

Folkvangr

Revised Trailer Script 7/3/2017

Written by

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EXT. FOREST - DAY

A forester is seen venturing into the woods. A static shot of the forest indicates time passes. The forester is not shown leaving the forest. OMINOUS MUSIC PLAYS.

FADE.

EXT. FOREST - NIGHT

ESTABLISHING SHOT. The camera pans over LIGHTS moving about in the trees below.

There is a group of silhouetted figures holding torches. The VILLAGE SEARCH PARTY members' identities are concealed by shadows. They are only seen from afar, and are not the focus of the story.

The protagonist ELVINA stands apart facing them in a better lit area. She holds a PACK and LANTERN. She is arguing with the group and gesturing angrily.

Several stragglers in the back of the group start to leave. After a brief discussion among themselves, the rest of the group turns around and heads out of frame.

One of the searchers lingers behind to put a consoling hand on the shoulder of Elvina. The figure then follows the rest of the group.

The now solitary Elvina seems to despondently stare at where the group used to stand. Then she turns around to face towards the heart of the forest.

OVER BLACK:

TITLE CARD:
FOLKVANGR

EXT. FOREST

MONTAGE. Transition through several quick montage scenes depicting the protagonist struggling through the forest. In each scene she is calling out and searching for someone.

She is seen stepping in pools of water, getting scratched by branches, tearing cloak, leaping across a ravine, and climbing rocks. However, she does not find the person she is searching for.

Darkness falls and the sun rises again. The cycle repeats. Time passes.

The scenes start to speed up and repeat, suggesting she is lost and going in circles.

The cuts and scenes start to blur together. The background fades out of focus. She becomes noticeably distraught and disheveled, and increasingly desperate.

She begins yelling and throwing things angrily in a semi-delirious state.

The last scene cuts to her sitting down with head behind her knees, either sleeping or sobbing.

SLOW FADE OUT.

EXT. FOREST TREE - EARLY OR MID DAY

CUT TO MID RANGE SHOT. Elvina is sitting down with her back propped against a tree. Her pack and lantern are thrown to the side. She looks exhausted and probably hasn't slept in days.

It is implied she is at her lowest point and has given up the search.

She hears a RUSTLING NOISE, and brushes a strand of tangled hair out of her eyes. She tilts her head trying to peer around the tree, but doesn't have enough energy to expend on the effort. She slumps back against the tree. Her head lolls to one side as she seems to be drifting back asleep.

A second heavier CRASH of a small sapling snapping and bushes rustling sounds close by.

She is startled and staggers to her feet, but her legs are still weak from walking for days. She has to prop herself up by leaning against the tree.

Something large is clearly moving in the trees a short distance away. She ducks back behind the tree to listen.

SFX: THE SOUND DESIGN SHOULD CONVEY THE SENSE OF SLOW MOVING WEIGHT, SHUFFLING AND DRAGGING ACROSS FOREST FLOOR LEAVES.

She presses her back against the tree to hide, peering out of the corner of her eye as a large ETTIN lumbers past.

It doesn't seem to be aware of her presence, taking its time foraging in the ground leaves for roots and nuts. It keeps sniffing the ground and using its two snouts to burrow in the ground after scraping out hollows with very long blunt claws.

Elvina freezes, trying to hold her breath. Her heart is racing from a mixture of fear, adrenaline, and lack of sleep.

After a few long seconds, the ettin trudges past. The creature's back is now towards her.

She shifts her weight slightly and a branch SNAPS.

The beast slowly turns one of its heads towards her and looks straight in her eyes. The second head turns its full attention towards her, rotating body and rising on its long hind legs to face her.

It doesn't attack; just stares down at her. Incomfortable silence.

She moves first.

She breaks into a sprint, leaving her pack and lantern behind.

TRANSITION CUT.

EXT. FOREST - CONTINUOUS

She is running through the forest. She keeps getting slowed down by branches tearing at her cloak and dress.

She moves to duck under a tree overhang, but glances back over her shoulder and hits her head. Curses

The creature can be heard behind her getting closer.

She frantically scrambles to try and go a different direction. She heads towards an inclined ditch that might allow her to escape if she can reach the other side.

EXT. FOREST RAVINE - CONTINUOUS

She slips climbing down the rocks and tumbles down a slope, bouncing off boulders along the way. She lands heavily at the bottom of the ravine. The wind is knocked out of her.

She can hear the sound of the creature behind her. She crawls away desperately, still gasping and trying to regain her breath. She might have broken a few ribs.

The ettin grabs her leg and tries to drag her over the rocks. She kicks and breaks loose, but can't get to her feet before it knocks her over again with a sweep of its claws.

She tries to draw her KNIFE, but she is still dazed from the fall. Her fingers are stiff and her hands are shaking. She fumbles and drops it.

The fight becomes more desperate as she tries to keep out of the creature's grasp. It is a futile effort since she is unarmed and the creature is far stronger and larger.

It seems more curious than aggressive. She breaks free again and reaches the knife. She lashes out at the creature and injures it. Now it is angry.

She cannot possibly defeat the beast with just a knife. She needs to find some other way to outsmart it.