

FX: FAIRYTALE MUSIC.

NARRATOR: A long time ago, in a magical, far away land. There was a man named Karl. He was different from all the other men in the land. Not because he was respected, or special, but because he was truly, to the very core of his soul... an obnoxious idiot.

INT. DUNGEON – MORNING:

FX: DRIPPING WATER ECHOING. A KEY TURNING IN A METAL LOCK. THE METAL CELL DOOR OPENING. THE RATTLING OF CHAINS.

KARL: (GROANING) Hey! Why am I chained up? Release me!

FX: PULLING AGAINST CHAINS.

GUARD: Sorry Karl. With Arazod preparing to be the new king, some of his laws are already in place. And you broke them.

KARL: OK, but what were they? I was very drunk.

GUARD: You... You...

FX: DRAMATIC MUSIC.

GUARD: Called him a wally.

KARL: Is that it?

GUARD: And flicked his beak, mocking his breathing problems.

KARL: I was being affectionate. You know, banter.

GUARD: He's very sensitive.

FX: CAMP DANCE MUSIC TO ANNOUNCE ARAZOD'S ARRIVAL.

GUARD: All hail future King of all of Hastovia, Arazod! And his future Queen, Princess Sabrinia.

FX: MUSIC FADES DOWN. CHEERS. KARL GROANS.

ARAZOD: Karl (GHASPS). You upset me very much last night (GHASPS).

KARL: Well. You've had me in this rank cell all night so I've learned my lesson. Unchain me please.

SABRINIA: Yes, Arazod. Karl has clearly thought about his actions.

KARL: Thanks cus.

ARAZOD: No. (GHASPS) You shall remain here for one month.

KARL: A month! That's a bit extreme.

FX: ALL GHASP.

ARAZOD: Did you call me... (GHASPS) Extreme?

SABRINIA: Be careful Karl.

KARL: Yes, because you're being extreme.

SABRINIA: Wrong answer.

FX: AGGRESSIVE GHASPING FROM ARAZOD.

ARAZOD: Karl. I am sentencing you to (GHASPS) transformation. Tomorrow you shall be turned into a (GHASPS) flying elephant.

KARL: I've always wanted to fly.

ARAZOD: So that you can be eaten by the great dragon.
(LAUGHS AND GHASPS) Farewell, Karl.

FX: CAMP DANCE MUSIC AS ARAZOD LEAVES.

KARL: If anything he's just proven my point about being extreme.

INT. DUNGEON – NIGHT:

FX: DRIPPING WATER ECHOING. SNORING. THE METAL CELL DOOR OPENING.

SABRINIA: (Whispering) Cousin. Karl. Karl!

KARL: (GROGGY) Stop pulling on my trunk!

FX: A SLAP.

KARL: Ow!

SABRINIA: Karl. It's me, Sabrina. I'm here to free you.

FX: UNLOCKING CHAINS.

SABRINIA: Karl, you must leave and never return.

KARL: But where will I go?

SABRINIA: Far away from here. Take this gold with you, and my dear, loyal parrot, Peezant.

PEEZANT: Peezant!

KARL: Thank you. Will I ever see you again?

SABRINIA: Yes, if you can stay alive.

FX: FAIRYTALE MUSIC

NARRATOR: Freed from his chains, Karl fled from Arazod's rule until he was short of breath, which was by the entrance to the dungeon. He regained his breath and went a little further, but got lost in the castle gardens, because he couldn't understand basic sign posting. Then, when he finally made it to the forest outside the castle, like all people without a plan, he stopped, to ask others what to do, as his own thoughts are useless.

EXT. FOREST – NIGHT:

FX: FOREST. NIGHT ATMOS. ROARS. SPOOKY NOISES.
KARL'S HEAVY BREATHING.

KARL: (CATCHING BREATH) Ok. Peezant, Sabrina said you had a message?

PEEZANT: Feed me.

KARL: You haven't even been flying you were on my shoulder the whole time!

PEEZANT: Feed!

KARL: Fine! Have one of these rotting berries.

FX: A BERRY BEING PULLED OFF A BRANCH.

PEEZANT: No. Gold feed.

KARL: It's all I have!

FX: TRUMPETS SOUND.

PEEZANT: The royal alarm. You'd better hurry!

FX: KARL SIGHS AND PUTS GOLD IN PEEZANTS MOUTH LIKE IT'S GOING INTO A SLOT MACHINE. PEEZANT COUGHS.

PEEZANT: (IN SABRINIA'S VOICE) Karl. Now that you're clear of the castle, there's something you should know. We are not cousins. Father found you in a puddle and you were raised in Hastovia. As you got older we knew you were from another world, because...

FX: PEEZANT COUGHS.

PEEZANT: More.

KARL: I need this gold!

PEEZANT: Well then you can just speculate. Do they know Karl is from another world because of A, a special power he has? B) His wit? Or C) His physical superiority?

KARL: Fine! But it's obviously B.

FX: KARL INSERTS MORE GOLD INTO PEEZANT'S BEAK. PEEZANT COUGHS.

PEEZANT: (IN SABRINIA'S VOICE) ... we knew you were from another world, because you never gained in intelligence, thought you were better than everyone else, and drank too much. Oh, and you also have the most boring name in the land. (IN PEEZANT'S VOICE) So D, because you're an idiot.

KARL: Don't make me pluck you.

PEEZANT: (IN SABRINIA'S VOICE) There is a legend that there is a portal between our two worlds. You must find it before Arazod catches you. Good luck, and be careful. It's a strange world out there.

KARL: What am I supposed to do, Peezant?

PEEZANT: I don't like pressure.

FX: PEEZANT FLIES AWAY, SQUAWKING. KARL SIGHS.

FX: FAIRYTALE MUSIC

NARRATOR: Without a clue, a companion, and little money, Karl travelled over hills, mountains, and crossed rivers for a week until he saw a tavern in the middle of the woods.

He would've found it sooner had he not gone round in circles. Having learned he is from another world, and his cousin is not his cousin, Karl did what any man with a small brain receiving such dramatic news would do.

INT. TAVERN – NIGHT:

FX: LOW MURMURS OF CONVERSATION. A WITCHE'S CACKLE. A DOOR CREAKING OPEN.

KARL: I'll have your finest beer, bar Witch!

WITCH: No you won't.

KARL: Oh... It's that unwelcoming attitude which is why your only customers are those two old tramps and a lonely oaf.

FX: MUFFLED CONVERSATION STOPS. FOOTSTEPS CLOSE IN.

KARL: Sorry. You're not old tramps. Just old.

WITCH: What shall I turn him into fellas?

FRONG: A donkey.

SAGS: (GRUNTS)

FRONG: Actually, yeah, what he said. A cat with a donkey's face and a pig's head for a tail.

KARL: Why does everyone want to change me?

WITCH: (CACKLES) Or what about a cat?

KARL: I like cats.

WITCH: We use them to clean the toilet.

KARL: I should've just let Arazod turn me into a flying elephant.

FX: OAF ROARS.

WITCH: It speaks!

OAF: Did you say, Arazod?

KARL: Yes. Beaked thing with breathing issues.

OAF: He destroyed my village. I want to snap his beak.

KARL: Well, I can get you to him. If you keep me safe from these three foul creatures.

FX: OAF ROARS. WITCH, FRONG, AND SAGS SCREAM. RUNNING AWAY.

KARL: Thanks. I think I'll have that drink.

FX: TIME PASSING INDICATED BY AN OWL HOOTING.

KARL: So, do any of you know where I might find a portal to another world?

SAGS: (GRUNTS)

KARL: Does someone other than the orc impersonator have any idea?

FRONG: He and me know this world better than anyone. We are the greatest adventurers in all of this land.

WITCH: You're the only adventurers.

FRONG: Which makes us the greatest.

KARL: Looks like the greatest adventure you've had is to the bottom of a beer barrel.

FRONG: We're retired. And as Sags was saying, there is a portal.

KARL: Ok. Where?

SAGS: (GRUNTS)

FRONG: He says information like that costs money.

KARL: Is nothing for free anymore! Here.

FX: GOLD COINS BEING SLAMMED ON A TABLE.

FRONG: No. He wants you to scrape his feet.

KARL: I hate my life.

FX: DOOR OPENS.

QUESTIONS: Karl?

KARL: Questions! What are you doing here?

QUESTIONS: Sabrina sent me. She's worried you'll get yourself into trouble, because you're socially useless. She told me to do anything you asked. You wouldn't abuse that, would you?

KARL: Never. Now scrape this man's feet for me.

QUESTIONS: Ok. Are we going to get to go on loads of adventures? I've always wanted to see the Dead Lands.

KARL: Just scrape. I'm not a holidaymaker.

FX: TIME PASSING. SCRAPING.

QUESTIONS: What is all that stuff?

FRONG: It's a layer of crust formed from all the different dirt in the land. That yellow one is dragon's phlegm. Eighty years old. It's developed a sort of casing as you can see. You really have to dig in. Use your teeth if you have to.

KARL: Just get to the point!

FRONG: Touchy. So anyway. There's a legend of a lady that used to live here. She was arrested for getting drunk and putting on the King's Crown and making orders to the servants. They, being thick, followed these orders, and a war broke out. She was left in the castle dungeons to rot for all eternity. But, ten years later, when they decided to go in and poke her for fun, she was completely gone. No sign of escape, no rotting corpse. Just gone. Nobody has been in dungeon 2B since.

KARL: So I have to go back into the place I need to stay away from?

FRONG: (LAUGHING) Good luck. I'll look overhead for a flying elephant.

QUESTIONS: There is an engagement party tomorrow for Sabrinia and Arazod. It'll be busy enough to get into. Shall we go?

KARL: Great idea, Questions. I'll need a disguise.

WITCH: I can help.

KARL: I want something that will help me blend in.

WITCH: Very well. Dark powers of the bubbling glade, turn this man into a...

EXT. WOODS – NIGHT:

FX: WOODS AT NIGHT ATMOS.

KARL: (FRENCH LADIE'S VOICE) A French maid! She turned me into a maid!

QUESTIONS: How do you keep your legs so smooth, Kar?

KARL: Shut up, Questions.

OAF: Why do they call her Questions?

QUESTIONS: Karl, what are those things in the sky?

KARL: (FRENCH LADIE'S VOICE) Stars, Questions.

QUESTIONS: Why are they there?

KARL: (FRENCH LADIE'S VOICE) I don't know, Questions.

QUESTIONS: Why not?

FX: KARL SIGHS.

OAF: I get why now.

QUESTIONS: Is that little spikey thing a mine?

KARL: (FRENCH LADIE'S VOICE) No, it's a hedgehog... well actually yes it's a mine.

QUESTIONS: I've sworn to protect you. Can you stand back while I cover it?

FX: QUESTIONS RUNS, THROWS HERSELF TO THE FLOOR. SCREAMS IN PAIN.

KARL: (FRENCH LADIE'S VOICE) Ooh, another mine there.

FX: QUESTIONS RUNS, THROWS HERSELF TO THE FLOOR. SCREAMS IN PAIN.

KARL: (FRENCH LADIE'S VOICE) I like this game.

OAF: The castle. There.

KARL: (FRENCH LADIE'S VOICE) Ok. I only have until a star complains before the spell wears off.

OAF: When do I get to crush Arazod?

KARL: (FRENCH LADIE'S VOICE) Once I've gone, crush away.

INT. CASTLE – NIGHT:

FX: DINNER PARTY ATMOS

ARAZOD: So when you are my bride (GHASPS) You will have to wear less revealing outfits. I want nobody else to set eyes upon you. (GHASPS) In fact, maybe I'll pluck everyone's eyes out. (LAUGHS).

SABRINIA: That would be a bit...

FX: GHASPS

SABRINIA: Too much work.

FX: RELIEF.

SABRINIA: Ooh, here comes the main course. Your favourite, tortured souls.

KARL: (FRENCH LADIE'S VOICE) Here you are Princess. Oh isn't that sweet to eat with your pet pigeon.

ARAZOD: I'm not a pigeon! I'll (GHASPS)...

SABRINIA: (INTERRUPTING) It's ok, my dear Arazod. The maid was just joking. If you laugh it'll show your loyal subjects your lighter side.

ARAZOD: Ok.

FX: ARAZOD'S LETS OUT A FEEBLE LAUGH.

KARL: (FRENCH LADIE'S VOICE) I shall go and mash your food into a paste so you can eat it more easily, Mr. Pigeon.

ARAZOD: I don't like that maid. She reminds me of someone I hate.

INT. DUNGEON – NIGHT:

FX: DRIPPING WATER ECHOES.

GUARD: Hey, what are you doing down here?

KARL: (FRENCH LADIE'S VOICE) I'm here to get a masher. The one in the kitchen is too gentle. I need the one Arazod uses for people's bones. You know...

GUARD: (INTERRUPTING) Ok. I didn't want a bloody tale. Take what you want and let me sleep.

FX: SNORING.

KARL: (FRENCH LADIE'S VOICE) Where is 2B? 1A. 1B. 2A. 2ZF. What? J? What idiot numbered these doors?

FX: PEEZANT FLIES IN. WINGS FLAPPING. A SQUAWK.

PEEZANT: You won't find it without my help.

KARL: (FRENCH LADIE'S VOICE) Well then stop flapping around and help.

PEEZANT: Pay the toll.

KARL: (FRENCH LADIE'S VOICE) I'll have no gold left soon.

PEEZANT: I accept limbs.

FX: KARL INSERTS A COIN INTO PEEZANT'S BEAK.

PEEZANT: It's just next to 2ZF. Naturally. Idiot.

FX: PEEZANT FLIES AWAY.

KARL: (FRENCH LADIE'S VOICE) Next time I see that thing I'm skinning it and wearing it as a hat.

INT. CASTLE – NIGHT:

FX: DINNER PARTY ATMOS.

ARAZOD: Questions! (GHASPS) Come here.

QUESTIONS: How can I help you sir?

ARAZOD: Have you seen Karl anywhere? (GHASPS)

QUESTIONS: Erm... No Sir. Should I have?

SABRINIA: Come on Arazod, allow Questions to enjoy the party. She can gather so much information here.

ARAZOD: Ok, but first, let's play a game, (GHASPS) Questions, I'm going to give you some answers, and you give me the question that gets that answer. Let's begin. My quarters.

QUESTIONS: Where does Sir look in the mirror saying he's got that vibe?

ARAZOD: Tell anyone and I'll have you turned into a suggestion box. Ok.

ARAZOD: The well.

QUESTIONS: Where does Sir go and cry when nobody compliments him on his freshly shined beak?

ARAZOD: Any more lies and I'll feed you to the donkeys! Let's try... Karl.

QUESTIONS: Who is looking around the castle dungeon?

ARAZOD: Thank you Questions. Guards. Remove her.

INT. DUNGEON – NIGHT:

FX: DRIPPING WATER ECHOES. STRUGGLES WITH A DOOR.

KARL: (FRENCH LADIE'S VOICE) Come on. Delicate hands aren't made for forcing doors open.

FX: The door pops open.

KARL: (FRENCH LADIE'S VOICE) Yes!

FX: QUICK STEPS. ARAZOD'S CAMP DANCE MUSIC GETS LOUDER.

ARAZOD: Karl!

KARL: (FRENCH LADIE'S VOICE) I am not Karl, I am Karla.

FX: MAGICAL SPRINKLING.

STAR: (ECHO) The problem with kids today. They think they can all be stars.

KARL: (FRENCH LADIE'S VOICE) Oh no.

FX: A POOF AS KARL IS TRANSFORMED BACK.

ARAZOD: I must say I preferred you as a woman.

KARL: Arazod! Where have you been? I've been waiting to be turned into a flying elephant for ages! You know you shouldn't keep a guy waiting. It's very un-gentlemanly.

ARAZOD: Transformation is too good for you. I know the perfect punishment.

FX: FAIRYTALE MUSIC.

NARRATOR: Karl could've actually made it, had he simply walked into the room, blocked the door, and figured out what to do in that time. Sadly, lacking logical thought meant death was inevitable.