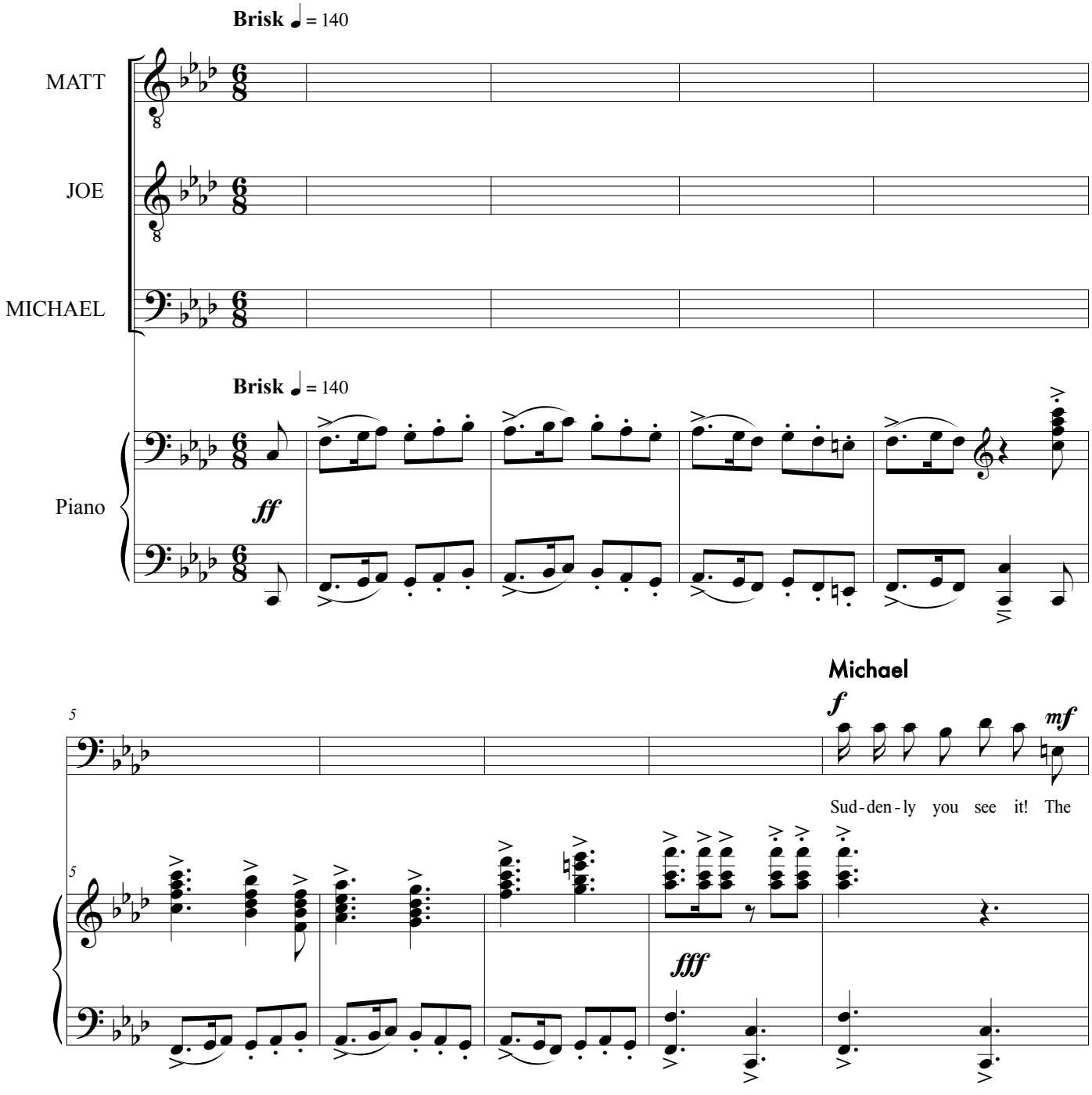
Piano/Vocal

You Are Standing at the Mouth of a Cave

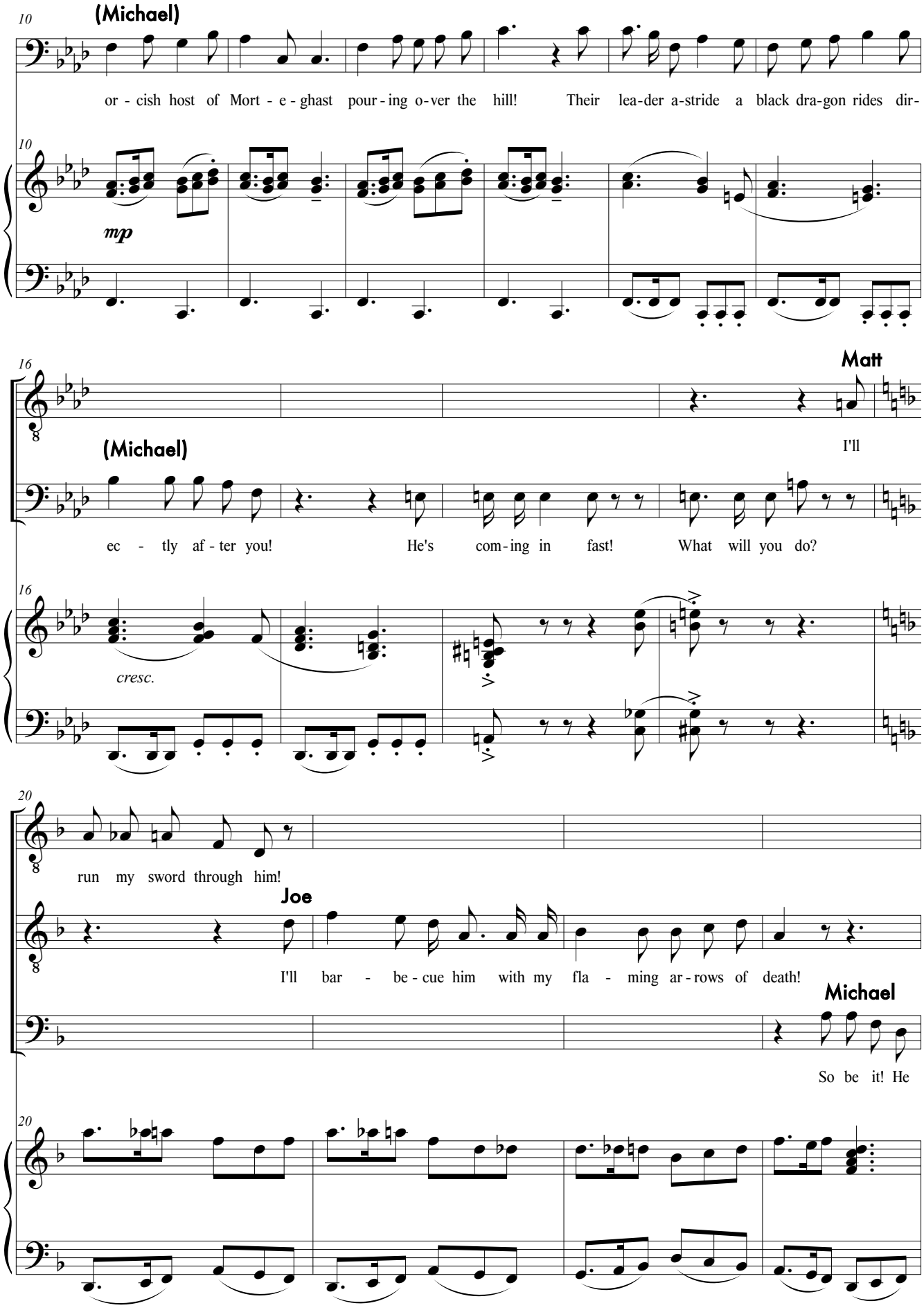
Michael Johnson

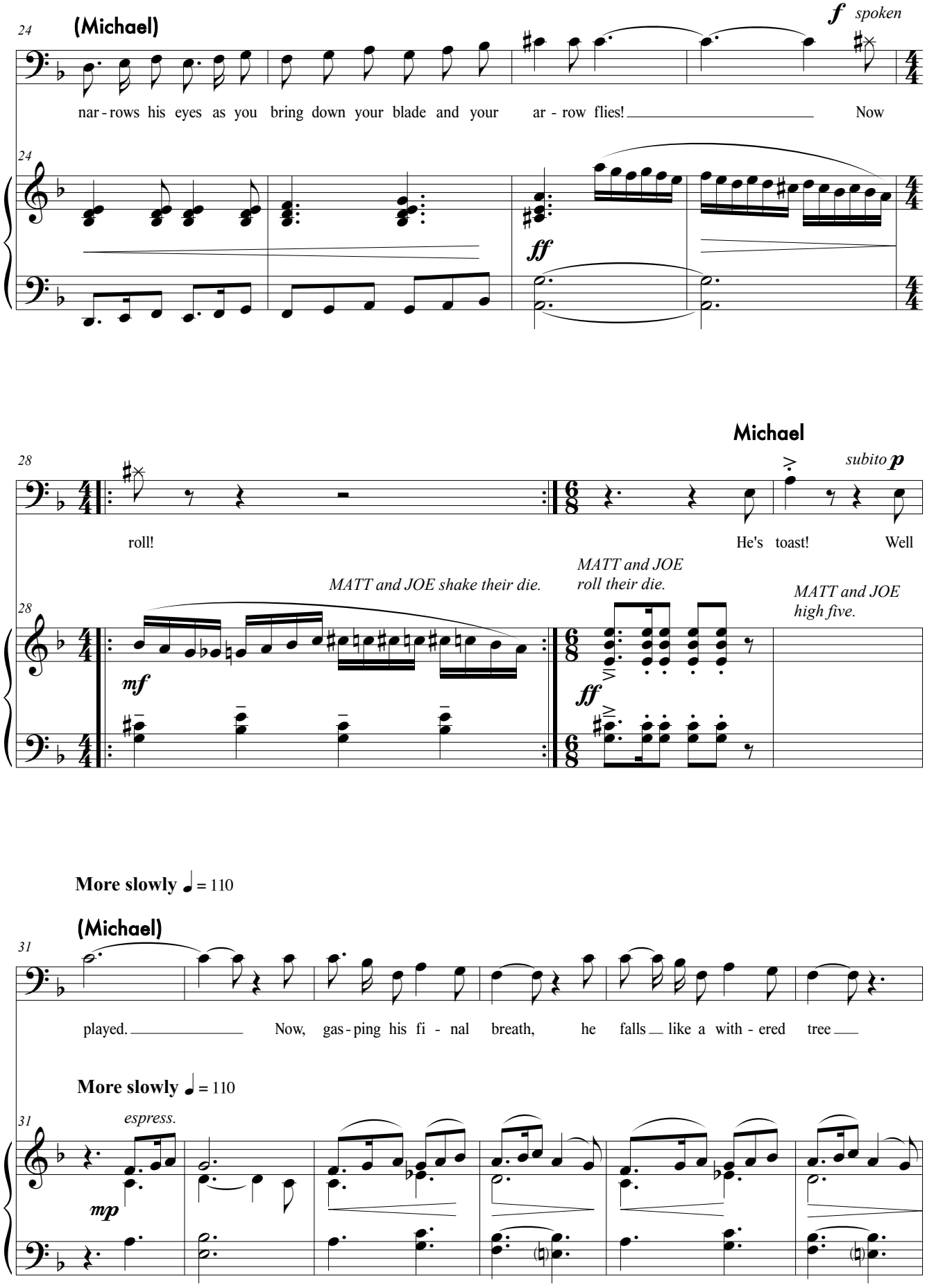
I. The Battle Upon the Steppes

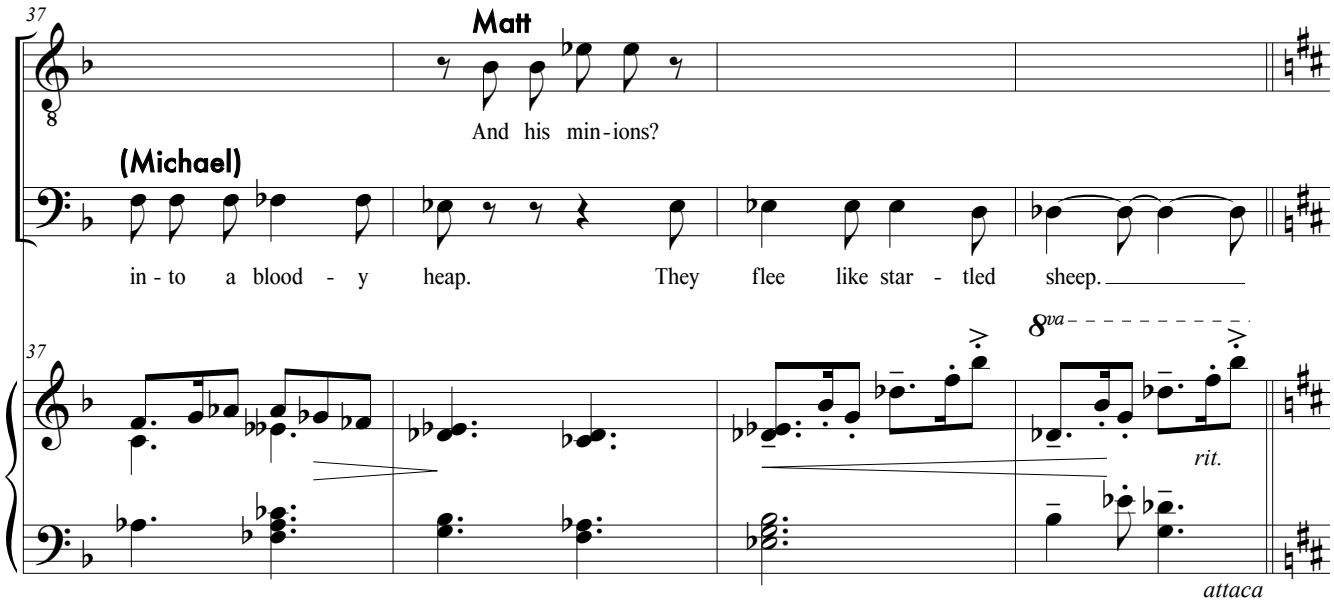
JOE and MATT stand on either side of the stage facing the audience, looking off into the distance with determined gazes. MICHAEL, the Dungeon Master, stands between them.



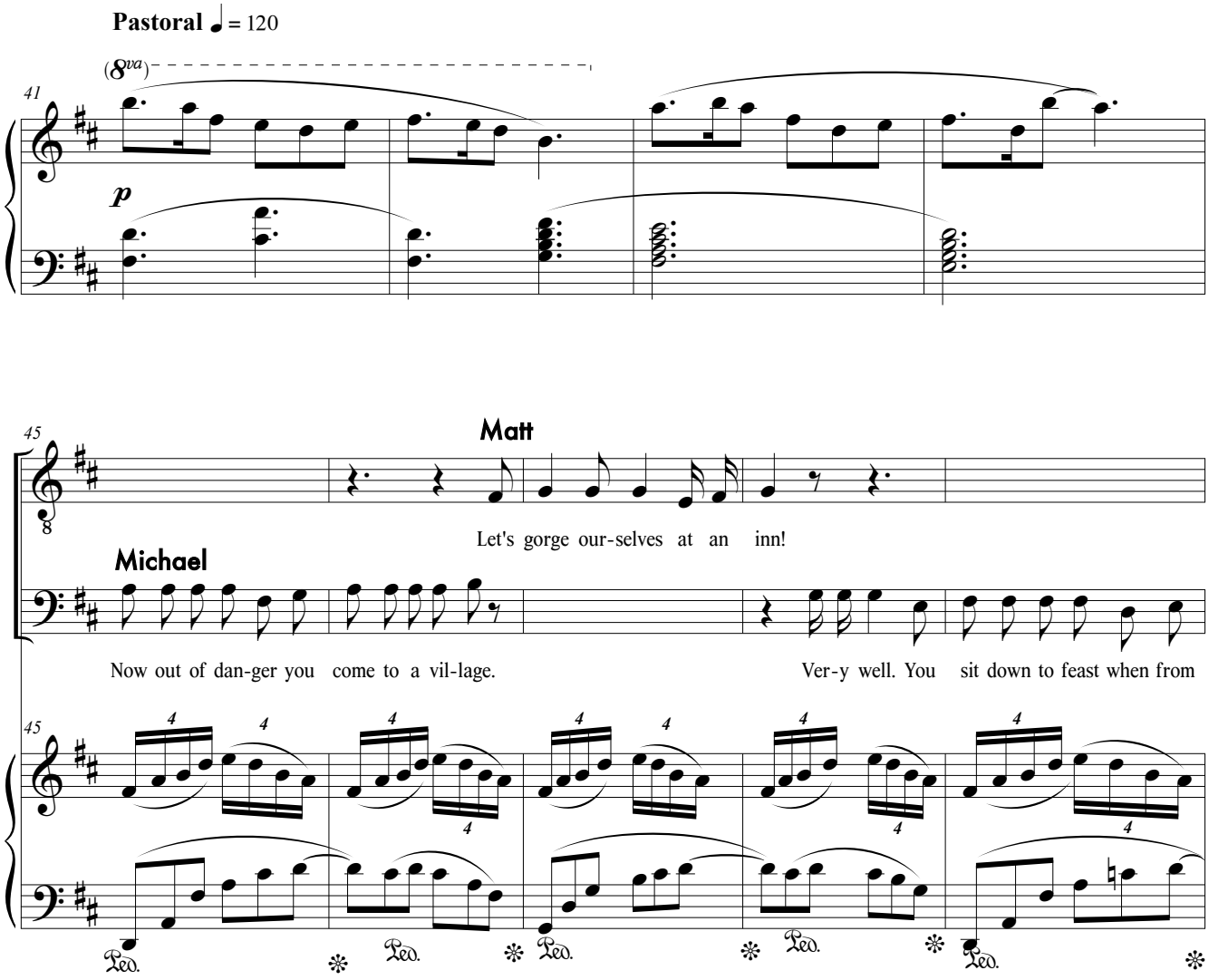
© 2014 Zubsongs, Ltd.

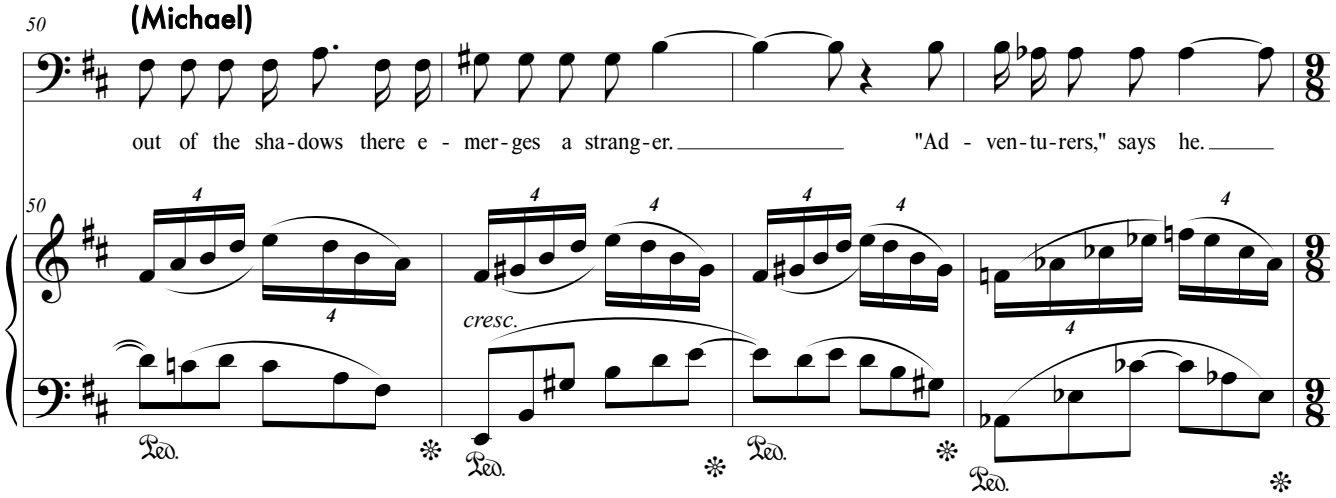

10
(Michael)
or - cish host of Mort - e - ghast pour - ing o-ver the hill! Their lea-der a-stride a black dra-gon rides dir-
mp
16
Matt
(Michael)
I'll
ec - tly af - ter you! He's com - ing in fast! What will you do?
cresc.
20
run my sword through him!
Joe
I'll bar - be - cue him with my fla - ming ar - rows of death!
Michael
So be it! He

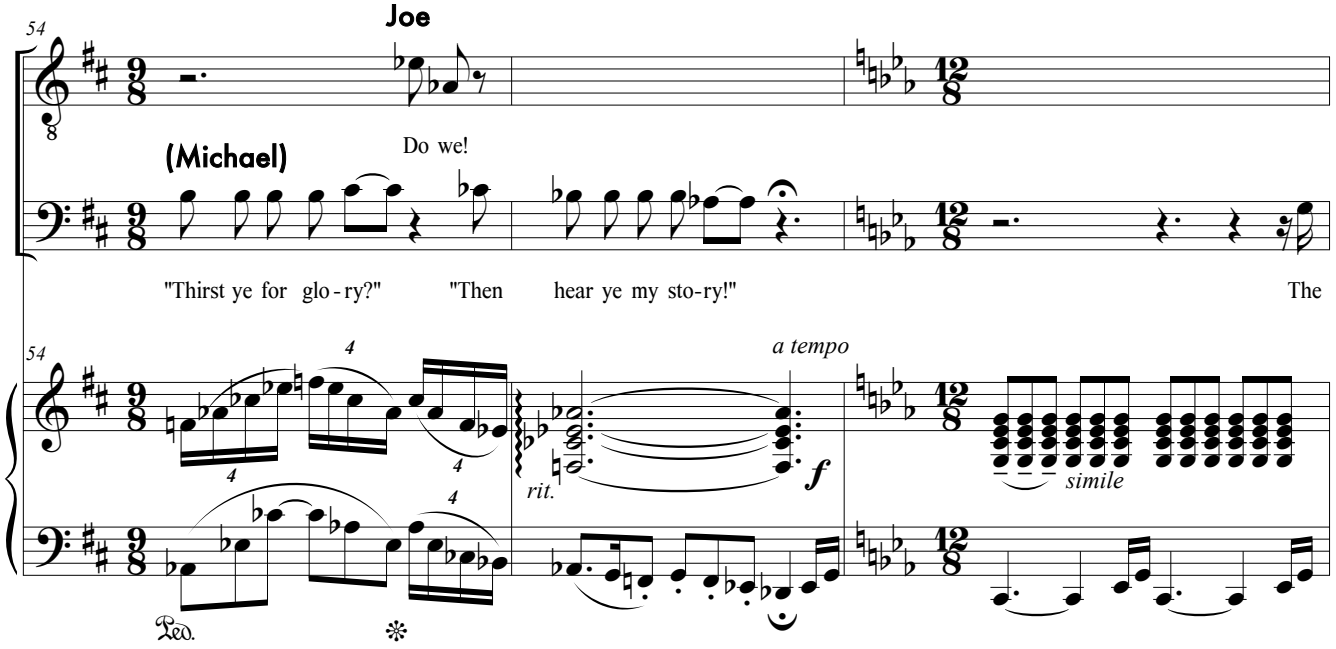

24
(Michael)
f spoken
nar - rows his eyes as you bring down your blade and your ar - row flies! Now
ff
28
Michael
subito p
roll! He's toast! Well
MATT and JOE shake their die.
MATT and JOE roll their die.
MATT and JOE high five.
mf
ff
More slowly ♩ = 110
31
(Michael)
played. Now, gas - ping his fi - nal breath, he falls like a with - ered tree
More slowly ♩ = 110
espress.
mp

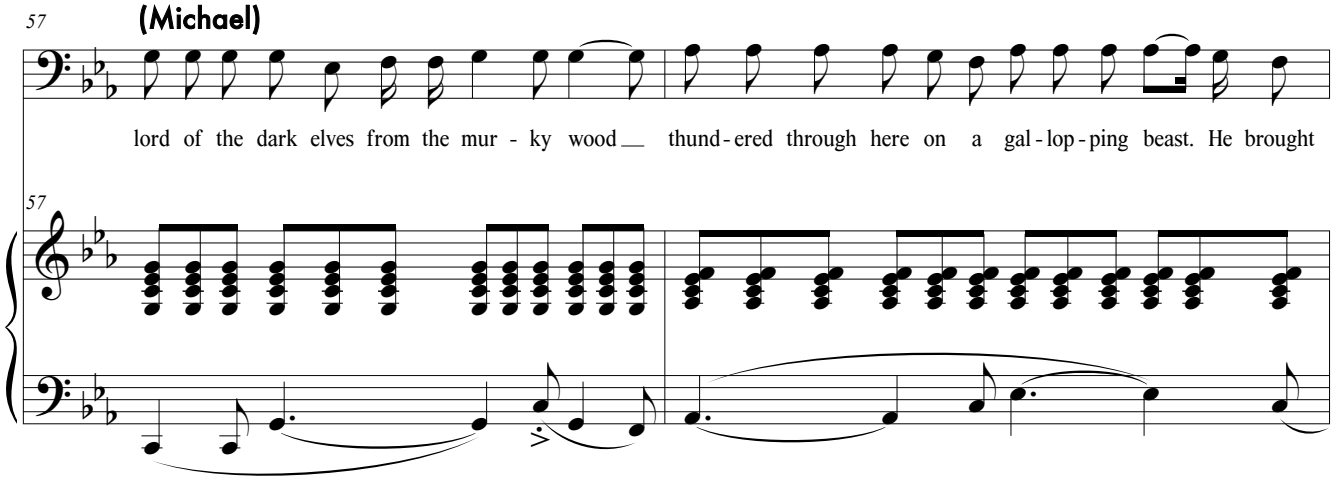


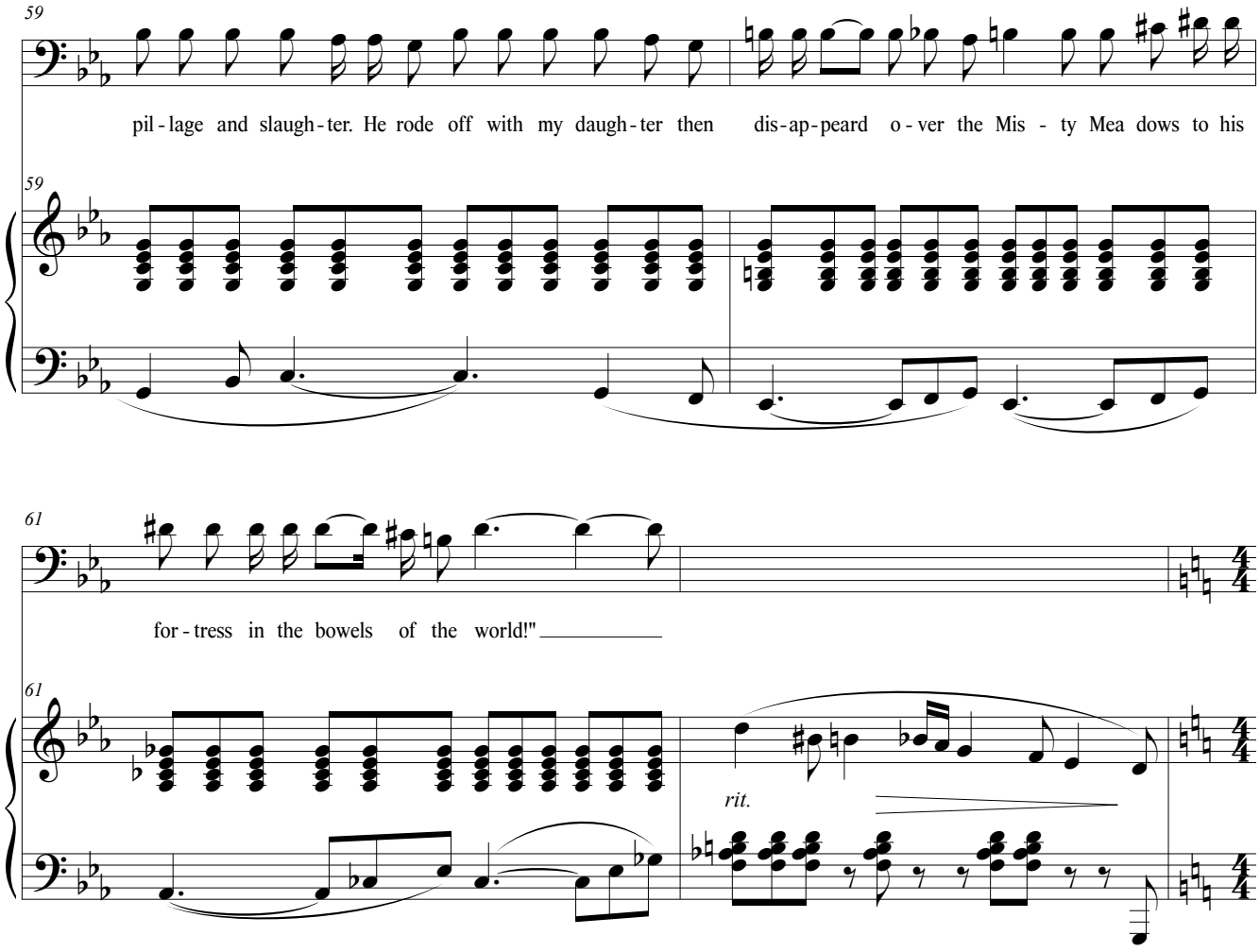
II. Respite in a Village and the Stranger's Tale



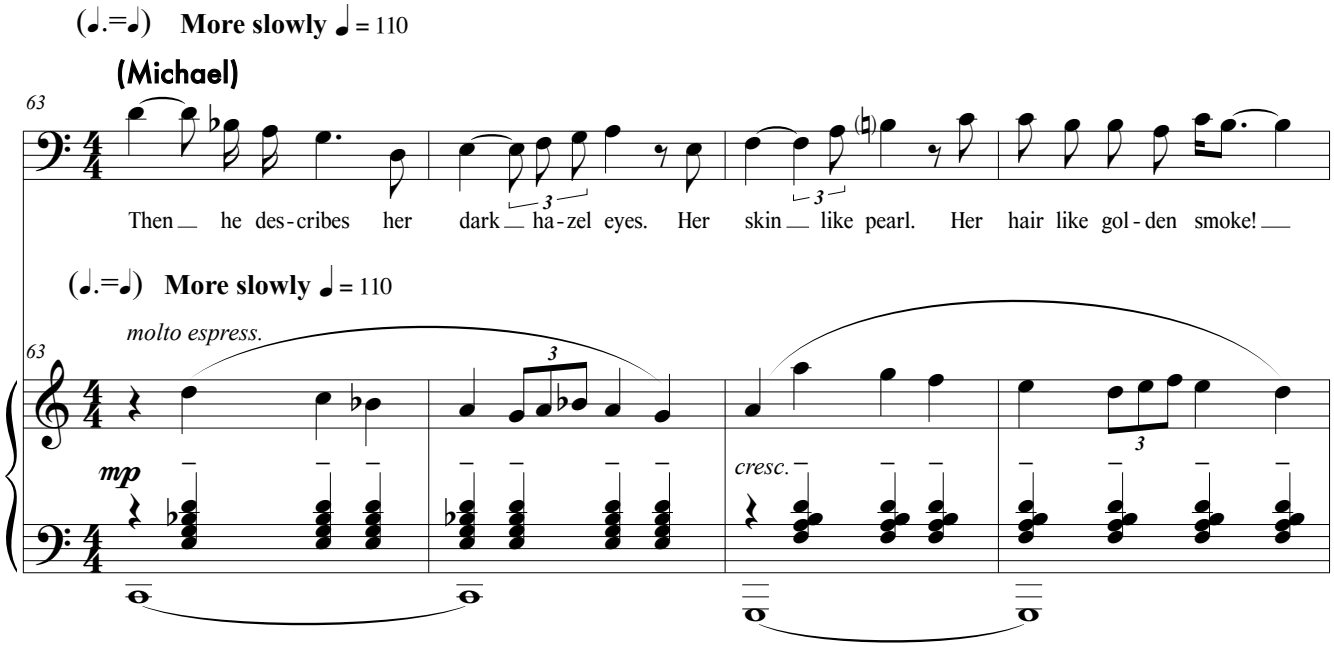

50
(Michael)
out of the sha-dows there e - mer-ges a strang-er. "Ad - ven-tu-rers," says he.
cresc.
Ped.

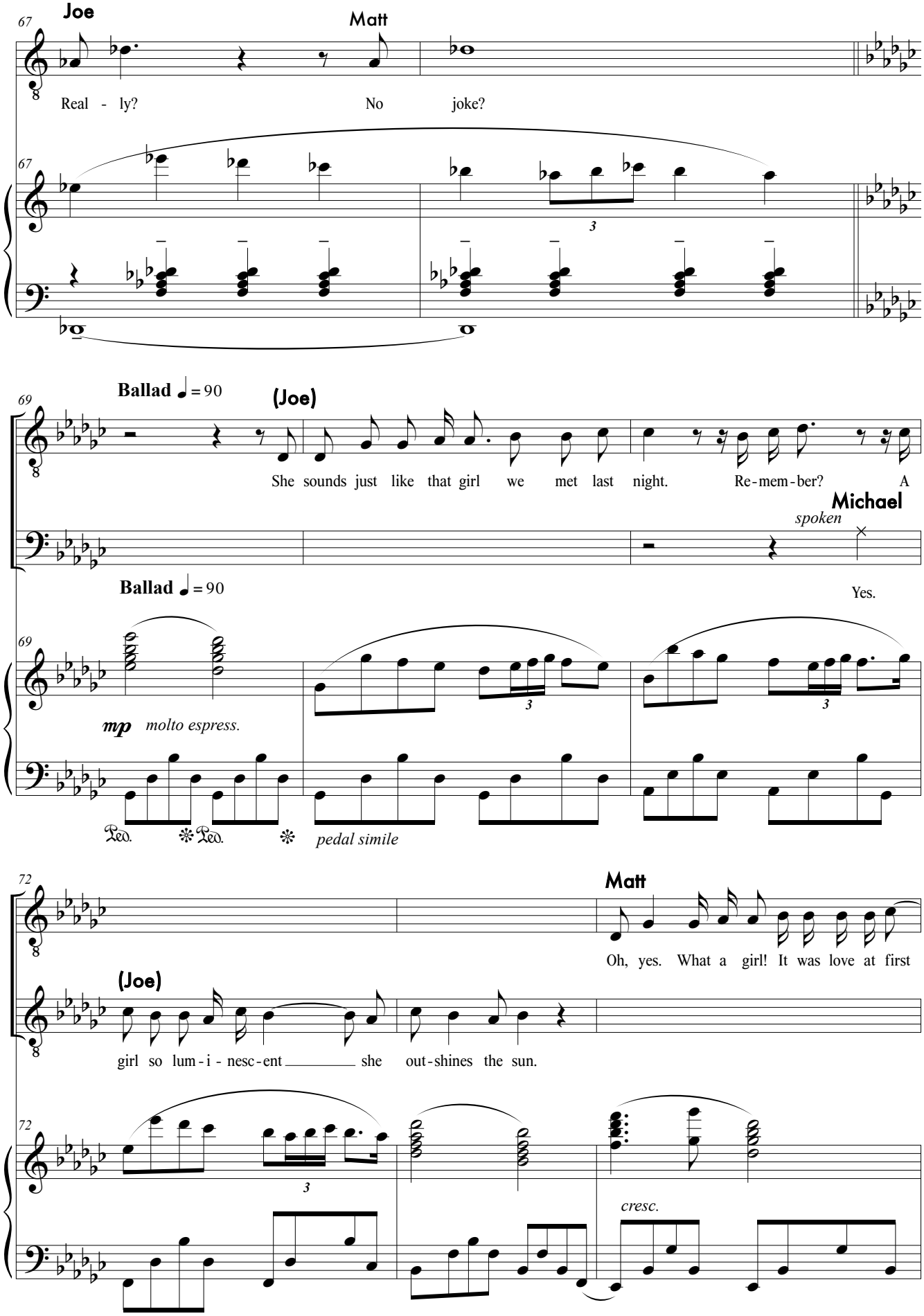

54
Joe
(Michael)
Do we!
"Thirst ye for glo-ry?" "Then hear ye my sto-ry!" The
a tempo
rit.
f
simile
Ped.

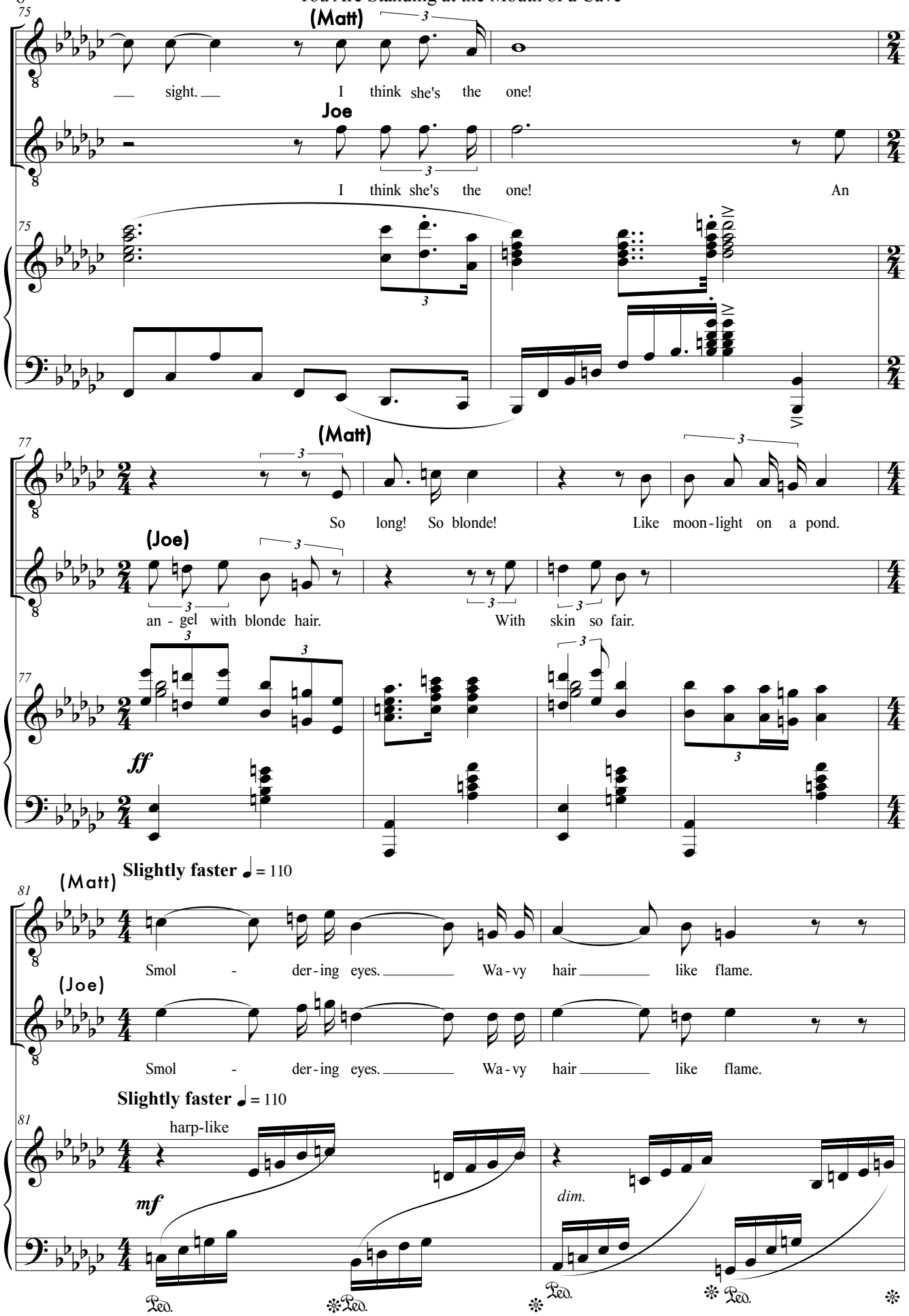

57
(Michael)
lord of the dark elves from the mur - ky wood thund-ered through here on a gal-lop-ping beast. He brought

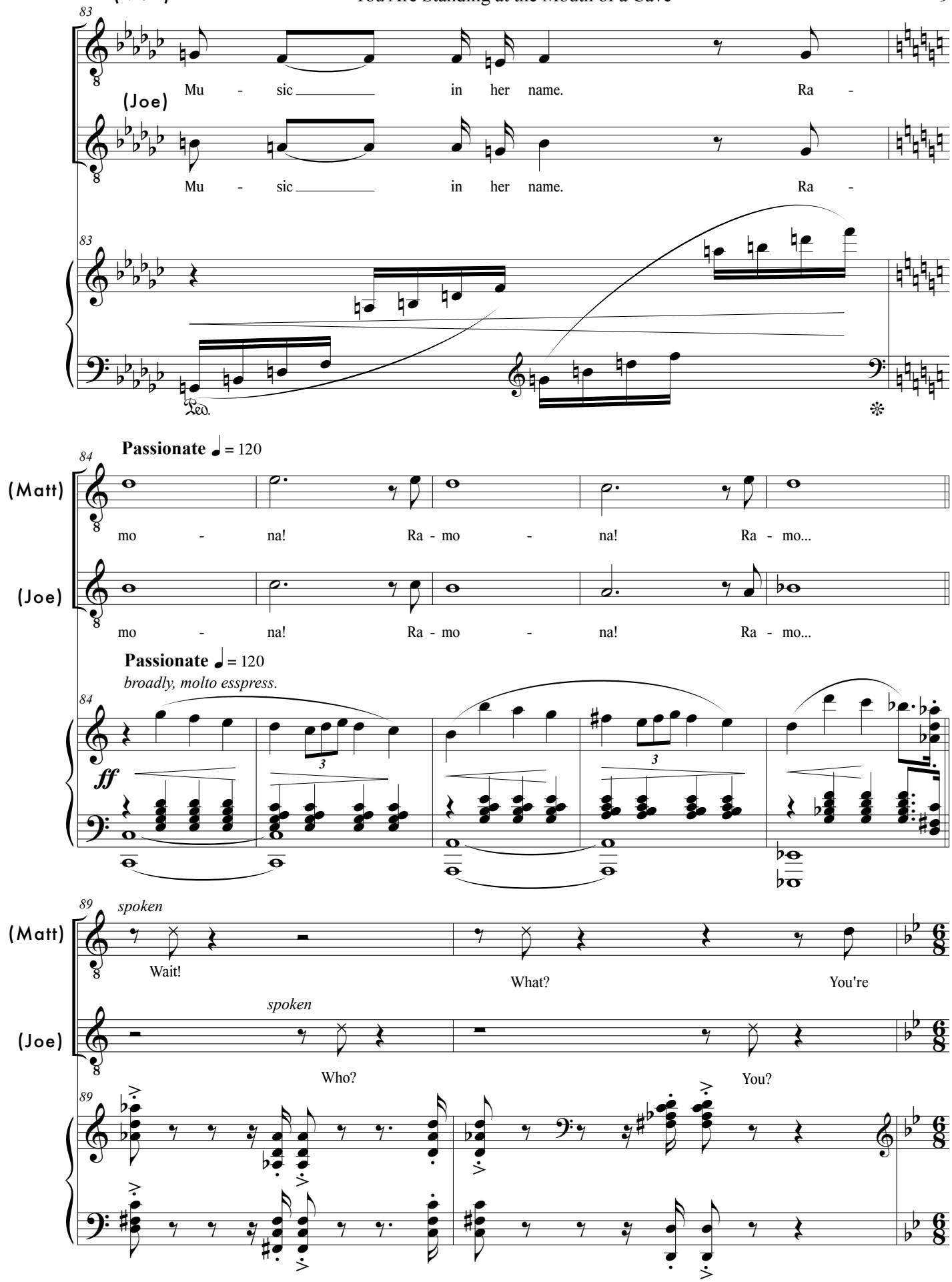

59
pil - lage and slaugh - ter. He rode off with my daugh - ter then dis-ap-peard o - ver the Mis - ty Mea dows to his
59
61
for - tress in the bowels of the world!"
61
rit.

III: Ramona

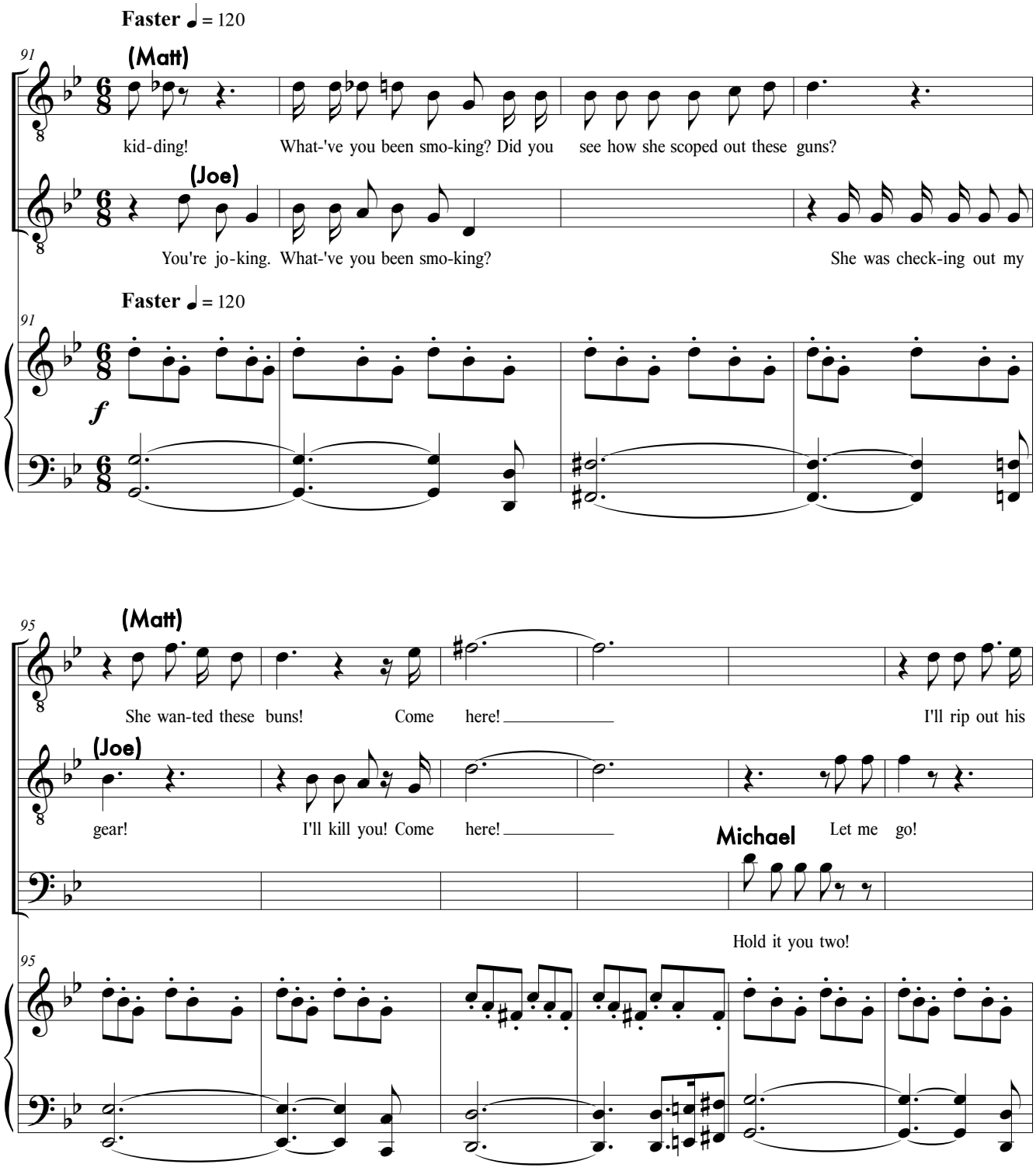

(♩.=♩) More slowly ♩ = 110
(Michael)
63
Then he des-cribes her dark ha-zel eyes. Her skin like pearl. Her hair like gol - den smoke!
(♩.=♩) More slowly ♩ = 110
molto espress.
63
mp
cresc.

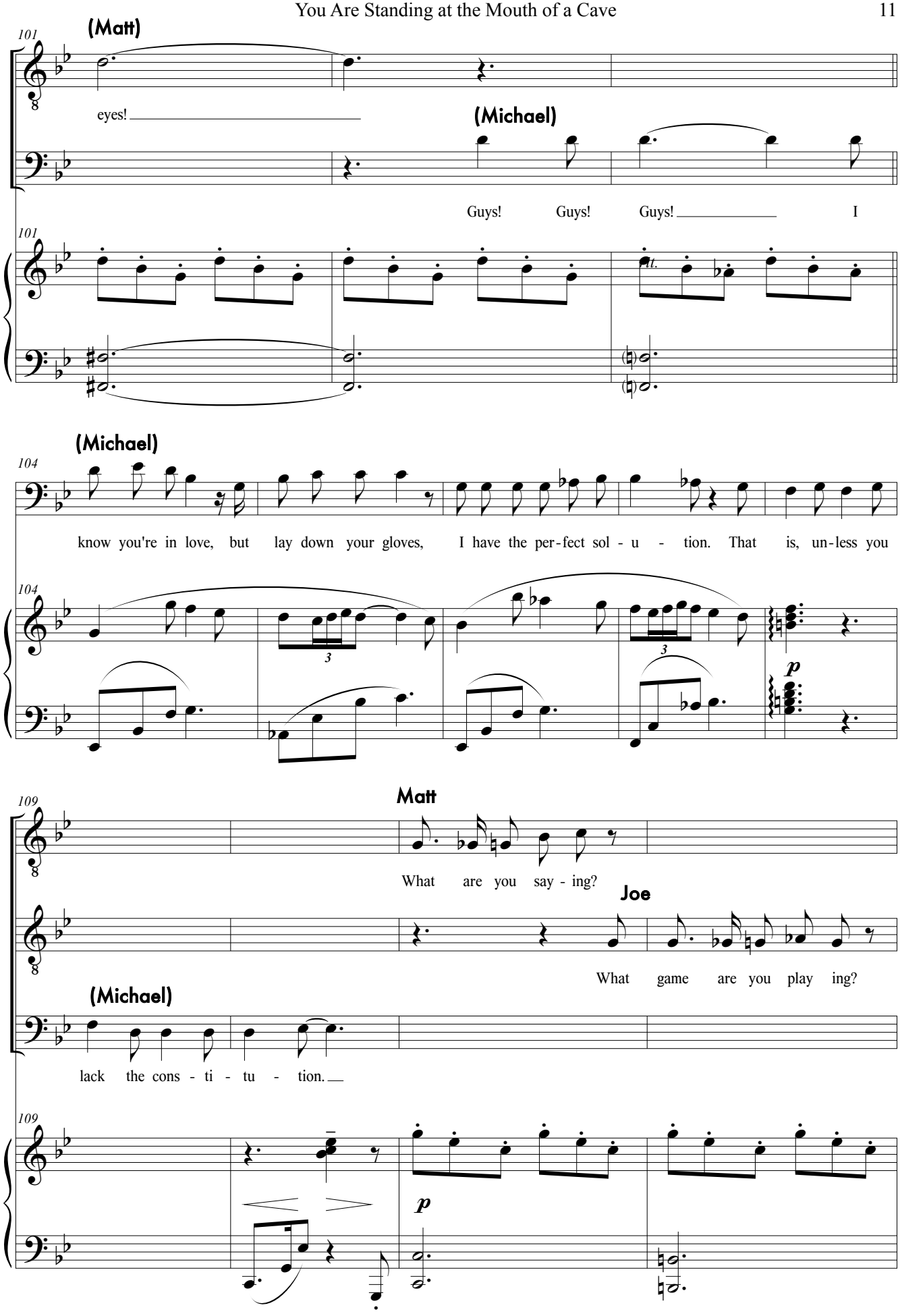

67
Joe
Matt
Real - ly?
No joke?
67
3
69
Ballad ♩ = 90
(Joe)
She sounds just like that girl we met last night. Re-mem-ber? A
Michael
spoken
Yes.
Ballad ♩ = 90
69
mp molto espress.
3
3
Ped. ✻ Ped. ✻
pedal simile
72
Matt
Oh, yes. What a girl! It was love at first
(Joe)
girl so lum-i-nesc-ent she out-shines the sun.
72
3
cresc.

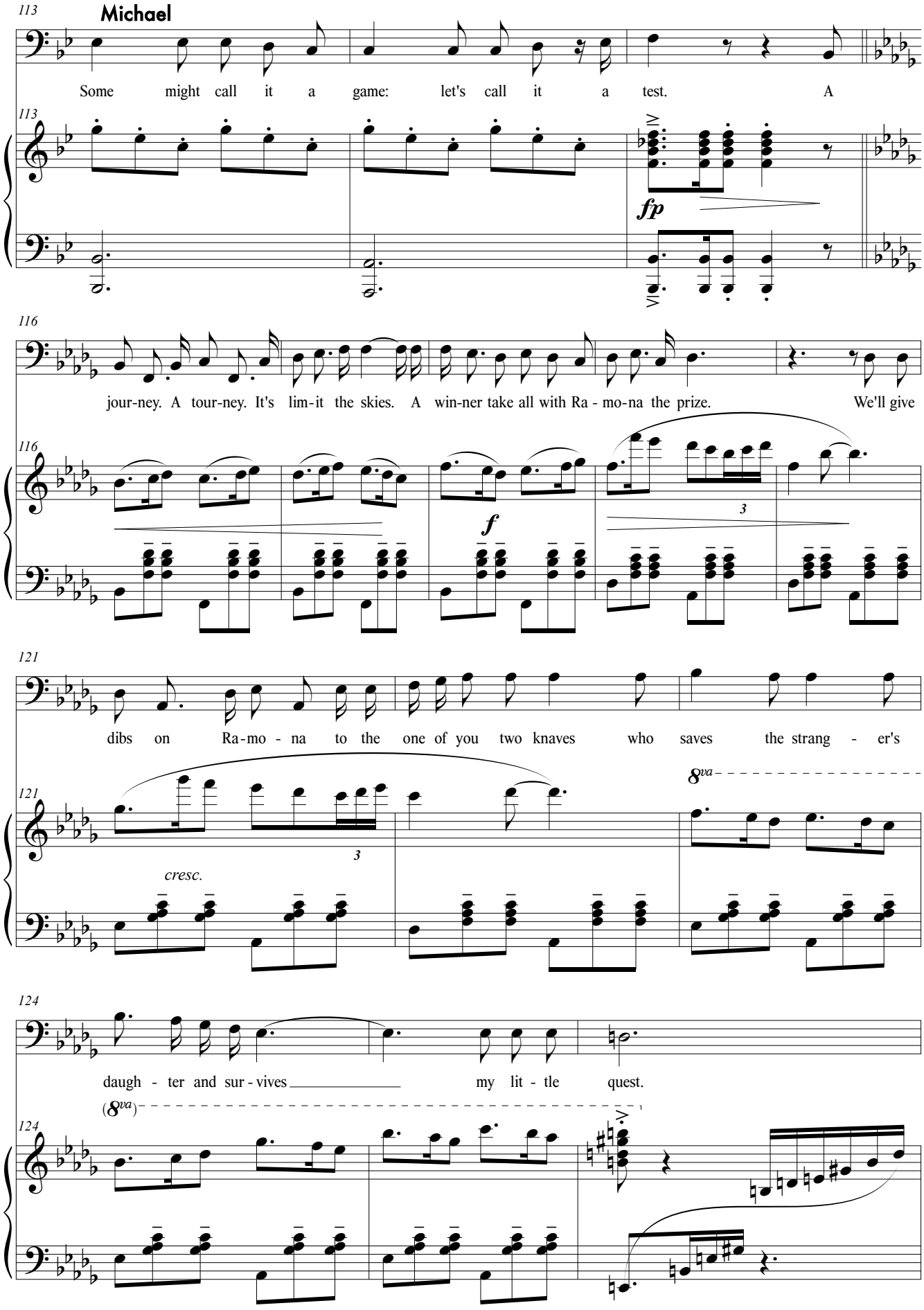

75
(Matt)
sight.
I think she's the one!
Joe
I think she's the one!
An
77
(Matt)
So long! So blonde!
Like moon-light on a pond.
(Joe)
an - gel with blonde hair.
With skin so fair.
ff
81
(Matt)
Slightly faster ♩ = 110
Smol - der-ing eyes.
Wa-vy hair
like flame.
(Joe)
Smol - der-ing eyes.
Wa-vy hair
like flame.
Slightly faster ♩ = 110
harp-like
mf
dim.
Ped.

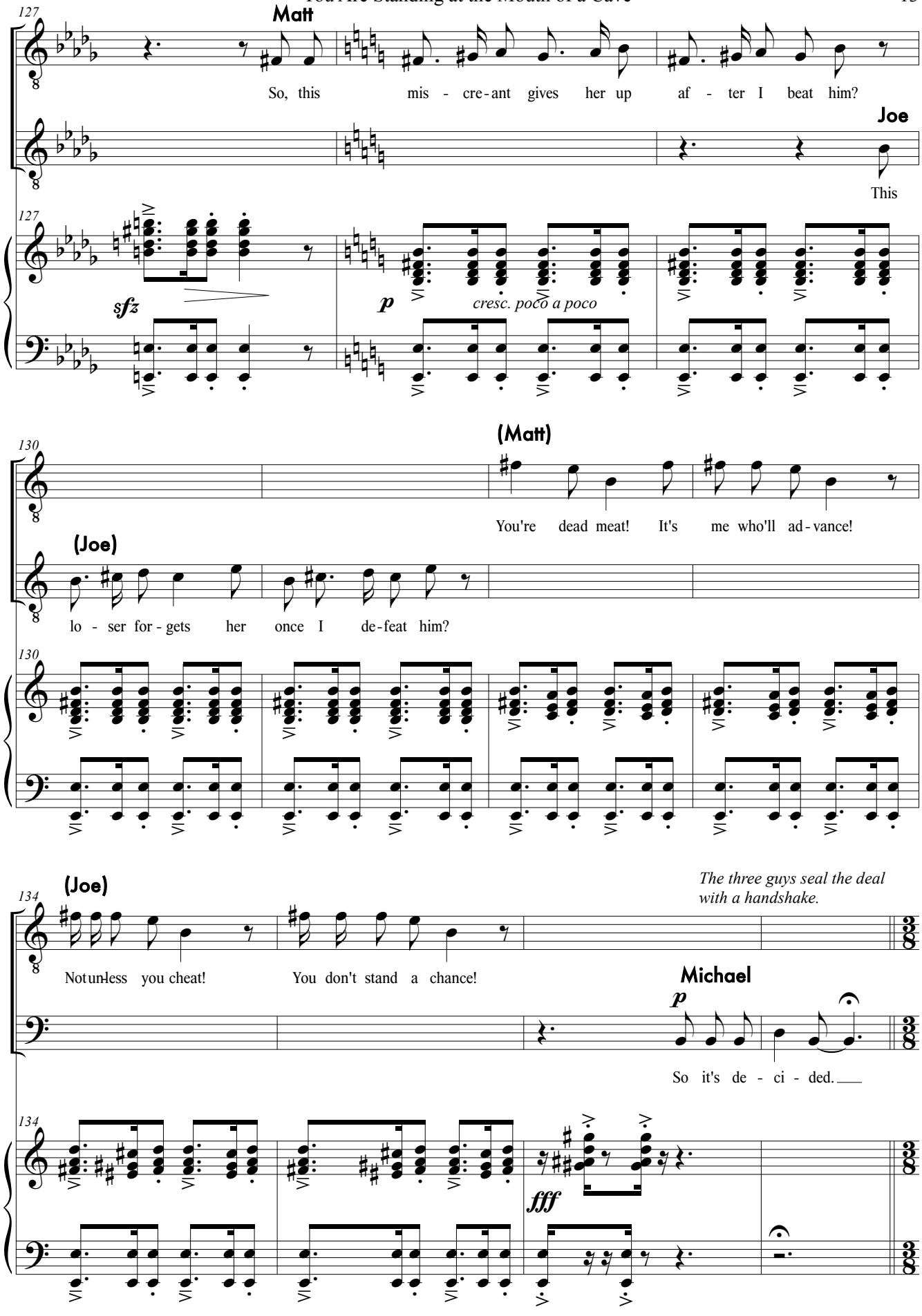

83
Mu - sic in her name. Ra -
(Joe)
Mu - sic in her name. Ra -
83
Ped.
Passionate ♩ = 120
84
(Matt)
mo - na! Ra - mo - na! Ra - mo...
(Joe)
mo - na! Ra - mo - na! Ra - mo...
Passionate ♩ = 120
broadly, molto esspress.
84
ff
3
3
89
spoken
(Matt)
Wait!
What?
You're
spoken
(Joe)
Who?
You?
89

IV: The Deal

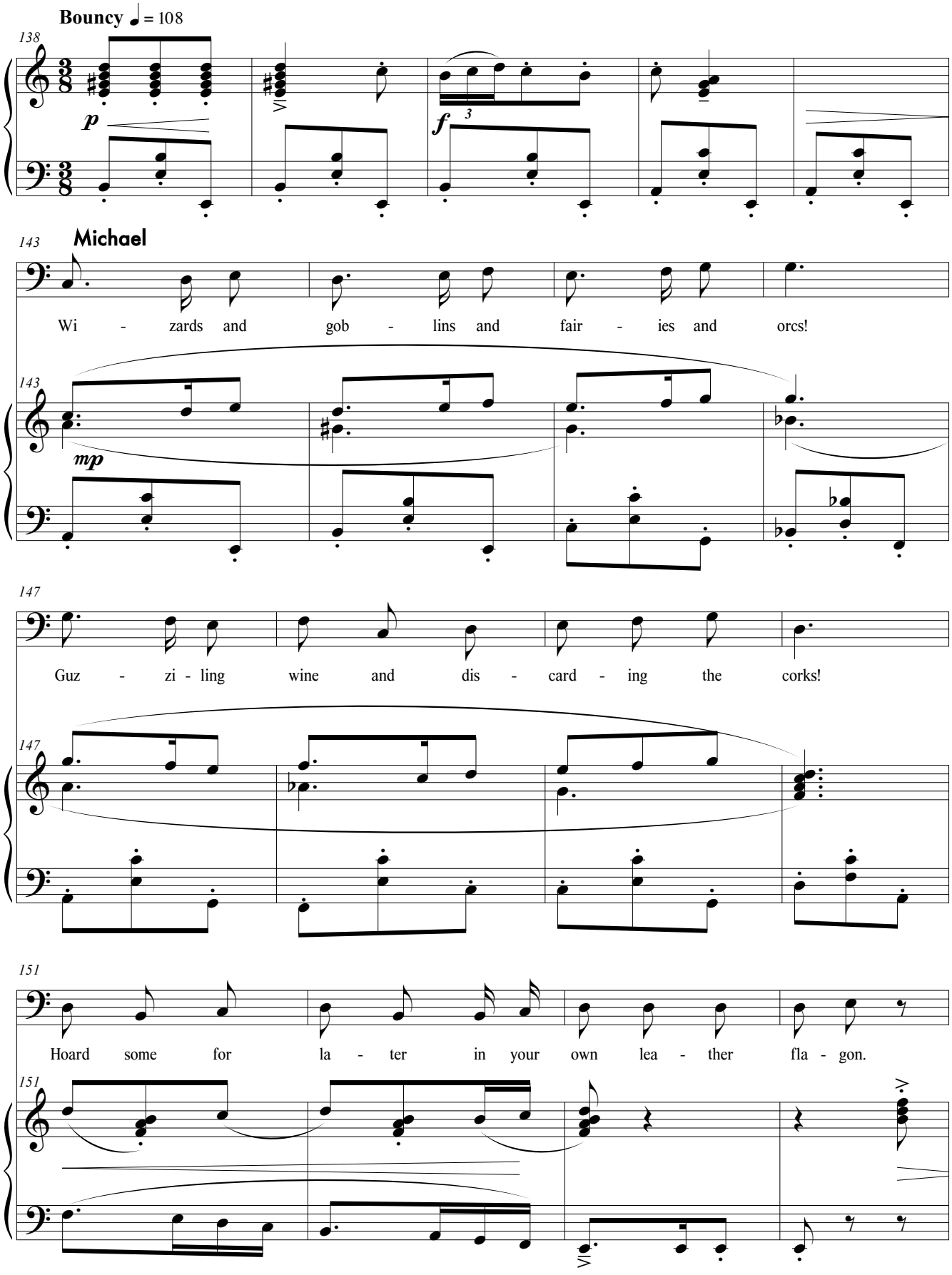

Faster ♩= 120
91
(Matt)
kid-ding!
What-'ve you been smo-king? Did you
see how she scoped out these guns?
(Joe)
You're jo-king. What-'ve you been smo-king?
She was check-ing out my
Faster ♩= 120
91
f
95
(Matt)
She wan-ted these buns!
Come
here!
I'll rip out his
(Joe)
gear!
I'll kill you! Come
here!
Michael
Let me
go!
Hold it you two!
95

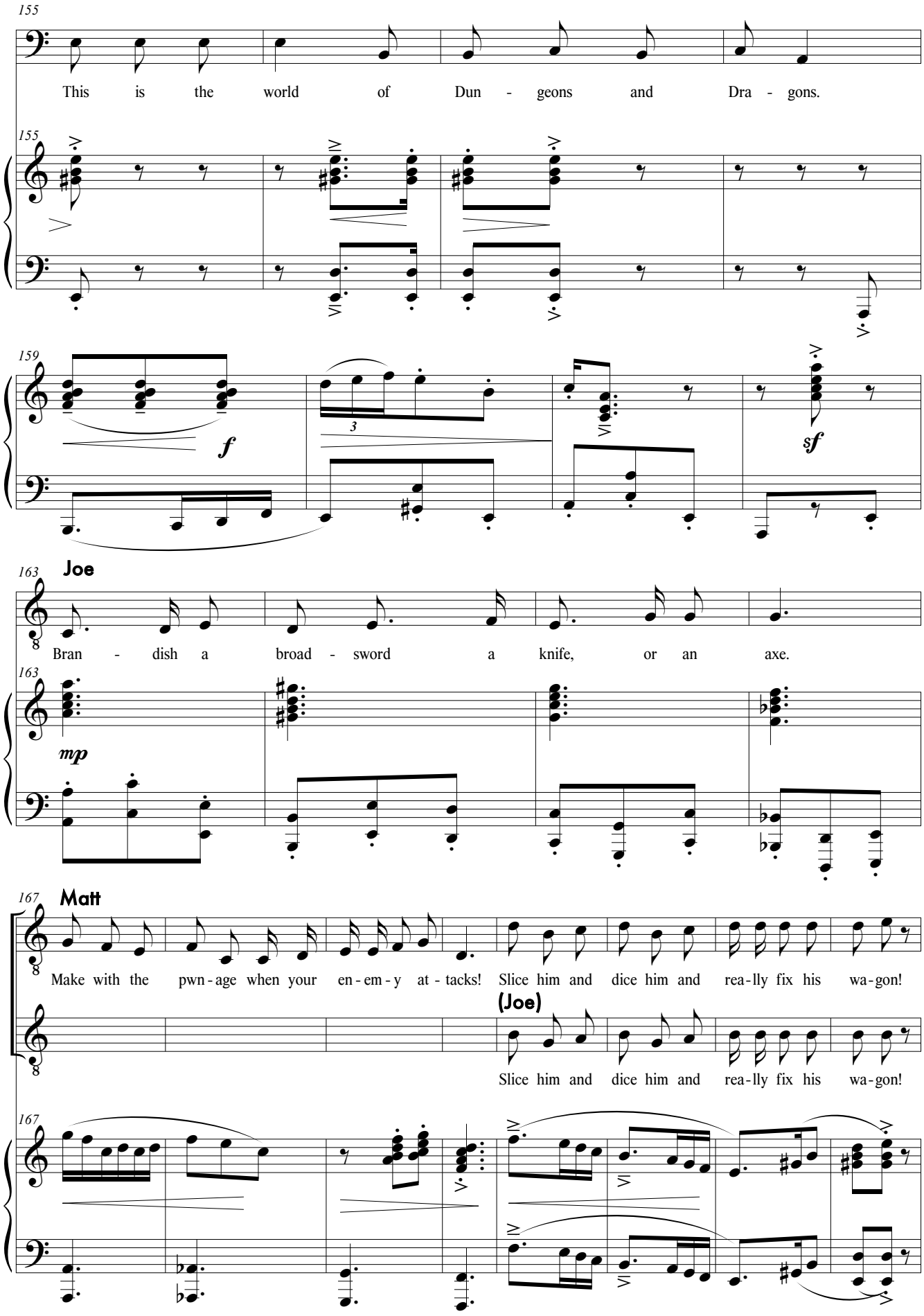

101
(Matt)
eyes!
(Michael)
Guys! Guys! Guys! I
101
104
(Michael)
know you're in love, but lay down your gloves, I have the per-fect sol - u - tion. That is, un-less you
104
3
3
p
109
Matt
What are you say - ing?
Joe
What game are you play ing?
(Michael)
lack the cons - ti - tu - tion.
109
p

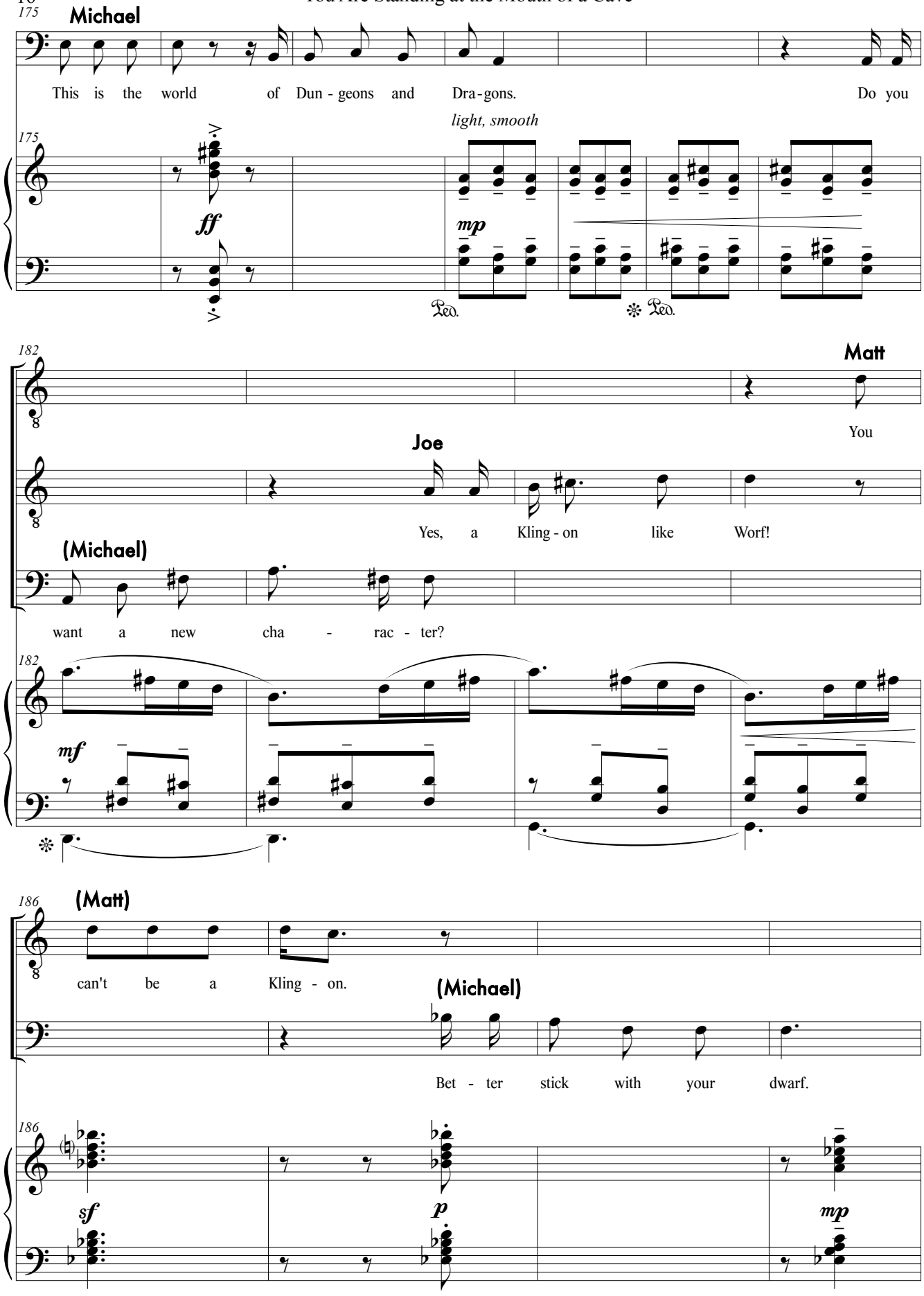

113
Michael
Some might call it a game: let's call it a test. A
fp
116
jour-ney. A tour-ney. It's lim-it the skies. A win-ner take all with Ra - mo-na the prize. We'll give
f
3
121
dibs on Ra-mo - na to the one of you two knaves who saves the strang - er's
8va
cresc.
124
daugh - ter and sur - vives my lit - tle quest.
(8va)

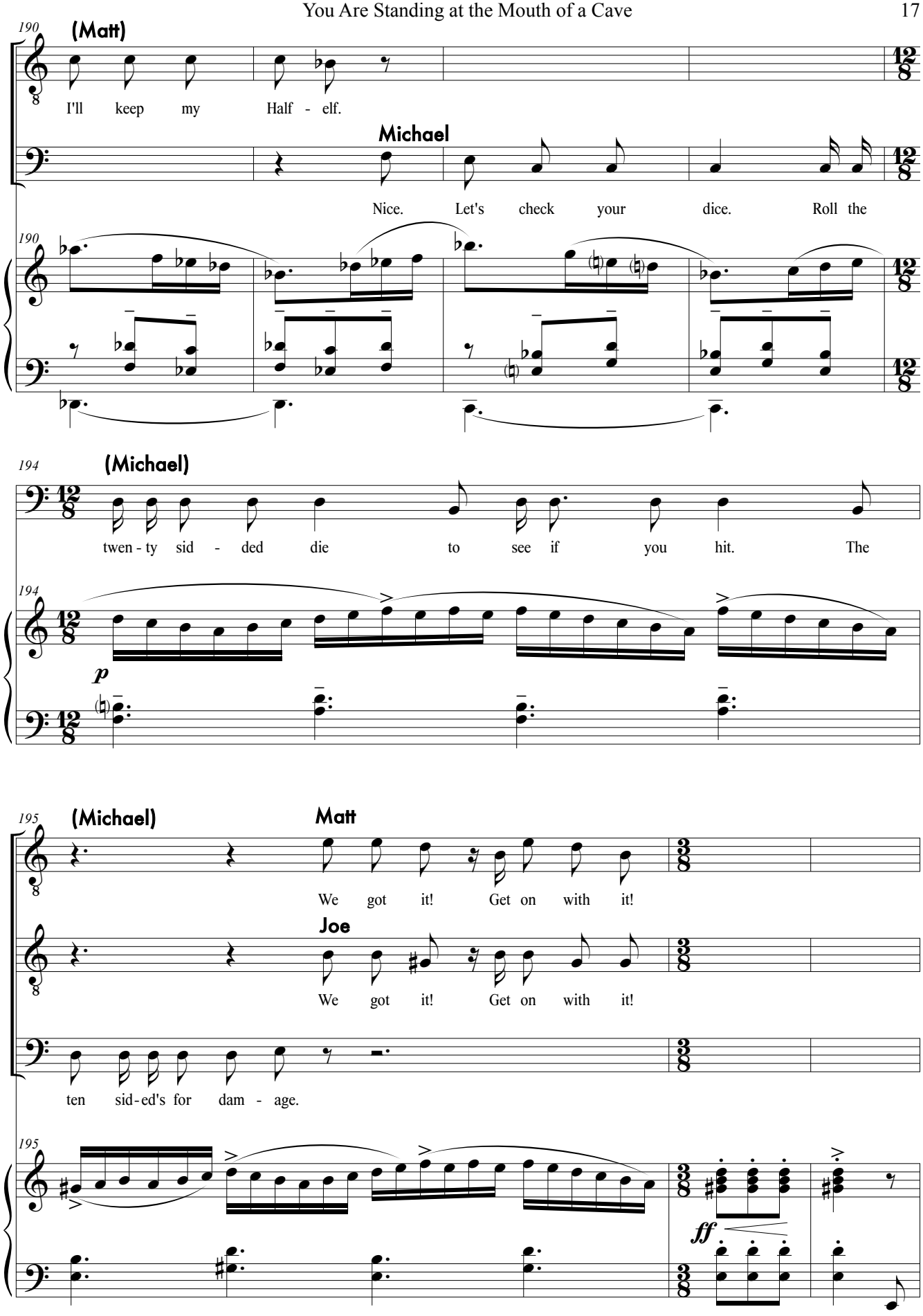

127
Matt
So, this mis - cre - ant gives her up af - ter I beat him?
Joe
This
sfz
p
cresc. poco a poco
130
(Matt)
You're dead meat! It's me who'll ad - vance!
(Joe)
lo - ser for - gets her once I de - feat him?
134
(Joe)
The three guys seal the deal with a handshake.
Not unless you cheat!
You don't stand a chance!
Michael
p
So it's de - ci - ded.
fff

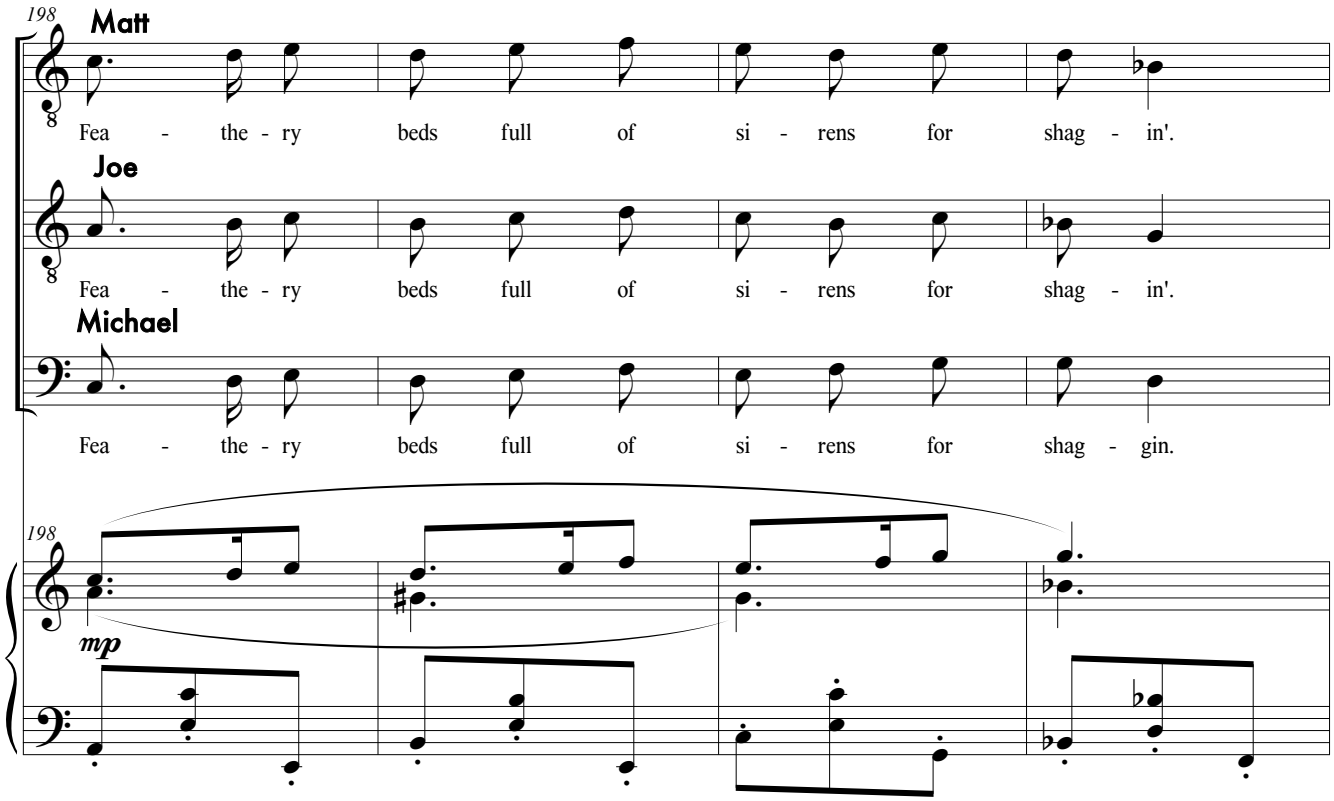
V: Dungeons & Dragons

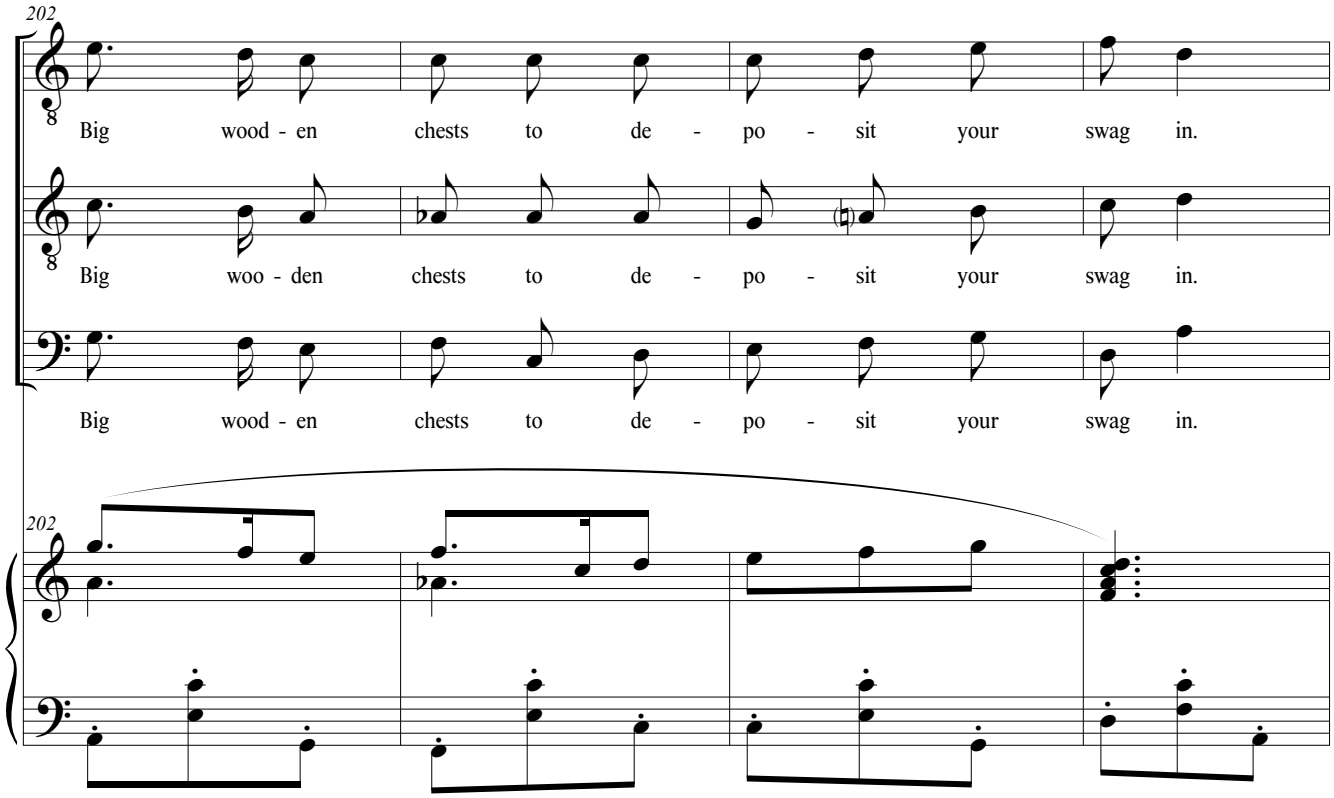


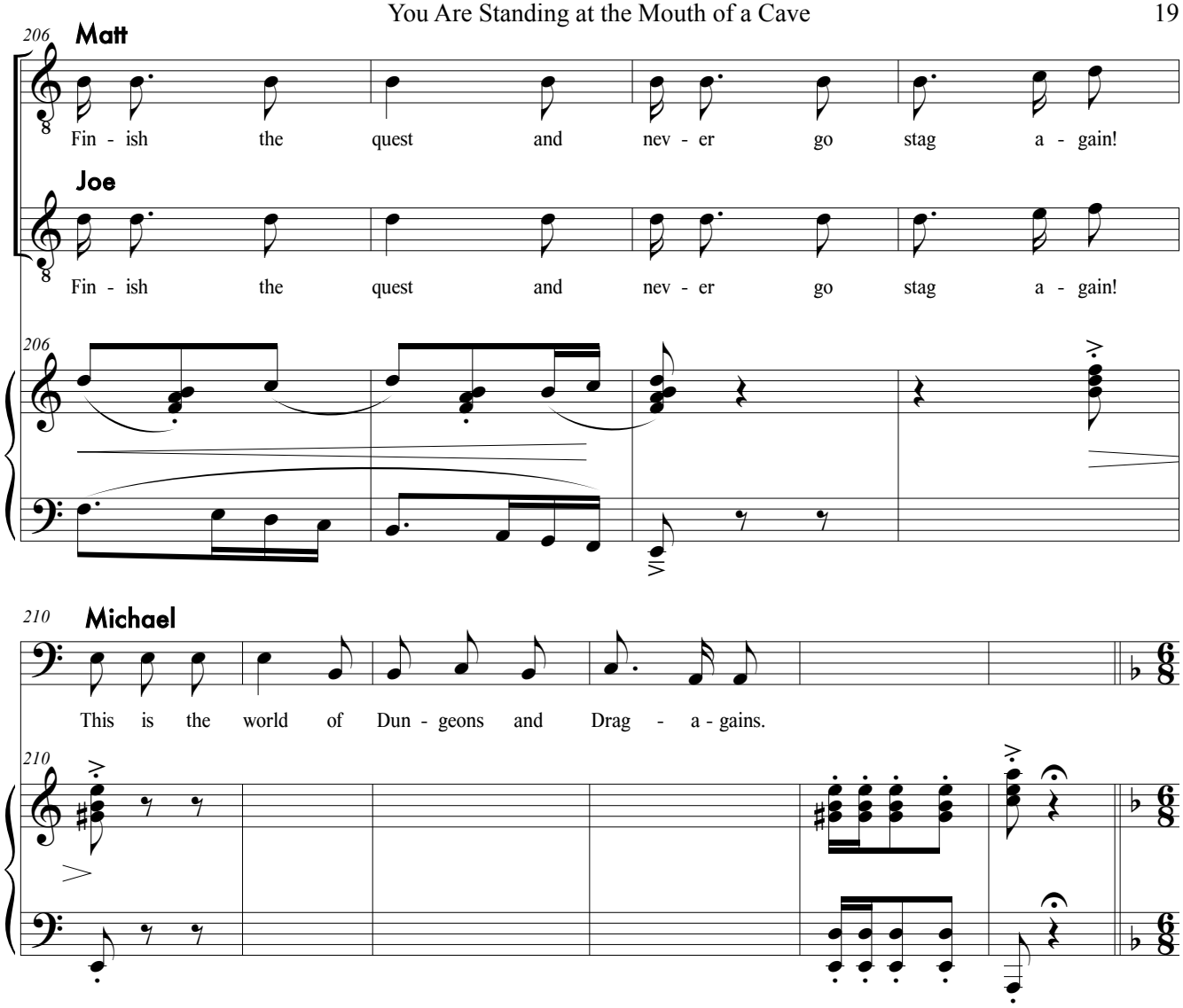

155
This is the world of Dun - geons and Dra - gons.
155
159
f
sf
163
Joe
Bran - dish a broad - sword a knife, or an axe.
163
mp
167
Matt
Make with the pwn - age when your en - em - y at - tacks! Slice him and dice him and rea - lly fix his wa - gon!
(Joe)
Slice him and dice him and rea - lly fix his wa - gon!
167


175
Michael
This is the world of Dun - geons and Dra - gons. Do you
light, smooth
ff
mp
Ped.
Ped.
182
Matt
You
Joe
Yes, a Kling - on like Worf!
(Michael)
want a new cha - rac - ter?
mf
186
(Matt)
can't be a Kling - on.
(Michael)
Bet - ter stick with your dwarf.
sf
p
mp

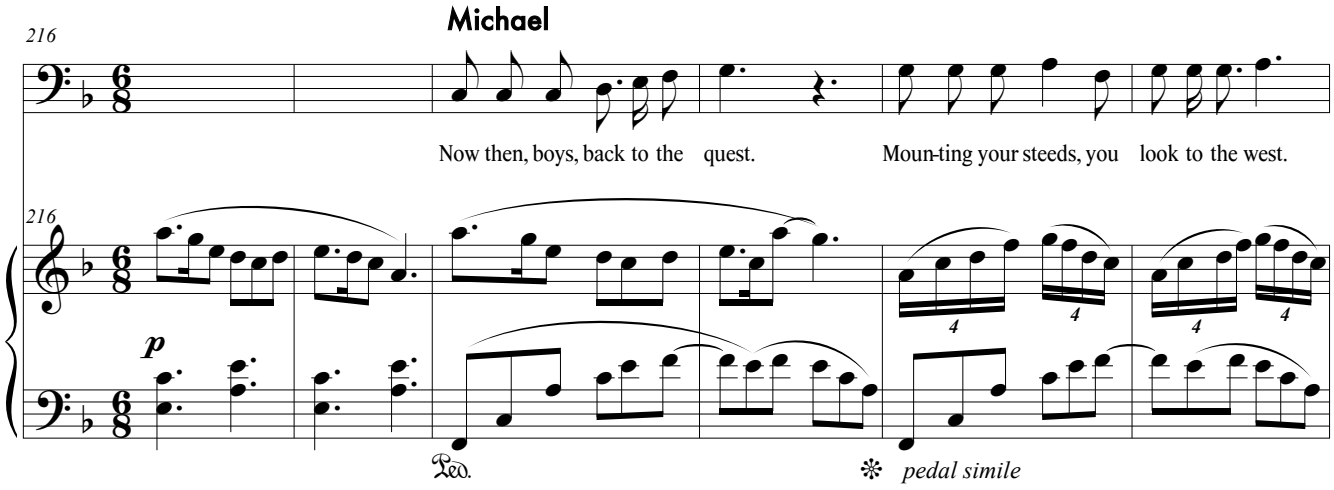

190
(Matt)
I'll keep my Half - elf.
Michael
Nice. Let's check your dice. Roll the
194
(Michael)
twen - ty sid - ded die to see if you hit. The
p
195
(Michael)
Matt
We got it! Get on with it!
Joe
We got it! Get on with it!
ten sid-ed's for dam - age.
ff

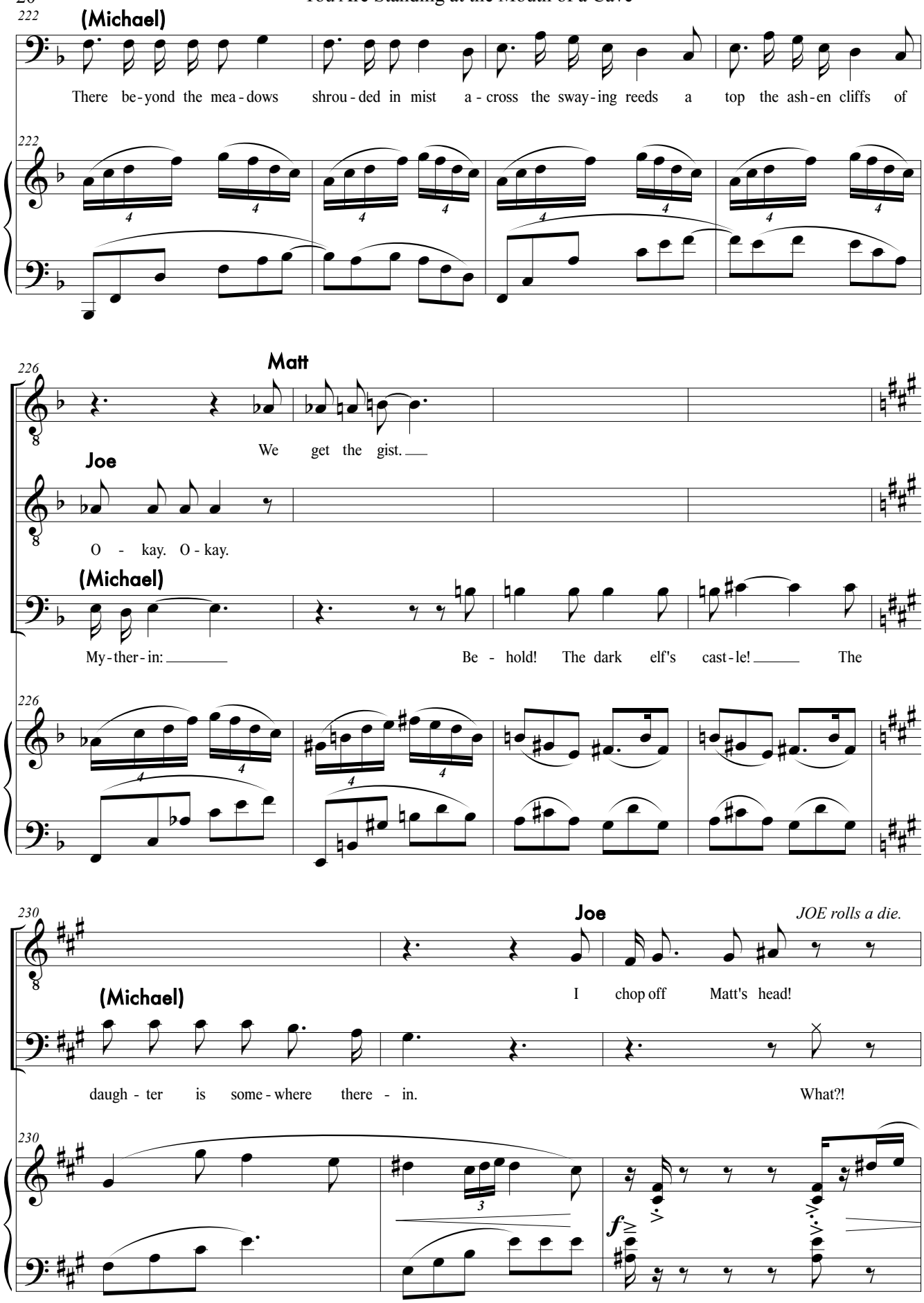

198
Matt
Fea - the - ry beds full of si - rens for shag - in'.
Joe
Fea - the - ry beds full of si - rens for shag - in'.
Michael
Fea - the - ry beds full of si - rens for shag - gin.
198
mp

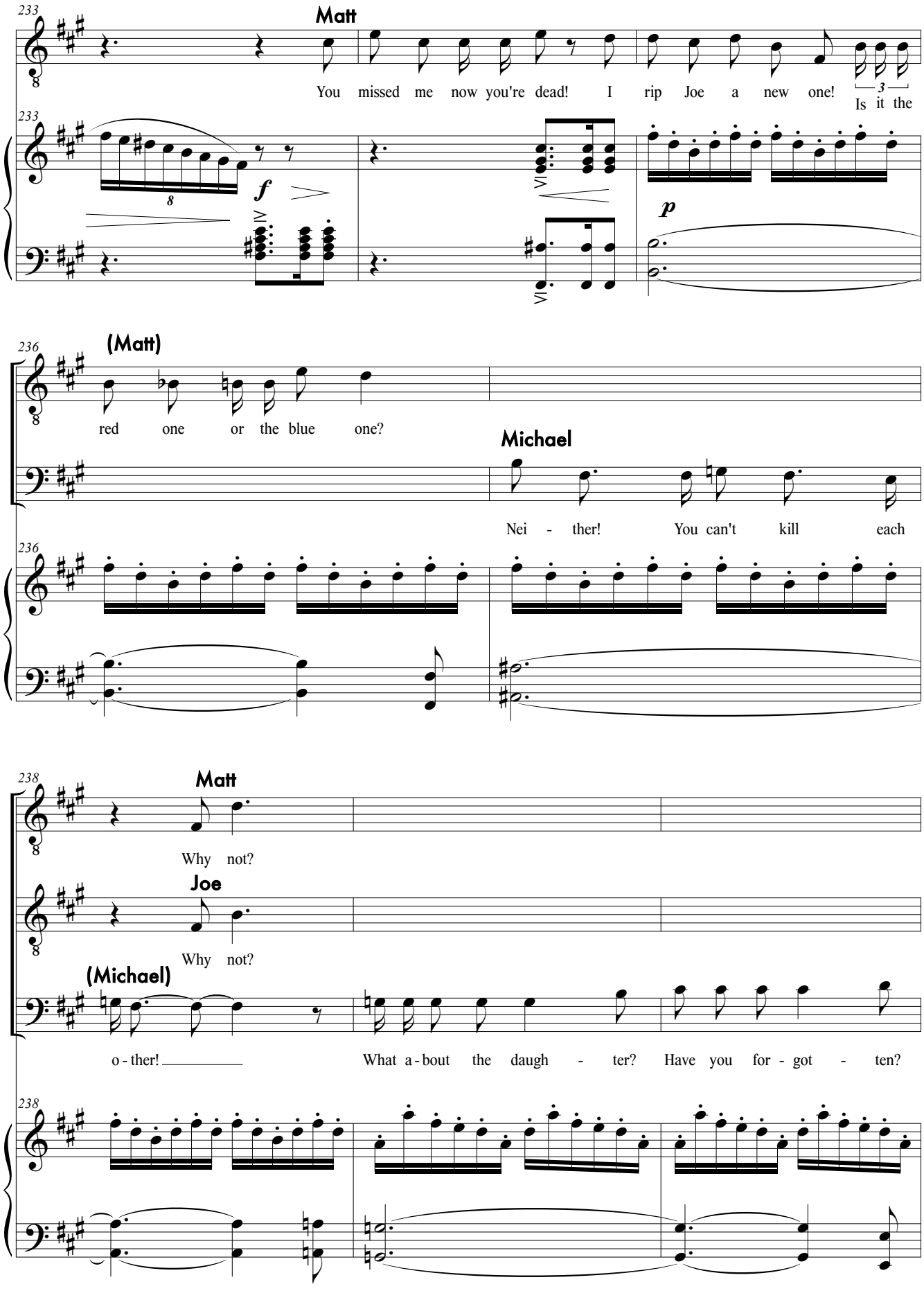

202
Big wood - en chests to de - po - sit your swag in.
Big woo - den chests to de - po - sit your swag in.
Big wood - en chests to de - po - sit your swag in.
202



VI: The Journey Onward




222
(Michael)
There be-yond the mea-dows shrou-ded in mist a-cross the sway-ing reeds a top the ash-en cliffs of
222
226
Matt
We get the gist.
Joe
O - kay. O - kay.
(Michael)
My-ther-in: Be - hold! The dark elf's cast-le! The
226
230
Joe
JOE rolls a die.
(Michael)
I chop off Matt's head!
daugh - ter is some-where there - in.
What?!
230


233
Matt
You missed me now you're dead! I rip Joe a new one!
3
Is it the
f
p
236
(Matt)
red one or the blue one?
Michael
Nei - ther! You can't kill each
238
Matt
Why not?
Joe
Why not?
(Michael)
o - ther!
What a - bout the daugh - ter? Have you for - got - ten?

241

Matt

How could I for - get her? Back off, you jerk!

Joe

How could I for - get her? Back off, you jerk!

241

f

3

Michael

243

List - en! You both have to work to-geth-er. At least for now play as

243

p

cresc. poco a poco

(Michael)

246

friends. Trust me, you'll both need to be in one piece when you

246

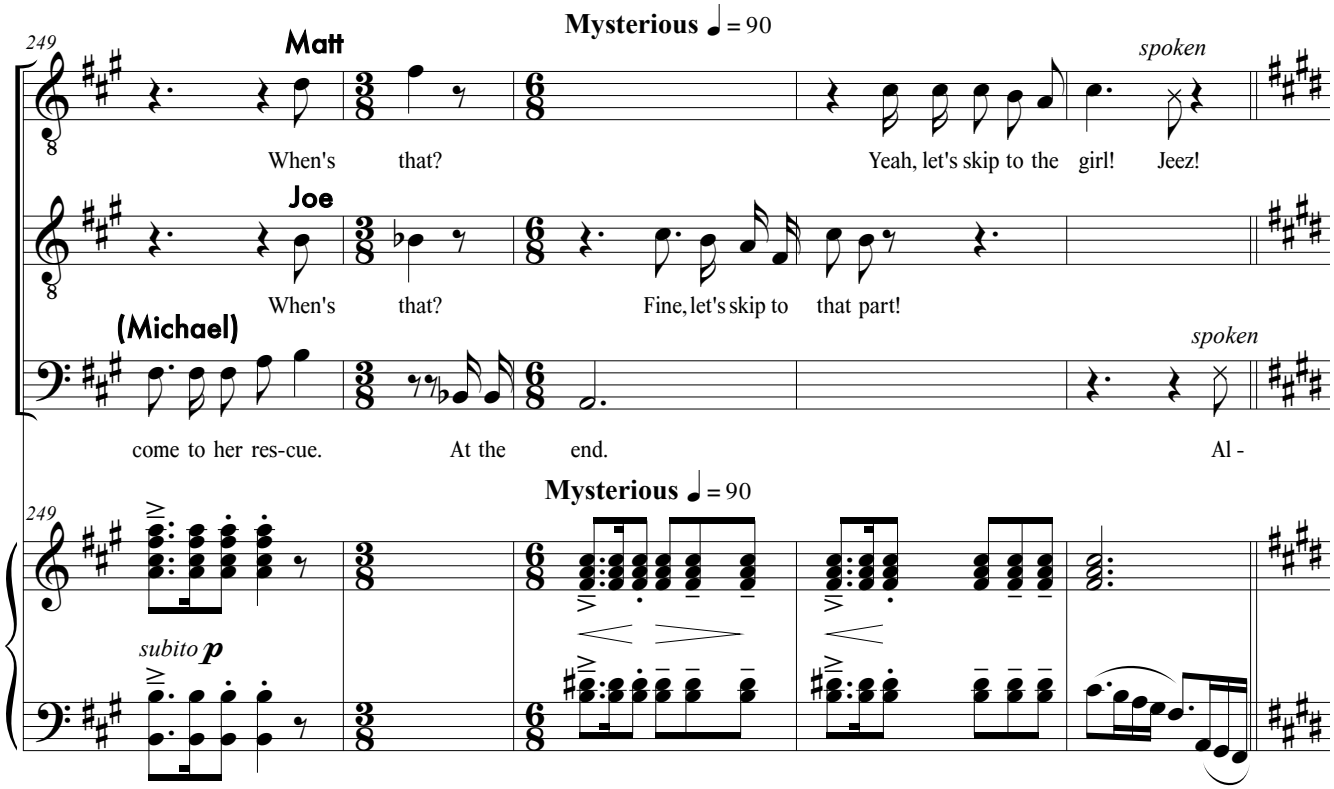
harp-like

f

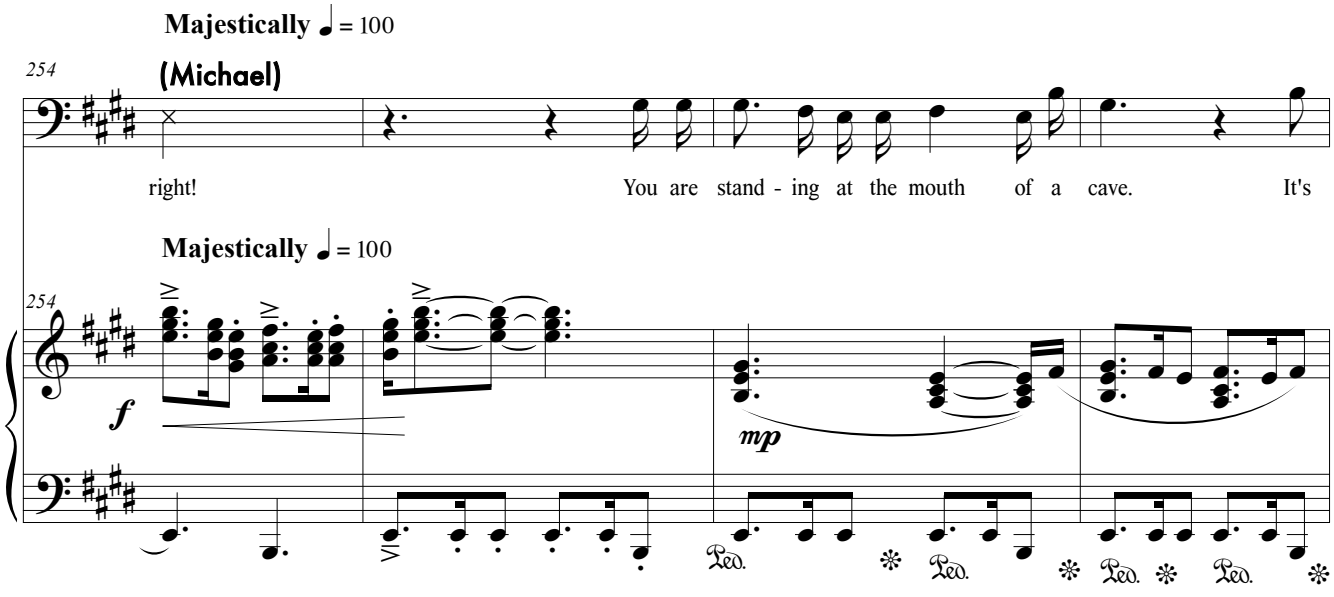
4

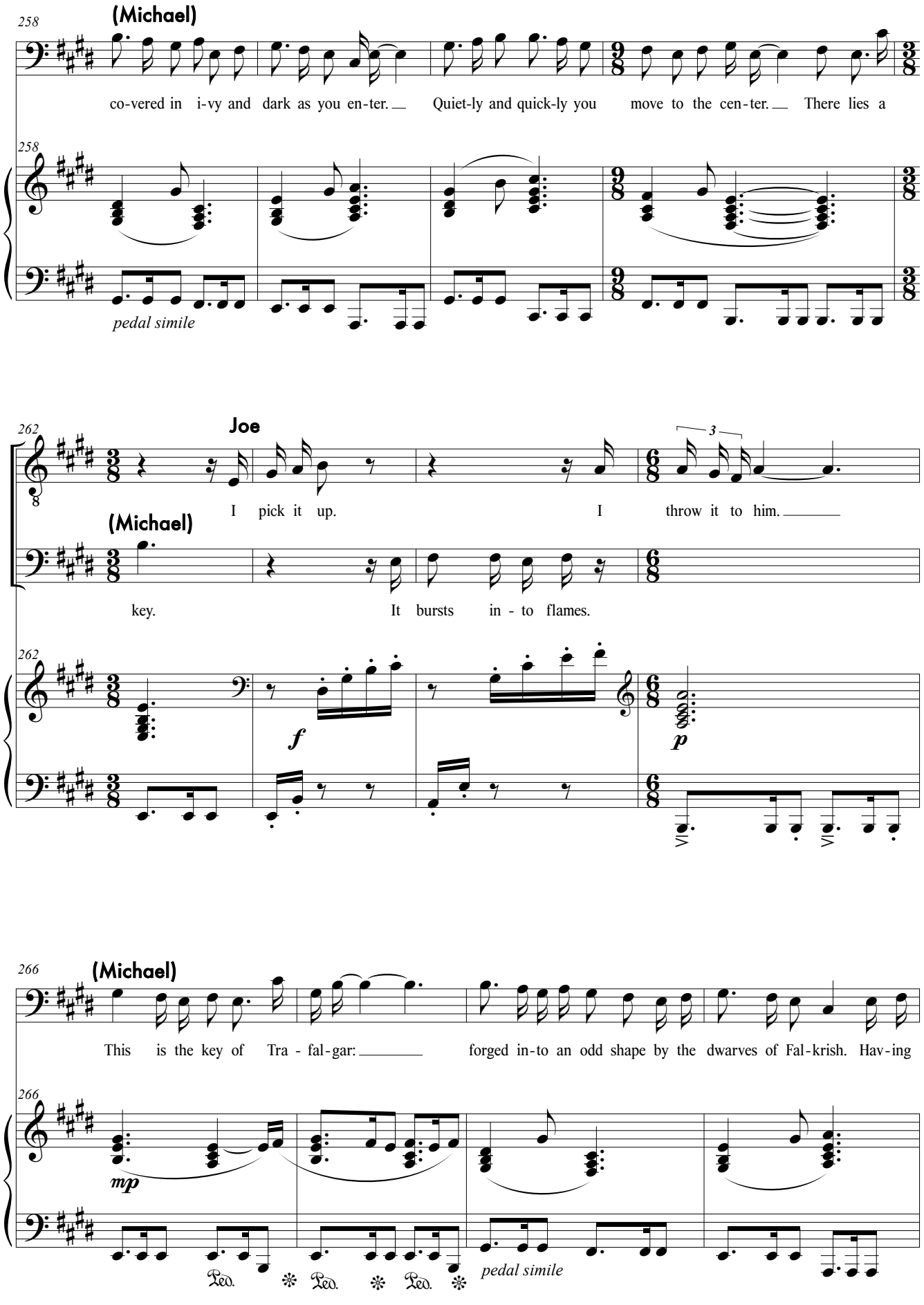
4

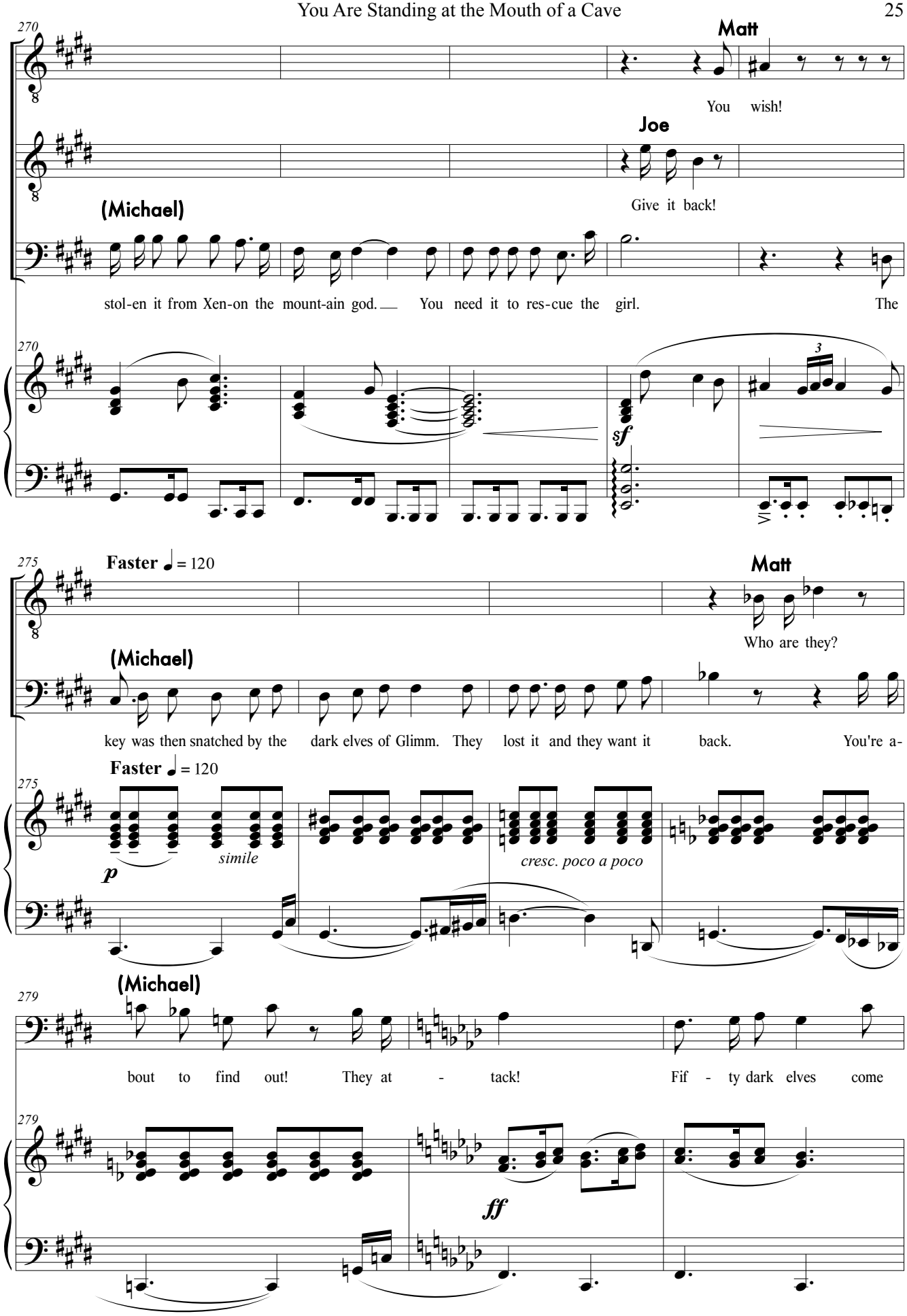
Ped. Ped.

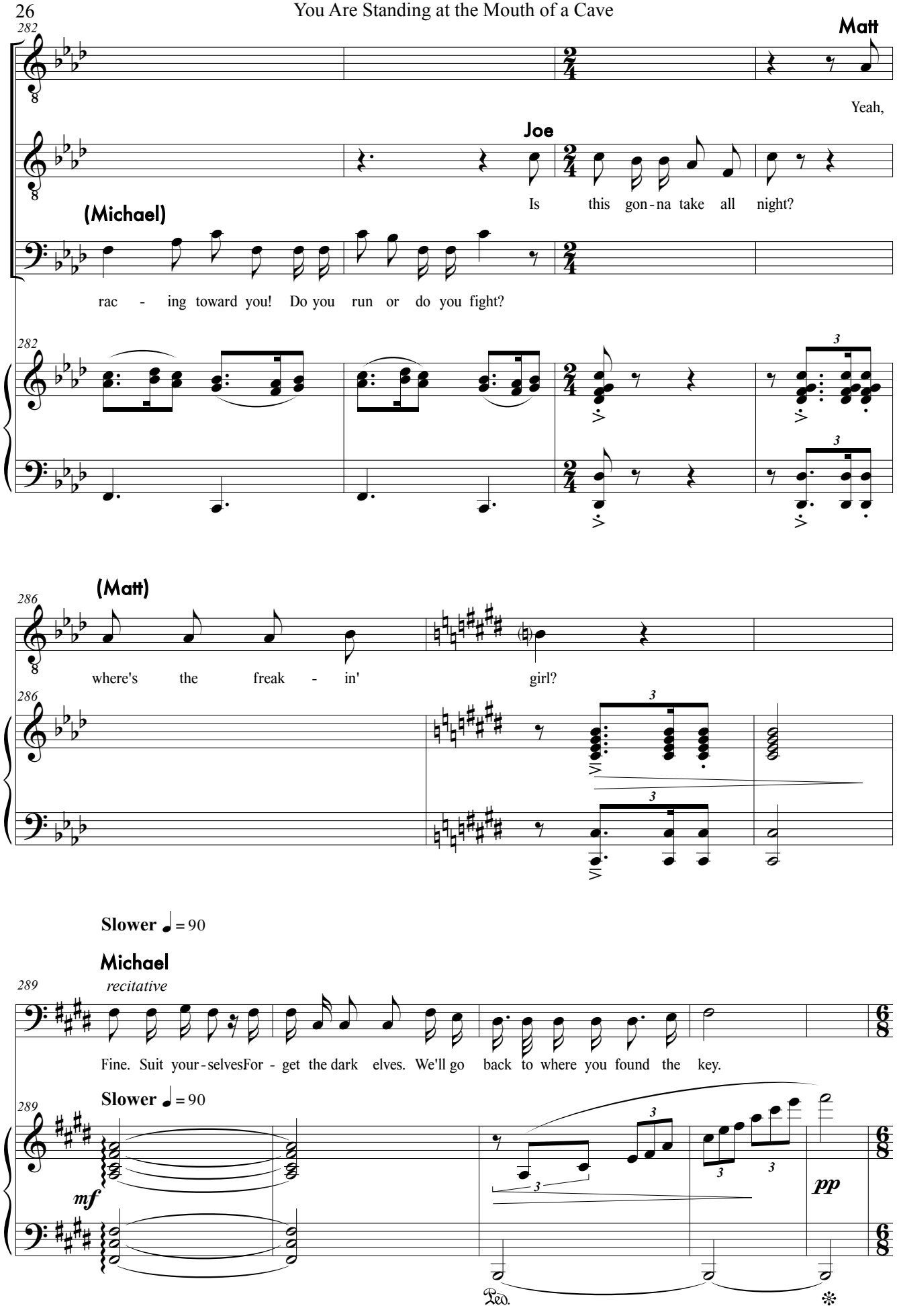

249
Mysterious ♩ = 90
Matt
spoken
When's that? Yeah, let's skip to the girl! Jeez!
Joe
When's that? Fine, let's skip to that part!
(Michael)
spoken
come to her res-cue. At the end. Al -
Mysterious ♩ = 90
249
subito p

VII: The Cave

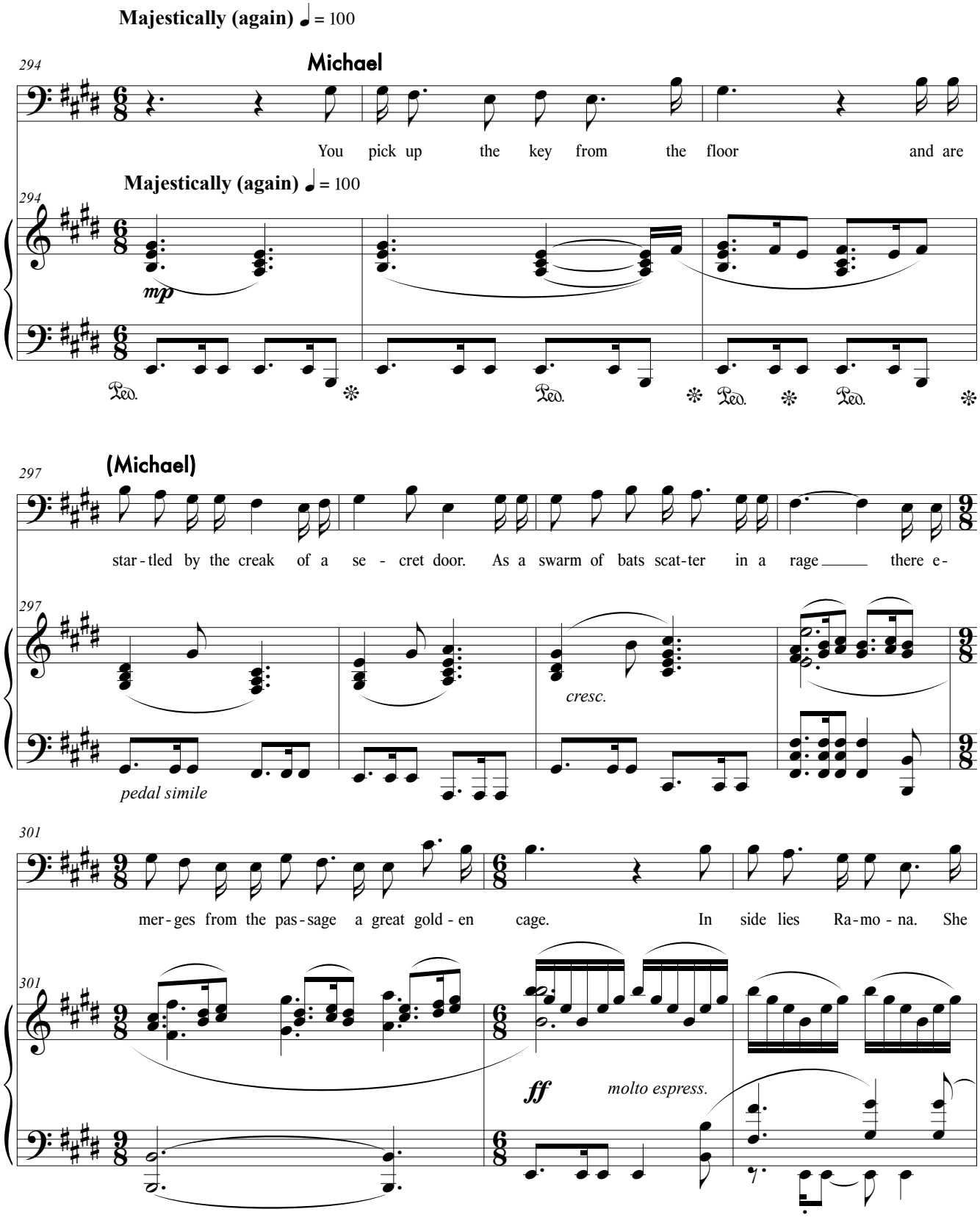

Majestically ♩ = 100
254
(Michael)
right! You are stand - ing at the mouth of a cave. It's
Majestically ♩ = 100
254
f
mp
Ped. Ped. Ped. Ped.

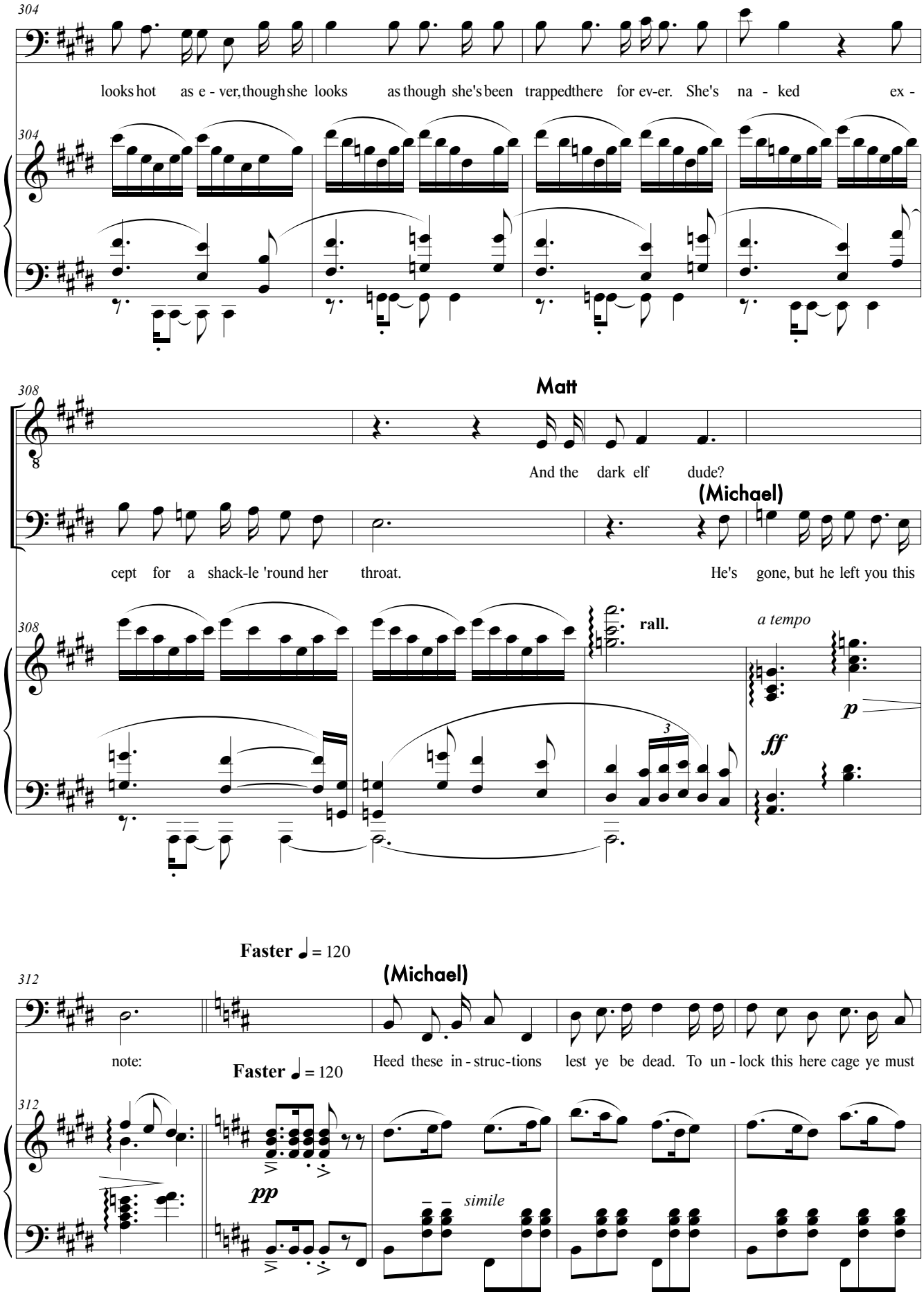

258
(Michael)
co-vered in i-vy and dark as you en-ter. Quiet-ly and quick-ly you move to the cen-ter. There lies a
pedal simile
262
Joe
I pick it up. I throw it to him.
(Michael)
key. It bursts in - to flames.
f
p
266
(Michael)
This is the key of Tra - fal-gar: forged in-to an odd shape by the dwarves of Fal-krish. Hav-ing
mp
Ped. Ped. Ped.
pedal simile

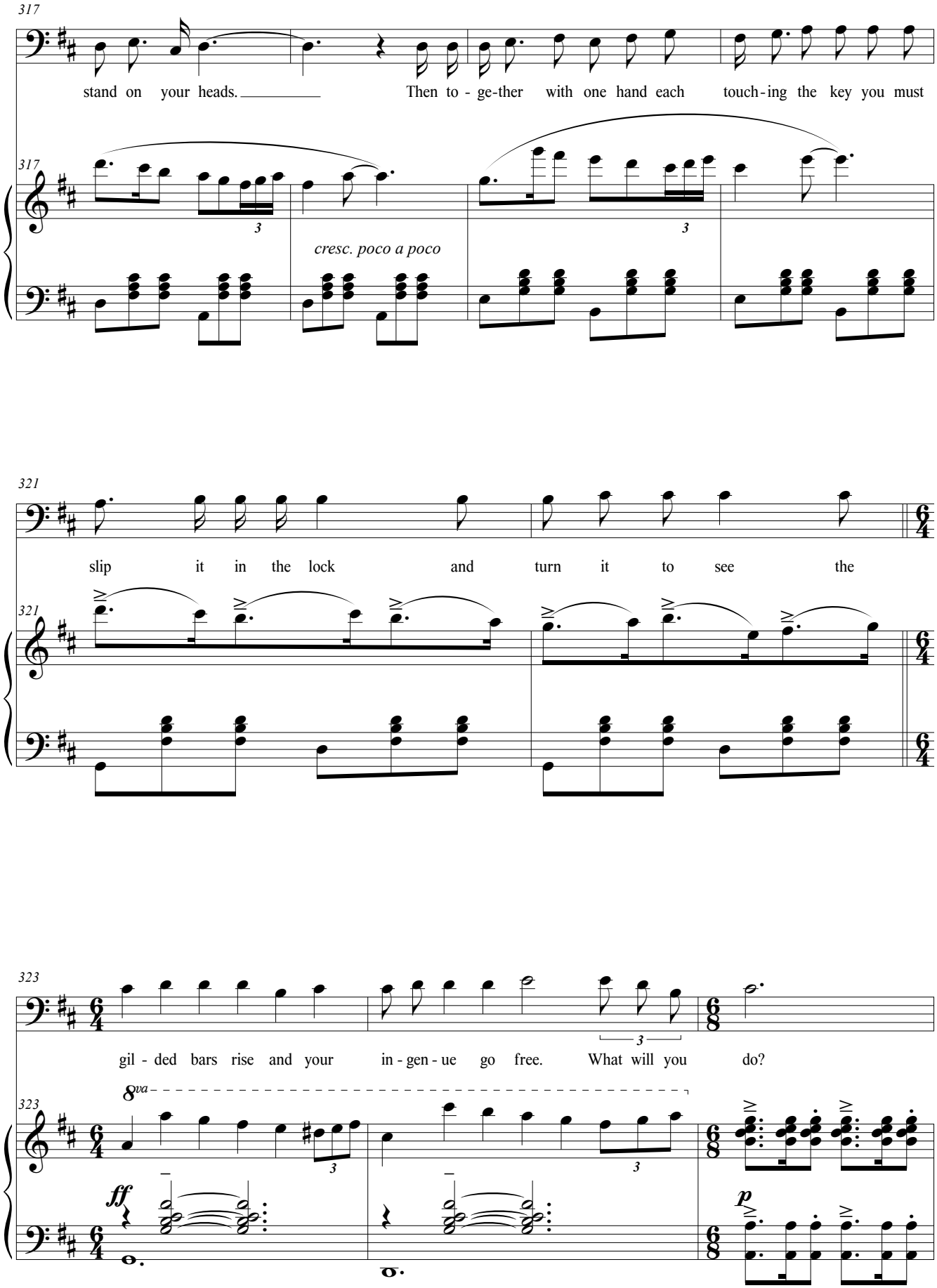

270
Matt
You wish!
Joe
Give it back!
(Michael)
stol-en it from Xen-on the mount-ain god. You need it to res-cue the girl. The
sf
3
275
Faster ♩ = 120
Matt
Who are they?
(Michael)
key was then snatched by the dark elves of Glimm. They lost it and they want it back. You're a-
Faster ♩ = 120
p
simile
cresc. poco a poco
279
(Michael)
bout to find out! They at - tack! Fif - ty dark elves come
ff

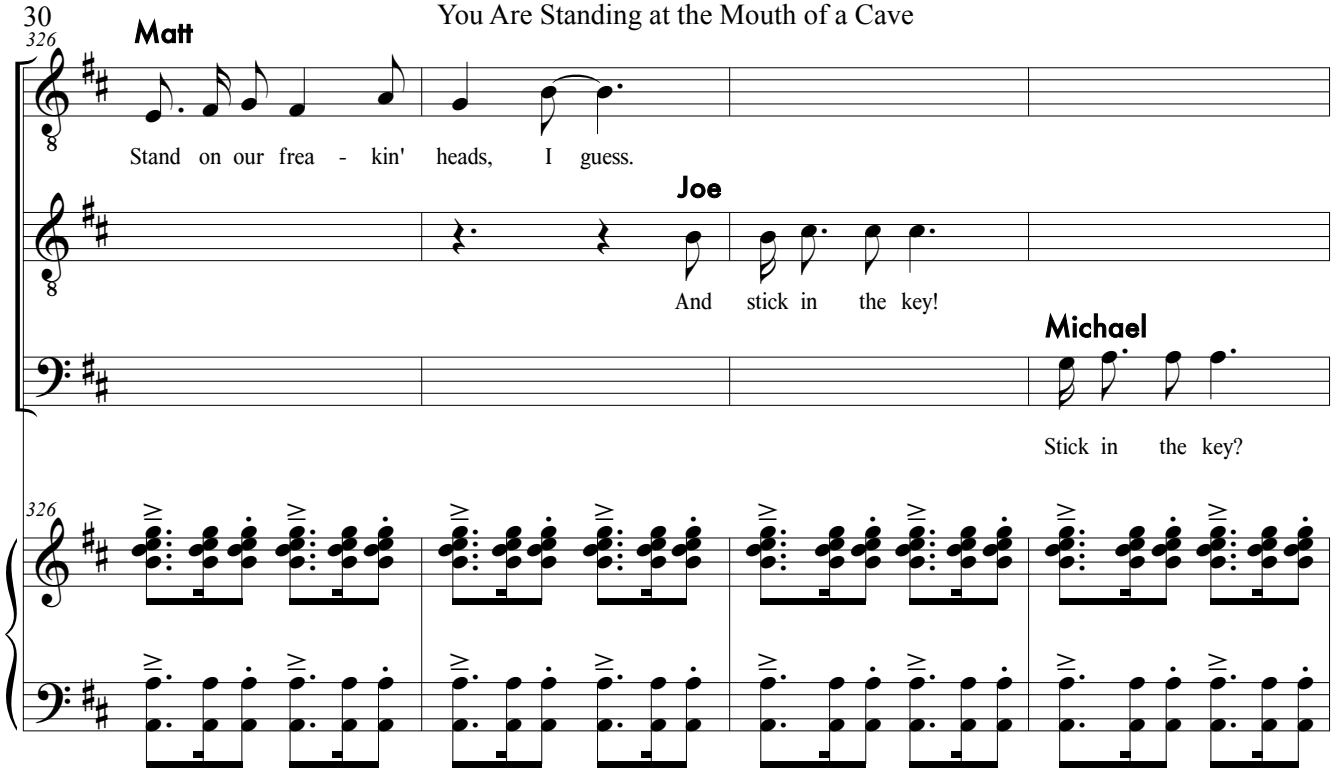

282
Matt
Yeah,
Joe
Is this gon - na take all night?
(Michael)
rac - ing toward you! Do you run or do you fight?
282
3
3
(Matt)
286
where's the freak - in' girl?
286
3
VI
3
VI
Slower ♩ = 90
Michael
289
recitative
Fine. Suit your - selvesFor - get the dark elves. We'll go back to where you found the key.
Slower ♩ = 90
289
mf
3
3
3
pp
Ped.
*

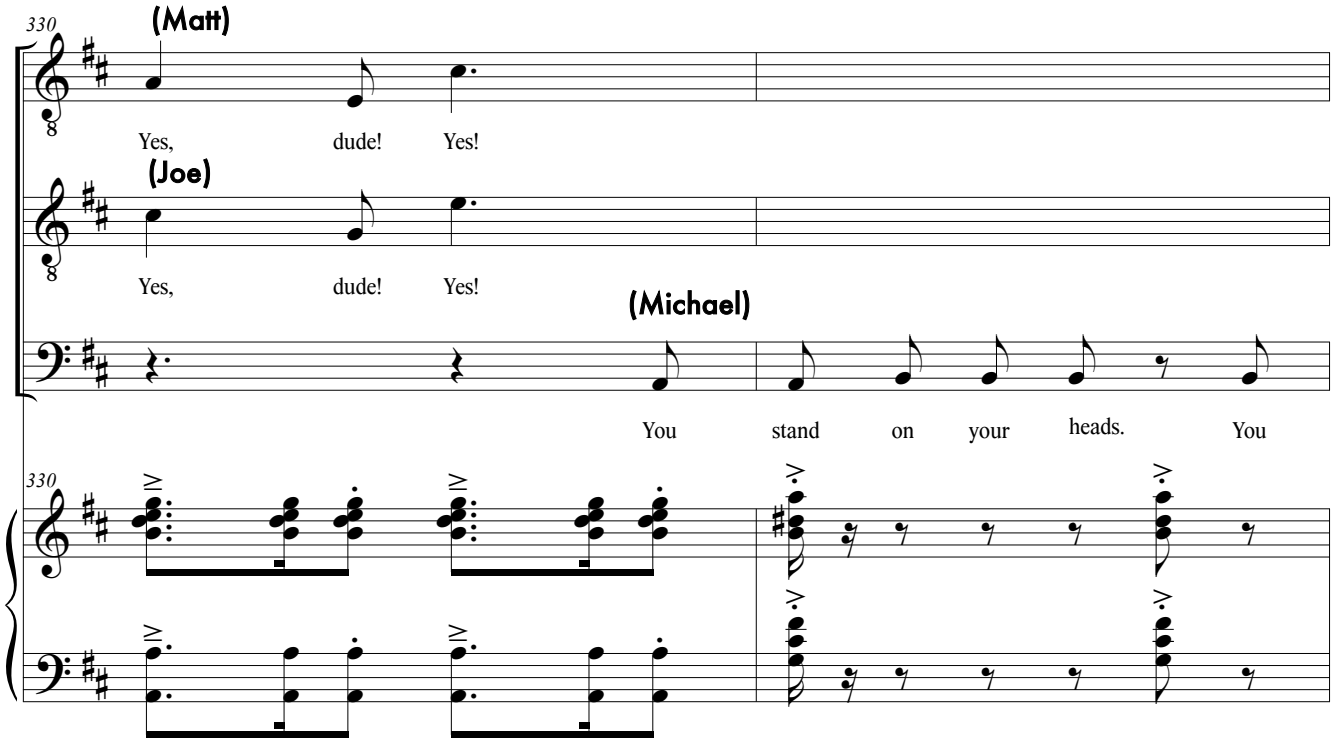
VIII: The Double Cross

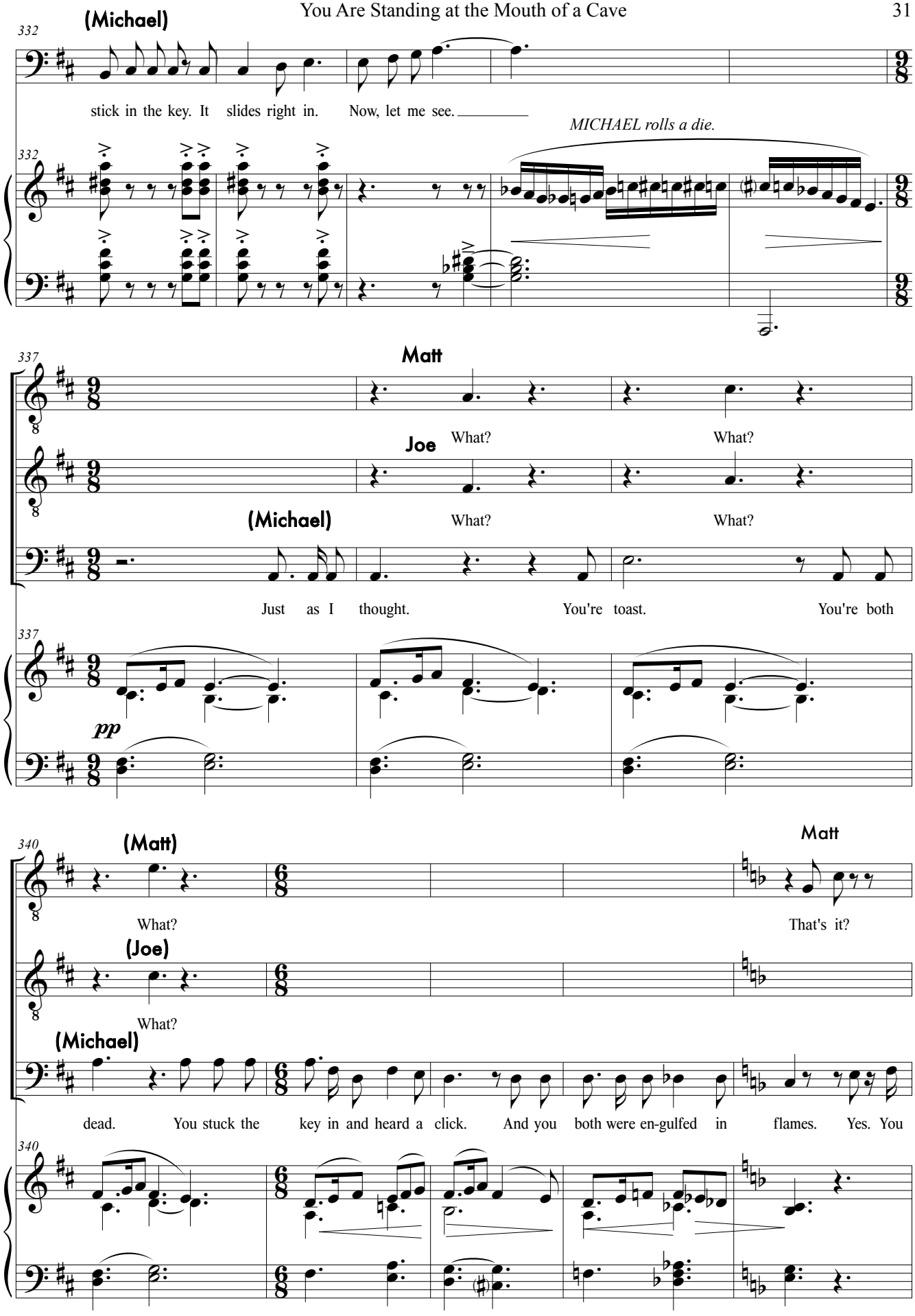


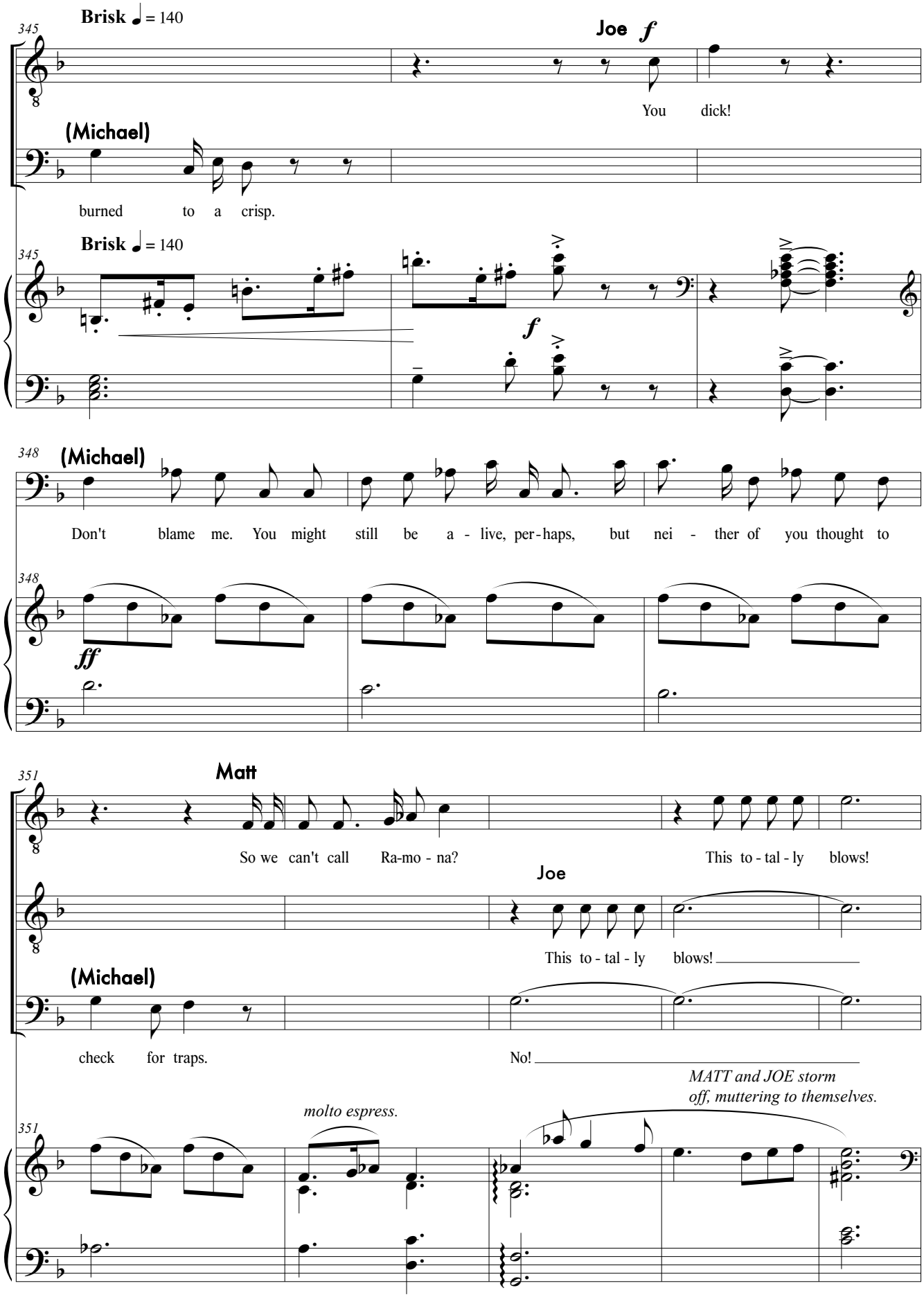

304
looks hot as e - ver, though she looks as though she's been trappedthere for ev-er. She's na - ked ex -
304
308
Matt
And the dark elf dude?
(Michael)
cept for a shack-le 'round her throat.
He's gone, but he left you this
308
rall.
a tempo
p
ff
3
Faster ♩ = 120
(Michael)
312
note:
Heed these in - struc-tions lest ye be dead. To un - lock this here cage ye must
Faster ♩ = 120
312
pp
simile

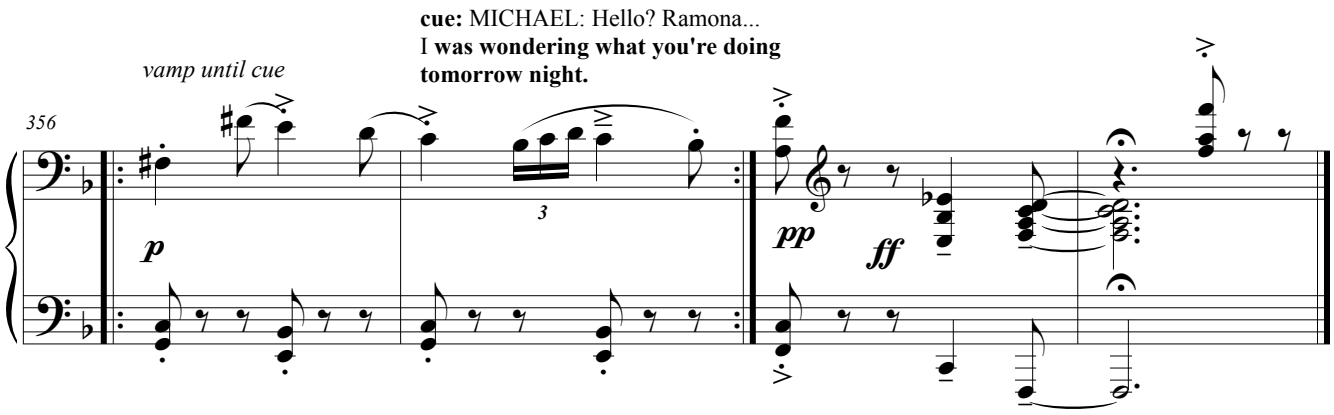

317
stand on your heads. Then to - ge-ther with one hand each touch-ing the key you must
317
cresc. poco a poco
321
slip it in the lock and turn it to see the
321
323
gil - ded bars rise and your in - gen - ue go free. What will you do?
323
8va
ff
p


326
Matt
Stand on our frea - kin' heads, I guess.
Joe
And stick in the key!
Michael
Stick in the key?
326


330
(Matt)
Yes, dude! Yes!
(Joe)
Yes, dude! Yes!
(Michael)
You stand on your heads. You
330


332
(Michael)
stick in the key. It slides right in. Now, let me see.
MICHAEL rolls a die.
337
Matt
What?
What?
Joe
What?
What?
(Michael)
Just as I thought.
You're toast.
You're both
pp
340
(Matt)
What?
Matt
That's it?
(Joe)
What?
(Michael)
dead. You stuck the key in and heard a click. And you both were en-gulfed in flames. Yes. You


Brisk ♩ = 140
345
Joe f
You dick!
(Michael)
burned to a crisp.
Brisk ♩ = 140
345
f
348
(Michael)
Don't blame me. You might still be a - live, per - haps, but nei - ther of you thought to
348
ff
351
Matt
So we can't call Ra-mo - na?
This to - tal - ly blows!
Joe
This to - tal - ly blows!
(Michael)
check for traps.
No!
MATT and JOE storm off, muttering to themselves.
molto espress.
351


cue: MICHAEL: Hello? Ramona...
I was wondering what you're doing
tomorrow night.
vamp until cue
356
p
3
pp
ff