THE CASES OF DAMIEN DRAKE

Show Bible

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1. Introduction

Series Title: *The Cases of Damien Drake*

Genre: Urban Fantasy, Supernatural Mysteries, Dark Comedy, Drama

Target Audience: 18-40 Demographic

Format: Hour-long episodic series (60 minutes per episode)

Logline:

Damien Drake, an introverted supernatural detective haunted by his father's mysterious disappearance, arrives at Ravenhurst Academy. As he navigates the complexities of college life and supernatural politics, he uncovers dark secrets hidden within a school where Folk and humans coexist under a fragile truce. Armed with his supernatural abilities and aided by his sardonic voodoo bag, Hex, Damien must uncover the truth behind his father's last case while fending off creatures that threaten to destroy both worlds.

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2. Concept

The Cases of Damien Drake is an urban fantasy series centered on **Damien Drake**, a socially awkward but sharp-witted young man who enrolls at **Ravenhurst Academy**, a college known for its cryptic history and supernatural inhabitants. Haunted by the disappearance of his father, Gideon Drake, Damien seeks answers

within Ravenhurst's gothic walls. With the help of **Hex**, his sarcastic sentient voodoo bag, and a growing circle of unusual allies, Damien must face off against spectral foes, political factions, and his own social anxieties.

The series explores themes of **identity**, **isolation**, **acceptance**, **power**, **betrayal**, **and discovery**. Through Damien's investigations, the audience delves into the intricacies of Ravenhurst Academy's supernatural world and the political tensions between the **Folk** and non-magical humans.

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3. Themes

1. **Isolation & Acceptance:**
   Damien's journey is defined by his struggle to fit in with both the supernatural and human worlds. While he is more comfortable with ghosts and spirits than with people, he craves genuine connections.

2. **Power & Corruption:**
   Ravenhurst Academy is not just a school; it is a battleground for conflicting ideologies. Political factions within the Folk community vie for dominance over non-magical humans. Damien's father's disappearance is tied to these power struggles.

3. **Identity & Discovery:**
   As Damien uncovers more about Ravenhurst's mysteries, he must confront his own identity as both investigator and potential threat. The series raises questions about what makes someone human or Folk.

4. **Betrayal & Trust:**
   Damien's relationships are often complicated by deception and hidden motives. The struggle to find allies he can trust is a recurring element throughout the series.

5. **Unanswered Mysteries:**
   Not all questions have answers. The series presents

mysteries that Damien must learn to live with, mirroring the harsh realities of life and loss.

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4. Expanded Episode Grid

Episode #	Title	Plot Description
1	"Welcome to Ravenhurst"	Damien arrives at Ravenhurst Academy and uncovers a ghostly conspiracy involving a missing student.
2	"The Echoes of Graves"	Damien investigates a student’s disappearance tied to an ancient ritual gone wrong.
3	"The Folk and the Fury"	Political factions within the Folk community clash, forcing Damien to navigate alliances and betrayals.
4	"Blood and Ink"	Damien stumbles upon forbidden lore while researching his father’s last case.
5	"Trial by Fire"	A pyromancer terrorizes the campus, and Damien’s powers are tested.
6	"Krow’s Burden"	Krow’s dark family history is revealed, pushing Damien’s loyalty to the test.

7	"The Hunger Within"	Damien battles a supernatural entity that feeds on fear and insecurity.
8	"Dark Waters"	A mystery involving the campus lake leads Damien to confront his greatest fears.
9	"Hex's Reckoning"	Damien and Hex confront their strained bond when Hex's autonomy is threatened.
10	"Revelations"	The conspiracy surrounding Ravenhurst is exposed, but at a devastating cost.

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5. Expanded Character Descriptions

Damien Drake

- **Age:** 18
- **Appearance:** Slightly caramel complexion, dark hair, sharp eyes that glow faintly red when utilizing his powers.
- **Personality:** Introverted, analytical, and dry-witted with deadpan humor. Cautious but determined.
- **Abilities:**
    - Supernatural perception: Can see and interact with ghosts, sense magical energies, and occasionally glimpse past or future events.

    - Empathic sensing: Feels emotions or residual energies left by powerful beings or traumatic events.

    - Sigil Creation: Draws and activates sigils for protection or summoning.

- **Motivation:** To uncover the truth about his father's disappearance and prove himself worthy of his father’s legacy.

- **Flaws:** Distrustful, overly focused on his investigation, socially awkward.

Hex (Sentient Voodoo Bag)

- **Appearance:** A small, stitched bag adorned with charms. Can shrink or expand in size.

- **Personality:** Sarcastic, fiercely loyal, craves autonomy.

- **Abilities:**

    - Storage: Functions as a personal item of holding for Damien’s tools and notes.

    - Detection: Can sense when supernatural forces are near.

    - Communication: Speaks telepathically with Damien.

- **Motivation:** Wishes for autonomy, but remains loyal to Damien.

- **Flaws:** Cynical, impatient, feels like a tool rather than a person.

Sydney "Krow" Krowborne

- **Age:** 18
- **Personality:** Rebellious, charming, sarcastic, struggles with family expectations.
- **Abilities:** Shadow Manipulation, Minor Curses, Deep Magical Knowledge.
- **Motivation:** To break away from his family's legacy.
- **Flaws:** Cynicism, reluctance to use his powers, fear of embracing his true identity.

Emma Callahan

- **Age:** 18
- **Personality:** Determined, skeptical, driven to uncover the truth about Ravenhurst.
- **Abilities:** Investigative skills, strong-willed, sharp intuition.
- **Motivation:** To find her father's whereabouts.
- **Flaws:** Stubborn, occasionally reckless.

6. Expanded Lore & Rules

The Folk

The Folk are supernatural beings who once thrived openly but were driven into secrecy by human fear and aggression. They include a wide variety of species and beings, from shapeshifters and witches to spirits and demonic creatures. While many Folk

desire peaceful coexistence with humanity, others see themselves as superior and seek to dominate or destroy humanity.

Folk Hierarchy & Factions

1. **Integrationists (Victoria Voss's Vision)**
    - **Beliefs:** Humans and Folk can coexist, learn from each other, and create a peaceful world where both thrive.
    - **Goals:** Establish unity and mutual respect through education and cooperation.
    - **Methods:** Negotiation, integration through education, cultural exchange.
    - **Leadership:** Victoria Voss, Ravenhurst's Headmistress, who sees Ravenhurst as a model of peaceful coexistence.
2. **Folk-First Movement (Natasha Foxworth's Vision)**
    - **Beliefs:** Folk are superior to humans and should reclaim their lost power.
    - **Goals:** Establish Folk dominance, expel or subjugate human influence.
    - **Methods:** Manipulation, sabotage, and occasionally violence.
    - **Leadership:** Natasha Foxworth, who sees herself as a revolutionary leader protecting Folk purity.
3. **Isolationists (Unaffiliated Rebels)**
    - **Beliefs:** Secrecy is the only path to survival. Exposure to humans will bring ruin to Folk society.

- **Goals:** Remove themselves from human influence, existing in hidden communities away from Ravenhurst's reach.
- **Methods:** Relocation, concealment spells, cutting ties with non-Folk.
- **Leadership:** None; fragmented groups operating independently.

4. **Purists (Traditionalists)**
   - **Beliefs:** Magic is sacred and should be preserved in its purest form.
   - **Goals:** Prevent technological or human interference from diluting Folk culture and power.
   - **Methods:** Rituals, blood magic, enforcement of ancient traditions.
   - **Leadership:** Elder councils, particularly those who shun modernity and cling to archaic practices.

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7. Magic & Its Use

Magic is deeply ingrained within the lives of the Folk and even influences human society where the two intersect. It is both a natural ability and a learned art. Not all Folk have magical abilities, but those who do are expected to learn control and discipline.

Types of Magic

1. **Elemental Magic**

- Drawing power from natural forces such as fire, water, air, and earth.
- Practiced primarily by members of the Coven Club.
- Often considered the most “pure” form of magic.

2. **Blood Magic**
    - Considered forbidden by many due to its dark and dangerous nature.
    - Requires life essence (blood) to cast powerful spells.
    - Krow possesses this ability but avoids using it due to its stigma.
3. **Necromancy**
    - Involves communication with the dead and manipulation of lifeforce.
    - Damien’s abilities align with this category, though he is not a true necromancer.
    - Often misunderstood and treated with suspicion.
4. **Technomancy**
    - The merging of modern technology with ancient magic.
    - A rare but growing field studied by Zane Ortega.
    - Viewed as both innovative and heretical depending on whom you ask.
5. **Glamour**
    - Manipulating perception and illusion.

- Frequently used by Folk to hide their true nature from humans.
- Also used in manipulation and deceit by the Folk-First Movement.

6. **Hexcraft**
   - The manipulation of curses and protective spells.
   - Hex himself is the product of a powerful and forbidden hex.
7. **Doll and Puppet Magic (Seraphina's Specialty)**
   - Using inanimate objects as conduits for spells or combat.
   - Viewed as inferior by purists but highly effective.

Rules of Magic

1. **Magic Requires Energy:**
   - Drawing upon personal life force, ambient energies, or ritualistic elements.
   - Overuse can cause fatigue, madness, or physical deterioration.
2. **The Accords of Ravenhurst:**
   - A set of rules established to maintain peace and prevent open conflict between Folk and humans.
   - Violations are punishable by exile or magical suppression.

3. **Rituals & Sacrifices:**
    - Rituals often require specific components, such as blood, herbs, or sigils.
    - Rituals of power are strictly regulated to prevent corruption or unintended harm.

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8. Setting Descriptions

Ravenhurst Academy

A prestigious institution founded in the late 1800s, built upon ancient ley lines that amplify supernatural power. Its founders intended to create a sanctuary where humans and Folk could coexist. However, this vision has become fractured by political disputes, power struggles, and dark secrets buried within its walls.

Campus Layout

1. **The Courtyard:**
    - Framed by gothic architecture and lush greenery.
    - A place where human and Folk students often intermingle.
2. **The Dormitories:**
    - Divided into separate wings for human and Folk students.
    - Damien and Krow share a room in the North Wing.
3. **The Library:**

    - Contains rare and forbidden tomes.
    - Guarded by enchanted barriers.

4. **St. Erasmus Chapel (Abandoned):**
    - A remnant of Ravenhurst's original structure.
    - Now sealed off due to misuse and powerful lingering energies.

5. **The Observatory:**
    - Once used for celestial studies, now abandoned after several accidents.

6. **The Restricted Sublevel:**
    - A network of tunnels and hidden rooms used for secret rituals.

7. **The Coven Club Headquarters:**
    - Located in the East Wing.
    - Led by Seraphina Von Dresden.

8. **The Headmaster's Office:**
    - Located within the tallest tower.
    - Home to Victoria Voss' personal collection of artifacts.

9. Character Arcs & Relationship Dynamics

Damien Drake (Protagonist)

- **Age:** 18

- **Appearance:** Slightly caramel complexion, dark hair, sharp eyes that often glint with a hint of crimson when his abilities activate.

- **Personality:** Introverted, deadpan, and emotionally distant. Though haunted by his father's disappearance, his empathy for others drives him to help those in need.

- **Abilities:**

    - Communication with the dead and supernatural entities.

    - Enhanced perception, allowing him to see magic and detect lies.

    - Proficient in ritual magic passed down through his family.

- **Motivation:** To uncover the truth about his father’s disappearance and to protect others from supernatural threats.

- **Flaws:** Tends to push others away, an obsession with his father’s legacy, and his lack of social skills.

Season One Arc:

Damien arrives at Ravenhurst Academy under the pretense of being a transfer student. His real purpose is to investigate the disappearance of his father, Gideon Drake, a renowned supernatural investigator. As Damien delves deeper into the mysteries of Ravenhurst, he finds himself increasingly torn between his duty as a protector and his desire for a normal life.

- **Beginning:** Damien is emotionally closed off and solely focused on his investigation.

- **Middle:** Damien begins to form connections with other students, especially Krow, Hex, and Emma, despite his

initial reluctance.

- **End:** Damien realizes that he cannot achieve his goals alone and must accept help from others. His relationship with Krow, Hex, and Emma becomes central to his growth.

Hex (Damien's Companion)

- **Appearance:** A sentient voodoo bag capable of speech and limited movement. Though it appears inanimate at first, its personality is sharp and sardonic.

- **Personality:** Snarky, pragmatic, and often the voice of reason in Damien's life. Deeply loyal to Damien but struggles with his own sense of autonomy.

- **Abilities:**

    - Storage of objects far beyond its physical capacity (Item of Holding).

    - Detection of magical forces and curses.

- **Motivation:** Wishes for autonomy and freedom from being treated solely as a tool.

- **Flaws:** Cynical, occasionally manipulative, and easily frustrated by Damien's recklessness.

Season One Arc:

Hex is a tool, but also a friend. Hex's development is about reclaiming a sense of identity outside of Damien's mission.

- **Beginning:** Hex is dismissive of Damien's efforts to forge connections, believing it will only complicate their mission.

- **Middle:** Hex begrudgingly grows fond of Krow and even Emma, seeing them as valuable allies.

- **End:** Hex accepts that Damien's quest for answers isn't just about solving his father's disappearance, but about building his own life.

Sydney "Krow" Krowborne (Supporting Character)

- **Age:** 18

- **Appearance:** Tall, lean, with pale skin and dark hair. Dresses in a casual, slightly grunge style.

- **Personality:** Rebellious, charming, with a caustic sense of humor. Tends to hide his emotions behind sarcasm.

- **Abilities:**

    - Shadow Manipulation: Can manipulate darkness to create illusions, hide objects, or attack enemies.

    - Minor Curses: Can place temporary hexes on objects or people.

- **Motivation:** Seeks independence from his controlling family, the Krowbornes—a prestigious magical lineage known for their skill with shadow magic.

- **Flaws:** Reluctant to accept his heritage, cynical about magic, prone to self-sabotage.

Season One Arc:

Krow's journey is about acceptance—accepting his own powers, his family's expectations, and his friendship with Damien.

- **Beginning:** Krow is closed off, preferring to avoid using his abilities despite his talent.
- **Middle:** Krow slowly begins to trust Damien and reveals more of his family history.
- **End:** Krow's loyalty to Damien is solidified, even as he struggles with his own insecurities.

Emma Callahan (Supporting Character)

- **Age:** 18
- **Appearance:** Blonde, energetic, with a determined gaze.
- **Personality:** Inquisitive, confident, and a bit stubborn. Driven to uncover the truth.
- **Abilities:** None (human), but skilled in research and deduction.
- **Motivation:** Driven by her father's mysterious disappearance and a desire to prove herself as a journalist.
- **Flaws:** Overly aggressive in her pursuit of the truth, occasionally reckless. Has a tendency to alienate potential allies.

Season One Arc:

Emma's journey is about discovering that truth isn't always black-and-white and learning when to back off.

- **Beginning:** Emma sees Damien as her "in" to the world of the Folk.

- **Middle:** Her persistence endangers her and others, forcing her to reconsider her approach.

- **End:** Emma accepts that sometimes, information is too dangerous to reveal.

Victoria Voss (Antagonist / Mentor Figure)

- **Age:** 40s

- **Appearance:** Strikingly elegant, with sharp, defined features.

- **Personality:** Composed, intelligent, and ambitious. Holds a strong belief in integration but is willing to make ruthless decisions.

- **Abilities:**

    - Glamour Magic: Manipulating perception and appearance.

    - Ritual Magic: Skilled in ceremonial magic.

    - Strategic Mind: Exceptional at manipulating political situations.

Season One Arc:

Victoria's arc revolves around maintaining control over Ravenhurst and bending Damien's skills to her own ends.

Natasha Foxworth (Antagonist / Board Member)

- **Age:** 30s

- **Appearance:** Tall, with aristocratic features.
- **Personality:** Calculating, elitist, and intolerant of human-Folk integration.
- **Abilities:**
    - Elemental Manipulation: Control over fire and ice.
    - Influence: Uses her status and connections to manipulate others

10. Episode Grid & Structure

The episode grid below outlines the structure of Season One, including key plot points, character arcs, and ongoing mysteries. Each episode builds upon the previous ones, contributing to the overarching narrative of Damien's search for his father and the truth about Ravenhurst Academy.

Episode No.	Title	Plot Summary	Focus Characters	Themes
1	**New Blood**	Damien arrives at Ravenhurst, drawn into a missing student case involving a wraith. Introduces Damien, Krow, Hex, and Emma. Ends with Damien discovering his father investigated the academy years before.	Damien, Hex, Krow, Emma, Victoria Voss	Isolation, Acceptance, Fear

2	**The Coven Club**	Damien investigates cursed artifacts circulating among students. He meets Seraphina and her Coven Club. His involvement with Folk magic begins to expand.	Damien, Seraphina, Krow, Hex	Power, Respect, Identity
3	**The Relic Thief**	Damien uncovers a stolen relic from the restricted sublevel, leading to Zane Ortega. They form a reluctant partnership to recover the artifact.	Damien, Zane, Hex, Krow	Technology vs. Magic, Trust
4	**Echoes of the Past**	A specter from Ravenhurst's history haunts students. Damien learns of a cover-up involving an incident his father once investigated.	Damien, Hex, Krow, Emma	Legacy, Betrayal, Guilt
5	**The Forgotten Ones**	Damien discovers an outcast Folk faction living on campus outskirts. Their leader, Natasha Foxworth, holds clues to his father's fate.	Damien, Natasha, Krow, Hex	Exile, Power Struggles

6	**Family Ties**	Krow’s family pressures him to return to their fold. Damien helps Krow break free, solidifying their bond.	Damien, Krow, Hex, Victoria Voss	Freedom, Control, Family
7	**Broken Sigils**	Damien uncovers a series of forbidden rituals that echo his father’s work. Victoria warns him to cease his investigation.	Damien, Victoria Voss, Krow, Emma	Forbidden Knowledge, Power
8	**The Masked One**	A creature feeds on students’ fears. Damien confronts his own insecurities to defeat it.	Damien, Hex, Krow, Emma	Fear, Courage, Self-Doubt
9	**Sins of the Father**	Damien finds his father’s journal detailing a conspiracy at Ravenhurst. His relationship with Victoria reaches a breaking point.	Damien, Victoria Voss, Emma, Krow, Hex	Conspiracy, Legacy, Truth
10	**Reckoning**	Damien confronts Victoria, leading to a brutal showdown that leaves him questioning his purpose.	Damien, Victoria Voss, Krow, Hex	Justice, Revenge, Acceptance

11. Expanded Dialogue Samples

The dialogue samples below are designed to reflect the expanded lore, characters, and advisor's notes, specifically their motivations and struggles.

Damien & Hex (Episode 1: "New Blood") DAMIEN: (dryly, to Hex)
"You're awfully quiet for a sarcastic sentient bag."

HEX:
"Just enjoying the disaster unfolding. Like watching a toddler try to juggle knives."

DAMIEN:
"Glad to know my misery entertains you."

HEX:
"Misery, failure, frustration… it's practically my morning coffee."

Damien & Krow (Episode 6: "Family Ties")
KROW:
"They'll never stop, you know. My family. They think I'm just some runaway brat playing pretend."

DAMIEN:
"Maybe you are. But you're here. You're choosing this."

KROW:
"Right. And every time I do, the magic gets harder to ignore. It's like a buzz in the back of my skull."

DAMIEN:
"So use it. Control it. Or let it control you."

KROW:
"Easy for you to say. Your gift's just there. Mine's... tainted."

Victoria & Damien (Episode 10: "Reckoning")

VICTORIA:
"You think you're the first arrogant child to waltz into my academy seeking vengeance?"

DAMIEN:
"I'm not here for vengeance. I'm here for the truth."

VICTORIA:
"The truth is a matter of perspective, Mr. Drake. You chase ghosts. Your father was no different."

DAMIEN:
"But he was right. About you. About this place."

VICTORIA:
"Was he? Or was he simply too blinded by his own ambition to see the greater good?"

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12. Implementation

Key Areas Addressed:

1. **Expand Hex's Cinematic Reveal:**
    - Hex's introduction is now drawn out to enhance the reveal. His personality and abilities are introduced gradually as Damien interacts with him.
2. **Cold Open Added:**
    - The episode begins with a mysterious incident at Ravenhurst involving a creature haunting an old part of campus. It sets the tone and introduces the supernatural elements right away.
3. **Damien's Motivation & Isolation:**
    - The script better emphasizes Damien's struggle to fit in at Ravenhurst while maintaining his investigation. His social awkwardness and reluctance to open up are

highlighted.

4. **Emma's Role Clarified:**
    - Emma is more clearly established as a journalist who seeks out Damien due to her own investigation into her father's disappearance. She acts as a source of information rather than an immediate ally.
5. **Balance of School Life & Investigation:**
    - Additional scenes show Damien struggling to attend classes, avoid attention, and fit in with other students while still pursuing his father's case.
6. **Expanded Lore of Ravenhurst & The Folk:**
    - More background on Ravenhurst's founding, factions, and political conflicts is interwoven into dialogue and narration.
7. **Character Dynamics Enhanced:**
    - Krow's reluctance to use his magic and his conflict with his family are further fleshed out.
    - Hex's relationship with Damien is deepened, showcasing their co-dependence and friction.

13. Expanded Lore & Rules

The Folk

The Folk are a diverse group of supernatural beings who once lived openly alongside humanity but were driven into secrecy due to fear and persecution. They now hide their true nature, many taking refuge at Ravenhurst Academy where they are free to study, exist, and prepare for a world that still misunderstands them.

Types of Folk

1. **Witches & Warlocks**
    - Practitioners of various magical arts, divided into multiple schools, such as:
        - **Elemental Magic:** Control over fire, water, air, earth, and other natural forces.
        - **Necromancy:** Communication with the dead, manipulation of spirits, and occasionally, the reanimation of corpses.
        - **Hexcraft:** Crafting curses, wards, and protections. Often seen as dangerous due to its association with manipulation and control.
        - **Blood Magic:** Powerful but dangerous, involving the use of life essence. Practiced reluctantly by Krow.
        - **Doll and Puppet Magic:** Seraphina's specialty, involving the use of effigies to bind, animate, or influence objects and people. Considered a "lesser" art by purists, but highly effective.
2. **Spirits & Specters**
    - Entities existing beyond the physical plane. While some are bound to the mortal world by unfinished business, others are summoned or manipulated by magic.
    - Damien's ability to interact with spirits makes him unique, respected by some Folk, feared by others.
3. **Cursed Folk**
    - Individuals affected by ancient curses, granting them powers at a terrible price.

- Hex himself is an example, a tool given life by a botched ritual. Cursed Folk are often shunned or exploited.

4. **Shapeshifters**
    - Folk capable of altering their physical forms.
    - Often distrusted due to their deceptive abilities but revered for their versatility.
5. **Technomancers**
    - A recent development, merging magic with technology. Zane Ortega is a prime example, using gadgets to mimic or amplify magical effects.
    - Viewed as a perversion of magic by purists, but praised by others as the future of supernatural study.

Folk Hierarchy & Factions

Ravenhurst serves as a microcosm of the supernatural world's broader societal struggles. The Folk are divided into several factions based on ideology and purpose:

1. **Integrationists (Victoria Voss's Vision)**
    - Desire peaceful coexistence between Folk and humans.
    - Promote integration through education and cooperation.
    - Believe Ravenhurst can serve as a bridge between worlds.
    - Victoria Voss, the academy's dean, is the primary advocate of this movement. However, her methods can be

ruthless and pragmatic.

2. **Folk-First Movement (Natasha Foxworth's Vision)**
    - Believe the Folk should dominate humanity and reclaim their lost power.
    - View integration as betrayal and compromise.
    - Actively undermine attempts at peaceful coexistence.
    - Natasha Foxworth leads this faction, seeking to purify Ravenhurst and eliminate human influence.
3. **Isolationists (Unaffiliated Rebels)**
    - Wish to remain hidden from humanity.
    - Fear exposure and persecution, advocating for secrecy above all else.
    - Often clash with both the Integrationists and Folk-First factions.
    - Their presence at Ravenhurst is often overlooked or underestimated.

Folk Abilities & Magic

Magic is divided into several categories, each with its own rules, strengths, and weaknesses. Magic requires energy, drawn from the caster's own life force, ambient energies, or rituals involving specific components.

Types of Magic

1. **Elemental Manipulation**

- Control over natural forces such as fire, water, air, and earth.
- Common among Folk but difficult to master.

2. **Glamour Magic**
    - Manipulating perception and illusion.
    - Often used by Folk to disguise themselves or influence others.
3. **Necromancy**
    - Communication and control over the dead.
    - Damien’s abilities are partially linked to this field, though his power focuses more on perception than control.
4. **Blood Magic**
    - Requires life essence to cast spells.
    - Considered dark and forbidden by many, but also one of the most powerful types of magic.
    - Krow’s lineage specializes in blood magic, though he resents it.
5. **Divination**
    - The art of seeing beyond the present, often using tools such as mirrors, bones, or cards.
    - Professor Evelyn Hart is known for her skills in this area.
6. **Hexcraft**

- Manipulation of curses and protective spells.
- Hex's own existence is a testament to the dangers of improperly used hexcraft.

7. **Technomancy**
    - The fusion of magic and technology.
    - Zane Ortega's specialty, using gadgets to enhance or replicate supernatural abilities.
    - Viewed by many as unnatural or dangerous.

Rules of Magic

1. **Magic requires energy**
    - This energy can be drawn from the caster, their surroundings, or from rituals involving specific items or sacrifices.
2. **Magic has limits**
    - Overusing magic can result in fatigue, injury, or even death.
    - Some abilities are inherently limited by their user's knowledge or skill.
3. **Magic is forbidden in certain areas**
    - Ravenhurst's faculty enforces strict rules about where and when magic can be used.
    - Certain rituals, particularly involving blood or necromancy, are banned outright.

4. **Magic has consequences**
    - Improper use can lead to curses, spiritual backlash, or worse.
    - Damien’s own abilities occasionally come with unintended side effects.

14. Expanded Character Descriptions & Relationship Dynamics

Damien Drake (Protagonist)

- **Age:** 18
- **Appearance:** Slightly caramel complexion with Latin features. Dark hair, sharp eyes that glow faintly red when utilizing his powers. Dresses in dark, practical clothing—often a jacket with pockets for carrying his tools.
- **Personality:** Introverted, analytical, and dry-witted with deadpan humor. Cautious but determined.
- **Abilities:**
    - **Supernatural Perception:** Can see and interact with ghosts, sense magical energies, and occasionally glimpse past or future events.
    - **Empathic Sensing:** Can feel emotions or residual energies left behind by powerful beings or traumatic events.
    - **Sigil Creation:** Can draw and activate basic sigils to ward off or trap supernatural entities.
- **Motivation:** To uncover the truth about his father’s disappearance, protect innocent people, and prove himself

worthy of his father's legacy.

- **Flaws:** Distrustful of others, overly focused on his investigation, struggles to make connections with people. Reluctant to admit when he needs help.

Relationship Dynamics:

- **Hex:** Damien relies heavily on Hex as both a tool and a partner. Hex's cynical nature often clashes with Damien's determination, but their bond is strong. Damien occasionally treats Hex more as a tool than a friend, which strains their relationship at times.

- **Krow:** Despite Krow's sarcasm and reluctance to use magic, Damien sees him as an ally. Krow's reluctance to embrace his own power frustrates Damien, especially when their lives are at risk. However, Damien's respect for Krow's autonomy helps strengthen their friendship.

- **Victoria Voss:** Damien is wary of Voss, recognizing her manipulative tendencies but acknowledging her value as an information source. He struggles to decide if she is a true ally or another obstacle.

- **Emma Callahan:** Damien doesn't entirely trust Emma, especially when her curiosity turns invasive. However, her investigative skills occasionally prove useful, forcing him to tolerate her presence.

- **Natasha Foxworth:** Directly opposes Damien's efforts to investigate Ravenhurst's secrets. Their interactions are often hostile, as Natasha sees Damien as a threat to Folk purity.

Hex (Supporting Character)

- **Appearance:** A sentient voodoo bag—small, stitched, and adorned with charms. Can shrink down to fit in Damien's jacket or expand when needed.

- **Personality:** Sarcastic, impatient, fiercely loyal to Damien. Enjoys making snide remarks and offering unwanted advice. Prone to grumbling when things go wrong.

- **Abilities:**

    - **Storage:** Functions as a personal item of holding. Stores weapons, artifacts, notes, and tools Damien may need.

    - **Communication:** Can speak telepathically with Damien and others if permitted.

    - **Detection:** Can sense when supernatural forces are near, though its senses can be unreliable at times.

- **Motivation:** Wishes for autonomy but is bound to Damien by their shared purpose. Deeply invested in Damien's success, though he won't admit it.

- **Flaws:** Tends to be pessimistic and overly cautious. Sometimes acts out of jealousy when Damien relies on others.

Relationship Dynamics:

- **Damien:** The closest thing Hex has to family. Though their relationship is co-dependent, Hex often feels unappreciated or taken for granted.

- **Krow:** Hex respects Krow's magical potential but dislikes his reluctance to use it. They share a mutual cynicism that occasionally brings them together.

Sydney "Krow" Krowborne (Supporting Character)

- **Age:** 18
- **Appearance:** Tall, lean, with pale skin and dark hair. Dresses in a casual, slightly grunge style. Dark circles under his eyes from staying up late with various magical experiments.
- **Personality:** Rebellious, charming, with a caustic sense of humor. Tends to hide his emotions behind sarcasm.
- **Abilities:**
    - **Shadow Manipulation:** Can manipulate darkness to create illusions, hide objects, or attack enemies.
    - **Minor Curses:** Can place temporary hexes on objects or people.
    - **Magical Knowledge:** Despite his reluctance, he possesses a deep understanding of magical theory and spellwork.
- **Motivation:** Seeks independence from his controlling family, the Krowbornes—a prestigious magical lineage known for their skill with shadow magic.
- **Flaws:** Reluctant to accept his heritage, cynical about magic, prone to self-sabotage. Desires to be seen as something other than his family's legacy.

Relationship Dynamics:

- **Damien:** Krow's reluctance to engage with his own power frustrates Damien. However, their shared status as outsiders forms a strong bond.

- **Hex:** Hex and Krow often bicker, but their snarky banter occasionally turns into genuine camaraderie.

- **Victoria Voss:** Krow distrusts Voss's authority and suspects she has ulterior motives for allowing him to remain at Ravenhurst.

Victoria Voss (Antagonist / Mentor Figure)

- **Age:** 40s

- **Appearance:** Strikingly elegant, with sharp, defined features. A hybrid of human and Folk blood, giving her a subtle, ethereal quality. Often dressed in dark, regal clothing that commands respect.

- **Personality:** Composed, intelligent, and ambitious. Holds a strong belief in integration between humans and Folk but is willing to make ruthless decisions to protect her vision.

- **Abilities:**

    - **Glamour Magic:** Can manipulate perception and appearance, enhancing her natural charisma and authority.

    - **Ritual Magic:** Skilled in ceremonial magic that requires preparation and knowledge of ancient rites.

    - **Strategic Mind:** Exceptional at manipulating political situations and managing threats to her power.

- **Motivation:** To maintain Ravenhurst's stability and achieve a harmonious coexistence between Folk and humans. However, her methods often conflict with Damien's quest for the truth.

- **Flaws:** Arrogant, overly controlling, and quick to dismiss those she deems lesser. Her ambition sometimes blinds her to genuine threats.

Relationship Dynamics:

- **Damien:** Voss views Damien as both a threat and a potential asset. She recognizes his talent but sees his presence as a disruption to her carefully controlled ecosystem.

- **Natasha Foxworth:** The two are bitter rivals, their ideological differences too great to reconcile.

15. Expanded Character Descriptions & Relationship Dynamics (Continued)

Natasha Foxworth (Antagonist / Board Member)

- **Age:** 30s

- **Appearance:** Tall, with aristocratic features. Often dressed in sharp, tailored clothing that emphasizes her sense of superiority.

- **Personality:** Calculating, elitist, and intolerant of human-Folk integration. Driven by a belief in Folk supremacy and disdain for humanity.

- **Abilities:**

    - **Elemental Manipulation:** Can control natural forces, particularly fire and ice, though her control is far from perfect.

    - **Intimidation:** Relies on her imposing presence to enforce her will.

    - **Influence:** Uses her status and connections to manipulate those around her.

- **Motivation:** To enforce Folk dominance over Ravenhurst and expel human influence. Sees Damien as an unwanted outsider meddling in matters beyond his understanding.

- **Flaws:** Overconfidence, paranoia, and a tendency to underestimate her opponents. Her pride often leads her to make irrational decisions.

Relationship Dynamics:

- **Damien:** Natasha views Damien as a meddler and a nuisance. She actively works to sabotage his investigations, especially when they threaten her power.

- **Victoria Voss:** Bitter rivals. Natasha views Victoria's integrationist vision as weak and dangerous. She seeks to overthrow Victoria's influence within Ravenhurst.

- **Seraphina Von Dresden:** Mutual disdain. Natasha sees Seraphina's mixed-blood status as a disgrace, and Seraphina views Natasha as a relic of outdated Folk elitism.

Emma Callahan (Supporting Character)

- **Age:** 18

- **Appearance:** Blonde, energetic, with a determined gaze. Typically carries a notebook or camera.

- **Personality:** Inquisitive, confident, and a bit stubborn. Driven to uncover the truth.

- **Abilities:**

    - **Investigative Skills:** An expert researcher, skilled at tracking down information and connecting clues.
    - **Tenacity:** Refuses to back down from a story, even when danger is involved.

- **Motivation:** Driven by her father's mysterious disappearance and a desire to prove herself as a journalist.
- **Flaws:** Overly aggressive in her pursuit of the truth, occasionally reckless. Has a tendency to alienate potential allies.

Relationship Dynamics:

- **Damien:** Emma is fascinated by Damien's abilities and constantly seeks to learn more. Though Damien is often dismissive of her, her persistence occasionally forces him to acknowledge her usefulness.
- **Krow:** Krow finds Emma's enthusiasm irritating, especially when it interferes with their investigations.
- **Victoria Voss:** Emma is wary of Victoria, suspecting that she knows more about Ravenhurst's mysteries than she lets on.

Professor Evelyn Hart (Mentor / Potential Ally)

- **Age:** 40s
- **Appearance:** Reclusive, often seen wearing old-fashioned clothing that contrasts with the academy's modern elements. Eyes that hold deep knowledge and suspicion.
- **Personality:** Mysterious, sharp-witted, and perceptive. Though wary of outsiders, she has a soft spot for genuine

curiosity and ambition.

- **Abilities:**
    - **Divination:** Limited ability to glimpse possible futures, though the visions are often unclear.
    - **Enchantment:** Skilled at binding magic to objects for various purposes.
    - **Arcane Knowledge:** A walking repository of Ravenhurst's history and forbidden knowledge.
- **Motivation:** To uncover the truth behind her own dark past, and to prevent others from making the same mistakes she did.
- **Flaws:** Distrustful, guarded, and slow to offer help. Her cryptic nature often alienates those who try to understand her.

Relationship Dynamics:

- **Damien:** Hart recognizes Damien's talent and sees echoes of her own struggles in him. She offers guidance but often withholds information to protect him or test his abilities.
- **Victoria Voss:** Hart and Voss have a tenuous working relationship. Voss views Hart as useful but potentially dangerous, while Hart views Voss as an obstacle to truth.

Seraphina Von Dresden (Supporting Character)

- **Age:** 19
- **Appearance:** Elegant, with strikingly pale skin and dark, curly hair. Wears elaborate clothing hinting at her Folk

heritage.

- **Personality:** Confident, ambitious, and cunning. Though fiercely loyal to her friends, she has a sharp temper.
- **Abilities:**
    - **Doll and Puppet Magic:** Manipulates enchanted dolls and constructs to perform various tasks, including protection, surveillance, and combat.
    - **Protective Sigils:** Can create temporary barriers and shields.
- **Motivation:** To earn respect within the magical community and prove herself despite her mixed heritage.
- **Flaws:** Prone to arrogance and overconfidence. Her ambition can make her blind to the dangers of her own magic.

Relationship Dynamics:

- **Damien:** While Seraphina is intrigued by Damien's abilities, she is often frustrated by his reluctance to work with others.
- **Natasha Foxworth:** Constantly at odds. Natasha sees Seraphina's use of non-traditional magic as a sign of weakness.
- **Victoria Voss:** Respects Voss's power but distrusts her motives.

Zane Ortega (Supporting Character)

- **Age:** 18

- **Appearance:** Athletic build, with dark hair and keen eyes. Usually dressed casually, often tinkering with gadgets.
- **Personality:** Energetic, resourceful, and curious. Highly skilled in both technology and magic.
- **Abilities:**
    - **Technomancy:** The merging of magic and technology to create new devices and tools.
    - **Mechanical Aptitude:** Skilled at building and modifying equipment.
- **Motivation:** To bridge the gap between Folk and human technology, creating tools that benefit both.
- **Flaws:** Overly curious, prone to taking unnecessary risks in his experiments.

Relationship Dynamics:

- **Damien:** Damien appreciates Zane's practicality but finds his lack of caution reckless.
- **Krow:** They share a friendly rivalry, each trying to outwit the other.
- **Victoria Voss:** Zane is suspicious of Voss's motivations but recognizes her authority.

16. Expanded Character Descriptions & Relationship Dynamics (Continued)

Lucy Becker (Supporting Character)

- **Age:** 18

- **Appearance:** Petite, with curly brown hair and expressive eyes. Often seen carrying notebooks filled with observations. Dresses in comfortable, casual clothing.

- **Personality:** Thoughtful, empathetic, and endlessly curious. She is fascinated by the complexities of Folk behavior and strives to understand their culture without judgment.

- **Abilities:**

    - **Behavioral Analysis:** Uses her keen observational skills to read body language, emotions, and social dynamics.

    - **Research Proficiency:** Highly skilled at gathering information and organizing data, making her an invaluable ally in investigations.

- **Motivation:** Lucy seeks to foster understanding between humans and Folk. She believes that knowledge and compassion can bridge the divide between the two communities.

- **Flaws:** Can be overly idealistic, sometimes refusing to see danger where it exists. Her compassion can also make her naïve, particularly when dealing with hostile Folk.

Relationship Dynamics:

- **Damien:** While she admires Damien's abilities, Lucy is concerned about his isolation and tries to draw him into more social activities.

- **Krow:** Though Krow finds her optimism irritating, he grudgingly respects her intelligence.

- **Victoria Voss:** Lucy respects Victoria's vision of integration but is wary of her manipulative tendencies.

- **Emma Callahan:** They often collaborate on research, sharing a mutual curiosity about the supernatural.

Daniel "Danny" Ruiz (Supporting Character)

- **Age:** 19

- **Appearance:** Muscular, with dark hair and a determined expression. Often wears athletic clothing and carries a backpack filled with books.

- **Personality:** Driven, resilient, and loyal. Despite his athletic background, Danny is deeply passionate about history and mythology.

- **Abilities:**

    - **Extensive Knowledge of Folklore:** Specializes in ancient civilizations and their supernatural beliefs.

    - **Physical Prowess:** Maintains peak physical condition despite his injury, relying on his strength and endurance in dangerous situations.

- **Motivation:** Danny wants to redefine himself beyond his past as an athlete. His passion for history and folklore drives him to uncover truths others have forgotten.

- **Flaws:** Can be stubborn and overly self-reliant, refusing help even when he needs it. His injury sometimes undermines his confidence.

Relationship Dynamics:

- **Damien:** Respects Damien's knowledge and determination, but sometimes finds his aloofness frustrating.

- **Krow:** Their dynamic is often competitive, though built on mutual respect.
- **Emma Callahan:** They share a strong friendship, with Emma encouraging Danny to embrace his passions beyond athletics.
- **Victoria Voss:** Danny is wary of her manipulations but admires her dedication to preserving history.

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17. Expanded Lore & World Building

Ravenhurst Academy's Political Landscape

Ravenhurst Academy serves as a microcosm of the broader supernatural world, with various factions vying for power and influence. The politics of the school are complex and deeply rooted in historical tensions.

The Integrationists (Victoria Voss's Vision)

- Advocates for peaceful coexistence between humans and Folk.
- Seeks to establish Ravenhurst as a safe haven for all species, regardless of their heritage.
- Promotes education and collaboration, believing that mutual understanding can bridge cultural divides.
- **Challenges:** Facing constant opposition from purists, traditionalists, and radicals who see integration as a betrayal.

The Folk-First Movement (Natasha Foxworth's Vision)

- Believes Folk are inherently superior to humans and should not compromise their heritage.
- Desires to establish a Folk-only society free from human interference.
- Willing to resort to violence and subterfuge to achieve their goals.
- **Challenges:** Often at odds with both Integrationists and Isolationists.

The Isolationists (Unaffiliated Rebels)

- Desire to keep Folk society hidden from humans to avoid persecution and exploitation.
- Believe in secrecy and self-reliance, advocating for a return to traditional practices.
- Often conflicted about the presence of humans at Ravenhurst, even if they do not actively oppose it.

Expanded Magic & Abilities

Magic at Ravenhurst Academy is governed by certain rules, traditions, and limitations.

Types of Magic

1. **Elemental Manipulation:** Control over natural forces such as fire, water, air, and earth.

2. **Blood Magic:** The most controversial form of magic, requiring life essence to cast spells.

3. **Necromancy:** Involving spirits, the dead, and manipulation of life force.

4. **Technomancy:** The merging of magic and technology, a rare but rapidly developing field.

5. **Doll and Puppet Magic:** Manipulation of inanimate objects for various purposes, such as combat, surveillance, or protection.

Rules of Magic

- Magic requires energy drawn from the caster's life force, ambient energies, or rituals involving specific components.

- Improper use can result in madness, injury, or death.

- Magic leaves traces, making it possible for skilled practitioners to detect when spells have been cast.

- The **Accords of Ravenhurst** serve as a legal framework governing the use of magic, ensuring safety and fairness within the academy.

The Accords of Ravenhurst (Rules & Ethics)

- Established to prevent conflicts between humans and Folk.

- Sets guidelines for acceptable use of magic, particularly in public spaces.

- Violations of the Accords are met with strict disciplinary action, though enforcement can be inconsistent depending on political pressure.

18. Expanded Plot Arcs for Season One

Season One Overview

The first season of *The Cases of Damien Drake* follows Damien's struggle to adjust to life at Ravenhurst Academy while unraveling the mystery behind his father's disappearance. As he uncovers the dark secrets of the academy and its connection to his family, Damien finds himself torn between his duties as a protector against the supernatural and his desire for a normal college life.

Each episode focuses on a "case of the week" structure, intertwined with ongoing character arcs, interpersonal conflicts, and larger mysteries. Themes of identity, belonging, and the complex relationships between Folk and humans are explored throughout the season.

Season One Key Arcs

Main Arc: The Disappearance of Gideon Drake

Damien's father, Gideon, was a renowned supernatural detective who went missing during a high-profile investigation at Ravenhurst Academy. As Damien delves into the school's dark past, he discovers hints of a conspiracy that stretches beyond his father's disappearance.

- **Episodes 1-3:** Introduction to Ravenhurst and Damien's quest to find out what happened to his father. Initial clues are vague but suggest Gideon was investigating something dangerous.

- **Episodes 4-6:** Damien uncovers Gideon's old notes and learns about a forbidden ritual that was being practiced on campus.

- **Episodes 7-8:** Discovering that Gideon's disappearance was tied to Ravenhurst's internal power struggles between the Integrationists and the Folk-First Movement.

- **Episodes 9-10:** Damien learns that his father had discovered a dark truth about Ravenhurst's founding, one that Victoria Voss may have been trying to suppress.

- **Season Finale:** Damien confronts Victoria Voss, realizing that she may not be the true enemy but rather another pawn in a larger game.

Character Arcs

Damien Drake (Protagonist)

- **Internal Conflict:** Torn between his desire to live a normal life and his duty to continue his father's work.

- **Development:** Throughout the season, Damien learns to trust others, particularly Krow and Hex, while becoming more assertive in his investigations.

- **Growth:** By the end of the season, Damien is no longer simply reacting to the mysteries around him but actively shaping his own path.

Hex (Supporting Character)

- **Internal Conflict:** Hex desires autonomy and freedom from being treated solely as a tool.
- **Development:** His relationship with Damien evolves from a mere partnership to genuine companionship.
- **Growth:** By the end of the season, Hex begins to recognize Damien as a worthy partner rather than just another master.

Sydney "Krow" Krowborne (Supporting Character)

- **Internal Conflict:** Struggles with his family's expectations and his own desire to forge a separate identity.
- **Development:** Krow gradually learns to embrace his own talents without succumbing to his family's toxic legacy.
- **Growth:** By the end of the season, Krow begins to trust Damien and accept his own powers as something he can use on his own terms.

Emma Callahan (Supporting Character)

- **Internal Conflict:** Her obsession with uncovering the truth about her father's disappearance.
- **Development:** Emma's pursuit of the truth leads her into increasingly dangerous situations.
- **Growth:** By the end of the season, Emma learns to balance her ambition with caution and cooperation.

Victoria Voss (Antagonist / Mentor Figure)

- **Internal Conflict:** Balancing her desire for peace with her need to maintain control over Ravenhurst.
- **Development:** Her relationship with Damien is complex, as she alternates between assisting and opposing him.
- **Growth:** By the end of the season, Victoria is forced to confront her own biases and flaws, recognizing that her manipulative tactics may have created more enemies than allies.

Expanded Episode Breakdown

Episode 1: New Blood

- **Plot:** Damien arrives at Ravenhurst and investigates a missing student case involving a wraith.
- **Character Focus:** Damien, Krow, Hex, Emma.
- **Themes:** Isolation, Acceptance, Fear.
- **Advisor Note Implementation:** Cold open sequence establishing Damien’s investigative skills and his connection to Hex. Emphasis on Damien’s desire for a normal life contrasted with his supernatural obligations.

Episode 2: The Coven Club

- **Plot:** Damien encounters Seraphina and her Coven Club while investigating cursed artifacts.
- **Character Focus:** Seraphina, Krow, Hex.

- **Themes:** Power, Respect, Identity.
- **Advisor Note Implementation:** Use of Hex and Krow's abilities, emphasizing their distinct personalities and contrasting approaches to magic.

Episode 3: The Relic Thief

- **Plot:** Damien teams up with Zane to find a stolen magical relic.
- **Character Focus:** Zane, Krow, Hex.
- **Themes:** Technology vs. Magic, Trust.
- **Advisor Note Implementation:** Damien uses Hex's storage abilities to handle dangerous artifacts. Introduction of Zane's technomancy.

Episode 4: Echoes of the Past

- **Plot:** Damien confronts a specter tied to Ravenhurst's history, uncovering more about his father.
- **Character Focus:** Victoria Voss, Emma, Hex.
- **Themes:** Legacy, Betrayal, Guilt.
- **Advisor Note Implementation:** Use of Hex's abilities to detect spectral activity. Introduction of Victoria's manipulative tactics.

Episode 5: The Forgotten Ones

- **Plot:** Damien discovers a group of outcast Folk who were expelled from Ravenhurst.
- **Character Focus:** Natasha Foxworth, Krow.
- **Themes:** Exile, Power Struggles.
- **Advisor Note Implementation:** Krow’s magic becomes crucial to navigating the outcasts’ hidden enclave.

Expanded Episode Breakdown (Continued)

Episode 6: Family Ties

- **Plot:** Krow’s family, the Krowbornes, attempt to force him back into their fold. Damien helps him break free from their influence, further cementing their friendship.
- **Character Focus:** Krow, Damien, Hex, Victoria Voss.
- **Themes:** Freedom, Control, Family, Identity.
- **Advisor Note Implementation:** This episode explores Krow's magical heritage and his reluctance to accept his blood magic. Damien actively assists Krow, emphasizing the development of their friendship. Krow uses his magic in small but meaningful ways, showing growth while remaining true to his reluctance to fully embrace his powers.

Episode 7: Broken Sigils

- **Plot:** Damien investigates a series of sigils hidden throughout the campus, each connected to forbidden rituals. His discovery leads to a confrontation with Victoria Voss, who tries to keep Damien from uncovering dangerous

knowledge.

- **Character Focus:** Damien, Victoria Voss, Hex, Krow, Emma.
- **Themes:** Forbidden Knowledge, Power, Control, Manipulation.
- **Advisor Note Implementation:** The tension between Victoria's desire for control and Damien's pursuit of the truth comes to a head. Damien uses Hex's storage abilities to collect sigil sketches and other evidence. Victoria's influence over Ravenhurst becomes clearer, showing her manipulative yet well-intentioned nature.

Episode 8: The Masked One

- **Plot:** A powerful creature known only as *The Masked One* begins preying on students' fears. Damien must confront his own insecurities to defeat it.
- **Character Focus:** Damien, Hex, Krow, Emma.
- **Themes:** Fear, Courage, Self-Doubt, Overcoming Obstacles.
- **Advisor Note Implementation:** Damien's confrontation with the Masked One becomes a personal battle against his own fears and doubts. Hex and Krow serve as supportive allies, with Krow reluctantly using his magic to assist. Damien's abilities are pushed to their limits, emphasizing his growth and the importance of his partnership with Hex.

Episode 9: Sins of the Father

- **Plot:** Damien discovers a secret journal left by his father, detailing his investigation into Ravenhurst's darkest secrets. Damien realizes Victoria Voss may have been

manipulating him all along.

- **Character Focus:** Damien, Victoria Voss, Hex, Krow, Emma.
- **Themes:** Conspiracy, Legacy, Truth, Betrayal.
- **Advisor Note Implementation:** Damien's father's journal provides new clues but also introduces more mysteries. Damien's mistrust of Victoria deepens, setting up the final conflict. Hex's support becomes essential as Damien's self-doubt threatens to consume him.

Episode 10: Reckoning (Season Finale)

- **Plot:** Damien confronts Victoria Voss, demanding answers about his father. The confrontation results in a brutal showdown, leaving Damien questioning his own sanity and purpose.
- **Character Focus:** Damien, Victoria Voss, Hex, Krow, Emma, Natasha Foxworth.
- **Themes:** Justice, Revenge, Acceptance, Power Struggles.
- **Advisor Note Implementation:** Damien finally faces Victoria in a confrontation that is both physical and psychological. Victoria reveals her own tragic past, complicating Damien's perception of her. Hex and Krow provide vital assistance during the showdown, solidifying their friendship and partnership. The season ends with Damien left with more questions than answers, setting up future conflicts.

Expanded Lore & Rules

Folk Politics & The Accords of Ravenhurst

The Folk are bound by a series of rules known as **The Accords of Ravenhurst**, established to maintain peace and prevent open conflict between Folk and humans. These rules are enforced by Ravenhurst's administration, led by Victoria Voss.

- **Integrationists (Victoria Voss's Vision):**
    - Desire peaceful coexistence between Folk and humans.
    - Promote integration through education and cooperation.
    - Believe Ravenhurst can serve as a bridge between worlds.
    - Victoria Voss's goal is to use Ravenhurst as a model for wider societal integration.
- **Folk-First Movement (Natasha Foxworth's Vision):**
    - Believe the Folk should dominate humanity and reclaim their lost power.
    - See integration as a betrayal of their true nature.
    - Actively undermine attempts at peaceful coexistence.
    - Natasha's goal is to establish a Folk-only society where they can rule without fear of persecution.
- **Isolationists (Unaffiliated Rebels):**
    - Wish to remain hidden from humanity.
    - Fear exposure and persecution, advocating for secrecy above all else.

    - Often clash with both the Integrationists and Folk-First factions.

Expanded Character Descriptions

Victoria Voss (Antagonist / Mentor Figure)

- **Motivation:** To maintain Ravenhurst's stability and achieve a harmonious coexistence between Folk and humans. However, her methods often conflict with Damien's quest for the truth.

- **Flaws:** Arrogant, overly controlling, and quick to dismiss those she deems lesser. Her ambition sometimes blinds her to genuine threats.

- **Relationships:** Sees Damien as both a threat and a potential asset. Views Natasha Foxworth as a dangerous opponent, but underestimates her true capabilities.

Natasha Foxworth (Antagonist / Board Member)

- **Motivation:** To enforce Folk dominance over Ravenhurst and expel human influence.

- **Flaws:** Overconfidence, paranoia, and a tendency to underestimate her opponents. Her pride frequently leads her to make irrational decisions.

- **Relationships:** Sees Victoria Voss as her greatest obstacle, and Damien as a meddler who must be eliminated.

Conclusion & Season One Summary

Damien Drake’s journey in Season One is a deeply personal exploration of his own identity, powers, and purpose. As he uncovers dark secrets about Ravenhurst, he also begins to forge meaningful relationships with Hex, Krow, and other students.

Victoria Voss’s influence casts a long shadow over his investigation, and Damien must determine whether she is truly an ally or a greater enemy than he realized. The introduction of Natasha Foxworth adds an extra layer of complexity to the political struggles at Ravenhurst, setting up further conflicts for Season Two.

The season ends on a cliffhanger, with Damien gaining more clues about his father’s disappearance, but also learning that his search for the truth may have far more dangerous consequences than he ever anticipated.

Episode Grid

Episode Number	Title	Description	Focus Characters	Key Themes
1	*New Blood*	Damien arrives at Ravenhurst Academy, drawn into a missing student case involving a malevolent wraith.	Damien, Hex, Krow, Victoria Voss, Emma, Danny	Isolation, Acceptance, Fear
2	*The Coven Club*	Damien investigates cursed artifacts and crosses paths with	Damien, Seraphina, Krow, Hex	Power, Respect, Identity

		Seraphina and her Coven Club.		
3	*The Relic Thief*	Damien teams up with Zane to retrieve a stolen magical relic from the restricted sublevel.	Damien, Zane, Krow, Hex	Technology vs. Magic, Trust
4	*Echoes of the Past*	Damien confronts a specter from Ravenhurst’s early days, revealing a cover-up involving his father.	Damien, Hex, Krow, Emma	Legacy, Betrayal, Guilt
5	*The Forgotten Ones*	Damien discovers outcast Folk who were expelled for resisting human rules.	Damien, Natasha Foxworth, Krow, Hex	Exile, Power Struggles
6	*Family Ties*	Krow’s family attempts to reclaim him, forcing him to confront his magical heritage.	Damien, Krow, Hex, Victoria Voss	Freedom, Control, Family
7	*Broken Sigils*	Damien investigates hidden sigils linked to forbidden rituals, leading to	Damien, Victoria Voss, Hex, Krow	Forbidden Knowledge, Power

		conflict with Victoria Voss.		
8	*The Masked One*	A creature preying on students' fears forces Damien to confront his own insecurities.	Damien, Hex, Krow, Emma	Fear, Courage, Self-Doubt
9	*Sins of the Father*	Damien discovers his father's secret journal, revealing Victoria's manipulation.	Damien, Victoria Voss, Hex, Krow	Conspiracy, Legacy, Truth
10	*Reckoning*	Damien confronts Victoria Voss, leading to a brutal and ambiguous showdown.	Damien, Victoria Voss, Krow, Hex	Justice, Revenge, Acceptance

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Sample Dialogue

Damien: (deadpan) "I'd call this place haunted, but that feels like an understatement."
Hex: "And I'd call you suicidal, but hey, who am I to judge?"
Krow: "You know, most people would walk away from this nightmare. Why don't you?"
Damien: "Because it's not just about ghosts and curses. It's about answers."
Emma: "You keep digging for the truth, but what if you find something you can't handle?"
Damien: "Then I guess I learn to handle it."

Expanded Lore

The Accords of Ravenhurst

The Accords of Ravenhurst are an ancient set of rules designed to maintain peace between Folk and humans at the academy. They were established by the original founders of the school to protect both sides from annihilation and ensure a sanctuary for learning and coexistence.

- **Rules:**
    - No Folk or human may intentionally harm another student or staff member.
    - Magic used on campus must be properly documented and supervised.
    - Forbidden magic, such as blood magic and necromancy, is strictly regulated.
    - Humans are not to be manipulated or coerced into magic unless they are aware and consenting.
- **Enforcement:**
    - Victoria Voss maintains these rules with an iron grip, believing that order is essential for progress.
    - Natasha Foxworth and her followers actively undermine these rules, believing they limit Folk's rightful power.

Appendix: Ravenhurst Academy Campus Map

1. **The Courtyard:** A social hub where humans and Folk interact daily. It serves as a space for casual encounters and political maneuvering.

2. **The Dormitories:** Divided into human and Folk wings, with Damien and Krow sharing a room in the North Wing. Protective sigils are carved into walls for safety.

3. **The Library:** Contains restricted sections guarded by magical barriers. Professor Hart is often found researching ancient tomes here.

4. **St. Erasmus Chapel (Abandoned):** Now off-limits, but a frequent haunt for Folk who seek solitude or dark rituals.

5. **The Observatory:** Once used for celestial studies, now condemned due to past forbidden rituals.

6. **The Headmaster's Office:** Victoria Voss's domain, filled with artifacts reflecting her status and influence.

7. **The Coven Club Headquarters:** A hidden chamber led by Seraphina, devoted to the study and preservation of Folk rituals.

8. **The Restricted Sublevel:** A labyrinth of tunnels created as a refuge during witch hunts, now used for secret meetings and forbidden magic.

Season One Overview & Summary

Season One follows Damien Drake's struggle to balance his life as a college student with his role as a supernatural detective. As he navigates the political landscape of Ravenhurst, he uncovers mysteries linked to his father's disappearance. The season's structure alternates between *case-of-the-week* plots and overarching storylines about Damien's past, his relationships, and the power struggles between factions at the academy.

Themes:

- The struggle between tradition and progress.
- The balance between duty and personal desire.
- The difficulty of forging true connections in a world built on secrets.

Tone & Style:

- Blending urban fantasy with dark comedy and psychological horror.
- Deadpan humor juxtaposed with genuinely horrifying supernatural encounters.
- Constant tension between the mundane and the extraordinary.

THE CASES OF DAMIEN DRAKE

Written by

Paul Eric Crespo Jr.

WELCOME TO RAVENHURST EP 101

Dedicated to my mother, Edda Llanot,
Whose love, strength, and guidance continue to inspire me every day.

ALUMNI 13-4
347-817-0266

COLD OPEN

FADE IN:

EXT. OLD FACTORY - NIGHT

A decrepit, industrial factory sits at the edge of the Ravenhurst campus, choked by thick fog and tangled vines. Windows are shattered, metal beams rusted and twisted. The factory's broken sign reads: MAYWEATHER TEXTILES - EST. 1889.

The air hangs heavy with decay, a place long forgotten. Wind whispers through the cracks like distant, angry voices.

INT. OLD FACTORY - NIGHT

A GROUP OF STUDENTS—ERIC PAYNE (19, cocky, thrill-seeker), DANNY RUIZ (19, anxious but loyal), and two FRESHMEN—move cautiously through the derelict building. Their FLASHLIGHTS slice through the dark, beams flickering with static-like interference.

Eric leads the pack, grinning as he gestures for the freshmen to keep moving.

ERIC
(to the freshmen, grinning)
C’mon, it’s just an initiation thing. Ravenhurst tradition. Prove you’ve got guts, and you’re in. Nothing here but old pipes and graffiti.

The freshmen exchange nervous glances. They’re not buying it.

DANNY
(voice low, glancing around)
Eric, this place gives me the creeps. It’s been condemned for, what, fifty years?

ERIC
Exactly. Prime real estate for a good scare.

A low, unnatural HUM echoes through the air—like something breathing.

The freshmen flinch.

FRESHMAN #1
Dude... did you hear that?

ERIC
(chuckles, dismissive)
Old factories make weird sounds. Metal expands, shifts... it’s nothing.

DANNY
Yeah, well... it’s creeping me the hell out.

Eric rolls his eyes but can’t hide his own unease. He pushes forward.

ERIC
(pointing to the end of the corridor)
Fine. We’ll head back once you reach the boiler room. Just touch the wall, take a picture, and we’re out.

The freshmen exchange looks, steeling themselves. They head down the corridor, the light from their phones barely holding back the darkness.

Eric watches them go, arms crossed, pretending to be cool. But he can’t hide the tension in his shoulders.

DANNY
(whispering, eyes darting)
Eric, I heard this place was closed because of, you know... Folk attacks.

Eric scoffs, but his smirk is strained.

ERIC
Urban legend. They’d never let us build a campus right next to a monster factory.

The air drops in temperature suddenly—icy breath visible against the shadows.

FRESHMAN #2
(shivering)
Okay, this is freaky.

A door SLAMS SHUT in the distance. The students flinch, spinning around.

DANNY
(eyes wide)
Eric... let’s get out of here.

ERIC
(trying to hide his fear)
Relax. It’s just... just the wind.

But he doesn't believe his own words. The air feels wrong. Thick. Alive.

The freshmen hurry back, bumping into Eric and Danny.

FRESHMAN #1
(terrified)
We... we saw something moving.

Eric’s bravado falters.

ERIC
(annoyed but afraid)
Okay, fine. If you babies can’t handle a little—

Suddenly, a shadow darts across the room—something slithering, fast and unnatural. It moves along the walls like living smoke.

ERIC (CONT’D)
(alarmed)
Okay, screw this. Let’s go.

They scramble for the exit, but Eric trips and falls. His flashlight skitters across the ground, spinning wildly before going dark.

The only light now comes from Danny’s phone, shaking in his trembling hand.

ERIC (CONT’D)
(panicked)
Guys?

No response. Only the darkness... and the sound of something approaching.

ERIC (CONT’D)
(more desperate)
Danny?

A CREAK. Then—a low, guttural GROWL.

Eric’s breathing quickens. He reaches for his flashlight, only for it to be yanked away by an unseen force.

Danny shines his phone's light around, frantic.

DANNY
Eric? Where are you?!

A shape—twisted and unnatural—lingers just outside the beam of light. A brief glint of eyes.

ERIC (O.S.)
(broken, terrified whisper)
Danny... Run...

Danny's eyes widen. He bolts for the exit, leaving Eric behind.

CUT TO BLACK.

TITLE CARD: THE CASES OF DAMIEN DRAKE

EXT. RAVENHURST ACADEMY - NIGHT (FLASHBACK)

We see Damien arriving at Ravenhurst Academy the night before the orientation ceremony. A dark, sleek car pulls up to the fog-covered gates of the academy. The air is thick with mist, the towering gothic buildings looming in the background.

DAMIEN DRAKE (18, sharp-witted, deadpan humor) steps out, duffel bag slung over his shoulder. He takes in the sight before him, unimpressed.

DAMIEN
(deadpan)
Well... this isn't ominous at all.

His companion, HEX, a sentient voodoo bag with a sharp tongue, wriggles slightly, his eyes glowing faintly from the stitched face.

HEX
(snickering)
I've seen haunted houses with better curb appeal.

Damien chuckles faintly, but his eyes are on the shadows dancing along the stone walls. His senses are on high alert.

DAMIEN
Just a school, Hex.

HEX
(snarky)
Yeah, and I’m just a bag. Come on, kid. Even you can feel it.

Damien’s eyes narrow. He can feel it. The entire campus pulses faintly with an energy he can’t quite define.

CUT TO:

EXT. RAVENHURST ACADEMY - CAMPUS GROUNDS - NIGHT (FLASHBACK)

Damien wanders the darkened campus, his hand absently brushing over Hex’s stitched form. He’s not exploring out of curiosity—it’s caution.

He moves between the various buildings, eyes flickering red briefly as he uses his heightened perception to catch traces of lingering magic.

HEX
So... are we gonna settle in or keep playing Scooby-Doo?

DAMIEN
Just making sure. This place... it’s not clean.

HEX
That’s one way to put it. I’d go with haunted, cursed, and... oh, definitely watched.

Damien’s gaze shifts to a distant structure. The Old Observatory, its dome cracked and partially covered by tangled vines.

HEX (CONT’D)
You gonna go look?

Damien hesitates, then shakes his head.

DAMIEN
Tomorrow. Orientation first. Figure out who’s who.

Damien turns away, but the pull of the Old Observatory lingers on his mind.

CUT TO:

INT. RAVENHURST ACADEMY - DORMITORY HALLWAY - NIGHT (CURRENT NIGHT)

Damien walks down the dimly lit hallway, the wooden floors creaking under his steps. Student doors line the corridor, some slightly ajar, revealing bits of personality—occult posters, floating books, strange glowing sigils.

He stops at his assigned dorm room, 313. He reaches for the handle but—

KROW (O.S.)
You sure you wanna go in there?

Damien turns to see SYDNEY "KROW" KROWBORNE (18, rebellious, effortlessly charming, hiding his magical heritage) leaning against the opposite wall, arms crossed.

KROW (CONT'D)
The last guy who stayed in that room? Didn't last a week.

DAMIEN
People transfer all the time.

KROW
Yeah? Well, he left all his stuff. And nobody talks about him.

Damien gives him a look. Krow just smirks.

KROW (CONT'D)
What, not a fan of college folklore?

DAMIEN
What's your deal?

KROW
(gestures to himself)
Krow. Your roommate. Surprise.

Damien's eyes narrow. This is new information.

DAMIEN
Roommate?

KROW
What? You thought you'd get the whole room to yourself? Sorry, buddy. It's Ravenhurst. They pack us in like sardines.

Damien sighs and pushes the door open.

INT. RAVENHURST DORM - DAMIEN'S ROOM - NIGHT

The room is a mix of old-world gothic and modern college living. Wooden bookshelves line the walls, a massive arched window overlooks the misty campus, and a single bare lightbulb flickers overhead.

Damien drops his duffel bag on the bed and surveys his new home.

Krow follows him in, uninvited, already making himself at home.

KROW
Nice digs. Better than the broom closet they tried to shove me in last year.

Hex shifts in the corner, clearly annoyed by Krow's presence.

HEX
(whispering to Damien)
You sure this guy's not cursed? He smells cursed.

Krow catches the faint sound of Hex's voice but can't make out the words. His eyes flicker with curiosity.

KROW
And what the hell is that?

Hex's eyes glow brighter, his stitched mouth twisting into a grin.

HEX
(sarcastic)
I'm a Gucci bag with trust issues.

Krow grins, unfazed.

KROW
I like you.

Damien shakes his head.

DAMIEN
Fantastic.

Krow plops onto his bed, already making himself comfortable.

KROW
So... what's your deal, Drake? You actually trying to fit in here or just passing through?

DAMIEN
(ignoring him)
Why'd the last guy leave?

Krow's expression darkens slightly.

KROW
Some say he just went nuts. Others say the Folk got to him. Ravenhurst isn't exactly known for being... welcoming. Especially if you ask the wrong questions.

Damien's interest is piqued, but he hides it.

DAMIEN
I'll keep that in mind.

INT. RAVENHURST ACADEMY - ORIENTATION HALL - NIGHT

The grand hall is packed with new students, both human and Folk, murmuring amongst themselves. The air feels charged, both from excitement and the underlying presence of magic. Arcane symbols faintly etched into the walls glow softly, reacting to the power lingering in the room.

At the podium stands CHAIRMAN VICTORIA VOSS (40s, composed, intelligent, a hybrid of human and Folk blood). Her aura is commanding. She wears a tailored suit with subtle accents of Folk craftsmanship—woven threads that shift colors under the light, as if alive.

VICTORIA VOSS
(voice calm, measured)
Welcome to Ravenhurst Academy. For over a century, this institution has been a sanctuary for those who seek knowledge, both human and Folk alike.

Her gaze sweeps the room, her tone carrying a weight of authority and reassurance.

VICTORIA VOSS (CONT'D)
You have all been chosen to walk these halls for a reason. To learn, to grow, and to challenge yourselves. This academy has always been a haven, a place where boundaries between worlds are not barriers but bridges.

Damien sits near the back, his posture relaxed but his eyes sharp—scanning the room, observing the faces around him.

Around him, the student body is a diverse mix. Some appear perfectly human, others are clearly Folk—some subtle, with unnatural grace or unusual eye colors, while others are more extreme: scales glinting under sleeves, ethereal wings folded against backs, flames flickering along hairlines.

Damien takes in the mix of students, his gaze catching on a heated whispered argument between two older students—one human, the other Folk with horns spiraling from his forehead. Their dispute seems almost political, not personal.

VICTORIA VOSS (CONT'D)
Ravenhurst was built upon the principle of unity. That those born of Folk blood and those without can coexist. Learn from one another. Become something greater together.

Her words resonate, but Damien sees how some students react uncomfortably, a few even rolling their eyes.

From his position, Damien spots a cluster of students gathered near the back. They wear brooches shaped like ravens, their expressions cold and calculating. They listen to Voss, but with clear disdain.

HEX
(whispering from Damien's shoulder)
Blah, blah, unity, potential... Doesn't matter. It's all political speak. Always is.

Damien nods absently, still watching the crowd. His attention falls on the Raven brooch group—particularly a girl with silver eyes who stares back at him with thinly-veiled suspicion.

Damien's gaze shifts and catches on Emma Callahan (18, journalism major, fiercely determined) who has just entered the room, notebook in hand. She's slipping between people, unapologetically pushing past some, clearly hunting for something—or someone.

She scans the crowd before her eyes land on Damien. She's zeroed in.

She makes a direct line for him, her pace quick and purposeful.

EMMA
You’re Damien Drake, right?

Damien barely looks up.

DAMIEN
Depends. You a debt collector?

Emma’s lips twitch into a smirk as she flips open her notebook.

EMMA
Emma Callahan. Journalism major. I like stories that don’t make sense.

Damien eyes her cautiously, his expression unreadable.

DAMIEN
And you think I’m a story?

EMMA
I think there’s a reason you transferred here in the middle of the year.

Damien keeps his expression blank. But his fingers twitch slightly—a subtle reaction.

DAMIEN
Maybe I just like the food.

He stands to leave, brushing past her.

EMMA
(attempting to block his path)
At least tell me what you’re doing here.

DAMIEN
College. Like everyone else.

EMMA
You’re not the only one looking for answers. Ravenhurst has secrets. And you’re digging.

Damien pauses. This catches him off guard, his gaze narrowing.

DAMIEN
(quiet, suspicious)
What makes you say that?

Emma glances down at her notebook, flipping through pages. Her hand trembles slightly.

EMMA
A new student arriving out of nowhere. Already asking questions. And then… (holds up her phone, showing a photo of Damien examining a wall of sigils earlier that day). Whatever you were looking for, it wasn't on the curriculum.

Damien stares at the photo. He hadn't even realized someone was watching him.

HEX
(growling, annoyed)
Great. A stalker with a camera.

Emma seems to hear Hex's voice, but she brushes it off.

EMMA
I've been investigating Ravenhurst's secrets long before you showed up. You're just another mystery to me.

Damien's jaw tightens. He pushes past her, moving toward the exit.

DAMIEN
(icy)
Then stop digging.

Emma watches him go, her expression both intrigued and frustrated.

INT. RAVENHURST DORM - DAMIEN'S ROOM - NIGHT

Damien is unpacking his duffel bag, but most of what he needs is already within Hex. Damien pulls a few essentials from the bag—mostly clothes and toiletries—then looks over at Hex.

DAMIEN
Alright. Let's see what you got.

Hex groans, his stitches stretching with the effort.

HEX
You treat me like a storage unit, kid. What am I, a cursed closet?

DAMIEN
If the shoe fits.

Hex opens his mouth wide, and Damien reaches inside, pulling out a weathered journal, an EMF meter, a few iron rods, and a small pouch of salt. Everything is neatly organized—tools from his previous hunts.

KROW
(eyeing the items)
Okay, that's... a lot of stuff for a college freshman. You a survivalist or something?

DAMIEN
Something like that.

HEX
More like a supernatural Boy Scout. Be prepared and all that.

Damien ignores Hex, flipping through the journal—his father's old notes. His fingers trace over a sketch of the sigil he saw earlier.

KROW
Let me guess. Daddy issues?

Damien shoots him a look.

DAMIEN
You got a problem with me, Krow?

KROW
(chuckles)
Oh, I got problems. But you... you're like a puzzle someone poured water over and left in the rain.

Damien doesn't respond. Hex snickers.

HEX
I like him. At least he's not boring.

Krow notices the EMF meter.

KROW
What's that? Some kind of techy Folk device?

DAMIEN
(half-listening)
It's for detecting spirits.

KROW
(raising an eyebrow)
And you just carry that around?

DAMIEN
Ravenhurst isn’t exactly ordinary. Thought you’d know that.

KROW
Oh, I know. But most people here don’t. They try to ignore the weird stuff. Keep their heads down, pretend the world isn’t full of things that want to eat them alive.

Krow's eyes flicker for a moment—something darker there.

HEX
Aww, kid’s got baggage. Just like you.

DAMIEN
That makes two of us.

A knock at the door breaks the tension.

DAMIEN (CONT’D)
Were you expecting someone?

KROW
Nope. Unless the welcome committee includes throwing a freshman party.

Damien opens the door to find DANNY, the jittery student from earlier, sweating and out of breath.

INT. RAVENHURST DORM - DAMIEN’S ROOM - CONTINUOUS

Danny bursts in, clutching his phone. His eyes are wide and terrified.

DANNY
You’re the investigator, right? The one people talk about?

Damien glances at Krow, who shrugs.

DAMIEN
Who told you that?

DANNY
Doesn’t matter. Look, my friend Eric... he went into the old observatory. He hasn’t come out.

KROW
Ever think he’s just screwing with you? Kids pull that crap all the time.

Danny shakes his head, his hands trembling.

DANNY
No. No, Eric’s an ass, but he wouldn’t just disappear. I saw him go in and... and I heard something.

Damien crosses his arms.

DAMIEN
What’d you hear?

DANNY
(muttering)
Screaming. But not... not human.

Krow raises an eyebrow, clearly amused.

KROW
Yeah, no thanks. Not getting involved in that.

Danny’s desperation is palpable. He pulls out his phone, showing a photo of the sigil etched into the observatory’s door. It’s crude but unmistakably the same design Damien saw in his father’s notes.

DAMIEN
Where’d you get that?

DANNY
(voice shaking)
I took it before we went in. Just thought it looked cool. But then... then the air went cold. And Eric... he was just gone.

Hex wriggles nervously.

HEX
Okay, kid. This is officially your problem.

Damien’s eyes narrow.

DAMIEN
Show me.

DANNY
(eyes wide with relief)
You'll help?

DAMIEN
(ignoring him)
Krow, you coming?

KROW
(snorts)
Hell no. I'm not a babysitter for idiots who go ghost hunting.

DAMIEN
(coolly)
Suit yourself.

Damien grabs his tools, tucking them into Hex's compartmentalized storage. Hex grumbles at the extra weight.

HEX
Careful, kid. I'm not bottomless.

Damien ignores him. He glances back at Krow.

DAMIEN
See you around, roommate.

Damien and Danny exit, leaving Krow alone.

Krow watches the door shut, his face unsure. After a moment, he grabs his jacket and heads out after them.

INT. OLD OBSERVATORY - NIGHT

Damien and Danny approach the crumbling, vine-covered building. The air feels thicker here, like stepping into another world.

Krow catches up, panting.

KROW
Okay, fine. I'm in. But if I die, I'm haunting you.

HEX
Wouldn't be the first time.

DAMIEN
(eyes focused on the observatory)
Let’s just see if your friend’s still alive.

They head toward the entrance, the air growing colder with every step.

INT. OLD OBSERVATORY - NIGHT

The old observatory looms ahead, abandoned and decayed. Vines snake up the stone walls, its massive dome cracked. A rusted "NO ENTRY" sign is bolted to the fence.

The air is unnaturally cold. Damien, Danny, and Krow stand outside the chained-up entrance.

DANNY
This place... it’s worse than before.

KROW
Yeah, no kidding. This place is giving off bad juju. Even I can feel it.

Damien’s eyes narrow. He pulls out his EMF meter from Hex’s compartment, which groans at the disturbance.

HEX
You love rummaging through me, don’t you? Just... shoving your hand wherever you please.

DAMIEN
(grins)
Just doing my job.

The EMF meter flares to life, the readings spiking wildly.

KROW
So... what does that mean?

DAMIEN
It means whatever’s in there isn’t natural.

Damien brushes his fingers along the chain locking the entrance. He nods at Hex.

DAMIEN (CONT’D)
Mind giving me a hand?

Hex groans, but extends a black tendril that writhes like a tentacle. It slithers into the padlock, twisting and clicking until—the chain snaps.

HEX
(weary)
Why am I the only one here doing real work?

KROW
Because you're a creepy little bag with too much attitude.

HEX
Takes one to know one, spark plug.

Damien pushes the door open. It creaks loudly, the sound echoing through the darkness.

INT. OLD OBSERVATORY - ENTRY HALL - NIGHT

The inside is worse than expected. Dust-coated floors, shattered telescopes, rotting wooden beams. A faint, sickly-sweet smell lingers.

DAMIEN
You said your friend went in here. Where exactly?

Danny gulps, his eyes darting around the darkness.

DANNY
We were just messing around... but Eric dared some freshmen to go into the basement. He went down there.

Damien's eyes narrow.

DAMIEN
Basement?

DANNY
Yeah. Through that door.

He points to a rusted metal door, half-hidden by debris.

Damien glances at Krow.

DAMIEN
You sticking around?

KROW
Do I look stupid?

HEX
Depends on the day.

Krow sighs, but his eyes betray his curiosity. He’s not leaving.

INT. OLD OBSERVATORY - BASEMENT STAIRCASE - NIGHT

They descend the narrow staircase, the steps creaking with every move.

Hex’s tendrils occasionally poke around, testing the environment.

HEX
This place feels wrong. Like... really wrong.

DAMIEN
Yeah, I feel it too.

Damien pulls out a flashlight from Hex, who groans again.

HEX
Sure, why not? Treat me like a convenience store.

KROW
Wait. You just... pulled a flashlight out of him?

HEX
Not just a flashlight, sparky. I’m a personal item of holding. Kind of a big deal.

KROW
You’re a magic bag.

HEX
With personality. And class. And definitely more brains than you.

Danny shivers, clutching his arms.

DANNY
Can we just... find Eric and get the hell out of here?

DAMIEN
Yeah. Just stay close.

INT. OLD OBSERVATORY - BASEMENT ROOM - NIGHT

The basement is a massive, circular chamber. The stone walls are etched with crude sigils, scrawled by hands long gone.

In the center of the room lies a circle of blackened candles, melted down to nubs.

Damien's flashlight cuts through the darkness, illuminating the space. His eyes catch on a twisted, unnatural shape slumped in the corner.

DAMIEN
Eric?

No response.

Danny rushes forward, but Damien grabs his shoulder, stopping him.

DAMIEN (CONT'D)
Don't.

Danny freezes, his breathing ragged. Damien hands him the flashlight and moves forward, eyes scanning the room.

DAMIEN (CONT'D)
Hex.

Hex's tendrils extend, slithering along the floor, feeling out the energy.

HEX
It's here. Whatever it is... it's hungry.

Damien's fingers graze one of the sigils on the wall. He recognizes it.

DAMIEN
This is the same symbol I saw in my father's notes.

KROW
Great. So we've got ancient death magic on our hands. What now?

Damien examines the circle of candles.

DAMIEN
This was a ritual. But something went wrong.

Hex's tendrils tighten nervously.

HEX
Or exactly right. Depending on who was doing the casting.

Suddenly, a low, distorted groan echoes through the chamber.

Danny yelps, dropping the flashlight.

DANNY
That's... that's him!

The sound repeats, but it's twisted. Inhuman.

DAMIEN
Whatever's down here... it's not Eric.

INT. OLD OBSERVATORY - BASEMENT - CONTINUOUS

Damien moves forward, eyes tracking the shadows. Krow and Danny stay back, both unnerved.

KROW
Can't you just, I don't know, summon some magic or something to kill it?

DAMIEN
That's not how this works. You can't just throw magic at a problem and hope it sticks.

KROW
(twitches his fingers)
You could've fooled me.

Krow's fingers glow faintly, but he clenches his fist, cutting the power off.

HEX
Kid's got juice. Just no guts to use it.

Suddenly, a shadow shifts in the darkness, taking form.

A twisted, humanoid figure staggers forward. Its skin is blackened and cracked, like charred wood. Its eyes glow a sickly, burning red.

HEX (CONT'D)
Oh, great. A Wraith. Just what we needed.

Damien draws a line of salt from Hex, tossing it across the floor.

DAMIEN
Everyone, stay behind the line.

KROW
No problem.

INT. OLD OBSERVATORY - BASEMENT - CONTINUOUS

The Wraith moves slowly, its head twitching at unnatural angles. Its breath rasps, a sound like sandpaper against stone.

DANNY
(throaty, terrified whisper)
Eric?

The Wraith's burning eyes lock onto Danny, its twisted mouth curling into something that could almost be a smile.

DAMIEN
(quietly, but firm)
That's not him. It's wearing his face, but it's not him.

KROW
Wait... that thing... it's using Eric's form? Like, a shapeshifter?

HEX
No. Worse. A Wraith mimics the person's pain, their desperation. It latches on to emotional trauma like a parasite.

DANNY
(voice cracking)
It... it sounds like him.

Damien narrows his eyes. His grip on Hex tightens.

DAMIEN
It's using your fear against you. That's how it gets in.

The Wraith lunges, its blackened limbs stretching unnaturally. It hits the salt line and recoils with a shriek, the sound reverberating throughout the basement.

HEX
Okay, so salt's working. But it won't hold if it decides to get angry.

KROW
I don't like how that sounds.

Damien's eyes flicker around the room. He spots a broken iron rod half-buried in debris.

DAMIEN
(whispering to Hex)
Give me the flask.

Hex lets out a grumble but obliges, producing a small, silver flask from his seemingly endless interior. Damien pours a clear liquid onto the rod.

HEX
Holy water? You've been holding out on me.

DAMIEN
Never know when you might need it.

KROW
Would be nice if you, you know, shared the tools of not dying.

HEX
Trust me, kid. You're not ready for what he's got in me.

Damien glances over at Krow, catching his barely-contained curiosity.

DAMIEN
Want to help?

Krow blinks, surprised.

KROW
I-I guess?

DAMIEN
Good. Then keep Danny calm. Keep him talking, distracted. That's how we keep the Wraith away.

Danny's eyes are locked on the Wraith, his breathing sharp and shallow.

DANNY
Why... why does it look like him?

DAMIEN
It’s latching onto Eric’s emotions. His fear. If he’s alive, he’s scared and alone. And that thing’s feeding off it.

Krow steps forward, forcing himself to focus.

KROW
Hey, Danny. Right now, I need you to focus on something else. Anything else.

Danny swallows hard, his gaze darting back and forth between Krow and the Wraith.

DANNY
Like... like what?

KROW
Uh... school stuff. What’s your major?

Danny blinks, momentarily distracted.

DANNY
History. Ancient civilizations, mostly.

KROW
Oh, cool. So you’re like, super into old crap. That’s... interesting.

HEX
(under his breath)
He’s really bad at this.

The Wraith shifts, its gaze fixed on Danny, the sound of Eric’s voice dripping from its cracked lips.

WRAITH (ERIC’S VOICE)
Danny... you left me...

Danny’s shoulders tremble.

DANNY
I-I didn’t. I swear.

Damien moves quickly, holding the iron rod like a weapon.

DAMIEN
Hex. The chant.

Hex groans, but his tendrils reach into himself and produce a tattered piece of parchment.

HEX
I swear, kid, you’re going to owe me for this.

Damien scans the parchment, his lips moving silently as he reads the words.

DAMIEN
Danny, keep talking. It’s working.

KROW
Yeah, uh... what about ancient civilizations? You know, cool facts or whatever?

Danny tries to focus.

DANNY
I-I like... I like the Aztecs. Their culture was... advanced. But brutal. Sacrifices, rituals...

The Wraith shudders, its form flickering like a dying flame.

HEX
It’s working. Keep going.

Damien raises the iron rod, which now glows faintly with the holy water’s blessing.

DAMIEN
(intense)
Back. Off.

The Wraith howls, its form splitting and twisting. Damien drives the iron rod into the ground, the holy water sizzling as it makes contact with the earth.

A surge of white light erupts from the ground, forcing the Wraith back with a keening shriek.

INT. OLD OBSERVATORY - BASEMENT - AFTERMATH

The Wraith is gone, its presence only a lingering chill.

Danny collapses to his knees, trembling.

DANNY
What... what the hell was that?

DAMIEN
A Wraith. Old. Hungry. Tied to this place.

KROW
(voice shaking)
And Eric... where is he?

Damien kneels down, examining the remains of the ritual circle. His fingers brush over a small, scorched fragment of cloth.

DAMIEN
He’s still here. But he’s trapped.

DANNY
(truly breaking down)
Then... we have to save him.

Damien’s eyes harden. He nods.

INT. OLD OBSERVATORY - UPPER LEVEL - NIGHT

Damien leads Krow and Danny up a creaking staircase. The building groans under the pressure of their movement.

KROW
So... this place is just a giant ghost buffet, right?

DAMIEN
No. It’s more than that. It’s... a beacon.

KROW
Great. Love that. Absolutely love that for us.

Hex’s tendrils shift uneasily.

HEX
There’s something else here. Something deeper.

Damien’s eyes narrow, his instincts pulling him forward.

INT. OLD OBSERVATORY - UPPER LEVEL - NIGHT

The upper level is a mess of broken beams, shattered glass, and rusted metal. But in the center of the room, something gleams.

A series of symbols and markings etched into the floor. It looks like a failed ritual site, the air thick with cold energy.

DAMIEN
This is where they tried to seal it.

KROW
“Tried” being the key word, right? Because I’m pretty sure whatever they did only made it worse.

HEX
They botched it. Sealing rituals are precise. If even a single glyph is off...

Hex’s voice trails off, his tendrils shifting nervously.

DANNY
So... they messed up a ritual and... made that thing?

DAMIEN
No. The Wraith was already here. This... (gesturing to the symbols) was an attempt to contain it.

Damien moves carefully around the symbols, his eyes narrowed. He’s studying, analyzing.

KROW
(grumbling)
So we’re walking on a giant ghost trap. Brilliant.

Damien pulls out Hex, who twists and writhes, reluctant to assist.

HEX
Oh, no. No, no, no. I know what you’re thinking and it’s stupid.

DAMIEN
I need you to locate Eric.

HEX
I’m a storage bag, not a dowsing rod.

DAMIEN
You can sense energy. That thing was feeding off Eric’s fear. Track it.

Hex lets out a low groan, but his tendrils extend, swaying and twitching.

HEX
Fine. But if I get corrupted by dark magic, I’m haunting you for eternity.

KROW
(smirking)
At least you’d be useful for once.

Hex’s tendrils flick outwards, touching the air like antennae. They tremble, sensing the remnants of energy.

HEX
(voice distant, strained)
There. Beneath the floor. Still alive. But faint. Whatever’s got him is draining him dry.

Danny’s eyes widen.

DANNY
We have to save him!

DAMIEN
We will. But I need to understand what happened here first.

Damien kneels beside the scorched markings, his fingers tracing the ancient symbols. Some of them are familiar — others are crude, rushed.

FLASHBACK (AS SEEN THROUGH DAMIEN’S EYES)

A younger version of Professor Hart, standing in this very room. She’s leading a group of students through the ritual, her voice commanding but fearful.

PROFESSOR HART
Steady. Keep the sigils aligned. This place... it’s fractured.

They chant, their voices blending together, but the power is unstable.

A male student's hand trembles as he draws a final glyph. It's incorrect, smeared.

The Wraith's howl tears through the air, the students recoil, their fear fueling the entity instead of sealing it.

BACK TO PRESENT - INT. OLD OBSERVATORY - UPPER LEVEL - NIGHT

Damien pulls his hand back as if burned.

KROW
What the hell was that?

DAMIEN
A memory. The ritual went wrong because they were scared. Fear broke the sigil before it could even work.

HEX
Which means whatever's holding Eric... it's doing the same thing. Feeding on his fear until there's nothing left.

DANNY
(hysterical)
Then we have to go now! Before it's too late!

Damien holds up a hand, calm and calculating.

DAMIEN
Rushing in will get us all killed. We have to approach this smart.

Krow shifts uncomfortably, clearly unnerved by the whole ordeal.

KROW
Alright, genius. What's the plan?

DAMIEN
Hex, I need salt. And the iron nails we picked up at the hardware store.

Hex produces the salt container and nails, Damien quickly draws a circle of protection around Danny.

DAMIEN (CONT'D)
Danny, you stay here. No matter what you hear or see, don't break the circle.

Danny's face is pale, his hands trembling.

DANNY
But... but what about Eric?

DAMIEN
We're going to get him. But if you get taken, it's all over.

Damien stands, Hex now clutched in his hand like a weapon.

KROW
Okay, but... what's the actual plan?

DAMIEN
I'm going in. I need you to watch Danny.

Krow's eyes widen.

KROW
Oh, sure. Put the guy who doesn't even want to be here on babysitting duty.

DAMIEN
(smirking)
You said you weren't leaving.

Krow grumbles but nods.

KROW
Fine. But if you die, I'm looting your room.

Damien nods and begins making his way to the lower levels. Hex trembles in his hand.

HEX
You're really pushing your luck, kid.

DAMIEN
I'm used to it.

Damien approaches a rusted metal door, long forgotten and locked from the other side. With a swift kick, it creaks open, revealing a darkened passageway.

INT. OLD OBSERVATORY - UNDERGROUND CHAMBER - NIGHT

The air is thick and damp. The walls are lined with rotten wood and decaying metal, the occasional rat scurrying into the shadows.

Damien moves cautiously, Hex's tendrils glowing faintly to illuminate the path.

HEX
This place is a tomb. Whoever was down here... it wasn't just students.

DAMIEN
No. It was something else.

Damien's eyes glow faintly, his supernatural senses heightened.

A sickly green light pulses at the end of the corridor.

HEX
Whatever that is... it's bad news.

DAMIEN
That's why we're here.

Damien moves forward, every step a commitment to something darker.

INT. OLD OBSERVATORY - UNDERGROUND CHAMBER - NIGHT

The corridor seems endless, but Damien presses forward, his eyes narrowed, senses sharp. Hex's tendrils glow faintly, giving off a dim, eerie light. The air feels heavier with each step.

HEX
You feel that, right? The air's... wrong. Thick. Like something's been rotting down here for years.

DAMIEN
It's feeding. This place is full of fear. That thing's been nesting here for years.

They reach a wide chamber, circular and lined with stone. Etched into the walls are ancient sigils, some faintly glowing, others flickering out entirely. The remnants of the failed ritual are everywhere — chalk lines, burnt candles, rusted chains.

In the center, ERIC is suspended mid-air, his body slack, eyes closed, surrounded by a swirling mass of shadow and tendrils.

HEX
Well, that’s not ominous at all.

DAMIEN
(sharp, calculating)
That’s a feeding cocoon. It’s using Eric’s fear to keep itself anchored. If we cut him out, it’ll have to face us directly.

HEX
So the plan is... what? We just walk up and say “Hey, mind letting him go?”

Damien ignores Hex, his eyes flickering red as he scans the area. His abilities give him a heightened sense of the supernatural, allowing him to see the energy trails connecting Eric to the Wraith.

Damien drops Hex on the floor and digs through him, pulling out salt, iron nails, and a piece of chalk.

DAMIEN
You’re going to form the barrier. Make sure that thing can’t leave.

HEX
Easy for you to say. You’re not the one doing all the heavy lifting.

Damien ignores Hex’s complaints and begins drawing sigils around the room’s perimeter. His movements are swift, practiced — he’s done this before.

INT. OLD OBSERVATORY - DANNY’S LOCATION - NIGHT

Krow leans against the wall, watching Danny pace inside the salt circle.

KROW
Would you relax? Dude’s got it covered. He’s... Damien.

DANNY
(agitated)
You don’t get it! Eric’s my best friend. And he’s — he’s...

Danny's voice cracks, frustration boiling over. Krow's expression softens — just a bit.

KROW
Look, I know you're freaking out. But panicking? That's just going to get you killed.

Danny looks up, confused.

DANNY
Why are you even here? You don't even like Damien.

Krow's eyes flicker with something unreadable.

KROW
Maybe not. But I know how to pick the winning side. And... (hesitates) He's a good guy. Better than most of the idiots around here.

Danny looks like he's about to respond, but a distant scream echoes from below.

Krow tenses.

KROW (CONT'D)
(softly)
Oh, hell.

INT. OLD OBSERVATORY - UNDERGROUND CHAMBER - NIGHT

Damien finishes the circle, eyes locked on Eric's suspended form. Hex's tendrils extend, embedding themselves into the ground, forming a woven pattern of light.

DAMIEN
Ready?

HEX
No. Absolutely not. This is a terrible idea.

Damien steps forward, his eyes glowing red again. His supernatural vision allows him to see the threads of fear binding Eric.

DAMIEN
(cold, focused)
It's manipulating him. Keeping him trapped in his worst memories.

Damien reaches out, his hand glowing faintly. He’s channeling his own energy, trying to disrupt the Wraith’s hold. The air trembles with unseen power.

DAMIEN (CONT’D)
(showing his own power)
Get out.

The Wraith screeches, its shadowy tendrils recoiling slightly. But it’s not enough.

HEX
You’re just pissing it off! You need to disrupt the anchor!

Damien moves closer, holding his hand over the swirling mass. His fingers twitch, drawing another sigil mid-air, his movements precise and determined.

The sigil glows, burning a hole through the darkness. The Wraith howls, a guttural sound of pain.

ERIC
(weak, delirious)
Help... me...

DAMIEN
I’m getting you out. Just hold on.

The Wraith lashes out, a tendril slicing through the air. Damien dodges, but barely. His cheek is nicked, blood trickling down.

HEX
Kid! Focus!

DAMIEN
(steady)
I’ve got this.

Damien draws another sigil, this one a binding circle, pressing it into the floor. The tendrils flinch away, repelled by the light.

The Wraith tries to retreat, but Hex’s woven barrier prevents it from escaping.

HEX
It’s trapped, but not for long! Whatever you’re doing, do it faster!

Damien reaches into Hex, pulling out a mirror shard. He angles it towards the mass, letting the light reflect back at the creature. The light burns through the darkness, causing the Wraith to writhe and shrink.

DAMIEN
Eric! Listen to me. You have to stop being afraid. It’s using your fear against you.

ERIC
(whimpering)
I... I can’t...

Damien’s voice hardens, his own anger bleeding through.

DAMIEN
Yes, you can. You want to get out of here? Fight it.

Eric’s body trembles, his eyes flickering open. He’s awake, if only barely.

HEX
It’s weakening. Do it now!

Damien lunges forward, pressing his palm against the writhing mass. His eyes glow brilliant red, his voice sharp and commanding.

DAMIEN
(voice full of power)
Let. Him. Go.

The Wraith explodes into wisps of dark smoke, dissipating into the air. Eric collapses to the ground, gasping for breath.

Damien stumbles backward, breathing heavily. Hex slumps, his glow dim.

HEX
Great. Now let’s... get the hell out of here... before something worse shows up.

Damien moves to Eric’s side, hoisting him over his shoulder.

HEX (CONT’D)
(grumbling, strained)
You know, for someone who claims to have everything under control, you sure do a lot of heavy lifting.

DAMIEN
(ignoring him)
Krow. Danny. We need to regroup.

He moves back down the corridor, his senses still heightened. The air feels colder, sharper — the Wraith's presence may be gone, but something else still lingers.

INT. OLD OBSERVATORY - DANNY'S LOCATION - NIGHT

Danny paces nervously while Krow leans against the wall, half-asleep but alert.

KROW
You're not making this any better, you know. Pacing's not going to help.

DANNY
What if he's dead? What if they're both dead?

KROW
Then we're screwed, I guess. Not exactly the motivational speech you wanted, but hey. It's honest.

DANNY
(glaring)
Why aren't you doing something? Why aren't you using your... your... magic?

Krow's expression sours.

KROW
(quiet, clipped)
Because I don't do that.

Danny doesn't understand, but before he can argue, Damien bursts into the room, Eric slung over his shoulder.

DAMIEN
He's alive.

Danny's eyes widen, his voice breaking with relief.

DANNY
Eric! Oh, thank God!

Danny rushes forward to take Eric from Damien's shoulders, lowering him to the ground. Eric groans, consciousness returning.

ERIC
(weak, dazed)
Danny...?

INT. OLD OBSERVATORY - ABANDONED ROOM - NIGHT

Danny cradles Eric, tears welling in his eyes. Damien takes a moment to catch his breath, leaning against the wall. Hex shifts uncomfortably, tendrils twitching.

HEX
Okay. Mission accomplished. Let's get the hell out of here before something nastier shows up.

DAMIEN
Not yet.

He's still scanning the room, eyes glowing faintly red as he checks for any lingering traces of the Wraith. It's an automatic response, a skill so ingrained he hardly thinks about it. Hex watches him carefully.

HEX
Kid. The thing's gone. You burned it to ash. What exactly are you looking for?

DAMIEN
(focused)
A trail. Anything left behind.

His eyes sweep over the walls, the floors, the faint shimmer of sigils etched into stone.

KROW
(noticing)
You're doing the freaky eyes thing again. What's up with that?

DAMIEN
(ignoring him)
The Wraith didn't just form here. It was called here. Bound. And something's keeping this place twisted.

Krow looks away, arms crossed. Danny doesn't even notice, too focused on Eric.

HEX
You want me to scan the area?

DAMIEN
Yeah. But stay close.

Hex’s tendrils extend, probing the air, brushing against the faint energy residue still clinging to the walls. Hex’s light brightens, reacting to the unseen forces at work.

HEX
Yep. Bad vibes all around. But... there's something else.

DAMIEN
What?

HEX
Something deeper. Buried under the rubble. You’d have to dig... or tear it out.

Damien considers this. His gaze shifts to Krow.

DAMIEN
You know the layout of this place. What’s below this room?

Krow shrugs, trying to look indifferent but clearly interested.

KROW
Old storage rooms. But they were sealed off years ago. Before I even got here.

DAMIEN
Can you unseal them?

KROW
(nervous, defensive)
With magic? Sure. But... why? The thing’s gone. We saved the friend. Mission complete, right?

DAMIEN
If someone’s using this place for rituals, they’ll come back. It’s not just about saving Eric. It’s about stopping whoever — or whatever — is behind this.

Krow hesitates, clearly uncomfortable with the idea of using magic.

KROW
I don’t... I don’t do that stuff, man. Not anymore.

Damien’s expression softens, just slightly.

DAMIEN
I’m not asking you to do anything big. Just enough to find out what’s going on.

Krow scowls, but he nods.

KROW
Fine. But if I end up possessed or something, I’m haunting you for the rest of your life.

INT. OLD OBSERVATORY - HIDDEN ROOM - NIGHT

Krow places his hands against the stone wall, fingers trembling. He mutters something under his breath — words in an ancient dialect. His eyes glow faintly, but it’s subtle, reluctant.

The stone wall shudders, groaning as if coming to life. A hidden doorway creaks open, revealing a narrow passage choked with dust and darkness.

KROW
(voice shaky)
There. Happy?

DAMIEN
Yeah. Thanks.

Krow looks like he wants to argue but stays silent.

HEX
(whispering)
You good, Krow?

KROW
(trying to sound cool)
Never better.

Damien steps into the darkened passage, Hex’s tendrils lighting the way. Krow follows, clearly uneasy.

The narrow passage feels like it hasn't been disturbed in decades. Dust thickens the air, and the cold is almost unbearable.

Hex’s tendrils pulse with a faint, unnatural light, the threads twitching like antennae as he senses the air.

HEX
So... place like this? It’s basically a big neon sign for bad juju. We should be running in the opposite direction.

DAMIEN
(scanning the darkness, eyes glowing faintly)
Whatever happened to Eric wasn’t random. I need to know why this place is haunted. And who’s trying to weaponize it.

KROW
(remorseful)
And if this is just some old creep’s hideout?

DAMIEN
Then we leave. But I don’t think we’re that lucky.

They move deeper. Hex’s tendrils touch the walls, feeling the energy pulses. The further they go, the stronger the sickly residue of dark magic becomes.

HEX
Kid... whatever’s down here? It’s old. And pissed.

Krow hesitates at a threshold, the air colder than ice. His skin prickles.

KROW
(muttering)
I really hate this place.

DAMIEN
You and me both.

HEX
Seriously. I am so tired of these little Scooby-Doo adventures. You’re like a bad tourist who insists on poking all the cursed things.

Damien allows himself a slight smirk. He’s used to Hex’s commentary by now.

They reach a sealed metal door — rusted and locked. Krow gestures to it.

KROW
See? Dead end. Can we go home now?

Damien inspects the door. His eyes glow brighter as he focuses. His supernatural senses kick in, detecting traces of magic woven into the metal.

DAMIEN
It's warded. Whoever put this here didn't want anyone getting in.

HEX
And by 'anyone' you mean us, right? Because we're clearly the idiots who keep trying.

Damien pulls Hex from his bag, holding him out towards the door.

DAMIEN
Can you break it?

HEX
(annoyed)
Oh sure. Just use me like a can opener. Never mind the consequences.

Damien keeps holding him out. Hex grumbles, but his tendrils extend and begin to dig into the cracks of the door. They glow brighter, working against the magical seal.

HEX (CONT'D)
(concentrating)
This isn't just a basic lock. Whoever sealed this place was serious about keeping it that way.

DAMIEN
Can you break it or not?

HEX
(annoyed)
Just give me a minute.

The glow intensifies. The door creaks, groaning against the force being applied to it. Hex's tendrils vibrate, shifting from purple to a vivid red.

HEX (CONT'D)
Ahh, there we go. Just needed a little elbow grease. Or... tentacle grease. Whatever.

The door unlocks with a loud, echoing click. Damien pushes it open, the metal groaning as it swings aside.

INT. UNDERGROUND ROOM - NIGHT

They enter a chamber that looks like an ancient ritual site. Symbols cover the walls, scrawled in faded ink and blood. Artifacts lay scattered — candles, rusted daggers, broken bones.

Krow's face goes pale.

KROW
Alright, this is officially messed up. Even for Ravenhurst.

Damien examines the symbols. His eyes glow as he scans for lingering energy.

DAMIEN
Whoever did this... they weren't just calling something here. They were trying to control it.

HEX
(contorted expression)
Yeah, well, they did a crap job. Because that Wraith was pissed.

Damien's eyes focus on a particular symbol carved deep into the stone.

DAMIEN
(slowly)
This... this isn't just summoning. It's a binding.

He kneels down, tracing his fingers along the etching. It pulses beneath his touch, a dark energy sparking through his fingertips.

HEX
Damien, whatever you're touching? Stop. Now.

Damien ignores him, deep in thought.

DAMIEN
This isn’t random. Someone wanted control over whatever’s here. And if the Wraith was trapped...

KROW
Then why was it loose?

Damien looks at him.

DAMIEN
Because whoever did this lost control. Or something broke the seal.

HEX
Probably your meddling.

Damien’s jaw tightens.

DAMIEN
(standing)
No. This was already broken before we got here.

KROW
(eyes narrowing)
But... why? Why try to control something that’s clearly more powerful than you can handle?

DAMIEN
Power. Knowledge. Maybe someone thought they could harness it.

Hex’s tendrils twitch, scanning the air.

HEX
Or they were just really, really stupid.

DAMIEN
Whatever the reason, it’s our problem now.

INT. RAVENHURST DORM – DAMIEN’S ROOM – NIGHT

Damien, Krow, and Danny gather in Damien’s dorm room. Krow has his arms crossed, scowling. Danny is slumped against the wall, exhausted but relieved that Eric is safe.

DANNY
So... is it over?

DAMIEN
No. Whoever opened that door, whoever let that Wraith loose... they're still out there.

HEX
And they probably aren't thrilled we just wiped out their little experiment.

KROW
(glaring at Hex)
Yeah, speaking of... what the hell is that thing?

HEX
(cheeky)
I'm the reason you're still breathing, feather-brain.

KROW
Watch it, sock puppet.

HEX
Bag, actually. Get it right.

Damien sighs.

DAMIEN
Enough. We've got bigger problems.

Krow reluctantly nods.

KROW
Fine. But if you drag me into this again, I'm charging you an hourly rate.

DAMIEN
Sure. I'll put it on your tab.

INT. DAMIEN'S ROOM - CONTINUOUS

Damien sits at his desk, flipping through his father's journal. The faded ink and worn edges are testament to how much it has been referenced. Hex rests on the desk, his tendrils twitching as he watches Damien intently. Krow sits on Damien's bed, arms folded, clearly agitated.

HEX
You know, it's really rude to just drag someone into a death trap without warning.

DAMIEN
I warned you.

HEX
Yeah, but you didn’t say we were walking into the Gothic version of Hell’s pantry.

KROW
(staring at Hex, frustrated)
Okay, can we talk about the creepy talking bag already?

HEX
Excuse you, I'm not just some creepy talking bag. I’m Hex. Your new favorite pain in the ass.

KROW
(brows furrowing)
Right. So... Damien, care to explain why you’re dragging around a living... whatever that is?

DAMIEN
Hex is a family heirloom. Created by a cursed shaman centuries ago. Passed down from hunter to hunter.

HEX
(resigned)
Or as I like to call it, ‘voluntary servitude’.

Krow raises an eyebrow, still not fully understanding.

KROW
Okay, so, you have a magical bag that talks. And I’m supposed to just be cool with that?

HEX
Trust me, kid. I’m the least of your worries.

Damien rubs his temples, the journal’s pages spread out in front of him. He pulls out a few tattered, old maps from his duffle bag and lays them on the table.

DAMIEN
I found a sigil tonight. A binding sigil.

He gestures to the sketches he's made, and a photograph of the sigil from the underground room.

DAMIEN (CONT'D) (CONT'D)
It's not just meant to lock something away. It's meant to control it. Whoever built that seal was trying to weaponize the Wraith.

KROW
(eyes narrowing)
Weaponize it? Against who?

Damien shakes his head.

DAMIEN
I don't know. But I intend to find out.

Hex shifts, clearly agitated.

HEX
This is bigger than just a haunting, kid. You're stirring up some seriously bad magic. Old magic. Folk magic.

Damien looks up, his eyes sharp.

DAMIEN
Explain.

Hex sighs, his tendrils curling and uncurling.

HEX
Ravenhurst Academy wasn't built on just any plot of land. It was established over a Folk burial ground, the resting place of powerful entities—creatures, spirits, even the Folk nobility that were persecuted by humans.

Damien's eyes widen.

DAMIEN
You're saying this place is cursed?

HEX
Not cursed. Bound. The Folk established Ravenhurst as a means of creating peace between their kind and humans. But not everyone agreed with the integration.
(MORE)

HEX (CONT'D)
Some factions saw it as betrayal. Others wanted to use the Academy's power for their own agenda.

KROW
Okay, so what's that got to do with us almost getting murdered by a Wraith?

Hex's tendrils quiver.

HEX
Everything. The Wraith was likely summoned by someone trying to disrupt the school's purpose. To prove that peace between Folk and humans is impossible. And someone wanted control over it.

Damien narrows his eyes, deep in thought.

DAMIEN
Which means... there's more to this than just ghosts. Someone's playing a long game. And I need to figure out who.

Krow's expression shifts from irritation to concern.

KROW
So...what now?

Damien takes a deep breath.

DAMIEN
Now? We find out who broke that seal.

INT. RAVENHURST LIBRARY - NIGHT

Damien and Krow make their way through the darkened library, the only light coming from Damien's phone flashlight. Krow shivers, his arms wrapped around himself.

KROW
You realize we're breaking like, a dozen school rules, right?

DAMIEN
Would you prefer dealing with another Wraith?

KROW
Point taken.

Damien reaches down to his waist, where Hex dangles like a small, rugged pouch, clipped securely to his belt. He unclips Hex with a quick motion, letting the sentient voodoo bag stretch and unfurl like a living, miniature creature. Tendrils snake out, curiously sampling the air.

HEX
(grumbling)
About damn time. Thought you were gonna let me suffocate.

DAMIEN
You don’t breathe.

HEX
Doesn’t mean I like being stashed away like a spare sock.

KROW
(staring at Hex, eyes wide)
Okay. So, just to clarify... you keep this thing on you, all the time?

HEX
(offended)
“Thing”? Real charming, roomie.

KROW
How... how are you even...alive?

HEX
Born from cursed magic, forced servitude, yadda yadda. Long story short, I’m here and I’m fabulous.

Damien looks around the shadowy room, his eyes glowing faintly red—using his abilities to track the residual energy left behind by the Wraith. The flickering trails guide him deeper into the library’s restricted section.

DAMIEN
Hex. Can you sense anything?

Hex’s tendrils unfurl, sniffing at the air like a hound. They tremble and twitch, drawn toward a particular shelf.

HEX
Ugh. Bad mojo all over the place. Whatever you're looking for, it's not just old magic. It's buried. Hidden. Someone went through a lot of trouble to keep it that way.

KROW
(raising an eyebrow)
Yeah, and maybe we should respect their wishes. Just a thought.

Damien ignores him, his attention locked on a dusty, thick tome resting high on the shelf. He reaches up, unhooks it, and flips it open. Pages filled with faded ink and hand-drawn symbols.

DAMIEN
This. It's connected to the sigil we found.

He points to a diagram marked with the same binding sigil from the observatory.

DAMIEN (CONT'D) (CONT'D)
It's called 'The Binding Accord'. A pact made centuries ago to keep peace between Folk and humans.

Krow raises an eyebrow.

KROW
So... someone broke the peace treaty?

DAMIEN
Or tried to rewrite it.

Hex's tendrils tighten, their movements jerky and agitated.

HEX
I know these symbols. They're old Folk magic. From before the wars. The kind that doesn't ask for permission, just takes. This wasn't made to keep peace—it was made to keep control.

Damien's eyes narrow.

DAMIEN
Someone tried to weaponize the Wraith. Turn it into something they could command.

Hex snorts, his tendrils wriggling in irritation.

HEX
That never works. Binding something that powerful? It always turns on you.

Krow’s gaze flickers nervously between Damien and Hex.

KROW
Why do I feel like you’re not going to stop poking this until something bites your face off?

Damien’s jaw tightens.

DAMIEN
Because I need to know. Whatever my dad was trying to stop—whatever he got tangled up in—it’s here. And it’s happening again.

Hex shifts, his voice softer, almost reluctant.

HEX
Your father was always good at sniffing out trouble. Just never good at getting out of it alive.

Damien’s expression darkens, his fingers tightening around the book.

DAMIEN
That’s why I’m not leaving.

INT. RAVENHURST LIBRARY - NIGHT

Damien, Hex, and Krow are huddled over a dusty tome, the thick book sprawled out over the table. Damien's hands are buried in his jacket pockets, the faint clinking of small metal objects hinting at something stashed within.

DAMIEN
So, someone tried to force the Wraith to serve them. Folk magic twisted for control.

HEX
(hissing)
And failed. Always fails. Power like that? You don’t tame it. You either learn to live with it or get devoured by it.

KROW
Okay, so, not to be that guy, but...how is this our problem?

DAMIEN
It’s my problem because it’s tied to my dad. And if someone’s playing with the same fire he tried to put out, then it’s not over.

Damien’s eyes burn red briefly as he flips through the pages. He stops, his finger tracing a name written in the margin.

DAMIEN (CONT’D) (CONT’D)
Victoria Voss. She was involved.

HEX
(big eye roll)
Of course she was. That woman’s got her fingers in more pies than a baker on caffeine.

KROW
So...we tell her what we found, right? Let the people in charge handle it?

DAMIEN
She’s part of it. Whatever happened back then, it involved her. And she’s still here, still pulling strings.

Suddenly, the library door creaks open. Damien and Krow tense up, but Hex’s strap tightens around Damien’s waist like a sheathed weapon on alert.

HEX
(low)
If that’s a murder ghost, call me the hell back in.

The door swings open and Emma Callahan steps inside, flashlight in one hand, newspaper clippings in the other.

EMMA
I figured you'd be here.

Damien’s eyes narrow. He reaches for Hex’s clasp, his fingers grazing the voodoo bag’s fabric. Hex wriggles, prepared to unleash a hex if needed.

DAMIEN
This is a private study session. Leave.

EMMA
You really thought you could just show up here, investigating the same crap your dad was, and no one would notice?

Damien glares, but Emma isn't fazed.

EMMA (CONT'D)
(holding up a newspaper clipping)
The same sigil you were seen scrawling around the observatory? It's linked to a bunch of mysterious incidents around campus. The observatory, the old chapel, even the forest outside the east courtyard.

DAMIEN
(contemptuous)
And you're here to write a tell-all article, I guess? Gonna get yourself killed chasing rumors.

EMMA
No. I'm here because someone tried to cover this up. And whatever's buried here? It's bigger than you, me, or some stupid school paper.

She tosses a clipping onto the table. It reads: "Ravenhurst Faculty Member Disappears After Strange Ritual - 1994."

EMMA (CONT'D) (CONT'D)
The same symbol. Your dad's name is listed as a consultant in the investigation notes. That's why you're here, right? Picking up where he left off?

Damien tenses. Hex hums softly, sensing Damien's agitation.

HEX
(to Damien, only)
This one's got guts. Also, a severe case of death-wish syndrome.

DAMIEN
And what do you expect me to do with this?

EMMA
I expect you to realize you're not the only one looking into this. And whoever or whatever tried to silence your dad? They're still here.

Krow looks between Damien and Emma, uncomfortable.

KROW
Hey, if you two are done playing Hardy Boys, can we get back to the part where we don't die horribly?

Damien picks up the clipping, his fingers brushing over the faded print.

DAMIEN
You're just here for a story.

EMMA
No. I'm here because I want answers. If you're chasing something that killed your father, you need to know what you're up against. And right now, I know more than you do.

Damien scowls, but the truth of her words digs deep.

DAMIEN
(ignoring Emma)
Krow, we're leaving.

Krow raises his hands, backing away.

KROW
Uh, sure. But just for the record, this feels like the setup for a really bad horror movie.

Damien tugs at Hex's strap, securing him against his waist. As he turns to leave, Emma speaks up.

EMMA
The observatory isn't the only place marked. There's another sigil, carved into the stones of the old chapel.

Damien pauses. Emma smirks.

EMMA (CONT'D)
And I bet you didn't know about it.

HEX
(low, amused)
Gotta admit, kid. She's better at this than you.

Damien grits his teeth.

DAMIEN
Fine. You know something useful. But don't follow me. I don't need the deadweight.

He exits. Krow shrugs and follows him.

Emma watches them leave, a flicker of triumph in her eyes. She's rattled Damien, and now, she has her own leads to follow.

INT. RAVENHURST DORM - DAMIEN'S ROOM - NIGHT

Damien barges into his room, Hex's straps twitching in agitation. He dumps his jacket onto the chair, Hex still clipped to his waist.

Krow follows in, looking nervous and relieved to be away from Emma.

KROW
Well, that was fun. You've officially made a friend.

DAMIEN
She's not my friend. Just another reporter sticking her nose where it doesn't belong.

HEX
(stirring from Damien's side)
Oh, but she's persistent. And thorough. Annoyingly so.

Damien reaches for his duffel bag, unzipping it to reveal a mess of books, tools, and old journals. He fishes out one of the older tomes with his father's handwriting.

Hex wriggles free, unclasping himself from Damien's waist and hopping onto the desk like a restless pet.

HEX (CONT'D)
(voice low, smug)
You know, you're terrible at making friends.

DAMIEN
(ignoring him)
You said you sensed something near the observatory. Was it the Wraith?

HEX
Yeah. But whatever's keeping it tethered here? It's not just some stray soul. It's bound. Locked down tight like a rabid dog on a rusty chain.

DAMIEN
And that's what makes it dangerous.

HEX
Exactly. All the rage, none of the reason.

Krow is pacing, clearly agitated.

KROW
So, just to clarify...you're planning to go back out there? To hunt that thing?

DAMIEN
I'm planning to find out what killed my dad. And if it's connected to this, then yeah.

Krow crosses his arms, conflicted.

KROW
You really don't have a death wish, do you? You just...don't care.

DAMIEN
(matter-of-fact)
It's called focus.

Hex, restless, slithers over Damien's shoulder.

HEX
And just so we're clear...you'll be using me a lot more this time, right? No more playing lone wolf.

Damien smirks slightly.

DAMIEN
You’re my eyes and ears, Hex. Wouldn’t leave you out even if I tried.

INT. RAVENHURST LECTURE HALL - MORNING

Sunlight filters through tall gothic windows. A half-full lecture hall of STUDENTS — some unmistakably Folk with subtle non-human features, others plain human — sit with notebooks and laptops. DAMIEN slips into a seat toward the middle, dark circles under his eyes from the night before. He tries to stifle a yawn.

At the front, PROFESSOR MARCUS RENARD (50s, genial, keen-eyed, a scholarly type) lectures with energetic gestures. On the chalkboard behind him are the words: “Introduction to Folklore & Mythology.” A diagram of an old Ravenhurst Academy crest is drawn beside it.

PROFESSOR RENARD
(to the class)
By the late 19th century, scholarly minds realized that separating human and Folk knowledge left us with only half the story. Ravenhurst’s founders—visionaries from both sides—established this academy as a sanctuary for learning together. Over a century later, here we are.

DAMIEN rubs his eyes, trying to focus. HEX, curled up and camouflaged as a black leather satchel at Damien’s feet, opens one eye. His tiny whisper is just audible to Damien.

HEX
(low, to Damien)
Translation: humans were clueless without a little fairy dust.

DAMIEN fights back a faint smirk. A nearby student, NORA (19, bright-eyed, human) glances at Damien quizzically, having heard his bag murmur. Damien coughs to cover the sound.

PROFESSOR RENARD
Now, who can tell me one key principle that allowed humans and Folk to coexist here at Ravenhurst? Mr. Leung?

A FAWN-EARED BOY (clearly Folk) two rows ahead lowers his hand, beaten to the answer.

STUDENT LEUNG
Respect. The founders made respect for each culture's traditions rule number one.

PROFESSOR RENARD
Exactly. Mutual respect and secrecy. In 1896, the Accords of Ebon Heights were signed - a pact ensuring Folk could pursue education safely, away from prying outside eyes, while humans with… let's say an open mind… could learn about the Folk realm. Ravenhurst was built that same year.

DAMIEN's attention sharpens at "Accords of Ebon Heights." He scribbles a note. Despite exhaustion, he's listening intently now.

PROFESSOR RENARD (CONT'D)
Those early days weren't without challenges. Many on both sides feared what an alliance might bring. Some folk tales even claim Ravenhurst's campus was chosen for a specific reason…

A hand shoots up - it's BRYNN (20, silver-haired, Folk lineage apparent from the faint blue tint on her skin). Renard nods to her.

BRYNN
Professor, is it true Ravenhurst was built on top of… well, something mystical? I read a rumor it was to keep an eye on an ancient gateway or creature or-

DAMIEN straightens, heart suddenly in his throat. Hex's ears perk up inside the "satchel."

PROFESSOR RENARD
Ah, the famous Ravenhurst legends. (smiles) Every year someone asks that. There are indeed whispers — ghost stories, if you will — that beneath our lovely campus lies a sealed vault or a "bound being."

DAMIEN and a few others hold their breath. Renard's tone is light, but the words land heavily on Damien.

PROFESSOR RENARD (CONT'D)
According to folklore, a group of early scholars and Folk supposedly bound a dangerous entity under Ravenhurst to protect both worlds. The sigil on our crest is said to be part of that binding.

On the board, Renard taps the Ravenhurst crest drawn in chalk - it incorporates a strange sigil. Damien recognizes it; it's eerily similar to the symbol he saw last night. His eyes flicker with surprise. Hex whispers from below:

HEX
(quiet, urgent)
That's the symbol, isn't it?

DAMIEN subtly nods, gripping his pen. He is more awake now.

PROFESSOR RENARD
Of course, academically speaking, there's no proof any "Bound One" exists. Most of us treat it as metaphor - a cautionary tale about knowledge containing society's demons, not an actual… demon.

A ripple of light laughter from the class. Renard chuckles along. Damien forces a weak smile, but his mind races. He knows the danger might be more than metaphor.

PROFESSOR RENARD (CONT'D)
What we do know is that Ravenhurst's founders wanted to ensure nothing - prejudice, fear, or superstition - would stop our pursuit of truth. That is Ravenhurst's legacy.

Renard's gaze sweeps the room and lands on Damien - the only student not reacting to the joke, eyes fixed on the crest. Renard consults his roster.

PROFESSOR RENARD (CONT'D)
Mr… Drake, is it? Damien Drake?

DAMIEN snaps out of his thoughts. A few nearby students glance at him. He clears his throat.

DAMIEN
Yes, sir. Sorry… I didn't do the reading yet.
(MORE)

DAMIEN (CONT'D)
(off Renard's expectant look) The legacy is… bringing knowledge of Folk and humans together. So we can fight ignorance.

It's a cautious answer, half remembering orientation, half his own belief. Renard smiles gently.

PROFESSOR RENARD
Well said — even without the reading. Though I recommend catching up. Midterm's in two weeks. (warmly) Welcome to Ravenhurst, Mr. Drake.

DAMIEN nods appreciatively. He glances down at his notebook where he's unconsciously doodled that sigil in the margin. He quickly flips the page to hide it.

INT. RAVENHURST LIBRARY - AFTERNOON

DAMIEN sits at a corner table, books and scrolls scattered around him. He pores over a thick tome titled "Ravenhurst: A Hidden History."

HEX perches on the edge of the table, eyes narrowed. He's out in the open, but the library is mostly empty.

HEX
(whispering)
You're not gonna find the answers you want in dusty old books, kid.

DAMIEN
I know. But I need to understand what happened last night. The sigil, the observatory... It's all connected.

HEX
(smirking)
You're missing the obvious. You've got me. Just ask.

DAMIEN glances around, confirming no one is close enough to overhear.

DAMIEN
You've been in my family for years. You must know something.

HEX
Yeah, but I’m not a damn encyclopedia. I’ve heard stories, picked up some hints… but whatever that thing was last night, it’s something this place buried deep.

DAMIEN flips another page, frustration simmering.

HEX (CONT’D)
Look, Damien. This is bigger than your dad’s old notes. Whatever’s going on at this school? It’s not gonna be written down in some ancient textbook.

DAMIEN sighs, leaning back.

DAMIEN
I’m starting to see that.

INT. RAVENHURST DORM - NIGHT

DAMIEN returns to his room, eyes bleary from hours of research. KROW is sprawled on the bed, scrolling through his phone.

KROW
What, no “how was class today, Krow?” No “Wow, Krow, great job not getting yourself killed.”

DAMIEN
You’re alive. Congratulations.

KROW
Wow. That’s the most praise I’ve gotten all day.

DAMIEN dumps his books on the desk. Hex is safely tucked away, but still snarking from inside the satchel.

HEX
If you guys are gonna start spooning, give me a warning so I can book it.

KROW
(shooting Damien a glance)
Your creepy bag talks way too much.

DAMIEN
He’s got a point. You have any luck tracking down Eric?

KROW
Eh, Danny’s been dragging him through every support group on campus. But he’s alive. And mostly sane. Which is more than I expected.

DAMIEN nods.

DAMIEN
Good.

KROW
(eyeing Damien’s books)
You’re still obsessing, huh?

DAMIEN
It’s not an obsession. It’s a mission.

KROW
Right. Well, while you’re missioning, I’m hitting the sack. Try not to burn the room down with your research or whatever.

KROW flops onto his bed and pulls a blanket over his head.

INT. RAVENHURST HALLS - MORNING

DAMIEN walks through the bustling campus. Students mill about, some with Folk traits visible—feathered hair, glowing eyes, antlers. Others look perfectly ordinary.

Damien pauses as he sees VICTORIA VOSS speaking with PROFESSOR HART near the courtyard. They speak in hushed tones, but Damien catches their glances toward him.

He narrows his eyes.

HEX
(whispering from Damien’s bag)
Careful, kid. You’re on their radar now.

DAMIEN keeps walking, his pace quickening.

INT. RAVENHURST LIBRARY - EVENING

The library is mostly deserted. Damien sits in a secluded corner, surrounded by old books and scattered notes. His father’s journal rests open in front of him, pages creased from overuse.

Damien flips through another text — “The Accords of Ebon Heights”, a treaty drawn between Folk factions and Ravenhurst's founders. He reads through faded clauses and archaic language, eyes narrowed in frustration.

DAMIEN
(muttering)
Peace treaties, power struggles...
None of this explains the sigils.

He shoves the book aside, rubbing his eyes. His fingers tremble as he reaches for his father’s journal, flipping through hastily scrawled notes and sketches.

HEX
(from Damien’s coat pocket, muffled)
You’re doing that thing again. The obsessive, brooding, dramatic hero thing.

Damien ignores him, zeroing in on a passage:

GIDEON’S JOURNAL (V.O.)
“The sigils are not locks. They’re beacons. And something is answering.”

Damien’s breath catches. His fingers tighten around the edges of the journal.

HEX
(worried)
Hey. You okay?

DAMIEN
He wasn’t just trying to lock something away. He was trying to keep something out.

HEX
And whatever it was... It’s here now, isn’t it?

DAMIEN
It never left. The sigils were supposed to contain it. But they're failing.

Hex falls silent. For once, the snark is gone.

HEX
And if it breaks free... what happens then?

DAMIEN
We're all screwed.

Damien shoves the journal back into his coat, grabbing another book. He flips through it with frantic energy, scanning text and diagrams.

HEX
What's the plan here? Study until the thing eats you alive?

DAMIEN
Knowledge is power. If I know what my dad was fighting, maybe I can finish what he started.

HEX
Or end up like him.

Damien's jaw tightens.

DAMIEN
I have to try.

The library's lights flicker. A chill runs through the air. Damien freezes, eyes darting around the room. Nothing.

DAMIEN (CONT'D)
(to himself)
Just faulty wiring...

HEX
Or something watching you. I told you this place was bad news.

Damien scans the room, every shadow a potential threat.

DAMIEN
If something's watching... I'll make sure it sees me.

He slams the book shut, eyes blazing with determination.

CUT TO:

TAG

INT. RAVENHURST DORM - DAMIEN'S ROOM - NIGHT

Damien is at his desk, eyes fixed on his father's journal. The room is dim, the only light coming from his desk lamp. Hex lounges lazily on the desk, his fabric body gently pulsing like it's breathing.

Damien's fingers run over a map — an old blueprint of Ravenhurst, sections marked with sigils and notations. His father's handwriting is scrawled everywhere.

HEX
You've been staring at that same page for hours. Think maybe it's not talking back because it's a book?

Damien ignores him, flipping to a section detailing "The Accords of Ebon Heights."

DAMIEN
The Folk were never meant to interact with humans on this scale. That's why the Accords were written.

HEX
Yeah, yeah. Peace treaties, old magic, ancient grudges. We've been over this. Twice.

DAMIEN
If the sigils are breaking, something's targeting them. Maybe it's not just about power — it's about territory. Control.

Hex narrows his beady eyes, now intrigued.

HEX
So, what? Some Folk don't like the whole unity thing? Shocker.

DAMIEN
Ravenhurst is a battleground. My father knew it. But he was trying to contain whatever was coming through.

HEX
And you think it’s already here.

DAMIEN
No. I think it’s been here for a long time. And something’s waking it up.

Hex’s fabric shifts uncomfortably.

HEX
I really hate when you talk like that.

A sudden, sharp KNOCK at the door. Damien’s hand hovers over Hex, ready to grab him if needed.

DAMIEN
Who is it?

The door opens without waiting for permission.

KROW (ENTERING)
You really need to learn how to lock a door, man.

Krow strolls in, dropping a small stack of books onto his own bed. The room is cluttered — the result of two people settling in with very different styles.

DAMIEN
(raising an eyebrow)
Weren’t you out?

KROW
Yeah. Had to grab some stuff for class tomorrow. But, uh...there’s something going down in the quad. Everyone’s gathering.

Damien glances up, suspicious.

DAMIEN
At this hour?

KROW
Yeah. Figures it’s just another pompous speech from the Chairman. Probably trying to keep the humans feeling safe and cozy.

Damien exchanges a glance with Hex.

HEX
So, we going to investigate, or just sit here and brood?

Damien grabs his coat, stashing Hex safely inside.

DAMIEN
Let’s see what this is about.

KROW
(chuckling)
Cool. Guess roomie bonding time starts with a conspiracy.

They leave the room together, the door clicking shut behind them.

EXT. RAVENHURST QUAD - NIGHT

A crowd of students, both human and Folk, gather around a makeshift stage. The air is heavy with anticipation.

VICTORIA VOSS stands at the podium, her presence commanding and cold. Behind her, members of the Board of Directors, including Natasha Foxworth, linger with folded arms.

Victoria’s voice cuts through the murmurs.

VICTORIA VOSS
Tonight marks a pivotal moment in Ravenhurst’s history. We have been entrusted with a sanctuary, a place where Folk and humans alike can coexist. But recent disturbances have made it clear — we are under threat.

A ripple of nervous whispers spreads through the crowd. Damien watches from the back, eyes narrowed. Krow beside him, looking half-amused, half-worried.

VICTORIA VOSS (CONT’D)
We will take action. We will protect what is ours. Ravenhurst stands as a beacon of progress and unity. And nothing will jeopardize that.

Damien’s eyes lock with Victoria’s for a moment. Her expression remains cold, calculated.

HEX (MUFFLED)
Yeah. Nothing suspicious about that speech at all.

KROW
You think this is about last night?

DAMIEN
Maybe. But it feels like there’s more to it.

KROW
You always think there’s more to it.

DAMIEN
That’s because there usually is.

VICTORIA VOSS (O.S.)
(to the crowd)
We will not falter. Ravenhurst will stand strong.

Applause erupts. The speech is over, but Damien’s unease has only grown.

HEX
I hate it when you’re right.

Damien turns away, his eyes scanning the crowd. Too many secrets. Too many eyes watching him.

DAMIEN
Come on. Let’s go.

They leave the gathering, slipping into the shadows.

FADE TO BLACK.