

The Wizard, The Wolf, and the Maiden

EXCERPTS

EXCERPT 1: OPENING SCENE

[Narrator] You are a young woman named Sylvia Nightshade. You live in a small village with your parents and three siblings. Ever since you were young, you've shown an aptitude for magic. Initially met with skepticism, particularly by the village priest, you've been slowly accepted into your community, albeit with reservations. You have also caught the attention of an old wizard, Seamus Eldermann who lives on the outskirts of town. You've been apprenticing him for the past few years.

He's called you to his tower for an important lesson on this midwinter's night. It is the winter solstice, the time when the night is longest and also a time of particular magical importance.

You make your way to the tower, the landscape covered in a fresh dusting of snow now aglow in the soft moonlight. You arrive at the familiar and ancient-looking wooden door of the tower.

You approach noticing the large brass knocker shaped like the head of a goblin with a ring in its mouth. As you approach the goblin head animates speaking in a muffled tone.

[Muffled tones]

1. Pull the ring out of his mouth

[Jump to "Knocker"]

2. "Sorry, what was that?"

[Angry muffled tones]

1. Pull the ring out of his mouth

[Knocker] The Magus will see you now. And please, hold on to the ring for just a minute. Give my mouth a rest?

1. Hold onto the ring

Ah, Thank you miss.

2. Put the ring back in his mouth

[Angry muffled sounds]

EXCERPT 2 - ENTER THE SNOWGLOBE

The old wizard walks slowly, the train of his long blue robe dragging on the floor behind him. As you walk, you glance around the room at the treasure trove of artifacts in the wizard's collection. You

recognize some: old leather tomes, full of spells, goggles of night vision, old wands and staffs and many old artifacts you are yet to be shown. One in particular, sits on a small desk near the window sill and the direction Eldermann is leading you.

As the soft glow of the full moon illuminates this strange object, you see it more clearly. It appears to be a snowglobe with small flecks of white moving around inside, but nothing more.

[Eldermann] Something is holding you back from your progress. Something from your past, I suspect. Even I am not quite sure what it is, but the object here will help you deal with it.

This is a Globe of Memory. It allows you to revisit, maybe even rewrite, memories from your past. But to do so could be dangerous. Your consciousness is bound to the object whilst reliving the memory.

Now, look deeply into the object and I want you to imagine it getting larger and larger. Let your gaze and awareness travel deep into the globe.

[Narrator] As you look at the small globe illuminated in the full moon with those white flecks slowly moving around inside, you see something. A tiny forest begins to emerge inside the globe, one that you recognize. The woods north of your village.

Something shifts. You can't tell if it's getting bigger or you are getting smaller. Your awareness of the tower slowly diminishes, and your vision is engulfed by the globe. You feel a tingly sensation rush down your spine and suddenly... You find yourself in a dark woods.

You look around. You do know this place. It is the old woods near your village. It's night time and you somehow know that you shouldn't be out. As you begin to walk around your legs somehow feel shorter. You look down and you realize you are only seven years old again. And that's when you remember. This is the night you had wandered out of your house to look at the full moon much like this one.

Then fear grips you as you remember what happened next... A large gray wolf walks carefully through the forest. It doesn't appear to notice you... yet.

EXCERPT 3 - END OF WOLF BATTLE

It knocks you back and as you lie there, the wolf snarling and biting down on your arm you scramble, unsure of what to do. Then your left hand feels something on your waist. A dagger.

As you grip the dagger about to stab the wolf, something else grabs your attention. You lock eyes with the wolf. Its deep, yellow eyes seem to grow and you feel yourself moving towards them somehow.

Like the snow globe, the eyes begin to pull you in.

1. Give into the feeling

You give in to the feeling. And allow your consciousness to get pulled into those large yellow eyes. Bigger and bigger they become until your vision is completely engulfed by them. As your blood drains, your life force slowly drifting away, you feel the wild animal nature rushing through you. You let go of the girl, and embrace the Wolf.

Everything goes black.

You snap to and look around. It's just you and the two other dead wolves. You don't see the third wolf at all.

As you look around you take in a deep breath of air through your nose. A rush of senses come through you a world of smells you never thought possible. You smell each and every plant, the direction you took to get to the forest, everything now available to you through your smell. And that's when you notice the taste of blood. You lick your lips and an unusually long tongue emerges from your mouth.

You look down. You are on all fours and you see your powerful furry body. You are the Wolf.

1. Howl at the moon

You let out a long howl that seems to emerge from some deep place within your now primal soul. It echoes through the forest.

2. Leave the globe

[Skip to "You allow..."]

2. Resist the feeling and stab it

You pull back, coming to your senses and in a moment you grab the dagger with your left hand and plunge it deep within its chest. It cries out in a desperate whimper and releases its iron grip on your arm. It stumbles around and collapses to the ground as a deep crimson pool begins to form underneath it.

You stand up breathing deeply and badly injured, but you feel strong. You have faced your fear. You have overcome.

[ALL HERE]

You allow your awareness to widen taking in more than the forest around you. As you do you give yourself a shake and suddenly find yourself back in Eldermann's tower.

EXCERPT 4 - CONVERSATION WITH ELDERMANN [If transformed into wolf]

[Eldermann] You see, you did what many would not have. You not only faced your fear. You became the thing you were afraid of. Many view their fears as enemies to be destroyed only to find that the more they destroy them the more return. Sometimes we must step into the shadow; become fear itself. It is only then that we can see our fears need not be run from, but befriended.

[Narrator] Eldermann sits down in a large, comfy armchair and lets out a sigh of contentment.

[Eldermann] Now, before you go: grab an old man another blanket.

[Narrator] You walk home in the glow of the moonlight. You feel different. Freer somehow. You try out a few of your spells and they feel noticeably stronger than before more easily accessible.

As you look at the round glow of the moon, you feel another urge. Deep. Primal.

1. Become the wolf

As you gaze at the moon and give into the wild energy within you, you feel your body change and shift. Bones moving fur growing and you become yet again, the Wolf. You let out a high pitched howl that sails over the hills off into the sky.

Then, you return back to your human form and head home.

2. Remain in your human form

You remain in your present form and head home.

You enter your cozy cottage quietly as everyone is asleep, warm embers from the fire still glowing in the dark. You head back to your room, fall on your bed and let out a deep sigh.

You've let go of something tonight and welcomed something in. It feels good.

As you lie down, you hear a distant sound. A lone howl sings out across the hills as you drift peacefully off to sleep. [END]