

Calber Island Synopsis

A man named Todd Craig inherits a leaky old house in a small island town that's suffering economically. The Calber Island townsfolk are committed to the status quo... most of the residents are seniors, and resist change.

Todd's day to day lifestyle is interrupted when the island's only bridge to the mainland goes out during a storm, and Todd is isolated with a handful of residents. Strange things begin happening around town, as history seems to be coming alive before the townsfolk's very eyes. Todd witnesses what appears to be a thousand year old Viking clan moving along the town's outskirts. Then he discovers two young girls hiding in his barn. The children act as though they've never seen modern society before.

Since the Calber Island locals are a sensible bunch (and since Todd is already less than popular due to circumstances beyond his control), they seek a rational explanation for the increasing trouble that's happening around town... and therefore turn the blame on Todd for every strange event that occurs. Todd will not only have to single-handedly prepare Calber Island for a Viking attack, but also manage to stay off the locals' black list in order to accomplish his goal.

Tension grows as Calber Island's stagnant residents are forced to come to terms with a reality that sometimes, change is for our good. They face the possibility that the Calber Island Bridge may never be rebuilt. If this decision is reached, every one of them will be forced out of their homes and into a modernizing world that they've spent decades resisting. The Calber Island locals find common ground with their Viking visitors.

Calber Island plays like a monster movie, but is family-oriented, and the story is carried by a strong faith undercurrent. During the course of the story, Todd Craig learns the value of "belonging" within the context of found family, and the townsfolk around him learn how to embrace the inevitability of positive "change".