

ACT ONE

BREAKFAST

Ionía wakes up, has breakfast, helps her mother pack the lunch basket.

LOADING THE CART

Ionía and her father load the log cart, hitch up Hoofbert, wave goodbye and set off.

INTO THE WOODS

Ionía and Father travel to the logging camp, singing, observing wildlife and making plans for the day.

THE LOGGING CAMP

Ionía and Father arrive at his logging camp in the forest, unload the cart, and he treks off to work.

FLORA AND FAUNA

Ionía sets the lunch basket safely aside, then explores the camp, sketching flowers and insects.

PILFERED

Pilferers emerge from the woods, fascinating Ionía with their clever tricks, then they steal her lunch.

FATHER! HELP!

Ionía shouts for her father, but he doesn't hear her over the sound of his ax, so Ionía decides to act.

LOST

Ionía chases the pilferers into the underbrush, but quickly loses her way and realizes she is totally lost.

STRANGE SIGHTS

Ionía stumbles deeper into the woods, until she spots strange white flowers and a flash of silver.

FIRST ENCOUNTER

Ionía follows the trail of flowers to a sunlit glade where she sees something unbelievable: a unicorn.

FOLLOW ME

The unicorn leads Ionía through the winding wood, crossing streams and thickets, back to camp.

DON'T LEAVE!

Realizing she is safe, Ionía longs to approach and thank the unicorn, but it retreats into the forest.

THE EMPTY CAMP

Still in awe after her experience, Ionía runs to tell her father everything, only to find he is missing.

ACT TWO

WHAT DO I DO?

Ionía realizes her father has gone into the woods after her, but should she stay put or follow him?

HE CAN'T BE FAR

Alone and frightened, Ionía convinces herself her father can't be far and sets off to find him.

LOST AGAIN

After mustering up all her courage, Ionía quickly regrets her decision as the woods close in around her.

THE WOODSWOMAN

A mysterious woman emerges from the trees, warning Iona to go no farther or be forever lost.

NIGHT FALLS

Ionía realizes the sun has stopped shining through the canopy, as strange lights flicker in the trees.

NOCTURNAL MAGIC

The woman guides Ionía to the safety of her shelter as magical night creatures emerge from the dark.

SANCTUARY

The woman feeds Ionía and gives her a warm bed, but delivers the truth: her father may never return.

I WON'T LOSE HIM!

Unable to sleep, Ionía decides she must save her father and leaves the safety of the sanctuary.

NIGHT SHADOWS

Foolishly pushing deeper into the forest, Ionía is beset by malign shadows in a shifting landscape.

SHADOW'S PURSUIT

Terrified, Ionía flees deeper into the woods as living shadows drive her before them.

ELDER'S GROVE

Cornered by shadows in an ancient grove, Ionía faces the mighty Woodland Elder itself.

ACT THREE