

A Dream too Heroic
(The Hero of Korvalin)

written by

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EPISODE IV

TERRY

Ok, it's been a week, you have to tell me what happened.

DAN

Whoa, calm down, let's take it slow.

TERRY

Yeah, not thanks. Come on, get started.

DAN

When did you get so invested in the story?

TERRY

When you started fleshing out the world. It got me curious, is all. You should be flattered that I'm excited to hear what's next.

DAN

Don't get me wrong, I appreciate it. I'm surprised is all. I didn't think you would like this kind of story.

TERRY

What do you mean?

DAN

Fantasy isn't for everyone, and you always struck me as someone more into real-world stories.

TERRY

The genre doesn't matter as long as you have something interesting to say and an interesting way to say it. A good story is a good story.

DAN

Thanks, I'm glad you find it interesting.

TERRY

No problem, now get going!

DAN

Fine. Last we left it, our hero had realized that she couldn't complete her quest on her own, so she went ask for help.

In doing so, her shapeshifting companion introduced her to a band of heroes they used to adventure with.

These adventurers include a wizard or witch, a librarian with a penchant for violence, and a healer who seems to have lost her way.

Now that they have all met, they plan to reconvene right outside the goblin territory, where the chalice they seek resides.

HERO

So, where are we meeting the others?

ROSHE

Right here.

HERO

Well, where are they?

ROSHE

They'll be here.

HERO

Are you sure? I knew we should have all gone together.

HAREEL

They'll get here when they get here. Is she always this impatient?

ROSHE

When it comes to getting the chalice, yes, yes, she is.

HAREEL

I still don't get why you're desperate to complete this quest.

HERO

I know you don't seem to be a fan of knights, but it's all I've ever dreamt of becoming.

HAREEL

Can't imagine why.

HERO

When I was 5 years old, a knight saved my life. Ever since, I promised that I would protect others.

The problem is that you need to be born into it, and I was obviously not.

Instead, I worked my socks off to learn everything I could about knights. I saved money from odd jobs, bought myself a sword, and convinced some mercenaries to train me.

So, when I saw a flyer for a quest that could grant my wish. I knew that it was a sign from the universe that I was meant to complete it.

HAREEL

Great, we have someone who believes in signs, destiny, too, probably.

HERO

Laugh all you want, but I worked hard for this opportunity. And now that it's here, I won't let it pass by. I'll do anything to achieve my dream.

HAREEL

Good luck with that.

ROSHE

Don't mind her, just focus on what you have to do, and we'll get through this.

HERO

What's her problem?

ROSHE

That's not my place to tell.

HERO

Well, at least...

DIRZAW

How much longer is she going to complain?

HERO
 Aaaah! How long have you been
 there?

DIRZAW
 Long enough.

HERO
 Where's the final member?

GABRAURRE
 I'm here, mon amie. You look like
 you need a hug.

Sound of struggling.

HERO
 I'm fine, you can put me down.

GABRAURRE
 If you insist.

HERO
 Now that we're all here, let's get
 going.

GABRAURRE
 Take a second.

DIRZAW
 So, impatient.

ROSHE
 Patience.

HERO
 The faster we do this, the better.

ROSHE
 We have to plan it out first.
 Unless you want it to end up like
 last time.

GABRAURRE
 What happened last time?

HERO
 No need to go into the details. But
 this time we have a whole team!
 What could go wrong?

HAREEL
 A lot.

DIRZAW

We're still heavily outnumbered. We can't just walk in there and take the artifact. I mean, that would be suicide, it would be plain stupid, only an idiot would think that it's a good idea.

HERO

I get it. Who has a plan?

HAREEL

That's usually your department, my imposing friend.

GABRAURRE

The first phase of the plan will consist of our shapeshifting friend transforming into a burrowing type of creature to create a tunnel for us that leads into the mountain.

HERO

Didn't you tell him about the monster?

GABRAURRE

No one said anything about monsters.

ROSHE

There was a huge wormlike creature that chased us below ground.

GABRAURRE

That complicates things. Does it have any weaknesses?

ROSHE

We didn't stay to find out. All I know is that it seemed content to stay within the goblin territory.

GABRAURRE

We can use that. Start our tunnels outside of the goblin area and then lure it into a trap. Shouldn't be too hard.

HAREEL

If there's only one of them.

HERO

You think there might be more?

HAREEL

It stands to reason. I doubt they only have one creature patrolling the whole area.

HERO

You think it works for them?

ROSHE

That would explain why it didn't eat us once we left.

HERO

So what do we do if there are more of them?

GABRAURRE

I have a new suggestion. Roshe can transform into one of these creatures.

HERO

Can you do that?

ROSHE

Of course I can, why couldn't I?

GABRAURRE

Anyway, once Roshe is a huge worm, we try to sneak in behind and hope for the best.

HERO

Hope for the best? Is that what elite adventurers do?

ROSHE

You'd be surprised how much luck is involved in adventuring.

HAREEL

If you're too scared, we can leave you behind.

HERO

No, I'll be fine.

GABRAURRE

If everyone is done interrupting, we move on to the next phase of the plane. Once we get near the city, the witch...

DIRZAW

Wizard.

GABRAURRE

You're really doing that again?

DIRZAW

Yes.

GABRAURRE

Fine. The wizard will cast an illusion to make us all look like goblins. Because of how it went last time our group did this, as a reminder, you will only look like a goblin; you won't be one, so stay away from situations where goblins will try to touch you and talk to you to a minimum.

HERO

What happened last time?

DIRZAW

There was an incident.

ROSHE

Oh come on, it was fifteen years ago, get over it.

GABRAURRE

Once we successfully make our way through the city, we will have to find out if they changed where the chalice is kept since your failed attempt.

HERO

You don't have to say it like that.

GABRAURRE

The point remains, we need to gather information and figure out where it is and if the security has been upgraded.

ROSHE

Say no more.

HERO

No, do say more. What's the plan to figure that out?

ROSHE

This is what I'm good at.
Infiltrating and getting
information.

HERO

They won't just tell you where to
steal their most precious artifact.

ROSHE

You're right, that'll be up to
Dirzaw.

HERO

How is she going to help?

DIRZAW

Let's just say I've got ways of
getting them to talk.

HERO

You're not going to torture them,
are you?

DIRZAW

Torture? Who do you think I am? I'm
not a crazy person.

HERO

If not torture, then what?

DIRZAW

Magic, you dolt. I have spells that
can get them talking.

HERO

Then why do we need a shapeshifter?

DIRZAW

I can't just go around asking every
goblin. We need to find the right
ones.

ROSHE

That's where I come in. I find some
high-ranking goblins who I think
would know a thing or two, and lure
them to the wizard to do her thing.

HERO

And then we just have to find a way
past a dragon and whatever else
they might have guarding the
treasure nowadays.

ROSHE

Hey, you're the one who wanted this quest in the first place.

HERO

Please tell me you have a plan to deal with the dragon.

GABRAURRE

Don't worry, we've defeated much tougher foes.

HERO

No offense, wasn't that a while ago?

DIRZAW

Are you calling us old?

HERO

I said no offense. I just meant that you might be rusty, that's all.

DIRZAW

I will have you know I am as sharp as ever. The more adventuring you do, the better you get. And it never really leaves you, it's just like riding a bike.

HERO

I'm not sure the two are comparable.

DIRZAW

Humph. What would you know? You barely look old enough to ride a bike.

HERO

I'll have you know that I've ridden many bikes in my lifetime.

DIRZAW

Congratulations.

HAREEL

If everyone is done chit-chatting, let's stop wasting time and go steal a chalice.

HERO

What's up with her?

ROSHE

She's just anxious to get this done as soon as possible, so let's get going.

DAN

So yeah, then they do the whole plan like it was laid out. They avoid monsters, find out where the chalice has been moved to, and they go off to confront the dragon.

TERRY

That's it? What did I tell you about making things too simple? Stories are better with complications. People want heroes to go through tough times so they can relate to them.

DAN

I agree, but I also find it cool when stories have a group that's so well drilled that their plan goes off without a hitch. So far, we've seen our hero fail, and she's been convinced to recruit this group. In this moment, we see why they were legendary adventurers, why the hero is right to put her trust in them. It lets the audience know these guys don't mess around. I think it's also important to show that the hero starts to feel inadequate in the face of these legends. She starts to doubt her role in all of this. She feels like an impostor. And feel like this dream isn't meant for her.

TERRY

Fine, you've convinced me.

DAN

Wait, what was that? Could you say it a little louder?

TERRY

You've convinced me.

DAN

I'm not sure I've ever heard you say that.

TERRY

Well, don't get used to it.

DAN

Don't worry, I'll treasure it forever.

TERRY

You know, you could maybe just add a little complication, like a small one, a really tiny one.

DAN

I don't know, I don't think it works.

TERRY

Please. For me.

DAN

Fine, what do you want?

TERRY

Oh, I don't know, maybe when they're in the tunnels, they don't manage to avoid all the worms.

DAN

Ok, one troublesome worm coming up.

TERRY

Maybe more than one.

DAN

Two worms coming up.

TERRY

How about a little more?

DAN

Ok, four worms coming up.

TERRY

More!

DAN

I thought you said a little complication.

TERRY

Please.

DAN

Fine! A bunch of worms find them in the tunnels.

HERO

What's that noise?

ROSHE

Oh no, I think a worm found us.

GABRAURRE

I heard one this way, too.

HAREEL

I also heard some.

DIRZAW

There are a lot of them coming this way.

HERO

What do we do?

ROSHE

Run!

The sound of a bunch of words screeching.

ALL ADVENTURERS

Aaaaaaaaaaaaaaaaaaaaaahhhhhhhh!

The sounds fade out.

DAN

Was that to your liking?

TERRY

It'll do.

DAN

Thanks for the glowing approval. Anyway, let's get back to the actual story. The heroes have now found out the new, secret location of the chalice. They make their way there.

GABRAURRE

I see a couple of goblins down there. I have a few ideas on how to take them out.

HERO

Oh, I recognize them. I've got this.

GABRAURRE

Wait, are you sure?

HERO

Trust me, this will be easy.

DIRZAW

I doubt it.

Sound of walking.

GABRAURRE

She got up and walked away.

HERO

Hi, there. Hello.

GOBLIN 1

Who goes there?

HERO

Don't you remember me?

GOBLIN 1

Oh, no, not again.

HERO

What's that about? I thought we got on great last time.

GOBLIN 2

We got in a lot of trouble for letting you through without a fight last time.

HERO

I'm sorry to hear that, but would you mind letting me in again?

GOBLIN 1

I don't know.

GOBLIN 2

You can't be serious. We're going to skewer you like we should have last time.

HERO

You can't mean that.

GOBLIN 1

Sorry, but he's right, we can't let you through. Don't resist, and we'll make it quick.

HERO

Would it change your minds if I told you I had backup this time?

GOBLIN 1

Well...

GOBLIN 2

No! First of all, we don't believe you, and secondly, we can call backup too. HEL...!

DIRZAW

Arkamanika!

A magical sound.

HERO

Are you goblins ok? Why aren't you moving?

DIRZAW

That would be my doing. I cast a spell on them.

HERO

I had it under control.

DIRZAW

You really didn't.

HERO

I totally did.

ROSHE

Let it go. We have a dragon to take care of.

HERO

Right, what's the plan? Are you going to turn into a dragon?

ROSHE

Don't be ridiculous. I can't turn into a dragon.

HERO

Why not?

ROSHE

That's not how my powers work.

HERO

So what's the plan?

HAREEL

Go in there and defeat a dragon.

HERO

That's it? No clever tricks to confuse him while we steal the chalice?

HAREEL

You can stay behind if you're scared.

HERO

(gulps)

No. Let's do this.

GABRAURRE

Try not to die.

HERO

I'll do that.

The sound of massive doors opening.

DRAGON

I smell you once again, little hero. Have you come to be finished off?

HAREEL

You don't intimidate us.

HERO

He doesn't?

DRAGON

More snacks, I see.

HAREEL

Sorry to disappoint, but there will be no snacks today.

DRAGON

We'll see about that.

The dragon roars and breathes fire.

HERO
How are we still alive?

DRAGON
What happened to my fire breath?

DIRZAW
That would be my doing.

HAREEL
Our doing really.

DRAGON
Wait, I know you. What are you doing? Why would you want to steal the chalice?

DIRZAW
You ask too many questions. Now sleep.

DRAGON
No, wait, something isn't right.
(yawn)

Big impact as the dragon falls asleep and snores.

HERO
How did you do that?

DIRZAW
It's a secret. Now let's get the chalice.

HERO
Be careful, it might be trapped.

ROSHE
Don't worry, I'll make sure it's safe.
Here you go, your chalice.

HERO
Wait, you're giving it to me?

ROSHE
Why wouldn't I? You deserve it.

HERO
No, I don't. You guys did all the work. If I weren't here, it wouldn't have changed anything.
(beat)
Maybe I'm not meant to be a hero.

ROSHE

But what about your dream of becoming a knight and meeting the king?

HERO

You have to be realistic about these things. Who was I to think I had what it takes to become a knight? I should have just taken a job in the tavern.

ROSHE

Don't be too hard on yourself. It's your first adventure. Sure, we helped, but you're the one who was courageous enough to start it. Coming all this way was your idea. So take the chalice, it's yours.

HERO

You really mean it?

ROSHE

Of course I do. Now get ready to meet a king tomorrow.

HERO

I can't wait.

TERRY

Well, that was a bit anticlimactic, wasn't it? They just easily defeated the dragon, got the chalice, and everyone lives happily ever after?

DAN

Don't worry, this isn't the end of the story. There are some more twists and turns to come.

TERRY

Like what?

DAN

I don't want to ruin the surprise. You'll find out next week.

TERRY

Ughh, you're insufferable.

FADE OUT.