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ILLU 352-02
Professor Sirois
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3- Act Summary Pitch

Wildehaven

Story Base: *Alice's Adventures in Wonderland* by Lewis Carroll

Genre: Fantasy/ Adventure

Application: Music Festival (album covers, poster designs, venue, merchandise)

Time Period: Modern

Demographic: Adult

Setting: Adirondacks, New York. Specifically, the Black River Wild Forest.

Note: This is the origin story of/ for the music festival. If this were real... I see the guests entering the festival through a special secret entrance much like the one our main character, Marcy, takes to get to Wildehaven. It's reality mixed with fantasy. The map is informed by maps of the Black River Wild Forest, but it is not by any means an accurate portrayal of it. The story is informed by real Adirondack flora, fauna, and folklore, however, liberties are taken for fantastical elements.

Synopsis: Marcy feels stuck and isolated in her small hometown in Upstate New York. Has she done it to herself?Maybe a little. Nonetheless, she seeks the adventure she has only ever read about and finds it one fateful day when she follows a raccoon into a tree hollow, which lands her trapped in an abandoned underground mine. Escaping the mine and into the deep forests of Wildehaven, Marcy meets new friends and embarks on a journey of self-discovery during rather impossible and demented events, while also navigating around the suspicious affections of the Spruce Queen. Through the trenches of murder, madness, and magic, Marcy finds herself, the adventurous spirit, and the reward of connecting with others.

ACT 1

Exposition:

Marcy is bored. She reads alone on a fallen tree trunk over the Black River, yearning for something more. To travel, to meet with people, to do anything but feel stuck in her small rural town. However, doing any of that would require her to actually take action... and Marcy was quite comfortable by herself despite feeling the occasional twangs of loneliness.

Inciting Incident:

Marcy is distracted by the sight of a white raccoon- a most unusual sight in itself. But this raccoon ran past her, in the light of day, and was carrying something shiny in its mouth.

Plot Point One:

Marcy follows the raccoon into a tree hollow, sliding down, down, down, below into a dark, damp, abandoned mine.

ACT 2

Rising Action:

After wandering around in the dark for what seems like forever, Marcy sees flickering light. Rounding the corner, Marcy sees that there are torches casting a warm glow of light onto the cool rock of the long-abandoned mine shafts. She follows them through the maze of caverns to see sunlight poking through some crevices of what seems to be another dead end. She peers through the cracks, seeing a lush, beautiful, forest scape and a crystal-clear pond just beyond the rockslide. Her stomach begins to ache, so she scavenges some liquid in an old canteen and a couple of mushrooms growing near the edge of the mine... what's the worst that can happen?

Midpoint:

Surrounded by remnants of trapped miners, Marcy starts to lose hope. After many more hours of exhaustion trying to move the rocks, Marcy begins to weep. She feels dizzy and sick and keeps hearing people talking, though she can't seem to find where the voices are coming from or how to seek their help. She has never felt so weak and curses herself for getting stuck in this situation. Her tremors and tears compound upon one another until the mine begins to fill with water, causing her to panic even more.

Plot Point Two:

At the last moment, with Marcy gasping for air, the rocks give away and she is carried out of the cavern with the flood, landing in the Lucid Pond. Marcy realizes she has not saved herself with her tears, but that the raccoon (Coon) had gathered some other forest animals to free her. Even though she is initially thrown off that they can talk, she has always had an easier time connecting with animals rather than people. She begins to use her voice, becoming more extroverted instead of remaining a wallflower. Now in Wildehaven, her newfound friends steer

her on a series of weird adventures that make no sense. Marcy has a tea party on a ginormous tree stump lined with little twinkling lights with the Lumberjack, who claims that he no longer cuts down trees because Bigfoot was stalking him, and that he now wants to lure him out by being a gracious host. Along the journey, Marcy feels a strange pull towards the Boundless Ash Forest but is warned against it and learns about the Spruce Queen, who supposedly forbade it because the “creatures” in there murdered the Spruce King. The residents of Wildehaven say that she used to be very warm and friendly, and frequently practiced earthen magic to help her subjects, earning her the nickname Mother Nature. But, after her husband died she seemed to change and stopped practicing magic. In BB’s Treehouse, Marcy argues with Crimson Fox and BB about self-identity and life as Coon proudly shows off his shiny trash pile.

ACT 3

Pre-Climax:

Marcy is caught going into the forbidden forest and questioned at the late Spruce King’s Game Cabin, which is solemn and yet well kept as if it’s still being used. She then travels with the Spruce Queen to her castle. The Spruce Queen has a tight smile and empty eyes, and Marcy doesn’t trust her self-proclamation as a “beloved and just ruler”. The Spruce Queen attempts at befriending Marcy and is adamant that she stays at the castle. Later, in the overly groomed gardens, Marcy finds herself in a weird game of ax throwing with the Spruce Queen and her court. Seemingly drunk, Lumberjack clumsily intervenes. He throws his own ax, claiming to save Marcy from being manipulated by a fraud. The furious Spruce Queen insists that he was aiming for her and that the assassination attempt is treacherous, sentencing him to death.

Climax:

The Lumberjack reveals that he went into the Boundless Ash Forest to see for himself what may have been calling to Marcy. There are no monsters, only the Spruce Queen’s personal prison, where she keeps several people and creatures, including the real Spruce Queen. The fake Spruce Queen, Brewer, is actually a shapeshifter, and steals the soul of anyone she wants to impersonate but must keep them alive in order to keep drawing from their image. The Spruce Queen would not return Brewer’s affections and eventually cast her out when she threatened the Spruce King. So Brewer murdered the Spruce King and betrayed the Spruce Queen. The fake Spruce Queen (Brewer) unravels, screaming that the Lumberjack is a drunk liar, ordering her guards to kill him immediately. Marcy is tired of observing and begins to intervene, but Brewer turns on her too. Finding her voice, Marcy screams. Once again, the powers within the Boundless Ash Forest channel through her, causing a banshee effect and killing Brewer.

Denouement:

Upon the death of Brewer, the souls she stole were freed and restored to their original bodies. Marcy realizes that there’s a lot to be offered in the world she actually lives in, and that she can’t just keep living her life through others in books. She is no fraud. She just needs to be willing to connect with those around her, and voice her needs, wants, and desires. Marcy wakes suddenly to find a group of hikers has pulled her out of the river and

resuscitated her. She had apparently fallen in the Black River after dozing off while reading, the current swept her away and caused some head trauma. She realizes the hikers look much like the woodland friends she made in Wildehaven, which eases her nerves and allows her to surmount her social anxiety for the time being. Marcy decides to hold a festival in the woods to celebrate the death of her introverted self-loathing soul, the return of Mother Nature, and the appreciation of companionship along with the adventurous spirit. Welcome to Wildehaven Music Festival.

CHARACTERS:

Marcy The heroine of Wildehaven; she is the principal character. She has self-isolated for too long, living online and through books. In Wildehaven, it becomes clear that Marcy has a connection to the magic and spirits within the Boundless Ash Forest, and that their power channels through her whenever intense emotions impede communication. By the end of the story, she realizes her identity and finds her voice.

White Racoon (Coon) The first creature that Marcy sees in Wildehaven. He leads Marcy down the hole to Wildehaven. A little goofball with a low attention span. Loves to collect shiny objects, which is most often lost items and litter.

Black Bear (BB) The pipe-smoking gentle giant Marcy finds sitting in a treehouse. Calm, cool, collected.

Crimson Fox Marcy catches Crimson Fox spying on her. The Lumberjack accuses him of being a spy for Bigfoot, to which he replies that he was merely observing the newcomers' disposition. Marcy befriends him for his wit and unusual outlook on the world.

Lumberjack Local crazy man who always claims he won't hunt for Bigfoot because the way to find bigfoot is to lure him out with tea parties. Exposes the Spruce Queen to be a murderous fraud and shapeshifter.

The Spruce Queen/ Brewer The Queen of Wildehaven. Feigns being nice, but is actually manipulative and cruel. Is revealed to be a fraud, a shapeshifter who stole the soul of the real Spruce Queen and murdered her husband because the real Spruce Queen did not return her affections. The real Spruce Queen is known to be very warm and friendly, and frequently practices earthen magic to help her subjects, earning her the nickname Mother Nature. While Brewer can steal her soul, she cannot steal her powers, so she explains it away under the facade of missing her late husband and magic being dangerous. The counterpart to Marcy's identity issues, she doesn't know who she really is because she is a shapeshifter constantly living other's lives.

Giant Gypsy Moths The Spruce Queen's army

Other Creatures based on Adirondack's folklore: 42 point buck, giant boreal weasels/ wolverine, sea monster

ENVIRONMENT NOTES:

Black Riverbank Where we first meet Marcy reading her book, as she sits on a fallen tree over the Black River (also used as a natural bridge).

Tree Hollow The tree hollow hole that Marcy follows the white Raccoon through, to which she loses her balance and falls down into the Abandoned Mines.

Abandoned Mines Contains remnants left behind by miners who abandoned their work, and the bones of those who were unable to escape. Among their belongings, Marcy finds an old map of the mines and caverns. She keeps it with her and eventually draws her own map of Wildehaven on the back of it.

Lucid Pond At the exit of the Abandoned Mines, near where the Lumberjack has his tea Parties. Has healing powers and is a line of connection to the Boundless Ash Forest.

BB's Treehouse An Adirondack A-Frame build in a giant sugar maple tree located deep in the Sugar Maple Forest. Sort of a cave in the trees made super cozy by a wood stove furnace, beanbags, and thrifted charm.

The Spruce Queen's Castle Where the Spruce Queen and King ruled, and where Brewer now stays as the "Spruce Queen". Includes so many rooms that it's almost more confusing to navigate than the abandoned mines. The rooms used to be filled with staff, guests, and residents of Wildehaven, but Brewer has since evicted many of them, making the place feel empty and cold.

Castle Gardens The once wonderfully biodiverse gardens of the Spruce Queen, are now reduced to overly manicured grounds by Brewer.

Late Spruce King's Game Cabin Located on the edge of the Boundless Ash Forest and waterfront of Gull Lake. Basically, a man-cave that the Spruce King used as a hunting cabin, to hang out with friends, play games, and generally escape from royal life with the Spruce Queen. Brewer uses the cabin frequently for her own twisted acts as it's very secluded and is the halfway point between the Castle and the Hidden Prison. This is where Marcy is taken to be questioned after going into the Boundless Ash Forest.

Hidden Prison in Boundless Ash Forest Where Brewer keeps the people and creatures of whom she has stolen the souls of captive so that she can continue to draw from their image. Somewhat of an Alcatraz, no one has escaped alive.

Sugar Maple Forest First forest Marcy is in is Wildehaven, the friendlier forest. Contains Lucid Pond and Black Bear's Treehouse.

Red Spruce Forest The forest near/ surrounding the Spruce Queen's Castle.

Boundless Ash Forest Decreed "forbidden to enter" by the Spruce Queen/Brewer. It's usually very dark, and Brewer's propaganda has led most to believe that it's a dangerous place full of dark spirits and horrible creatures. Contains white ash trees, which are known to be associated with wisdom, knowledge, and divination. Many legends also consider the tree to be sacred and connected to the gods.

CONCERT NOTES:

Indie/ alternative/ soul/ soft rock

Lord Huron, Bon Iver, Hozier, All Them Witches, The Greeting Committee,
John Butler, Sunflower Bean

COLOR PALETTE:

Green and red earth tones + black

INFLUENCES:

Woodstock
Hippies, Witches, Forest Nymphs
Renaissance, Russian Folk Art, Art Nouveau
The Midnight Gospel
Old fairy tales/ storybooks
The Brothers Grimm