

Return of the Dragon

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SCENE 1- THE CALL TO ADVENTURE

A mage stands, beckoning the guests into the door. She wears a black hooded cloak, marked with a sigil.

ENTRYWAY MAGE

Greetings, travelers! How many are traveling in your party tonight?

The guests and mage negotiate party size. At minimum three, and at maximum six guests will enter at one time, so parties may combine.

ENTRYWAY MAGE (CONT'D)

Excellent, just as we expected on this, the night of the full moon! Now, let us see who among you has the power of magic within? Hold out your hands...

The mage holds her hands above those of the guests, each in turn. She mentally selects three guests, and for those guests, she palms one of the Dragon Scales from her pocket, and drops it in the guest's outstretched hand. She should prioritize children first, then adults who have been enthusiastic thus far.

ENTRYWAY MAGE (CONT'D)

A Fire mage! You have the roaring flame of courage within.

The mage selects another guest and drops another scale into their hands.

ENTRYWAY MAGE (CONT'D)

And you- the swelling tide of power... a water mage!

The mage selects another guest and drops another scale into their hands.

ENTRYWAY MAGE (CONT'D)

And in you, the deep breath of  
serenity... an air mage! It is just  
as it has been foretold. Perhaps  
you will succeed where so many  
have failed; perhaps you will help  
us repair the bonds of magic!

The mage points to the dragon scales held by the three  
selected guests.

ENTRYWAY MAGE (CONT'D)

Keep these dragon scales close,  
mages. They have always been our  
key to tap into the elements, and  
are yours now, to help dragons  
return to the realm. Now, what do  
you know of our realm of Eigenrac?  
Of the dragons who once freely  
roamed?

The guests say that they know nothing, or very little.

ENTRYWAY MAGE (CONT'D)

Well, you are in luck, for the  
Elemental Guild foresaw your  
return, and has prepared for you.  
Come in, come in!

## SCENE 2- LEARNING ABOUT MAGIC

Another mage, the TUTORIAL MAGE, opens the door and waves the guests in to a dark cave. The TUTORIAL MAGE quietly hands the ENTRYWAY MAGE a replenishment of Dragon Scales.

### TUTORIAL MAGE

Welcome friends, welcome in.

The guests stop walking and gather around the television. The door swings shut behind the last guest. The TUTORIAL MAGE uses the remote control in their pocket to turn from the Music Slide to the Preshow Video Slide.

### PRESHOW VIDEO NARRATION

Long ago, dragons freely roamed the realm of Eigenrac. Elemental magic was all around us. A select few mages were entrusted with dragon scales, and learned from the dragons to harness the magic the elements bring. These mages became the Elemental Guild. The bond between dragons and Guild mages was strong.

But in the shadows, dark mages grew hungry for power. They believed dragons were a threat to their power, and cast them out of their homeland, out of the realm entirely. They nearly destroyed everything. Without the dragons, mages' connection to the elements was severed. The dark mages' quest for power was over before it began.

Yet, the dragons remained exiled from the realm. Over time, without dragons, the scales in this realm grew weaker. Elemental magic

itself began to wane. We, the Elemental Guild, have guarded all relics of dragons and magic here. The scales you hold now have been waiting here for new mages to harness their power.

But the last dragon eggs are more powerful and mysterious than any relic. These eggs of a fire, water, and air dragon have been preserved in this temple, unable to be hatched without their mother dragon. Many have tried to revive them. Many have failed. Our guild hopes that one day, the magic could be strengthened once more to save them.

And tonight, the Guild believes the moment is upon us. One night every twelve years, when the moon is full and the stars align, one dragon is summoned here, to this very temple. But with the bond between dragons and mages still severed, we cannot communicate with her. She is too wary to remain in her homeland, and leaves after each summoning night. But this time, we have you. We believe you, the new mages, can use the dragon scales of old to channel anew the power of the elements. You can save the dragon eggs, and restore dragons and magic to the realm. Tonight, you must repair what the dark mages severed- our magic, and the dragons' trust.

The TUTORIAL MAGE uses the remote control to turn the screen from the Preshow Video Slide to the Music Slide. They begin walking through the Cave backwards towards the Dragon Temple.

TUTORIAL MAGE

Now, you three new mages must learn to tap into the elements all around you. Despite the magic the elements bring, we cannot use them. Only you can. Look to the Elemental Guild's ancient sigil for guidance. By learning this magic, you will prove that the Guild can trust you to return dragons to the realm.

The guests look around the space. They see show elements for Fire, Water, and Air, and boxes lit from the inside with Red, Blue, and Green, and the corresponding Fire, Water, and Air symbols.

IF: GUESTS NEED A HINT or YOU NEED TO STALL THEM

TUTORIAL MAGE

Do you see? Here, on the magic symbol, a dragon scale once engraved. And yet-

TUTORIAL MAGE pulls the BROKEN SCALE from a pocket, and taps it on the magic sigil.

TUTORIAL MAGE

When guild mages try to use elemental magic, the magic no longer responds to our touch. It is only a new mage who can harness the elements.

A guest taps the fire scale on the fire magic sigil. The fire cauldron turns on.

TUTORIAL MAGE

Out of the darkness, a flame!

A guest taps the water scale on the water magic sigil. The water fountain turns on.

TUTORIAL MAGE

The rivers of life now flow!

A guest taps the air scale on the air magic sigil. The fans turn on.

TUTORIAL MAGE

Hark! A cool, spring breeze!

IF: GUESTS TAP AN INCORRECT SCALE ON A SIGIL

TUTORIAL MAGE

Friend, do not despair, your magic  
can be used elsewhere!

All three scales have been tapped on their sigils, and all three elements are now turned on.

TUTORIAL MAGE

Well done, well done new mages!  
The bonds of magic are being  
rewoven even now. It will serve  
you well to remember that by  
trusting each other, you become  
worthy of trust. Go, now, into the  
Dragon Temple, and revive the last  
dragon eggs!

The TUTORIAL MAGE opens the curtain into the Dragon Temple and makes sure all guests proceed there. They tap the Reset Scale on one of the magic sigils. All three elements are now turned off. They go to the door to let in the next group of guests.

SCENE 3- THE ANCIENT RIDDLE

Another mage, the TEMPLE MAGE, opens the curtain into the Dragon Temple. There is a Riddle projected onto the wall, a stone Circle of Magic with many different symbols on it, a Magic Sigil tap point, and three eggs enclosed in cages.

TEMPLE MAGE

(Occasionally nervously  
turns the wheel)

Well met, new mages, you are just  
in time! Hurry, and revive these  
eggs from their slumber now! Their  
mother awaits, but not for much  
longer! When the dark mages were  
rising to power, the Guild locked  
these eggs under protection. But  
now, we need them unlocked, lest  
their mother vanish once more! The  
ancient Guild mages used this  
circle and sigil as a lock, and  
this riddle, well, it is a key!

The three lights behind the three egg cages- Red, Blue, and  
Green- are slowly pulsing, as if breathing in deep sleep.  
Lights under the three cages are Off. Three of the symbols  
on the wheel correspond to Fire, Water, and Air.

RIDDLE

(written down,  
projected)

Turn the circle and tap the scale  
The dragon eggs preserved here ail

Water is frozen, craving heat  
Unlock the flames or claim defeat

Fire is gasping, needing breath  
A breeze saves it from flickering  
death

Air was blown, but now too dry  
Tap into floods, or say goodbye

If you are worthy, the eggs will  
know  
And once again let power grow

IF: GUESTS ASK WHAT THE OTHER SYMBOLS ARE

TEMPLE MAGE

Ah yes, symbols of magicks long  
forgotten, more esoteric than  
those ground in the elemental  
world.

The correct solution to the puzzle is the following three  
combinations, in any order, but consecutively with no  
mistakes in between: turn wheel to Water>tap fire scale,  
turn wheel to Air>tap water scale, turn wheel to fire>tap  
air scale.

IF: GUESTS GET AN INCORRECT SOLUTION

TEMPLE MAGE

Ah, well, try once more!

IF: GUESTS NEED A HINT (over 2 minutes without a correct  
answer)

TEMPLE MAGE

Perhaps, two magicks may combine?  
If ancient mages protected each  
egg with a different type of  
magic...

IF: GUESTS ARE TAKING MUCH TOO LONG (over 4 minutes) or  
HAVE TECHNICAL DIFFICULTIES

TEMPLE MAGE

(holding the Unlock  
Scale)

Now that you are here, the puzzle  
springs to life once more! Perhaps  
this ancient relic of a lost style  
of magic may help..

The TEMPLE MAGE then taps the Unlock Scale on the Magic Sigil.

The guests have gotten the correct solution. The egg cages are now unlocked.

TEMPLE MAGE

My stars! The last dragon eggs,  
revived once more! Come, come,  
take them from their cages..

The guests open the cages and take their eggs out.

TEMPLE MAGE

Do you feel their power? The power  
of the dragon that will soon be?  
The power you awakened? This power  
dwarfs that of the ancient scales  
you hold. You will not need those  
any longer.

The TEMPLE MAGE opens the Wooden Chest.

TEMPLE MAGE

Store them safely here, and go  
forth to your quest, to the  
dragon!

When the guests put their scales inside the chest, the TEMPLE MAGE surreptitiously removes them from the chest while waving the guests down the hall. the TEMPLE MAGE leads them down the hallway, stopping at the entrance to the Inner Sanctum.

SCENE 4- THE DRAGON

At the entrance to the Inner Sanctum, the TEMPLE MAGE waits for their counterpart to move back into the Temple Entrance with the previous set of dragon eggs, before moving their group of guests inside the Inner Sanctum. While they are waiting, the DRAGON, named Eloise, looks at the empty nest with sadness in her eyes.

The TEMPLE MAGE and the GUESTS move into the Inner Sanctum. A ceremonial Nest has been constructed for the eggs. Beyond it, the DRAGON has crashed through the wall, summoned here against her will. She sees the guests. Blinks. And then begins angering, her eyes turning Red, her roars coming out from her mouth.

TEMPLE MAGE

You see? She's terrified! Every time she is summoned back to the realm is like this-

DRAGON

(with fog emanating from her mouth)

RRRRROOOOARRRRRRR!

TEMPLE MAGE

The last time she felt magic as strong as yours, she was exiled from her homeland. We need to repair the bond between mages and dragons, before it is too late. Quickly now, the eggs, one by one into the nest!

The DRAGON continues roaring while the TEMPLE MAGE struggles to speak. The guests place one egg into the nest while the TEMPLE MAGE encourages. A tone sounds and the dragon's eyes light in the corresponding color. Another egg into the nest. Two tones together, a new color in her eyes. The final egg is placed in the nest, and now a harmonious

chord plays as her eyes change once more.

The DRAGON begins to have a realization. Surely, it could not be, that her eggs are safe? That they were freely returned to her? That perhaps now, mages are once more worthy of trust? Her eyes begin to cycle not just through Red, Blue, and Green, but through the entire rainbow, as the music swells. Her breath slows as her eyes settle on a white glow.

TEMPLE MAGE  
(cautiously stepping  
closer)

After all this time? Magical  
harmony in the realm of Eigenrac?

Her breath slows and she gives a contented sigh. She looks towards her nest and blinks at the mage.

TEMPLE MAGE

She was... heartbroken, for hundreds  
of years. Heartbroken, yes, and  
raging in fear.

The DRAGON looks straight ahead, at the guests and sighs contentedly.

TEMPLE MAGE

Until you saved her eggs! Until  
you proved that the realm is safe  
once more. You, you revived the  
magic, for all of us!

The DRAGON closes her eyes and bows her head in thanks. The TEMPLE MAGE palms a Giveaway Scale before laying that hand on the DRAGON's nose and forehead.

TEMPLE MAGE

Oh my stars... for the first time in  
millennia, newly chosen mages,

trusted with Dragon Scales! With these, fresh scales from a living dragon, your bond with dragons will stay with you forever, throughout all of Eigenrac and beyond.

The TEMPLE MAGE gives the Giveaway Scale to a guest. They take more Giveaway Scales from their pockets and distribute them to all guests, not just the three chosen guests.

The DRAGON looks back toward her Nest, yawns, and closes her eyes. She begins to snore.

TEMPLE MAGE

(whispering, slowly  
making way towards the  
door)

She is perfectly at peace now... Let us let her rest. You truly have done it. You have restored dragons, and magic, and harmony to the realm. Farewell, mages! Eigenrac will not forget this night.

The guests exit as the DRAGON sleeps. When the guests are fully gone, the DRAGON returns to the starting state, of looking sadly at the nest. The TEMPLE MAGE hands the three scales to the ENTRYWAY MAGE at the door. The TEMPLE MAGE takes the eggs out of the nest and goes through the curtains into the Puzzle Room.

They must do the following things to reset the Puzzle Room:

The TEMPLE MAGE puts the eggs back in their corresponding cages, and closes the cages by lifting up and over the solenoid. The TEMPLE MAGE uses the Reset Scale on the Magic Sigil to reset the puzzle, and the Unlock Scale to lock the cages. The TEMPLE MAGE waits for the next group of guests.

## GLOSSARY OF TERMS

**Eigenrac:** the fantastical realm in which this is all taking place.

**Mages:** Magicians, wizards. Those gifted with the power to harness the magic of the natural world. Mages are born, but you don't know if you are a mage until you try.

**Dark Mages:** mages who attempted to take over the world by exiling Dragons long ago. They failed, but the ramifications of their attempt are still with us today in that Dragons are still gone from the realm, and magic itself is much rarer and weaker now.

**Elemental Magic:** magic focusing on Fire, Water, and Air.

**Elemental Guild:** A group of mages formed to study and practice Elemental Magic. In ancient times, they had a close bond with Dragons, who trusted them with Dragon Scales and helped them develop Elemental Magic. Since that bond was severed, they have continued, in much smaller numbers and with much weaker magic. They have protected Relics such as Scales and Eggs in the Dragon Temple. They foresaw the new mages' arrival. All mages in this attraction belong to the Elemental Guild, though they cannot actually use magic as their power is too weak.

**Cave:** a cavern at the entrance of the Dragon Temple.  
**Dragon Temple:** a magically important site for the Elemental Guild, where the Mother Dragon is summoned once every twelve years, and where Relics are protected.

**Dragons:** horned, flying creatures who are humanity's connection to magic. They come in various varieties, such as the three core elements of Fire, Water, and Air, as well as Crystal like our mother dragon Elouise.

**Relics:** remnants of the dragons that were exiled from Eigenrac.

**Scales:** a scale once given from a dragon to a mage they trusted. One of the relics preserved by the Elemental Guild, or alternatively, the scale the dragon gives to guests at the end.

Fire Scale: scale from a fire dragon

Water Scale: scale from a Water Dragon

Air Scale: scale from an Air Dragon

Reset Scale: scale that when tapped, resets either the tutorial or the puzzle to their original state.

Unlock scale: scale that, when tapped, locks or unlocks the egg cages.

Eggs: three dragon eggs, laid just before the Dark Mages exiled the dragons long ago. They have been preserved here, as if asleep or in limbo, locked away in cages by ancient Elemental Guild members to protect them. They cannot hatch without their mother. Their mother wants them back. One will grow into a Fire Dragon, one a Water Dragon, and one an Air Dragon.

Circle of Magic: A stone wheel constructed as an elaborate lock for the three eggs. The symbols on it correspond to types of dragons.

Magic Sigil: The crest of the Elemental Guild. It is three circles, a triangle, and a scale symbol in the middle. Optionally, it includes a symbol for a specific type of magic in the center. The Elemental Guild created carvings that will channel magic from dragon scales to the elements when tapped.

Fire Sigil: the symbol indicating Fire Magic or a Fire Dragon.

Water Sigil: the symbol indicating Water Magic or a Water Dragon.

Air Sigil: the symbol indicating Air Magic or an Air Dragon.

FAQ:

What's the dragon's name?

Eloise

Why can't the elemental guild use magic if guests can?

Only you (the guests) have never broken a bond of trust with a dragon. Dragons no longer trust that the Elemental Guild will protect them, after they were cast out by dark mages.

Why is air green?

Air is as a spring breeze, blowing life into the natural world.

What are the other symbols on the puzzle wheel?

These represent magics from the golden age of the realm, lost ages ago, but that we might reclaim once more, should we successfully restore dragons. The Guild was only able to preserve fire, water, and air relics, but perhaps we will no longer need to rely on the past.

What kind of dragon is she?

A crystal dragon, master of all three elements

How does she work?

By magic, of course!

Why is it called Eigenrac?

Well, just look to your nametag? Funny, isn't it, that Carnegie has all the same letters, just in the opposite order.