

## THE WOODS WAKER

Genre: Thriller

**LOGLINE:** A village elder sends a terrified girl to appease the dark woods not realizing she is going home to awaken the woods.

Dark and forbidding Oria storms through the woods with a small bundle held protectively in her arms. Tree branches reach for her as she rushes out of the trees toward a tiny village. Near the woods edge, she leaves a baby girl to be raised by a young widow. As she grows, Ivy is drawn to the dark woods.

Late one night the Oria returns to the village, the Mayor calls the village's four young women to choose one to appease the woods. Chosen and condemned, terrifying unnatural crackling sends Ivy rushing deeper into the woods with branch tips grabbing at her.

Ivy races through a dark vine entwined tunnel even as tiny greens sprout up from her footprints. The tunnel shakes from one end while ahead the tunnel is closing in. In a panic Ivy dives out of the tunnel and ends up at a decrepit overgrown gate that opens with a horrendous squeal.

The Oria stands within. Together on the once elegant, bridge Oria calls her, Oriana and they tumble as the ground rumbles and shakes. Out the gate a green line runs up the hill. The mansion goes from drab to new. Ivy's zigzag pattern through a maze shows in bright new green and flowers.

Just outside her back door, the widow cries tears of pride and relief for the girl, and sure knowledge that the best is yet to come.

Orlanda Szabo

204-482-8132

orlanda@orlandaszabo.com