

MO VAM WOLFE

The monster has a heart. The witches have an agenda.

Written by Gary B. Haley

LOGLINE

An immortal werewolf-vampire who has hidden in plain sight for sixty years falls for a seductive young witch, only to discover that her promise of a cure masks a heist - and that the spell meant to make him human may instead unleash the one monster he can finally control.

THE STORY

Mo vam Wolfe is eighty-three, looks twenty-five, and has spent most of his life protecting the world from himself. Bitten by a werewolf and later attacked by a vampire, he became something folklore never prepared for: an immortal hybrid whose reflection is a wolf, whose body can become a bat, and whose full-moon nights end inside a reinforced steel cage.

Then Mo meets Gothen Z. Wicke while she is wrestling a cauldron through a kitchen store. She is funny, fearless, irresistibly goth - and a practicing witch. Gothen and her equally dangerous roommate, Vanessa, convince Mo that ancient magic may restore his humanity. Their search carries them from candlelit apartments and forgotten spell books to a private island, where a full moon, a boiling cauldron, and one terrifying transformation put the cure to the test.

But the romance began as a con. The women have studied Mo, used his powers in their revenge against an identity thief, and mapped the fortune he has quietly built across decades. When the spell merges his human, wolf, and vampire selves instead of separating them, Mo gains control of the monster just as he discovers the betrayal. What follows is savage, funny, heartbreaking - and leaves the door open for love, atonement, and a very unusual vigilante.

THE CHARACTERS

MO VAM WOLFE	GOTHEN Z WICKE	VANESSA
A huge, gentle, darkly funny immortal carrying sixty years of trauma - and three creatures in one body.	A seductive modern witch whose elaborate con collides with the one thing she never planned for: real love.	Gothen's clever, ruthless partner, determined to turn supernatural proof into money, freedom, and power.

WHY IT WORKS

A fresh monster mythology Werewolf, vampire, and human rules collide inside one sympathetic lead.

A dangerous love story The betrayal hurts because the romance becomes real before the con is exposed.

A memorable visual package Mirror reveals, hidden cages, moonlit rituals, bat flight, practical creature work, and transformation VFX.

A scalable production Recurring apartments, the top-floor home, the childhood house, woods, and the island anchor the story while New York supplies scale and energy.

SIGNATURE IMAGES

A hidden steel cage shaking under a full moon. A human mind trapped inside a bat. A moonlit island ritual boiling toward disaster. A furious creature crashing through a window - then choosing mercy. And Mo's reflection in a mirror reveals only a werewolf because everyone knows you can't see a vampire's reflection.

tone and audience

What We Do in the Shadows meets Warm Bodies, with the emotional loneliness of The Shape of Water. Designed for horror-comedy audiences who want scares, romance, irreverence, and a monster worth rooting for.