

A Dream too Heroic
(The Hero of Korvalin)

written by

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EPISODE I

We hear the sound of two characters walking and then sitting down.

DAN

Hey Terry! Thanks for coming.

TERRY

No problem, Dan. What's up?

DAN

I want your advice

TERRY

On what?

DAN

Don't laugh. But after seeing how much joy you get from writing, I decided to give it a try.

TERRY

That's great!

DAN

You think so? I was scared you'd think it's a ridiculous idea.

TERRY

Not at all, I love this for you. I know you're still trying to figure out what you enjoy. So how did you feel writing this?

DAN

I had a lot of fun coming up with the story, but I have no idea if it's any good. That's why I need your help. Do you mind giving me your thoughts?

TERRY

Not at all. Do you have a copy for me to read?

DAN

I was actually hoping I could just tell it to you.

TERRY

Sure! That works.

DAN

Ok. Here we go.

DAN (CONT'D)

Welcome to Eradamar, the world where this story takes place. The planet is full of magic, from the creatures to people, miracles are abound. And like any good fantasy tale, we begin in a tavern.

We hear the sounds of a raucous tavern.

DAN (CONT'D)

In this tavern, we find a young woman down on her luck, who dreams of becoming a king's knight with lands, titles, and a chance to impress the world. With this goal in mind, she approaches the bartender.

The sound of walking up to a bar and then stopping.

BARTENDER

Hi there, traveler. What can I do for you? Are you looking for a room or food?

HERO

I was hoping to be served with some information. Do you do that here, too?

BARTENDER

If the price is right, I'll give it a shot.

HERO

How does five silver sound?

We hear the sound of coins jingling.

BARTENDER

Let me hear it one more time, and I'll tell you.

We hear the sound of coins once more.

BARTENDER (CONT'D)

That does sound pretty good. What would you like to know?

HERO

I picked up this notice from your bulletin board. Is it true?

BARTENDER

Are you questioning the honesty of my establishment?

HERO

Not at all. I didn't mean to offend.

BARTENDER

Good. Because I'll have you know that job posting was hung by the king's men themselves.

HERO

Really?! How many people have asked about it?

BARTENDER

You're the first to ask me. But with a reward that grants lands, titles, and a favor from the king i'd be surprised if no one else took it up.

HERO

I guess I should have thought of that.

BARTENDER

Then again, it does sound incredibly dangerous. Going into a goblin-infested mountain and stealing a magical artifact right under their noses sounds like suicide to me.

HERO

To you perhaps, but I was born for this.

BARTENDER

Are you sure? No offense, but aren't you a little young to do this kind of thing?

HERO

No, no I'm not. I'm ready. I've been training my whole life for this moment.

BARTENDER

I know the appeal of adventure is hard to ignore. But have some common sense and pick something less risky. I could hire you if you're looking for a job. You seem friendly. I would hate for you to kill yourself over this

HERO

Thank you, but that's not my calling. I will retrieve the artifact, present it to the king, and fulfill my dreams.

BARTENDER

If you say so, kid. I hope it's worth it and you don't die.

HERO

With that in mind. I would love to know of any dangers I need to look out for.

BARTENDER

How would I know? As you may have surmized I'm not the adventuring type.

HERO

But surely you hear many stories from travelers. If you don't want me to die, it would be helpful for me to hear them.

BARTENDER

You really going to go through with this, no matter what I say, aren't you?

HERO

Yes, nothing will keep me from my destiny. But if you need further persuading, maybe a few extra coins will jog that memory.

Once more, the sound of coins is heard.

BARTENDER

Now that I think of it, I may have heard a few things. What do you want to know?

HERO

What can I expect on my way to this goblin mountain?

BARTENDER

The road there is treacherous and passes through the Yaltac jungle, which is full of dangerous creatures.

HERO

Any recommendations on how to deal with them?

BARTENDER

Run. Fast.

HERO

And once I'm through the jungle.

BARTENDER

You'll probably want to stop by Rockgrew.

HERO

What's that?

BARTENDER

The last town before you enter goblin territory. You'll want to ask a local for better pointers.

HERO

Anything else.

BARTENDER

No. Only some advice. I've seen too many people go off to adventure and never return. So remember that there's no shame in turning back. Alive is always better than dead.

HERO

Don't worry, I'm not like the rest. It's time to chase my dreams. I'll see you once my quest is done.

BARTENDER

I sincerely hope so.

All sounds end.

DAN

Our intrepid hero moves away from the portly bartender and makes her way across the tavern with quick steps. She approaches the door and reaches out to open it. The door creaks as it moves. Our hero walks out into the rain, her steps splashing in puddles. She doesn't let the weather affect her mood as she approaches the stables to retrieve her steed. As she approaches...

TERRY

Do we really need all that information?

DAN

I'm trying to set the scene.

TERRY

Well, that's not the most interesting part to hear. So what happens next?

DAN

She gets on her horse and rides away.

TERRY

Then let's move it along before I have to hear what she had for breakfast.

DAN

It's actually the afternoon, so I was going to talk about her lunch.
(beat)
Point taken.

TERRY

Just take me to the next important moment.

DAN

Fine. The hero arrives at the edge of the Yaltac jungle. As she enters, she nervously recalls the bartender's words.

BARTENDER

The road there is treacherous and passes through the Yaltac jungle, which is full of dangerous creatures.

HERO

Any recommendations on how to deal with them?

BARTENDER

Run. Fast.

We hear the sound of rustling leaves and hooves.

HERO

Come on, get it together. You're not scared of a jungle. You can take care of any critters you find. The bartender was probably just exaggerating anyway. Yeah, that's what it was. It was all an exaggeration. Just keep talking to yourself, and nothing bad will happen.

We hear the sound of a creature growling.

HERO (CONT'D)

What was that?

The growl gets louder, and the creature pounces.

HERO (CONT'D)

AH!

The sound of a sword slicing through the air ensues, as it strikes the creature and the beast gurgles it's last breath.

HERO (CONT'D)

Haha! There's nothing I can't handle. Nothing can stand in my way.

We hear another growl, and another, and another, and another, and another.

HERO (CONT'D)

(gulps)

Maybe the bartender had the right idea.

We hear the horse go into a full gallop.

HERO (CONT'D)
AAAAAAAHHHHHHHH!!!!

FARMER
Whoa there, traveler, where are you
headed at such speed?

HERO
Run! There are monsters right
behind me.

FARMER
(chuckles)
First time through the jungle, I
take it. Don't worry, you're safe.
You can open your eyes now.
Isn't that better? Makes it easier
to see where you're going and if
anything is chasing you.

HERO
Where did they go?

FARMER
They tend to stick to their jungle,
and you can't even see it from
here.

HERO
I hadn't even noticed.

FARMER
(chuckles)
Don't worry, it happens to everyone
on their first ride through the
jungle.

HERO
You won't tell anyone, will you?

FARMER
Your secret is safe with me. I
mean, who would I even tell? Look
around, there aren't many people in
Rockgrew and even fewer visitors.

HERO
Did you say Rockgrew?!

FARMER
That's the name of our town, if you
can even call it a town.

HERO

That's good. I'm still on track.

FARMER

For what if you don't mind me asking?

HERO

I am on a grand adventure for the king. I must go into the goblin lands and retrieve a powerful artifact. Someday everyone will know the name...

FARMER

Did you say you plan on going through the goblin lands?

HERO

Well, yes. Why?

FARMER

They don't take kindly to strangers.

HERO

I'm not afraid of a few goblins. After all, I am the hero...

FARMER

That's all good. But I would still advise caution. Where are you planning on going anyway?

HERO

To the heart of their mountain to retrieve an artifact of great importance to the king.

FARMER

In the mountain?! Are you crazy? That's suicide.

HERO

Don't worry. I can handle a few goblins.

FARMER

It won't be a few goblins; the heart of the mountain is their capital. You'll be facing an entire city of goblins, not to mention the dragon.

HERO
(terrified)
Dragon?

FARMER
Nobody warned you about the dragon?

HERO
(scared)
No.

FARMER
That dragon makes anything in the
jungle look adorable. So I think
you should turn around before...

HERO
NO! I will defeat the dragon, prove
myself worthy of the king, and
become a knight.

FARMER
Defeat the dragon? You can't do
that.

HERO
Fear not, citizen. I will rid the
land of this evil.

We hear the horse start to gallop away.

HERO (CONT'D)
Ok, get it together. You can do
this. All you have to do is make
your way through a city full of
goblins and defeat a dragon without
dying. Easy.

The horse riding comes to a stop

HERO (CONT'D)
Good boy, Crumble, you stay here.
I'll do the rest on foot.

ROSHE
(aka Crumble)
Unbelievable. You make me cross a
deadly jungle, and then you abandon
me.

HERO
Wait, you can talk?

ROSHE

No. I mean, neigh. Shit.

HERO

Why did you never say anything?

ROSHE

Did you ever ask?

HERO

No, but in my defense, who would think their horse can talk?

ROSHE

Maybe all horses can talk.

HERO

Can they?

ROSHE

How should I know? You think all horses know each other?

HERO

I don't have time for this. I need to go.

ROSHE

Right, we need to steal an artifact. Let's go.

HERO

You still can't come with me. Horses aren't exactly stealthy.

ROSHE

I'm not an ordinary horse! I can talk! How many horses do you know that can talk?

HERO

I preferred when you didn't.

ROSHE

You don't mean that.

HERO

Just stay here and be ready if we need to make a quick getaway.

ROSHE

Oh, when you need a quick ride, it's "we".

HERO

Please.

ROSHE

Fine. Go have all the fun without me. I'll just sit here twiddling my hooves in the meantime.

We hear the hero walking away before complete silence.

DAN

Is this one of those parts where you want me to hurry up, or should I describe her sneaking around?

TERRY

Just give me the highlights.

DAN

Well, she arrives at the mountain and notices several entrances. She sneaks into one and arrives at a massive underground city. The city sits in a huge cavern. It is full of goblins and buildings. The hero notices a massive temple towards the back and guesses that's where she needs to go. She cautiously creeps through the cavern. As she approaches the structure, she sees two goblins, standing guard in front of gigantic doors, arguing.

GOBLIN 1

Why do we even need to patrol? Nobody has tried to steal from us in the last decade.

GOBLIN 2

You know we have to protect the artifact.

GOBLIN 1

Isn't that what the dragon is for? What can he do that a dragon can't? There's really no use for us to be in front of this door.

TERRY

Really? The hero finds the lair on the first try, and the goblins happen to talk exactly about what she's looking for right when she gets there?

DAN

Yeah.

TERRY

Maybe make it less straightforward next time.

DAN

Noted. But anyway, the hero approaches...

GOBLIN 1

Who goes there?

GOBLIN 2

We have weapons, and we're not afraid to use them.

HERO

No need for that.

GOBLIN 1

Why? Are you surrendering?

HERO

(laughs)

Not at all. But we don't have to fight.

GOBLIN 2

Give me a good reason why I shouldn't skewer you.

HERO

I couldn't help but overhear your conversation as I was making my way here.

GOBLIN 2

You were eavesdropping?

HERO

I know, terribly rude of me. But I can't help but think your colleague makes a valid point.

GOBLIN 1

Told you so! What was the point I made?

HERO

That really your job is redundant. What's the point of guarding this door if there's a dragon behind it? If I can defeat a dragon, what chance do you guys have? And if I can't, what's the point of putting your lives in danger? Just let the dragon take care of me. There's no reason to risk yourselves.

GOBLIN 1

She has a point.

GOBLIN 2

You're just saying that because you're afraid of getting hurt.

GOBLIN 1

Why take the risk if I don't have to? Do you want to get injured so badly?

GOBLIN 2

I suppose not.

HERO

So, can I pass?

GOBLIN 2

I guess.

GOBLIN 1

Wait, did I just win an argument against you? Hell yeah!

GOBLIN 2

You had help.

GOBLIN 1

Doesn't matter, it still counts.

HERO

(coughs)

Would you mind opening the door for me?

GOBLIN 1

Of course.

GOBLIN 2

Wait! We agreed to not fight, not to open the doors.

GOBLIN 1

It's just rude to agree not to fight and then leave her in front of a closed door. Who knows what she'll do then?

HERO

I would have to force you to open it, and none of us want that.

GOBLIN 1

See, she's being reasonable. You should be as well.

GOBLIN 2

Fine.

(under his breath)

I hope the dragon accidentally eats both of you.

HERO

What was that?

GOBLIN 2

Nothing.

We hear the doors open.

GOBLIN 1

There you go. You are free to enter.

HERO

Thank you.

GOBLIN 1

You're most welcome. Good luck in there.

GOBLIN 2

Good luck in there?! It's one thing to let her in, but you can't wish her good luck against the dragon!

GOBLIN 1

Seemed like the polite thing to do.

The sound of footsteps entering the temple before the doors clang shut.

HERO

Woah! I've never seen so much gold
in my life.
What's that light?
That chalice must be the artifact!

DRAGON

Take a good look at it because it
will be the final thing you see.

The dragon roars and blasts fire.

HERO

Haha. You missed. That's what
happens when you give up the
element of surprise for a cool one-
liner.

DRAGON

I don't need advice from the roach
I'm about to squash.

The dragon blasts fire again.

HERO

Missed again! Why don't you show
yourself and make this a fair
fight?

A magical sound ensues

DRAGON

Fine. Here I am. Cower in fear,
puny mortal.

HERO

(gulps)

DRAGON

Not so brave now, are we? Any last
words?

(beat)

Nothing to say. Very well. Die.

The dragon roars and blasts fire again.

DRAGON (CONT'D)

Stay still.

HERO

If I had stayed still, how could I
have kept you distracted, allowing
me to reach the chalice?

TERRY

And as she's about to grasp the chalice, the ground falls out from underneath his feet.

DAN

What? No! This is my story, remember?

TERRY

Yeah, and you were making everything way too easy for your hero. There's no point in telling a story where everything goes right. Your hero can't achieve all her goals and dreams without issue. It's not the way it works in real life, so it shouldn't be the way it works in fiction. What's the audience going to feel or take away if there are no complications or stakes? There's gotta be something more.

DAN

(sigh)
You're right.

TERRY

I usually am. That's why you asked for my help.

DAN

But falling through the ground, really?

TERRY

I had to do something, and that's the best I could come up with in the moment.

DAN

What happens now?

TERRY

That's for you to figure out. I'm here to cause problems, not solve them. But I look forward to hearing what you come up with next time we talk.

FADE OUT.