

The Royal Quest

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1 EXT. THE FOREST

Deep in a forest filled with treacherous plants and animals, three Knights gallop along valiantly. They are riding wooden horses as if they were a purebred Morgan. **SIR RIDESWELL** leads **SIR SLOWLY** and **SIR MADAME** (a girl disguised as a boy) on an important quest. The three come across a puddle.

SIR RIDESWELL

Woah! Tis' the sign we seek!

SIR MADAME

A Puddle!

SIR SLOWLY

No! Not a puddle!

SIR RIDESWELL

Not a puddle, you fools. A sign. Sign!

He points to a sign that reads **THE SIGN YOU SEEK**. The 3 stare at it for clues. Suddenly a woodland **PEASANT GIRL** pops out of the bush.

PEASANT GIRL

Why are you starrng at that board?

SIR RIDESWELL

Young peasant girl, I am Sir Rideswell, we have been sent on an important quest to find the missing Royal Mascot.

SIR MADAME

Prey, tell us, can you read these symbols?

PEASANT GIRL

Yes, Mam'.

SIR MADAME

My name is *Sir* Madame. I am a knight!

PEASANT GIRL

Are you sure?

Rideswell and Slowly take a close look.

SIR MADAME

Yo, Bro! Get up off my grill.

SIR SLOWLY
Yes, definitely a man.

SIR RIDESWELL
A man of honor!

PEASANT GIRL
If you say so.

SIR RIDESWELL
Please. Do you read?

Peasant girl leans around to read the sign.

PEASANT GIRL
(reading)
The sign you seek.

SIR RIDESWELL
Yes, indeed. Tis the sign we seek!

PEASANT GIRL
No, literally. That's what it says.

SIR SLOWLY
Oh...It's a sign!

SIR MADAME
Yes, we know that already, Sir Slowly.

SIR RIDESWELL
Lowly Peasant Girl, we are in need of
a scribe and a reader. Might you join
our quest to recover the Missing Royal
Mascot, and be our guide?

PEASANT GIRL
So, a secretary?

SIR SLOWLY
Excellent! Yes, you are a female so
that would be most appropriate.

All three knights nod in agreement. Sir Madame looks
suspicious.

PEASANT GIRL
I will help you on your quest under
one condition.

SIR MADAME

Anything! We are desperate!

PEASANT GIRL

I am granted a quarter of the royal reward.

SIR RIDESWELL

Outrageous!

SIR SLOWLY

What is a quarter?

SIR MADAME

You know good and well that a woman cannot have her own money.

PEASANT GIRL

Then I guess you don't need anyone to read this map!

She pulls out a map.

SIR RIDESWELL

A map? (he leans in) Well what does it say?

PEASANT GIRL

It says, "A Map to find the Royal Mascot".

She shows the map which actually reads "A Map to The Curious Coffee Haus".

RIDESWELL/SLOWLY/MADAME

Ah!! Very impressive. Yes.

SIR RIDESWELL

It is done. You shall be the first woman to receive her own money.

SIR SLOWLY

Luckily no one is around to witness this moment so we may deny it later.

The three knights agree heartily then see a group of peasant and royal women standing by, applauding and crying. Some are holding signs that read "**Wages for Women**" and others wear pink hats. Someone is holding a sign that says "**Girls can be knights too!**" This is Sir Madame. Sir Rideswell and Sir Slowly lean in for a closer look then turn to look at Sir

Madame who is on her wooden horse out of breath. She shakes her head in fake disgust. The four set out on their mission.

A TITLE CARD READS "A LITTLE FURTHER AND A LITTLE LATER..."

2 INT. THE CURIOUS COFFEE HAUS

The four sit around a coffee table looking about curiously. A haggard old wench approaches. This is **MELBA**.

MELBA

Welcome to The Curious Coffee House,
what can I get you.

SIR SLOWLY

We have a map that says "A map to find
the Royal Mascot". It has lead us
here.

MELBA

This here is the Curious Coffee Haus.
We don't have no mascot.

Everyone looks at Peasant Girl who hides behind a menu.

SIR SLOWLY

I'll have a coffee in that case.

MELBA

We don't have coffee.

SIR SLOWLY

But it's called The Curious Coffee
Haus.

MELBA

Yes. Curious, ain't it?

SIR MADAME

I'll have a dairy free, gluten-free,
cranberry scone.

MELBA

Coming right up! Anyone else?

Everyone else shakes their head no.

MELBA CONT'D

Suit yerselfs.

A **STRANGE WANDERER** and his **APPRENTICE** glares at the group

from the table next to them. They all notice and glare back. Things get tense as it seems the group is communicating telepathically. Eyes squint. Mouths move in ripples. Faces peel back in shock.

RIDESWELL/SLOWLY/MADAME/PHEASANT

WHAT!?

STRANGE WANDERER

Aye, Matey's. It's all true. The Royal Mascot has indeed passed through the Curious Coffee Haus. He ordered a chili dog and crispy fries before being violently captured by some of Merlin's own.

APPRENTICE

It was Pepper, Paprika and Poe. The three most dangerous interns in the land.

Melba has returned with a roasted chicken and overhears the conversation.

MELBA

(Gasp) Merlin's own!

STRANGE WANDERER

Aye, a real landlubberer. I wanted to keelhaul the scurvy creeper but me grog's bunghole shot up in me eye and I went under that there table until the cock-a-doodle-doo'd.

The light darkens and the mood changes. The fellow patrons all lean in.

MELBA

Merlin's own is a legend in these parts.

APPRENTICE

She casts a wicked spell on all whose path she crosses. If she has the Royal Mascot, all hope is lost.

3 INT. THE CURIOUS COFFEE HAUS - CORNER

A stirring form the corner of the Coffe House reveals, **SHAKES**, a shifty eyed witch who shakes when he is trying to communicate.

SHAKES

I know that of which you speak.

4 INT. THE CURIOUS COFFEE HAUS

MELBA

Not now Shakes, go back to your corner.

Shakes slowly makes his way to the table of misfits and leans in. When he talks the others lean back to not get hit.

SHAKES

All is not lost. For
eeeeeeeeeyyyyyeeee....eeeyyyyyeee.

Shakes goes into a shaking fit to get the words out and the misfits get smacked.

SIR SLOWLY

Hey! Watch it.

SIR MADAME

Ow!

PHEASANT GIRL

He really has the shakes.

SHAKES

I....neeed.....shakes....neeed.

SIR RIDESWELL

Yes, yes, yes, you need to stop shaking all over us.

Melba re-appears with 2 shakes. Shakes takes them both and drinks them down. His shakes stop.

SHAKES

Ahhh...that's better. As I was saying, all is not lost. I know where Merlin's Own resides.

STRANGE WANDERER

Where?

Everyone shifts to stare at Strange Wanderer and glare.

STRANGE WANDERER CONT'D

(suspiciously)

I'm not seeking the Royal reward for

myself! I'm asking...for a friend.

Everyone takes this as truth and nods.

SHAKES

She lives just beyond the woods. But
be forewarned! She is a brutal wizard,
the kind these parts ain't never seen.

The group takes a deep breath and ready's themselves for the challenge.

SHAKES CONT'D

You will have to brave miles in an
enchanted forest with flying monkey's.
A wicked spell will fire flame balls
at you from the sky and a tin man, a
lion and a scarecrow will annoy you
the whole journey.

APPRENTICE

That sounds like The Wizard of OZ?

SHAKES

Just remember, when you try to go
home...you were already there. Here is
the map to the destination you seek.

The group is thoroughly confused now. Peasant Girl opens the map that reads **THE DESTINATION YOU SEEK**. She nods to the others that it's a go!

SIR RIDESWELL

Right, off we go then!

Everyone agrees and takes off. Melba and Shakes look after them glaring ominously. .

A TITLE CARD READS "NOT MUCH FURTHER AND NOT MUCH LATER..."

5 EXT. THE FOREST

The group now consists of Sir Rideswell, Sir Slowly, Sir Madame, Strange Wanderer, Apprentice and Peasant Girl who studies the map.

PEASANT GIRL

According to this map. The destination
we are seeking is around this corner.

The group looks around.

APPRENTICE

We have barely gone 3 barrels length,
What about the haunted monkey
adventure?

Peasant Girl just shrug's. They hear a strange cackling of sorts and look around vigorously to find where the noise is coming from. Strange Wanderer kicks into high gear with army style rolls and signals no one understands except Apprentice.

STRANGE WANDERER

(whispering loudly)

This way!

No one can hear him even though it was quite loud.

APPRENTICE

(yelling)

THIS WAY!!

Everyone follows as they creep toward the sound.

6 EXT. THE FOREST - TREE HOUSE - BUSH

The group is hiding in the bushes, watching as a group of fairies dance about with the a small **DOG**.

7 EXT. THE FOREST - TREE HOUSE - BASE

The fairies have ribbons and are dressed in white flowing gowns. Their hair is pinned like a princess with baby's breath entwined effortlessly. This is **WILLOW, PETAL AND HARVEST**. They are singing. Harvest stops and listens.

HARVEST

Do you hear what I hear?

WILLOW

Do I hear what you hear, Sister?

HARVEST

A bear, A bear, an evil sort of bear.

PETAL

I love evil Bears, Sister, let us
bring him silver and gold!

WILLOW

Where is this nasty bear who snores so
evily?

Harvest points to the Bush where the gang is hiding.

HARVEST

Hide the four legged friend, Petal,
quickly. For you know, what I know!

8 EXT. THE FOREST - TREE HOUSE - BUSH

The group looks non-affected.

STRANGE WANDERER

(whispering)

Be warned! There is an evil, nasty
bear lurking near.

PEASANT GIRL

It's him, you imbecile.

Peasant Girl points to Sir Slowly and they all notice he is sound asleep, snoring. Sir Rideswell hits him on the shoulder and wakes him, but it's too late. The fairies hover over the Knights with their arms crossed. The group comes out of the bushes "caught".

9 EXT. THE FOREST - TREE HOUSE

The fairies and the group collide in conversation.

HARVEST

Hark, what Harold angels sing? This is
not a bear!

PETAL

Glory to the newborn king, indeed, tis
not!

WILLOW

Peace on earth and mercy mild, a
peasant, a strange wanderer, 2 knights
and a woman knight?

SIR MADAME

For the LAST time, I am a man Only men
can be knights. Everyone knows that!

Sir Slowly chimes in.

SIR SLOWLY

Tis, true. Women can only bear our
children and pour our cider!

We pan over to our group of protesters, still holding signs. They are now giving a thumbs down and hissing and booing. We see Sir Madame is with them wearing the same wig from before.

PROTESTERS

Boo. Hisss.

Everyone glances back to Sir Madame who is back on her wooden horse, out of breath shrugging.

SIR RIDESWELL

Prey, young fairy maidens-

The fairy's all drop and pray.

SIR RIDESWELL CONT'D

No, I mean, I beg your pardon but we seek to bring back what was lost.

STRANGE WANDERER

A Royal Mascot who we hear is in your company.

The fairies all get up and nod in agreement.

PETAL

Silent Knight, Holy Knight, Yes, we know where the mascot is!

HARVEST

All is calm, all is bright, he is in our tree dwelling.

WILLOW

Round yon virgin, he is indeed! We have been protecting him from Merlin's Own!

Strange Wanderer leads the pack.

SIR RIDESWELL

Lead us onward!

10 EXT. THE FOREST - TREE HOUSE - BASE

The fairies lead the group toward the treehouse. The group waits at the basin for Petal to retrieve the Royal Mascot. She climbs down and shakes her head, visibly upset.

The others look around for the answer but clearly no one knows where the Royal Mascot has gone. Despair falls on our

group. They hear a wicked laugh rumbling in the forest. Just then **MERLINS OWN** emerges with the four legged friend.

MERLINS OWN

Look at you, you pathetic creatures. I have the ROYAL MASCOT! And now my power is complete!

The group fears Merlins Own and looks for a way to stop her but they see no hope. Three witch interns creep toward Merlin and back her up. They all have a Starbuck's to go cup. This is **PEPPER, PAPRIKA AND POE.**

PEPPER

Your perfection, I have brought you the 2 pump mocha, extra shot, hold the whip you requested.

She hands her the cup. Merlins Own takes it, spits it out and tosses it aside.

MERLINS OWN

Elch! Tis too cold.

PAPRIKA

Your beauteous, I have brought you the 2 pump mocha, extra shot, hold the whip you requested.

She hands her the cup. Merlins Own takes it, spits it out and tosses it aside.

MERLINS OWN

Elch! Tis too hot!

The group seems disgusted with the 3 interns.

POE

Your evilness, I have brought you a 6 pump mocha, 4 shot, extra whip latte with non-fat milk. As requested.

She hands her the cup. Merlins Own takes it and enjoys her sip.

MERLINS OWN

Tis jussst right.

Peasant girl steps up bravely.

PEASANT GIRL
Give back the Royal Mascot or we
shall..We shall...

She looks to the group to back her up but they've got nothing. Just shrugs and head shakes. Pepper, Paprika and Poe slide up to Peasant Girl. They are too close for comfort.

PEPPER
We could burn you alive!

PAPRIKA
Yes, you would be living through the
pain of fire.

POE
So much pain and fire.

PEASANT GIRL
But I would die so I wouldn't feel all
that pain.

PEPPER
You would feel, wait. What?

PAPRIKA
It's true, she would likely go into
shock long before experiencing the
pain of being burned alive.

POE
So should we kill her first?

PAPRIKA
No! You fool. Then she would defiantly
not feel any pain!

PEPPER
What if we cast a love spell on her
and that handsome knight then kill
him!

POE
Yes, that is pain.

PAPRIKA
It is decided! We will cast a LOVE
SPELL then kill the knight to cause
you the worst pain you've ever known!
(she cackles)

MERLINS OWN
 Silence! We don't play with love
 spells. They are too dangerous.

The interns bow down low and hiss at Peasant Girl as they
 back away.

MERLINS OWN
 You will ALL die!

PEPPER
 (chiming in)
 And your little dog too.

MERLINS OWN
 No, the dog is the Royal Mascot, wrong
 movie, you idiot!

We suddenly see/hear the protesters who now hold signs that
 read "**Dogs are people too!**" "**All Animals have rights!**"
 "**There's no excuse for animal abuse!**"

PROTESTERS
 (chanting)
 There's no excuse for animal abuse!

Merlins Own waves her wand and the group of protestors dies
 instantly. The group is shook.

MERLINS OWN
 And now...good bye to you all-

Just then the four legged friend (aka: DOG) shape shifts into
THE QUEEN! A bright light stuns them all as she emerges.

QUEEN
 I've heard quite enough now.

SIR RIDESWELL/SIR SLOWLY/SIR MADAME
 Your highness!

They bow.

QUEEN
 You have done well, my Knights. You
 lead me right to Merlins Own. She has
 been following you the whole journey,
 as I suspected she would.

SIR MADAME
 You mean, you knew she would find the

Royal Mascot?

QUEEN

Yes, young lady.

The Knights look at Sir Madame and finally see...she is a GIRL! They shake their head.

MERLINS OWN

What is the meaning of this!?

QUEEN

I knew that this was the last day that your powers could continue without the Royal Mascot to feed your energy. He is locked safely in our Royal Vault enjoying a bowl of roasted squirrel as we speak. YOU will never have that power you seek and therefore will die!

MERLINS OWN

It can't be! It simply cannot-

It's too late. Merlins Own begins to die as her interns look on thankfully. They high five and take off their evil wardrobe to reveal coffee aprons. They start passing out lattes. The Queen turns to Peasant girl

QUEEN

Well done, young Peasant Girl, who now can own her own financial future. It would be an honor to have you at my side.

She turns to Sir Madame.

QUEEN

And you, Sir Madame, I shall be proud to call you Madame Madame, the first female Knight! Let us all celebrate the end of evil and the beginning of a new era!

The group celebrate with coffee toasts and enjoy a quest come true!

