

Title: Dungeon Master

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Genre: Family Dramedy

9 pages

Logline: A spunky little girl tries to get closer to her older brother by infiltrating his Dungeons and Dragons campaign.

Characters:

Izzy (9) - spunky younger sister who will stop at nothing to find connection with her "cooler" older brother.

Mitch (16) - too cool for school older brother who isn't actually that cool. He actually works at a card shop.

Locations: Card Shop, break room

Production concerns: getting the location of a card shop during normal business hours

DUNGEON MASTER

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&
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IZZY (9), with rimmed glasses and cutely-placed missing tooth, adjusts her backpack and stands up a little straighter as she enters the strip mall game shop.

INT. BOARD TO DEATH - DAY

Izzy walks in. The shop is small, but packed with boxes on top of boxes of board games. Mitch sits behind the cash register, reading a thick book. He doesn't look up.

IZZY

Hi, Mitch! What class is that for?

Mitch picks up the book, showing its cover: DUNGEONS AND DRAGONS PLAYERS HANDBOOK, THIRD EDITION.

MITCH

This isn't school, Izzy. If I wanna be dungeon master, I have to know *everything*.

Izzy is intrigued.

IZZY

Can you teach me?

MITCH

It's too hard for little girls. Just go hangout in the back until my shift is over.

Mitch points to the entrance to the break room and looks back down at his book.

IZZY

Oh, I was thinking maybe we could hang-

MITCH

Look, Izzy, I've got a lot of stuff to do before the boys come later.

Izzy nods in disappointment.

INT. BOARD TO DEATH/BREAK ROOM - DAY

The fluorescent light flickers above Izzy as she does arithmetic on a work sheet. Frustrated, she puts down her pencil and walks to her backpack on the floor.

As she pulls out some ACTION FIGURES, she sees Mitch conversing with CARSON (16), a bespectacled know-it-all leaning casually up against the counter.

CARSON

If Sterling doesn't stop trying to bone my sister, there's gonna be a duel.

MITCH

You really think Kyle will allow it?

CARSON

He has no choice. We instituted the rule for this very reason.

Mitch shrugs. He stands up and heads toward the break room.

MITCH

We should start setting up.

Mitch leads Carson into the break room. Izzy plays with the action figures as though she's been doing it the whole time.

They go into another door to the storage room and shut it. Izzy sighs.

INT. STORAGE ROOM - DAY

Mitch sits at a card table with Carson, STERLING (17), KYLE (18), and TOBY (16) in a scene reminiscent of that painting of the dogs playing poker. Izzy pokes her head in.

KYLE

Okay Toby, you successfully slayed the final orc. Well done.

Toby pumps his fist.

TOBY

Nice.

KYLE

As the orc writhes in agony, Balsalor spots a beautiful princess on horseback, whose breasts rise and fall with every trot-

CARSON

Sterling, if you let me have this, I will not challenge you to a duel.

STERLING

Can I still ask out your sister?

Carson shakes his head ardently no. Izzy finally speaks up.

IZZY

Hey Mitch, didn't your shift
already end.

MITCH

Yeah. We'll be done soon. Go sit
outside.

Dejected, Izzy backs out of the room and closes the door.

INT. BREAK ROOM - DAY

Izzy sketches in a notebook as the boys file out.

IZZY

Do you want to see my D&D
character?

He squats beside her, intrigued. She shows him her notebook.
Mitch tries to interrupt, but it doesn't work.

MITCH

Come on, guys. I need to get going.

IZZY

She's a halfling with an attitude
names Isabellondis.

Sterling chuckles.

STERLING

Wow, she's pretty cool. You oughtta
talk to Kyle about joining our
campaign.

Izzy grins.

IZZY

I might do that, Sterling!

Mitch shoots a thousand daggers into her soul with his eyes.

INT. CAR - NIGHT

Mitch drives. Izzy seems pleased with herself.

IZZY
 (faux-caring)
 Is something wrong, Mitch?

MITCH
 You know exactly what's wrong.

IZZY
 Your friends are really nice.
 Sterling said I should talk to Kyle
 about joining.

Mitch swerves the car over to the side of the road. He turns around aggressively.

MITCH
 Now, you listen to me. I will not have you taking this from me, too. I'm headed to be Dungeon Master next campaign. That's nothing to scoff at! It's hard enough having all the responsibility, now I have to give up all the fun, too?

Izzy shrinks back slightly.

MITCH (CONT'D)
 You may seem cute and sweet to Mom and Dad and everyone else, but I know you, and I know you're up to something.

IZZY
 Mitch-

MITCH
 I don't want to hear it. Give it ten years and maybe you'll have something of value to say. But until then, do us all a favor and shut up.

He pulls back out into traffic. Izzy is clearly hurt, but does as he says.

EXT. BOARD TO DEATH - DAY

Izzy sits on the sidewalk studying her handbook. Mitch pops his head out the front door.

MITCH
 Are you coming inside?

IZZY

No.

Mitch rolls his eyes. Not totally sure of what to do, he heads back in.

Afternoon fades to night as Izzy pours over the book. All the boys stroll up to the shop, excluding Toby. Izzy stops them.

IZZY (CONT'D)

Hey, guys!

KYLE

Hey, Izzy!

IZZY

Where's Toby?

KYLE

Sick. Loser can't handle a cold.

IZZY

Ooooh... ok. Does that mean you're a player short?

KYLE

Yeah, I was just gonna write out Sterling's character and hope for the best.

STERLING

Hey, Izzy should fill in! I saw her character. She's definitely got the chops.

KYLE

Alright, sure. I'm sure Toby will be happy not to get too behind.

Izzy smiles and follows them inside.

INT. BOARD TO DEATH/STORAGE ROOM - DAY

The boys and Izzy sit around the table. Mitch is shocked.

KYLE

I don't know why you've got such a stick up your ass about this, man.

MITCH

Because she's *nine*! She'll ruin it!

CARSON
Dude, your sister is pretty cool.
She plays with Colonel Kurtzes.

Mitch groans.

MITCH
I refuse to do this.

IZZY
I have an idea.

Mitch rolls his eyes.

MITCH
Oh, and what's that?

IZZY
I challenge you to a duel. If you
lose, you're out of the campaign.

Mitch scoffs.

MITCH
Oh, please.

KYLE
Dude, if you've got an issue with
it, she's got every right to stand
her ground. You agreed to the rules
of the campaign like everyone else.

MITCH
Yeah, but she's not even in the
group!

KYLE
What, you afraid you're gonna lose?

MITCH
Of course not.

BEGIN MONTAGE:

Kyle gesticulates to Mitch and Izzy over intense music.
Izzy's having a blast. Mitch sweats more with every turn.

END MONTAGE.

KYLE
Thegul the Destroyer misses his axe
throw at you. What's your response?

Mitch cradles his head in his hands. Izzy is gleeful.

IZZY
I'd like to cast Wrathful Smite.

The group collectively gasps.

KYLE
Oh...okay. Go ahead and roll.

Izzy rolls her die. She tosses it onto the table.

KYLE (CONT'D)
You successfully cast Wrathful
Smite on Thegul the Destroyer. He
is close to death now.

Mitch rubs his temples.

KYLE (CONT'D)
Mitch, your play.

MITCH
Yeah. I'd like to retreat.

KYLE
Retreat?

MITCH
Yes. Hide behind a rock.

Izzy looks at him in disbelief.

IZZY
Come on, fight me!

MITCH
(in defeat)
Just go.

Izzy thinks for a moment.

IZZY
Uhhh...

Everyone looks at her in anticipation.

IZZY (CONT'D)
I'd like to cast... Bowgentle's
Fleeting Journey.

KYLE
Really?

Izzy nods.

KYLE (CONT'D)

Okay...

Izzy rolls her die.

KYLE (CONT'D)

You are transported one foot away from Thegul the Destroyer, cowering at his knees. Thegul, your move.

Mitch perks up.

MITCH

I stab her in the heart with my dagger!

He rolls his die.

KYLE

Okay, looks like you were successful. Isabellondis collapses, blood overflowing from her tiny, tiny halfling mouth.

Mitch exhales deeply. Relief.

INT. CAR - NIGHT

Mitch drives, chuckling. Izzy stares out the window.

MITCH

Bowgentle's Fleeting Journey. Amateur.

IZZY

Yeah, I guess so.

MITCH

If I didn't know you better, I'd say you did it on purpose.

They share a mutually understood beat. Izzy breaks it.

IZZY

Pfft, I'd never take pity on you. You beat me fair and square.

MITCH

I know I did. Your character's not bad, though. Think we could teach mom to make one?

IZZY

Probably. I bet she'd want to be an elf.

MITCH

Yeah, but she's a gnome through and through.

They smile.

MITCH (CONT'D)

I could be dungeon master?

IZZY

I'd like that.

FADE OUT.