

Meaghan Marina

Claws of Fortune Intro Cutscene

INT — ROOM IN REDSTRIDER'S GUILD BUILDING

*WILLOW OXLEAF (23) is seen in a room decorated with posters and fan paraphernalia of famous mages and dragon riders. News clippings are on display under specific posters. A desk sits in the corner of the room. On top of it is a collection of maps laying about in a mess, and a carved wooden dove sits on the largest map.*

*The player is able to move around and investigate items in the room. There are voices barely audible through the walls of the room. When the player walks out of the room, they see that Willow's room is at the end of a balcony hallway overlooking an open foyer of the building. There are people lingering in the foyer laughing and chatting with each other, which is background noise. The balcony handrail is made out of a rich mahogany wood, etched with little dragon designs along the posts. In the hallway the voices are a little louder, coming from two doors down from Willow's room.*

AINSLEY: (VO) ...coming here demanding...

RODERICK: (VO) ...can't give them... you know that. We need... then would... be okay.

*As the player walks along the hallway, they hit a trigger that takes control of the player and moves them into a room on the right which has the door slightly open. Willow excitedly walks into the room, interrupting the conversation. RODERICK (28) is leaning over a table that has the map of Valanhel displayed with different guild markers spread out in different cities. Behind him is a banner hung up on the wall that is a dark red colour, with a lighter red in the shape of the Redstrider's mark in the center. AINSLEY (25) is standing across from him, talking but intently focused on pieces of paper floating around her - her right hand twirling every so often to rotate a different piece of paper in front of her face.*

WILLOW: What'cha up to?

RODERICK: — Oh, nothing you need to worry about.

WILLOW: Really? Hey! Did'ya know Judas is taking me flying later today? I heard a new shop opened while I was gone, and he's taking me to eat beignets. Do 'ya know what they are? I hear they're delicious! I'm so excited to try them!

AINSLEY: That sounds wonderful, Willow.

*Ainsley turns to Roderick. Roderick is now looking at Willow giving her his full attention, smiling softly to himself.*

AINSLEY: (softly) We could use her help.

*Roderick shakes his head in response. Ainsley crosses her arms, a stern look is on her face as she stares the side of his face down.*

WILLOW: Have 'ya tried them? Wait, have 'ya seen Judas? I've been meaning to find him.

AINSLEY: Are you up for another member recruiting adventure?

RODERICK: Ainsley! No — not going to happen.

WILLOW: Where about? I love those. Can I take Judas with me?

RODERICK: No, you aren't going.

AINSLEY: She's our best shot Rodge; let her try. *(to Willow)* Judas can't come, but it will be somewhere you've never gone before.

*Ainsley waves her hand and a Redstrider mark piece flies onto the map on a city labelled Arelle, in the far east side close to the ocean.*

WILLOW: Ooo! I always wanted to go to the beach! Do they have beaches there?

RODERICK: *(beat)* What about Taron?

AINSLEY: He's busy, remember?

RODERICK: *(longer beat)* Fine! You can go to Willow. Do you have everything you need?

WILLOW: Yes! I'll go tell Judas! I'm sure he'll be happy for me. I have my walking staff. Call me prepared, I am ready!

RODERICK: Are you sure? Do you have your magical signs list?

WILLOW: Of course! 'Ya told me to never recruit without it. "Every type of magic appears in some way. Since you can't feel it, you can look for it" 'ya said.

RODERICK: Right, but be sure to stock up on flyers and that you bring a map. You need to come home safely, as soon as you're done.

WILLOW: Of course!

AINSLEY: Say your 'goodbyes' and head out. We're counting on you to entice some new members.

WILLOW: 'Ya got it boss! Do you think they have dragons over there? I can't wait to see!

*Willow walks out of the room, and collects her bags before heading out of the Redstrider's Guild building. The player resumes control when she is outside. There are kids playing in front with a baby dragon, laughing as a floating ball gets blown around by the flap of its wings. Cobblestone streets line the alleyway she is standing in, shop roofs overhang with wide space for magical creatures to land. The quest to leave for Arelle starts here.*