

Escape the Goblin King - Character Breakdowns and Worldbuilding

Corinne Mestemacher

CHARACTER BREAKDOWNS

ROARK - The Goblin King

Male, with a gray-blue tint to his skin. He is tall, standing above all the others. His militant father became the dominant figure in his life at an early age, molding him into a strong, ruthless leader who would do whatever it took to protect their kingdom. Roark always longed for his mother's love and approval which made him jealous of his brother from an early age. He sees Edred as an enemy who is always trying to undermine him and cause the death of the goblins out of some sort of spite.

Roark sees the goblins and the world they inhabit as his family and his home. He will do anything to protect them. He has been taught that the human world is a hateful place and that there is no reason to care for humans. That is why trapping them and taking their magic does not bother him, for the most part. However, he always believed that his mother was kind.

This dichotomy was truly tested once he got to know Maeve. He was shocked to see her waiting for him in the border caves (the ones that open to the sun). She was the first person to ever return - to choose him. He brought her back when The Door opened again. Maeve became the first friend he's had since falling out with his brother. The other goblins see him as a king and not as an equal to befriend.

After Maeve's return, he began to offer the humans the opportunity to choose him, just as Maeve had done. Roark plans to propose to Maeve rather than trap a human bride as his father did.

EDRED (ed-red) - The Goblin King's Younger Brother

Male, with a gray-blue tint to his skin. Edred is kinder than his brother, Roark. He was pushed aside by his father once Roark came of age. He spent most of his childhood being raised by his

human mother. He saw her struggle with her life underground and holds guilt for not being able to help her. He sees Roark as a heartless copy of his father, drawn in by the lure of magic and power.

Because of the toll that the goblin world took on their mother, Edred doesn't agree with Roark's taking of humans. He has vowed to save as many humans as he can from his mother's fate.

Edred was kicked out of the castle by his brother a short time after Roark became king. He left everything from that life behind. Now, Edred wanders the caves feeling as if he doesn't belong anywhere. He has a wary friendship with Maeve, mostly due to her persistence, but he doesn't trust her fully. However, it's not enough to stop him from occasionally flirting with her.

Edred does not know about Maeve's relationship with Roark.

MAEVE - The Human Who Came Back

Female. Maeve has been fighting her whole life and sees the goblin magic as power. With power comes freedom.

Maeve grew up in poverty. Her parents were drunk and mean. She was the fourth child out of six and got lost in the shuffle more often than not. Growing up, she felt powerless and voiceless, quickly learning that no one cared what she did.

She left the goblin world because she thought that was what she wanted. However, when she returned to the normal world, she saw her life as even more pathetic than she remembered. Maeve realized that being taken by Roark was the first time she felt as if someone cared about her and saw her as powerful.

Maeve returned to the caverns to beg Roark to take her back. She lived in the border caves for days before Roark crossed the threshold again.

Maeve and Roark grew close, both needing the feeling of being wanted. Maeve's hunger for power is stronger than her need for

companionship, but she won't turn down a chance to get closer to the king.

CLAIRE - Tour Guide 1, *placeholder name for scripting purposes*

Male or Female. The lead tour guide of Goblin King Caverns. Loves the job, fairy tales, and folklore. Has always been optimistic that the stories about the goblins were true.

SOPHIE - Tour Guide 2, *placeholder name for scripting purposes*

Male or Female. A graduate student studying geology and has taken the tour guide position as a part-time job while in school. Very skeptical, does not trust easily. Gets annoyed by Claire's constant optimism.

BEN - Tour Guide 3, *placeholder name for scripting purposes*

Male or Female. The youngest of the tour guides. Took this job in order to make some summer cash and is not invested in the caves. Easy-going and lovable. Comes from a big family and just wants to get through the workday so he/she can go home or hang out with friends.

GROFF - Roark's Military Commander

Male. Commander of the goblin army. They haven't fought anyone in centuries, but Grof keeps them all prepared for the day they do. Loyal to his King until the end.

THAD - The River Guard

Male or Female. Thad was declared river guardian decades ago and has had enough. A small, grumpy goblin that dreams of taking an uninterrupted nap snuggled within a pile of sparkling jewels. Thad is ill-tempered and easily irritated, but can be easily distracted and sedated with a big enough gemstone.

Thad likes Maeve and joined forces with her because she promised that Thad wouldn't have to guard the river or be bothered by boat requests if she was in charge.

THE DWELLERS - A Trapped Rebellion

Male and Female. 5 performers. The Dwellers are a radical group that live in the depths of the cave system, on the outskirts of the goblin kingdom. This group was started centuries ago by humans that were trapped underground and ran away from the kingdom.

Over the generations, their bodies have adapted to life in the darkness. Pale skin, little body hair, unseeing eyes. They use a heightened sense of awareness to maneuver through the rock tunnels.

They accept and recruit other trapped humans while plotting to eventually overthrow the kingdom. They see Roark as their greatest enemy.

WORLDBUILDING

CREATION MYTH

At the creation of the universe, the great life force created multiple factions of beings. Only the beautiful were created. Humans were merely one of the multitudes, but they were the favorites. Being so, they were given a substantial amount of magic to keep safe and cultivate. They were tasked with the responsibility of caring for the world.

However, the humans began to reject the magical world for one of science and reason, trusting in what they could see and categorize. They turned away from the other creatures, eventually forgetting about them completely as the centuries continued.

Each type of fairy had been originally created for a specific purpose. Each tending to their own part of the world. Blooming flowers, falling snow, crackling fires, and sunlit days were all

curated by the fae folk. But without the harmonizing presence and protective gaze of the humans, the fae became divided.

Their egos grew too big for their bodies and distorted their hearts, minds, and eyes. That is how the kind nature given to the fae at creation turned into blinding rage for anything outside of their selfish purpose.

A war broke out amongst the tribes. The night fairies, being particularly more cunning than the others, reasoned that since one human had more magic than all of them combined - and they were no longer utilizing this power - they could use them to create the ultimate weapon.

However, what the fae created was a goblin. A disfigured creature - the first ugly thing born into the world - that had no magic.

Horrified by what they had done, the fae banished their goblin children. The goblins were so angry about being forced into the world and then abandoned, they stole some of the fairy magic for themselves.

Finding solace with the kind dwarves underground, the spiteful goblins learned to wield the magic, but were forever cursed to never to truly possess it.

ROARK & EDRED'S PARENTS

Roark and Edred's mother came to live within the border caves. She was orphaned and had spent most of her life on her own. Living within the safety of the caves was not unheard of when people found themselves down on their luck. So, while she was homeless, she was living with a small community and found it more enjoyable than being by herself.

Their father was a stern, commanding presence. He saw the growing number of humans living in the border caves as a blessing and a threat. The goblins would be able to siphon the humans' magic more easily than before, but the risk of the kingdom being found was greater. Their father believed that

humans were a dangerous, but necessary, part of the world. The humans had become violent and territorial, like the fae before them. The fae had destroyed themselves and nearly the goblins. With the growing parallels being humans and fae, Roark's father determined that the goblins were to stay away unless absolutely necessary.

However, this belief never stopped him from straying from tradition.

Long ago, one of the ancient goblin kings fell in love with a human woman. He kidnapped her, trapping her underground, and forced her to marry him. When it was discovered that their child exhibited a higher sensitivity to the cultivated fairy magic, a long tradition of goblin kings stealing brides began.

That is how Roark and Edred's mother came to live in the goblin kingdom. Their father was patrolling the border caves with his entourage when he first saw her. He waited for weeks, until he found her alone, and took her across the threshold.

GOBLIN KING CAVERNS

Scientists have known about and researched the caves for some time, but the tours have only recently been opened to the public.

The system was named "Goblin King Caverns" as a way to pay homage to the rich history of stories the community has been telling for generations about the mysterious goblins that are believed to live in these caves.

MAGIC SYSTEM

Humans have a latent source of magic inside of them. A human is the conduit through which that magic can flow, transform, and be unleashed.

The cave crystals help that magic transform into a specific type of output. Without the crystals, an untrained human's magic would explode from them in an uncontrollable burst. Like

training wheels on a bicycle, the crystals help the magic-wielder to focus their power into what they're hoping to achieve: fire magic, ice magic, wind magic, etc.

This is how the goblins have been able to utilize the magic. They siphon the raw power from a human and collect it into their cauldron. They can then place the crystals inside the cauldron, allowing them to be imbued with the power. Afterwards, the crystals can then be wielded by anyone, even those without magic, through the natural electricity produced within the body.