

THE WOODS

SERIES BIBLE

THREE DAYS. THREE HOURS. THREE SECONDS.
THE TRUTH SETS YOU FREE.

60-Episode Premium Vertical Psychological Thriller

45–60 seconds per episode / Mystery • Drama • Survival • Psychological Horror

[The Woods Production Portal Link](#)

SERIES OVERVIEW

Logline

After a wrong turn onto HWY 515, five friends become trapped in a living forest that weaponizes their memories, secrets, fears, and deepest emotional lies. Escape is possible—but only when each of them stops believing the lie that has shaped who they became.

Series Premise

THE WOODS is a premium vertical psychological thriller built for relentless mobile viewing. Five young adults survive a crash and enter a forest where roads move, loved ones call from impossible places, time fractures, and comfort can be more dangerous than fear. The Woods does not simply hunt its victims—it studies them. It recreates evidence, impersonates people they love, exploits their emotional wounds, and turns their private lies into physical traps.

The central mystery unfolds through the recurring 3/3/3 pattern: three days experienced inside the Woods, three hours recorded in the outside world, and three seconds in which reality can collapse or change. The only true path out is not confession alone. The survivors must stop believing the emotional lies their secrets created.

Format & Audience

- Format: 60-episode vertical scripted series.
- Episode length: approximately 45–60 seconds, with select episodes allowed to run slightly longer when dramatically necessary.
- Genre: Psychological Thriller / Mystery / Drama / Survival Horror.
- Target audience: 18–30, while remaining accessible to broader thriller and mystery audiences.
- Viewing engine: one primary dramatic event, one emotional turn, and one cliffhanger per episode.

Tone & Promise

Cinematic, intimate, unsettling, emotional, and fast. The horror comes from distorted familiarity: a parent's voice in the dark, a childhood photograph that changes, a favorite meal revealed as rot, a road that folds back into the forest. Jump scares and supernatural shocks are present, but every scare must reveal character, reveal a rule, force a decision, or alter the path to escape.

Core Themes

- Truth versus the stories we tell ourselves.
- Being needed versus being chosen.
- Fear of abandonment and the behaviors it creates.
- Agency, accountability, guilt, and forgiveness.
- Comfort as a trap.
- The difference between admitting a secret and changing the belief built around it.
- Survival as an emotional act, not merely a physical one.

THE MYTHOLOGY OF THE WOODS

The Woods

The Woods function as a living intelligence capable of manipulating perception, memory, space, and time. They learn their victims before escalating. They do not merely attack; they tempt, imitate, isolate, reward, and confront.

- Fear makes you run.
- Comfort makes you stay.
- Memory makes you turn back.
- Truth leaves the Woods with nothing left to use.
- The Woods can mimic loved ones' voices and appearances, but this does not establish that the actual dead are present.
- The Woods recreate objects from memory, including Pixie's false ring, but recreated objects are not necessarily real.
- Roads, paths, rooms, and distances can change without warning.
- The Woods can reach beyond the trapped five through phones, calls, livestreams, voices, and visual manifestations.
- The Woods reward compliance and punish denial.
- The rule given by the Stranger: 'Don't lie when it asks.'

The 3 / 3 / 3 Pattern

The recurring numerical pattern is both mythology and countdown: THREE DAYS inside the Woods, THREE HOURS in the outside world, and THREE SECONDS during moments when reality glitches, resets, or offers a chance to move forward. The recurring time 3:03 becomes a visual signature of entrapment. In the finale, the clock finally advances to 3:04.

The Refuge

The Refuge first appears as a beautiful cottage filled with warmth, favorite foods, clean clothes, comfortable beds, and familiar voices. It is actually a filthy, decaying shack. The Woods learn that fear makes the group run, so they weaponize comfort instead. Its warning is carved into the porch: REST. BUT DON'T STAY.

Cecille and the Stranger

Cecille and the Stranger are both connected to prior survival, but their exact supernatural status remains intentionally unresolved. The Stranger knows the rules and functions as a warning system and protector. Cecille becomes a compassionate guide whose presence grows increasingly physical until she crosses into the real world.

CHARACTER GUIDE

THE FIVE

JASON WASHINGTON

24 • Male • Mixed Black & Asian • Lead

Athletic, charismatic, instinctively protective, and emotionally dependable. Jason is the person everyone expects to take charge, and he has built his identity around being useful. As a child, he witnessed a stranger being murdered. The killer saw him, and when police questioned Jason, he denied seeing anything because he feared the killer would hurt his family. Later, the death of his mother, Marilyn, compounded his belief that he fails people when he cannot save them.

ARC: Jason begins believing that being needed guarantees he will not be abandoned. His final truth is not simply that he witnessed a murder and lied—it is that he has spent his life protecting everyone because he fears they will not choose him if they no longer need him. His breakthrough: 'I'm afraid they won't choose me.' Thomas answers: 'I already did.'

STORY FUNCTION: Emotional center and final truth of the series. His journey transforms the Woods from an external survival problem into a confrontation with identity.

THOMAS DIXON

24 • Male • Black • Lead

Grounded, observant, analytical, loyal, and typically the most rational member of the group. Jason's best friend and emotional counterweight. Thomas has feelings for Andy, but his love became controlling before the trip: while Andy was with a previous boyfriend, Thomas falsely told the boyfriend that Andy was finished with the relationship, causing him to back away.

ARC: Thomas initially frames his secret as love, but the Woods forces him to admit the deeper truth: he wanted Andy and was afraid she would choose someone else, so he made the choice for her. His growth is returning Andy's agency and accepting that whatever she decides about him must be hers.

STORY FUNCTION: The skeptic and pattern-reader whose moral flaw demonstrates that love without agency can become control.

ANDY CARTER

24 • Female • Mixed Black & Creole • Lead

Independent, resilient, intelligent, guarded, and physically vulnerable because of chronic asthma. Andy has a strained relationship with her father, Rob. She discovered that Rob was unfaithful to Elaine before her mother fully knew. When Elaine asked Andy directly where Rob had been, Andy knowingly lied to protect him.

ARC: Andy feared that telling the truth would cause her father to leave again. She protects herself by claiming she does not care about him, when the deeper truth is that she desperately wanted him to choose the family and fight for her. She ultimately stops carrying responsibility for her parents' relationship and reclaims her right to choose for herself.

STORY FUNCTION: Embodies abandonment, emotional self-protection, and agency. Her asthma allows psychological pressure to become immediate physical danger.

PIXIE MILLER

23 • Female • White • Lead

Vibrant, impulsive, funny, emotionally expressive, and often the group's comic spark. Beneath her energy is a fear that she is careless and ruins the things she loves. Her Nana entrusted her with a wedding ring passed through four generations of women. Pixie lost the real ring before the trip and lied that it was somewhere safe. She also distracted Jason immediately before the crash and hid that she remembered doing so.

ARC: Pixie moves from 'I ruin everything' to understanding the difference between making a mistake and being one. The Woods recreates the lost ring, but the false ring crumbles into dirt when she tells the truth. The real ring remains lost, forcing her to face Nana honestly after escape.

STORY FUNCTION: The first full confession in the truth gauntlet and the clearest demonstration that the Woods attack emotional beliefs, not merely secrets.

NICK PETERSON

23 • Male • White • Lead

Sarcastic, adventurous, restless, funny, and outwardly fearless. Nick uses humor and rebellion to conceal a deep fear of failure. His father, David, arranged an important opportunity for him, but Nick deliberately did not attend because he feared trying his hardest and discovering he still was not good enough. He allowed David to blame his best friend, Josh Alden, who accepted the blame because Nick asked him to. Nick was also planning to disappear after the trip rather than return home.

ARC: Nick admits: 'I made sure I failed before anybody else could find out if I would've failed anyway.' His recovery requires taking responsibility, clearing Josh, and finally telling David what happened instead of sabotaging himself first.

STORY FUNCTION: Embodies self-sabotage and fear of inadequacy. His friendship with Josh gives his lie real-world consequences beyond the Woods.

SUPERNATURAL / MYTHOLOGY CHARACTERS

CECILLE PETIT

Young Adult • Female • French-speaking • Native French Speaker • Major Supporting

Calm, gentle, hopeful, compassionate, mysterious, and strangely timeless. Cecille has been trapped in the Woods before and knows there is a way out. For much of the series, only Jason can see and hear her, causing the others to question whether Jason is unraveling. She never explains more than necessary and repeatedly urges him forward with 'Continue d'avancer.'

ARC: Cecille gradually becomes more physical. She eventually grabs Jason's hand, becomes visible to the entire group, crosses the threshold, and enters the real world. Her nature remains ambiguous. In the final episode she appears to another lost child inside the Woods, preserving the mystery of who—or what—she has become.

STORY FUNCTION: Spiritual guide, embodiment of hope, and the series' enduring mystery. Her central promise: 'There is a way out.'

THE STRANGER

60s–70s • Male • White • Major Supporting

Weathered, unsettling, cryptic, and initially easy to mistake for a threat. He is actually a former survivor and oracle-like protector who understands how the Woods manipulate people. He intervenes when Nick is attacked, teaches the group critical rules, and warns them that the Woods do not want secrets so much as the beliefs those secrets created.

ARC: The Stranger ultimately stays behind during the final escape, buying the others enough time to continue. Whether he is trapped, chooses to remain, or has become part of the Woods is left unresolved.

STORY FUNCTION: Mythology keeper and misdirected 'monster' who becomes a protector. Key rule: 'Don't lie when it asks.'

WASHINGTON FAMILY

LAWRENCE WASHINGTON

50s • Male • Black • Supporting

The surviving father of Jax, Jason, and Laila, and Jordan's uncle. Strong, grounded, practical, protective, restrained, and authoritative. Lawrence expresses love through presence and protection rather than sentimentality. After Marilyn's death, he raised the children and developed his own habit of carrying the family.

ARC: Lawrence recognizes his own behavior in Jason and gives his son permission to stop carrying everyone: 'You're allowed to just be my son.' In the aftermath, he becomes the safe person Jason voluntarily chooses to tell the rest of his truth.

STORY FUNCTION: Jason's emotional home and the real-world counterpoint to his belief that love must be earned through usefulness.

MARILYN WASHINGTON

Deceased • Female • Supporting Presence

Lawrence's late wife and mother of Jax, Jason, and Laila. Marilyn died when Laila was a baby. Jax remembers her best; Jason retains fragments; Laila knows her mostly through photographs and family stories.

ARC: Marilyn remains a memory and family presence only. She is never a Woods apparition, impersonated voice, or supernatural manifestation. Her death contributes to Jason's protector compulsion without becoming part of the murder mystery.

STORY FUNCTION: Emotional history. Her photograph pays off in the finale when Jason admits he barely remembers her and Lawrence replies, 'I remember enough for both of us.'

JACKSON 'JAX' WASHINGTON

29–32 • Male • Mixed Black & Asian • Supporting

Jason's older brother. Protective, intelligent, commanding, skeptical, and relentless when Jason disappears. Jax initially helps push the search forward and refuses to be manipulated by a false Jason voice.

ARC: After the investigation establishes Cecille's connection to HWY 515, Jax's screen time is intentionally minimized. He remains part of the Washington family and rescue continuity without carrying a separate late-series storyline.

STORY FUNCTION: Family search pressure and early outside-world investigation.

LAILA WASHINGTON

Young Adult • Female • Mixed Black & Asian • Supporting

Jason and Jax's younger sister. Laila was a baby when Marilyn died and knows her mother largely through photographs and stories. She is affectionate, sharp, and comfortable challenging Jason's compulsion to handle everything.

ARC: Her early teasing—asking Jason to let someone else handle something for once—quietly predicts his eventual transformation.

STORY FUNCTION: Humanizes Jason's family and establishes his protector behavior before the Woods.

JORDAN WASHINGTON

Young Adult • Female • Supporting

Lawrence's niece and the younger cousin of Jax, Jason, and Laila. Loyal to the family and present during the search, Jordan reinforces the Washington family's belief that Jason always finds his way home.

STORY FUNCTION: Family continuity and search-side support.

CARTER FAMILY

ELAINE CARTER

Adult • Female • Supporting

Andy's mother. Concerned, emotionally direct, and unwilling to let Rob's failures become Andy's burden. Elaine suspected Rob's infidelity and once directly asked Andy where her father had been. Andy lied to her.

ARC: After the rescue, Elaine learns Andy knew earlier and covered for Rob. Rather than blaming her daughter, Elaine tells her: 'Keeping your father was never your responsibility.'

STORY FUNCTION: Represents accountability without transferring adult responsibility onto a child.

ROB CARTER

Adult • Male • Supporting

Andy's father. He loves his daughter but has historically been emotionally inconsistent and poor at expressing it. Rob was unfaithful to Elaine, and Andy's fear of losing him caused her to lie on his behalf. His genuine phrases—'Andrea,' 'Slow down,' 'Breathe first. Talk second,' and 'That's my girl'—are weaponized by the Woods.

ARC: Rob does not instruct Andy to lie. After the rescue he accepts responsibility: 'You should never have had to lie for me. That was mine to answer for.' His reconciliation with Andy begins rather than magically resolving.

STORY FUNCTION: The source of Andy's abandonment wound and later an opportunity for accountable repair.

SIMONE CARTER

Age / Ethnicity TBD • Supporting

A supporting Carter-family role included in the production character roster. Her exact family relationship and story function are not yet locked in the current canon.

STORY FUNCTION: Reserved for final production breakdown once relationship details are confirmed.

DIXON FAMILY

BEN DIXON

Adult • Male • Supporting

Thomas's father. A grounded family presence who participates in the search and is among the loved ones whose voice the Woods can imitate.

STORY FUNCTION: Family connection and outside-world stakes for Thomas.

MIA DIXON

6–18 • Female • Open Ethnicity • Supporting

Thomas Dixon's adopted younger cousin, a bright, perceptive young girl who adores Thomas and views him as one of the safest and most dependable people in her life. Their bond reveals a gentler, more protective side of Thomas that exists beyond his friendship with Jason and his complicated feelings for Andy.

Mia is observant enough to recognize when the adults around her are frightened, even when they try to reassure her. She doesn't need complicated explanations—she asks simple, direct questions that force the adults to acknowledge what they are really feeling.

ARC: During the search for Thomas and the others, Mia stays close to **Ben Dixon**. When Ben assures her that Thomas will return, Mia immediately recognizes the uncertainty beneath his words. Their brief exchange ultimately turns Thomas's stubbornness—a trait that might normally frustrate his family—into something they desperately hope will help him survive.

Mia's faith in Thomas provides a small but important reminder of what is waiting for him outside the Woods. She represents **family, innocence, home, and the people whose lives are affected by the disappearance of the five**, even if they never understand exactly what happened inside the Woods.

STORY FUNCTION: Mia humanizes Thomas's family life and gives his disappearance an emotional consequence outside the Woods. Her presence reminds the audience that Thomas isn't simply fighting to escape—there are people at home waiting for him to come back.

MILLER FAMILY

EVELYN 'NANA' BROOKS

Older Adult • Female • White • Supporting

Pixie's grandmother and the keeper of a family wedding ring passed through four generations of women before she entrusted it to Pixie. Warm, perceptive, loving, and more concerned with Pixie than with the heirloom.

ARC: After Pixie admits losing the real ring, Nana reframes its value: 'That ring survived four generations. But it was never more important than the fifth.'

STORY FUNCTION: Emotional payoff for Pixie's fear that losing an object means she ruins everything she loves.

MICHAEL MILLER

Adult • Male • Supporting

A member of Pixie's extended family included in the production character roster. Specific story beats and relationship details remain limited in the current locked material.

STORY FUNCTION: Family/search-side supporting role.

CHLOE MILLER

20s • Female • White/Caucasian • Supporting

Chloe is **Pixie Miller's sister** and one of the people who knows the heart beneath Pixie's colorful, impulsive personality. Where Pixie often uses humor and energy to cover insecurity, Chloe shares that humor but carries a slightly more grounded presence. Their relationship is playful, affectionate, and unmistakably sisterly—they can tease each other one second and fiercely protect one another the next.

ARC: Pixie's disappearance forces Chloe to confront how easily ordinary sibling moments can be taken for granted. After Pixie returns, Chloe's humor initially masks just how terrified she was of losing her. When she finally admits that she would have spent the rest of her life wishing she had told Pixie how much she loved her, it gives Pixie another reminder that **making mistakes does not make her unworthy of love**.

Chloe is also part of Pixie's healing after the Woods. She doesn't treat Pixie as fragile or broken. She treats her like her sister—teasing her, loving her, and helping restore a sense of normalcy.

Relationship to Pixie: Sister; loving, teasing, protective, and emotionally close.

Personality: Warm, witty, affectionate, grounded, candid, playful, and fiercely loyal.

STORY FUNCTION: Chloe expands Pixie's family world beyond Nana and reinforces Pixie's central emotional resolution: the people who love her value **Pixie herself more than the things she has lost, damaged, or believes she has ruined**.

PETERSON / ALDEN

DAVID PETERSON

Adult • Male • Supporting

Nick's father. Ambitious for his son and accustomed to pushing him toward opportunities he believes will create a better future. David is not malicious; his pressure is experienced by Nick as a constant possibility of disappointing him.

ARC: David discovers that Josh did not cause Nick to miss the important interview. He recognizes that he spent years telling Nick how to improve without asking who Nick wanted to become. Their reconciliation begins through listening rather than pressure.

STORY FUNCTION: Externalizes Nick's fear of inadequacy and provides a grounded father-son consequence for Nick's self-sabotage.

JOSH ALDEN

20s • Male • Supporting

Nick's best friend—effectively family, though not his biological brother. Loyal, stubborn, and willing to absorb consequences for Nick. Josh accepted blame for Nick missing the opportunity David arranged because Nick asked him to.

ARC: Josh remains at the search even after learning how Nick used his loyalty. Nick's post-rescue growth is demonstrated when he finally clears Josh and takes responsibility himself.

STORY FUNCTION: Makes Nick's lie relational rather than abstract. His loyalty raises the cost of Nick's self-sabotage.

SEARCH / LAW ENFORCEMENT / MEDICAL

DETECTIVE HARPER

35–45 • Male • Open Ethnicity • Supporting

Sharp, pragmatic, controlled, observant, and methodical. Harper trusts evidence over instinct and is reluctant to entertain explanations that cannot be substantiated. The impossible evidence surrounding HWY 515 gradually fractures his conventional framework.

ARC: Harper never needs to become a believer in the supernatural. By the end, he acknowledges that the five independently gave the same impossible account and that something happened even if he cannot explain it.

STORY FUNCTION: Objective investigative lens and reality check. Always written with male pronouns.

SHERIFF CROSS

40s–60s • Supporting

The law-enforcement authority coordinating the initial missing-person response. Practical and procedural, Cross initially approaches the disappearance as a conventional search until the evidence becomes increasingly impossible.

STORY FUNCTION: Establishes the official search operation and real-world urgency.

ELLIOT BENNETT

40s–60s • Male • Park Ranger • Supporting

An experienced park ranger who knows enough about the Woods to fear them. He warns searchers not to answer voices of loved ones calling from the trees. When the Woods mimics his deceased wife, Elliot immediately switches off the radio rather than engaging.

ARC: Elliot becomes the outside world's quiet mythology bridge. His recognition of Cecille after she crosses confirms that her history predates Jason's experience.

STORY FUNCTION: A grounded authority who understands that conventional search behavior can make the Woods more dangerous.

SARAH LEWIS

30s • Female • Open Ethnicity • EMS Paramedic • Featured Supporting

A seasoned EMS paramedic with a calm, commanding presence. Sarah is among the first responders to reach the five on HWY 515 and immediately takes control of their medical care.

ARC: Sarah accidentally bumps into Cecille after the escape. Because Sarah is an objective outsider with no connection to the Woods, the physical contact proves Cecille is tangible and present in the real world.

STORY FUNCTION: Grounds the supernatural climax in objective reality.

THE DOCTOR

50s–60s • Male • Featured Supporting • Cast: Keith Sweat

An experienced physician who is calm, commanding, unflappable, and direct. He treats the five after their recovery and recognizes that their dehydration and exhaustion are real even though the official timeline does not match their account.

ARC: He delivers the central time paradox: the survivors insist they experienced three days, while every clock and official record outside the Woods says they were missing only three hours.

STORY FUNCTION: Medical authority who validates the physical reality of the experience without claiming to explain the supernatural.

MEDIA / COMMUNITY / OTHER ROLES

NICOLE BRADEN

25–35 • Female • Open Ethnicity • KWDS Channel 4 News Correspondent

Poised, credible, concise, and camera-ready. Nicole covers the disappearance of the five and later reports on the unresolved discrepancy between the survivors' three-day account and the official three-hour timeline.

STORY FUNCTION: Provides efficient public exposition and frames the unresolved mystery for the outside world.

WALTER REED

Older Adult • Male • Supporting

A supporting community/family character included in the production roster. Walter's exact narrative function is limited in the currently locked story material.

STORY FUNCTION: Available for search/community continuity.

ELIAS 'ELI' REED

Youth • Male • Supporting

Walter Reed's grandson. A youth supporting role within the broader community ensemble.

STORY FUNCTION: Adds generational/community texture where required.

OLD CASHIER

60s–70s • Supporting

The unsettling cashier at Hollow Creek General Store. Appearing frozen in another era, the cashier gives the group one of the story's earliest warnings: if the road tells them to turn around, they should listen.

STORY FUNCTION: Early omen and threshold guardian before the group enters HWY 515.

YOUNGER PLAYER

Late Teens–Early 20s • Supporting

A younger athlete at the community gym whose minor injury immediately triggers Jason's protector instinct. His teasing question—whether Jason always has to save somebody—introduces Jason's defining behavior before the supernatural story begins.

STORY FUNCTION: Efficient character setup for Jason's central flaw.

YOUNG JASON

Approx. 9–12 • Male • Mixed Black & Asian • Featured

Jason as a child at the time he witnessed the murder. Terrified, vulnerable, and carrying a secret too large for a child, Young Jason becomes one of the Woods' most powerful manifestations.

ARC: The adult Jason must stop judging this child as a coward before he can dismantle the identity built around the event.

STORY FUNCTION: Embodies Jason's unresolved guilt and the origin of his protector compulsion.

THE KILLER

30s–50s • Open Ethnicity • Featured

The unidentified person Jason saw murder a stranger when Jason was a child. The Killer saw Young Jason, creating the fear that telling police the truth could endanger his family.

ARC: The Killer does not require a present-day reveal or expanded crime subplot.

STORY FUNCTION: Catalyst for Jason's factual secret; intentionally not a mythology expansion.

MURDER VICTIM

Adult • Open Ethnicity • Featured

The unidentified stranger whose murder Young Jason witnessed. The Woods recreates the victim as an accusation—"You left me"—forcing Jason to confront the guilt he has carried since childhood.

STORY FUNCTION: Represents the event Jason has transformed into a lifelong judgment of himself.

LOST BOY

Child • Supporting / Finale

A frightened child encountered deep in the Woods in the final episode. He is alone, crying, and searching for a way out until Cecille appears.

ARC: His encounter reveals that the Woods continue beyond the five's story and that Cecille has become a guide for others who are lost.

STORY FUNCTION: Final hook and potential bridge into future stories.

KEY RELATIONSHIPS

- Jason & Thomas: best friends. Thomas's 'I already did' is the emotional answer to Jason's fear that nobody will choose him.
- Thomas & Andy: attraction complicated by Thomas's past manipulation. Their resolution depends on Andy regaining agency; she initiates the later hand-hold.
- Jason & Cecille: guide and survivor. Cecille sees through Jason's denial but never shames him. He eventually risks the threshold to bring her with them.
- Nick & Josh: best friends with brother-like loyalty. Josh's willingness to take blame becomes the cost of Nick's self-sabotage.
- Andy & Rob: strained father-daughter relationship rooted in infidelity, abandonment fear, and poor communication. Reconciliation begins through accountability.
- Andy & Elaine: mother-daughter relationship damaged by Andy's lie but repaired when Elaine refuses to make Andy responsible for the marriage.
- Pixie & Nana: loving relationship tested by Pixie's shame over the lost heirloom. Nana values Pixie over the object.
- Jason & Lawrence: father-son relationship that ultimately teaches Jason he can be loved without carrying everyone.

THE FIVE LIES / THE FIVE TRUTHS

CHARACTER	FACTUAL SECRET	EMOTIONAL LIE	TRUTH / CHANGE
Pixie	Lost Nana's four-generation ring; lied it was safe; hid crash distraction.	I ruin the things and people I love.	A mistake does not make her a mistake; she tells Nana the truth.
Nick	Skipped the opportunity; let David blame Josh; planned to disappear.	If I fail on purpose, nobody can discover I'm not good enough.	Takes responsibility and clears Josh.
Andy	Knew about Rob's infidelity and lied to Elaine.	If I tell the truth, my father will leave; if I don't need him, he can't leave me.	Stops carrying her parents' relationship and admits she wanted her father to choose her.
Thomas	Lied to Andy's ex and manipulated their breakup.	If Andy gets a free choice, she may not choose me.	Returns Andy's agency and accepts her decision.
Jason	Witnessed murder, ran, and denied seeing it.	If people need me, they won't leave me.	Accepts he was a frightened child and admits he fears people won't choose him unless he is useful.

SEASON / SERIES STORY STRUCTURE

Episodes 1–4 — Opening Hook

Jason's protector identity is established. The five leave for their trip, stop at Hollow Creek, encounter the first Cecille clue, and are diverted onto HWY 515.

Episodes 5–8 — First Complication

The road begins behaving impossibly. The crash occurs. Jason experiences the first murder-memory fragment. The five awaken in the Woods and discover the cabin.

Episodes 9–12 — The Woods Know Them

The cabin knows their preferences and loved ones. Voices become personal. Nick's Josh secret and Andy's family lie are seeded. The message changes from 'something is wrong' to 'it knows us.'

Episodes 13–20 — Search / Escalation

Families and law enforcement begin searching. The Woods reach both sides of the boundary. Elliot warns the searchers. Jason's childhood imagery intensifies. The cabin announces: EVERYTHING ENDS WHEN THE TRUTH BEGINS.

Episodes 21–24 — Cecille

Jason encounters Cecille, whom no one else can see. She tells him there is a way out and reveals that truth—not navigation—is the key.

Episodes 25–30 — Secrets Become Physical

Jax enters the search. The Stranger appears. The Woods begin naming lies directly. Andy is tempted with an inhaler. Nick's secret invades social media. The group discovers the Refuge.

Episodes 31–36 — Comfort Becomes the Trap

The Refuge reveals itself as a psychological lure. Pixie's ring appears. Nick is attacked. The Stranger clarifies that the group is standing inside the monster. The Woods announce FIVE CAME IN / FIVE LIES / FIVE TRUTHS.

Episodes 37–42 — The Truth Gauntlet

Pixie, Nick, Andy, and Thomas confront their secrets and the beliefs beneath them. Jason refuses. The Woods isolate him and reveal HE SAW / HE RAN / HE LIED.

Episodes 43–48 — Jason / Reality Failure

The Refuge collapses. Cecille's history is discovered outside. The Stranger explains the rules and 3/3/3 countdown. Jason finally remembers the murder and admits the deeper truth: he protects everyone because he fears they will not choose him.

Episodes 49–53 — Final Escape

The Woods create false exits and individualized temptations. Each survivor demonstrates changed behavior. The Stranger remains behind. Cecille becomes physically tangible. The five cross the final threshold.

Episodes 54–57 — Recovery / Time Paradox

Families recover the five. Cecille crosses into reality. Medical examination confirms real physical effects but an impossible timeline: three days experienced, three hours elapsed. The clock finally moves from 3:03 to 3:04.

Episodes 58–60 — After / Final Hook

The five tell the truth without being forced and repair damaged relationships. Cecille experiences ordinary freedom. Three weeks later, the public mystery remains unresolved. Deep inside the Woods, Cecille guides another lost child toward a way out.

60-EPISODE GUIDE

- 01. THE PROTECTOR** — Jason's need to save people is established; his phone flashes 3:03 and NO ROUTE HOME.
- 02. LET'S GO** — The Washington family dynamic reveals Jason's habit of carrying everyone before he leaves for the trip.
- 03. HOLLOW CREEK** — Pixie's ring, Nick/Josh, Andy's inhaler, and Cecille's missing flyer are planted at a strange general store.
- 04. WRONG TURN** — A photo glitch and impossible fallen tree force the group onto HWY 515.
- 05. ROUTE ACCEPTED** — GPS takes control; doors lock; something attacks the moving SUV.
- 06. THE CROSSING** — Nature goes silent, the road disappears, and three knocks sound from the roof.
- 07. THE CRASH** — A figure causes the crash; Jason flashes to the childhood murder and hears Cecille.
- 08. FOUND** — The five reunite, find the cabin, and encounter the first three-second timer glitch.
- 09. THE CABIN** — The cabin is perfectly prepared for them; a familiar voice calls Jason from upstairs.
- 10. WELCOME BACK** — Phones read WELCOME BACK; the shadow counts to three.
- 11. IT KNOWS US** — Josh's impossible messages expose that Nick is hiding something and Josh is taking blame.
- 12. DON'T ANSWER** — Loved ones' voices target the group; Andy's lie and Jason's murder memory surface.
- 13. MISSING** — Families organize the search after all five vanish near HWY 515.
- 14. THE PHOTOGRAPHS** — Childhood photos place the same dark figure near each survivor; Jason's says HE CAME BACK.
- 15. THE FIRST TIME** — The Woods contact Lawrence and imply Jason has hidden history.
- 16. ALDEN** — Josh brings an impossible voicemail to Detective Harper.
- 17. THE VEHICLE** — The SUV is found with impossible evidence and duplicated cries for help.
- 18. ELLIOT BENNETT** — Elliot reveals the Woods can mimic the dead and warns searchers not to answer.
- 19. THE PROMISE** — The Woods imitate Jason outside his family home; Lawrence refuses to let Laila answer.
- 20. THE DOOR** — The cabin announces that truth is the only ending; Jason alone hears another gunshot.
- 21. THE PATTERN** — Thomas identifies the recurring threes; Jason's reflection tells him to confess.
- 22. CECILLE** — Jason meets Cecille; Thomas cannot see her; she says there is a way out.
- 23. YOU CAN'T SEE HER** — Cecille confirms she is there for Jason and that he remembers more than he admits.
- 24. SHE GOT OUT** — Cecille reveals she once escaped by telling the truth about herself.
- 25. JAX** — Jax joins the search and refuses to follow a false Jason voice.
- 26. THE STRANGER** — The Stranger appears to Nick and warns him he is running the wrong way.
- 27. HE LIED** — The Woods physically name each survivor's hidden lie; Cecille says the Woods found what they brought in.
- 28. WHAT YOU NEED** — Andy is tempted with a false inhaler in exchange for keeping her father's secret.
- 29. ACTIVE NOW** — A supernatural TikTok LIVE from Nick's account exposes the interview secret to Josh.
- 30. THE REFUGE** — The group finds a beautiful refuge; Cecille warns Jason not to confuse comfort with safety.
- 31. WHAT'S UNDERNEATH** — Jason sees the refuge's rotten reality while the others become addicted to its comfort.
- 32. NANA** — Pixie's false ring appears and the Woods demands she tell what she lost.
- 33. WHERE'S NICK?** — Nick disappears; three competing Nick voices lure the group into the Woods.

- 34. TAKEN** — Jason mistakes the Stranger for Nick's attacker before realizing the Stranger was saving him.
- 35. NOT THE MONSTER** — The Stranger reveals the Woods themselves are the threat and tells them not to lie when asked.
- 36. THE WOODS** — The forest announces FIVE CAME IN / FIVE LIES / FIVE TRUTHS.
- 37. PIXIE** — Pixie admits losing the ring, lying to Nana, and hiding her crash guilt; the false ring becomes dirt.
- 38. NICK** — Nick admits sabotaging his opportunity, blaming Josh, planning to disappear, and fearing genuine failure.
- 39. I'M LISTENING** — David learns Josh was innocent; the Woods reach him with an impossible Nick message.
- 40. ANDY** — Andy admits covering for Rob because she feared her father would leave again; her asthma becomes critical.
- 41. THOMAS** — Thomas confesses manipulating Andy's previous relationship; the Woods reveals her inhaler.
- 42. FIVE** — Cecille declares FOUR TRUTHS. ONE LIE. Jason is isolated with Young Jason and the murder memory.
- 43. THE REFUGE** — The beautiful refuge collapses into its true rotten form; Young Jason accuses Jason of saving everyone but himself.
- 44. CECILLE PETIT** — Harper and Elliot discover Cecille was a documented HWY 515 missing person who once returned alive.
- 45. THE RULES** — The Stranger defines the Woods' methods and says it wants them to stop believing their lies.
- 46. 3 / 3 / 3** — The three days / three hours / three seconds pattern becomes an active countdown and set of chances.
- 47. THE WITNESS** — Jason fully remembers witnessing the murder and lying to police—but Cecille says that is only what happened.
- 48. JASON** — Jason admits his deepest belief: if everybody needs him, maybe nobody leaves. Thomas chooses him anyway.
- 49. THE WAY OUT** — A false Jax offers an apparent escape; Jason realizes the Woods can see Cecille and refuses the trap.
- 50. DON'T TURN BACK** — Each survivor rejects a personalized temptation, proving their confession changed their behavior.
- 51. THE STRANGER** — The Stranger stays behind to hold off the Woods; Cecille physically grabs Jason for the first time.
- 52. CECILLE** — Everyone can now see Cecille; she admits she came back for anyone who keeps going.
- 53. THE THRESHOLD** — The five leap through the closing threshold; Jason brings Cecille with him, but she appears left behind.
- 54. FOUND** — The five are recovered on HWY 515 and reunited with family; Jason insists Cecille also crossed.
- 55. SHE CROSSED** — Sarah physically bumps into Cecille, proving she is tangible; Cecille realizes: 'I'm out.'
- 56. THREE HOURS** — The Doctor reveals the five were officially missing only three hours; the clock moves from 3:03 to 3:04.
- 57. CHOSEN** — Harper acknowledges the impossible shared account; Jason chooses to tell Lawrence the rest without being forced.
- 58. AFTER** — The survivors voluntarily repair the relationships damaged by their lies; Jason finally allows himself to simply be a son.
- 59. FREE** — Cecille experiences ordinary life and the terror and wonder of choosing who she becomes.
- 60. KEEP GOING** — Nicole reports the unresolved mystery; deep in the Woods, Cecille offers another lost child a way out.

VISUAL LANGUAGE & PRODUCTION DNA

- Vertical-first framing: faces, hands, phones, doorways, narrow paths, and foreground/background reveals should exploit the 9:16 frame.
- The Woods should feel practical and tactile whenever possible—wet bark, roots, breath, mud, darkness, flashlights, and moving shadows.
- Use phones as supernatural surfaces sparingly but effectively: GPS, texts, calls, TikTok LIVE, timers, and 3:03.
- The horror should frequently begin outside the center of frame, encouraging mobile viewers to scan the image.
- Sound is a primary scare engine: three knocks, duplicated voices, gunshots, breathing, footsteps overhead, sudden absence of insects or wind.
- The Refuge should be visually seductive before its decay reveal; the contrast must feel extreme.
- Cecille should be photographed with calmness and visual separation from the chaos rather than conventional horror styling.
- The outside world should become increasingly clean, bright, and stable after the escape, making ordinary reality itself feel emotionally significant.

SERIES ENGINE

THE WOODS is designed to conclude its primary five-survivor story in 60 episodes while preserving an expandable anthology engine. The Woods can encounter new victims with different emotional lies, while Cecille's final role as a guide provides connective tissue without requiring the original five to remain trapped or undoing their victory.

FINAL SERIES STATEMENT

THE WOODS is ultimately not about whether people have secrets. Everyone does. It is about what happens when guilt, fear, shame, and abandonment become identities. The Woods can use a secret. It can weaponize a memory. But once the characters stop believing the lie underneath those memories, the Woods begins to lose its power.

KEEP GOING THROUGH.