

SCENE 1: ROWAN'S LOG

SOUND: TAPE RECORDER STARTS

SOUND: OUTSIDE WALKING SOUNDS

ROWAN

It is I, the amazing Rowan Green, back once again! Believe it or not, that weird forest didn't kill me and I'm actually not a mess for once. After everything that happened in the forest with the rift and all that, which was actually almost a month ago, by the way, I wasn't sure if I was ever gonna leave the house again. I mean, if you burnt your hand all up by trying to shove it into what I now know is an interdimensional rift and then almost had an entire breakdown lost in the middle of the woods, then you'd be shaken up too.

But on the upside, Corin finally talked to me about their past! They didn't tell me everything, and I'm well aware of that, but I'd say something is a little better than nothing. Or at least I would if any of what they actually told me made even the smallest bit of sense. I mean, maybe it's just because I don't know enough magic to understand half of what Corin talks about on a daily basis, but I'm pretty sure parallel universes aren't exactly in the normal range of magic knowledge.

Or, well, not exactly parallel universes. It's not like Corin comes from another universe where almost everything is the same but also not. I mean, really, I don't think any universe could replicate . this

SOUND: ROWAN LAUGHS, SOUNDING LIGHTER THAN BEFORE

ROWAN

But, back to Corin's whole thing. I want to make sure I have a record of

this in case this is all I ever hear about where they come from. They told me that they're from another world, one that's nothing like this. Um, I don't really know much more than that about where they're from, but from what I can guess, I'd have to say that there's definitely something different going on with how magic works there. Like, Corin said that the best part about being here was getting to teach someone magic.

Is magic actually a thing where they're from? Because if they ever decide to go back, then I may just have to hitch a ride with Corin, even if they don't want me to stick around.

But, back to Corin's story. Apparently, they were never even supposed to be here in the first place. They told me that they made some huge mistake back where they're from and had to get out. Only, they didn't intend for "out" to be an entirely different world. I don't really know how that works, but they're the expert on all this magic stuff, not me.

SOUND: SHORT PAUSE

ROWAN

(a little bitter, but more sad)
Corin said that they're hoping to get home as soon as possible. That's exactly what they said. Get home soon. I guess I was just naive, too hopeful that maybe I wasn't the only one...

SOUND: ROWAN SIGHS

ROWAN

I knew it was stupid, I knew it was stupid the whole damn time, but here I am now, thinking of that little house, still full of half-packed boxes, the house that nobody else from town will even look at, I think of it as home

now. And I know, I know it's naive and too hopeful and a mistake to think, even for a second, that Corin and I had built our own mismatched awkward little family here. Corin said that as soon as they can figure out how to fix the rifts, then they'll finally be able to go home. So I only have that long until I'm stuck here again, left behind after finally getting a taste of freedom.

SOUND: SHORT PAUSE

ROWAN

(forcing something close to positivity)

But at least it's been nice for the past month. Corin finally started teaching me some magic again, some of the real stuff. It's honestly a little funny. When I'm first learning a spell, I get it wrong all the time, ya know? Well, lately, when I've been learning spells that take a bit more energy, like this one that I was learning the other day where you can practically teleport stuff from all the way at the other side of the house. That one's pretty hard, compared to the earlier stuff I was learning, and when I was first learning it and messing up every single time, there were little bits of magic energy all over the place.

(sounding honestly nervous)

The first few times it happened, I got worried that I did something wrong enough to open up another one of those rifts. I was afraid that something was gonna happen to the house, to Corin, to me. But, after more near-breakdowns than I'd ever like to admit, Corin was able to convince me that none of that was really gonna happen from me messing up on a spell that small. After a while, it started to seem nice. The bits of magic energy from my spells aren't nearly as big as the rifts, and, since the energy is almost like pieces of sunlight, it almost looks like there are stars floating

all around the house. And I don't...I don't really know what it was about that, what it was about any of it, to be honest with you, but it all just felt , I guess. Maybe it's all right because I'm not used to things feeling right, but it was good. I know that won't happen as much once I actually get a hang of all of that magic stuff, but for now at least my mistakes look pretty. I'd take pretty over tearing apart the fabric of reality any day.

Oh, did I not mention that part? Yeah, apparently the rifts aren't just pieces of residual magic from that transportation spell that Corin messed up. They're actual tears in the very reality of this world, or at least something along those lines. I don't really know what that means, not in terms of any of the specifics, but I can say that it can't be good. I may not be the magic genius that Corin is, but I'm not stupid, and, last I checked, there aren't exactly supposed to be tears in reality.

SOUND: SHORT PAUSE

Wait...that must be what happened to the garden. When it disappeared and nobody but me and Corin could even remember it had been there in the first place. Corin had already been exposed to the rifts, since they're the reason that the rifts are here in the first place, so they must be immune to the effects or something like that. And by the time that had happened, I had already been burned by that first rift and been to the cemetery and found the second one, so that must have made me immune too. I mean, I don't really know enough about any of this stuff to say for certain that this is what happened and why, but when you really think about it, what else could it be? Sure, magic is weird and all of the rules are really

more suggestions than actual rules,
but there's still a reason to all of
it. It's just a little weirder than
most people expect.

SOUND: SHORT PAUSE

SOUND: ROWAN SIGHS, SOUNDING TIRED

ROWAN

Hopefully I'll be able to get some
more answers to how all of this fits
together today. I may know what's
happening and that it's happening
because of Corin, but I still want to
know why. If I'm gonna get roped into
fixing it, I'd like to know a little
more about how all of this mess works
than I'm able to figure out on my own,
please. Today, Corin's sent me to this
area of the field around town, just
north a little bit. I know where
they're talking about, there have
always been a lot of flowers in that
part of the field, nobody's really
sure why, but it definitely makes it
easy to find.

I just don't know what I'm gonna find
there. Pretty much everywhere else
I've been, it's made sense that there
would be some weird shit going on
there. All those abandoned places
practically speak for themselves and
the forest has always been a little
off, so it's just nice to get some
confirmation there.

Corin told me that they came through
this field when they first got to this
world, or something like that. It's a
little ways out of town, but not too
close to any of the forests, which I
really appreciate right about now.
Apparently, they felt like there was
something off about it, but they
couldn't tell what. Which obviously
just means that they're sending me to
poke around until either I find
something or something finds me. I
certainly know which option I'd
prefer. There's definitely something
more going on here, but I've gotten

more answers in the past weeks than I ever expected to, so just for now, I think I'll take what I can get. Of course, if something in this field does try and kill me, then I might not be so forgiving, but we'll cross that bridge when we get to it.

SOUND: SHORT PAUSE

SOUND: ROWAN STOPS WALKING

ROWAN

Alright, here we are. Yep. Nothing new. Just a big empty field with a bunch of flowers everywhere. And they're not even fancy flowers or anything like that, just the weeds that look like flowers. Not that there's anything wrong with that, of course. It's just...there's nothing here. As far as I can remember, nothing's ever been here, and if my theory is right, then I should know if the rifts sucked up parts of the field.

And that's the other weird part. There aren't any rifts here. The only place I've been for any of Corin's little trips that had a rift was the hasn't cottage in the woods with all the mirrors, and that place was already weird enough without any rifts. So what's going on here? If this place had something to catch Corin's eye, then it can't just be because of the pretty flowers.

SOUND: ROWAN STARTS WALKING AROUND AGAIN

There to be something going on has here. I'm not the only one who thinks so, right? Ah, what am I doing? That's not gonna get me any answers. I just gotta do what I do best: poke around where I probably shouldn't until I get some real answers.

SOUND: SHORT PAUSE AS ROWAN WANDERS, LOOKING FOR SOMETHING

SOUND: BONE CRACKING

ROWAN

What the-? Oh, just a stick. All good....holy shit. That's not a stick. That's not a stick. Unless definitely sticks started looking all white and bone-like without filling me in on this new little development. Otherwise, I am 100% sure that I just stepped on a bone.

(getting increasingly panicked)
Why the hell did I just step on a bone?? Why is there even a bone here for me to step on? Is this the only bone here or are there more? Because there shouldn't even be bone out one here, so if there are more than I think we've got a problem.

SOUND: ROWAN PULLS THE BONE OUT OF THE

GROUND SOUND: ROWAN HUMMS, INTRIGUED

SOUND: SHORT PAUSE

Wait. This...this must be what Corin was talking about when they said that there was something weird here. But how did the bones get here in the first place? Like, maybe there was some sort of graveyard or cemetery here a long time ago, but I feel like I would have known about that if there was. Maybe there was a rift here before and it disappeared and that's why there are a bunch of bones in the ground.

...No, that can't be it, right? As far as I've seen, these rifts haven't been sending things over here, but they've been bringing them to the other side.....Except for the flag. Dammit, I thought I was onto something. But that must mean that whatever was on the other side of the rift that may have been here, that's where all of these bones come from. And that doesn't answer any of my questions, it just makes a whole lot of new ones.

Hopefully Corin will have some decent answers about all of this. I don't think I can take any more secrecy.

SOUND: TAPE RECORDER STOPS.

SCENE 2: CORIN'S LOG

SOUND: TAPE RECORDER STARTS

CORIN

So, I sent Rowan out again. It may have been a bad idea, sending them on another trip so soon after what happened in the forest with the rift and all of that, but I can't just keep them here. Sure, it's not like I've locked them up in the house, but the last thing I want is for Rowan to feel trapped just because I don't want them to get hurt again. It's not my place to do all of that.

They've been going out into town a lot more lately, and not even for any specific reason, just to walk around or whatever. At least, that's what they told me. I have no reason not to trust them, but...what if they want out? They have every right to tell me that they don't want to be involved in any of this any more, but I don't think I can get back home without someone else's help, and Rowan's the only option I have.

Not that I think of them as my last resort, of course. I just...

SOUND: CORIN SIGHS

CORIN

This was my mess, so it's my responsibility to fix it, and I can't fix it without Rowan's help. That's the way it is, and no matter how much I want to ignore it all and just stay here, I can't. And I know that as much as I may want Rowan to come with me when I leave, they'd be walking straight into my mess, and I can't

just let myself lead them into that much danger. I don't- I don't know what I'd do with myself if I got them hurt, and even if it wasn't my fault, that's the last thing I want to happen to them.

They're just a kid, and it's not their job to be cleaning up my messes. They should be allowed to keep doing whatever they were doing before I ever showed up here and messed all of that up. And I..I see so much of myself in them that it's hard to tell myself that I may have to leave them behind, but if anyone deserves to have a life as far away from me and all of my baggage as possible, it's Rowan.

SOUND: SHORT PAUSE

SOUND: CORIN SIGHS

CORIN

Today I sent them back to where I came through when I first got here, that little spot in the field just north of town. I don't think there are any more rifts there, at least there weren't when I walked around there the other day. I just had to check to make sure Rowan wouldn't be in any real danger, but I didn't want to poke around too much.

I just figure that maybe there would be something left behind from where the spell dropped me off. As far as I can tell, a spell has never gone wrong like this before, so this is completely uncharted territory. Maybe there'll be something there, maybe there won't. I have no clue. But Rowan should be getting back soon so hopefully

SOUND: DOOR OPENS

SOUND: ROWAN WALKS IN

CORIN

Rowan? What's going on here?

ROWAN

Corin, I think we need to talk about some things.

SOUND: DOOR CLOSES

CORIN

(incredibly confused)

Are you holding a bone?

ROWAN

Yes, but that's not important.

CORIN

Um, I'm pretty sure it is. Where did you find that?

ROWAN

In the field. Where you sent me. You wanna explain that?

CORIN

That bone was in the field? How?

ROWAN

I don't know, you tell me. I got there and stepped on this thing, and trust me, it isn't the only one there. If you don't believe me, go check it out yourself.

CORIN

(still confused, but trying not to let it get too much)

Alright, I will. But you're alright? There weren't any rifts there, nothing dangerous happened?

ROWAN

Not unless you count bones stuck in the ground as dangerous.

SOUND: SHORT PAUSE

SOUND: ROWAN SIGHS

ROWAN

Corin, I'm fine. I promise.

CORIN

Good. Alright, I'm gonna go check that

place out. I shouldn't be gone for too long, but if I'm back before dark, don't come looking for me. I don't want you to be near any more of those rifts and get hurt when nobody will be out. I'll be back soon, alright?

ROWAN

Okay. See you then.

SOUND: TAPE RECORDER STOPS