Writing Sample - Interactive Scene from Adventure Time

By Isaiah Everin

NOTE: For those who have watched Adventure Time, this scene would take place any given time in Season 6. This is mostly relevant to the tone with which Finn and Jake approach their descent into this dungeon, but not critical knowledge for reading the excerpt.

DIR: Finn and Jake walk through a decrepit dungeon.

JAKE: I wanna be in and out, biff bam boom, take the treasure, go home. FINN: It's nice to do the ol' dungeon raiding with you again, it's been a while. DIR: They walk through a doorway with a large spiral symbol adorning its top.

JAKE: Yeah, the kids and Lady Rainicorn have been taking up a lot of my time. Fatherhood is weird—

DIR: The floor suddenly drops out from under them.

JAKE: Whoop!

DIR: As Finn falls, Jake quickly stretches out and grabs him before he lands on any spikes at the bottom of the pit. There is a skeleton of a giant rat tangled on the ground in the spikes nearby.

FINN: Haha, gross.

DIR: Finn, held securely in Jake's stretchy arms, pokes the skull of the rat skeleton. Suddenly, the empty sockets of the skull flare to life, a purple aura of magic forms around the skeleton, and it booms in an ominous voice.

RAT-SKULL: Whoooooo daaaaares enter thisss—

FINN: Ah!

DIR: Finn kicks the skull, knocking it off the skeleton. It rolls away between the spikes, and then comes to a rest face up, looking at Finn and Jake. The magical aura fades from the rest of the skeleton, but the skull still glows purple.

RAT-SKULL: Heeeey, that wasn't cooooool, maaannn.

CHOICES:

- 1. Sorry, dude.
- 2. Well, you spooked us first.
- 3. No time for this.
- 4. Silence.

1. Sorry, dude.

FINN: Sorry, dude, but we gots places to be. I wasn't trying to hurt you or nothing. You're doin' your thing, let us do our thing.

[TO MAIN PATH]

2. Well, you spooked us first.

FINN: Hey, man, you spooked us with that ominous voice and glowing eyes and junk.

DIR: Finn waves his hands in front of his own eyes as he talks.

JAKE: Yeah, what'd you expect?

[TO MAIN PATH]

3. No time for this.

FINN: We ain't got time for any dungeony stuff, got treasure to find.

JAKE: Isn't that dungeony stuff, too?

FINN: Whatever, man, you know what I mean.

[TO MAIN PATH]

4. Silence.

DIR: Finn stares at the skull and shrugs.

[TO MAIN PATH]

MAIN PATH

DIR: The skull sits on the floor, motionless. As it talks, the glowing orbs in its eyes start to shrink.

RAT-SKULL: Whyyyyy doooo you trespasssssss...

DIR: Finn and Jake look at each other. The skull's eyes shrink to star-like points.

DIR: The rat skull's tiny glowing eyes stare vacantly at them, and then return to normal size.

RAT-SKULL: Ruuude.

FINN: Come on man, let's go.

DIR: Jake nods and starts to stretch out of the pit.

RAT-SKULL: Yooou'll regret thiiiiissss!

FINN: Will we?

DIR: Finn looks up at Jake, who attempts a shrug with his arms wrapped around Finn.

JAKE: I dunno, probably not.

DIR: Jake stretches up out of the pit, leaving the skull to sit and stare at nothing. Above the pit, Jake drops Finn safely on the other side and stretches over to stand by his friend. They continue walking.

JAKE: You ever wonder what dudes like that are doing with all their time? How long has he even been down there, doomed to eternal life as a spooky skeleton?

CHOICES:

- 1. Maybe he has friends.
- 2. What would you do?
- 3. Nothing, I guess.
- 4. Silence

1. Maybe he has friends.

FINN: Maybe he's got corpsy pals around, they just hang out spookin' peeps.

JAKE: I dunno, there aren't many peeps here to spook.

FINN: Yeah. Maybe they just play cards?

[TO MAIN PATH]

2. What would you do?

FINN: Well, what would you do if you were an eternal skeleton in a spike pit?

DIR: Jake closes his eyes and thinks.

JAKE: ...Uhhhh...Do I even have a skeleton?

FINN: Good point. [TO MAIN PATH]

3. Nothing, I guess.

FINN: Probably nothing, I guess, just sitting in that pit, among the spikes, timeless and ageless, no way to track the days, no one to talk to, nothing to look at, hoping one day maybe some poor schmuck will come tripping along and impaling themselves in that pit too...

DIR: Jake stares at Finn with wide eyes, but Finn keeps walking nonchalantly.

JAKE: Dark, dude.

[TO MAIN PATH]

4. Silence

DIR: Finn keeps walking, saying nothing. After a moment, Jake shrugs.

JAKE: Yeah, it kinda fills me with existential dread, too. Oh well.

[TO MAIN PATH]

MAIN PATH

JAKE: I think next time I see a talking spike pit skeleton, I'm gonna ask.

DIR: Finn and Jake come upon an oddly familiar doorway with a spiral above it, but they don't notice and keep on walking through. Suddenly Finn falls into another spike trap.

FINN: Ha!

DIR: This time he does a skillful maneuver to grab the sides of one of the spikes, clinging to it with his arms and legs. Jake's head stretches down.

JAKE: You alright, man?

FINN: Yeah, I'm cool. These spikes aren't even sharp.

DIR: Finn taps the top of the spike with a finger then rubs his hand on it.

FINN: Smooooth.

DIR: A loud voice booms out.

BOOMING VOICE: Whooooo goooessss therrre.

DIR: They both look over to see the skeleton of the rat with its skull still rolled away from its body.

RAT-SKULL: Oooh, it's youuuu.

JAKE: Were we walkin' in circles or something?

FINN: Seemed like a straight line to me.

RAT-SKULL: I tooollllld yooouuu—

FINN: Yeah, we'd regret it! Are you regrettin' it, Jake?

JAKE: I ain't regrettin' nuthin'.

FINN: Alright, peace out skull dude.

RAT-SKULL: Wait! Caaaan you, uuuuh... Put me baaaack on my body? Pleaaasssse?

DIR: Finn hops off the spike and lands nimbly on the floor, then scratches his chin. Jake stretches down to stand next to him.

FINN: Hmm...

CHOICES:

- 1. If you tell us where the treasure is.
- 2. If you stop annoying us.
- 3. No, it could be a trap.
- 4. Silence.

1. If you tell us where the treasure is.

FINN: Tell us how to find the treasure of this dungeon, and we'll plop your head bone back on your other bones. RAT-SKULL: Yoouuu'll never fiiiind treasuuure here.

[TO MAIN PATH]

2. If you stop annoying us.

FINN: Stop annoying us with your super drawn-out spooky jabbering and maybe we'll do it.

RAT-SKULL: Thiiisss is juussst how I taaaalk.

[TO MAIN PATH]

3. No, it could be a trap.

FINN: Nah, I don't wanna get too close to you, you might have a sorta death curse, or some kinda bad juju, you know?

RAT-SKULL: Juussst because I'm aaaa skeletonnn, yooouuu think I'll cuuuurse youuuu?

JAKE: Hey, that's not what he said, we've been pals with plenty of skeletons.

FINN: Yeah, you're extra spooky, though. Glowing eyes, faint magical aura. No bueno.

[TO MAIN PATH]

4. Silence.

DIR: Finn stares silently and says nothing.

RAT-SKULL: Uuuh... Pleeease...?

[TO MAIN PATH]

MAIN PATH

JAKE: I don't see no reason to help this here skull out.

FINN: Nope, let's go.

DIR: Jake turns his arms into a shape resembling a ski-lift bench and Finn jumps into the seat. Jake's body stretches out of the pit and Finn is slowly carted up.

RAT-SKULL: Oooohh, come oooonnn guuuys!

DIR: Finn waves to the skull as he ascends. At the top, Finn hops off the bench of Jake's arms and Jake turns back to normal. They continue walking.

FINN: Alright, gotta keep our eyes out for any magical bizz taking us for a loop.

JAKE: This dungeon seems like more trouble than it's worth.

CHOICES:

- 1. We need to find some treasure.
- 2. Yeah, this pretty boring for a dungeon.
- 3. You can go if you want.
- 4. Silence.

1. We need to find some treasure.

FINN: We've been out of treasure for a long time, man, we need to stock up.

JAKE: But what's the point? Some crazy wizard will steal it, or a giant worm is gonna eat it, or we're gonna spend it, or it's just gonna sit there, and then we'll be back to stealing more loot.

FINN: Woah, woah, are you anti-loot now?

JAKE: Nah, maybe just apathetic loot.

FINN: I wasn't doin' anything else today.

JAKE: ...Yeah, I guess.

[TO MAIN PATH]

2. Yeah, this pretty boring for a dungeon.

FINN: Yeah, this is pretty boring for a dungeon. No monsters to whack, no puzzles to solve, just a weird rat skull so far.

JAKE: You wanna leave?

FINN: Let's give it like... 5 more minutes.

[TO MAIN PATH]

3. You can go if you want.

FINN: You can go if you want, man, but I'm gonna keep looking for loot. This is probably one of the last dungeons left nearby that has anything.

JAKE: I dunno, dude, I think there's always a plethora of dungeons.

FINN: We're gonna run out some time.

JAKE: Nah, they'll just repopulate through unknown methods.

FINN: I'm...not sure that's how it works.

JAKE: Yeah, well, I'm keeping my eye out for the exit.

[TO MAIN PATH]

4. Silence.

DIR: Finn walks on silently. Jake whistles an aimless tune to himself for several long moments.

[TO MAIN PATH]

MAIN PATH

JAKE: Shoot! I forgot to ask the skeleton what it does with its free time.

FINN: The answer would've been too long anyways.

DIR: They stop before another doorway with a spiral above it.

FINN: Woah, hold up!

DIR: Finn looks back to see they've been walking in a straight line. He squints at the door.

FINN: Hmmm... Magical bizz.

DIR: Finn slowly places a foot on the other side of the doorway, causing a trap door to spring open.

FINN: Ha! Didn't fall for it that time! Get it, Jake? Fall for it?

JAKE: Scraping the bottom of the barrel there. Hey, skull dude.

DIR: Jake waves down to the glowing skull at the bottom of the pit, which responds by sitting there motionless and staring vacantly. Jake turns to Finn.

JAKE: Say, are we trapped here forever?

FINN: Nah, I think we're just getting jammed with some non-Euclidean space stuff.

JAKE: Non-you-whatian huh?

FINN: Prismo told us about it once. It's, like...

DIR: Finn waves his fingers together meaninglessly.

FINN: The path is folding back on itself.

JAKE: Then how do we get out?

DIR: Finn looks down at the bottom of the pit and sighs.

FINN: Only one guy to ask.

JAKE: How do you wanna do it? Good cop, bad cop? Sheep dog and shepherd? Like an old man asking for directions to the store?

FINN: Hold on, hold on, let me think.

DIR: Finn taps his chin contemplatively, then drops to a crouch and draws a diagram in the dirt on the floor. He draws the spike pit, then an X.

FINN: So here's how we do it...

CHOICES:

- 1. With diplomacy.
- 2. Just like three dudes talking.
- 3. With violent flare.
- 4. Silence.

1. With diplomacy.

DIR: The skull rests in the dirt at the bottom of the pit, still emitting a faint purple glow.

FINN (O.S.): We treat the matter with due respect.

DIR: Jake rolls down into the pit like a long carpet. Finn slowly marches down Jake's flattened back to the skull, stands between two spikes, and bows.

FINN: Dear sir, may we entereth discussions about how one mightest escape this malevolent and mosteth frightening of dungeons?

DIR: Jake's flattened face looks up from the floor with Finn's foot jammed on it.

JAKE: Uhhhh...

DIR: The vision of the hypothetical diplomatic meeting disappears in a haze. Jake stands over Finn's drawing in the dirt while Finn kneels in supplication to an invisible skull.

JAKE: That sounds like it'd take too long.

DIR: Finn stands up and brushes himself off.

FINN: Alright, alright...
[TO MAIN PATH]

2. Just like three dudes talking.

DIR: Finn draws a dot next to the X.

FINN: Well, I stand here.

DIR: Then he draws another dot next to the first.

FINN: And you stand here. DIR: Finn stands up.

FINN: And then we have a conversation.

JAKE: An elaborate plan, to be sure, buuuut...I guess it'll do.

FINN: Sweet...
[TO MAIN PATH]

3. With violent flare.

DIR: The skull rests in the dirt at the bottom of the pit, still emitting a faint purple glow.

FINN (O.S.): We both jump down there and really show it we mean business.

DIR: Jake stretches down with stilt-like legs. Shortly after, Finn leaps with teen warrior skill, avoiding the spikes on his way down, whipping his silver sword out from behind his back as he does so and pointing the blade at the giant rat skull on the ground.

FINN: Alright, buster! You're gonna start talkin' or I'm gonna start smashin'!

DIR: Jake stands awkwardly behind Finn, rubbing one arm.

JAKE: I dunno man...

DIR: The vision of the hypothetical skull attack disappears in a haze. Finn and Jake stand over Finn's drawing in the dirt, which Finn has scattered to dust by jumping into it and standing in a combat pose.

JAKE: It's just a skull, it can't even fight back.

DIR: Finn drops his combat pose and shrugs.

FINN: Okay...
[TO MAIN PATH]

4. Silence.

DIR: Finn thinks for a moment, then shrugs.

JAKE: Then I guess we'll just wing it.

FINN: Yeah...
[TO MAIN PATH]

MAIN PATH

FINN: Let's go talk to him.

DIR: Moments later, Finn and Jake are slowly walking up to the skull on the bottom of the pit.

RAT-SKULL: Oooohhh, look. Whaaaat a suuurrrpriiiiiise.

CHOICES:

- 1. Look, dude, I'm sorry.
- 2. You help us, we help you.
- 3. Take your attitude and shove it.
- 4. Silence.

1. Look, dude, I'm sorry.

FINN: Look, dude, I'm sorry we didn't put you back on your skeleton. That was totally not cool.

DIR: The skull stares at them silently.

FINN: But, y'know, it's a dungeon. Didn't want to have to fight, ya dig?

RAT-SKULL: Hmmmmmm...

DIR: The large glowing orbs of its eyes shrink as it considers this apology.

RAT-SKULL: Fiiiine. I'll aaaacccept your apologyyyy iiiiifff youuuuuuuu—

JAKE: Put your skull back! Fine, jeez, we'll do it!

FINN: Come on man, be cool. JAKE: He talks *so sloooooow*.

[TO MAIN PATH]

2. You help us, we help you.

FINN: Look Mr. Skull-Bro, we just need to ask you for some help.

RAT-SKULL: Whyyyyy shhhhould I heeellp?

FINN: We'll put you back on your body, and everything will be skippity scorpity, yeah?

DIR: The large glowing orbs of the skull's eyes shrink as it considers the offer.

RAT-SKULL: Hmmmm...sssskippity ssssscorrrpityyyyyy...

JAKE: Yeah, yeah, yeah.

DIR: Jake throws his hands up in the air.

JAKE: Skippity scorpity, scoopity poopity! Let's get on with it!

[TO MAIN PATH]

3. Take your attitude and shove it.

FINN: Shove it with the attitude, bonehead. We're all that stands between you lying there in the dirt like some dingus forever or you being plopped back on your bones.

JAKE: Yeah! What's it gonna be, dingus or plopped?

DIR: The large glowing orbs of the skull's eyes shrink as it considers this threat.

RAT-SKULL: Whaaaat doooo yooouuu want frooom meee?

JAKE: You know! [TO MAIN PATH]

4. Silence.

DIR: Finn just stares at the skull, saying nothing.

JAKE: Uh...Finn?

DIR: Finn continues to stare, his face utterly blank, the camera zooms in.

JAKE: Finn?!

DIR: Finn's face is statuesque, the camera freezes just as his blank expression fills the entire frame.

RAT-SKULL: Uhhhh...

DIR: Is this intimidation? Is this confusion? No one can tell.

JAKE: Gah!
[TO MAIN PATH]

MAIN PATH

JAKE: We just want out of this stupid dungeon!

DIR: Jake's arms stretch over, pick up the glowing skull, and place it back on its full rat skeleton. All of its bones begin to glow with a purple aura again. Finn takes Jake's shoulder and turns them away from the rat skeleton for a heart-to-heart.

FINN: You alright, man? You seem kinda...on edge.

JAKE: The only thing that can save us from an eternity as skeletons in some kinda non-you-flutian chute loop is this skull that speeeeeaks liiiiike thiiiisssss.

DIR: Meanwhile, in the background, the rat skeleton is scrambling its way up onto its feet, the magical aura around it growing brighter with each moment.

JAKE: I've got kids, Finn, responsibilities. I can't be getting trapped in rat pits.

FINN: Aw, come on man, we've gotten outta worse. Have hope or whatever.

DIR: The large rat skeleton now stands in the stature of a Rat Skeleton Wizard, with magical essences flowing in the form of a robe around its boney body.

JAKE: Sure, sure, but I'm feeling particularly hopeless at the moment, and I'm not sure any amount of reasoning or logic is really going to change that.

FINN: Ah.

DIR: The looming Rat Skeleton Wizard draws close, his magical energies spilling between them.

RAT-WIZARD: Nnnnoooowwww-

DIR: Finn doesn't turn to look, just shoves a hand out and pushes it into the Rat Wizard's snout.

FINN: Hold up. I just gotta say, Jake, you know I'm here for you. If you've got any feelings or jangly mental cobwebs, feel free to chat.

JAKE: Nah, I kinda just want the cobwebs to enmesh the fibers of my brain for a while.

FINN: Alright, bro.

DIR: Finn turns to look at the Rat Skeleton Wizard, his hand still pressed against the snout. His eyes travel from its massive clawed feet up its magically robed body to its large skull with piercing globes of energy for eyes. He looks back at Jake.

FINN: Methinks we have some kind of Rat Skeleton Wizard here.

JAKE: You think?

DIR: Without turning to look, Finn pats the Rat Wizard's snout with his hand a few times. He then takes his hand away and crosses his arms.

FINN: Methinks.

JAKE: What do we do about it?

CHOICES:

- 1. Ask for help.
- 2. See what he does first.
- 3. Time to fight.
- 4. Silence.

1. Ask for help.

DIR: Finn and Jake turn to the Rat Wizard.

FINN: Alright, wiz, we put your head bone on your neck bones. Gonna help us now?

DIR: The Rat Wizard holds up two boney hands and magical purple energies flow out to grab Finn and Jake in their clutches.

FINN: Ok, ok, so this is an interesting first step to helping us.

JAKE: I don't think he's gonna help us, Finn.

[TO MAIN PATH]

2. See what he does first.

DIR: Finn and Jake stay facing away from the Rat Wizard.

FINN: Well, let's just see what he does first and go from there.

JAKE: Doesn't sound like much of a plan.

DIR: The Rat Wizard holds up two boney hands and magical purple energies flow out to grab Finn and Jake in their clutches.

FINN: Looks like he's casting spells on us.

JAKE: So what now?

DIR: Finn struggles a bit.

FINN: You were right, it wasn't much of a plan.

DIR: The Rat Wizard waves his hands, turning Finn and Jake to face him.

[TO MAIN PATH]

3. Time to fight.

DIR: Finn turns to the Rat Wizard, whips his silver sword out, and starts screaming. He swings the sword down on the Wizard, but it harmlessly plinks off of the Wizard's robes of magical energy.

FINN: Think you're tough, huh?

DIR: Finn screams a falsetto cry again and swings his sword. It bounces off of the Wizard's robes again, doing no damage. The Wizard holds out a clawed hand and suddenly Finn is shackled with purple magical energies.

JAKE: Hey, let go of my friend!

DIR: The Wizard does the same to Jake.

[TO MAIN PATH]

4. Silence.

DIR: Finn just shrugs.

JAKE: Um, alright, well...

DIR: The Rat Wizard holds up two boney hands and magical purple energies flow out to grab Finn and Jake in their clutches.

JAKE: I guess we're being magicked now.

DIR: The Rat Wizard waves his hands, turning Finn and Jake to face him.

[TO MAIN PATH]

MAIN PATH

DIR: The Rat Wizard uses the magic shackles to lift both of them off of the ground.

RAT-WIZARD: Nnnnooowww yoooouuuu willlll—

DIR: Jake groans with boredom.

RAT-WIZARD: Siiiilence!

DIR: As the Rat Wizard squeezes its clawed hands into fists, Jake's mouth is muzzled with purple energies. Jake rolls his eyes.

FINN: What do you want, man!

RAT-WIZARD: Aaaasss I've beeeen trying toooo saaaay, I waaant you toooo leave!

FINN: Oh. Why didn't you just say so?

DIR: The Rat Wizard shakes with rage, causing the spike pit around them to tremble.

RAT-WIZARD: Yoooou keeeeep interuptiiiing meeeee!

FINN: Oh.

RAT-WIZARD: There'sssss no treasure heeeere! Just meeee! I creeeated thiiiis magiiiical traaaap to find friiiendsss...

DIR: The Rat Wizard's glowing eye orbs shrink to small points. RAT-WIZARD: Buuuut you twoooo are soooooo annoying.

DIR: Jake furrows his brow in frustration.

JAKE: Hmmmph hurr hmmm hmmmm hurrrphhh.

DIR: Finn offers a cherubic smile.

FINN: Who? Us?

RAT-WIZARD: Yesssss! Youuuuu!

DIR: Finn frowns with sadness. Jake scowls with annoyed rage.

FINN: Oh.

RAT-WIZARD: Nooooowwwwwwwww...begone!

DIR: With a poof of purple magical energy, Finn and Jake disappear from the spike pit. Instantly, they appear in a grassy field, no longer in the dungeon, and land heavily on the ground.

FINN & JAKE: Ooof!

DIR: Finn rubs his bottom as he stands up, and Jake rubs his mouth.

JAKE: Who's he to call us annoying!

FINN: We did kinda crash his whole lair, and knock his head off, and interrupt him a lot.

JAKE: He trapped us there with falootin' loops!

FINN: Non-Euclidian. Just typical crazy wizard flim-flam, really.

JAKE: Whaaaaaaatever.

DIR: Jake turns and starts walking home and Finn follows.

FINN: Hey, you never asked what he does with all his free time.

JAKE: I think we found out the hard way.

DIR: They walk into the horizon.