

Howl's Moving Castle: Deals & Demons

Story Document



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1 - High Concept

The story is about Sophie and Calcifer in a quest to rescue Howl, who has been kidnapped by Evelyn, a powerful witch who can rely on two fire demons: Lilifer and Mephistofer.

During the quest they'll encounter "The Hat Seeker", William, that was cursed by the witch and wishes to recover his own identity, and the ghost of Izzet, a mage who's seeking revenge against his former demon Mephistofer and the witch Evelyn, the one who killed him.

In order to proceed through the "steam-castle", Sophie will have to overcome enemies and solve puzzles counting only on her powers and on his friend Calcifer. At the end, they'll have to fight the mighty witch in order to take Howl with them and escape.

the period could benefit of being split in different sentences.

moreover the different characters could be better introduced: "During the quest they encounter William, also known as "The Hat Seeker" because... . William was cursed and deprived of his own identity by Evelyn, who..."
(+ make the relationships explicit as well as the cause-effect chain)

what is the connection with Izzet and Evelyn? how are they entangled with the story?

by steam-castle are you referring to the moving castle of Howl?

[>> ok, page 5 tells me it's not the case. but here i got really confused!]
How is it that Sophie is running after the castle (proceed through it)?

the concept has plain potentialities, but this synopsis is not clearly written.
It should start connecting Evelyn and the rest of the characters.

right now it sounds quite disjointed and apparently incoherent: please review the story high concept posing attention to the flow of events, in order to help the reader to follow the facts without getting confused

[illegible]

The Periodic Table of Storytelling

Howl's Moving Castle:
Deals & Demons

Structure																				Character Modifiers																				Archetypes																				Villains																				Metatropes																				Fandom & Audience Reactions																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
Setting, laws, plots										Story modifiers										Plot 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The highlighted tropes are the ones present in our story

You should explain the tropes you have used dedicating a sentence to each.
It's no need to explain the tropes in terms of their own meaning, but how YOU USED IT in your story.
Shortly and straight to the point, since it comes after the high concept that introduced us to the general facts

2 - Setting

as we have the moving castle of howl, who's the owner of this one?
what is its name? how is it called by those who look at it?

The story is set in a steampunk-style castle surrounded by a canyon in a far away land. The nearby areas are rich of forests. The "steam-castle" contains a big factory powered by the villain's two fire demons, a mine, a waste dump, and a big wood stock room connected with a deforestation plant on the other side of the canyon by a conveyor belt. Not far from this plant there is a small house, where the game begins and where the hat seeker William (an npc) used to live.

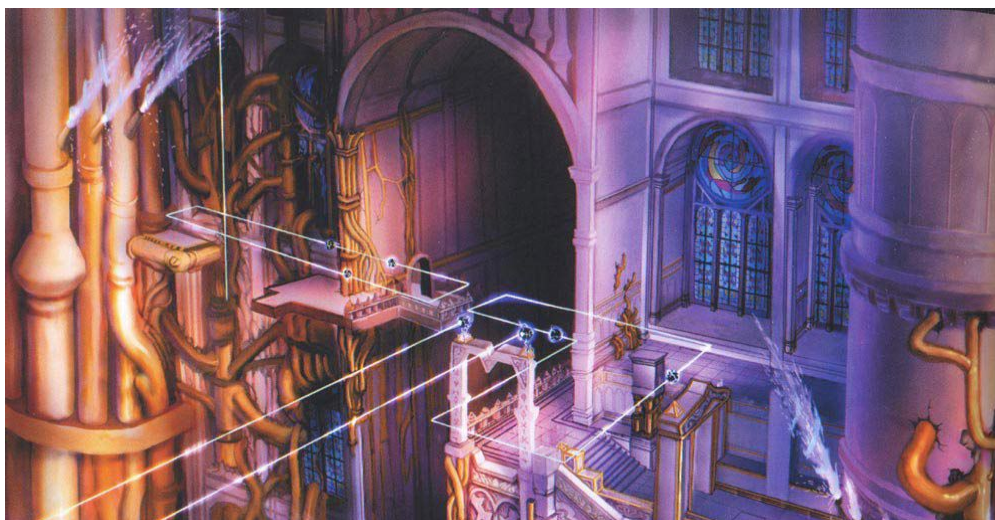
Due to the steam emissions of the factory, the castle is constantly washed by heavy rains.

when you are using images from other original works, state that in a clear way. also attribute the correct copyright, in order not to make your reader think that you developed the it as your own concept.

+ your flowchart highlights the presence of further environments in the surrounding of the castle or within it...
dungeon + william's hideouts



Foreshortening of the Steam-Castle



External balconies of the Steam-Castle



Steamsoldiers Assembly Room



Evelyn's Workshop

3 - Synopsis

even if the space is short and your events are a lot (also because you have a foldback narrative structure), try to make clear the connection between the characters, and when the story contains choices/branches.
mainly in point #6

ACT 1

1. Sophie and Calcifer live happily with Howl and the others in the moving castle. One day Howl disappears. Worried, Sophie goes where the magical door is pointing to.
2. There, Sophie finds an henchman who has a letter addressed to Calcifer from the witch Evelyn, saying that she has kidnapped Howl, and if he wants him to be free, the fire demon must make a pact with her. Calcifer refuses the deal and decided with Sophie to rescue Howl.
why that? how does the henchman find sophie/know she's connected with C/H?
3. Sophie is scared because she's weak, and Evelyn has two fire demons,
4. but Calcifer propose a deal with her to make them both stronger.

ACT 2

5. Sophie accepted, and so they head towards Evelyn's steam-castle. what is this deal about?
6. During their journey they fight lots of henchmen, they overcome various obstacles thanks to Sophie's object manipulation skills, with the help of a madman (who has lost his identity due to a curse of the witch) and of a mage's ghost (killed by Evelyn and still linked to the world of livings).
(S)
7. Finally they find where Howl is kept prisoner, but to free him they have to face the witch in a deadly fight.
8. Sophie and Calcifer challenge Evelyn, but she's too powerful for them. But, thanks to a clever strategy improvised during the fight, Sophie immobilizes the witch and speaks with her, trying to save her soul from the darkness.
(e)
9. They leave Evelyn thinking about her deeds and how she was before becoming evil, and they take Howl with them.

ACT 3

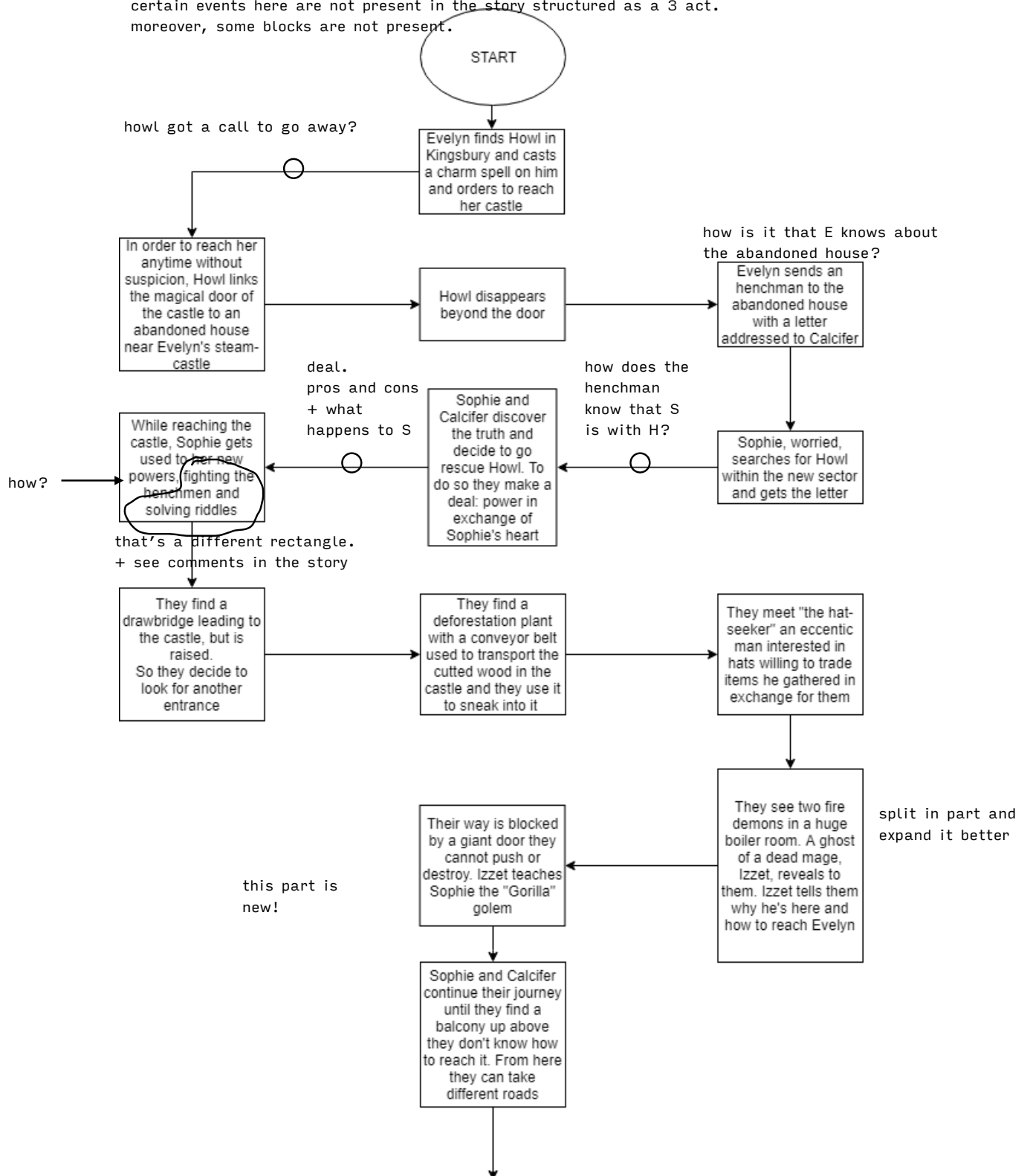
10. Lilifer persuades Evelyn to stay evil, so she gets mad, become a huge monster and start to run after Sophie, Calcifer and Howl (still weak and dazed) destroying everything on her way.
what a fortunate event. almost too fortunate... usually in this part there is a meaningful fight that brings to the growth of the character (S & C in your case)
11. During the chase, Evelyn dies under some collapsing wreckages. Once they escaped Evelyn's steam-castle, the pact between Calcifer and Sophie is now broken because they succeeded in rescuing Howl. From the rests of the factory, Howl creates a new moving castle. Howl learned to be more aware of dangers and Sophie is now a greater witch thanks to what she learned during this experience.
12. And so they come back to live together happily ever after.
what is this castle meant to do? who runs it?

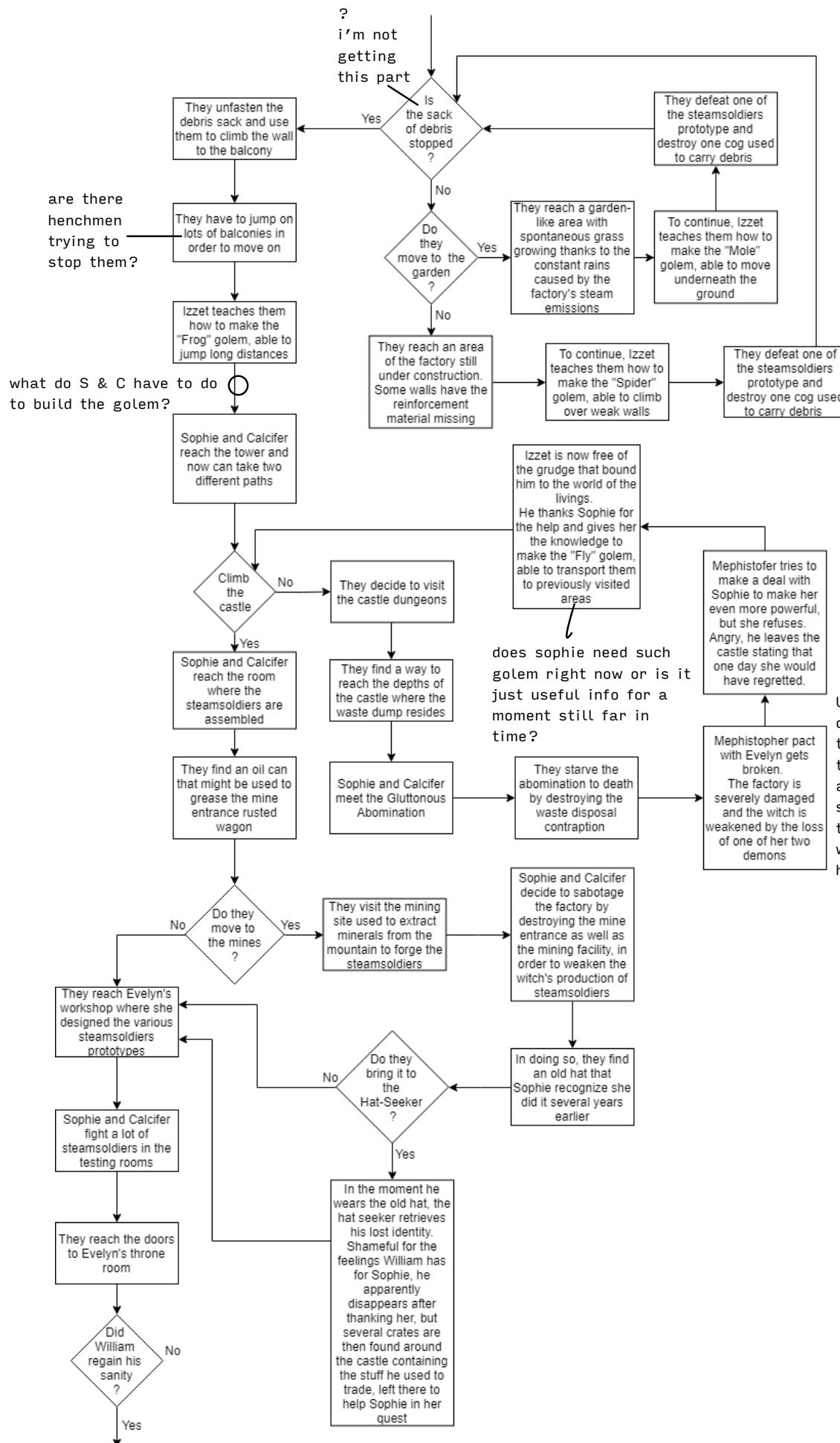
The question of the pact/contract should be fixed. pros and cons?

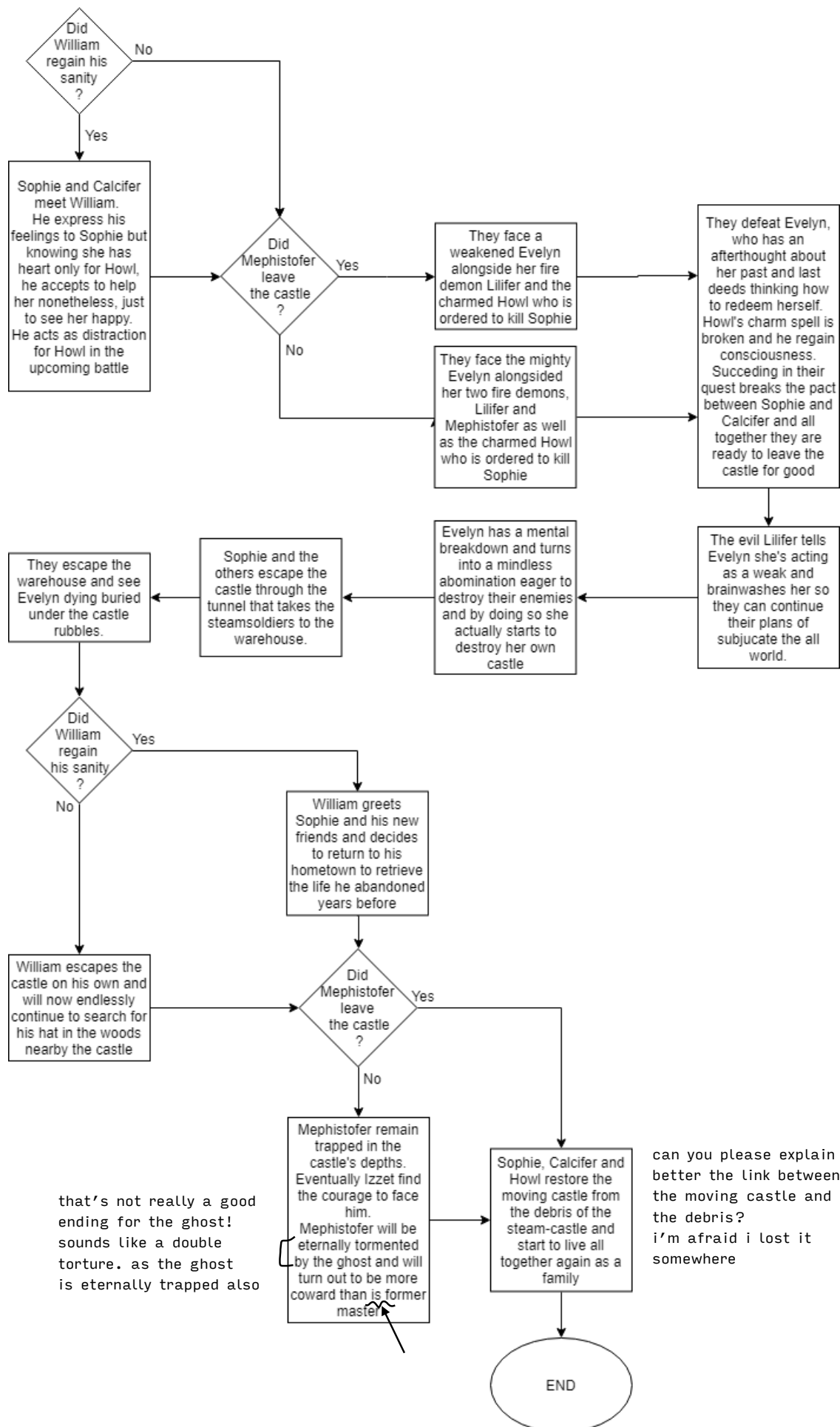
- (A) here there is a missing piece of the story. S going to C and telling him what happened.
- (S) point #6 is really skipping some info. acknowledging that the elements are a lot, the connections are still missing and the characters are not linked together. that makes the story sound a little inconsistent. + add the choices/branches pay more attention to the detail: where are the henchmen? are they in defence of the castle? obstacles: like what? who is the madman? how does he meet S & C? and the mage ghost?
unpack the story. since you have all these events going on and a foldback narrative with choices and paths, take some more space: you need it. by reading the flow chart, it comes out how you articulated the story. Well done!
- (e) here it should pop out the key role of the contract/deal between S & C!
+ better explain what happens with S: how can she stop E? how do they get to point #9?
- (D) where were the two fire demons before? what did they do? what happens to E in order to become a monster? is she getting intertwined with the demon to a deeper level?

4 - Story Flow Chart

certain events here are not present in the story structured as a 3 act.
moreover, some blocks are not present.







5 - Theme / Topic(s) addressed well done

Overcoming your weaknesses

Sophie isn't a violent person and isn't ready to fight, so she must show her warrior spirit against the enemies to save her beloved one.

William reacted to his love disappointment by escaping from his reality and becoming an hermit. During the game he will have to accept Sophie's love for Howl and then come back to his previous life.

this is not really popping out from the story,
pay attention to clarify it

Friendship

Calcifer's will to save his former master Howl and to help Sophie rescuing her beloved one symbolize the fulfillment of the character's evolution: once a selfish being, now a powerful friend you can count on. Also during the game Sophie will meet new characters (William and Izzet) and, if she'll help them, they'll become friends and help in her quest.

Facing the shadows of your past

Izzet have failed in respecting his contract with Mephistofer, and now he must find a way to take revenge on him and the witch who killed him, Evelyn.

She, instead, never truly faced her past: she grew up alone doing her best to survive accustoming herself in doing bad things, and slowly became the evil monstrosity she is right now.

Love

Just like in "Howl's Moving Castle", this sequel tells about the relationship between Sophie and Howl. The story is also about the broken-hearted William, who discovered that his beloved one has left with another man.

Foolishness

William's desperation after losing himself lead him to madness, and his side-quest is about recovering his mental sanity. Evelyn has completely lost any common sense, with her mind lost in the darkness. Only in the end she'll have a chance to redeem herself, but she will fail.

6 - Characters

6.1 - Sophie Hatter



6.1.1 - Description

Sophie is a young woman with brown eyes and long silver hair due to the curse she received by the Witch of the Waste.

She tries to act kindly and to be altruist with everyone, even those who mistreat her. For this reason she seems to be goofy, but indeed she is a very strong and independent woman.

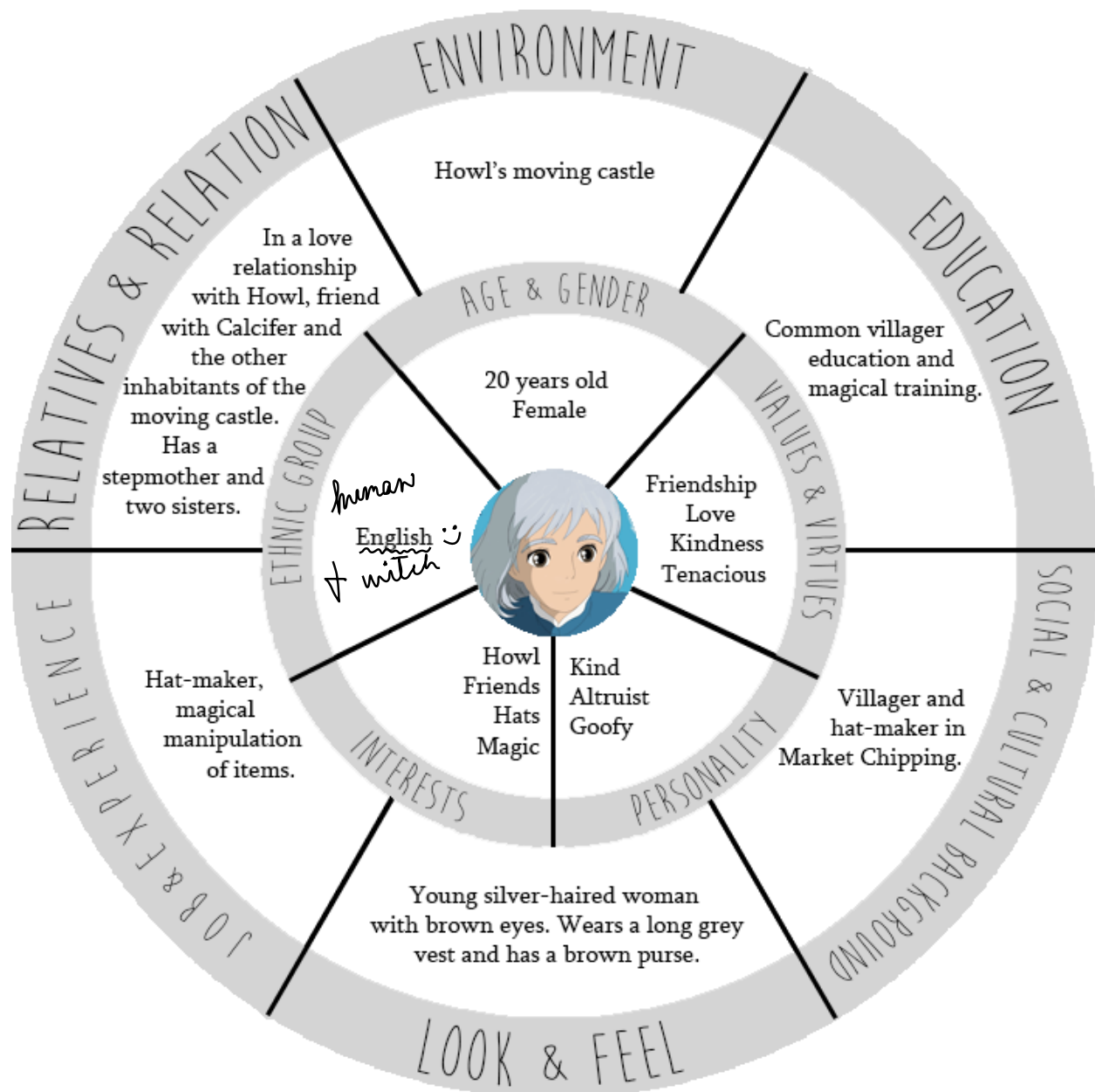
Usually, she acts carelessly, but feels very bad if she does something wrong, even though her attempts to remedy, most of the time, results in worsening the problems.

She also discovered to be a witch and only recently started to develop her dormant powers.

In fact she's used to object manipulation and telekinesis.

Along with Calcifer they're on a quest to find and save their beloved Howl, even if that means risking her life by making a deal with the demon and fighting a terrifying witch.

6.1.2 - Circumplex



6.1.3 - Backstory

Being the eldest of Mr. Hatter's daughters she was in charge of managing the hat shop of her father after his death.

While she was a pretty and independent girl, she underestimated herself a lot.

One day during a walk she encountered the mighty wizard Howl, known to steal the heart of pretty girls and, alongside with him, they escaped from strange figures, called the henchmen, sent by the Witch of the Waste to track him down, after he ended their relationship.

Seeing him interested in another girl, the witch was furious and followed Sophie to her hat shop

where she casted a curse that turned her in a 91-years old woman.

Looking for a cure, Sophie left the town and came across Howl's moving castle where she found shelter.

There, she met the fire demon Calcifer, who promises to break her curse in return for her help in breaking the contract between him and Howl.

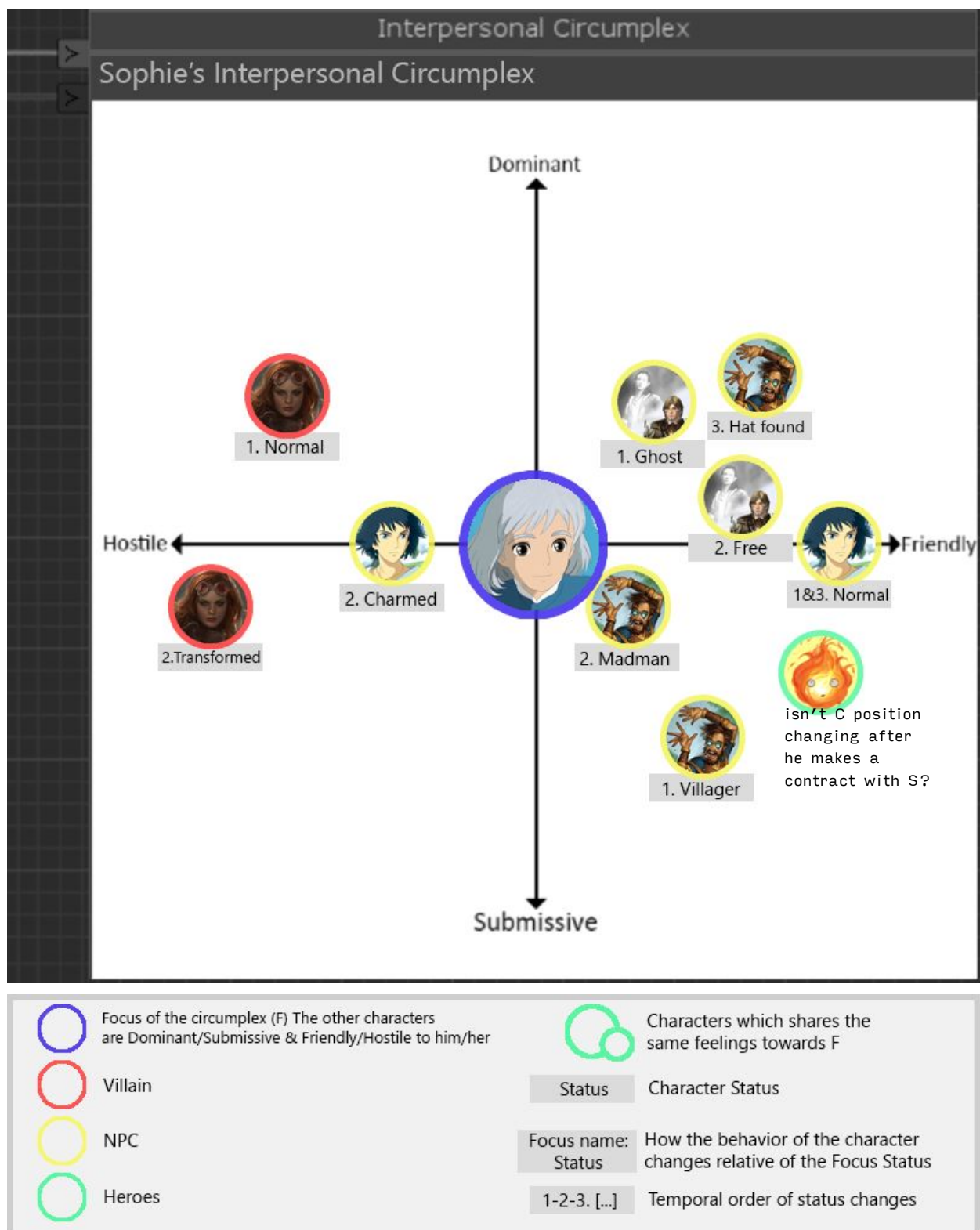
She get used to the magical door works and she also met Howl again who accepts her in the castle as housekeeper.

There, she discovered to have some latent magical powers that she had to develop.

After some events (like the battle against Howl's former mistress, Madame Suliman) their relationship grew up a lot, as well as Sophie self-confidence which resulted in her being able to break the contract between Howl and Calcifer as well as removing the curse casted on her, of which only the silver hair aspect remained.

After these events, Howl and Sophie declared their love, and they started living together in the moving castle where Sophie trained with her magic.

6.1.4 - Maps of relations through time.



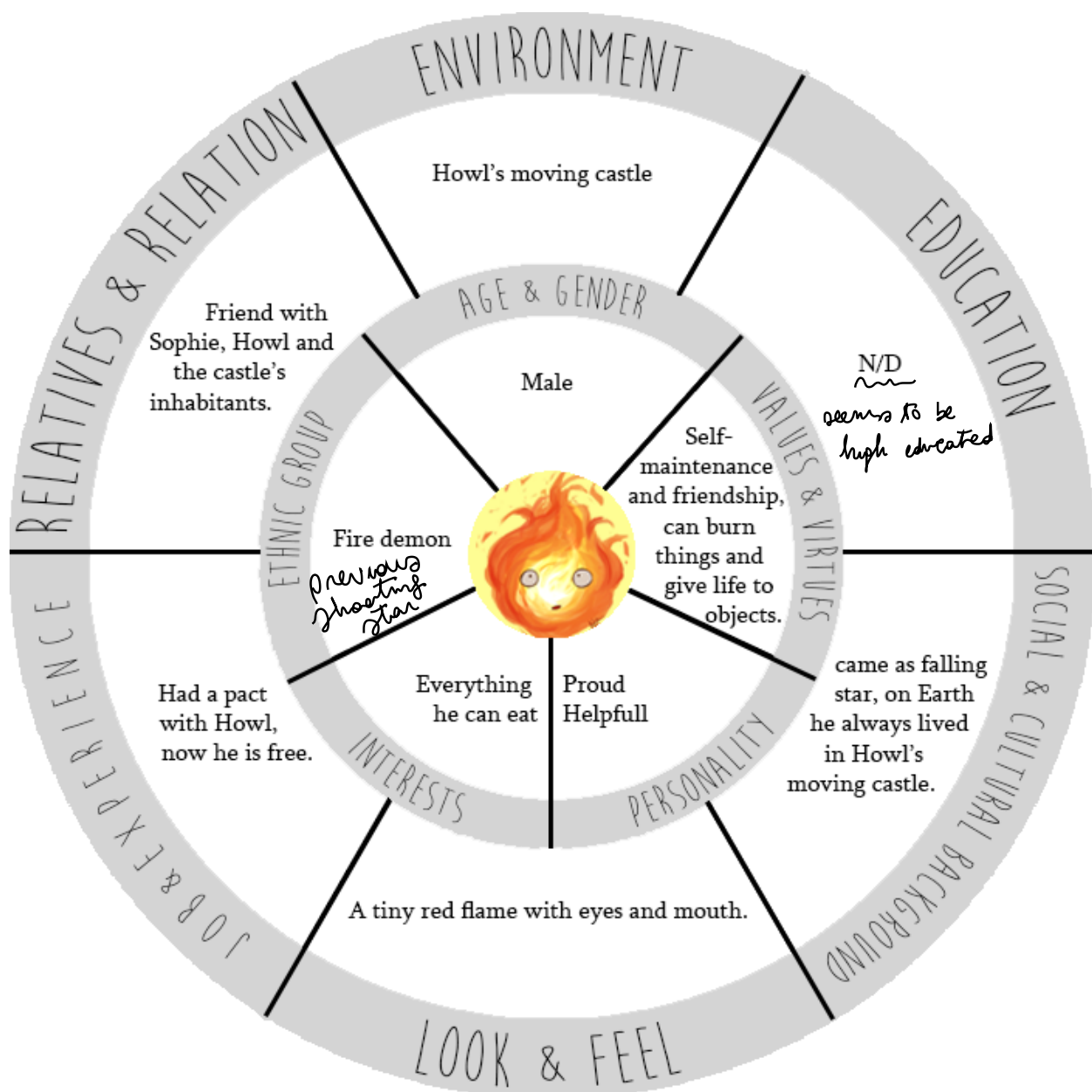
6.2 - Calcifer



6.2.1 - Description

Calcifer is a tiny flame with eyes and mouth, but despite looking cute, he's a powerful and proud fire demon. He uses the *pluralis maiestatis* when he's speaking about himself, he likes receiving compliments and (obviously) hates everything that is wet or humid.

6.2.2 - Circumplex



6.2.3 - Backstory

Calcifer come to Earth in the night of the falling stars, he was caught by the young mage Howl, and made a pact with him: Howl would have gained more power, and Calcifer would have had a heart to feed himself, but their ^{in no down pact} lives were now connected, so the death of one between them would have meant also the death of the other.

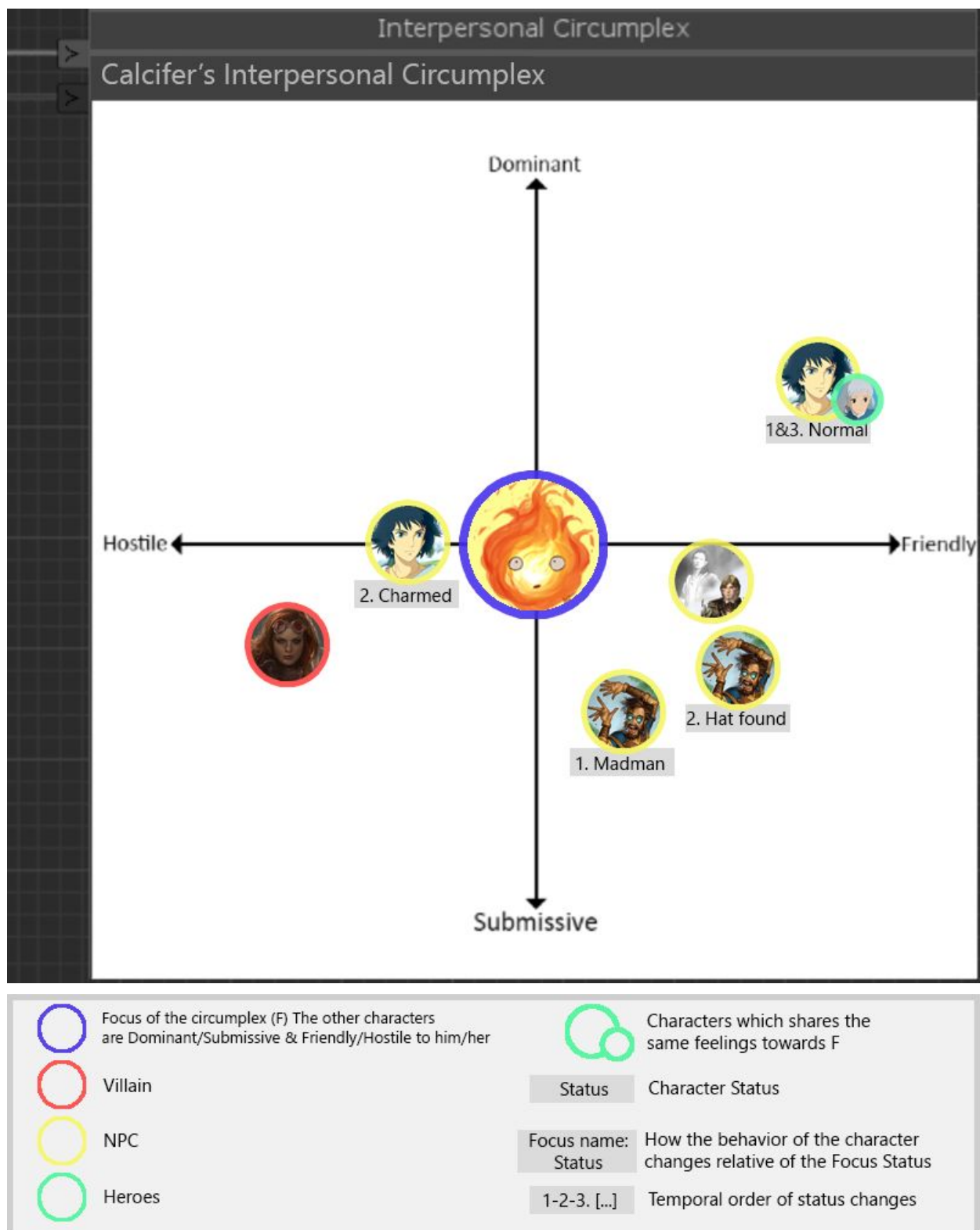
In the next years he lived with Howl and gave life to his moving castle, but their ^{contract} pact made Howl more selfish. One day Sophie arrived at the castle and asked him to break her curse. Calcifer promised that he would have done if she helped him breaking the pact he had with Howl, but couldn't tell her what was that about nor how to do it.

After some events that put in danger Howl's (and his) life, thanks to Sophie they overcame them, and Sophie also succeeded to break the pact.

Calcifer, now free, decided to stay with Howl and Sophie and live with them.

review
subordi
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6.2.4 - Maps of relations through time



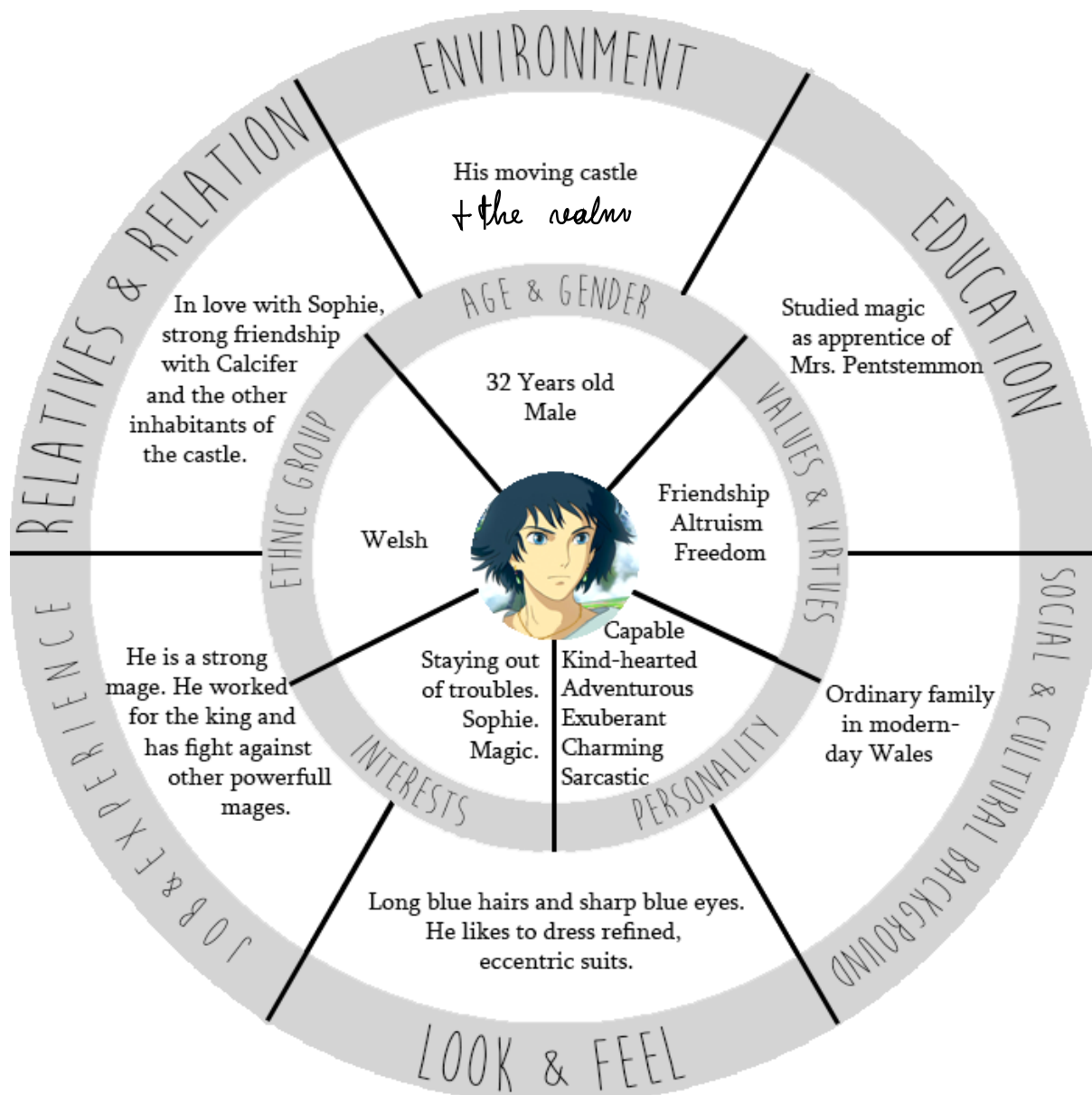
6.3 - Howl Jenkins Pendragon



6.3.1 - Description

Howl is powerful mage, he has blue eyes and blue hairs. He take care of his independency and freedom by spreading bad rumors about himself, hoping to live peacefully and stay away from conflicts. He's a nice guy, loyal to his beloved one, Sophie, and he's kind and helpful with everyone, also with those who once were enemies. There was a period when he wasn't so nice due to a pact he made with the fire demon Calcifer, but now he's a person on which you can count on.

6.3.2 - Circumplex



6.3.3 - Backstory

Born in Wales, he was a natural talent for magic. He studied to become a mage with Suliman, the royal witch, as a teacher.

He left his apprenticeship when, during the night of the falling stars, he made a pact with the fire demon Calcifer: power in exchange for his heart. The night this happened, he saw Sophie coming from the future, who begged him to remember and wait for her.

Years passed, Howl became selfish and narcissistic because his heart didn't belong to him anymore. He started to give much more importance to his appearance and to have relationships with many girls, one after another, careless of their feelings. He was asked to become a royal mage, but he always tried to escape from his responsibilities in order to live free. His life changed when he met Sophie once again.

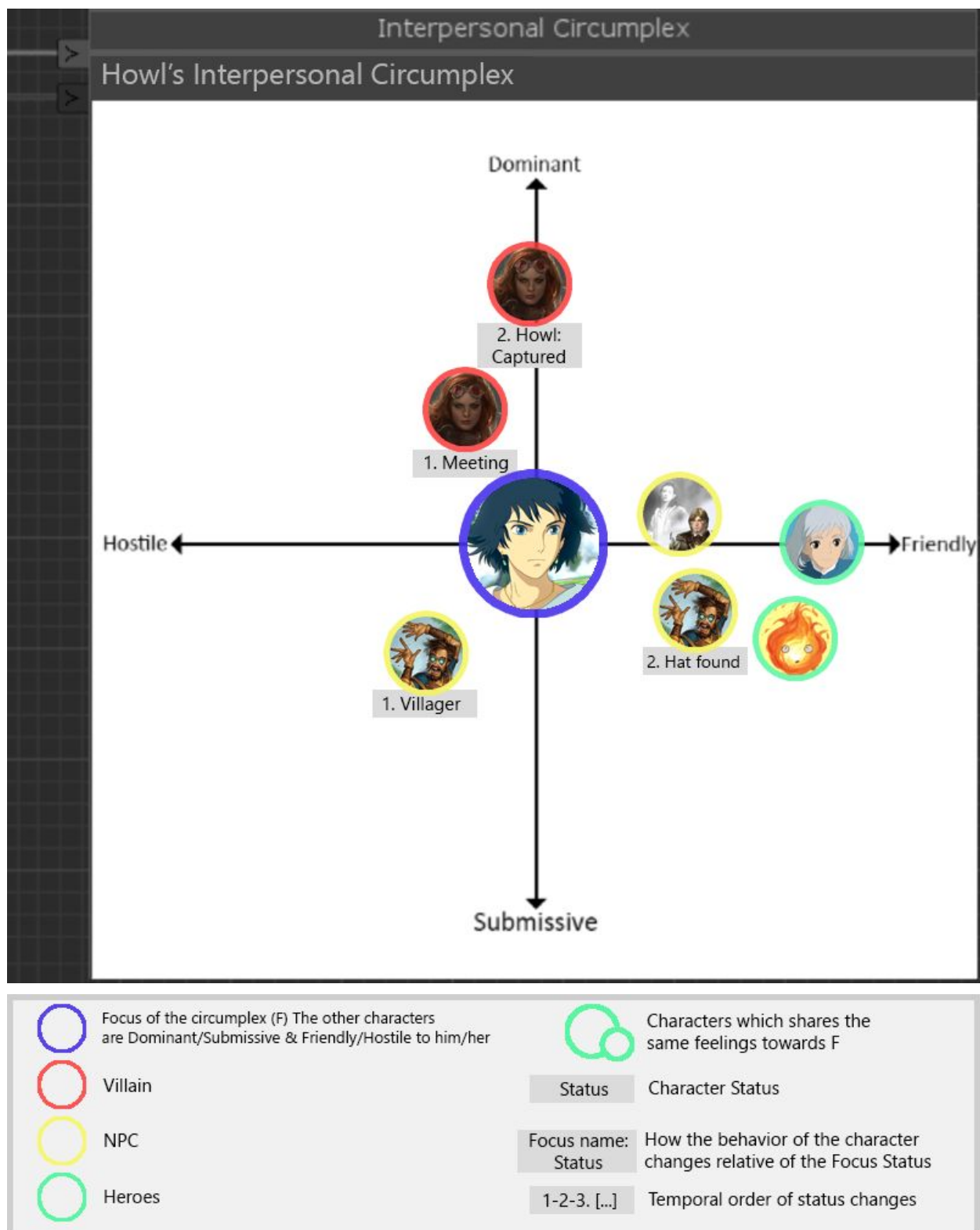
One of the women that Howl courted, known as the witch of the waste, jealous of Sophie, turned her into an old lady. Nonetheless, when Sophie arrived to Howl's moving castle, he immediately recognised her and started to protect her. Thanks to their love, Howl's pact with Calcifer and Sophie's curse eventually broke, and after declaring their feelings each other, they started to live together and Howl returned to be the nice person he was before.

Two years later the witch Evelyn, interested in Calcifer, found him while walking in Kingsbury, and casted a charm spell on him. Howl in order to reach her castle, had to create a new sector on his magical door, linking it with a nearby abandoned house, to avoid being discovered by Sophie.

From that moment he has gone missing.

↑
so that's what happened!
you should make it as clear as it is here also in the synopsis

6.3.4 - Maps of relations through time



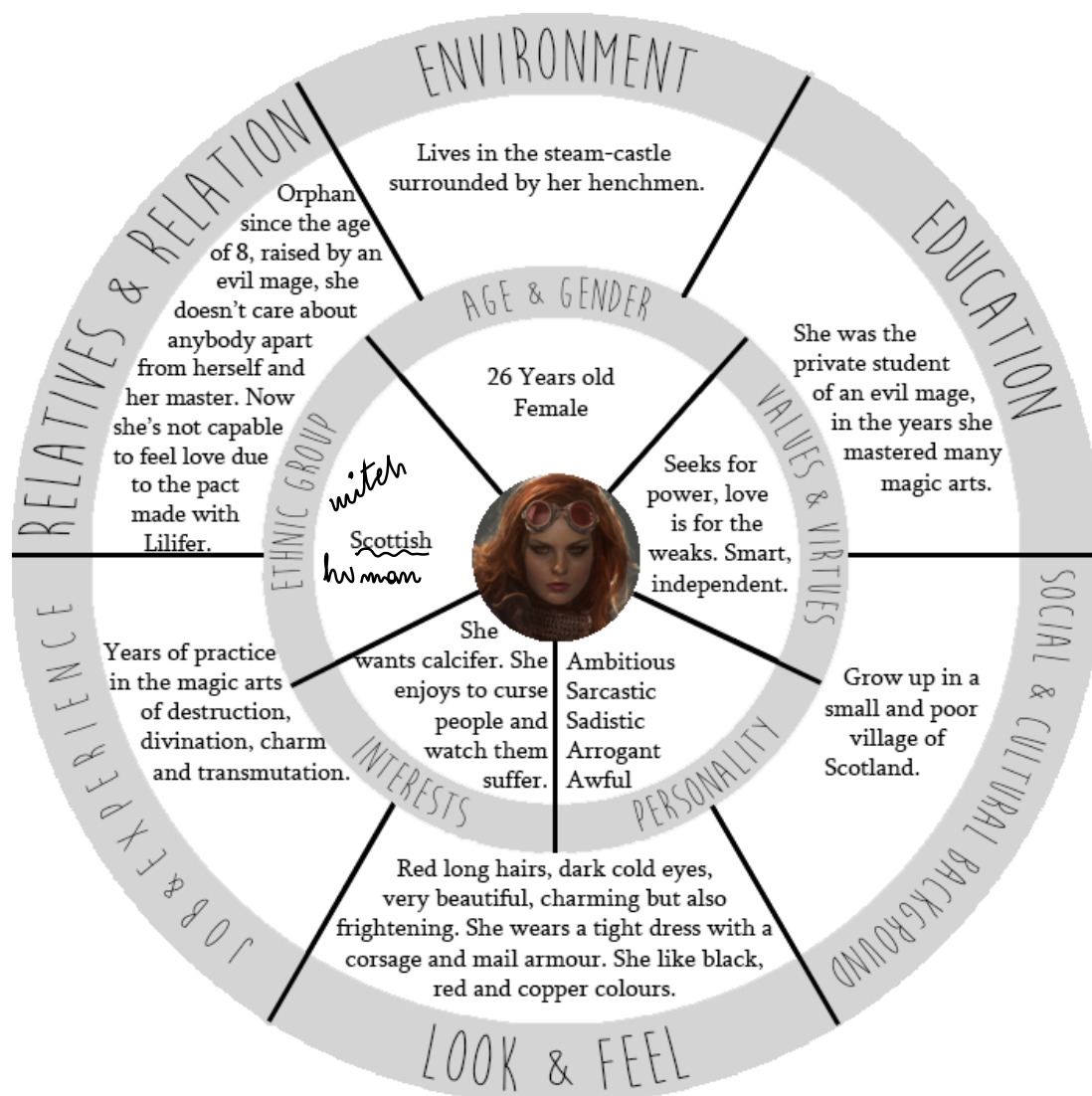
6.4 - Evelyn Wilkinson



6.4.1 - Description

Evelyn is a 26 years-old ambitious witch who took Howl as an hostage in order to obligate his friend Calcifer to make a deal with her. She has already two fire demons on her side, Lilifer and Mephistofer, with Calcifer she would become even more powerful. Her goal, highly influenced by the pacts with her demons, is to subdue everyone in the world, but she's smart and she knows that in order to do it she needs to be more powerful and with an army on her side. So she has built a giant factory where, with the help of her henchmen, she's building thousands of steamsoldiers. She's a charming woman with long red hairs but also with dark cold eyes which reflect her evil and frightening nature.

6.4.2 - Circumplex



6.4.3 - Backstory

Born in a poor scottish village, her parents left her alone at the age of 8, so she was forced to lose her innocence very young. An evil mage without children living nearby saw in her a high magical potential, and decided to take her with him. From him Evelyn learned more than any other young mages frequenting ordinary magic schools, and mastered, through the years, the arts of destruction, divination, charm and transmutation.

During the night of the falling stars, the young Evelyn caught a fire demon called Lilifer and made a pact with her: power in exchange for her heart. Evelyn wasn't a good child due to the magic she used to practice, and after the encounter with Lilifer her nature got worse, becoming evil. Year after year her hunger of power increased and her goal became to subdue everyone in the world conquering every kingdom, but in order to do that she needed a powerful army, and the henchmen she was able to create weren't enough. So she decided to create a giant factory in a far away land where she could build thousands of "steamsoldiers".

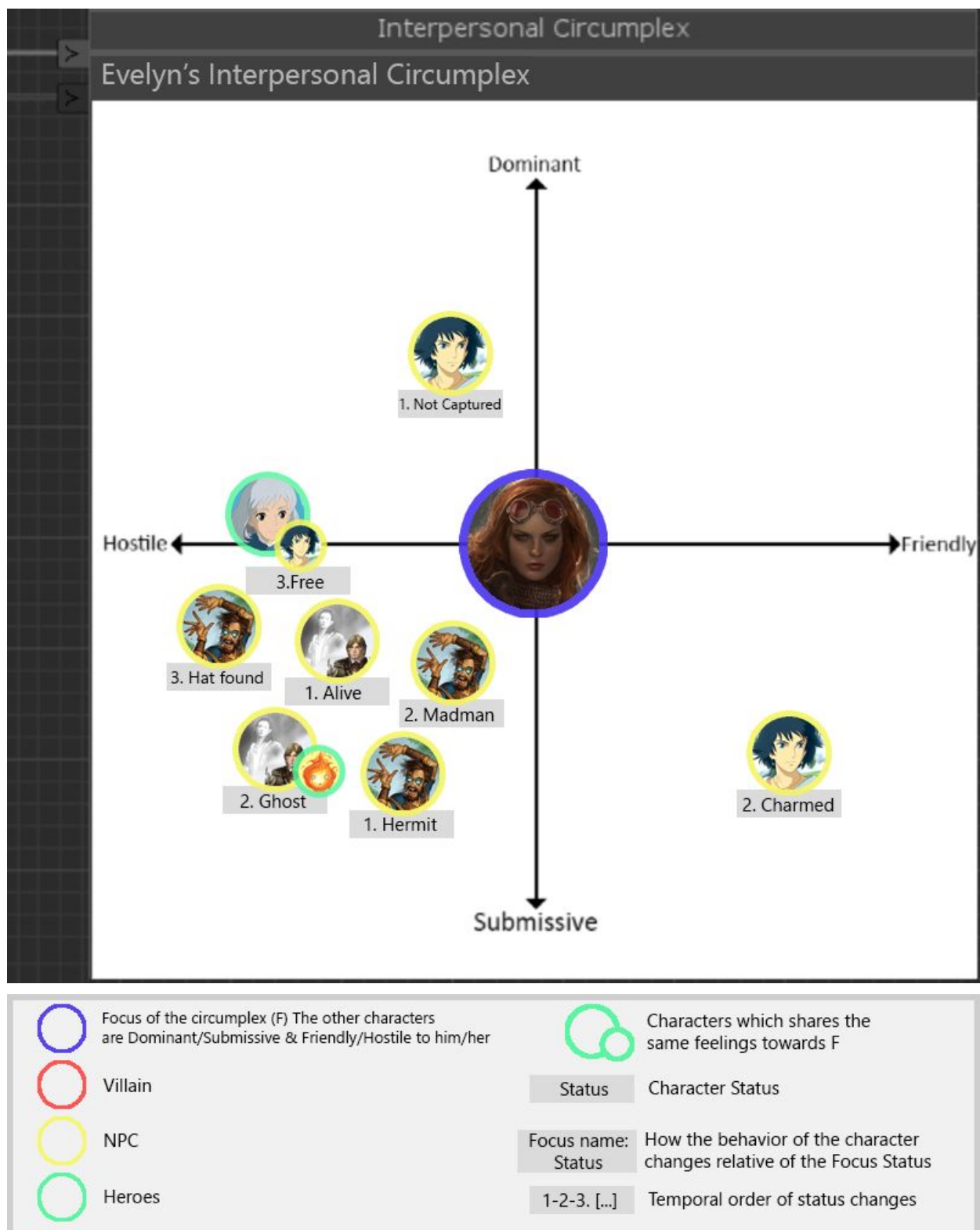
More and more confident of her powers, she decided years later to look for mages with their own fire demons in order to steal them. She found and defeated Izzet after luring him in her castle through a charm spell.

Then it was Howl's turn, but she discovered that the contract between him and Calcifer was broken and since they were living together as friends, she decided to kidnap Howl and use him as an hostage in order to force Calcifer to make a deal with her.

now i got it!

you should make it as clear as it is here also in the synopsis

6.4.4 - Maps of relations through time



6.5 - William the Hat Seeker



6.5.1 - Description

William is a man with long brown beard and torn clothes.

He seems to be mad for his obsession to collect items, but knows the steam-castle very well. Even though Sophie has seen his former self before, the curse has changed him so much that is now unrecognizable. Being interested in hats, he's willing to barter them for the things he gathered in the

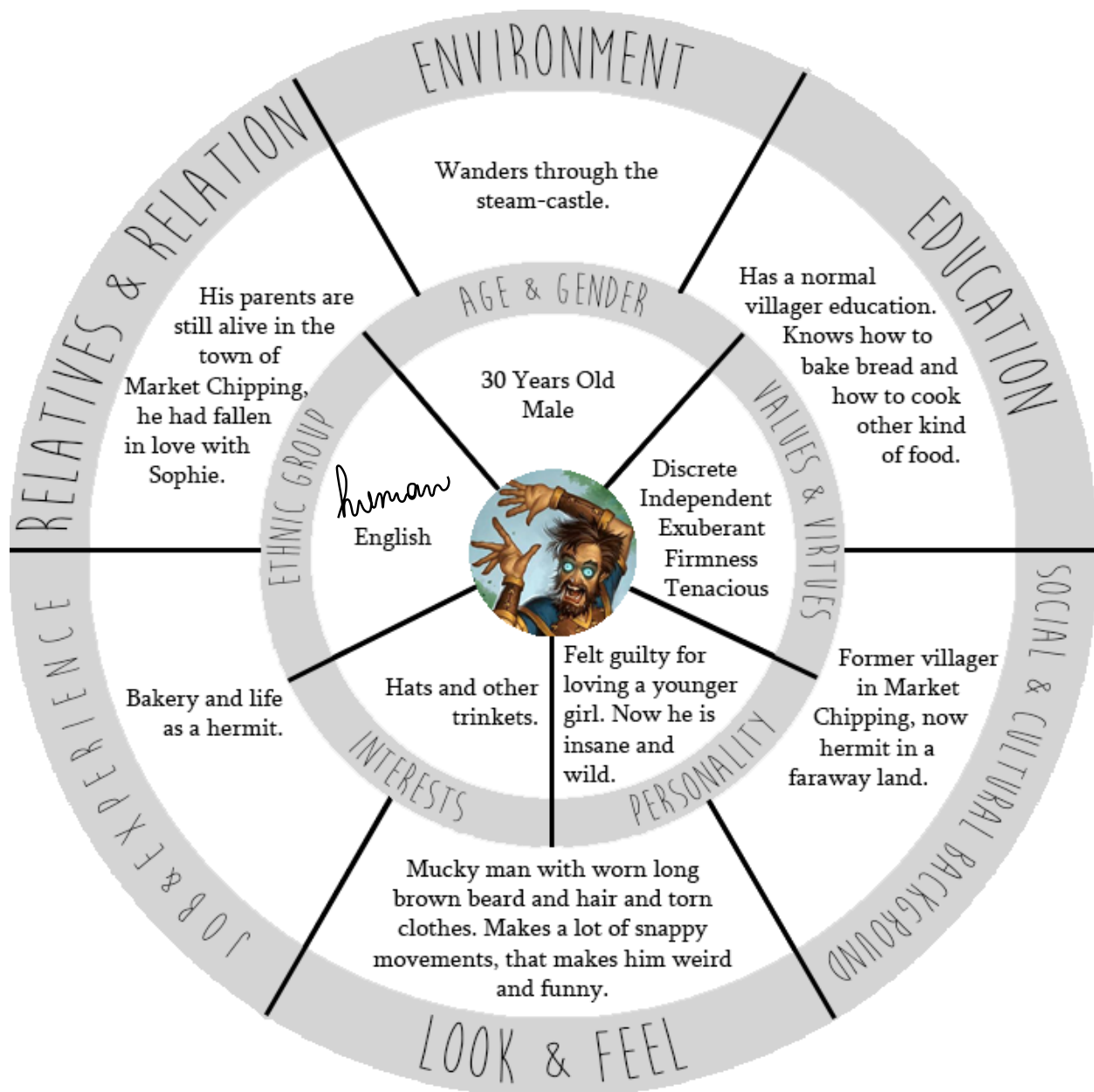
steam-castle.

During the events, Sophie may find the hat she made for him several years earlier and by recognizing it, she can bring it to him, thus breaking the curse and making William remember his true self. From that moment he'll remember the feelings he had for Sophie and will try to help her in several ways.

Before challenging the witch he'll finally be able to tell Sophie he loves her, but he also understand that there's no place for him in her heart. Nonetheless he will help her fighting the witch for the sole purpose of making her happy.

In the end he'll understand that being an hermit was only a way to escape from his regrets and now that he was able to express his feelings, he can now return to his hometown and start over with a true life. In the case his hat isn't found, he'll remain insane even after the castle is destroyed and will continue to roam endlessly in the nearby forest.

6.5.2 - Circumplex



6.5.3 - Backstory

William used to live in Market Chipping, where he was a baker.

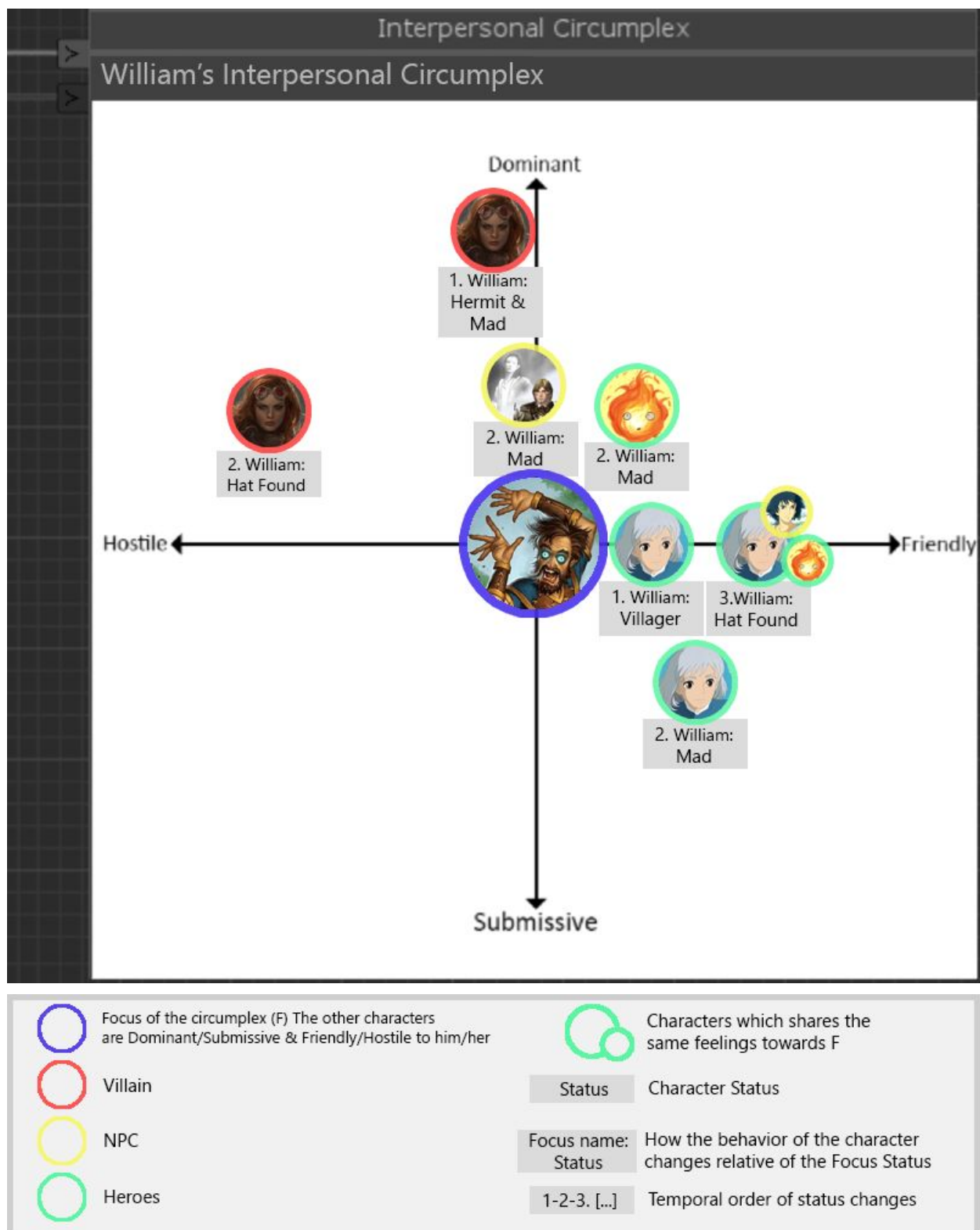
One day he visited Sophie's shop where he bought a new hat and fell in love with her.

He felt guilty for this, because of the great difference of age between them.

He tried for months to talk to her, but barely made it, until one day she disappeared, without being able to declare his feelings. Days later, he was told by her stepmother that Sophie left with his beloved one. Angry and disappointed by himself, he decided to leave the town forever and live as an hermit, in a faraway land. Nonetheless he kept the hat Sophie made for him as a token of his feelings.

One year later his peace was threatened by someone who started the deforestation of the surroundings. Furious, he went to argue with the responsible, only to find out it was an evil witch's doing who, in turn, cursed him making him lose his identity. From that day he couldn't remember nor his name nor habits except for a strong interest in hats, so he started roaming endlessly through the steam-castle searching for them. This drove him insane and he started collecting mushrooms for their vague resemblance with hats, then also the other stuff he could take.

6.5.4 - Maps of relations through time



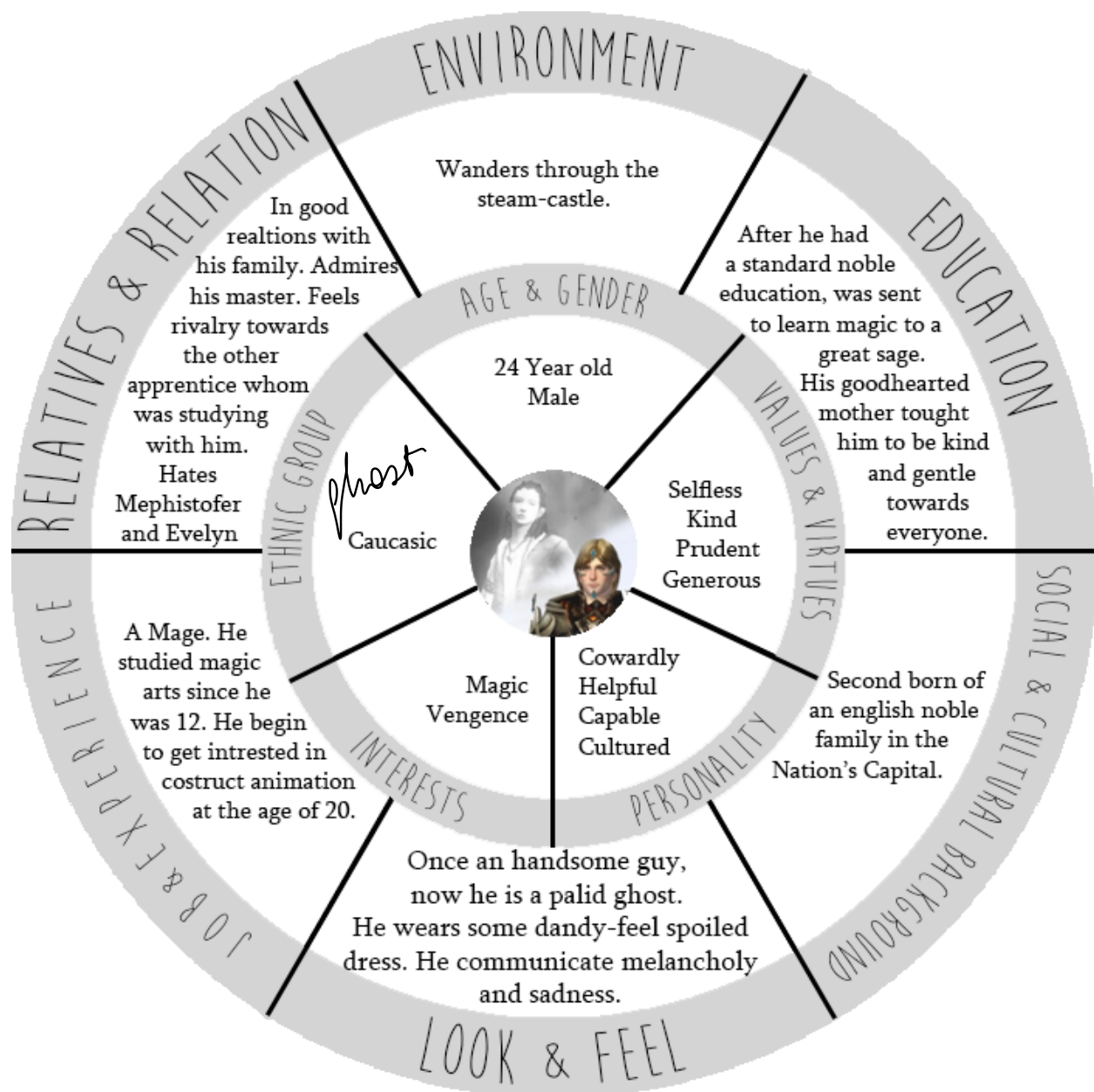
6.6 - Izzet the Ghost



6.6.1 - Description

Izzet is the ghost of a dead mage that wanders in Evelyn's steam-castle. He will help Sophie and Calcifer in their adventure teaching them how to build constructs from the debris spread around the steam-castle. After Sophie defeats the materialization of the pact between Evelyn and Mephistofer, his former fire demon, Izzet will be set free, allowing him to rest in peace.

6.6.2 - Circumplex



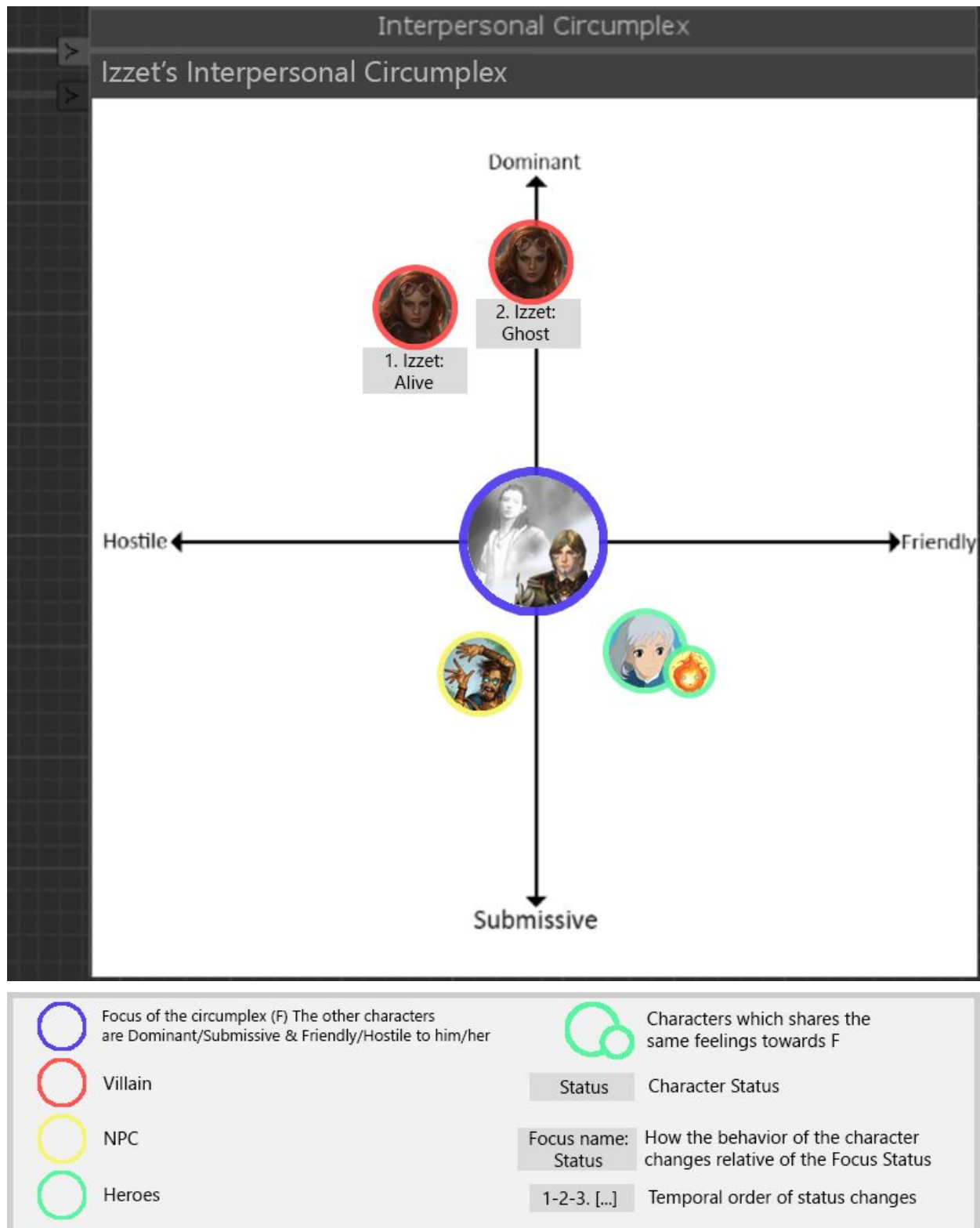
6.6.3 - Backstory

Izzet was once a very wimpy mage, specialized in constructs animation. During the night of the falling stars he meets **Mephistofer**, a demon whom, in exchange of his guts, granted him power, with the condition that he had to overcome his fears.

After the witch **Evelyn** frightened Izzet again, due to her mighty powers, the pact was broken. Mephistofer sided with Evelyn and Izzet was killed. Then he became a ghost, filled with anger and will of revenge towards the demon and the witch.

mysterious passage of the story

6.6.4 - Maps of relations through time





6.7 - Lilifer (brief description)

Lilifer is a tiny purple flame with evil red eyes, tongues of fire which remind loose hairs and a female voice. She's the fire demon that Evelyn caught during the night of the fallen stars, when Calcifer and Howl have made the same pact as her and Evelyn. This pact is the reason why the young Evelyn, already a bad child because of a difficult childhood, became evil and obsessed with power.

Lilifer is now providing energy to the steam-castle, helping Evelyn in creating her army. She's snob and watches every Evelyn's deed with amusement and cold interest.



6.8 - Mephistofer (brief description)

Calcifer is a huge blue flame with big and evil eyes. He's selfish and respect only mages with high confidence. He's the fire demon which had a deal with Izzet, the mage who caught him during the night of the falling stars, providing him power in exchange for his guts, with the agreement that Izzet wouldn't be afraid anymore.

However, when Izzet faced Evelyn he felt fear again and the contract was broken.

So Mephistofer moved to her side, making a pact with her: power in exchange of her stomach, to represent her endless hunger for power.

Evelyn was already connected with Lilifer though and wasn't able to sustain both the demons. So, she disgorged a black slimy abomination, the physical representation of their pact.

In order to protect it, Evelyn sealed the gluttonous monstrosity in the depths of her steam-castle, in its dump, where it'll be endlessly fed with the wastes of the factory.