

THE EIGHTH

Seven sins. One judgment.





Description

In this forest, logic holds no power. The sun scorches the clearings without warning, setting the grass ablaze — yet even the shade offers no refuge. Trees spontaneously erupt into flames and collapse into ash. To survive, one must keep moving. Elena wakes up in the middle of this nightmare. She's not alone — a handful of strangers are just as lost and disoriented as she is. None of them remembers how they got here. Is this some kind of experiment? A cruel game? A punishment? As night falls,

Roman climbs a tree to scout the horizon — and spots lights flickering in the distance. Driven by hunger and hope, the group makes their way toward the glow. They arrive at a strange house in the middle of a peaceful green field. An eccentric yet charming host welcomes them warmly. For a moment, it seems they've escaped. But each night, the host dons the robes of a priest and performs surreal rituals. The guests become participants — and one by one, they disappear. The forest may have released them. But the true trial has just begun.

characters

1



Elena 30 – Strong-willed, observant, quietly skeptical. A woman who trusts her intuition more than logic. Her memories return in fragments, but something deep inside tells her this forest is more than just a nightmare. She refuses to be just a pawn in someone else's experiment.

2



Roman 28 – A quiet thinker with a protective instinct.

While others panic, he analyzes. He's the first to act when it matters, and the first to climb – literally – toward a possible way out. But even his rationality begins to crack as the forest toys with their minds.

3



Nick, 40. Businessman, Playboy.

He loves his wife and son, but he cannot be faithful. He suffers from it himself. In an extreme situation, he shows himself calmly, collected.

4



Dora, 26.

Socially sharp, cynical, obsessed with luxury and status. Witty but emotionally damaged. Under pressure, reveals her fragility beneath the sarcasm.

characters

5



Maria, 35.

Suffering from clinical depression. Single, childless, deeply withdrawn. Sensitive and wounded. Appears fragile, but perhaps sees more than the others.

6



Ms. Becker, 48.

Naive, gluttonous, and simple-minded. Tries to be cheerful and likable but hides loneliness and emotional hunger behind food and banter.

7



Sheila, 24.

Beautiful and cruel. Addicted to attention and competition. Willing to eliminate anyone who threatens her spotlight. A symbol of vanity taken to extremes.

8



Colin, 45.

A quiet, grieving man. Lost his wife and with her — his will to live. Deeply sensitive and kind, but broken inside. A symbol of surrender to sorrow.

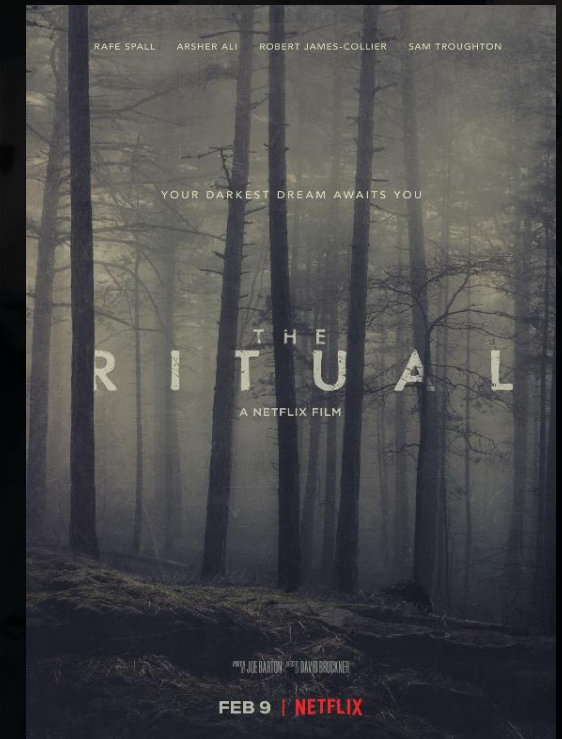
characters



The Host 20-25

A young man with a strong, flawless body — an illusion masking his real condition: he suffers from SMA (Spinal Muscular Atrophy). Trapped in a powerless body in the real world, he creates a lucid dream-space to conduct a twisted form of justice. Intelligent, charismatic, and cold. Obsessed with fairness, he punishes others for wasting the life he never got to live.

REFERENCES



synopsis

Part 1: The ForestHeat.

Elena (30) opens her eyes in the dirt. Dressed only in a T-shirt and underwear, she finds herself surrounded by strangers in a burning forest. Roman urges her to get up and follow him into the trees. As they move, she learns they all woke up here with no memory of how they got there. Grass ignites in the open sun, and trees burst into flames without warning. They must keep walking to survive. Animals flee northward, and the group follows. In a scorched field, Dora discovers a burnt corpse — proving this is no experiment or show. When night falls, Roman spots lights in the distance. Exhausted, they march through the darkness toward the glow. Roman is injured; Nick carries him. Hope pushes them forward.

Part 2: The House

Eventually, they reach a perfect green field untouched by fire. In its center: a large house. An old woman in a blue daisy dress welcomes them and tends to Roman. The others enter a cozy room with a fireplace and a table set for eight. They are starving. The Owner appears from upstairs — young, wealthy-looking, calm. He offers shelter and gives each guest a room key marked with strange symbols. The next morning, three more people join them. At breakfast, the Owner finally speaks: they are part of psychological training. Each night, one will undergo a sin-cleansing ritual. Refusing means returning to the deadly forest. Reluctantly, they accept.

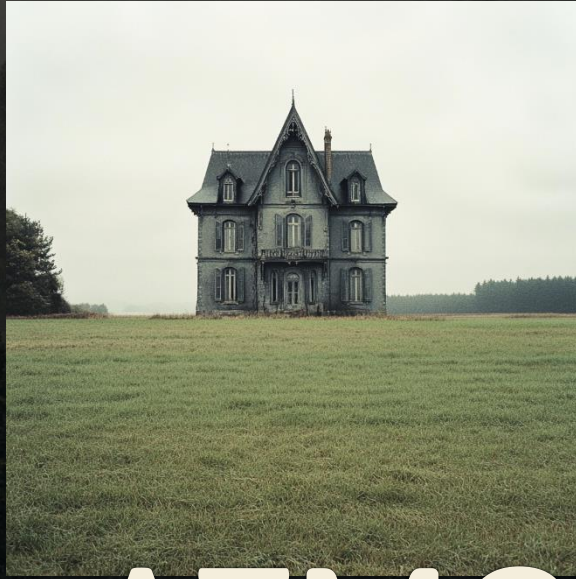
synopsis

Part 3: The Rituals Begin

Sheila goes first. Her animal is a chicken. On stage, the Owner — dressed as a priest — accuses her of attempted murder and vanity. The chicken is beheaded. Elena sees Sheila's face in it. By dinner, Sheila is gone. Ms Backer follows. Her pig is gutted for gluttony. The group suspects each ritual corresponds to one of the deadly sins — maybe eight in total. One night, Roman finds the old woman dead. But in the morning, she serves breakfast as if nothing happened. Elena warns: no one truly leaves. The group discovers Sheila and ms. Backer's mutilated bodies in their rooms. They try to stop Colin's death, but fail. It mirrors the animal's fate. The rituals happen — even without the host's hand.

Part 4: The Dream and the Exit

Elena sneaks into the master bedroom and realizes the truth: they are inside a dream. The house is the Host's subconscious. When the Host sleeps, the group searches his mind — uncovering a torture room and a nursery. He suffers from SMA and built this illusion to judge those who waste life through sin. Furious, he condemns them all. Elena distracts him with conversation, learning he believes he controls dreams like a student of Castaneda. Roman and Nick attack, breaking his focus. His strong body fades. The dream crumbles. To escape, the survivors follow the rules — and board a helicopter. They awaken back where they started. Changed forever.



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