

A Tale of Tails

Overview

Create a playable experience that takes place within the Harry Potter universe, starting in Diagon Alley in Ollivander's Wand Shop. The story then leads the player through the grounds of Hogwarts and to the Forbidden Forest. The story line reaches climax with a boss encounter with a giant spider that they must defeat. Upon completion of the storyline the player is granted an upgraded wand and a few pieces of gold from Garrick Ollivander.

Introduction

The player listens in on a tale Garrick Ollivander is telling a few patrons of his shop. As a boy, Ollivander would seek out the supplies for the cores of his wands, but lately he hasn't been physically up for the task. It turns out that Ollivander has been working with Hagrid, the Care for Magical Creatures professor at Hogwarts, to acquire a few of these materials over time. Ollivander mentions that he's willing to pay a fair price to anyone who wishes to collect some of the unusual materials that fill the cores of his wands, but rarely does he see anyone other than Hagrid able to manage such tasks.

Later, you and a few other fourth year students gather on the train and begin to recall the tales Ollivander regaled you with. The idea of adventure and compensation begins to escalate and eventually the conversation turns into an argument that collecting some of these precious materials cannot be that difficult after all. Eventually this leads you and the other students to wager a bet on collecting the most items for Ollivander while attending Hogwarts. You decide you and your friend, Cesaro, are much savvier and more capable than the rest of the group and you both decide to take on the bet. Sheamus, the other group's leader agrees to the bet also and you all shake on it. Once you arrive at Hogwarts your first task will be to locate some more information on where to find some of these items.

You will begin at the school library which will have a simple puzzle that requires you and your friend to research the best materials for wand cores. You stumble upon an old copy of *Fantastic Beasts and Where to Find Them*, dog-eared and marked with notes. This is a piece of lore that includes notes from Harry and Ron about the giant spiders.

<Library Puzzle>

This puzzle should be simple yet fun. The basic concept is that while you are in the library, you and Cesaro are overwhelmed with the number of books in the school library and you need some way to easily search for what you need. You start by using the *wingardium leviosa* charm on a selection of books from the shelves within a certain amount of time. If you select the wrong book all the current books levitating will fall, and you must clean up the mess and start again.

Upon successful completion of the puzzle you are given Ron's old copy of *Fantastic Beasts and Where to Find them* with a bit of lore that drops hints about a future encounter later in this story line.

<Lore text>

Ronald Weasley has added a note to a page dedicated to the Acromantula entry. On the page he's added multiple Xs (because Ron is extremely scared of spiders) and has also crossed out the "unconfirmed" at the end of the sentence "Rumours of an Acromantula colony being established in

Scotland are unconfirmed" and replace it with "Confirmed by Harry Potter and Ron Weasley." With an added image of a sick face next to the entry.

You and Cesaro then agree to try and collect a few things like a hair from a unicorn tail, a hair from a centaur tail, and some wood to make a wand from a Bowtruckle's tree.

The Greenhouse

Your next steps will be to locate the first item on your list, a piece of wood from a Bowtruckle's tree. You remember that Professor Longbottom has been fostering a group of Bowtruckles for his students in Herbology to study. You and Cesaro then make your way to the greenhouse on the Hogwarts grounds.

For this aspect of the quest line you will need to feed the creature some woodlice by hitting a series of keys in a timely manner to keep the Bowtruckle distracted while Cesaro collects a piece of wood from the tree. If you fail to keep the Bowtruckle distracted he will attack you and you must try again.

The Forbidden Forest

After successfully collecting a nice sized piece of wood for Ollivander, you consult your notes and realize most of the other items you need come from the inhabitants of the Forbidden Forest. Since the forest is strictly forbidden to the students of Hogwarts you and Cesaro come up with a plan to leave after dark to avoid being caught trespassing.

<Leaving the Castle>

A basic hide and seek puzzle can be used here to encourage interactive gameplay. Using cover of shadows and timing, the player must exit the castle without getting caught by the prefects and Filch keeping watch, otherwise they are given detention and must try again on the next night to get to the forest.

In the Forest

Upon entering the forest, you begin searching for anything you think might make for a good wand core. You see a path of hoofprints along your journey, but you don't know the source from where they came from. You mention it to Cesaro as he points to an empty area. He mentions that he can see some dark-looking horses with bat wings, but you don't see anything. According to your book, these beings are called thestrals. Other inhabitants of the forest that you see are a few hippogriffs, and what looks to be an automobile. Although you aren't quite sure. Why would a muggle's form of transportation exist in the forest?

You find some mushrooms and see a few dragonflies in the distance. You and Cesaro make your way toward them and as you get closer you begin to hear what sounds like whispers and hushed tones. You and your friend quietly make your way toward the voices and notice a pair of centaurs in conversation. They seem to be talking about something wrong within the forest. As you eavesdrop a bit more you realize both centaurs are talking about a monster within the forest that has been giving them trouble and they are debating on the best way to handle the situation. As the conversation grows a bit more heated you both make your presence known as the centaurs go into a defensive stance. You've heard mention of what seems to be an aggressive spider, but you feel like you have learned enough to manage the situation.

As you explain who you are to the centaurs, Chiron and Prygos, hastily introduce themselves to you both. They are rather curt and dismissive of your presence, but you think you can help each other in

solving both tasks. The centaurs still don't think much of your abilities, but they point you towards where the hostile spider was last seen just a few yards down the path. You begin to ascend while Prygos follows. Even though she doesn't believe in you and Cesaro's capabilities, she doesn't feel right letting you both wander into a spider's den alone. After all, you're just a pair of foals.

Krecid's Lair

As you enter the lair you see a litter of bones, fur, and other discards of carrion. Within moments you are staring down at a giant spider who is quick to taunt you. Prygos stands at the ready with her bow aimed on the creature. You and Cesaro immediately pull out your wands and enter combat. This should be a fight that has two phases with multiple attacks, including flinging the hair on his abdomen at the group, and shooting out webs that can trap the player for approximately 3-5 seconds. The final phase should include shooting venom and a "frenzy" mode.

Before dealing the final blow Prygos stops you. As another creature of the wood she does not feel killing Krecid will benefit anyone. Rather, she'd prefer to arrange a truce with the spider; he's been overzealous in his killing spree lately, but the targets of his ire have all been more harmful to the entirety of the forest. They exchange a few lines about coming to an understanding and reaching a balance within the forest.

Unicorns

After her discussion she then turns to you and Cesaro. She mentions that she underestimated your abilities and would like to make it up to you for helping with addressing the Krecid problem. Before you have a chance to reply Cesaro mentions it would be extremely helpful to lead you to a location where you can find a unicorn. She knows exactly where a few live and she takes you to them.

Upon meeting with the unicorns, you become friendly and ask one for a strand of its tail hair. It obliges and you are one step closer to winning your bet. Before leaving the area you then turn to Prygos once more and ask her for the same. She hesitates but then gives you a few strands from her tail. After, she leads you to the edge of the forest and you make your way back to Hogwarts.

Leaving Hogwarts

On the train ride back, you and Cesaro intercept Sheamus and his group. You both describe in detail the adventures you both went through for this bet. Sheamus just grins back at you and sheepishly admits that they gave up after their first encounter with the bowtruckle and were positive you and Cesaro wouldn't succeed. He then concedes to losing the bet and buys you both plenty of snacks and treats from the trolley.

Return to Diagon Alley

You and Cesaro then return to Ollivander and share with him the story of your adventures. Skeptical at first with the stories you relay, he no longer baulks once you show him the treasures you brought back for him. His eyes light up and he quickly goes to work crafting a new wand for you and Cesaro. On top of that, he also gives you a few gold pieces and mentions happily that you and our friend are always more than welcome to keep supplying him with exotic materials. This leaves the option open to build upon this game mechanic system as the player progresses through the rest of the game.

Example Dialog

Excerpts from Garrick Ollivander's tales:

Garrick Ollivander:

"My curiosity often got the best of me. As a young boy I knew I would follow the path of my father and his, but still, a bit of wanderlust always tempted me. I would watch as witches and wizards would come into the shop looking for replacement wands; you'd be surprised how delicate a wand can be when dueling against a werewolf or flying upon the back of a dragon."

"Once I had completed my studies at Hogwarts, I set out to find the perfect reagents to build the best wands possible. My adventures took me all over the land; from the Forbidden Forest to the heart of Asia. Of course, with any great adventure, great risks also follow. Tell me, have you ever been singed by the fire from a Chinese Fireball? I do not recommend it."

Excerpt from the conversation Chiron and Prygos are having that the player overhears:

Chiron: "The forest is being overrun, Prygos, and I fear if we let it continue without proper contemplation it will be our demise."

Prygos: "The stars have made it clear to us that we must handle the situation now."

Chiron: "The stars never lie, but I fear for our clan's safety. I don't think we can win this."

Prygos: "But to go against the stars means to go against fate, are you not in favor of following what has already been written?"

Chiron: "Being safe and planning accordingly does not mean we are going against fate. If anything, fate is on our side and we must listen to her. The stars will always tell a story with or without our intervention."

Prygos: "But Chiron, to not act when it comes to protecting the others of our forest means exactly that. The stars tell us stories and we are the only ones who truly appreciate them. This entity that has taken over, this Krecid, cannot be stopped by merely watching and waiting. We have to intervene."

Chiron: "You are young and eager, Prygos, I understand, but running into a situation without some kind of plan or understanding will only hinder us."

Prygos: "We have enough strength and we're clever enough. An arachnid, no matter how big it is, cannot outwit us."

It is at this point the player(s) makes their presence known. Chiron then notices them and addresses everyone.

Player: "Ahem, excuse us but I think we may be of some service."

Chiron: "A pair of foals have wandered into our forest once again. Prygos, we will return to this discussion later. Please escort these younglings out of the forest as they are obviously too helpless to be traipsing through our woods alone."

And with that, Chiron turns and walks away. Prygos then addresses the player(s) and begins to listen, with mild amusement, to what they have to say.

Krecid's Taunts

"Ah, just in time. I was hoping for a snack!"

"What is this? A pair of humans and a centaur? No matter, I will deal with you quickly!"

"And just as I was contemplating another meal, fresh meat walks into my domain!"

"My eyes do not deceive me! My next meal has just appeared!"

"Hiiiiiiiiisssssssssssss!"

:Clacks Pincers: and laughs maniacally "Ahahaha!"

"What unfortunate soul has decided to invade my lair? No matter, I will quickly make you regret that decision!"

"Ahhhh, a three-course meal. Just in time!"

"Mmmmm, I've been told on occasion not play with my food, but I'll do so just this once!"

"Fresh meat flavored with fear! My favorite!"

Personal Notes

Your friend, Cesaro, accompanies you along the way. He can also be controlled by another player or acts as an accompanying NPC. He is also sorted into the same house you are and over the years he's become your best mate.

Point of Interest Locations

On Hogwarts grounds

Library to complete book puzzle

Bowtruckles – need a piece of wood from their tree. Must feed woodlice.

Forbidden Forest

Need mats from unicorn, centaurs, and bowtruckles.

Centaur – tail hair

Unicorn –tail hair

New NPCs:

Centaurs:

Chiron: wise and stoic centaur. Even-tempered and well-learned. The most adept at divination in the clan.

Prygos: Female centaur. Athletic, young, confident.

Residents of the forest:

A group of centaurs roam the forest

Thestrals

Unicorns

hippogriffs

Kreid, an Acromantula that has become a problem to the inhabitants of the forest. This giant spider is a descendant of Aragog, the giant spider from the original IP.