

THE SKRÆLING

A Supernatural Horror/Action Screenplay
by Craig Houchin

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LOGLINE

In 1001 AD, a crew of Greenland Vikings shipwrecks on a small island off the North American coast where they are forced to fight for survival against the harsh land, hostile natives, and each other as they attempt to repair their ship.

But they soon discover that a dark supernatural force is imprisoned on the island with them — and is hunting them.



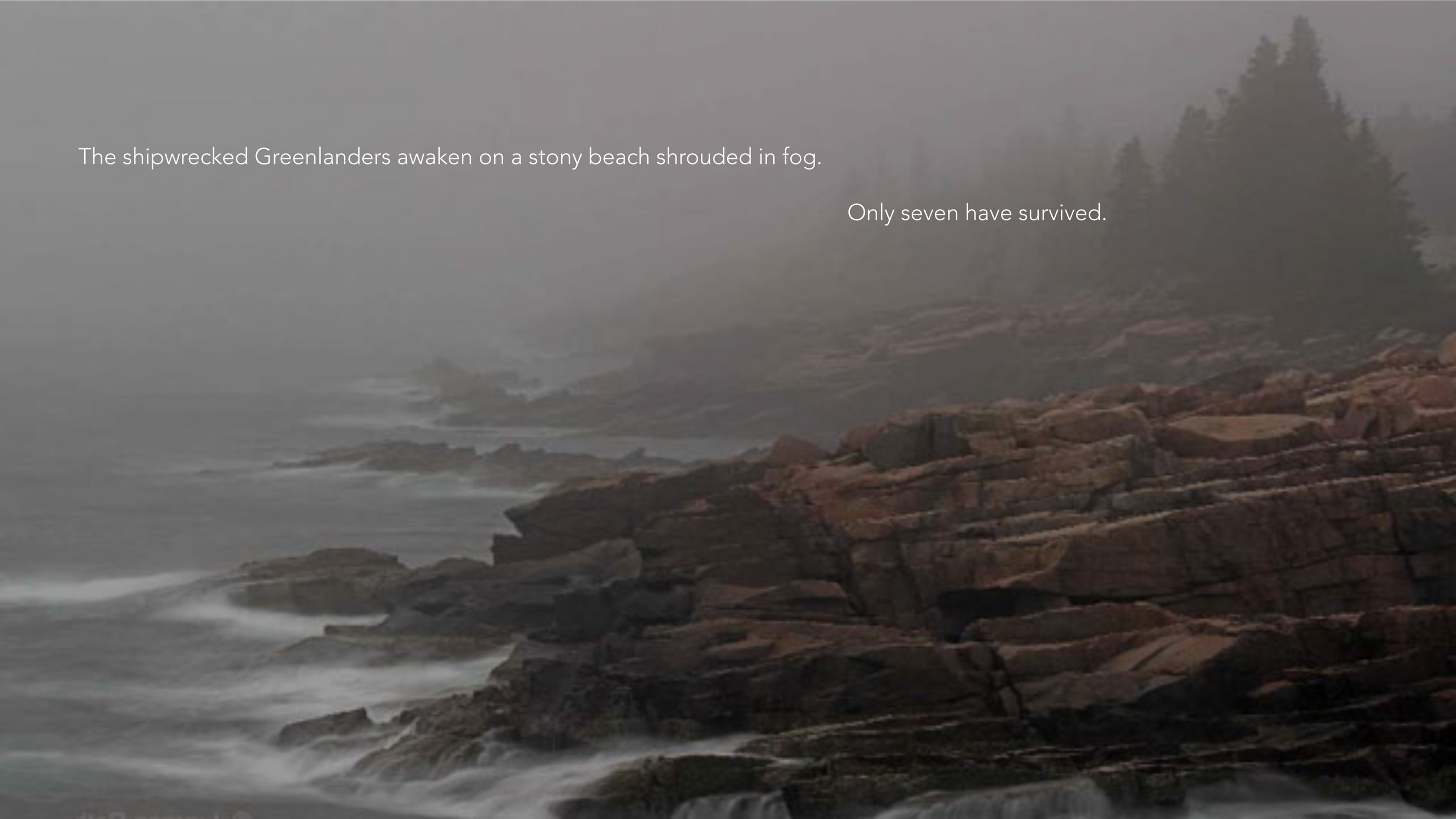


"These aren't our lands.
Our gods don't rule here."




Other gods do.


THE
STORY



The shipwrecked Greenlanders awaken on a stony beach shrouded in fog.

Only seven have survived.

EINARR is the navigator. He is scarred by battle and carries the weight of the dead. The men he has lost. The men he has killed.

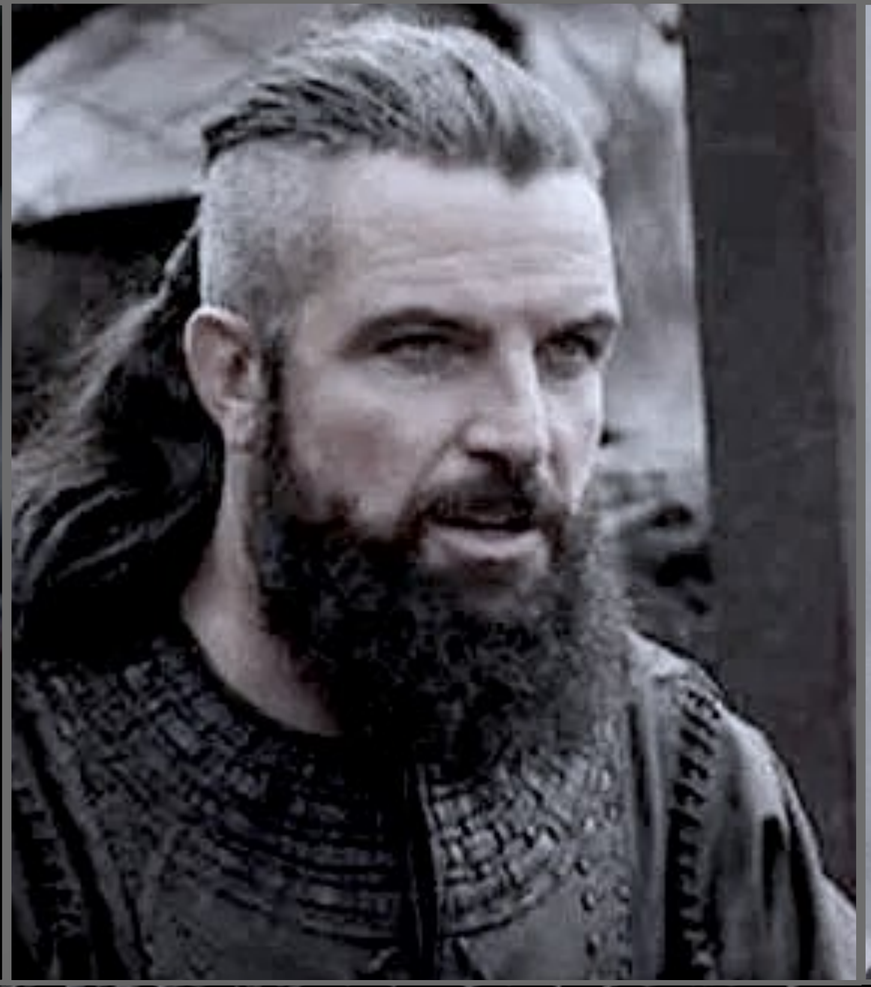


ULF is the leader. Bitter and jealous, he is willing to do whatever it takes for him to survive.





BRAND is 14, an orphan. His older brother drowned in the wreck, leaving him alone in this hostile world.



FINNBOGI is Einarr's friend. They have voyaged together, settled together, fought together. But where Einarr is haunted by what he has done, Finnbogi merely accepts it as the fate woven for him by the Gods.



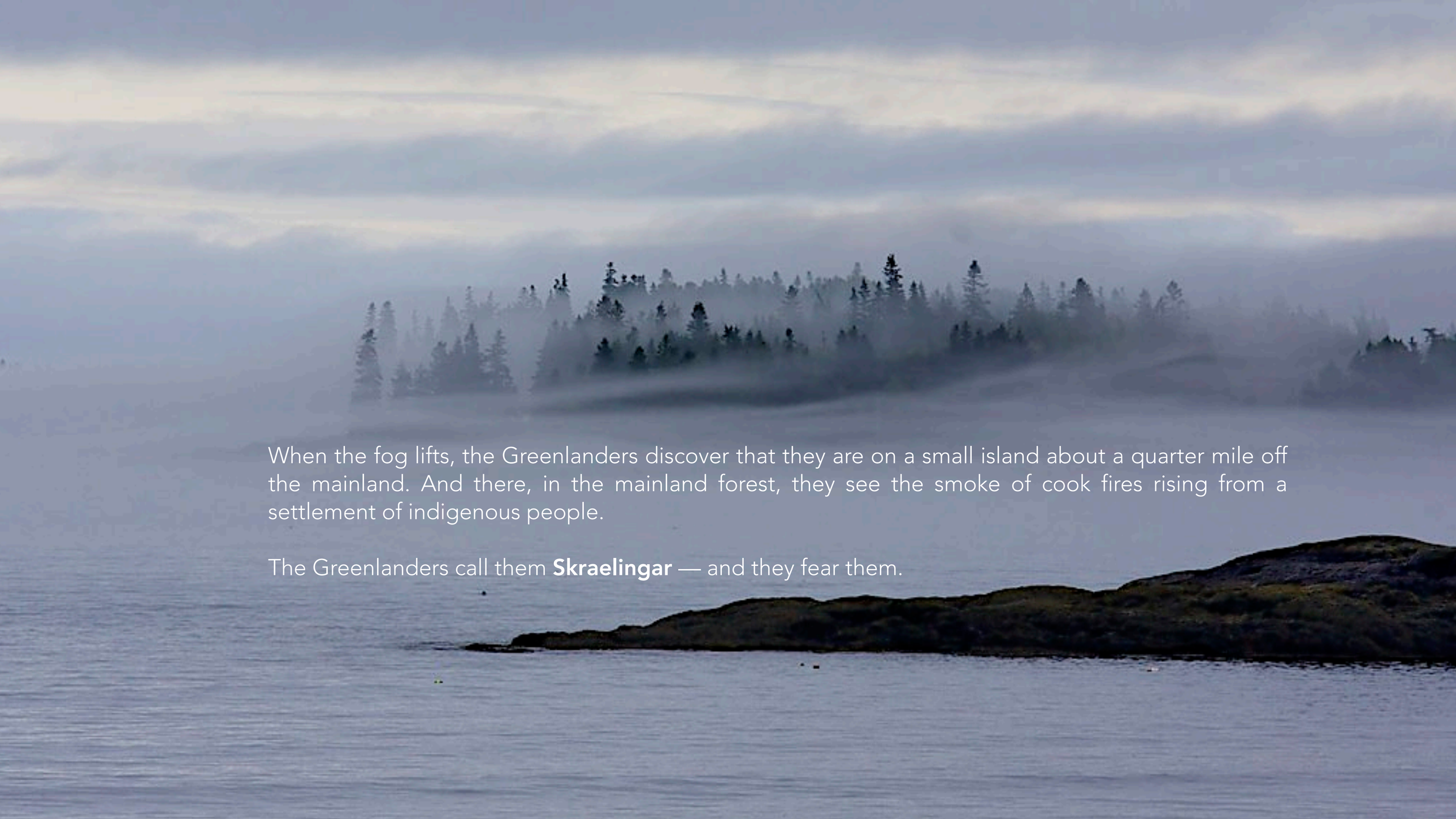
PALLIG is broad and strong. A loyal friend — and a deadly enemy.



SOLVI is a young farmer more at home in the mud than at sea.



HAFGRIM is old, weathered, and superstitious. He wears a strand of talismans around his neck: one for every god in the Nordic pantheon, and he fidgets and prays with it often — "because you never know which god will be in the mood to help you when you need it."



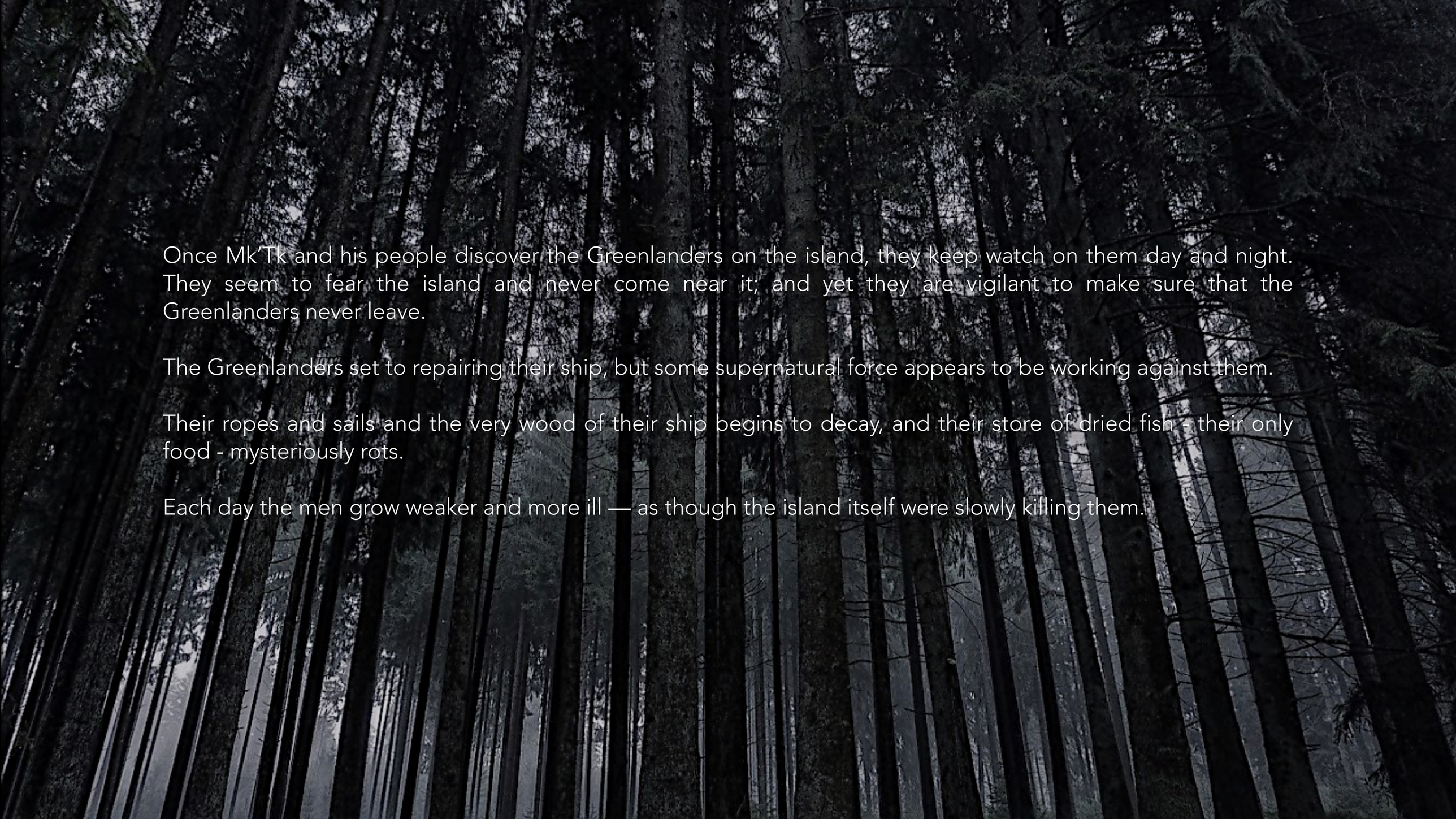
When the fog lifts, the Greenlanders discover that they are on a small island about a quarter mile off the mainland. And there, in the mainland forest, they see the smoke of cook fires rising from a settlement of indigenous people.

The Greenlanders call them **Skraelingar** — and they fear them.



MK'TK is their leader. He is old and his face carries ancient scars. On a leather cord around his neck, he wears A GODDESS IDOL made of blackened stone.

The Idol is a curse that his people have carried for generations.

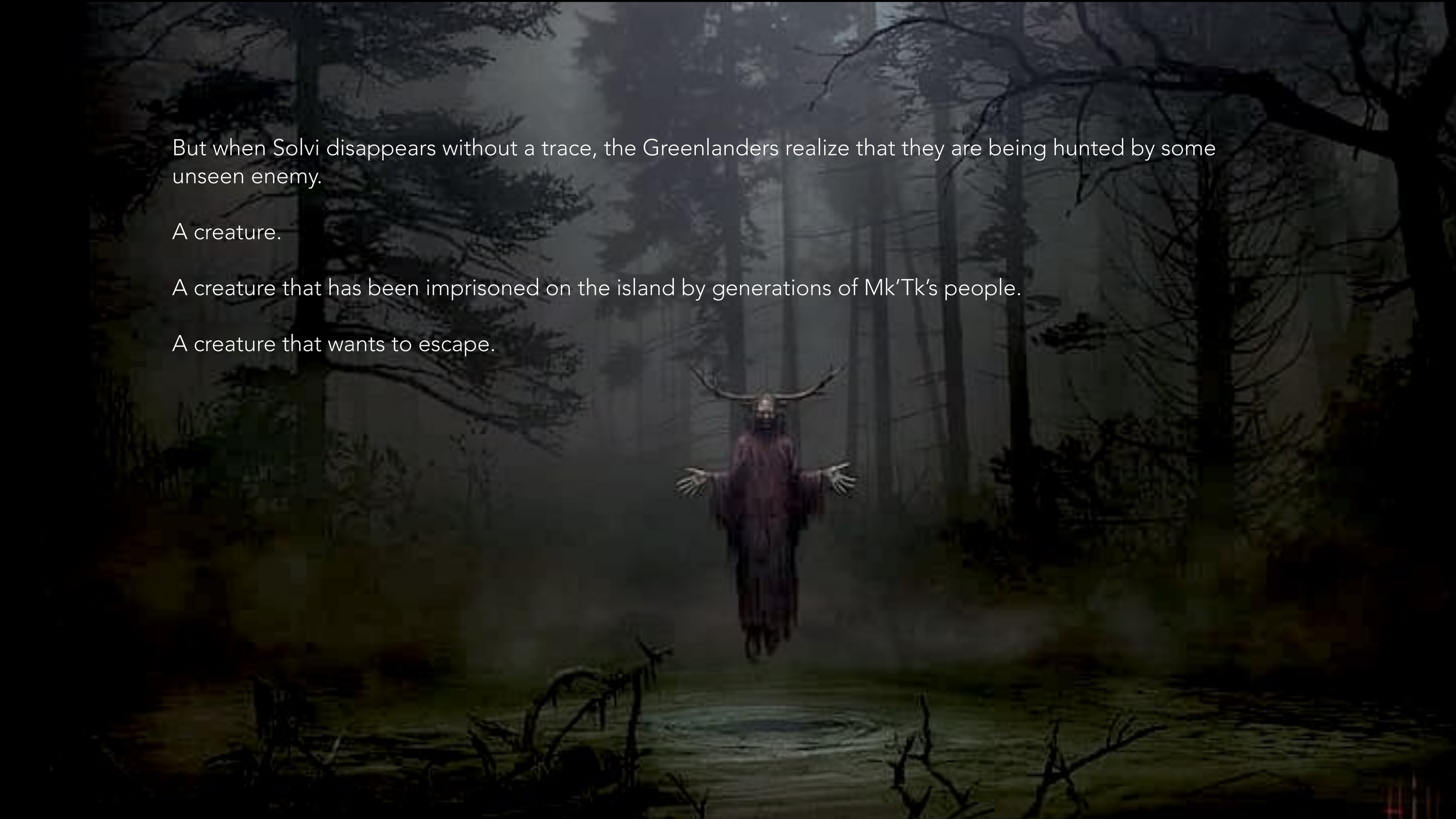


Once Mk'Tk and his people discover the Greenlanders on the island, they keep watch on them day and night. They seem to fear the island and never come near it; and yet they are vigilant to make sure that the Greenlanders never leave.

The Greenlanders set to repairing their ship, but some supernatural force appears to be working against them.

Their ropes and sails and the very wood of their ship begins to decay, and their store of dried fish - their only food - mysteriously rots.

Each day the men grow weaker and more ill — as though the island itself were slowly killing them.



But when Solvi disappears without a trace, the Greenlanders realize that they are being hunted by some unseen enemy.

A creature.

A creature that has been imprisoned on the island by generations of Mk’Tk’s people.

A creature that wants to escape.



About The Writer

I am an optioned screenwriter. My screenplay **Ludlow** was optioned by David Permut, my screenplay, **Meltdown** was optioned by The Solution Entertainment Group, and my screenplay **Stonelands** is in development with Chris Mangano at Mangano Movies and Media.

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Thank You