

Folkvangr

Revised Trailer Script 7/3/2017

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EXT. FOREST - MORNING

A forester is seen venturing into the woods. A static shot of shadows falling on the treeline 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.

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 REGIN 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 her shoulder. The figure then follows the rest of the group.

The solitary Regin stares despondently after the search party. 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

SHARP CUT TO MID RANGE SHOT. Regin is resting 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.

Regin freezes, trying to hold her breath. Her heart is racing from a mixture of fear, adrenaline, and lack of sleep. She grips the hilt of her DAGGER tightly.

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. Uncomfortable silence. A low GROWL seems to emanate from somewhere deep in its chest, growing in volume. It takes a step forward.

Thinking quickly, she drops the knife and empties her pack contents on the ground, hastily ruffling through the contents to find a pouch of marble sized round clay beads. She whispers a short activation incantation and throws the stones at the ground in front of the ettin. They flash in a powdery cloud and blind the creature temporarily.

She grabs her knife and lantern and backs away, keeping her eyes trained on the creature. The ettin is still writhing and clawing at its eyes, but the effect will not last long. At a safe distance she turns and sprints into the woods.

TRANSITION CUT.

EXT. FOREST - CONTINUOUS

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

She moves to duck under a tree overhang, but glances back over her shoulder and hits her head on a branch. She is forcefully knocked down and slightly stunned. She reaches up and feels wet blood. 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 with a stream that might allow her to escape if she can reach the other side.

Her movements are unsteady as she hit her head quite hard.

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 stream. 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. Looks around.

Starts climbing a tree trunk that is hanging over the edge, barely supported by a few roots. The creature reaches out and tries to reach her, but she kicks the clawed hand away. She continues slashing at the mass of stringy roots to weaken them, hacking frantically. She cuts a thick root and the tree jerks underneath her and shifts down a few inches.

The log's weight snaps from the remaining roots and tumbles straight down into the creature's midsection, knocking it back. She reaches the top of the ravine and looks back. The ettin is agitated from its injuries and after circling around a few times and roaring, seems to have lost interest in pursuing her further. She does not linger and takes off into the treeline.

EXT. FOREST CLEARING - SUNRISE

Time passes.

She staggers up a hillcrest into view of a clearing with tall golden brown grass. The sun is rising over the treeline, indicating yet another day has passed without success. She looks at the sun and slumps down in defeat.

At the moment when she has practically given up all hope, she sees the a figure moving through the underbrush across the edge of the opposite side of the clearing. She rises to her feet. The figure notices her and stops.

They just stand and stare across the clearing for a long time.

Closeup shots. They are both haggard and clearly struggling to not break down. Lots of emotions in eyes. Corners of mouth twitch.

She breaks into a sprint down the hill. He limps towards her. They embrace in the final shot.

CUT TO CREDITS.

EXT. FOREST - POST CREDITS

Brief clip of characters climbing the crest of a hill and encountering abandoned ruins. This ties into the main story for the video game.