*In* The Elementalists*, ELI (MC, high schooler, gender-selectable) attends a magical school for the Attuned (people who possess magick, which manifests in several elemental forms). One of Eli’s friends and classmates is a young wood nymph, ASTER, who is enchanted by the world outside her grove – a sentiment not shared by the elders (deeply-rooted ancient trees who cannot move), who lived through the Wand Wars where Attuned cut down forests of wood nymphs to use their wood for wands. In this scene, Aster attempts to bring her human friends to her grove, to disastrous consequences.*

EXT. FOREST - DAY

Event: Later that afternoon, you and all your friends head into the woods to visit the wood nymph grove.

Aster [HAPPY]: I can't wait for you to meet the saplings! They love hearing about my time at school.

Shreya [HAPPY]: Well, they're in for a treat, because I have plenty of fabulous stories to add to yours. I can tell them all about Serene and Sublime!

Eli: It's been a really long time since humans visited the wood nymph forest, hasn't it, Aster?

Aster: Oh yes... At least a century or more has passed since the last ones were here. Nowadays, we tend to keep to ourselves.

Aster [SAD]: If I told the elders, I don't think they'd want me to bring you.

Beckett: Well, that makes sense. Aren't tensions between the Attuned and wood nymphs still fraught following the Wand Wars?

Atlas: I would assume as much. The Attuned chopped down whole forests during the war.

Aster [HAPPY]: But that was ages ago. Don't worry. The saplings are much more accepting!

EXT. NYMPH GROVE - DAY

Event: Aster leads you through a thick cropping of trees, and you step into a magickal wood.

Event: Small motes of different colored light dance between the leaves, the thin trees in the clearing swaying softly in the afternoon breeze.

Aster [HAPPY]: Welcome to my home! These are my siblings, the saplings!

Eli [SURPRISED]: Hello saplings... it's very nice to meet you all?

Griffin [HAPPY]: I've heard so many stories about wood nymph groves, but they don't do them justice. You can really feel the magick in the air.

Event: The trees around you rustle with a sound like bells, and Aster giggles.

Aster [HAPPY]: Oh, no, these are humans. They're some of my friends from school.

Event: A nearby branch lowers and taps your arm, then quickly lifts back up. The rustling grows louder.

Eli [SURPRISED]: Uh, Aster, I feel like they're laughing at me.

Aster [HAPPY]: They said you look like a funny type of nymph, and they want to play a game of Whispering Winds with you!

Zeph [HAPPY]: Yes! Games are my forte, along with being incredibly charming and friendly.

Eli [HAPPY]: How do you play?

Aster [HAPPY]: The saplings learn by feeling other people's magick, so you just have to cast a spell, and then they'll try to copy you!

CHOICE MENU: Let’s make our magick…

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| (Air magick) Elegant! | (Water magick) Fun! | (Wood magick) Kind! |
| Shreya [HAPPY]: Magick is meant to look beautiful, just like me.  Beckett: Indeed. Elegance is the best way to make a good first impression.  AIR MAGICK EFFECT FLOWS ACROSS THE SCREEN.  Eli [HAPPY]: All you fallen leaves, why don't you do a dance for the saplings?  Event: As the three of you cast, your magick softly washes over the saplings, causing the fallen leaves on the ground to swirl gently around them.  Event: A moment later, a soft wind rushes past you all, and you each spin in an elegant pirouette!  Eli [HAPPY]: I'd say they've got the hang of dancing.  Beckett [SURPRISED]: They certainly know the correct form. I didn't get the least bit dizzy.  Shreya [HAPPY]: I could twirl like that all day! | Zeph [HAPPY]: Yeah! What's the point of magick if you're not having a good time?  Griffin [HAPPY]: Let's see if we can conjure up some music for the saplings.  WATER MAGICK EFFECT FLOWS ACROSS THE SCREEN.  Eli [HAPPY]: I think a little rain is just what we need to play them a song.  Event: The three of you cast, and a soft drizzle begins to fall from the sky. As the drops of water hit the leaves, they form a playful melody of pitter-patters.  Event: A moment later, a breeze rushes through the clearing, and the wind in your ears matches the rain's song.  Eli [HAPPY]: Seems like they've got harmony down. They're matching our song perfectly!  Griffin [HAPPY]: I knew they could do it. Wood nymph muses are always on key.  Zeph [HAPPY]: This is the best jam I've ever heard! And I'm not just saying that because I'm playing part of it. | Aster [HAPPY]: I'll help too! And this will be a good way for Atlas to practice herp restorative magick.  Atlas: We just spent literal hours doing that... but fine. I guess it couldn't hurt.  WOOD MAGICK EFFECT FLOWS ACROSS THE SCREEN.  Eli [HAPPY]: I just want to give all of these saplings a big hug!  Event: The three of you channel your magick, the branches on each of the saplings intertwining with each other.  Event: A moment later, vines grow up from the forest floor and slowly wrap around you, giving you a soft squeeze.  Eli [HAPPY]: I guess this is the closest the saplings can get to giving a hug.  Atlas: I hate this...  Aster [HAPPY]: But it's so cozy! |

Event: The saplings all rustle loudly, and their branches bend to brush you again, their leaves tickling your face.

Aster [HAPPY]: They wanted me to tell you that they had a lot of fun playing with you, and they consider you friends of the forest now!

Eli [HAPPY]: I'll wear the title proudly.

Event: As the saplings grow quiet, Aster lets out a sigh.

Aster: I only wish the rooted nymphs, the elders, were more open-minded.

Aster [HAPPY]: But I'm sure that since the saplings adore you, the elders will have to like you too!

Eli [SURPRISED]: I don't know, Aster. From everything you've told me, they seem pretty set in their ways.

Aster [HAPPY]: But this is the season of Learning Leaves! When nymphs learn to shed the past, and focus on growing a better future.

Aster: If the elders are going to let go of their prejudices, now would be the time.

Aster [HAPPY]: Besides, you all are the most wonderful people I've ever met. If anyone can get the elders to see reason, it's you.

CHOICE MENU: Aster…

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| I'm sure they'll see it your way! | But wood nymphs hate Attuned! |
| Eli [HAPPY]: We've just gotta think positive! It's like you said, we're your friends, and the saplings like us. They'll understand that.  Aster [HAPPY]: You're right, and even if we can only make one nymph change their mind, it will have been worth it. | Eli [SURPRISED]: There's a lot of history between the two. That isn't going to disappear overnight.  Aster: I know, but I can't just do nothing and expect this to get better.  Aster: I don't want the saplings to grow up being told to hate the Attuned, not when we could all be friends. |

Event: Aster nods to herself and skips ahead deeper into the woods.

Aster [HAPPY]: Come on. You still have to see the rest of the grove, and you can meet the elders then.

Event: You follow Aster across the grove, to an older section of forest. Indistinct faces stare out of the trunks of the trees.

Event: A slow, creaky voice filters through the branches, and a wood nymph sways into view around a nearby tree trunk. His body is turning wooden, and his legs appear to be rooted into the ground.

Yarrow @ "???": Aster? Have you come to visit? You didn't send a message through the trees.

Aster [HAPPY]: Papa, I brought my friends from school to come visit. Everyone, this is my Papa, Yarrow.

Event: There's rustling from the trees further off, and their whispers reach your ears.

Event @ "Whispers": She did what?

Event: The branches of the larger trees lean closer together, as though they're speaking to each other.

Eli [HAPPY]: It's nice to meet you--

Yarrow [ANGRY]: Silence!

Event: Yarrow's head swivels back to Aster, expression furious.

Yarrow [ANGRY]: You brought <i>Attuned</i> into our forest! After all that they've done!

Aster [SURPRISED]: I wanted them to meet everyone! I thought we could talk and learn about each other.

Yarrow [ANGRY]: They are not to be trusted! They will destroy you! Have you learned nothing from what I've told you about our history? About the Wars?

Yarrow: Why won't you just come back to the forest and give up these ridiculous studies?

Event: The trees echo his sentiment.

Event @ "Elder": Yes, Aster. Come back. This is where you belong.

Event: Aster's eyes go wide, filling with tears.

Aster [SAD]: I... I don't...

Event: Yarrow turns back to you with a scowl.

Yarrow [ANGRY]: Attuned, leave this place! Now! And cease your attempts to corrupt my Aster with your ways!

CHOICE MENU: Wait!

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| We’re Aster’s friends! | Don’t you care what she wants? |
| Eli [SURPRISED]: We care about her!  Zeph [SURPRISED]: Yeah, we'd never do anything to hurt her!  Shreya [SURPRISED]: We just want to help her learn!  Aster [SURPRISED]: It's true, Papa! They're the most wonderful people--  Yarrow [ANGRY]: Lies! All Attuned do is <i>lie.</i> They're using you for their own gains, as Attuned have always done with us wood nymphs. | Eli [ANGRY]: Look, I don't care if you like me, but Aster has dreams!  Griffin [ANGRY]: You're her father. You're supposed to support her!  Beckett [ANGRY]: No harm ever came from learning about the world.  Atlas [ANGRY]: It seems like you all could stand to do some learning yourself.  Yarrow [SURPRISED]: I--  Event @ "Elder": Perhaps they have a point, Yarrow.  Aster [SURPRISED]: Yes, if you take a moment to talk, I'm sure they'll surprise you!  Event: The vines on Yarrow's arms shake as his eyes narrow.  Yarrow [ANGRY]: These Attuned don't understand what we have suffered. They never will. |

Event: Aster's face falls again and she looks desperately at her father.

Aster [SAD]: Papa, please, if you would just listen!

Yarrow [ANGRY]: No, Aster! You've let these Attuned fill your head with false stories! You need to grow up and see them for what they really are... Weeds!

Event: Aster's eyes go wide and she lets out a sob before running off into the woods.

Eli [SURPRISED]: If you won't take Aster's word for it, maybe you'll listen to the saplings! They seem to like us.

Yarrow [SURPRISED]: The saplings? You were...

Event: Yarrow's face twists with rage, and wind rips through the clearing, nearly knocking you off your feet!

BACKGROUND DARKENS OMINOUSLY.

Event: The forest darkens, and the trees loom over you, casting you in shadow.

Yarrow [ANGRY]: Get out!