A FEATURE SCREENPLAY · SUPERNATURAL HORROR / ACTION

THE SKRAELING BEAST

written by Craig Houchin

"These are not our lands.
Our gods don't rule here. — Other gods do."

LOGLINE

In 1001 A.D., a Viking navigator shipwrecked on a cursed island off North America must battle his own dead crewmates — raised as corpse-walkers by a banished goddess — before she can escape her prison and carry her undead vengeance to the mainland.

SYNOPSIS

Circa 1001 A.D., Viking navigator Einarr and a handful of Norse Greenlanders survive a shipwreck on a fog-bound island off the coast of North America. They bury their drowned dead, lay their weapons in the graves beside them, and set to repairing their ship. But the island is wrong. No birds cross the sky. No fish move in the shallows. Food rots overnight, new ropes crumble, and healthy trees collapse into decay beneath their axes. Across the water, Indigenous watchers — the Skraelingar — refuse to set foot on the island, but will not let the Greenlanders leave. They know what Einarr does not: the island is a prison.

It holds a fallen goddess, banished for rebellion and guarded for generations by a dwindling bloodline of keepers. Centuries of rage have stripped her divinity until, now, only the beast remains. The shipwreck gives her what she has waited a millennium for: fresh corpses. With the last of her magic, she raises the dead Greenlanders and sends them out of the fog, mud-caked, black-eyed, and carrying the weapons they were buried with.

Trapped between undead shipmates wearing the faces of men he failed and the indigenous watchers sworn to kill anyone who might carry the curse ashore, Einarr must enter the island's mythic heart and face the withered goddess. There, he learns that survival alone will not end the curse. The beast is eternal. She must be guarded. And atonement has a price.

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