The Story I want to Tell

A good man in a difficult situation makes friends, finds love and ruins it all with a little help. He must be proactive, empathetic and grow/fall. Through all pain and struggle, no matter how much he is treated like a monster and questions himself, he keeps his core: he’s a man who helps those less fortunate. He wants peace, and is torn with the horror of what he might become and what he has done. A man haunted and hunted, given a second chance.

The Angel Wars. Two entities, Kokumo and Ithriel fight a proxy cold war through expendable countries and boarder skirmishes. Kokumo mirrors 1950’s America, wielding liberalism and freedom. Ithriel mirrors 1935 eugenics, promising strength through struggle and merit. Beneath the propaganda, they are one and the same only led by different faces. Both host an arsenal of godly weapons, capable of annihilating the human and post human races. In the capitals of each faction there is peace and confidence of victory. They say everything in this world has been discovered, and expeditions to others have already begun. But on the edges violence and anger remains. Petty warlords, flightless angels striving to earn their bloody wings, struggle for dominance fed on a seemingly endless supply of guns and bullets from Kokumo’s or Ithriel’s factories.

Scientists and magi on both sides race to unlock the keys to life, but a third ancient has already leapt far beyond. War. Death. Pestilence. Famine. It is one and the same. A bodiless entity drifting through the wraithlands seeking vengeance.

This story begins in the lull between boarder wars. Mograthi, a Kokumo protectorate, and Vaicour, one of Ithriel’s dominions hold an uneasy armistice at best, the Golemel mountains buffering the two heavily armed states.

Local legend has it that after his eldest daughter, Roa, married the Azil, Jasper Parseek never spoke another word to her. Local legend has it wrong. On the day the deserters killed Roa’s son and daughter in law, his grandchildren, he said “It’s your fault.” But I’m getting ahead of myself.

In a sense, this is all Roa’s fault. Like many of the Golemel townships nested high in their snowy peaks paying taxes to an absent minded Vaicour protector, Hrult is a town split in two. Human landowners, herdsmen, loggers, farmers and tappers make up two thirds of the population. The last third are Azil. Azil are prohibited by Vaicour law from serving within the military or owning land, which effectively prohibits them from public office as only landowners are deemed worthy by Ithrien to hold titles. In addition, they must pay the Azil price, a full third or more above the price of wares, sold to humans who can only work 16 hours a day. Roa Parseek, the wealthiest family and largest land holder in Hrult and perhaps the Golemel, decided that this was nonsense. If Ithriel rewards work, why should hard work be punished?

Perhaps this had something to do with the hot tempered, iron willed Azil Val. Val worked the Parseek fields like a demon, breaking stones, digging furrows and nurturing the fluttering wick of life within the spring buds. He and Roa shared a dream. A place where Azil and humans could coexist peacefully.

Their runaway marriage had the opposite effect. Jasper disowned his daughter, and threw his best worker off the land letting Val know in no uncertain terms that he was dead to Jasper. From this point onward, they would both be treated as Azil. Roa would pay the Azil price for her choice. Val retaliated by ringing one third of the young maturing maple trees in a single night. In open defiance of the prohibition on land ownership, he and Roa began building a new home from his father in law’s now dead trees. Parseek gathered a group of humans to confront the son in law, but realized he was building his home amid the Azil’s graveyard- the one place the Azil had tacit control over to bury their dead- ten feet beneath solid stone. We’re dead to you, and this is where the dead go to rest. A wife deserves a dowry but a corpse deserves a funeral offering. We’ve got a slightly bigger coffin in mind and the dead will get their due.

Faced with the consequences of stringing up a well loved member of the community and unable to harm his own daughter, Jasper Parseek granted the Azil the graveyard in perpetuity.

Without the other Azil, the newlyweds would might have starved that winter. No matter their resilience and youth, they could not make enough money or grow enough food to survive. But Val’s kindness in previous years paid off, and those who he had helped gave them food and helped build their home. This reinforced and instilled a sense of helping those in need that trickled down to Hoar. Val would eventually expand his hunting and trapping, making enough not just to live but to thrive. Roa never adjusted well to the difficult life. She hid it well, but manual labor broke her down and the romanticism faded. Still, she bulled through.

The Azil community didn’t much like Roa joining their ranks, in spirit if not in blood. No Parseek would have been well received. For her part, she began a long and ultimately frustrating campaign against her father, trying too sway humans to their side. Jasper works against her every step of the way, twisting his second daughter Lianne’s admiration for her sister against Roa. Admiration turns to jealousy turns to contempt.

The seeds of who Val was and will be begin to blossom. Roa has doubts that she may have made the wrong choice, but she’s tenacious. Once she’s made a decision, she doesn’t go back and agonize over it. Except at night when her husband leaves. The fact that Roa sleeps and Val doesn’t becomes a serious issue, like a small crack widening over years of stresses.

Time passes. The tumultuous marriage results in a halfbreed son. Tarn is the perfect blend of Roa and Val both of whom pour their frustrated dreams of a better future for humans and Azil. He seems to be the golden child.

**A Man in Wolf’s Clothing Chronology**

Era: The Angel Wars. Kokumo and Ithriel are in a holding pattern. Think cold war, both sides have the equivalent of nukes pointed at each other. Conflict is outsourced to economic warfare, border skirmishes, third world conflicts and buildup of doomsday weapons.

Time period when the magister lords are warring. The being that will become God has returned. This is the 2nd coalition army it is building.

Scene List

Past:

**Hearthside Song**:

Purpose: Introduce hero (Hoar), major characters (Grandfather, Roa, Gili, Crater, Parseek). Introduce hero’s problem. People (Azil) are monsters.

Introduce our hero; Hoar. Moment of humanity. Moment of misunderstanding. Bond, bond, bond. Introduce his problem; Azil are monsters

**Killing foxes**:

Parents have died. Don’t know what to do or say. Hoar’s grandfather teaches him to kill, he fails. Grandfather is upset, harsh to the boy. See that Grandfather didn’t mean it, only wanted him to grow up strong enough to survive. Grandfather is grieving the loss of his son.

**Stealing Syrup:**

Stealing syrup from Azil/Parseek. Going to pin it on the Azil. Sets up Hoar as desperate for friends, glad to have them. Introduce Crater and Gili/Lina as characters. Set up tensions that will run throughout the book. Consequences for Crater and Gili less than for Hoar. Parseek catches them, steals the Svelsa. Hoar attacks him to get it back. Provoked, but unwarranted response. Gili sees it as him protecting her, starts her infatuation with supposed power/Hoar.

**Roa’s time of dying:**

Hoar is out with Gili and Crater again. They complain about their punishment. Gili makes overture which Hoar doesn’t get. People are treating them different. Avoiding Hoar. Whispering. There will be trouble over this. Hoar says goodbye, gets home and Roa is sick. Hoar Holding her hand. Grandfather plays all the songs she loves as she slips out, asleep. Take her to the meadow.

**Festival day wolf baiting:**

Bait a monster until it fights. Then call it justice. Set on harvest festival day. The crowds have all come out to sing, and drink and feast. A wolf is tied up in the square, its paws and nose bloody from the tooth pulling and claw. Large, lean wolf like dogs are waiting nearby. Crater goes to try and court Saskia, makes an ass of himself, gets too interested in the wolf fight. Hoar leaves, he doesn’t want to see the wolf fight. Saskia leaves too. He’s the only one who doesn’t want to watch the wolf fight and he’s playing his Svelsa to drown out the yelping. Start talking, becomes obvious she likes him. Before the scene climaxes with a kiss, Gili intervenes. She talks about how Hoar is an Azil, Backfires. Hoar and Saskia go off together.

**Traversing a washed out bridge. (short)**

Crater is supposed to be angry at Hoar. Isn’t. laughs it off, infuriating Gili who has to pretend like she doesn’t care. Lots of better people in Kirch. Leave to become a Veever/Trader.

**Gili in the dog houses**

Has a “terrible” first boss. Gains fondness for dogs and study. Fundamental skills.

**Hoar drops eaves**

Overhears Gorgem coming over one night, warning Saskia against marrying an Azil. Tells horror stories. Hoar realizes what he’s doing. Any children of his might be, what a life he’d inflict on his wife.

**Death of a grandfather**

Watching the sunset over the city, tells his grandfather that he won’t marry Saskia. Grandfather convinces him otherwise. Live, love, make mistakes. Happy Hoar’s an Azil. Reveals he’s dying. Dies up in the mountain. Has Hoar do it, quick and clean (Fox). Dies with a smile on his lips, toughen up his grandson. Seriously fucks up Hoar.

**Triumphant Return**

Gili and Crater come home to find Hoar married and a child on the way. Gili’s crushed, Crater’s so pleased. Do I get to be the uncle? Hoar and Crater good friends together.

**Hoar holds his son**

Holding sleeping son. Joyful and jealous that he’s not an Azil. Little boy wakes with a cough. Dies.

**Saskia’s Death**

Gili tries to save Saskia. Hoar is furious and horribly sad. Gili unsure if she let the woman die or not. Trouble she quickly buries. Hoar doesn’t blame her.

**Irina Growing up**

Gili plants the lie, unknowingly, that Azil are bad. Crater plants the seed of bravery and glory. Talking about Hoar unthinkingly that damn Azil. Azil are stubborn and mosnterous. She doenst’ mean it, but that’s how Saskia takes it.

**Recruitment**

Crater signs up, Gili signs up, Hoar remains. Irina joins too, Crater and Gili promise to protect her

**Warzone**.

Crashing down of Ideals and beauty. Irina bleeding out. An Ursar stoops over her, Crater shoots but can’t stop it. Burns a gasoline tank to eat the soul. Ambiguous death. Ursar burns gasoline tanks and takes off Crater’s forearms. Gili saves him, and attaches new arms. In the aftermath.

**Homecoming Lie**

Crater and Lina tell Hoar that Irina decided to lie and say she is down on the delta. Hoar sad, but accepts his friends lies.

**Revelations**

Parseek reveals the lie. Hoar is furious. Kicks down the door to Gili’s, Crater and Gili are both there. Demands to know what happened. (Gili is fixing up Crater’s arms). Hoar breaks Gili’s stuff, hits Crater. Crater still downs him (combat training). He leaves, vowing never to see them again.

Present:

**Seeds**

Sorena arrives too late to kill Vendigores buried in Lower Ravnassil. Parallel abusive childhood of Svelsa with Hoar’s childhood. Saskia to little Hoar as Hoar is to Svelsa. Establish that they can jump bodies.

**Blizzard Rescue**

Introduce our hero again, as a resourceful, clever person. Dressed like a wolf monster. Considers killing the Azil he finds, decides not to. Chooses not to be a monster (incongruous internal image). Dangerous pass they go through later where Svelsa will confront Hoar.

**Surgery**

Hoar and Lina verbally spar while treating the Azil’s injuries. Ominous portents over how Parseek will react. I’ll never speak to you again flashback (cut?). Hear some of the things Svelsa is mumbling. Lina considers killing her (not overt) mercy/safety. Hoar flat out refuses (reference Veever murder before). Lina snaps back at him, getting seriously riled up (one touch, Gili, Hoar. Hoar pulls away). Makes a deal, after liValing to what the wounded woman is babbling. If she goes, then they must kill her. No other option. Hoar reluctantly agrees.

**An Honest man**

Hoar goes to Parseek, and sells him the Svelsa for food to survive the winter. Knows why Parseek visits him every month.

**A whiff of gunpowder**

Bargaining with the Trader. Mention town that was destroyed as if it was still there. Trader has a sweet heart there, planning on sweeping her off her feet. Introduce Parseek, Crater rivalry. More opinion on Azil

**Wolf playing Dress up**

Wear wife’s clothing, Hoar doesn’t like it. Wear’s daughter’s clothing, Hoar thinks it fits better. Svelsa recovers very quickly, completely. Frighteningly quickly. Plant seeds of sociopathy. Slaughter of the goat worries Hoar enough that he accepts Gili’s deal, if and only if he makes the final call. She accepts, choosing to ignore this condition when it comes to it. Combine dress up with Gili interaction.

**Kitchen visit/Crater visit**

Hoar visits Ulma, bringing a gift (something he’s made). She is angry with him but doesn’t explain why. Painfully obvious to audience, but Hoar doesn’t get it. Completely misinterprets why. Tries to be sweet and is shut down. Leaves angry and confused (or sure in the wrong direction). Crater goes to see Hoar check if he’s alive or goes to find the mysterious rumors about Svelsa? Meets Svelsa, she is growing into a woman. Expectation reversed, leaves on a positive, good note.

**All strung up**

Hoar teaches Svelsa how to butcher an animal. Parseek comes by. Inclination of the deal that was struck. Makes Svelsa suspicious.

**No Music**

Hoar is out someplace pre-established for music, not playing.

**Digging his own grave**

Hoar’s been having chills (It’s because of Svelsa, nothing else) missing his music. Gili comes by, talks worrying things about Svelsa’s recovery. Hoar doesn’t want to believe her. Says he’s digging the grave for himself. He’s got the chills. She rejects this and correctly blames Svelsa.

**Crater Confrontation**

Sweet gift brought for Svelsa. Romance budding. Svelsa being creepy. Hoar returns unexpectedly, is angry at Crater. Reveals final piece of Lina/Parseek’s deal (inadvertently) to Svelsa in shouting match. Crater leaves angry and guilty. Hoar is angry and regretful. Not my daughter again. Svelsa sees that humans can’t be trusted. Crater and Gili both broke her and Hoar’s trust. Decides to kill Gili.

**Lina’s murder**

Svelsa discovers Lina’s part in the plan to kill her, but thinks that Hoar has said no? Kills and eats her. Strings her up, carefully draining her blood to weaken her so she can switch bodies. drains her blood and is discovered by Parseek (one other), who knows how to kill Azil and Ursars. Old, gimp leg Parseek is a total badass. Kills energy source (fire) immediately. Svelsa reaches for anything, the fat, the sugar, but fails. Doesn’t know how. They weren’t trained in that. Parseek breaks her legs and drags her by the hair to the city square calling all the village gathering a crowd who realize what happened to the butcher’s daughter. This is harvest festival day (again), where everyone gathers. They are dragging the wolf out, muzzled to be killed by hunting dogs. Svelsa is thrown to the wolf, but there is a bonfire Hoar escapes (climbing), saves Svelsa again (doesn’t’ know she killed Lina). DOESN’T POSSESS WOLF. TAKES ONE OF VEEVER’S DOGS. Hoar misinterprets the situation, sees Parseek trying to kill Svelsa (sees her as daughter) and rushes in to save her. Gives her a source. She swaps bodies. Dog does Svelsa thing, and he recognizes it. She saves him.

**The Great Escape**

Crater, best shot in the village, shoots and misses as Hoar and the she wolf flee. Parseek realizes what he’s done, drags him back to see what happened to Lina.

**Hoar’s Surgery**

Swaps places, Gili/Svelsa must perform surgery on Hoar to save him.

**Transformations**

Svelsa consumes all the blocks of syrup as fuel, hugely damaging Parseek. Makes a transformation to something part human, part animal. Bestial representation of becoming a monster. Hoar considers trying to kill her, then she does something human and reassures him. Warped father/daughter love relationship.

**Burning the Cabin**

Hoar returns. Poking through the ashes. Svelsa says they don’t need the humans. Azil will protect Azil. Azil can rely on Azil. Hoar feels horribly guilty over the pact he made with Gili, but doesn’t tell Svelsa.

**Hoar’s**

**Hoar visits with Ulma.**

Rejected apology, hurtful words. Hoar accepts the rejection stoically. Calls him a monster. Walks away in anger. (Doesn’t do what a monster would do). Ulma tries to apologize but Hoar doesn’t forgive easily. He leaves, in the dead of night.

**Grandfather’s Grave**

Hoar has final confrontation with Svelsa/Gili over his grandfathers grave. Heart to heart, lies uncovered. Hoar asks Svelsa to kill and bury him?

1. Sorena stops the uprising

Another one of Ruhiel’s monsters has surfaced. Sorena, Orturiel’s creature. Hates herself the monster she is, the weapon she is, and will be used to clean the world (belief Agent Serenity). Killing another beast like Svelsa, getting the communication from Orturiel? Talking to an underling. Still missing one. Ursars eat enemy troops to steal tactical information, to become perfect spies. Horrifying.

1. Svelsa Saves Hoar

Hoar slips (dangerous area, search parties going further each time) waiting for Svelsa to save him. She doesn’t. Where were you? Knockdown, drag out fight between Svelsa and Hoar over attacking the village, killing Parseek and taking revenge. Admits that he’d agreed to kill her if need be. Fight between Gili and Hoar too. Have the built up all the emotions, everything and coming clean for the first time. Hoar sees that Svelsa is a monster, and realizes he doesn’t want

1. Goes to warn the Azil’s that Svelsa is coming

Finds a murdered man tortured (orturiel style, strung up an bled). Thinks he’s too late, rushes to festival day (harvest festival again) to do what, kill Svelsa (be a monster)? After all he’s done?

1. Climax

Hoar confronts Parseek, makes amends? Faces the village, speaks in front of everyone. Blasted by Sorena, not Svelsa. Must fight her? Really? Decides ultimately not to. Decides to try to help others get away, not to kill. To talk? Anything but. Mortally wounded. Svelsa arrives to kill Parseek, ends up fighting with Parseek against Sorena. Crater (crackshot) helps too! Sister vs. Sister. Gili vs. Saskia. Svelsa eats Hoar too. (You’ve lost a lot of blood. I’m dying. Plays Svelsa for her at last, think’s he’s playing it for his daughter. He’s delirious, loves everyone, not a monster chose the right path. Love and dying. No. Not letting you die I need you to reach the Azil. End.

??. Sorena kills the child

Introduce child. They’re a cancer. See what they can do.

Bullet through Irina’s brain

Horrific burns to Sorena’s face, lungs, eyes, chest and lungs. Replace larynx, eyes, face, lungs and heart with Irina’s. Left with a Hazel Eyes and a scar in the middle of her forehead where the bullet went through. Chose to leave it.