

THE CURIOUS QUEST

"Pilot"

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THE CURIOUS QUEST "Pilot" Writer's Draft

COLD OPEN

INT. MAX'S BACKYARD - DAY

Ellie and Max are in their backyard, sitting by the treehouse, clearly bored. Max is fiddling with a small gadget he's made, and Ellie is drawing something in the dirt with a stick.

MAX

(Frustrated)

Ugh, there's nothing to do today.

ELLIE

(Teasing)

You say that every day.

MAX

(Shrugs)

Well, it's true every day. I was hoping something cool would happen by now—like, I don't know, a robot invasion or something.

ELLIE

(Rolling her eyes)

A robot invasion? Really? That's your idea of "cool"?

Max puts down his gadget and stands up, looking toward the treehouse.

MAX

Hey, maybe we can at least explore the treehouse again. Who knows? We might find a secret treasure or... maybe a pirate ghost!

ELLIE

(Sarcastically)

Yeah, because pirate ghosts love hanging out in old treehouses.

Max starts walking toward the treehouse.

MAX

Come on, we haven't been up there in ages! What if something's changed?

ELLIE
 (Sighing, standing up)
 Fine, but if I see one ghost, I'm
 out.

They walk toward the treehouse ladder. Max starts climbing up first, while Ellie follows.

INT. TREEHOUSE - DAY

Inside, the treehouse is as messy as ever—old books, random knick-knacks, and some of Max's failed inventions scattered around. However, something strange catches Ellie's eye—a faint glowing light from one of the walls.

ELLIE
 (Frowning)
 Uh, Max? Was there always a weird
 glow coming from the wall?

Max looks around and notices the glowing light, too.

MAX
 (Excited)
 Whoa, what is that?!

They walk closer to the wall. The glowing seems to pulse, and ancient-looking symbols appear around it.

ELLIE
 (Squinting)
 I don't remember this being here
 before. Do you think it's, like...
 magic?

MAX
 (Shrugs)
 Only one way to find out!

Max reaches out and touches the glowing symbols. Suddenly, the treehouse begins to shake, and the walls flash with bright light.

ELLIE
 (Startled)
 Max! What did you do?!

MAX
 (Laughing nervously)
 I, uh... maybe found the "on"
 button?

The shaking intensifies. They both grab onto the walls as the entire treehouse seems to spin around them. Lights swirl, and a loud whoosh sound echoes as everything fades to white.

INT. CRYSTAL CAVERN - DAY

The treehouse stops spinning, and when the lights fade, Ellie and Max find themselves standing in the middle of a giant cave. The walls of the cavern are covered in glowing crystals, but the light is slowly dimming. Ellie and Max look around in awe.

MAX

(Totally amazed)
Okay, this... this is way better
than a pirate ghost.

ELLIE

(Stunned)
Where... are we?

Suddenly, a voice echoes from above. Professor Hoot, the talking owl, swoops down from a nearby ledge and lands on a rock in front of them.

PROFESSOR HOOT

(Grandly)
Welcome, travellers! You've arrived
at the Crystal Cavern—a place of
mystery, beauty, and, at the
moment... impending doom.

Ellie and Max jump, startled by the talking owl.

MAX

(Whispering to Ellie)
Did that owl just talk?

ELLIE

(Wide-eyed)
Yeah, and I think it's looking at
us.

PROFESSOR HOOT

(Smiling)
Indeed, I am. I am Professor Hoot,
guardian of this cavern and its
precious light. But as you can
see... the light is fading.

Professor Hoot points with his wing to the crystals around them, which are flickering weakly.

ELLIE
(Worried)
What's happening to the light?

PROFESSOR HOOT
(Sighing dramatically)
Ah, well... that is the very
problem, isn't it? The crystals
that keep this cavern glowing have
been stolen! Without them, the
creatures that live here will soon
lose their home, and this place
will be plunged into darkness.

Max looks excited rather than scared.

MAX
(Grinning)
Awesome! So, we're supposed to,
what, go on some kind of adventure
to get the crystals back?

ELLIE
(Cautiously)
Hold on—what kind of creatures are
we talking about?

As if on cue, small glowing critters begin emerging from the dark corners of the cave. They are soft, furry, and luminescent, looking more curious than dangerous.

MAX
(Amazed)
Whoa! They look like walking night
lights.

PROFESSOR HOOT
(Proudly)
These are the Lumos, the creatures
that call this cavern home. Without
the light from the crystals,
they'll have to leave and find a
new home. And trust me, Lumos do
not do well in sunlight.

ELLIE
(Determined)
Okay, we have to help them. We
can't just let them lose their
home!

MAX
 (Nods, pumped up)
 Yeah! Let's do this. So, where do we start?

Professor Hoot flies up to a higher ledge and looks down at them with a serious expression.

PROFESSOR HOOT
 (Solemnly)
 Your quest begins with a riddle... To find the crystals of the glowing light, look where shadows dance and take their flight.

ELLIE
 (Frowning, thinking hard)
 Where shadows dance... that sounds like a place where light moves... maybe a place with lots of reflections?

MAX
 (Confused)
 Or... a disco party?

ELLIE
 (Smiling)
 Close, but I think we're heading for something more like a light maze.

INT. CRYSTAL CAVERN - CONTINUOUS

Ellie and Max look around the cavern, trying to figure out where the dancing shadows could be. Professor Hoot watches from his perch, amused by their confusion.

MAX
 (Squinting, confused)
 So... we're supposed to follow shadows? But this whole place is lit up by crystals. Where are we supposed to find shadows?

ELLIE
 (Looking around, thinking)
 It's not just about shadows... It's where they dance. That means the light has to be moving somehow.
 (MORE)

ELLIE (CONT'D)
(Max stands with his hands on his hips, tapping his foot. Then suddenly, he gets an idea.)

MAX
(Lights up)
Wait! I've got it! There was this time when I accidentally left a flashlight on in my bedroom, and the light hit this glass trophy on my shelf. It bounced all over the room! What if... we're looking for reflections?

ELLIE
(Surprised)
That actually makes sense. We need to find a place where the light bounces around, creating shadows.

Professor Hoot hoots approvingly from his perch.

PROFESSOR HOOT
(Smiling)
Ah, clever indeed! You're on the right track, my young adventurers. The light maze awaits you further into the cavern... but beware, it won't be as simple as it sounds.

Ellie nods, and she and Max start walking toward a dark tunnel that branches off the main cavern. As they enter, the glow from the crystals dims even more, casting long shadows along the walls.

INT. CRYSTAL CAVERN - TUNNEL

The tunnel is narrow and dark. Ellie holds out her hand, brushing against the rough stone walls as they walk. Max fumbles with a small flashlight from his backpack, but it flickers and goes out.

MAX
(Groaning)
Oh great, now my flashlight's out of batteries. So much for that idea.

ELLIE
(Grinning)
Don't worry, Max. I think we're about to get all the light we need.

As they turn the corner, the tunnel opens into a large chamber filled with mirrors and shimmering light. Rays of light bounce off the mirrors, crisscrossing the room and creating complex patterns of dancing shadows on the walls.

INT. CRYSTAL CAVERN - LIGHT MAZE

Ellie and Max step into the chamber, amazed by the intricate light patterns. The mirrors are arranged in a maze-like formation, with some mirrors broken or tilted at odd angles. At the far end of the room, they see a large, ornate door with the shape of a glowing crystal carved into it.

MAX

(Amazed)

Whoa... it's like a crazy laser show in here! Except without the cool music.

ELLIE

(Looking around)

I think this is the light maze Professor Hoot was talking about. We have to direct the light beams toward that door to unlock it.

Max looks around, scratching his head as he takes in the room.

MAX

(Pondering)

But some of these mirrors are broken. How are we supposed to fix the light beams?

Ellie steps forward, studying the broken mirrors. She notices a few small, smooth stones scattered on the ground.

ELLIE

(Lights up)

We can use these stones! If we position them just right, they can reflect the light. It's kind of like solving a puzzle.

MAX

(Nods)

Okay, I'll help. I'm pretty good with puzzles... at least the ones that don't involve too many numbers.

Ellie and Max start working together, adjusting the stones and tilting the mirrors to redirect the light. At first, Max fumbles and accidentally knocks a stone out of place, causing the light beam to veer wildly off course.

ELLIE

(Amused)

Nice try, Max. Let's try not to destroy the place.

MAX

(Grinning)

Yeah, yeah. I've got this. Just gotta... use my genius.

After a few more adjustments, they manage to line up the light beams so they hit the door. The glowing crystal symbol on the door begins to shine brightly, and with a loud click, the door unlocks.

MAX (CONT'D)

(Celebrating)

Yes! We did it!

ELLIE

(Smiling)

Told you we'd figure it out. Come on, let's see what's behind that door.

They push the door open, revealing another chamber—this one filled with giant, glittering stalactites hanging from the ceiling. The missing crystals are embedded high up in the largest stalactite.

INT. STALACTITE ROOM - CONTINUOUS

Ellie and Max enter the room, looking up in awe at the massive stalactites. The crystals they need are clearly visible, but far out of reach.

MAX

(Looking up)

Okay, so... how exactly are we supposed to get those?

ELLIE

(Frowning)

There has to be a way. Maybe there's something we can use to climb up.

Max looks around the room, and his eyes land on a pile of rocks nearby. An idea starts forming in his head.

MAX

(Smiling)

What if we don't climb? What if we pull the crystals down instead?

ELLIE

(Raising an eyebrow)

Pull them down? How?

Max pulls a few items out of his backpack—a string, a couple of screws, and some duct tape.

MAX

(Excited)

We can make a lever! If we stack some of those rocks and use this string, we can make a simple pulley system. It's just like one of those science experiments we did in school!

ELLIE

(Thinking)

That... might actually work. Let's give it a try!

They start stacking rocks and constructing the makeshift pulley. Max ties the string around one of the stalactites, and with Ellie's help, they pull the string tight. Slowly, the stalactite with the missing crystals begins to lower.

INT. STALACTITE ROOM - MOMENTS LATER

Just as they're about to retrieve the crystals, the ground starts to shake violently, and rocks begin to fall from the ceiling. A loud rumble echoes through the cavern.

ELLIE

(Panicked)

Uh-oh... I think we just triggered a cave-in!

MAX

(Frantically)

Oh no, oh no, oh no! We gotta move!

ELLIE

(Grabbing the crystals)

Quick, grab the crystals and let's get out of here!

They manage to grab the crystals and make a run for the exit as the cave shakes around them. Just as they reach the door, a huge boulder falls and blocks their way out.

MAX
(Freaking out)
We're trapped! What do we do?!

Suddenly, Fluff appears, having shapeshifted into a small, nimble creature. He scampers over the rocks, looking smug.

FLUFF
(Grinning)
Looks like you two are in a bit of a bind. Need some help?

ELLIE
(Desperate)
Fluff, if you can get us out of here, yes, we need your help!

FLUFF
(Shrugging casually)
Well, since you asked so nicely...

Fluff squeezes through a small gap in the rocks and guides Ellie and Max through a narrow passage they hadn't noticed before. They follow him, dodging falling rocks as they escape the collapsing cave.

INT. CRYSTAL CAVERN - EXIT

They emerge back into the main part of the Crystal Cavern, gasping for breath but triumphant. The Lumos creatures gather around them, their eyes glowing with gratitude. Professor Hoot swoops down, looking proud.

PROFESSOR HOOT
(Impressed)
Well done, my brave adventurers.
You've saved the Lumos and restored
the light to the Crystal Cavern!

Professor Hoot gestures to the glowing crystals now shining brightly in their hands.

ELLIE
(Smiling)
We couldn't have done it without
Fluff.

FLUFF
 (Grinning)
 I know.

Max nudges Fluff playfully, and Fluff shapeshifts back into a mischievous little creature, laughing.

MAX
 (Grinning)
 I'm still not sure if you're a good
 guy or a troublemaker.

FLUFF
 (Shrugging)
 Why not both?

INT. TREEHOUSE - LATE AFTERNOON

Ellie and Max climb back into the treehouse, exhausted but happy. The glowing light from the treehouse dims as they return home. Outside, they hear Ellie's mom calling them for dinner.

ELLIE'S MOM
 (Offscreen)
 Ellie, Max! Dinner's ready!

Max looks at Ellie, out of breath.

MAX
 (Out of breath)
 I thought we'd have way more time.

ELLIE
 (Grinning)
 Adventure never waits. Come on,
 let's go.

They high-five each other and race out of the treehouse, leaving behind the magical glow that still lingers in the air.

INT. CRYSTAL CAVERN - ENTRANCE TO THE INNER CAVES

Ellie and Max are back at the main part of the cavern, holding the glowing crystals they retrieved from the collapsing cave. Professor Hoot and the Lumos creatures gather around them, their glowing eyes reflecting hope.

PROFESSOR HOOT

(Thoughtfully)

You've done well, young adventurers. But your quest is far from over. These crystals are only part of what's needed to restore the cavern's full light.

ELLIE

(Confused)

Wait... there's more crystals? We barely made it out of that cave!

PROFESSOR HOOT

(Grim)

Indeed. There are still two more crystals hidden deep within the Inner Caves, each protected by powerful guardians. Only with all three crystals will the cavern's light return.

MAX

(Sighs)

Why is there always more?

FLUFF

(Chiming in, smirking)

Because that's what makes it fun, duh.

ELLIE

(Focused)

Alright, so what do we do next?

PROFESSOR HOOT

(Flapping his wings,
pointing toward a dark
tunnel)

The path to the Inner Caves is through there. But beware, the second guardian is not easily tricked. You'll need to rely on your wits—and each other—to pass the test.

They exchange determined looks, and Max adjusts his backpack as they head toward the tunnel. The Lumos creatures wave their tiny glowing paws, wishing them luck.

INT. INNER CAVES - DAY

The tunnel twists and turns, leading deeper into the cave system. The air feels heavier, and strange echoes bounce off the walls. Suddenly, they arrive at a large open area with tall stone pillars. A massive, ancient stone door stands at the far end, covered in symbols.

MAX

(Looking around,
impressed)

Okay, this place is starting to
feel seriously Indiana Jones.

ELLIE

(Studying the door)

Look at those symbols... They're
like the ones we saw before, but
they're different somehow.

As they approach the door, the ground trembles slightly, and a deep rumbling voice echoes through the cavern. The stone door glows faintly, and a large, ghostly figure appears in front of it—a tall, regal figure made entirely of stone.

STONE GUARDIAN

(Booming)

Who dares enter the domain of the
Inner Caves?

Max stumbles back, startled, but Ellie stands her ground.

ELLIE

(Brave)

We're here to restore the crystals
and save the Lumos. We need to pass
through to complete our quest.

STONE GUARDIAN

(Calmly)

Only those who prove their worth
may proceed. To gain entry, you
must solve the riddle of the
elements. Fail, and the door shall
remain closed forever.

MAX

(Nervous)

A riddle? Oh, great. This should be
fun.

STONE GUARDIAN

(Challenging)

Water that rises and falls with the moon, fire that dances but leaves no wound, earth that crumbles but never dies, and air that moves with invisible ties. Tell me, young ones, which of these is the strongest, And I shall allow you to pass.

Max and Ellie exchange puzzled glances, clearly thinking hard.

MAX

(Scratching his head)

Okay, I know it's a riddle, but can we just pick fire? I mean, fire's pretty strong. You can't go wrong with fire.

ELLIE

(Frowning, thinking carefully)

No, it's not just about strength. We have to think about what the riddle is really asking.

They take a moment to ponder each element mentioned in the riddle.

ELLIE (CONT'D)

(Musing)

Water... fire... earth... air... they're all powerful in their own way, but none of them can exist without the others.

MAX

(Lighting up)

Yeah! Like, fire needs air, and water can shape the earth, right?

ELLIE

(Nods)

Exactly. So the answer isn't about which one is stronger... it's about balance. They all depend on each other.

Max turns to the Stone Guardian confidently.

MAX
 (Confident)
 The strongest element is all of
 them. They're equally important.

The Stone Guardian's eyes glow brighter, and it nods slowly,
 impressed by their answer.

STONE GUARDIAN
 (Approving)
 You have answered wisely. Balance
 is the key to all things. You may
 pass.

The stone door creaks open, revealing the next part of the
 Inner Caves. Ellie and Max grin at each other, relieved.

ELLIE
 (Smiling)
 We did it! Good thinking, Max.

MAX
 (Beaming)
 Yeah, I guess I'm getting pretty
 good at this adventuring thing.

INT. CRYSTAL CAVERN - HEART OF THE CAVES

The next chamber is vast and glittering, with hundreds of
 sparkling crystals embedded in the walls and ceiling. At the
 centre of the room is a pedestal holding the second glowing
 crystal.

ELLIE
 (Amazed)
 There it is... the second crystal!

They rush toward the pedestal, but before they can grab it,
 the ground shakes violently, and a massive, snake-like
 creature made of crystal slithers out from behind the walls.
 Its body is covered in jagged shards of glass-like crystal,
 reflecting the light in all directions.

MAX
 (Panicked)
 Whoa, whoa, whoa! Why does it
 always have to be a giant monster?!

ELLIE
 (Backing away)
 This must be the second guardian!
 Get ready, Max!

The Crystal Serpent rears up, hissing menacingly as it prepares to strike. Max fumbles with his backpack, pulling out his gadgets, while Ellie tries to think fast.

ELLIE (CONT'D)
 (Determined)
 We need to distract it somehow!

MAX
 (Panicking)
 Distract it?! How? I'm not exactly snack-sized, you know!

The serpent lunges at them, its crystal body smashing into the ground. Ellie narrowly dodges it, grabbing a shard of crystal from the ground.

ELLIE
 (Catching her breath)
 Max, see if you can find something in your bag to reflect its light!

MAX
 (Digging through his bag)
 Right, right, reflections... uh... here! My magnifying lens!

Max pulls out a small magnifying lens, and Ellie quickly grabs it, using the shard of crystal to reflect the serpent's light beam back at it. The creature recoils, momentarily disoriented by the bright light.

ELLIE
 (Excited)
 It's working! The light is confusing it!

MAX
 (Encouraged)
 Let's hit it again!

They work together, bouncing the light beams off the crystal walls, creating a dazzling display that blinds the serpent. The creature slithers away, retreating into the shadows.

MAX (CONT'D)
 (Catching his breath, relieved)
 Phew... I thought we were toast there for a second.

ELLIE
 (Grinning)
 Good job, Max. You saved the day
 with that lens!

They rush to the pedestal and grab the second crystal, just as the serpent lets out one final hiss before disappearing into the cave.

INT. CRYSTAL CAVERN - RETURN TO THE MAIN CHAMBER

Back in the main chamber, Professor Hoot and the Lumos await their return. Ellie and Max proudly present the second crystal.

PROFESSOR HOOT
 (Impressed)
 You've done it! The second crystal
 is safe. One more remains, and the
 light will be fully restored.

Max beams with pride as Ellie looks around, realizing they're not done yet.

ELLIE
 (Tired but determined)
 One more crystal... we can do this.

MAX
 (Nods)
 Yeah... and hopefully this time, no
 more giant snakes.

FLUFF
 (Shapeshifting into a mini-
 snake, teasing)
 Aw, but I thought you liked snakes!

Max jumps back, startled by Fluff's prank, as Ellie laughs.

INT. CRYSTAL CAVERN - MAIN CHAMBER

Ellie and Max stand before Professor Hoot and the Lumos creatures, holding the two glowing crystals they've collected. The Lumos cheer excitedly, their glowing bodies flickering in sync with the crystals.

PROFESSOR HOOT
 (Gravely)
 You've come far, young adventurers,
 but your journey is not over yet.
 (MORE)

PROFESSOR HOOT (CONT'D)
The final crystal lies deep within
the Obsidian Chamber, guarded by
the most dangerous creature of all.

ELLIE
(Nods)
We're ready. Tell us what we have
to do.

Professor Hoot gestures toward a narrow tunnel, its entrance
framed by sharp, dark crystals. The tunnel leads deeper
underground, where shadows seem to dance ominously.

PROFESSOR HOOT
The Obsidian Chamber is a place of
pure darkness. It will test not
only your bravery but also your
hearts. The guardian there does not
only seek strength or cleverness—it
seeks your true intent.

MAX
(Confused)
Wait... what does that even mean?
We have to... show it our hearts?

FLUFF
(Shapeshifting into a
heart shape and giggling)
Maybe it's a literal heart-to-
heart?

PROFESSOR HOOT
(Sternly)
This is no time for jokes, Fluff.
The Obsidian Guardian has the power
to see into your deepest thoughts
and feelings. Only if you are truly
worthy will it allow you to pass.

ELLIE
(Determined)
We've come this far. We can do
this.

MAX
(Glancing nervously at the
tunnel)
Right... no pressure or anything.

Ellie leads the way as they step into the dark tunnel, with
Max close behind. The Lumos creatures watch anxiously, and
Fluff transforms into a small glowing ball, following them to
light the way.

INT. OBISIDIAN CHAMBER - NIGHT

They enter the Obsidian Chamber, a vast, echoing space where everything seems to be made of smooth, black stone. There's no light except for the dim glow from Fluff. The final crystal floats high above them, suspended in mid-air. Beneath it, a massive shadowy figure shifts in the darkness—the Obsidian Guardian.

MAX

(Whispering)

This place is seriously creepy.

ELLIE

(Quietly)

Stay focused. We just have to prove we're worthy...

Suddenly, the shadowy figure looms up from the floor, revealing the form of the Obsidian Guardian, a massive creature made of darkness and shimmering black crystals. Its glowing eyes lock onto Ellie and Max.

OBSIDIAN GUARDIAN

(Rumbling)

Why do you seek the light? What drives you to restore what has been lost?

Ellie and Max stand frozen for a moment, unsure how to answer. The Guardian's voice feels like it's pressing into their minds.

ELLIE

(Takes a deep breath)

We want to help the Lumos. Without the light, their world is in danger. It's not just about finishing the quest—it's about doing what's right.

MAX

(Nodding, gathering courage)

Yeah, and... we've learned a lot. About working together, about being brave, even when things are scary. We didn't just come for an adventure... we came because it's the right thing to do.

The Obsidian Guardian stares at them in silence for a moment, then speaks again, its voice softer but still powerful.

OBSIDIAN GUARDIAN

Your words speak of noble intent,
but do your actions reflect the
same? Show me the light within your
hearts.

At that, the chamber grows even darker. Fluff's glow fades, and the only light left is the faint glow from the two crystals in Ellie and Max's hands. The Guardian's voice becomes deeper, more intimidating.

OBSIDIAN GUARDIAN (CONT'D)

Only those with true courage and
kindness may restore the light.
Reveal your hearts, or be consumed
by the darkness.

Ellie looks at Max, worried but determined. They stand side by side, holding the glowing crystals. Slowly, the light from the crystals begins to expand, enveloping them both in a soft, warm glow.

ELLIE

(Speaking quietly)

Max, we've made it this far because
we didn't give up. We've faced
every challenge together, and I
know we can do this.

MAX

(Nods, smiling)

Yeah, I guess I do too. I'm not
scared anymore... well, not as
much.

The light around them grows brighter, pushing back the darkness in the chamber. The Obsidian Guardian watches closely, its expression unreadable.

ELLIE

(Confidently)

We're here to help. That's the
truth. We care about the Lumos, and
we're not afraid to face the
darkness to bring back the light.

Max holds up his crystal, and together, they send a beam of light toward the Guardian. The light pulses brightly, reflecting their courage and intent. The Obsidian Guardian's form begins to change, becoming less menacing and gentler.

OBSIDIAN GUARDIAN

(Accepting)

You have shown me your hearts.

(MORE)

OBSIDIAN GUARDIAN (CONT'D)

Your light is pure. You may take
the final crystal.

The Guardian bows slightly as the last glowing crystal descends from above. Ellie and Max take it, and the moment they do, the entire chamber begins to glow with a brilliant white light. The darkness is completely banished, and the Obsidian Guardian smiles faintly before dissolving into the light.

INT. CRYSTAL CAVERN - MAIN CHAMBER

Ellie and Max return to the main chamber, where the Lumos creatures are waiting anxiously. As they hold up the final crystal, the cavern is flooded with dazzling light, restoring the Crystal Cavern to its former glory. The Lumos cheer, their glowing bodies shining brightly.

PROFESSOR HOOT

(Jubilant)

You've done it! The light has returned, thanks to your bravery and your hearts. The Lumos are safe, and the balance of light and shadow is restored.

ELLIE

(Smiling, looking around
at the glowing crystals)

It wasn't just about getting the crystals. We learned a lot about ourselves too.

MAX

(Grinning)

Yeah, like how I can be brave and save the day... without even tripping over myself!

Ellie laughs, and they both high-five.

PROFESSOR HOOT

(Nods)

True courage comes not from fearlessness, but from facing your fears with a kind heart. You have proven yourselves to be true adventurers.

Fluff, now back in his mischievous shape, floats over to Ellie and Max.

FLUFF

(Teasing)

So, what's next for the fearless adventurers? A break? Or more treasure hunting?

ELLIE

(Grinning)

We'll take a break... for now. But I'm sure there's always another adventure waiting.

MAX

(Nods)

Yeah, and this time, maybe something without giant snakes.

They all laugh as the magical light of the cavern glows brightly, reflecting in their eyes. The Lumos creatures dance joyfully around them, and Professor Hoot flies up to the highest point of the cavern, proud of their success.

EXT. TREEHOUSE - SUNSET

Later that day, Ellie and Max return to their treehouse. The sunset casts a golden glow as they climb up into their familiar hideout. The magical glow from the Lumos' world fades away as they settle back into their regular lives.

MAX

(Stretching)

Man, what a day. I'm kinda glad we're back to normal... at least for a little while.

ELLIE

(Laughing)

Yeah, but you have to admit, saving an entire magical world is a pretty cool way to spend the afternoon.

ELLIE'S MOM

(Offscreen, calling from the house)

Ellie, Max! Time for dinner!

Max smirks, climbing down the ladder.

MAX

(Playfully)

Maybe we should tell your mom about our epic adventure.

ELLIE
(Smiling)
She'd never believe us.

As they share one last look at the glowing sunset, knowing that their adventure may be over for now, but many more lie ahead we... FADE OUT.

END OF SHOW