Someday I’ll be a King

Word Count 991

The sound of an old creaking oak door reaches my ear. I look over only to realize who is opening it. “ grandfather!’ I announce, running up to him. As soon as I reach the old man, I grab the shaggy cotton fabric of his trench coat.  “Hello, Atlas! “ he states matter-of-factly in his usually raspy tone of voice. “Can you tell me a story, grandpa?”  His long slender arms reach down and pick me up in a warm embrace as I speak curiously. “Ok, ok, fine.” he stalks to the couch with me in his arms” ahh, where to start? There was once a time when such evil swarmed all around. At that time, there was more than just humans. There were five great races. First, the master craftsmen, the dwarfs. Second, the elves were found in great rivers and forests. Stealthiest of them all. Hardly ever help the other kingdoms unless there was a selfish background to be told. Then there were the dragon borns! They were the fiercest of all the clans as they were half human, half elder dragons. They are not to be underestimated despite their lack of manners and obsession with jewels and the finest swords! Third, the gnomes. They are tricky little fellows but the kindest people you will ever meet all the same. Forth the halflings,  being an average of 4ft tall there, are the best of all the clans in archery. It's said that the best halflings never had someone survive a long ranged fight. Lastly, the weakest in terms of magic is the humans. Even though we are the weakest clan,” my grandfather starts saying thunderously.

“ One day, amidst the usual chaos, the high-elves king's child got ahold of a note that was originally intended for his father.  Upon opening the note, this child discovered a new threat. The dwarves' homes are being destroyed due to elder dragons. Please send help to our kingdom- prince flip,” grandpa states.

“What comes next? Keep going, please,”   I state matter of factly.

“The Elvin child Amway then gathers her supplies. Walking around the busy castle, she gathered weeks' worth of rations, her weapons, and various survival gear. She was leaving the court without a single goodbye, just hidden letters. She turns around to face the old rusty castle memorizing the circular outline of the patterns etched into the stone. Turning around, she walks into the forest without hesitation, thinking that as long as my dad is safe, that's all that matters to keep her from going astray. Stopping only to rest a few times, Nimway eventually stumbles upon a tavern. She walks in and is immediately grated with dim lights. Olden folk music and the nauseating smell of beer. Walking past all the tables littered with people and straight to the hotel clerk, she asks for a room to stay. She gets the key and strides swiftly to her room. Opening the door, she's greeted with a small one-bedroom with nothing else accompanying it. She flops onto the bed and drifts into a deep slumber by throwing her bag on the tiny floor space.  The next day she awoke to the opening of one of the other doors. Grabbing her bag and going down the few steps, she's greeted with a more delicate view of the tavern and appreciates the smell, unlike the previous encounter. Several hours later, she's sitting across from the price of the dwarves. Flip then asks for his hand to find this emerald she read about as a child to stop all the harm happening to all the clans.  And in addition to that, the philosopher's stone helps simplify it so that one day their children do not have to suffer at the hand of something that could have been solved. Flip grabbed his things out the door and went to the dragon borns to figure out what was happening. A few hours later, they were in front of the path to the territory of the Dragonborn. They stopped in their tracks once they spotted a caravan with gnomes trapped in the back.

Flip and Amway then proceed to go into the base from one of the windows stealthily. They spot aldrin. One of the elder dragons that they only hear about in the myths.  Flip then falls into the spot where Aldrin is getting ready to cast the spell to brainwash the others and gets brainwashed himself. They then spot Amway and capture her, dragging her to the dungeon flip and being thrown in with her after the spell is inactivated. Amway then spots that the guards are asleep. Throwing one of her kunai knives, she grasps the key in her hand, slowly turning it to the right and slipping out, dragging the timid flip with her.  Walking out of the dark halfway, Amway bumps into someone swiftly to grasp her weapon. They later find out that it was a human named Christopher trying to find out what the earth quivers were as well. He then tells them the legend of the location of the emerald underneath Aldrin's chambers. With the utmost importance, they carry their tired bodies to his chamber. With Aldrin at bay, they successfully grasp it in their hand and hold out the philosopher's stone, barely managing to capture Aldrin within the confined space of the rose emerald. Walking back into the main lobby, they are met with chaos, everyone confused from not having any memory of how they got there after the flip. Amway and Christopher finish explaining they had a home only to be greeted with royalties. Caston, the gnom King Ethos the halfling princess, and all their people welcome them home with a ceremony unlike any other ever seen. The heroes, now known as the legendary three,”  my grandfather finishes off, then tells me to go to bed. And with that, I fall into a deep slumber thinking maybe someday ill be a king!