



created by Kathleen Grotzinger & Erica Wester

THE STORY

A rebellious teenage Mage accidentally shatters the stone bonded to her mother's soul and unleashes a curse on the wildlife throughout the land of Fera. Now, she must connect with her Animal Guardian to harness her growing powers and learn to become the leader of her own pack, embarking on a quest to recollect the shards, battle the curse, and save her mother.

THE WORLD

Fera is a mythical land in which magic is inherent in all things. People able to harness this magic are called Mages, and their skills are used to maintain spiritual balance in the world. Mages are most powerful when they form bonds with the lost ghosts of creatures who have not passed into the afterlife. These are Animal Guardians.

Bonding with an Animal Guardian requires a Guardian Stone; a crystal through which the two souls can be bound together. For a young Mage, accepting guidance from an Animal Guardian can help them control their growing magic. Conversely, Animal Guardians are lost ghosts that are tethered to Fera, oftentimes lonely and unfulfilled, so bonding with a Mage helps to give them direction and alleviate their pain.

Guardian Stones can also manifest as a staff or a weapon for the Mage to battle Cursed Animals - creatures that have taken on large, demonic, monstrous forms, who will attack anything and everything around them. At first, Maikoh believes she must fight and defeat them, but as it turns out, they need to be Cleansed -- restraining them, listening to the source of their pain, and helping them to heal.



CHARACTERS



MAIKOH

Animal Guardian: Spectre the Wolf
Powers: Super Strength, Acute Smelling

When we first meet Maikoh, she comes off as lazy and avoidant. Her mother, Ursaline, is the leader and Head Mage of the people of Widu Forest and Maikoh's expected to eventually take over. But she isn't ready to accept the responsibility; she's afraid of growing up and doesn't think she has what it takes to be a leader. She hasn't even connected with her Animal Guardian, and as a result, her magic manifests in powerful, incontinent bursts of energy. Maikoh insists that this isn't that bad.

But during a ceremony on her sixteenth birthday, Maikoh gets into a fight with Ursaline. Her magic bursts forth, shattering her mother's Guardian Stone and destroying her physical form. Ursaline is a powerful mage, so her body was able to transfer to her Guardian Stone, but now it's in pieces all over Fera.

This forces Maikoh to get in touch with her Animal Guardian, a wolf named *Spectre*, and set off on a journey to collect the pieces of her mother and bring her back to Widu Forest. Along the way, Maikoh learns how to control her powers, accept responsibility, and to lead her group of friends as they become both a team and a surrogate family to one another.

Maikoh is also gay and constantly flirts with Kolotl, our season 1 villain, before eventually falling in love with her for real. Kolotl isn't sure what to make of Maikoh's flirting at first, but ultimately reciprocates her feelings in Season 2.



BUHO

Animal Guardian: Ragana The Owl

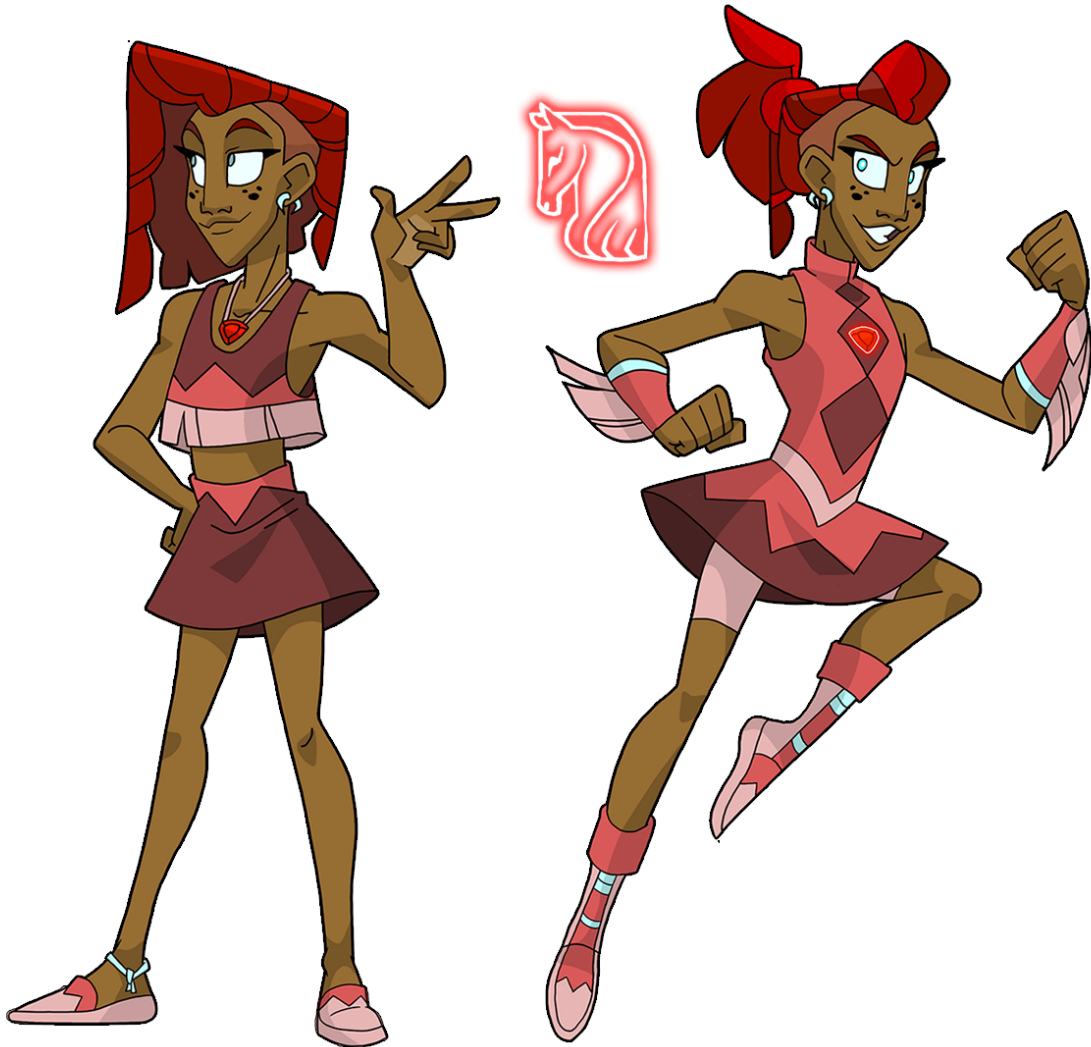
Powers: Flight, Ability to See in the Dark, Fortune Telling

Buho is smart and sarcastic, with a dry sense of humor. He's also Maikoh's childhood friend, and unlike her, he's responsible and serious. Buho helps reign Maikoh in, and in return, she helps him embrace having more fun. Buho's family are in charge of keeping an oral history of all the myths and legends of the Widu Village, and to a greater extent, all Forest Folk. However, Buho is the first of his family documenting the stories physically. He spends a great deal of time transferring them to paintings, and as a result, he's been teased all his life for being more interested in

being indoors than in nature.

Before the start of the story, Buho has already connected to his Animal Guardian, an owl named *Ragana* and has far more control over his powers. When Maikoh starts her journey, Buho insists on coming with her, 'cause he knows she can't do it on her own. Plus he likes the idea of collecting more stories for his paintings.

For all his smarts and seriousness, Buho has a weakness for pretty girls. They make his IQ drop to 0.



RUFINA

Animal Guardian: Aine The Horse

Powers: Super speed, Stamina

Rufina is impulsive, athletic, and always the first to run into action. While most Plains People are nomadic, she lives in a giant, sprawling earthen city, bustling with people and a hub for trade, but she finds city life stifling. Maikoh and Buho meet her on a detour to the city, and Rufina hits it off with Maikoh almost instantly, despite being total opposites. She's eager to join them on their quest, but her overprotective

parents wont let her go - at first. After helping Maikoh and Buho cleanse a Cursed Animal attacking the town, her parents agree, provided she stays with Maikoh and Buho. Over the course of their journey, Rufina learns to be part of a team and how to think things through without jumping in recklessly.



Kolotl

Animal Guardian: Serket the Scorpion

Powers: Poison, Healing

Maikoh and her friends aren't the only ones looking for the Mom Shards. Kolotl is on the hunt for them as well, and as such, serves as the antagonist for the first season. Kolotl is cool, but with a quick anger and a wall to hide her past pain. Despite Maikoh trying to tell her multiple times to the contrary, Kolotl believes the shards are pieces of the The Creation Gem, which was used by the first Animal Guardian to create life on Fera. After a lifetime of hurt and abandonment, Kolotl wants nothing more than to escape. She believes if she can't find love and acceptance in this world, she'll have to create a new one, for herself and

her only companion, Lir. She feels even more betrayed and enraged when Lir joins Maikoh's team.

Eventually, Kolotl comes to terms with the fact that she's been collecting shards of Ursaline's Guardian Stone, and with Maikoh's help, she realizes that the world isn't as dark as she thought it was, but instead capable of great beauty and kindness. She joins Maikoh's team in the end, even helping to make Ursaline whole again.

Like Maikoh, she's also gay, but ignores her feelings, thinking she's incapable of being loved in that way. She even thinks Maikoh's constant flirting is just making fun of her. But when they finally spend time together, Kolotl realizes that Maikoh's feelings are authentic and eventually falls for her as well, in Season 2. Kolotl's Animal Guardian is a scorpion named *Serket* who acts as the mother Kolotl never had and helps her realize empathy and gentleness.



Animal Guardian: Trellia The Dolphin

Powers: Echolocation, Hypnotism, Ability to Talk to Fish

Lir is beautiful, graceful, and vain, but like Kolotl, he overacts in order to hide his past trauma. He's Kolotl's best friend, traveling companion, and our secondary antagonist, helping her collect the shards. Lir finds Koltol after his village was wiped out by a tsunami. Lost, alone, and scared of having any connection to nature, he repressed his magical ability and his bond with his Animal Guardian, wandering around aimlessly until he met Kolotl, who helped him grieve openly, come to terms with his trauma, and reconnect with his powers. He may not want to escape Fera as much as Kolotl does, but he's fiercely loyal to her and would follow her anywhere. Which is why she's so devastated when he leaves her to join Maikoh's team. Lir eventually see's that Kolotl's quest for The Creation Gem is destroying her, and he desperately wants to save his best friend.

With his newfound family, Lir learns to accept the kindness of others and forgive himself for the survivor's guilt he feels. He's not only protective of Kolotl, but the rest of the group as well... though he still enjoys riling up Buho and Rufina - old habits die hard.



ON THE WORLD... (DETAILS & TERMINOLOGY)

FERA / MAGES

Fera is a mythical world inhabited by its indigenous people, animals, and plants. There are no fantasy creatures, but magic is present in all living things. People able to harness this magic are called Mages, and their skills are used to maintain spiritual balance in the world. Mages are most powerful when they form bonds with the lost ghosts of creatures who have not passed into the afterlife. These are Animal Guardians.

ANIMAL GUARDIANS / BONDING

Animal Guardians make themselves known to adolescents who are just beginning to exhibit potential for magic. The strength of one's magic comes

from their emotions, so oftentimes magic presents accidentally, like moving small objects or manipulating elements during an emotional outburst. For a young Mage, accepting guidance from an Animal Guardian can help them control their growing magic. Conversely, Animal Guardians are lost ghosts that are tethered to Fera, oftentimes lonely and unfulfilled, so bonding with a Mage helps to give them direction and alleviate their pain. If a novice Mage chooses not to bond with their Animal Guardian, they may have no way to control their budding magic and the results can be catastrophic. Similarly, not every Animal Guardian has the best intentions, and an impressionable young Mage could find themselves manipulated into using their magic selfishly.

GUARDIAN STONES / TRANSFORMATION

Bonding with an Animal Guardian requires a Guardian Stone; a crystal through which the two souls can be bound together. Guardian Stones start off as ordinary rocks or pebbles chosen by the Mage prior to bonding, and transform into colorful crystals once the ritual is complete. The Mage can then use the Guardian Stone to transform their clothes into a powered battle outfit (similar to "magical girl" shows like Sailor Moon). Particularly powerful Mages may even become inextricably linked to their Guardian Stones, where damage to their stone can mean damage to their spirit, and extreme damage to their spirit can actually shatter their Guardian Stone. This is what happens to Ursa and incites Maikoh's quest. The Guardian Stones themselves can also manifest as a staff or a weapon for the Mage to battle Cursed Animals.

CURSED ANIMALS / CLEANSING

Cursed Animals are creatures that have taken on large, demonic, monstrous forms, who will attack anything and everything around them. This happens when an animal with a strong potential for magic experiences emotional turmoil they can't control. Historically, Mages were tasked with vanquishing Cursed Animals and restoring balance to Fera, but over time, as humans and animals have formed bonds together, the emergence of Cursed Animals has been less frequent. Most young mages have never even seen a Cursed Animal, and they're largely considered a thing of the past. When Ursa's Guardian Stone is destroyed in her anguish, the negative energy in the shards was drawn towards animals experiencing emotional turmoil, exacerbating their pain and allowing them to warp into Cursed Animals once again. At first, Maikoh believes she must fight and defeat these Cursed

Animals physically, but as it turns out, they actually need to be Cleansed -- restraining them, listening to the source of their pain, and helping them to heal.

FOLK / SOCIETIES / CULTURE

Societies are split into "Folk", mostly divided by biomes - Forest Folk, Desert Dwellers, Coastal Kind, Plains People, and Highlanders. These societies are not monolithic, but are further split into villages. So, Maikoh is Forest Folk, but is specifically from Widu Forest Village.

That said, Folk share commonalities in what they value. Forest Folk are typically ruled by their Head Mages since they value magic and Animal Guardians above all else. Plains People are typically nomads who value hunters, Coastal Kin value fisherman, Desert Dwellers are more militaristic and value leadership. Highlanders live in the mountains and are more isolated without an organized system, but they value self-reliance and individuality. Mages can be found in all Folks societies, but their roles are varied.

Our story takes place during a time of relative peace. There are no wars, but that doesn't mean there can't be conflict among Folk and villages. There are no modern technologies such as electricity, and there is no standard form of currency in Fera. Some Folk may use currency within their specific culture, but on a larger scale, goods and services are bartered and traded for. There are no written records or a writing system, and nearly everything is oral, although many people document stories through paintings. Buho's family are the story-keepers of Widu Village, and he's committed to compiling history and legends in his art.



ANIMAL GUARDIANS

SPECTRE

Before he died, Spectre was the alpha of a pack of gray wolves, so he has plenty of advice to impart on Maikoh (although she doesn't always appreciate it). He has an air of Mufasa from The Lion King - regal, but not above playfulness and with a warm, low voice.

RAGANA

Ragana is a barn owl who is a bit of an eccentric. Although wise and well-studied as owls are often thought to be, she's also prone to speaking in riddles instead of getting straight to the point. This drives Buho up the wall, but ultimately, Ragana teaches Buho not to be so narrow-minded and think outside of the box to get through conflicts.

AINE

Aine is a proud Mustang who served as a War Horse. She is severe and disciplined. At first, she wanted nothing to do with Rufina because of her rash and impulsive behavior. However, over time, Aine was able to appreciate Rufina's good heart and came to really care for her.

TRELLIA

Trellia is a serene and calm Bottlenose Dolphin. Trellia and Lir used to have a wonderful relationship. The two of them would often sing duets together. However, after the tsunami, Lir shunned her and all magic for a time. It wasn't until Lir met Kolotl that he opened himself back up again. Trellia helps Lir see the bigger picture and calms him down when he starts to fixate on things.

SERKET

Serket is an Arizona bark scorpion and may look scary, but she's actually kind, patient, and, although Kolotl has trouble seeing it, she's the mother Kolotl never had. She teaches Kolotl that although her powers are dangerous - her poison can be deadly - she also has the ability to heal inside of her.



SIDE CHARACTERS

URSALINE

Animal Guardian: Bear

Head Mage of Widu Forest, Ursaline is highly respected for being not only powerful, but a caring leader. Ursaline and Maikoh clash because Ursaline sees great potential in her daughter to be one of the most powerful Head Mages Widu Forest has ever had, but she just won't apply herself. The series starts when Ursaline pushes Maikoh during a ceremony where she's supposed to connect with her Animal Guardian and Maikoh's uncontrolled magic splits her Guardian Stone into shards, spreading her all over the land. Maikoh starts off her journey feeling like a terrible disappointment to her mother, but as time goes on, she realizes just how much her mother loves her.

After Maikoh finds all of the Mom Shards, she and Ursaline have a tearful reunion. Maikoh tells her mother that she was right all along—she did have what it takes to be a leader and introduces her to the rest of her team, all of whom Ursaline embraces with open arms as her own children.

SPRUCE

Maikoh's seemingly perfect older brother who would be the ideal candidate for Head Mage if it wasn't for the fact that he can't use magic. Although Spruce has a chip on his shoulder this, he tries to keep upbeat and supportive of his little sister. When Maikoh leaves for her journey, she puts Spruce in charge of Widu Village. He promises to do his best, although he's not sure the people will respond to a leader without magic. He turns out to be an excellent fit.

After Maikoh returns with Ursaline, she convinces her mother that Spruce, is her true successor. Ursaline admits that she was wrong and happily takes Spruce on as her apprentice.



SAMPLE EPISODES

The Wolf Girl of Widu Forest (Pilot)

On her sixteenth birthday, Maikoh is set to become Head Mage, but she doesn't want to give up her independence. Maikoh's mother warns her that if she doesn't get control of her powers, there will be dire consequences. This proves to be prophetic when, during a fight, Maikoh's uncontrolled rage accidentally shatters her mother's Guardian Stone and soul across Fera. Even worse, one of Maikoh's mother's shards has corrupted a nearby robin that swoops in to attack the village! Now, in order to protect her hometown, Maikoh must accept her powers and connect with her Animal Guardian.

Common Ground

When Maikoh and Buho hear that a nearby forest village is under attack by a corrupted moose, they arrive ready to fight and reclaim another shard. However, when they arrive, they discover that two other mysterious Mages -

Kolotl and Lir - are looking to take the shard for themselves, believing it to have great power. In order to claim the shard, Maikoh and Buho will have to beat these rival Mages. Unfortunately Maikoh and Spectre are having trouble connecting, making battling difficult for Maikoh. In order to succeed, they'll need mutual understanding.

Hive Mind

Maikoh and Buho arrive at a plains village that's plagued by a swarm of bees who have been corrupted by a shard that's landed in their hive. Unfortunately, Buho is terrified of bees. Maikoh can't fight the swarm on her own, so she'll have to help Buho overcome his fear and figure out the best way to combine their powers.

The Hot-Headed Horse Girl

Upon arriving at a big city in the plains, Maikoh enters a Mage sparring contest and gets bested by a fiery Mage named Rufina, who she becomes fast friends with, much to Buho's chagrin. After hearing about their quest, Rufina gets excited at the prospect of seeing more of Fera and asks if she can join. Problem is, her protective parents don't want her to go and Buho isn't sure they can trust her. However, when a corrupted rattlesnake attacks the city, Maikoh and Buho realize they have to team up with Rufina to take it down.

Mental Gymnastics

While traveling through the mountains, the team encounters a corrupted bobcat. Maikoh and Rufina, wanting to get straight to the action, always rush into battle without a plan and keep losing. Their Animal Guardians help teach the girls how to fight with strategy. Meanwhile, Buho's Animal Guardian helps him not be so much in his own head.

Friends and Foes

Continuing through the mountains, Maikoh, Buho, and Rufina encounter an area attacked by a Corrupt Animal, only to find that Kolotl and Lir have already defeated it. The gang challenges Kolotl and Lir to fight for the shard. During the battle, Maikoh nearly falls to her death, but to her surprise, Kolotl saves her. Embarrassed, Kolotl leaves with Lir and forgets the shard entirely.