

MISCHIEF & MAGICK

Written by

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EXT. FOREST'S EDGE - DAY

In the fantasy realm of SPAN, two adventurers, GAVIN (20s, human) and DOR (120s, dwarf), finish thwarting a band of FOREST GOBLINS just outside of town.

A small talking owl, the GAMEMASTER, narrates the events.

GAMEMASTER

The last goblin falls at your feet!

DOR

Loot check!

Out of nowhere, a 20-SIDED DIE appears and comes up "11," and the goblin bodies promptly BURST into EXPERIENCE POINTS.

DOR (CONT'D)

HUZZAH!

EXT. MINNOW TOWN - DAY

Gavin, Dor and the Gamemaster enter a small tavern.

INT. THE CROOKED KEY - MOMENTS LATER

Our three heroes gather around a table. Gavin pulls out a small pouch and dumps out a few copper coins, some lint and a paperclip. Dor POKES at the paperclip, deflated.

DOR

Where's the rest of it?

GAVIN

"Rest of it"? That's all of it.

DOR

(at Gamemaster)

This is your fault!

Gavin takes notice of the SEEDY PATRONS staring at them.

GAVIN

I inspect the tavern... What do I see?

The 20-sided die POPS UP again and comes up "13."

GAMEMASTER

The room is filled with pirates, mercenaries and bounty hunters.

(MORE)

GAMEMASTER (CONT'D)

You notice two "WANTED" posters  
with your names and faces on them.

Gavin spots the POSTERS as the patrons close in on them.

GAVIN

Dor? I don't want to alarm you, but  
I think we're about to be attacked.

DOR

ATTACKED!?

Dor leaps to his feet and pulls out his trusty PICKAX.

DOR (CONT'D)

Have at me, scum!

The 20-sided die comes up "2," and a FLURRY OF KNIVES AND  
SWORDS encircle Gavin, Dor and the Gamemaster.

GAVIN

Nice one, Eddie.

A DOORBELL RINGS, followed by a FLASH OF WHITE LIGHT.

CUT TO:

INT. BASEMENT - DAY

The LIGHT FADES to reveal THREE BOYS dressed in ordinary  
street clothes. They're playing a tabletop board game.

There's LUCAS (10), a timid-looking fifth grader; EDDIE (9),  
a stubby, redheaded fourth grader; and GARY MATSUO (10) --  
"GM" for short -- a stoic and silent fifth grader.

EDDIE

Ugh. That's your cousin Shelby,  
isn't it?

GM nods: "Indeed."

EDDIE (CONT'D)

Curses!

GM heads upstairs, and Lucas starts HYPERVENTILATING.

LUCAS

Shelby Matsuo!? HERE!? Eddie,  
Shelby Matsuo is the cutest girl in  
school! How did I not know she was  
G-M's cousin!?

EDDIE  
Lack of observation, short  
attention span, any number of --

LUCAS  
This is going to be a disaster!

Suddenly, SHELBY MATSUO (11) POPS UP behind Lucas.

SHELBY  
Hi, Lucas! Hi, Eddie!

LUCAS  
(startled)  
SHELBY MATSUO!  
(acting cool)  
Uh, hey. How's it goin'?

SHELBY  
G-M said you guys were playing a  
game?

EDDIE  
(correcting)  
A tabletop role-playing game:  
MISCHIEF & MAGICK? You've probably  
never heard of it.

SHELBY  
How does it work?

LUCAS  
Uh, well, we all play different  
characters. I'm Gavin, a human  
sorcerer; Eddie's Dor the Dwarf;  
and G-M is our Gamemaster -- he  
tells the story, and we act on it.  
Then we roll this 20-sided die to  
see if we succeed.

SHELBY  
Oh, I get it -- like improv  
theater! Who can I be?

EDDIE  
Whoa, whoa, whoa! You can't just  
jump into the middle of our quest!

LUCAS  
Why not?

EDDIE  
She doesn't have a character!

GM pulls out a freshly made CHARACTER SHEET, all filled out.

SHELBY  
Cooooool!

Shelby takes the sheet of paper and pores over it intensely.

EDDIE  
But she'll take all our loot!

LUCAS  
C'mon, Eddie. We'll never make it  
out alive just the two of us.

EDDIE  
Ugh. Fine.

SHELBY  
I won't let you down, Eddie!

GM clears his throat. In his BOOMING Gamemaster voice:

GM  
"Inside The Crooked Key, a pack of  
bloodthirsty bounty hunters are  
poised to attack you both!"

SHELBY  
Oh no!

CUT TO:

INT. THE CROOKED KEY - CONTINUOUS

GAMEMASTER  
The criminals have you surrounded.  
What do you do?

DOR  
I raise my plus-nine Mattock of All-  
Might and strike at a forty-fi--

Just as Dor raises his pickax, the die comes up "3." He TRIPS  
and falls flat on his face: "BAM!"

GAMEMASTER  
Just then, you notice a hooded  
figure shrouded in darkness in the  
corner of the room. Her name is --

FLORA  
Princess Flora, elven druid of the  
Silverlake Pass!

A new character, FLORA (30s), stands to her feet. She whips out two TWIN BLADES, casting back her cloak.

Gavin and Dor share a look: "Holy moly!"

FLORA (CONT'D)

I have traveled many moons to find the ones called Gavin and Dor, and I won't let you barbarians lay a hand on them!

With a much cooler delivery than Dor's, she adds:

FLORA (CONT'D)

Have at me, scum.

The die comes up "18," and a HURRICANE OF LEAVES swirls around the room, WIPING OUT all the surrounding enemies.

Only one challenger remains: a monstrous, 12-foot-tall TROLL. Flora gets in front of Gavin and Dor, protecting them.

GAVIN

Be careful, Flora!

Flora looks down and then back up. Her eyes now GLOW GREEN!

FLORA

I cast... MOTHER NATURE'S FURY!

The die comes up "20."

GAMEMASTER

It's a critical hit!

Flora smiles and SLAMS her twin blades into the ground. GREEN ENERGY surges through the floorboards heading straight for the troll, who GULPS in terror. And then...

EXT. THE CROOKED KEY - CONTINUOUS

The entire roof BLOWS OFF the top of the tavern! Once the smoke clears, the troll TOPPLES to the ground. Only our heroes (and one TERRIFIED BARTENDER) remain standing.

At that, the fallen foes BURST into loot. Dor's eyes widen.

DOR

Welcome aboard, Princess!

Gavin FAINTS.

THE END.