
WENDY'S WITCHINGLY WICKED WEEKEND

— *The Campus Witch* —
F I L M T R E A T M E N T

A supernatural campus horror
Feature Film

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Copyright Registration: 312251817 — 2024-08-01 14:24:24 UTC

V I S I O N Q U E S T P U B L I C A T I O N S

Astrann Media Group · Charlotte, North Carolina

LOGLINE

A lonely college witch will do anything to make the campus golden boy love her — but when her forbidden spells get him killed and a soul-devouring crone offers to bring him back, the price of her obsession threatens to damn everyone she loves.

AT A GLANCE

TITLE	Wendy's Witchingly Wicked Weekend ("The Campus Witch")
FORMAT	Feature Film
GENRE	Supernatural Campus Horror / Dark Fantasy, with romance and dark comedy
SETTING	Johns and Wakes University — present day
TOPE	Intimate coming-of-age dread that escalates into demonic, mythology-rich horror
AUDIENCE	Genre and young-adult horror; franchise-oriented

THE STORY

The Outsider. Summer orientation at Johns and Wakes University. Amid four registration lines snaking around a crowded auditorium, cautious, by-the-rules CRYSTAL ANAND (18) East Indian female, meets WENDY FLETCHER (18) White female — barefoot, peculiar, magnetic — who talks her way to the front of the line with a brazen lie and a wink, then strolls off registered while Crystal stands there with her mouth open. It is the start of an unlikely friendship: the good girl and the rule-breaker who seems to bend the world to her will.

The Collision. A week later, that world quite literally collides. Football star LANCE BOWMAN (19) Black male — handsome, cocky, racing his teammates across the quad — slams into Wendy at full speed. In the tangle of scattered books and locked eyes, Wendy falls hard, and not only to the pavement. Lance is everything she is not: golden, adored, effortless. He is also taken — by his volatile girlfriend ALISON RHYNE, (18) Black female, who materializes to stake her claim. But Lance is failing calculus, and Wendy is the brightest student in the room. A tutoring arrangement is struck. For Wendy, a door cracks open.

The Secret. As dusk settles over the quad, Wendy confides the truth she has hidden her whole life: she is a witch, taught the craft by her grandmother since childhood. She can cast, brew, and summon — and she has spent her life terrified of being found out. Crystal, half-disbelieving, promises to keep the secret. She has no idea what that promise will cost her.

Crossing the Threshold. The tutoring sessions deepen Wendy's infatuation into obsession. Lance is friendly, flirtatious, careless — he treats Wendy as a convenient lifeline and nothing more. So Wendy decides to even the odds. She brings Crystal to YE OLDE MYSTICISM SHOPPE, a cramped occult den hung with shrunken heads and animal skulls, presided over by HAZEL

GROTT: (80) White female, crone who leads a coven and deals in things far darker than parlor charms. Hazel greets Wendy like a returning pupil. Crystal feels the cold in the room and begs to leave — but Wendy buys her ritual kit anyway. She is going to cast a love spell.

The Spell. Crystal pleads on the walk home — compelling someone to love you is not romance, it is a violation; what if it goes wrong? Wendy will not hear it. That night, ringed by candles, she swallows a living talisman and binds Lance’s heart to her own. The magic takes hold. It also opens a door that should have stayed shut: small, grinning IMPS slip through from somewhere below — unseen, mischievous, and hungry.

The Turn. At first the spell looks like a gift; Lance’s attention begins to drift toward Wendy. But the imps are loose on campus now, and they feed on bravado and dares. At a nighttime gathering, and again beneath a towering oak, they needle the recklessness of young men. Egged on by the crowd — and by something he cannot see — Lance climbs higher and higher, then leaps. The fall ends with a sickening snap. Alison’s screams ring through the empty woods.

Death. Lance dies. The campus reels; whispers of murder and drunken stunts ripple across the quad while the administration scrambles to control the story. And Wendy — the girl who bent the world to her will — is undone. Alone among the bones and herbs of her forbidden craft, she chants to raise the dead. The candles flare and gutter. Nothing comes back. Her grief curdles into something desperate.

The Believers. Crystal has begun to suspect the truth — that Wendy’s “harmless hocus pocus” got Lance killed. When an imp attacks her in her own dorm, she is saved by MANFRED SLOANE, (19) White male, the gangly, kind-hearted astrophysics student who has quietly adored her. Together they realize the danger is not theoretical: the magic is real, the creatures are real, and Wendy is spiraling toward something catastrophic. From within her crystal ball, Hazel Grott watches and waits. Grief makes the finest bargains.

The Bargain. Hazel offers Wendy the impossible: Lance, returned. The price is Wendy’s soul. Blinded by love and loss, she agrees. But Hazel does not raise Lance — she cannot, and never intended to. Instead she seals a chaos demon, BELLUS, Devourer of Souls, inside Lance’s lifeless body. The thing that walks and talks behind Lance’s face is a lie built to keep Wendy compliant until her soul can be harvested. For a while, the deception holds, and Wendy lets herself believe.

The Reckoning. The truth detonates inside Hazel’s shop. Crystal, Manfred, and the enigmatic PROFESSOR MATHER (47) White Male — who has lingered at the story’s edges and is far more than a teacher — converge for the ritual’s final act. As Hazel works to claim Wendy’s soul, Crystal screams the truth across the room: Lance has been dead for two days; the thing wearing him is a demon. Wendy turns, sees the red glow behind her lover’s eyes, and her world collapses a second time.

Open War. The shop erupts. Bellus sheds the last of his disguise — a towering horror in Lance’s ruined skin — and seizes Crystal and Wendy. Mather reveals his true nature as a celestial guardian,

buying precious seconds at terrible cost, and calls Manfred to the SANCTUM ARTIFACT: a holy chalice fallen amid the wreckage. The unlikeliest hero in the room — the nerd, the one no one ever picked first — lifts it, channels its light, and blasts the demon back. Mather tears open a portal and casts Bellus screaming into the dark.

The Price. The shop burns; Hazel's coven of horrors goes up in cleansing flame. His work done, Mather glows and fades, leaving Manfred bonded to the artifact now sealed to his wrist — and a warning: this was a single battle in a far larger war, and more will come. Crystal and Manfred flee into the night, hands clasped, forever changed.

Final Image. And Wendy. The girl who wanted only to be loved walks alone from the fire, a crow settling on her shoulder, her face impossible to read. The spell is broken. The boy is gone. Whatever she has become, she carries it into the shadows — a loose thread of darkness the night is not finished pulling.

PRINCIPAL CHARACTERS

Wendy Fletcher (18) White female — Protagonist and the architect of her own ruin. A gifted, secretive witch raised in fear of discovery, whose hunger to be loved drives her from charming rule-breaker to soul-bargaining tragedy. Sympathetic and dangerous in equal measure — the spell that gets cast on the audience is hers.

Crystal Anand (18) East Indian female — The heart and conscience of the film. Wendy's loyal best friend, whose moral clarity makes her the reluctant engine of the rescue. Our way in, and the one who refuses to look away.

Manfred Sloane (19) White male — The overlooked nerd who becomes the chosen vessel for the Sanctum Artifact. Braver than his awkwardness suggests; the film's emotional payoff and its franchise anchor.

Lance Bowman (19) Black male — The golden boy. Charismatic, careless, and ultimately a victim of forces he never sees coming. In death, his body becomes the demon's mask.

Hazel Grott (80) White female — The true villain. An ancient crone and coven-keeper who farms grief and harvests souls. Patient, gleeful, monstrous — the spider at the center of the web.

Professor Mather (47) White male — The guardian. A celestial agent hiding in plain sight; mentor, protector, and the figure whose departure opens the larger mythology.

Alison Rhyne (18) Black female — Lance's jealous girlfriend — the spark of campus suspicion and one of the spell's first casualties.

Bellus — Male Chaos demon, "Devourer of Souls," wearing Lance's skin. The lie at the heart of Wendy's last hope.

THEMES

- Love versus possession — the difference between wanting someone and wanting to own them.
- The seduction of shortcuts, and the true cost of forbidden power.
- Grief as the doorway through which evil enters.
- The overlooked and the underestimated rising to meet the darkness.
- Faith and protection set against forces that prey on the desperate.

tone & comparables

Campus-set supernatural horror carrying the emotional intimacy of a coming-of-age drama and a vein of dark comedy. The everyday cruelties of being young — jealousy, loneliness, the ache to be chosen — curdle by degrees into something genuinely supernatural, then explode into demonic stakes and a hidden mythology.

Comparable in spirit to the grounded young-adult dread of *The Craft* and *Jennifer's Body*, crossed with the practical-effects mayhem and folklore of *The Evil Dead* and the faith-tinged guardianship of *Constantine* — all anchored to a college where ordinary heartbreak opens a door to something ancient.

FRANCHISE POTENTIAL

The Sanctum Artifact, Professor Mather's celestial order, and the hidden war he warns of position the film as the opening chapter of a larger universe rather than a closed one-off.

Manfred — newly bonded to a holy relic, his mentor gone, thrust into a fight he never asked for — is a ready-made series lead. Wendy's ambiguous survival leaves a compelling wild card on the board: victim, villain, or future ally. The story closes one chapter while deliberately cracking open the saga.

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