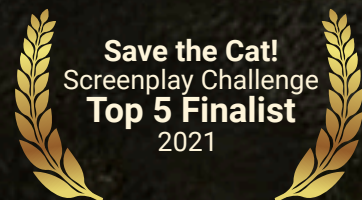
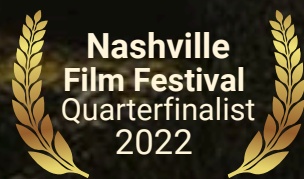


Dragons of the Gloomning

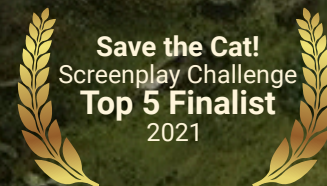
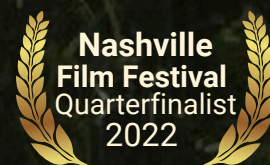


A Screenplay by
Joel McElvaney

Dragons of the Gloaming

Escape the game. Or die trying.

A Fantasy Adventure Screenplay
by Joel McElvaney



Logline

When three nerdy friends and one reluctant sister get zapped into a fantasy role-playing game, they have three days to discover a mystical castle and defeat a deadly dragon or be trapped in the game world forever.

Story Synopsis

BRAD, CARLOS and RAJ discover a mysterious game in the home of the creator of their favorite role-playing game, *Weapons & Wizardry*. Dying to play but one player short, Brad asks his sister ELENA to sit in. Elena agrees so she can sneak out of the house to a party. When they roll dice to start the game, a portal of light sucks them into the game world as their characters: a DWARF, an ELF, and a KNIGHT. Except Brad, the game master, who transports as his weak, teen self. In the game world, the players survive a dragon attack that kills HAWK the village blacksmith and get assistance from DRYGA, a wise old man who tells them about a mythical green castle in the Dark Forest that may hold the key to their returning home. BREE, Hawk's daughter, offers to guide them to the castle in order to take vengeance on the dragon. In the forest, they fight an Owlbear and other horrible creatures before stumbling upon the Dragon's lair where Brad is killed by a blast of poisonous dragon breath.

Devastated but determined, the players fight and kill a stone golem causing four dice to materialize. Dryga appears, takes the dice, and reveals that he is DAVE GARY, the creator of *Weapons & Wizardry*, trapped in his own game for months. Dave holds Bree at knife point to force her to carry the Dragon's treasure back to the real world. The Dragon reappears, knocks the dice onto the floor, activating the light portal, and zapping everyone back home, including Bree, Dave, the Dragon, and a very alive (but blind) Brad. Angered by the theft of its treasure, the Dragon attacks and eats Dave. Carlos attaches M-80s to Bree's arrows, and she brings the beast down with a well-placed shot to its mouth. The heroes celebrate their defeat of the dragon, and Brad's vision begins to return. Nia and Raj kiss, and the gang decides to bury the dangerous game module. That is, until Bree asks if they can help her return home.



“From the telegenic settings to the genuinely funny self-aware comments, this is a well-written script.”

--Scriptapalooza
Screenplay Competition

KEY CHARACTERS

BRAD WILKINS



The bossy game master who doesn't really want his sister Elena to join his game. A little full of himself. Zapped into the game as himself, no armor, no skills/abilities.

ELENA WILKINS



Brad's spirited twin sister. Not interested in Brad's role-playing games.

An Elf Druid in the gameworld. Overwhelmed and afraid. Surprises self and others with her character's abilities.

ELENA-ELF



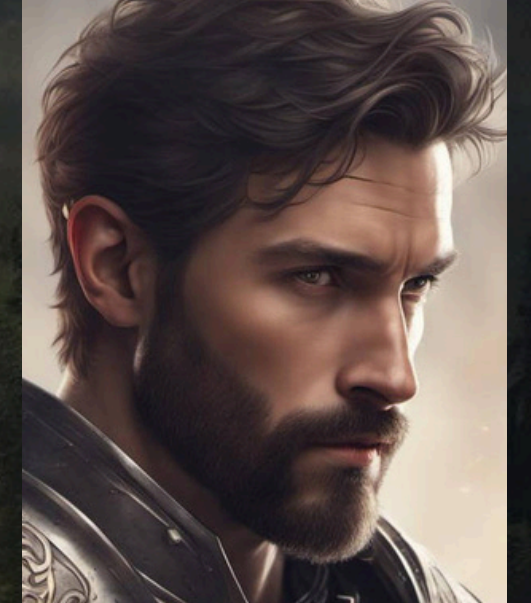
KEY CHARACTERS

RAJ PATEL



Brad's introverted best friend. Lacks confidence. Crush on Elena.

RAJ-KNIGHT



A virtuous knight in the gameworld. Follows code of honor. Finds his courage in the game.

CARLOS LOPEZ



Good-natured friend of Brad and Raj. Tired of being the shortest person in school.

CARLOS-DWARF



A dwarf fighter in the game. Feels powerful and at-home in the gameworld. Becomes interested in Bree.



*“A smart, sensitive
21st century take
on the famous
roleplaying
game.”*

*--Scriptapalooza
Screenplay Competition*

FILM TONE

- Suspenseful
- Humorous
- Dramatic



FINAL WORD

FROM THE SCREENWRITER



A Top 5 Finalist in the 2021 Save the Cat! Screenplay Challenge, *Dragons of the Gloaming's* script capitalizes on society's current fascination with medieval fantasy stories. The knights, dwarves, and elves in the film speak in the vernacular of their teenage gamers in this funny fantasy adventure. With a self-aware attitude and comic references to sci-fi pop culture, this film appeals to a broad range of viewers from early teens through middle-age. The script's self-referential humor and strong, likable, female lead set *Dragons of the Gloaming* apart from other medieval fantasies, and considering the current fascination with D&D-related content, its commercial potential is enormous.

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