

Escape the Goblin King

An Immersive and Interactive Choose-Your-Own-Adventure

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Author's Note: This script is meant as a baseline for plot, action, and story beats. Accounting for the interactive nature, considerations for audience reactions and improvised elements must be made. Therefore, this script should be considered a living document for each performance.

INT. LOBBY - DAY

CLAIRe

Alright, everyone! If you are here for the [time] tour, we're going to get started.

GUESTS are brought to a nook, in front of an elevator. In front of them stand three tour guides: CLAIRE, BEN, and SOPHIE. (Note: Names are placeholders and can be changed depending on location or actors)

CLAIRe

Welcome, everyone. My name is Claire. I'll be the head guide on this tour. Has anyone ever taken a cave tour before?

(response determined on guests' answers)

Well, if you have, you'll know that one of the first rules of cave exploration is "always go in threes." Because of that, I have two other wonderful guides helping me out today.

BEN

Hi, everyone. I'm Ben.

SOPHIE

And I'm Sophie.

CLAIRe

Today we're going to take you down into Goblin King Caverns. It'll be around two hours and require lots of walking, so please let us know if you have concerns about that. It's also chilly since we'll be underground. If you have a jacket, I suggest you bring it. Is everyone ready to travel into the depths of the earth?

INT. ELEVATOR - DAY

Guests are brought into an elevator. Once everyone is in, one of the tour guides hits the bottom button. The doors close and the elevator starts traveling down.

SOPHIE

Right, so these caves are a recent discovery to the scientific community,

but we imagine that they were formed 10 to 15 million years ago. We'll go more into that once we're inside.

BEN

The reason we've named this particular system "Goblin King Caverns" is due to many local legends that tell of a great colony of goblins living within them hoarding treasure, stealing women, battling dwarves and fairies, and being a general nuisance to the people who live around here.

CLAIRE

We've been down here quite a few times, but - sadly - have never seen any goblins. But, when the system was finally opened for tours, we wanted to pay homage to those ancient stories.

The elevator stops and the doors open, revealing a cavernous space.

INT. THE GRAND BALLROOM

The Tour Guides lead the Guests into the cave. The elevator door closes after everyone exits.

They make their way down a path that is lined with a railing. The path opens to a wider lookout overlooking the vast abyss of a cave. There are benches for people to sit. The Guides stand in front of those benches.

BEN

Welcome to The Grand Ballroom. This was one of the first rooms to be discovered and is the largest that we've found, so far. From what the local stories tell us, this room has been used for decades as a refuge. For example, during the Great Depression, many people battling poverty began living down here.

SOPHIE

All caves, including this massive room we're in, are formed by the erosion of limestone by rainwater over millions of years. Directly in front of us, we can see-

BOOM!

An explosion reverberates in the cave. Colorful lights flicker on a raised platform in the middle of The Grand Ballroom.

Once the magic fades away, Guests see a figure standing there. He is misshapen and vaguely human. This is ROARK.

ROARK
I will not hurt you.

CLAIRES
Who are you?

ROARK
My name is Roark and this is my
kingdom.

BEN
Kingdom?

ROARK
A hiding place for the remnants of a
once-powerful goblin nation.

SOPHIE
(to the Guides and Guests)
Claire, walkie security.

CLAIRES
My walkie isn't working.

BEN
This is clearly some psycho who found
his way into the caves.

CLAIRES
(to Guests)
Don't worry, everyone. This is all
part of the show.

BEN
No, Claire. We have to go.

SOPHIE
What the heck are you
talking about?

CLAIRES
Oh, yes, Goblin King. We've heard many
stories about your kingdom. But,
you've kept yourself hidden all these
years. Why reveal yourself now?

SOPHIE
(to Claire)
Have you lost your mind?

ROARK
Believe me that it was not my desire to reveal myself. However, my kingdom is in terrible danger. I come to you now as nothing more than a desperate being begging you to help me restore my people.

BEN
What kind of help would we be?

ROARK
When you crossed my threshold, I could sense your magic.

SOPHIE
Magic?

ROARK
There is a prophesy that foretells of one who will restore our nation alongside those destined to raise us out of the caves, once again.

CLAIRe
And you think that's us?

SOPHIE
You can't stand there and convince us anything that you say is real when there's one glaring flaw.

ROARK
Which is?

SOPHIE
Goblins aren't real!

ROARK
Really? Or is it that the human race has convinced themselves that any sort of magic is a scam? Something easily explained away if you research enough. Ask yourself this, have you ever been walking alone at night and gotten a funny feeling down your spine? Or been trying to sleep when suddenly you feel

the need to check under your bed? I'm here to tell you, yes, goblins are real.

BEN

Alright, we need to go. Everyone, follow us.

As the group turns back and starts heading for the elevators, the Guides stop. Where the elevator doors once were, only a a rock wall remains.

BEN

What happened to the elevators?

ROARK

There are many entrances, but only one exit.

SOPHIE

Well, that's very confusing.

ROARK

Take what I am offering you. Say yes to me. To my kingdom. To our kingdom. And you will be rewarded.

The Guides huddle around the Guests, speaking to just the group. The Guides also actively involve the Guests in this discussion.

BEN

What are we going to do?

SOPHIE

Say no, obviously.

CLAIRE

Do you think he's telling the truth?

SOPHIE

He's just a crackpot, Claire.

CLAIRE

Then, how do you explain the elevators?

BEN

What happens if we say no? How would we get out? Do you think he'd kill us?

SOPHIE

Sophie fiddles with the walkie, but it doesn't work.

CLAIRE
I told you, it's not working.

SOPHIE
Did you charge it?

CLAIRE
Of course I did. It must be him.

SOPHIE
Oh, stop.

BEN
(grabbing the walkie)
Forget about the walkie! We're alone
in this cave with a crazy person and
I'm pretty sure the liability waivers
we had them sign don't account for
being magically murdered.

SOPHIE
(to Guest)
What do you think?

CLAIRE
I'm going with him.

SOPHIE BEN
What? Are you crazy?

CLAIRE
What if he's telling the truth? What if there are goblins and magic and fairies? Shouldn't we find out? Sophie, you're a scientist, this could be a major scientific discovery!

SOPHIE
There's nothing scientific about this
at all.

CLAIRE
And if it does turn out that there's nothing and he's making it all up, it will have been a cool adventure.

BEN
I like adventures that don't involve
my possible death.

CLAIRE
That's all adventures.

Claire turns back to Roark.

CLAIRE
(to Roark)
I say yes!
(back to group)
Anyone else?

BEN
I say no.

SOPHIE
Me too.

Guests make their first choice and decide which group they are going with. When that is finished, they turn back toward Roark who has come off of his perch and now stands closer to the group.

ROARK
(to 'Yes' group)
You will be treated fairly by me and
my people. My kingdom, and I, thank
you.
(to 'No' group)
Do you still want to leave?

SOPHIE
I really do.

ROARK
And that's your choice?

BEN
Are you going to kill us?

ROARK
I said that I am not going to hurt
you.

BEN
Then,
(looks back a group and they all
say)

Yes.

ROARK

Very well. The exit is through the cave.

SOPHIE

That sounds like a trap.

ROARK

Through the caverns you will find The Door. The one that will take you back to your world. But, I must warn you that you only have one hour to find it, or you will be trapped here forever.

BEN

One hour?!

ROARK

I hope you will come to change your mind. Be careful whom you trust.

Roark walks up to the 'Yes' and offers his hand to one of the Guests, then leads his group out of The Grand Ballroom.

IF YOU FOLLOW ROARK, GO TO PAGE 18

IF YOU STAY IN THE GRAND BALLROOM, GO TO THE NEXT PAGE

INT. THE GRAND BALLROOM

Ben, Sophie, and the remaining guests watch Roark lead the others out of the cave. When they are gone, Sophie turns to Ben.

SOPHIE

What now?

BEN

I don't know. They didn't cover goblin abduction in training. What time do you have on your watch?

SOPHIE

[Time]

BEN

Let's set our timers. He said we only have 2 hours.

They set their watches, creating a timer.

BEN

I suppose that if we keep walking the normal tour path, we'll end up at the exit.

SOPHIE

Great idea, except to tour is one big circle and we'd end up back at this spot.

BEN

Many entrances, one exit.

SOPHIE

We could follow the others and see where that goes?

BEN

Would the exit be wherever he's taking them?

SOPHIE

I have absolutely no idea.

BEN

He's probably taking them further into the cave.

(to Guests)

What do you all think?

A previously hidden doorway opens and a man steps out. He is vaguely human like Roark. This is Edred.

Sophie has her back to him and doesn't see him until the others motion for her to look.

SOPHIE
(frightened)
Shi-

BEN
Language!

SOPHIE
He scared me!

EDRED
You scare easily.

SOPHIE
Who are you? What're you doing here?

EDRED
I'm here to help you.

SOPHIE
We don't need your help.

BEN
Yes we do.

EDRED
I can get you out of here.

BEN
What's your name?

EDRED
Edred. I know these caves. I know Roark and the little game he's making you play. And I know where to find The Door.

SOPHIE
How do we know we can trust you?

EDRED
You don't, but you'll eventually have to choose someone to trust down here

or you'll never get out.

After some deliberation.

BEN

Alright, we go with Edred.

The group follows Edred through the rocky doorway.

INT. CAVE TUNNEL 1

The group makes their way down a pathway carved out of the rock. Torches light their way. Rocks jut out overhead, making the pathway uneven and winding. However, it is wide enough for the group to stay together and hear the conversations being had.

SOPHIE

So, if goblins do exist, why have humans never seen one in the history of humanity?

EDRED

Are you sure they haven't?

(pause)

The Kings tell us to stay away.

SOPHIE

And they listen?

EDRED

Everyone listens to the goblin kings.
That's why they're 'the kings'.

SOPHIE

Sounds more like 'dictator'.

EDRED

Shouldn't you be more frightened?

SOPHIE

Am I not acting appropriately?

EDRED

Not really. All the others were a lot more freaked out.

SOPHIE

My mother always said I was incapable of emotion.

EDRED

Maybe she was right.

BEN

I'm sorry, did you say "others".

EDRED

Yes, you are not the first to play
this game.

BEN

How many "others" has there been?

EDRED

I don't know. I'm not keeping track.

BEN

Has it been a lot?

EDRED

I don't know what you'd consider a
lot.

BEN

Ten?

EDRED

Oh, there's been a lot more than ten.

SOPHIE

The sooner we get out of here, the
better.

The group comes to a closed doorway cut into the rock.

BEN

Is this The Door?

EDRED

This is A Door. We still have a long
way to go.

Edred opens the door and the group files out of the tunnel.

INT. THE CLUSTER

The group enters into a large cavern. However, this space is filled with signs of life. Hovels carved into the rock rise up the walls around them. The wall to the left has a large balcony carved into it with a dark entrance leading somewhere further into the cave. Shadows and silhouettes of goblins

clatter around as they go about their tasks.

EDRED

Welcome to The Cluster. The center of
the goblin world.

To the right of the group, there's a commotion brewing inside one of the hovels. Shadows pass back and forth in front of a sheer curtain hanging in front of the doorway. The sound of glass shattering sounds as someone inside says:

MAEVE (V.O.)

And then, that's it! Do you hear me?

GOBLIN 1 (V.O.)

But, Maeve...

MAEVE (V.O.)

You will no longer be welcome until
you pay your bill!

A woman exits the hovel. She is definitely human. Upon seeing Edred, she sinks onto her hip and rests her fist at her waist.

MAEVE

(to Edred)

Oh, great. You're back.

EDRED

Nice to see you, Maeve.

MAEVE

You're in trouble again, aren't you?

EDRED

No! What would make you say that?

MAEVE

For starters, you've somehow gotten
ahold of

(gestures to group)
these pieces of work.

EDRED

I'm just taking them to The Door.

MAEVE

Edred...

EDRED
Maeve...

MAEVE
You know better than this.

EDRED
What am I supposed to do?

MAEVE
It's none of your business. Let them
figure it out.

EDRED
That's hilarious coming from you.

MAEVE
He's just going to get angry again.

EDRED
I can handle him.

MAEVE
You're already on thin ice. Stay out
of this one.

Edred shrugs her off.

MAEVE (CONT.)
I just don't want to see you get hurt
because of them.

EDRED
He wouldn't hurt me.

MAEVE
He's going to throw you out.

EDRED
No, he's not.

MAEVE
(sighs, turns to the group)
So, you're the new ones. What are your
names?

SOPHIE
(after everyone introduces
themselves)
And I'm Sophie. Do you mind telling us
why this goblin king guy wants to trap

us all down here?

MAEVE

Magic.

BEN

Magic? There's magic now?

An explosion erupts above them. Lights flicker and go out, plunging the Cluster into a deeper darkness. Sparks light up the rock above. A voice booms out around them.

ROARK (AMPLIFIED)

I thought we all understood each other by now! I leave you alone and you do not interfere!

Roark and the rest of his group, including Claire, now stand on the balcony above.

EDRED

(shouting up to Roark)

I can do whatever I want!

ROARK (AMPLIFIED)

Stop him!

Roark's group starts attacking The Cluster with magic that lights up the room. Edred and Maeve lead the group through the space, periodically ducking behind rocks and other set pieces.

Eventually, they make it to the other side. Maeve opens another hidden doorway and they duck into the tunnel.

ROARK (AMPLIFIED)

Find them!

After silence returns, Maeve hits Edred on the arm.

MAEVE

Are you happy now?

EDRED

That was not my fault.

MAEVE

Now the King knows that we're helping them.

EDRED
Don't call him that. His name is
Roark. And, I'm sorry, we?!

BEN
How do we get - Roark - off our tails?

EDRED
The miner's path will add hours to the trip.

MAEVE
The Excess flows too close to the
castle!

EDRED

SOPHIE

MAEVE
I'm not dealing with Thad or risking
running into The Dwellers.

BEN

EDRED
And I'm not walking all the way to The
Door and run the risk of running out
of time.

MAEVE
So, who will it be? Which one of us do
you trust to get you out?
(gesturing to Edred)
The goblin who was born and raised
here or
(gesturing to herself)
The human who was once in your very
shoes and got out?

SOPHIE
Edred.

BEN
Maeve!

SOPHIE
What?

BEN
She's human. She's been to The Door
before.

EDRED
So have I! Multiple times.

BEN
(gesturing to the group)
But she's done *this* before.

EDRED
Who do you think helped her?

SOPHIE
And why is she still here if she
claims to have gotten out?

MAEVE
Long story, but I can promise you that
it was my choice made of my own free
will. I was not, nor have ever been,
trapped by the goblin king. And, I
will not let that happen to you. We
don't have time for this! The King or
his guards will find us any moment if
we don't move.

EDRED
Stop calling him that!

BEN
I'm going with Maeve.

SOPHIE
I'm going with Edred.
(to group)
Who's coming with us?

BEN
And who's coming with us?

IF YOU CHOOSE MAEVE AND BEN, GO TO PAGE 36

IF YOU CHOOSE EDRED AND SOPHIE, GO TO PAGE 38

INT. CAVE TUNNEL 2

Roark leads Claire and the other Guests into a narrow tunnel of the cave system. This tunnel has been thoughtfully carved out. Its stone walls are even and the path is easy to navigate. Torches line the walls, lighting the way.

CLAIRE

Where are you taking us?

ROARK

To my kingdom. There, I will answer any and all of your questions.

The group continues down the tunnel. As they walk, the tunnel gradually turns into a hallway. Ornate portraits begin appearing on the walls. Each one is of different goblin men and women, all royalty, with elaborate but still goblin-esque clothing.

Roark stops in front of a closed iron door with an ornate handle.

ROARK

Welcome.

He opens the door and allows the guests to walk through.

INT. CASTLE - BALLROOM

The guests enter into another ballroom, this one being a proper ballroom. The gothic-adjacent architecture rises into a high ceiling. Stained glass windows serve as walls, casting their own manufactured light down onto the empty stone floor below.

On one side of the room, a large golden throne stands. Sitting next to it is a cauldron. Sparks and smoke emit from the cauldron.

Claire leads the group to the center of the ballroom. Roark makes his way to the throne, but doesn't sit. He stands in front of it.

ROARK

My kingdom is dying and I cannot save them alone. I have tried for many years, but to no avail. In order for you to understand the reasons why, I must tell you a story. The legend of our people. How we came to be and how

we came to be ruined.

As Roark tells the story, images appear in the stained glass windows around them.

ROARK (CONT'D)

Long ago a war raged. This war was fought between the ancient beings - the fairies. Every faction of the fae kingdom took up arms, but the night fairies were the most ruthless of all. They sought any weapon, any advantage they could in their bloodlust. They turned their sights on a human man named Atticus. He was a farmer and while working the fields one dusk he saw a beautiful woman. Her name was Ezra and she was fae, but Atticus didn't know that. All he knew was the driving force compelling him to go with her. She led him deep into the forest.

CLAIRE

Why would the fairies need a human?

ROARK

Humans possess the most powerful form of magic. They were gifted it at their creation, but have left the magical world behind. Because of this, the majority of them don't use it. This latent power grows more powerful with each passing generation. The power that Atticus possessed was far more than that of the night fairies. If they could unlock it, they could win the war.

CLAIRE

And, did they unlock it?

ROARK

Ezra soon became pregnant with Atticus's child. A child that the night fairies believed would change the world. A baby who would bring with it a new era, harnessing the powers of both fae and human. But, what Ezra bore was a goblin. A goblin with no magic. The fae tried again and again,

but only more goblins were born. Eventually, the fae decided that they could not stand the sight of their failures and banished the goblins. This rejection angered their misshapen children. So, they stole some of the fae magic and moved underground. With the help of the dwarves, the goblins were able to cultivate it for a short time. But the goblins got greedy. They hoarded it, used it to turn on each other and on their friends, the dwarves, destroying half the population.

(gesturing to the Cauldron)
The kings have been able to hold onto some of it, but it won't last. It's already becoming unreliable.

CLAIRE

And you need us for the same reason the fairies wanted Atticus. That latent human magic.

ROARK

Yes, but I won't take it from you. I only beg for your help so that I can save our world.

CLAIRE

How do you know any of us even have magical abilities.

ROARK

None of you have magical abilities, per say. However, when you all crossed the threshold, the cauldron woke up. It sensing great stores of power within each of you. And, I can prove it.

MAGIC TRAINING

Another goblin enters the room: GROFF

GROFF

My king! We have been tracking Edred as you said and my scouts report that he is now leading the humans through The Cluster.

ROARK
What?!

CLAIREE
Who is Edred?

ROARK
Edred is a dangerous fool who I
should've banished years ago. Do not
be swayed by his charms like your
friends. He will kill you all.

CLAIREE
How do you know that?

ROARK
He killed my mother.
(then)
Now is your chance to try out these
powers and save your friends from a
terrible fate.

A wall of windows opens and Roark leads the group out onto the balcony. Each guest takes a spot equidistant from each other on the balcony.

ROARK
Aim for that man in front. He's a liar
and will bring harm to your friends.

ROARK (AMPLIFIED)
(to the group below)
I thought we all understood each other
by now! I leave you alone and you do
not interfere!

EDRED
(shouting up to Roark)
I can do whatever I want!

ROARK (AMPLIFIED)
Stop him!

The Guests use their magic to attack The Cluster below.

The other group disappears into a tunnel on the opposite side of the room.

ROARK
They got away!

CLAIRE
What's going on?

Roark spins and stomps back into the ballroom.

ROARK
Groff!

GROFF
Yes, king.

ROARK
Command your brigade to follow him. Do not worry about Maeve. Find Edred!

GROFF
Yes, my king.

Groff leaves.

ROARK
Follow me.

Roark leads the group out of the ballroom.

INT. CASTLE - STAIRWAY

Roark leads everyone down a winding set of stairs and further into the depths of his goblin castle.

INT. CASTLE - DUNGEON

The group enters a much less impressive dungeon. Roark hurries them all inside and stands in the center.

CLAIRE
What are we waiting for?

ROARK
A friend.

CONTINUE TO THE NEXT PAGE

INT. CASTLE - DUNGEON, CONT'D, MAEVE AND ROARK'S GROUPS MEET

A trap door in the floor opens up and Maeve, along with those following her, enter the room. Roark and Claire help them as they step out from the trap door.

BEN

Claire!

CLAIRE

Ben!

BEN

It's him!

Maeve walks up to Roark and gives him a slap on the arm.

MAEVE

That's for that amateur attack back there.

BEN

Whoa! What is this? You were supposed to be getting us out of here. You're with him?

MAEVE

I'm saving your life.

BEN

You lied to us!

MAEVE

Would you have come if I had told you the truth?

CLAIRE

Who is this?

MAEVE

Maeve.

ROARK

Maeve is my right hand woman. She's my eyes and ears in The Cluster when I can't be there.

CLAIRE

The Cluster?

BEN
Goblin city.

ROARK
Welcome new friends to my castle. You have been in very serious danger which Maeve has managed to save you from.

CLAIRE
Where's Sophie?

MAEVE
(to Roark)
I couldn't get everyone to follow me.

ROARK
Then we'll have to track him down and save the others.

BEN
Track who down?

MAEVE
Edred. He is dangerous and not to be trusted.

BEN
Then why did you let the rest of them go off with him?

MAEVE
I can't risk him figuring out that I work with the King. He'd go crazy.

ROARK
Did he tell you where he was going?

MAEVE
The Excess.

ROARK
I'll go after him myself, but I'll need support. I've sent the entire brigade away so there's no one left but us. Once again, I must beg your assistance. Will you follow me out into the caves and save your friends?

MAEVE
We shouldn't all leave the castle. I can stay here.

ROARK

I don't want you by yourself. What if he retaliates? Stay here with whomever chooses. Teach them magic if they don't already know how and reinforce it with those that do. I fear the cauldron's awakening foretells of more dire things to come.

MAEVE

Those who choose to stay with me and wield magic, stand there. Those who choose to go with the King, stand there.

CLAIRe

Ben, what are you doing?

BEN

I'm going to track down Sophie.

CLAIRe

But, you should stay here and learn the magic. How are you going to protect yourself?

BEN

I could ask you the same thing.

CLAIRe

Roark already taught it to us.

BEN

Oh, right! How could I forget! Because then you used it to attack us!

CLAIRe

We weren't attacking you! We were trying to protect you!

BEN

Protect us by killing us?

CLAIRe

You don't know who that Edred guy is! You don't know what he can do!

BEN

And you do? You've never even met him.

CLAIRe

I know what he's done! Roark told us.

BEN

How do you know you can trust what he says?

ROARK

I have not once lied to any of you.

BEN

I know for a fact that I can't trust Maeve. She told us she was getting us out and now I'm in some dingy, dark cave of a cave with the same guy who trapped me down here. So, I'm going to choose the guy that may be a liar and go back into the cave system where a door exists that will take me back to my family rather than the chick who is definitely, 100% a liar and delivered me to the enemy on a silver platter. It's not a perfect choice, but it's the one I'm making. Who's with me?

CLAIRe

I'm staying. We need to be able to defend ourselves out there.

BEN

Tell yourself whatever you want, Claire. Keep pretending that you don't love being the protagonist of this bad novel. Keep lying to them about how much you want to protect them when we all know that you're just wasting time until the clock runs out and the choice that you are struggling with has been made for you.

CLAIRe

I'm staying.

BEN

And I'm going. Who's coming with?

IF YOU CHOOSE ROARK AND BEN, GO TO PAGE 33

IF YOU CHOOSE MAEVE AND CLAIRe, GO TO THE NEXT PAGE

INT. CASTLE - DUNGEON

Maeve waits for Roark and his group to leave before leading her group out of the Dungeon.

INT. CASTLE - STAIRWAY

Maeve, Claire, and the Guests walk up the sweeping staircase.

INT. CASTLE - BALLROOM

The group enters the castle's ballroom. The cauldron still smokes next to the throne.

MAEVE

I'm sorry that I lied to you, but things are more complicated here than you think.

CLAIRe

You're a human.

MAEVE

I am.

CLAIRe

But, you're here. You're working with Roark.

MAEVE

Roark is not your enemy. Hopefully, in time, you'll come to see that.

CLAIRe

You stayed because of him?

MAEVE

No, I came back because of him. I spent days living in the border caves - the rooms that open to the sun. I wasn't sure he'd ever come for me. But, he did and he let me return.

(then)

Roark is afraid of humans, you know.

CLAIRe

Afraid? Of us?

MAEVE

Of the power you hold. See the cauldron?

Maeve walks over to the throne and the cauldron. She doesn't sit in the throne, but she runs her hand along the arm rest absentmindedly.

MAEVE (CONT.)

It has woken up when you all came into the caves. That's why Roark had to keep you here. It's been practically dead for years without any substantial magic to keep it fed. The only true magic left from the original days of the fairies lives inside Roark. His royal bloodline having always been shored up before the rest of the kingdom. With its wakening, Roark sees the last opportunity to sustain the goblins. To save everything he loves. You all are the catalyst. Now is the time.

CLAIRE

The time for what?

MAEVE

(ignoring her)

There is a deep sea of magic living within every human. Roark needs that magic to keep the goblins alive. All the generations, all the stories, we've believed they were the magical ones. But, they have nothing. The don't have any power. It's us. It's the humans that hold the power. We just haven't been taught to wield it. The knowledge lost long ago to witch burnings and industrial society. But it still lives inside us all, waiting for us.

MAGIC TRAINING

CLAIRE

What happens if Roark restores the magic? If all that magic and power return here?

MAEVE

I don't know, but don't you think it be worthwhile to stick around and find out?

CLAIRE
It might be.

MAEVE
(smiling)
Come with me. I want to show you
something.

INT. CAVE TUNNEL 4

Maeve leads the group through the tunnel and exits into the shore of The Excess.

INT. THE EXCESS - DARK RIDE

An underground river lays peacefully underneath the stone ceiling.

A skinny goblin appears. He wears a large straw hat from the brim of which jewels hang like the puffballs of a tacky souvenir sombrero.

MAEVE
Thad! My friend! How long has it been?

THAD
(snorting)
Not long enough.

MAEVE
Oh, Thad. You old tease.

THAD
My boats are popular today. Gonna cost
you more.

MAEVE
Why me? Why didn't you make the king
pay more?

THAD
How'd you know the King came?

MAEVE
What a dumb question. Even for you.

THAD
You sent him this way? I had to do all
that groveling and 'yes, my king', 'no
my king, and 'whatever you wish, my
king' because of you.

MAEVE
Not for much longer.

THAD
Yeah, yeah, I'll believe it when I see it.

Thad allows Maeve and her group to pass and enter one of the boats.

CLAIRE
We're getting in that thing? It doesn't look very...stable.

MAEVE
Where's your sense of adventure Claire?

CLAIRE
It's run out, I'm afraid.

Claire enters the boat anyway. Maeve pushes off.

MAEVE
Gird your loins!

RIVER DARK RIDE

At the end of the ride, the group gets out of the boat. On the shore stands a ragged warrior. The warrior wields a large rifle created from scraps of metal and mismatched parts. The warrior is human, but more deformed and misshapen as if their body has been adapting to life underground.

MAEVE
Feel free to talk candidly. These are friends. Humans trapped by the goblin king.

DWELLER 5
(to group)
My sympathies.

MAEVE
Did it work?

DWELLER 5
Just as you planned. They are in the glow worm cave now.

CLAIRE

What are you talking about? What is it you want to show us?

MAEVE

We are outside the confines of The Cluster now. These caves are wild, not under the control of the King. This is where The Dwellers live.

DWELLER 5

We are a community of those trapped by the goblin king who weren't able to free ourselves. Some choose to live under the king's rule and take up an ordinary life, assimilating to the way of life. Others aren't so lucky. They come to us.

MAEVE

Many of The Dwellers have live here for decades, adapting to the darkness.

DWELLER 5

We take care of each other.

MAEVE

We are building a new world. One where no one will have to be trapped or hidden. The only problem is...Roark doesn't share our vision.

CLAIRE

Why not?

MAEVE

Haven't you been paying attention? It's all about power. Who's got it and who controls it. Roark likes having it.

CLAIRE

You're working behind Roark's back?

MAEVE

Roark is too focused on his stupid spat with his brother to see the bigger picture?

CLAIRE

Brother?

MAEVE

Edred is Roark's brother.

CLAIRe

And he's dangerous?

MAEVE

Dangerous to the kingdom. To the future. They both are.

CLAIRe

What are you planning to do?

MAEVE

Remove them both from the equation.

CLAIRe

And how do you plan to do that?

MAEVE

Ah, before I tell you that. You'll have to decide whether you would choose a life of captivity or one of freedom.

CLAIRe

You mean one ruled by Roark or one ruled by you.

MAEVE

(smiling)

Think on it. We're late.

Maeve leads the group out. The threatening Dweller pulls up the rear, forcing everyone to move into the next room.

GO TO PAGE 51

INT. CAVE TUNNEL 4

Roark and Ben lead those who follow them through the trap door and into the tunnel.

BEN

So what makes this Edred guy so dangerous?

ROARK

He is uncontrollable. Out for himself. He's set on the destruction of our kingdom, our people.

BEN

If by "destruction" you mean saving the people that you trap down here, I'd say he's the good guy.

ROARK

You know nothing of us! Of what it takes to keep my people, my family, safe. I am merely trying to hold onto the scraps that we have been given. I am certain that any of you, when faced with utter annihilation, would do everything to save the ones you love. Tell me that you would not!

(pause)

Sometimes we must make imperfect choices. Right, Ben?

(pause)

Edred is dangerous because, if he gets his way, everyone I love dies. He already killed my mother and I won't let him kill anyone else.

BEN

Then why don't you throw him out of the kingdom? Maeve mentioned that-

ROARK

Maeve mentioned that to you?

BEN

Well, to Edred, in front of us.

ROARK

(pause)

She knows full and well that is not an option.

BEN

Why not, if he's trying to destroy
you?

ROARK

I made a promise.

(then)

My father was hard on me. I suppose he had to be. And, when he died, I wasn't ready. I feel as if everything I do is wrong. Every time I leave The Cluster, I wonder if I'll have the strength to return. The king is the only one who can freely open and shut The Door, so no one would ever be able to find me...

BEN

Is that true? Only the King can go through The Door?

ROARK

The one who controls the magic can move freely across the threshold, as our books say. The King controls the magic.

BEN

So, how did Maeve come back?

ROARK

Maeve was different.

BEN

You let her come back.

ROARK

I did. After she left, I couldn't take it anymore. I was raised to believe that this was our way. That taking humans was part of our prophetic legacy. But, I can always see the resentment in their eyes. It was the same look my mother gave me. She was human. She became our Queen. And she hated me. How can you love something that's forced upon you? Nothing I did ever changed the way she looked at me.

INT. THE EXCESS - DARK RIDE

Roark, Ben, and the Guests leave the tunnel and enter a new room. An underground river lays peacefully underneath the stone ceiling.

ROARK

Thad!

A skinny goblin appears. He wears a large straw hat from the brim of which jewels hang like the puffballs of a tacky souvenir sombrero.

THAD

My king!

ROARK

Has Edred been through here?

THAD

Yes, my king! Stole one of my boats!
There was nothing I could do.
Absolutely nothing! Had all the humans
with him too.

ROARK

I know. Do you know where they were
heading?

THAD

He didn't want me to know. Tried to
keep it a secret! But, I listened and
learned. He was off to the blue cave.

ROARK

Of course he'd bring them there. Thad,
I need to borrow one of your boats so
that I can go after him.

THAD

Of course, my king! Anything, my king!

Thad also the group to pass. They climb into the boat.

RIVER DARK RIDE

The group exits the river.

INT. CAVE TUNNEL 3

Maeve, Ben, and the Guests walk through a new winding tunnel.

BEN

Now that we're walking down a dark tunnel with a stranger...again. You want to tell us why you're down here when, apparently, you already escaped this place?

MAEVE

What did you say when the King offered you the chance to join him?

BEN

How did you know he did that?

MAEVE

That's what he does. What did you say?

BEN

No, of course.

MAEVE

Did you think about it?

BEN

Think about it? You think we should've said yes?

MAEVE

I think you should do whatever you want. All I mean is that maybe you should think about it. I did what I was supposed to. I escaped. I wasn't supposed to come back. I was supposed to be free to live my life again. Funny thing is, my life felt so dull when I returned. The monotony of a normal existence was killing me. Does that make any sense?

BEN

Yes.

MAEVE

So think about it, will you really want to go back after finding out this world of magic and adventure exists right underneath your feet?

(then)
Don't you want to do great things?

Maeve stops the group in front of a stone stairway. The stairs themselves are hidden by stone, making it appear as if they are nothing more than a pile of rock.

Maeve leads the group up the steps and onto a small landing. The ceiling above them is low enough that Maeve can reach it. She knocks on it three times and then pushes a hidden door above them open.

GO TO PAGE 23

INT. CAVE TUNNEL 5

Edred and Sophie lead the Guests through a winding cave tunnel.

SOPHIE
Why is all this happening?

EDRED
I don't know.

SOPHIE
But you live here. You're part of this. You should know something.

EDRED
I'm not part of anything!

SOPHIE
But there have been people in these caves before us. People sent to excavate and even other tours. They never mentioned any goblins or underground world. Why did Roark trap us?

EDRED
(silence, then)
I don't know. There have been humans down here before. Some wandered in and stayed and some trapped. I don't know how he chooses who to take. I have my theories, but, for the most part, we have been told to keep away and stay secret. What I do know is that the people who show up here get over the existence of goblins very quickly. This means that, somewhere, they must've held on to some hope of magic or something bigger than themselves. I can only imagine that keeping that -whatever - alive must come at a price. Some struggle. I've also seen everyone hesitate before walking out The Door.

SOPHIE
Hesitate?

EDRED
Almost as if they don't want to leave.

SOPHIE

Wait, you've done this before? You've led other people to The Door?

EDRED

Just a few.

SOPHIE

That's what Maeve was talking about. You help the people who get trapped down here.

EDRED

Sometimes.

SOPHIE

Does the king know?

EDRED

It doesn't matter.

SOPHIE

Will you get in trouble?

EDRED

It doesn't matter.

SOPHIE

Should you be helping us?

EDRED

Just leave it!

SOPHIE

Why would they hesitate?

EDRED

Maybe they found something down here worth caring for.

Edred stops before the tunnel's exit and looks back at the group.

EDRED

(whispering)

The Excess is an underground river. It will lead us deeper into the caves. However, from here on out, things are going to get a lot more dangerous. Follow my lead and everything will be fine. Once we make it onto the river,

we'll regroup and I'll tell you
everything you need to know.

SOPHIE
What else do we need to know?

EDRED
I just said that I'll tell you after
the river!

SOPHIE
No, you said once we make it to the
river. Will we not make it to the
river?

EDRED
Just, shut up and follow my lead.

Edred turns and leads the group out of the tunnel.

INT. THE EXCESS - DARK RIDE

The group enters a large hollow space. On one side sleeps a river, its water is still and undisturbed. A boat floats gently on top.

THAD
I warned you not to return!

A skinny goblin appears. He wears a large straw hat from the brim of which jewels hang like the puffballs of a tacky souvenir sombrero.

EDRED
Thad! My friend!

THAD
Take your lies back where you came
from!

EDRED
I need a boat.

THAD
Better start building cause you're not
getting one of mine.

Edred pulls a necklace out from his pocket. Attached to a black string was a substantially sized ruby. It glitters as he turns it in the air.

Thad scratches his palms with his fingernails. His chapped lips open slightly. Thad lunges forward, but is blocked by some unseen force.

THAD
No fair! No magic! You let me go!

EDRED
What do you say to a trade, Thad? A boat for a gem?

THAD
Take it! Who cares! Let me go! Give me the necklace!

EDRED
If I let you go, you promise you won't attack me or my friends?

THAD
GIVE ME THE JEWEL!

Thad is released from the spell and falls forward as Edred tosses the jewel to him.

EDRED
Always a pleasure doing business with you, Thad.

SOPHIE
You can do magic?!

EDRED
Later. Get in the boat before Thad gets bored.

The group boards the boat.

RIVER DARK RIDE

INT. GLOW WORM CAVE

The group enters a magical room filled with thousands of delicate blue lights twinkling within the black of the cave. As the group walks deeper into the room, the lights twitch and jump.

SOPHIE
Glow worms?

EDRED

My mother loved this place. She always said they were the prettiest things she'd ever seen. We would sneak out here all the time. My father would never have allowed us, if he had known. She said that in her darkest moments, the lights would remind her that there was great beauty in our world, and it was worth preserving for her family.

As Edred walks around the space, he stops at certain large white crystals that grow up from the ground. When he touches them, they change colors and grow brighter diminishing the glow of the worms.

EDRED

Before we go any further, I need to teach you how to defend yourselves.
(turns back to the group)
With magic.

SOPHIE

Magic? Really?

EDRED

Yes, it's the only chance you'll have against attacks. The King already tried to take you out back at The Cluster.

SOPHIE

You think we'll be attacked again?

EDRED

Not everyone down here is as friendly as I am.
(then)

Every human has latent magical power. That power was gifted to you back when the universe was formed. The legend says that it comes from the star dust used during your formation.

SOPHIE

We don't have any magic! We can't do any of that!

EDRED

Do you understand the word "latent"?

It's dormant, sleeping inside of you because you ding dong's never use it. Goblins don't have magic naturally occurring. The king has his special store of magic, but it's contrived. It's not natural. There's a limited amount. It's mainly being used to hold the enchantments that conceal the entrances to our world. The source of it sits on an altar in The Great Hall of the castle. The more it's used, the smaller it becomes. Soon it will vanish.

SOPHIE

If it's not natural, how did they get it?

EDRED

There was this war. Legend says that there was a man named Atticus. He was a farmer during ancient times. One day, he was working in his fields and saw a beautiful woman on the edge of the forest. Her name was Ezra. He dropped everything at that moment and ran to her. He thought that maybe she was in trouble or something. Anyway, when he reached her, she smiled. He asked her what she was doing. She told him that she had been watching him. Then, she led him deep into the forest. There was a clearing of trees. A perfect circle and, standing around the circle, were beautiful night fairies. Turns out, Ezra was a fairy, as well. She took him into the center of the circle and...Anyway, Ezra immediately got pregnant with a child that the night fairies believed would change the world. A baby who would bring with it the passage of a new era. But, then she popped out nasty goblin baby. The night fairies tried again and again, but more goblins were born. Eventually, the night fairies decided they had to banish the creatures from their perfect fairy world. The goblins were mad. So the night before the fairies banished them, they took some fairy magic.

They were able to cultivate it for a short time down here, but everyone got greedy. Goblins are greedy, as you saw with Thad. They used it all up. They hoarded it and, eventually, used it to turn on each other until it destroyed half The Cluster and half the population. The kingdom was able to hold onto some of it, but it won't last. It's already becoming unreliable.

(then)

It'll probably all be gone by the time Roark dies.

SOPHIE

What will happen when it's gone?

EDRED

Roark's desperate to bring it back, to restore the glory of the goblin nation. His father claimed an ancient prophecy foretold that Roark was the king who would set forth the reconstruction of our world into its mightiest glory. He wants to live up to that. To fulfill this alleged prophecy.

SOPHIE

And you don't believe that?

EDRED

I believe that something's changing. My mom knew it. I can feel it. I'm sure Roark knows it too. This is the beginning.

SOPHIE

The beginning of what?

EDRED

I haven't figured that out yet. My theory is that all of you have a particularly strong store of magic, and he's getting desperate. That's why he's trapped you. That's why he wants to stop you from finding The Door. So, you have to be prepared for whatever might come.

MAGIC TRAINING

SOPHIE
What about Maeve?

EDRED
What about her?

SOPHIE
Why is she here?

EDRED
She shouldn't be. She thinks she should, but it's not right.

SOPHIE
You helped her get out originally?

EDRED
I did. But, not for long. She took off on her own pretty quickly after we started. Honestly, I thought she had died. When she showed up again saying Roark- It doesn't really matter what I think.

SOPHIE
You were mad.

EDRED
Why would she come back? I was trying to help her and she comes back, but not even as queen. It doesn't make any sense.

SOPHIE
Have you asked her? Or Roark?

EDRED
Yeah, right. Roark doesn't talk to me. He's also not thrilled that I help his victims escape.

CONTINUE TO THE NEXT PAGE

INT. GLOW WORM CAVE. CONT'D, ROARK AND EDRED'S GROUPS MEET.

Roark, Ben, and their group enter the cave.

ROARK
Ever the crusader, aren't you,
brother?

SOPHIE
Brother?
(to Edred)
What is he...?

ROARK
Edred here is my little brother,
second in line to the throne. You all
need to choose your allies more
wisely. Who knows what he's told you,
or not told you.

SOPHIE
You lied to us!

EDRED
I didn't lie.

SOPHIE
No, you just didn't tell us.

EDRED
I left that life a long time ago! I
didn't want anything to do with it.
And, I knew you never would have
trusted me if you knew who I really
was.

BEN
Does anyone tell the truth down here?

ROARK
I have not once lied to you.

EDRED
No, you just kidnapped them.

ROARK
And that makes you feel so good,
doesn't it? Never having any
responsibility. Never having to make
any tough decisions.

EDRED

You only do what's best for you!

ROARK

Mother ruined you, didn't she?

EDRED

Don't talk about my mother!

ROARK

She was my mother too!

EDRED

She meant nothing to you!

ROARK

I meant nothing to her!

EDRED

You could've let her go! You could've saved her. You killed her!

ROARK

I did not.

EDRED

I begged you to let her go! You knew she was losing control!

ROARK

I knew nothing! You kept her all to yourself! Neither of you wanted anything to do with me-

EDRED

She loved you!

ROARK

She abandoned me! She could've saved me!

EDRED

Saved you from what?

ROARK

You know exactly what!

EDRED

Father?

ROARK

I saw you. Every day I saw the two of you sneak out of the castle and go who knows where. You never took me with you. You left me alone with him. My whole life. You think that mother was the only casualty?

EDRED

Don't act like that! You're no martyr.

ROARK

Father told me the truth. He told me how dangerous you really were. Never to trust you. You were only ever a threat to the kingdom. I should've obeyed him and killed you years ago.

EDRED

Then why didn't you?

ROARK

I couldn't lose anyone else.

A screech echoes through the cave.

EDRED AND ROARK

Dwellers.

A group of ragged warriors surround the groups. They wield weapons of every shape and size, all made from scraps of metal. They are human, but more deformed and misshapen as if their bodies have been adapting to life underground.

Roark and Edred prime for a fight.

DWELLER 1

The heir and the spare, aren't we lucky?

DWELLER 2

Another day, another kidnapping.

DWELLER 3

It's the king's way.

ROARK

What do you want?

DWELLER 4

Nothing from you.

EDRED

We don't want any trouble. We're just passing through. Taking this group to The Door.

DWELLER 1

(to the group)

Is that what he told you?

DWELLER 2

Liars. Liars, all.

BEN

We don't have time for all your cryptic answers. I'm going to get out of here and you're going to get out of my way!

DWELLER 3

They only want to go home. Like all the rest.

ROARK

Ben...

DWELLER 4

You should heed your king's warning.

SOPHIE

Who are you?

DWELLER 1

We are a collective.

DWELLER 2

A place where every being has a voice.

DWELLER 3

Something a monarchy wouldn't understand.

DWELLER 4

Kingdoms never listen.

DWELLER 1

Kingdoms never care.

DWELLER 2

(to Roark)

You lock us up. You are the reason we are forgotten!

DWELLER 3
Unloved!

DWELLER 4
We were like you. Taken. Trapped
against our will.

DWELLER 1
There is no exit. There never was for
us.

SOPHIE
You were humans?

DWELLER 2
Once. Years in darkness will change a
person.

DWELLER 3
This horrible place, the darkness, the
captivity; it's a terrible thing.

DWELLER 4
And the one who caused it all is
standing next to you.

DWELLER 1
Let's see if that squishy palace life
has taught you to fight.

DWELLER 2
Or, do you just make others do that
for you?

CONTINUE TO THE NEXT PAGE

INT. GLOW WORM CAVE. CONT'D, MAEVE'S GROUP ENTERS.

Maeve, Claire, and the rest of the Guests enter the cave.

MAEVE

Roark!

ROARK

Maeve! Be careful!

Maeve and her group join the rest in the center of the room. Maeve wraps her arms around Roark who holds her to his side.

EDRED

What are you doing to her?

ROARK

I haven't done anything to her. She made her choice a long time ago. She chose to trust me.

MAEVE

Edred, I'm sorry.

EDRED

No, you're not.

ROARK

She doesn't have to be sorry. She doesn't belong to you.

EDRED

Of course she doesn't! That's the difference between you and me. I don't think people are objects to own, to trick, or to take.

DWELLER 1

If you three are finished with this cute little lovers' spat, can we get on with it?

MAEVE

Oh, but I was having so much fun!

Maeve removes herself from Roark and blows a powder into his face. Roark drops to the floor, unconscious. Two Dwellers approach and take his body. Maeve follows them as a cage springs up around the rest of the group.

Maeve walks up to the ledge where the Dwellers stand.

EDRED

Maeve! Let us go!

MAEVE

Oh, sorry, babe. Can't do that.

EDRED

You're working with the Dwellers?

MAEVE

No. I'm leading them.

(then)

So, Claire, what's your answer? Are you going to join me? With this sucker's powers and the two of us in charge? We could do so much together. Women in charge are so much more powerful than a man, don't you think?

SOPHIE

You can't use feminism as a threat!

MAEVE

Of course, I can.

EDRED

What are you planning?

MAEVE

World domination. I'm not going to stand here and explain myself to you, but with my well of human magic and Roark's king magic combined...I'll let you use your imagination.

(to Claire)

What'll it be, Claire?

CLAIRES

I don't fraternize with backstabbing bitches.

MAEVE

That's a shame. We really could do wonderful things together. I never told you why I came back.

CLAIRES

You missed Roark.

MAEVE

No.

CLAIRe

That's what you said.

MAEVE

I was lying.

CLAIRe

Then, why did you come back?

MAEVE

Power. Down here is where the true power is. I was nothing when I returned. I was less than nothing. I was useless. You don't know the mental toll this whole thing takes on you when you return. It's catastrophic. I was ruined. I tried to go back. I tried to live a normal life again, but after you've seen what we have seen, it's not possible. Luckily, you'll never have to experience that feeling.

SOPHIE

Why not?

MAEVE

Because, you'll never get out of these caves.

(to the Dwellers)

Let's go.

Maeve and the Dwellers exit with Roark, leaving the rest trapped in the cave.

EDRED

Dammit!

SOPHIE

What are we going to do now?

EDRED

I can't believe Maeve would do this!

CLAIRe

I can't believe she lied to us.

BEN

You can't? That's all anyone has done since the moment we got here!

SOPHIE
We've got to get out of here.

BEN
How do you suppose we do that?

SOPHIE
There's got to be a way!

EDRED
There is. Everyone who has learned
magic raise your hand.
(everyone but Ben does)
You all know magic? But I only taught
a few of you.

CLAIRE
Roark and Maeve taught us.

EDRED
Hmm...ok, well, we're going to have to
work together to pull this off.

BEN
I'm not doing anything for you. We
can't trust him! We can't trust anyone
here. Don't you get it? We're on our
own! They've done nothing but waste
our time. We would've been better off
finding this magical Door on our own!

SOPHIE
And how do you suggest we do that?
We've only ever walked the path that
the tour takes and that's one big
circle that ends at the same place we
began which, if you remember, is gone!

BEN
And you think that being trapped by
some half-human freaks is better?

SOPHIE
I didn't say it was!

BEN
(to group)
Who agrees with me that we shouldn't
trust this guy - or anyone else?

CLAIRE

Edred, how did your mother die? The truth.

Everyone turns to Edred.

EDRED

(slowly)

She was a human bride for our father. She began living in the caves as a refuge after leaving her family home. She never told me why she left. Always kept that secret hidden from me. Humans have come and gone through the border caves that open to the sun for generations, but the goblins usually stay out of the way. Especially since no one but the king can get that close to the surface. Keeps it easier to stay hidden and control the population. My father ventured to see who had taken up residence this time and became captivated by her beauty that moment he saw her. He claimed her as his wife and dragged her down, across the threshold. As tradition dictates, our mother was given the chance to escape, but she didn't make it. She was forced to marry our father. Through the years, she resigned herself to her fate. I think she even came to like father for a while. But there was always something in her that longed to escape. She loved Roark and I, but there was a consistent sadness in her. Looking back, I believe she tried her hardest for us but, as she grew sadder, my father grew angrier, which made her sadder and him angrier. Eventually, she grew into something else entirely, not the mother I knew.

(then)

I found her in this cave. I thought she was asleep. Sometimes she'd fall asleep imagining the glow worms were the stars.

(then)

I told father and I suppose he told Roark that I had killed her. Humans aren't meant to be down here. They

aren't made for it. This isn't their world. I know you don't trust me, but I will not let you suffer the same fate as my mother.

BEN
What about the Dwellers?

EDRED
They came before. When I was more cowardly. I failed them.

SOPHIE
I trust him. Who else?

Claire and eventually Ben raise their hands. Hopefully, the other Guest do.

SOPHIE
Ok, Edred. We choose you. Now, how do we get out of here?

MAGIC ESCAPE

INT. CAVE TUNNEL 6

Edred, Claire, Ben, Sophie, and the Guests hurry through a final cave tunnel. They are running after Maeve.

EDRED
Maeve would've taken Roark to the crystal cave. That's where she'll be able to manipulate the magic enough to control it. It also happens to be where The Door to your world is located. We'll head there, but guard yourselves and be prepared to wield your magic one more time. I have a feeling that you won't make it out without one more fight.

INT. CRYSTAL CAVE

The group enters a cave filled with the same types of crystals that they have been using to wield magic. The crystals, both large and small, glow and pulse with different colors.

Maeve stands on a balcony ledge looking for the interior of the cave. Roark lays on a stone table.

A portal door swirls with magic on the opposite side of the room. This is The Door and how to group escapes.

MAEVE

Well, looks like you are as stupid as I thought you were.

EDRED

Maeve, stop this! You don't know what you're doing!

MAEVE

Your constant underestimating is getting tiresome, Edred.

Maeve waves her hand and an explosion erupts on the far wall.

MAEVE (CONT.)

I know exactly what I'm doing. You just don't realize the amount of power that I wield. It's funny how something so mundane as humanity can turn out to be the greatest advantage.

Another explosion erupts. The lights of the crystals stutter.

MAEVE (CONT.)

And with that advantage, I'll control both worlds. I'll do great things!

EDRED

Maeve! Please! You're going to destroy us! This is too much for one person.

MAEVE

I gave you a chance to join me, but seeing as you keep getting in my way, now I have to destroy you.

Maeve attacks the group.

FINAL BATTLE

During the battle, the portal Door starts to falter.

MAEVE

You better hurry. The Door isn't going to hold out much longer.

EDRED
(to group)
Go!

CLAIRE
We can't leave you!

BEN
She'll destroy you!

EDRED
You have to go! The Door is going to
close!

FINAL BATTLE CONTINUES

Maeve is overcome by the magic and it rips her apart. She collapses into pure magic and disappears.

EDRED
Roark!

Edred runs over to his brother. The guides hold the rest of the group back.

Edred tries to wake his brother, but Roark doesn't respond.

EDRED
(to the group)
Help! Help me, please!

BEN
What can we do?

Sophie steps up to Roark. She puts her hand on him. Her crystal magic starts to glow.

Claire and Ben do the same while directing the others to place their hands on him.

Their magic glows around Roark, healing him. Roark wakes up.

ROARK
Edred?

EDRED
Brother!

The brothers hug.

ROARK
(to group)
Thank you for saving me. And my
kingdom.

BEN
Great. Now let's get out of here.

SOPHIE
It's too late.

Everyone looks towards The Door. Its swirling lights are no longer shining. Instead, what remains is another stone wall framed by a carved archway.

BEN
No, no, no! No way! This can't be
happening!

Ben runs up to The Door and starts feeling it, looking for a handle or an opening.

SOPHIE
Ben, stop. It's no use.

BEN
Uh, guys? Look.

They all look towards Ben again. The Door is swirling back to life.

EDRED
How? It's not possible.

BEN
(to Roark)
"The one who controls the magic can
move freely across the threshold."
That's what you said, right?

ROARK
Yes.

BEN
Well, you aren't the only one who
controls the magic now.

EDRED
What?

BEN

You taught all of us to wield the crystals, but we're in control of our own magic. The store that's inside every human. So, logically speaking, we control the magic too and can move freely across the threshold too...right?

SOPHIE

Ben! You wonderful genius!

She runs up and hugs him.

EDRED

That- That would change everything.

CLAIRE

We just needed to learn how to use it! We don't have to be locked up from one another. We could come back and forth between each world. Work together. Help each other.

ROARK

Sustain the goblin kingdom without causing anymore harm.

SOPHIE

The best of both worlds.

ROARK

I never thought of that. I never thought that might be the answer.

The Door lights up to full power.

BEN

Come on, everyone. Let's go home.

CLAIRE

(to Roark)

I'll come back. We can figure out a new plan, one that helps everybody.

ROARK

I hope so.

(to the group)

Thank you, everyone. Thank you for saving us, for saving me. For bringing me back to my brother. There's a new

age dawning for the goblins and you're the reason why there is hope once again. I cannot thank you enough.

The group makes their way to the platform in front of The Door.

SOPHIE
(to Edred)
Come with us.

EDRED
I want to, but...
(looking at Roark)
This is my world. This is where I belong and where I'm needed.

SOPHIE
I'll visit?

EDRED
I would like that very much.

BEN
Come on, Sophie! We're all waiting for you.

The group stands together in front of The Door. The stone wall rolls away, revealing the human world beyond.

As they leave, Roark and Edred shout from behind.

ROARK
Thank you!

EDRED
Thank you for everything!

ROARK
Thank you for saving us!

INT. NORMAL WORLD - HALLWAY

The group is back in the tour guide's company building.

CLAIRE
Well, I hope everyone enjoyed the tour.

BEN
And that everyone actually made it

back.

Claire elbows him in the ribs.

SOPHIE

Um, if you liked it, please give us 5 stars on TripAdvisor?

(reacting to Claire's face)

What? What am I suppose to say?

CLAIRe

Come back and see us any time! I'm Claire.

BEN

I'm Ben.

SOPHIE

And I'm Sophie!

CLAIRe

And you just-

ALL

Escaped the Goblin King!

END