

A Nightmare On Elm Street: The Dream Thief

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Based On: Characters created by Wes Craven

Logline

Thirty years after the dream child is born, high schoolers Milo and Zeiva face off against a mysterious fiend posing as Freddy Krueger while under the tutelage of the Dream Master, Alice Johnson.

Characters

Milo Andrews: The son of Jacob Johnson (the Dream Child) and a nurse intern. Now entering high school as a freshman, Milo reconnects with his estranged grandmother, Alice Johnson, when his dreams turn into reality as fellow classmates are murdered by an entity posing as Freddy Krueger.

Zeiva Phillips: A 15-year-old cheerleader part of the “pops” (popular kids). She gained the ability to dream walk at will from one of the former Dream Warriors (a close cousin). As a closet occult enthusiast, she recognizes Milo in one of her dreams and helps him battle the Dream Thief.

The Dream Thief: A mysterious newcomer enveloped completely in a black sand cloak who revives and traps Freddy Krueger. It uses Krueger’s notoriety to steal the 3 Dream Demons hidden inside Freddy’s soul to become the ultimate King of Nightmares.

Alice Johnson: The original mother of the Dream Child and now young grandmother in her late 40s, early 50s. She returns as a seasoned Dream Master to help her estranged grandson, Milo.

Quentin Robertson: Milo’s closest friend from middle school. The two of them have overcome many challenges growing up until the Dream Thief’s killing spree drives Milo toward Zeiva.

Synopsis

ACT 1: Firelight tickles the rusted metal and rotting flesh fused across the prison walls. Trapped in a cell at the end of the corridor, an emaciated JACOB JOHNSON (the Dream Child all grown up) shoots open his sunken eyes. Hung by his wrists with umbilical cord-like chains over a large pit of

swirling black sand, he weakly paws at his bindings when an ominous presence enters the far end of the prison. The walls breathe and creak; a hideous growl sweeps the hall between a symphony of metal pangs. The cell door flies open. The DREAM THIEF (DT), a phantom shrouded in darkness, towers over Jacob. From within its dark sand robes, a slender black skeletal hand emerges with Freddy's infamous glove. The DT commands another umbilical cord-like chain to wrap around Jacob's feet and stretches him into a crucifix. With a flick, the DT flips Jacob upside down. Freddy's glove levitates and launches into Jacob's gut. The blades travel through Jacob's body and slice out his fingers. The DT breathes black sand into Jacob's mouth. His flesh bubbles and melts away as if doused with acid. Underneath the liquified remains is a weakened FREDDY KRUEGER. The DT levitates Freddy near the edge of the pit. He feeds him a single soul, shoves his hand deep into Freddy's mouth, and pulls out a glowing red ember with a fiery skull inside - a Dream Demon. The phantom's shadowy face distorts into a large gaping mouth as he swallows the Dream Demon whole. It floats down to his chest as a blast of energy radiates outward swinging Freddy to-and-fro over the pit. The DT attempts to pull a second Dream Demon to no avail, burning his hand. Freddy laughs and taunts, "you'll never be strong enough, Kid." The Dream Thief slashes off Freddy's glove with his icy fingers and uses the blades to saw off Freddy's face. Freddy laughs maniacally as his blood splatters on the floor. The DT storms out, the door slamming behind him as Freddy's laugh fades into an echo of nothingness.

MILO wakes up late for his first day at Springwood High. He rushes down the stairs and finds KATHY, his mom, asleep on the couch, still in her waitress uniform. He pulls a few dollars from her purse before covering her with a jacket. Milo rides his old skateboard to school when a sedan cuts him off, running him off the road. ZEIVA waves out the window, "Sorry!" Milo tries to sneak into his class behind PATRICE but accidentally bumps LAURA's desk with his skateboard, knocking the upright book hiding her snooze. She goes off on him. "Don't be such a twat," he replies. Milo gets sent to the office. At lunch, he sits behind the football bleachers alone when the "Pops" (a group of popular kids), led by BRAD, Patrice's boyfriend, fill them. Brad pulls Patrice aside to try to lower her guard at the idea of having sex, but she refuses. On the opposite side of the bleachers, Laura demands Zeiva snap a photo of her for a new "sexy" picture to make "a certain someone" (Brad) jealous. Zeiva stops Milo to see if he can take a picture of them both. Milo agrees. Zeiva reviews it and sees he cut Laura out of the picture. The bell rings and students swarm out of campus. At home, Milo creeps on Zeiva's social media; she made the photo he took her profile picture.

The next day, Milo finds QUENTIN in the computer room. He attempts to coax him outside, but he refuses. A woman whispers his name. "Did you hear that?" he asks, but Quentin doesn't hear him.

Milo surveys the dark hall. “Milooo. He’s coming.” “Who?!” A metal slash echoes. Milo peers outside and sees little girls skipping rope. They eerily chant, “One, Two, Freddy’s coming for you. Three, Four, better lock your door...” The woman whispers, “You must prepare.” “Prepare for what? Who’s Freddy?” A silhouetted Krueger emerges behind him, “I’m Freddy, you little bitch!” Freddy swipes! “Milo!” Quentin exclaims. Milo wakes up suddenly in his chair. “Dude, can I snag a bite or what?” Milo hands over his sandwich. “You OK? You look a little-,” Quentin shakes his hand back and forth. Milo agrees to have him sneak some alcohol over to drink away the voices.

ACT 2: Quentin arrives later that night with a bottle of rum. Milo drunkenly passes out. He awakens to see Zeiva, in her cheerleading outfit, running by the kitchen door. As Milo passes into his kitchen, he steps into a darkened hallway of his school. There’s chanting from the gym. Zeiva, Patrice, and Laura practice; all lights on them. Quentin dreams he’s in Milo’s house, but fused with the computer room. His computer lights up with a new “sexy” game. As a virtual lady teases Quentin, four tiny claws on the mouse clasp over his hand. The computer turns into Freddy’s head. The sexy lady asks, “you wanna play, Big Boy?” Quentin screams, yanks his bloody hand free, and runs. The computer monitor morphs and rips out of the wall. In the gym, the routine ends with Zeiva atop Laura’s shoulders, pompoms high. The spotlight unexpectedly shuts off. Laura drops Zeiva, clearly not sorry. Practice is over. Laura and Patrice skip right past Milo in the hall, hitting him but not noticing him (as people usually do in his dream walks). Zeiva rams him, “Stupid avatar.” “What did you say?” Inside a shadow, a cloaked figure watches them. Quentin runs down a hall when the floor morphs into digital mud. As he sinks, he turns into a pixelated version of himself as Freddy approaches - his face half computer components. Freddy swipes off Quentin’s digital arm, video game blood spews across the walls. He screams. Milo hears him and runs off. He finds Quentin and pulls him out, returning his arm to normal. The cloaked figure slams the ground in a 3-point landing in front of Freddy, blowing him back against the lockers; Milo and Quentin escape without noticing. They wake up together. Quentin checks his arm - it’s fine.

Zeiva confronts Milo in class, but he ignores the question. As Milo takes notes, Zeiva stands next to him. “I asked you a question!” The teacher continues his lesson without falter - Milo’s been pulled into her dream as her body sleeps next to him. Laura enters in her cheerleading uniform. Patrice enters too, but she’s not feeling well. The real Patrice raises her hand and woozily leaves for the nurse’s office. Dream Milo and Zeiva enter the hallway, Patrice is gone; the Dream Thief dressed as Freddy Krueger enters from around the corner. He’s silent and appears to have skin plastered over his face a la Leatherface. The DT scrapes his claws across the lockers in an ear-piercing screech; the lights bursting above as he passes. They run. As Milo tries to leave school, he finds they’re in a mirrored illusion. In the real world, the

football team practices during P.E. with Brad. Patrice ambles to the sidelines in a daze unnoticed. The team is hyper-focused on a play with two receivers. Dream Patrice finds DT Brad wearing Freddy's blood-rusted claws. He swipes at her, cutting her left arm. She runs down the field; a linesman sacks her. Milo and Zeiva spot Patrice from the locker room exit. A rusted chain-link fence with entrails flies across the tunnel to block them. An ogre center grabs Patrice by the face and drags her to the ground. "Red 16! Red 16!" In the real world, the receivers close in near Patrice. Dream Patrice struggles to free herself. "Hut! Hut! HIKE!" Brad bullets the football; they cross looking back; Patrice runs out onto the field in front just as the ogre rips Dream Patrice's head off and hikes it to DT Brad. He runs to the end zone as the team cheers. "I knew you'd give me a little head." DT Brad sucks the soul out of Patrice's mouth.

DT Brad puts on Freddy's fedora and wickedly smiles. Milo and Zeiva run back inside. They find their real bodies, but the door is locked. The ogre team blocks the exits. DT Brad now has Freddy's skin over his face. The team charges. The cloaked figure opens the door and steps out. A pendant around her neck shines bright, creates a barrier, and stops the football players. DT Brad moves in and slashes at the barrier to no avail. She forces Milo and Zeiva with psychokinesis, sliding them back toward their bodies in the classroom. "Find me!" she instructs. The door slams before she disappears into her barrier. Milo and Zeiva wake up and run to the football field. Brad and the receivers are in shock. "She... she just ran out. I couldn't stop." Zeiva spots a glimpse of Patrice - her head flipped backwards. Brad swears it was an accident. As the teachers pull Zeiva back, she yells to Milo, "You saw him! He's back! Freddy's back!"

Later in a group grief session, Zeiva tells of Freddy's past. Milo is intrigued, and they decide to find their savior in the Dream World; she doesn't show. The next day, they meet in an empty hallway to figure out something new. The bell rings. Their classmates bump into them as they pass. Milo is used to this behavior, but Zeiva realizes they're actually still in a dream. "That was quicker than I thought." All the students freeze. The hooded figure steps out from inside a shadow. She removes her hood. "My name is Alice." She wants to train them to fight against Freddy the same way she fought him 30 years ago. Though grateful, they refuse. Before Milo leaves, Alice warns him the body count will continue to rise. The Dream Thief kills another one of the Pops (a football player) in the locker room shower after school. Zeiva is called in for questioning. On the wall in blood reads, "One, Two, Freddy's coming for you." Nobody had heard the chant before Zeiva mentioned it - except Milo. Word gets around about Freddy. Milo and Zeiva seek out Alice. She trains them in the Art of the Warrior - a mix of meditation and in-fighting using their creativity to outwit each other. The DT continues his onslaught on other victims.

Brad still holds his party despite Patrice's death. Zeiva sneaks Milo in. The DT [as Freddy] hunts down various teens at the party the more they drink. Milo and Zeiva lock themselves in one of the bedrooms and enter the Dream Realm. They call for Alice. She arrives swiftly, and they realize the DT has put the whole house in a nightmare. He kills teens one-by-one, absorbing their souls. Milo somehow manipulates the nightmare and reveals the DT in his black sand cloak. The other students at the party begin to wake up with Alice's help; except Brad. Alice gets a first view at the imposter as he uses Brad as a screen, shoving Freddy's claw through his chest before retreating. Alice realizes the DT's identity but won't tell them; she has to investigate to be sure. She instructs them to lay low until she returns.

The Dream Thief tries to use the new souls to pull out the Dream Demon but fails again. Freddy calls him a fool for thinking any soul will work. In a deepened voice, the DT responds, "so only certain souls hold the key." The DT leaves, Freddy's smug demeanor deflated. Meanwhile, Alice explores the Springwood Asylum where Jacob spent most of his life. She notices the nurses acting strange. She puts her hand to the wall. It seems real until her Dream Pendant sparkles. She pulls her hand over her face and dawns her mask and cloak. Traveling between the shadows, she finds Jacob in his room still in a coma.

Zeiva convinces Milo to trap the DT using Laura as bait. Laura dreams she's making out with Brad, his cold blades along her face. Milo and Zeiva find her but can't reach her as DT Brad slips his clawed hands under Laura's skirt. Her face turns from pleasure to pain as he rips her from the groin up. Realizing Milo's affinity to control parts of his nightmare, the DT snatches Zeiva to lure him out into a one-on-one battle. Milo is easily overpowered as the DT plays against his insecurities and stabs his wrist. Milo screams in pain as Zeiva calls for Alice. Alice fights the DT but gains a fatal wound across the chest protecting a disheartened Milo. She throws him the pendant and uses the last bit of her dream powers to bring them back over, but the DT takes Zeiva before leaving. Alice and Milo wake up in Alice's house. Alice is mortally wounded unlike Milo's freshly sealed wounds, healed by the pendant. She reveals she is Milo's grandmother, and the Dream Thief is his father. He tries to return the Dream Pendant, but she refuses. Just as she's about to tell him where to find Jacob, Freddy's claw rips out of her chest and pulls her inward into oblivion. Milo tries to use the Dream Pendant, but it won't work.

As Milo grieves over Alice's death, the DT secures Zeiva in a cell. He uses Alice's soul to free the 2nd Dream Demon, expanding his demon powers twofold. Freddy calls out Jacob. The DT reveals he's been Jacob's dream essence the whole time. Milo demands his mother disclose his father's location. She vehemently refuses, yanks off his pendant, and handcuffs him to his bed for his suicide attempt.

ACT 3: Kathy brings in a tray of food for Milo before leaving for work. As soon as she leaves, Milo calls Quentin over to help him get the pendant back. He uses it to slip out of the handcuffs. He scours files in his Mom's room and finds bills for the Springwood Asylum - she's been paying Jacob's bill for years. He enlists Quentin's help to rescue Zeiva. Quentin reluctantly agrees. Kathy arrives at the diner but doesn't get out of her car. She calls into work to tell her boss she has an emergency, then drives away.

Milo and Quentin arrive at the old asylum. A nurse takes them to Jacob's room. Milo dispels the dreamstate locked around the room with the Dream Pendant. The walls are riddled with a slew of scribbles and drawings of Freddy (since Jacob was a child). One drawing of Freddy with 3 burning balls of fire in him. Another unveils Jacob expanding his level of control outside. Milo realizes Jacob plans to kill the whole town in one giant nightmare when he finds a drawing of him standing over a pit of dead bodies with all 3 burning balls inside him. He entrusts Quentin to keep looking for Jacob's body while he searches for Zeiva and any clues (he'll contact him from the other side). Milo finds Freddy in the Dream Prison. He tells Milo he's tied to Jacob in someplace dark but close. Kathy enters the asylum and sees Quentin sneaking into the workers' areas; she follows. Just before Milo leaves, Freddy reaches out; he wants revenge, "Set me free, and we can take him down... together." Milo reluctantly agrees. Quentin finds Jacob's body in a dingy basement hooked up with drugs in a medically-induced coma. Kathy interrupts him as he's about to unplug Jacob's lifeline. She can see Jacob's body, which is odd to her, but she won't let Quentin near him. Quentin attempts to tell her the situation.

The Dream Thief transfers Milo and Freddy into a boiler room similar to the one where Freddy was killed. Milo steps up ready to fight, but Freddy pushes him aside - he's got a bone to pick with him. As Freddy and Jacob duke out who the true King of Nightmares is, Milo escapes and finds Zeiva. He tries to use the Dream Pendant to escape, but he can't. Kathy scolds Quentin and pulls out her cell phone to call the police. Quentin apologizes, nabs her phone, and unplugs Jacob's lifeline. As Jacob's heartbeat becomes erratic, it directly affects Freddy's well-being instead. The Dream Thief warps and distorts Freddy's body beyond recognition leaving him helpless. Jacob recaptures Milo and Zeiva; he's ready to kill Milo and extract the last Dream Demon. He nabs the Dream Pendant just as Jacob's body dies in real life. Freddy's mouth glows agape with light as he's suspended in air. With his real body dead, Jacob doesn't need Milo's soul anymore (now bound to Freddy). He pulls out the last Dream Demon. Without it, Freddy shrivels into a weak, pathetic baby (a la Dream Child). Jacob absorbs the 3rd and final Dream Demon - he is the true King of Nightmares! He shrouds himself as the Dream Thief and destroys the Dream Pendant. He puts the entire town of Springwood under a nightmare as its inhabitants walk out in a

trance towards the quarry. Quentin and Kathy trudge outside toward some nearby train tracks - a train whistle in the far distance blows. Jacob creates a giant tornado, breaking apart the Dream World. In the real world, Jacob's dead body bursts with energy as a tornado of light spirals throughout the room from his mouth: the Dream Thief intends to break through to the real world and truly be free.

Milo and Zeiva face off against the DT, but he is so much more powerful. Alice's soul calls out to Milo reminding him of his training. The title of Dream Master has always been his birthright. Milo trusts his own strength again; the Dream Pendant manifests back in his hand. It spins and powers up. Milo opens a subsequent portal into the Underworld. The dark sand surrounding the DT gets sucked into the fiery and fleshy intestine below. Freddy weakly escapes into a grate in the left-over boiler room. The DT powers up the 3 Dream Demons and re-shrouds himself with black sand, then flies up the tornado. Milo and Zeiva grab hands and launch themselves after him. The DT's dark hand splits open Jacob's mouth and head, crawling out in a flash of light. Quentin, Kathy, and the rest of Springwood trudge toward their demise. The DT pulls himself up to his waist when Milo and Zeiva pull him back down. The DT pulls Zeiva into the real world. She hits the floor - the portal still open - Milo holding tight. Milo notices the Dream Pendant shining up at him. He snatches it from his neck and shoves it into the DT's mouth. The light penetrates his sand throughout his body. The Dream Thief falls into Jacob's mouth; Milo still holds fast as he watches his father drop down the tunnel. The Springwood residents awaken confused. Quentin and Kathy wake up; she pulls him away to dodge the train. The DT tumbles into the fiery pit. The 3 Dream Demons escape while in the large intestine, but he grabs one and swallows it; the other 2 fall into droves of bodies lining the deeper regions. As the tornado collapses on itself, Zeiva pulls Milo out. The souls of the Dream Thief's victims escape before Jacob's mouth closes shut. A warm light radiates above. Alice and her father, DENNIS (Jacob's 1st soul he used to grab Freddy's Dream Demon) are the last 2 to leave. Alice is proud of him and says her goodbye with a smile. She materializes the Dream Pendant for him to take again. Milo accepts it as Alice flies into the heavenly light.

Milo and Zeiva leave the asylum, ready to move on. The next morning, the asylum workers are somehow renewed with life albeit a little hazy as if waking from a dream. Down the dark corridors of the workers' area, everything is quiet. Deep in the closed off basement, Jacob's lifeless body remains...

THE END