Warlock Lord drink from Heaven's Well, the source of the Silver River and the magic that sustains the Four Lands. Because the Warlock Lord was defeated before he he could drink from the Well, Tamlin's debt was never paid and Leah thrived in the thirty years since. However, Cogline warns that the Warlock Lord will come for the Well and that her deal will doom the Four Lands.

Also in Leah, Ander holds a memorial service for Catania, whose body he was not able to find. Along with Slanter, he mourns her and vows that the Crimson will pay for her death. Lyria urges Ander to let her help him fight the Crimson, arguing that she knows terrain of Leah well and that she has already been lying to Tamlin for ages.

As they approach Paranor, Allanon refuses to tell Wil his plan on confronting Bandon. When Mareth asks why only Wil and Allanon will go inside the Druid's Keep, Allanon claims that Mareth cannot be exposed to the Keep's magic because her own magic is too unstable. Mareth rides off, upset at the Druid's lack of trust in her. Allanon assures Wil that Bandon will not have Mord Wraiths with him as no creature of darkness can enter Paranor, causing Wil express surprise that Bandon was able to enter.

Inside they confront Bandon, who is holding Flick captive. Bandon reads Wil's mind and realizes his intentions are purely to save his uncle. However, because he can't read Allanon's mind, he slashes Flick's cheek with the Warlock Sword before handing him back to Wil. He says Flick has been infected with a poison only he can cure, and that he must have the skull of the Warlock Lord before he cures Flick.

Allanon leads Bandon to a raised platform and reveals the skull. However, it is only an illusion being created by Mareth, who had entered the Keep surreptitiously. Bandon notices the ruse, but Allanon rushes him and orders Mareth to touch certain runes, causing the Druid and Bandon to be trapped in a magical cage. Wil is stunned, realizing that Mareth and Allanon's earlier quarrel had been a setup and that they had both lied to him. Allanon tells Bandon that neither violence nor magic can be used in their cage, which is proven when Bandon tries to use the Warlock Sword against the Druid to no avail.

Eretria demands to know why Cogline never told her about Lyria being Tamlin's daughter. When Cogline says he had hoped the two women could build a life free of their parents' mistakes, Eretria presses him about her own background, including why the Druid Order had him protect her as a child.

Cogline reveals that the tattoo on Eretria's shoulder indicates that she is a descendant of Armageddon's Children, a sect that survived the Great Wars. Members of the sect were a hybrid of human and demon and therefore had the potential to be corrupted or controlled by dark forces. Eretria's mother was a member of the sect, and she and Eretria were hunted constantly. She handed Eretria over to Cogline before being fatally wounded by a demon. Cogline reveals that Eretria's mother convinced him that Eretria could just as easily be a force for good as well as evil, and the fact that the Ellcrys chose her to unlock the Bloodfire proved her mother right.

Eretria is stunned, saying that she had spent her entire life trying to break free from people's control. Cogline warns her that if the Warlock Lord rises, he will sense Eretria's presence and try to use her. When Eretria questions his honesty, he takes her to an old police station from the Age of Man where he has a Mord Wraith trapped in a cage of magic and electricity. He orders Eretria to confront the beast, to train in case the Warlock Lord should rise and try to control her.

The Wraith senses the darkness in Eretria and tries to get into her head, but Eretria is stronger, asserting control easily and making the monster to bow to her. She is left disturbed, telling Cogline that when she use the darkness within her to control the Wraith, a part of her liked it.

Garet Jax arrives at an isolated home on the coast to see Sheema and Desmin, the widow and son of a Border Legion soldier he used to know. He barely has time to remind Sheema of his promise to take care of them when Valcaa arrives and kills the boy without mercy. Garet kills the soldiers that arrived with Valcaa but leaves Valcaa alive, saying that death is too good for him. However, when he turns to Sheema, she slaps him and tells him to leave her forever, calling him cursed.

In Leah, Lyria and Garet present Ander with a captive Valcaa. Lyria points out that Valcaa can lead them to General Riga and that they could prevent a civil war. When Ander asks what Lyria wants in return, she proposes that they go ahead with their marriage and that she become Queen of the Elves. Garet refuses monetary compensation for his trouble when Ander offers, saying that Valcaa had made things personal. When Slanter suggests that Lyria leave the room as Garet begins interrogating Valcaa, Lyria refuses.

Wil is incensed at being betrayed, but a weakened Flick tells him that Allanon was right to do as he did. When Wil uses the Elfstones to heal Flick, it only makes the poison stronger, and he vows to get the skull of the Warlock Lord for Bandon. Allanon urges Mareth to free him from the cage, but Mareth wavers. When Allanon points out that only a Druid and a scion of Shannara can unlock the path to the skull, Wil says he will use Mareth, since she claims to be his daughter.

Wil uses the Elfstones to retrace Allanon and Shea's steps, illuminating runes that Mareth presses to reveal a portal and a pedestal. They place their hands inside two openings in the pedestal, ignoring Allanon's protests that both will die if Mareth wasn't his daughter. However, they are successfully transported to another place, and when they awake Wil congratulates Mareth on having her identity confirmed. Back inside the cage at Paranor, Bandon taunts Allanon, arguing that the Druid is using his daughter just as he used Bandon, that she turned against him in the same way, and that Bandon should train Mareth instead.

Wil and Mareth realize they've been sent to Shady Vale but wonder how the village seems

intact and peaceful when they last saw it in flames. Wil doesn't recognize any of the villagers, and they don't recognize him either. It is only when the pair save a young man named Shea Ohmsford from being beaten up by other men for being half-Elf that they realize they have gone back in time to meet Wil's father.

Shea thanks the pair and says he was being beaten up for dating one of the men's sisters, Heady, who would later become Wil's mother. Shea also mentions that he is adopted, and that the rest of his family are of the Race of Man like everyone else in the Vale. He invites the pair to have lunch with him.

Wil is tempted to warn Shea of his future, but Mareth stops him, pointing that he could rewrite history if he did so. They realize that Shea is key to finding the skull since the portal brought them to him. Wil mentions that when he was a child Shea would hide things in barn that he didn't want Wil to find, and he heads to the barn to look for the skull.

Shea returns and asks Mareth how long she and Wil have been together, and when she protests he says she looks at Wil the way Heady used to look at him. He encourages her to tell Wil her feelings.

A woman catches Wil rummaging through the barn, but when Wil says he helped Shea fend off his attackers the woman thanks him and reveals herself to be Shea's girlfriend, Heady. Heady reveals that her problems with Shea are deeper than just outside prejudice, and that she's distraught because Shea has been hiding things from her. As she wonders out loud if she can continue seeing Shea, Shea walks into the barn. Angered and hurt, he breaks up with Heady and runs off.

Mareth, Wil, and Heady search for Shea. Wil tells Mareth to stay with Heady, saying he has a hunch where Shea might be and that they must find the skull. However, Mareth points out that they also need to save Shea and Heady's relationship to ensure that Wil doesn't disappear in the future. She admits she'd miss Wil if he was gone, causing Wil to smile.

Wil goes to the grotto near the swimming hole where his father used to take him and finds Shea there. He dissembles when Shea asks how he found him, and as they talk, Shea expresses his concern that he might be bad for Heady, saying that he's been having realistic visions of monsters trying to kill him. Wil reassures Shea, saying that the creatures are real and called Mord Wraiths. Wil tells Shea he is having visions of the future.

Wil's words frighten Shea, but as he tries to get away he trips and falls, seeing visions of Mord Wraiths, of a bleeding Heady, a field of corn, and a skull. He realizes Heady is in danger and runs out of the grotto. Wil chases after him through a cornfield. As Shea emerges from edge of the field, a Mord Wraith appears, growling "Shannara."

Wil catches up to Shea and destroys the Wraith. He urges Shea to follow him quickly, but Shea demands to know what a "Shannara" is, prompting Wil to say: "You are."

Crimson

Season 2

Episode Number: 16

Season Episode: 6

Originally aired: Wednesday November 8, 2017
Writer: April Blair
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Caroline Chikezie (Queen Tamlin), Andrew Grainger (Cogline), Mark Mitchinson (Flick Ohmsford), Desmond Chiam (General Riga), Glen Levy (Slanter), Erroll Shand (Valcaa), Graham Vincent (Grandal), Ben Fransham (Black Wraith), Rupert Powell (Young Will), Jarred Blakiston (Young Shea), Anthea Hill (Heady), Jimmy Hazelwood (Young Flick)
Summary: Time is of the essence when Wil and Mareth travel to uncharted territory to recover an item.



Wil and Mareth show Shea the portal they used to come to Shady Vale and explain to Shea that he will become a hero when the Warlock Lord comes to take over the Four Lands. Shea argues that he's not a hero, but Wil reminds him of when he saved a rabbit from a trap even though his family was desperate for food. Shea protests, saying that he never told anybody that story, to which Wil says, "Not yet, you haven't."

Wil brings Shea back the grotto to hide him from the Mord Wraiths and asks if he

has seen the skull. However, Shea isn't interested and wants to leave the grotto to attend the solstice festival, as he and Heady had been building a scarecrow together for a festival contest. Wil remembers seeing a scarecrow as a child and realizes this might be significant, but when Shea won't stop talking about the scarecrow contest, Wil angrily revealed that Shea wins, and that Heady tells her father that she's in love with him. Wil adds that he knows this because he is Shea's son, and that Shea is a descendant of Shannara.

With Shea safe in the grotto, Wil and Mareth go to find the scarecrow at the festival, but Wil doesn't see the one he remembers. They run into Heady, who asks if they've seen Shea as the contest judging is about to start. Wil asks where their scarecrow is, and Heady says that it's still out in the Ohmsfords' cornfield.

Tamlin is overseeing preparations for Ander and Lyria's wedding when the pair come to her and request a brigade of Leah soldiers to pursue the Crimson. Tamlin is reluctant, noting that Lyria has seemed to have thrown in her lot in with Ander.

However, Tamlin's guard then comes in and announces that the east wing of the palace was broken into by the Crimson, who took Valcaa away. Tamlin offers three brigades of Leah soldiers to Ander. The Elven King thanks her and leaves, and Tamlin summons her guard Grandal, ordering him to bring Garet Jax.

When Garet arrives, the Queen reveals that she wants General Riga taken out because he has "overreached" in his ambitions. Garet refuses, pointing out that he barely escaped Graymark

once before, but he agrees to go after Riga when Tamlin says that Riga has asked her to meet him alone at a secret location.

Garet ambushes Riga in the woods, telling him that Tamlin's done with him. However, Valcaa surprises the bounty hunter and the two men of the Crimson knock the bounty hunter out. Riga says Tamlin will pay for her betrayal and tells Valcaa to finish off Garet.

However, when Garet comes to, he manages to surprise Valcaa by fighting back even with both hands bound, using Valcaa's knife to cut his bonds and ultimately killing the man.

Back in Paranor, Bandon tells Allanon that if they don't get out of their cage soon that they would both die. When Bandon comments that it is sad that the closest thing he had to a father is the Druid, Allanon responds that following the Warlock Lord will be a decision that Bandon will regret, since the Warlock Lord will betray him. He adds that since Bandon has not yet crossed over into darkness he can still be saved. However, Bandon is unmoved, noting that Allanon looks noticeably older and weaker and that he must be dying.

In the cornfield, Mareth checks the scarecrow but cannot find a skull within it. However, Wil remembers being told that the field was flooded when a dam broke a week after the solstice festival, becoming a lake. He realizes the skull must be buried under the scarecrow, and that the portal took them back in time because they wouldn't have been able to access the skull otherwise. Sure enough, Wil finds the skull after a bit of digging. He and Mareth go back to the grotto, but they find Shea missing. Mareth points out that Shea must have not been able to stay away from Heady and the festival.

Shea finds Heady at the festival and apologizes to her for breaking up with her, saying that the thought of losing her sent him over the edge. As Heady forgives him, Mord Wraiths appear and attack Shea, wounding him. Wil and Mareth arrive at the festival in time to see this happen, and Wil destroys the Wraiths with the Elfstones.

Wil, Mareth, and Heady take Shea back to the barn, where Wil heals him with the Elfstones. Heady tells Wil she'll never forget what he's done for them and calls him a special person, causing Wil to reply that it's all down to his amazing mother, whom he thanks every day.

As Wil and Mareth get ready to leave, Shea asks what kind of father he will be. Wil lies, saying that Shea was the best father, causing Shea to comment that if he had a son like Wil it must be true. As Wil and Mareth leave, they see Allanon, riding into the Vale and asking a young Flick for directions to the Ohmsford farm.

Back in the present, Eretria returns to the old police station looking for Cogline, but he is not there. She decides to face the captive Mord Wraith again, and enters his cage. After staring down the Wraith, she sticks her hand in it, causing it to scream and disintegrate. As it disappears, her eyes turn black, and she has multiple visions: of a Red Wraith, an eclipse, the Warlock Lord's skull and heart, and of her own self with her eyes turned snake-like.

Garet walks in as the Wraith disappears, impressed by Eretria's power. He urges her to accompany him back to Leah to warn Tamlin about Riga and the Crimson.

Back in Paranor, Wil urges Mareth to release Bandon from the magical cage to save Flick. Despite her misgivings and Allanon's protests, she does so. Bandon, now free, stands over a prone Flick with the Warlock Lord pointed over the Valeman's chest. He demands that Wil hand over the skull before he heals Flick, while Wil demands that Bandon heal Flick before he gives up the skull. The two are at an impasse.

Flick, gasping and near death due to the effects of Bandon's poison, declares his love for Wil and reaches up and pulls the Warlock Sword down into his chest, killing himself. Wil is distraught and furious, and pulls out his sword, vowing that he will make Bandon pay. Bandon realizes that Wil has the Sword of Shannara.

As the two fight, the Sword gives Wil visions of a corrupted, dark Allanon, a bloodied, screaming Mareth, and a snaked-eyed Eretria. He is startled and loses focus, and Bandon takes the opportunity to kick the skull out of Wil's hand and knock Wil to the ground with his magic. However, Mareth quickly makes an illusion of hundreds of skulls on the ground, confusing Bandon.

Bandon is impressed and urges Mareth to join him, saying that the Warlock Lord could help her control her magic and make it stronger, but Mareth refuses. Wil gets back up and fights Bandon once more, hacking away ferociously, but the Sword of Shannara shatters under the force of one of his strokes and he falls to the ground again.

Bandon again urges Mareth to join him, but in response she calls Allanon forth from the prison, angering Bandon, who knocks her back. Her illusion disappears and Bandon is able to

pinpoint the skull. As Allanon calls forth his sword and runs to him, Bandon goes for the skull and grabs it. Allanon reaches him and they battle, and Bandon manages to wound Allanon's arm before running out of Paranor.

As they bury Flick under a cairn, Allanon and Mareth console a grieving Wil and tell him that Flick knew what he was doing, and that he chose to die since he didn't want Wil to shoulder the burden. Allanon adds that they need to talk about the visions Wil had while fighting Bandon, as what Wil saw will affect everyone. However, Allanon collapses as he's speaking, and Wil and Mareth realize the Druid was cut by the Warlock Sword.

In Leah, the wedding ceremony between King Ander and Princess Lyria begins in the courtyard of the palace. As the proceedings start, a hooded and robed minister walks into the courtyard. He removes the hood, revealing himself to be General Riga, and Crimson soldiers start flooding into the courtyard.

As the Leah guards fight the Crimson soldiers, Ander fights Riga, sword to sword, aided by Slanter and Lyria, as well as Garet Jax and Eretria, who had just returned. However, despite his best efforts, Ander is knocked back by Riga. He manages to save Lyria by blocking Riga's sword with his own, but the Crimson leader then runs him through the chest with his sword, causing Ander to fall lifeless to the ground, the crown of the Elessedils tumbling off his head.

Warlock

Season 2

Episode Number: 17

Season Episode: 7

Originally aired: Wednesday November 15, 2017
Writer: Alex Díaz, Julie Díaz
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Caroline Chikezie (Queen Tamlin), Andrew Grainger (Cogline), Desmond Chiam (General Riga), Poppy Drayton (Amberle Elessedil), Glen Levy (Slanter), Calvin Tuteao (Elder Stor), Graham Vincent (Grandal), Kevin J. Wilson (Bremen), Jordan Mauger (Crimson Guard), Jarrod Martin (Toran)
Summary: Eretria and Lyria escape the Kingdom of Leah and seek out Cogline. As darkness falls across the land, Eretria sees Amberle in a vision once more. Wil and Mareth try to find a way to heal an unconscious Allanon. In Graymark, Bandon attempts to resurrect the Warlock Lord.



We started off here with a lot of very bad things having just happened. Bandon had gotten the skull, wounded Allanon, and left to go resurrect the Warlock Lord. Meanwhile, the Crimson infiltrated and attacked during the wedding of Ander and Lyria and the king is killed. Now Wil and Mareth have taken Allanon to the healers while he slips into a coma. Tamlin gives Lyria the key to the Heaven's Well and sends her and Eretria to escape while Tamlin, Garret, and Slyder are captured by General Riga. Mean-

while, Bandon walks into Graymark and slaughters the remaining Crimson soldiers with ease. Rather impressive really.

We find out that Allanon had left the Codex of Paranor with the healers and Mareth reads it to discover how to go in and wake her father. Inside, Allanon learns that Mareth is the next druid and that his powers are transferring to her now — which means he will likely die. This is a major departure from the novels, but then again this whole season is, so all bets are off. Eretria has another vision of Amberle who asks her to bring Wil to the Ellcrycs. Cogline returns to look after Lyria so Eretria can go find Wil. Allanon wakes in time to send Wil off to the Ellcrycs with Eretria while he stays and trains Mareth. And Bandon, using Allanon's blood, resurrects the Warlock Lord, who now looks like a demented version of our favorite druid.

Amberle

Season 2

Episode Number: 18

Season Episode: 8

Originally aired: Wednesday November 15, 2017
Writer: April Blair, Elle Triedman
Director: James Marshall
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Brooke Williams (Catania), Desmond Chiam (General Riga), Poppy Drayton (Amberle Elessedil), Glen Levy (Slanter), Calvin Tuteao (Elder Stor), Graham Vincent (Grandal), Jarred Blakiston (Young Shea), Jarrod Martin (Toran), Emily Campbell (Peri), Iana Grace Pauga (Blackwatch Guard), Bede Skinner (Crimson Scout), Jordan Mauger (Crimson Guard), Kelvin Taylor (Crimson Guard #3), James Wells (Crimson Leader #2), Ryan Wolf (Crimson Leader)
Summary: Will must confront his past; the bond between Allanon and Mareth continues to grow.



This episode was a lot about accepting who you really are and what other people really are. Wil goes into the Ellcrys, sees Amberle, and must come to peace with both his father and her. Allanon has to accept that his time may be drawing to an end and that Mareth is his daughter. Mareth must accept her destiny. Eretria has not choice but to accept her dark side. Bandon must accept that Catania never loved him and that the Warlock Lord believes in tough love. Tamlin must accept her fate and General Riga must ac-

cept that he wasn't really the big bad of this story.

Riga tosses Anders body into the falls and demands that Tamlin bow before him. She does at first, but eventually she chooses to leap to her death rather than succumb. Riga finds out where Allanon and the Codex are and that Allanon has a daughter. He uses that to capture them both. But when he learns that Graymark has gone quiet, he leaves ordering the Druids to be burned alive.

Meanwhile, Bandon asks the Warlock Lord to resurrect Catania, who then rejects him, and the Warlock Lord has fun with her. He then shows Bandon the truth: that she never loved him, and that love is a weakness. Bandon slays her again and can now stand beside his master. Riga and his men show up to Graymark. The Warlock Lord uses magic to kill off all the Crimson but Riga, who is immune. So the Warlock Lord traps him in the keeps gate and then chops off the General's head. I had hoped Jax would've had the chance to kill him, but this works, too.

Outside the Ellcrys, Eretria is trying to help the Chosen get away from the Crimson and does pretty well for a while, but eventually they surround them. Then a Mord Wraith shows up, destroying the remaining Crimson and plunging inside of her. One of the Chosen sees this.

Inside the Ellcrys, Wil is fighting the idea that he can stop the Warlock Lord. When he used the Sword of Shannara, it showed him that he failed and he accept that as the truth. But he

wasn't ready for the truth, and that's why the sword broke. The power of the sword is that it shows whoever touches it the truth about themselves. That's how it defeated the Warlock Lord in the first place, revealing to him that he was actually already dead. (It's in the novels.) Wil talks with the young version of his father again and makes peace... and then he has to accept that Amberle is truly gone and will never come back. That it was her destiny, and she chose to go through with it. Once he accepts it, the sword is whole once again.

And we end with Allanon and Mareth about to be burned while Wil and the infected Eretria reunite, and we see the Chosen that saw the Mord Wraith is now dead.

Wilderun

Season 2

Episode Number: 19

Season Episode: 9

Originally aired: Wednesday November 22, 2017
Writer: Matt Lambert
Director: Toa Fraser
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Andrew Grainger (Cogline), Glen Levy (Slanter), Calvin Tuteao (Elder Stor), Ben Fransham (Red Wraith), James Wells (Crimson Leader #2), Mel Odedra (Crimson Captain), Lolo Rounds (Tomas)
Summary: Eretria confesses a dark secret to Wil; Bandon's deepest wish is granted, but with a catch.



The episode starts with Lyria and Eretria going with Cogline for safety. The Warlock Lord trying to take over Eretria. He asks Bandon what he truly desires and we learn that Bandon wants power so no one can ever hurt him again. The Warlock Lord shows him the Codex of Paranor that tells how power can't be shared and he understands. Then attacks the Warlock Lord only to discover he is not powerful enough and Bandon is killed. Jax, Slanter, Mareth and Allanon arrive at Graymark too late to discover the bodies of Riga and Bandon. Allanon sends Jax and Slanter to go guard the well while

he and Mareth head to protect Lyria. Upon arriving at Leah, Jax presents the head of Riga to the Captain of the Crimson and convinces them to join in protecting Heaven's Well.

It all boils down to a battle at where Cogline and his people live. He has a place to protect Lyria from the wraiths but the problem was they put Wil and the possessed Eretria into the area, allowing her to attack them and take out Wil, getting what the Warlock Lord needed. Meanwhile we get the confrontation between Allanon and the Warlock Lord... but since it's in the second to last episode and we've already lost Bandon and General Riga, there are no more villains. The odds are not good for Allanon. Even when he's joined by Cogline, who is an interesting amalgamation of science and druidic magic. Mareth also joins in, but none of them are enough to defeat the Warlock Lord with the Sword of Shannara. The Episode ends with the Warlock Lord getting the upper hand and things looking very bleak for our heroes.

Blood

Season 2

Episode Number: 20

Season Episode: 10

Originally aired: Wednesday November 22, 2017
Writer: Evan Endicott, Josh Stoddard
Director: Brad Turner
Show Stars: Austin Butler (Wil Ohmsford), Ivana Baquero (Eretria), Manu Bennett (Allanon), Aaron Jakubenko (Ander Elessedil), Marcus Vanco (Bandon), Malese Jow (Mareth), Vanessa Morgan (Lyria), Gentry White (Garet Jax)
Guest Stars: Caroline Chikezie (Queen Tamlin), Andrew Grainger (Cogline), Glen Levy (Slanter), Graham Vincent (Grandal), Ben Fransham (Red Wraith), Li Ming Hu (Advisor Shona)
Summary: In the final showdown, Wil must save the Four Lands; Wil, Mareth and Eretria grapple with the loss of one of their own.



Bandon, Allanon's former apprentice who resurrected the Warlock Lord is dead. General Riga, the leader of the Crimson who wanted to destroy magic is dead. King Ander of Arborlon is dead. Queen Tamlin of Leah is dead. Eretria is under the control of the Warlock Lord and has captured Lyrie, the key to Heaven's Well. The Warlock Lord is kicking Allanon, Cogline and Mareth ass and the Shannara, Wil Ohmsford, arrives just in time to see Allanon die. Yes, die.

The episode is fast paced and holds nothing back. The Warlock Lord send Eretria to make sure the flood gates on the damn stay open awhile he takes Lyria to infect Heaven's Well, the source of magic in the Four Lands. Wil, Mareth and Cogline head after them with Cogline heading to help Garret Jax and Slanter at the damn. The Warlock Lord gets into the well and drips his blood into the water, and it begins to spread into the Silver River. Eretria tricks her way into the control room for the damn and sabotages it. By the time Cogline gets there, he and Jax are able to force the Mord Wraith out of her, but can't do anything about the water.

It comes down to Wil and Mareth... the Shannara and the Druid. The battle isn't going there way at all, the Warlock Lord is way to powerful. At one point, knocking away the Sword of Shannara and running Wil through with the Warlock Blade. Mareth uses her abilities to fling the Sword of Shannara back to will who then plunges it into the Warlock Lords heart and kills him. Wil then removes the blade from his midsection and plans to heal himself when he notices the water in the well is still infected. It isn't until a drop of his own blood falls into the water that it begins to clear. He realizes he can't heal himself, he must bleed into the well. He gives Mareth the stones then plunges into the water. His blood cleansing the river and saving the day.

In the aftermath. Lyria is crowned Queen of Leah. Jax is made her general. Mareth, who should be on the throne in Arborlon, is going to go with Cogline and Eretria to study being a druid. But she senses something, checks the Elfstones and they're glowing... and she's certain Wil is alive. We then cut to Wil waking up in a group of skeletons with demons flying overhead... so, he is still alive for now.

Actor Appearances

A

Genevieve Aitken.....	1
0109 (Mallenroh)	
Matthew Arbuckle.....	4
0201 (Edain); 0202 (Edain); 0203 (Edain); 0204 (Edain)	

B

Reon Bell.....	1
0105 (9 year old Lorin)	
Vinnie Bennett.....	1
0104 (Blackwatch Guard / Changeling)	
Jarred Blakiston.....	3
0205 (Young Shea); 0206 (Young Shea); 0208 (Young Shea)	
Jon Brazier.....	1
0106 (Remo)	
Jed Brophy.....	8
0101 (The Dagda Mor); 0102 (The Dagda Mor); 0104 (The Dagda Mor); 0105 (The Dagda Mor); 0106 (The Dagda Mor); 0107 (The Dagda Mor); 0109 (The Dagda Mor); 0110 (The Dagda Mor)	
Emilia Burns.....	10
0101 (Commander Tilton); 0102 (Commander Tilton); 0103 (Commander Tilton); 0104 (Commander Tilton); 0105 (Commander Tilton); 0106 (Commander Tilton); 0107 (Commander Tilton); 0108 (Commander Tilton); 0109 (Commander Tilton); 0110 (Commander Tilton)	
Grae Burton.....	1
0201 (Brahms)	

C

Emily Campbell.....	1
0208 (Peri)	
Samson Chan-Boon.....	1
0107 (Cormac)	
Christ Chapman.....	1
0205 (Eretria's Mother)	
Christel Chapman.....	1
0205 (Eretria's Mother)	
Desmond Chiam.....	7
0201 (General Riga); 0202 (General Riga); 0203 (General Riga); 0204 (General Riga); 0206 (General Riga); 0207 (General Riga); 0208 (General Riga)	
Caroline Chikezie.....	7
0202 (Queen Tamlin); 0203 (Queen Tamlin); 0204 (Queen Tamlin); 0205 (Queen Tamlin); 0206 (Queen Tamlin); 0207 (Queen Tamlin); 0210 (Queen Tamlin)	
Shara Connolly.....	1
0108 (Frances)	
Angelina Cottrell.....	1

0105 (Young Amberle)

Daniel Cowley.....	1
0204 (Shea)	
Howard Cyster.....	1
0110 (Demon Soldier)	

D

Carolyn Dando.....	1
0108 (Utopian Woman)	
Poppy Drayton.....	3
0201 (Guest Star); 0207 (Amberle Elessedil); 0208 (Amberle Elessedil)	

E

Aron Eastwood.....	1
0202 (Crimson Soldier 1)	

F

Ashlee Fidow.....	1
0201 (Elven Woman Bounty Hunter)	
Tig Fong.....	2
0109 (Male Soldier); 0110 (Male Soldier)	
Ben Fransham.....	6
0201 (Red Wraith); 0202 (Red Wraith); 0205 (Black Wraith); 0206 (Black Wraith); 0209 (Red Wraith); 0210 (Red Wraith)	

G

Petar Gatsby.....	1
0110 (Demon Soldier)	
Andrew Grainger.....	5
0205 (Cogline); 0206 (Cogline); 0207 (Cogline); 0209 (Cogline); 0210 (Cogline)	
Andy Grainger.....	1
0201 (Guest Star)	
Tracy Lee Gray.....	1
0204 (Kira)	
Jacky Guerts.....	1
0204 (Palace Guard #1)	

H

Jimmy Hazelwood.....	1
0206 (Young Flick)	
Anthea Hill.....	2
0205 (Heady); 0206 (Heady)	
Maui Hitchens.....	2
0205 (Desmin); 0205 (Desmin)	
Li Ming Hu.....	1
0210 (Advisor Shona)	

I

The Shannara Chronicles Episode Guide

Mattias Inwood 3
 0101 (Lorin); 0102 (Lorin); 0104 (Lorin)

J

Dayne Johnston 1
 0204 (Park)

L

John Leigh 1
 0201 (Dax)
 Glen Levy 9
 0201 (Slanter); 0202 (Slanter); 0204 (Slanter); 0205 (Slanter); 0206 (Slanter); 0207 (Slanter); 0208 (Slanter); 0209 (Slanter); 0210 (Slanter)

M

Daniel MacPherson 8
 0101 (Arion Elessedil); 0102 (Arion Elessedil); 0103 (Arion Elessedil); 0104 (Arion Elessedil); 0105 (Arion Elessedil); 0106 (Arion Elessedil); 0107 (Arion Elessedil); 0110 (Arion Elessedil)
 Tim Mac 1
 0204 (Tyto)
 Tawanda Manyimo 1
 0201 (Farmer)
 Jarrod Martin 2
 0207 (Toran); 0208 (Toran)
 Meaghan Martin 1
 0110 (Guest Star)
 Jordan Mauger 2
 0207 (Crimson Guard); 0208 (Crimson Guard)
 Josh McKenzie 1
 0108 (Tye)
 Mark Mitchinson 6
 0101 (Flick Ohmsford); 0201 (Flick Ohmsford); 0202 (Flick Ohmsford); 0204 (Flick Ohmsford); 0205 (Flick Ohmsford); 0206 (Flick Ohmsford)

N

Leonard Nimoy 1
 0108 (Spock (archive footage))

O

Mel Odedra 1
 0209 (Crimson Captain)

P

Iana Grace Pauga 1
 0208 (Blackwatch Guard)
 Sarah Peirse 2
 0101 (Aunt Pyria); 0102 (Aunt Pyria)
 Phil Peleton 1
 0204 (Logan)
 Rupert Powell 2
 0204 (Young Wil); 0206 (Young Will)

R

Kendal Rae 1
 0109 (Morag)
 Josh Randall 1
 0107 (Reaper)

Joshua Randall 2
 0106 (Reaper); 0107 (Reaper)

James Remar 7
 0101 (Cephelo); 0102 (Cephelo); 0103 (Cephelo); 0104 (Cephelo); 0105 (Cephelo); 0106 (Cephelo); 0108 (Cephelo)

John Rhys-Davies 9
 0101 (Eventine Elessedil); 0102 (Eventine Elessedil); 0103 (Eventine Elessedil); 0104 (Eventine Elessedil); 0105 (Eventine Elessedil); 0106 (Eventine Elessedil); 0107 (Eventine Elessedil); 0108 (Eventine Elessedil); 0109 (Eventine Elessedil)

Zoe Robins 2
 0107 (Zora); 0108 (Zora)

Ella Robson 2
 0205 (Young Eretria); 0205 (Young Eretria)

Ella Rouhier 1
 0101 (Young Amberle (voice))

Lolo Rounds 1
 0209 (Tomas)

S

Stuart Shacklock 1
 0107 (Perk)

Anais Shand 1
 0106 (Mag)

Erroll Shand 6
 0201 (Valcaa); 0202 (Valcaa); 0203 (Valcaa); 0204 (Valcaa); 0205 (Valcaa); 0206 (Valcaa)

William Shatner 1
 0108 (Captain Kirk (archive footage))

Bede Skinner 1
 0208 (Crimson Scout)

Matthew Smith 2
 0205 (Boy #1); 0205 (Boy #1)

Roy Snow 1
 0105 (Prince Aine Elessedil)

Andrew Stehlin 1
 0201 (Elven Man Bounty Hunter)

T

Shushila Takao 3
 0101 (Changeling); 0104 (Changeling); 0105 (Changeling)

Kelvin Taylor 1
 0208 (Crimson Guard #3)

James Trevena-Brown 3
 0104 (Crispin Edensong); 0105 (Crispin Edensong); 0106 (Crispin Edensong)

Roz Turnbull 1
 0101 (Heady Ohmsford)

Jared Turner 4
 0105 (Slanter); 0106 (Slanter); 0109 (Slanter); 0110 (Slanter)

Calvin Tuteao 5
 0201 (Elder Stor); 0202 (Elder Stor); 0207 (Elder Stor); 0208 (Elder Stor); 0209 (Elder Stor)

V

Marcus Vanco 9
 0102 (Bandon); 0103 (Bandon); 0104 (Bandon); 0105 (Bandon); 0106 (Bandon); 0107 (Bandon); 0108 (Bandon); 0109 (Bandon); 0110 (Bandon)

Graham Vincent 7
 0202 (Grandal); 0203 (Grandal); 0205 (Grandal); 0206 (Grandal); 0207 (Grandal); 0208 (Grandal); 0210 (Grandal)

W

Simon Ward 2
0108 (Hebel); 0109 (Hebel)

James Wells 2
0208 (Crimson Leader #2); 0209 (Crimson Leader #2)

Brooke Williams 11
0101 (Catania); 0102 (Catania); 0104 (Catania); 0105 (Catania); 0106 (Catania); 0108 (Catania); 0109 (Catania); 0110 (Catania); 0201 (Catania); 0202 (Catania); 0208 (Catania)

Kevin J. Wilson 2
0107 (Bremen); 0207 (Bremen)

Miranda Wilson 2
0108 (Kael); 0109 (Kael)

Ryan Wolf 1
0208 (Crimson Leader)

Katlyn Wong 1
0205 (Sheema)

Y

Gary Young 4
0101 (Went); 0102 (Went); 0104 (Went); 0105 (Went)