

ROLL WITH IT





'Write a book in a day'

Competition

Authors

Jessica Goodwin
Charlize Kruger
Zara McCarthy
Georgia Merrell
Rebecca Willock
Jamie Yates

Illustrators

Kasey Billett
Macy Gee
Tia Jones

Competition Category

High School (QLD)

Team Name

Year 10 Team 6 (Genesis Christian College)

Parameters:

Primary Character One: Soldier

Primary Character Two: Guitarist

Non-Human Character: Tennis Ball

Setting: Castle

Issue: Strange Journey

Words: Community, skipped, magic, canvas, sings

Word Count: 5158

Copyright

Published by Genesis Christian College, 12-16 Youngs Crossing Rd, Bray Park QLD 4500

Copyright © Genesis Christian College, 12-16 Youngs Crossing Rd, Bray Park QLD 4500

All rights reserved. This book is copyright. Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under Copyright Act, no part may be reproduced by any process without written

permission. Enquiries should be made to the publisher.

Distributed in Australia and overseas by the publisher.

Dedication

'Roll With It' is dedicated for all the beautiful and inspiring children under the support of Kids Cancer Council. All the writers and illustrators wish you all the best and that this book will cause you to smile from ear to ear. Macy, Tia, Jess, Georgia, Kasey, Zara, Charlize, Rebecca and I love this fantasy world we have created, and we are all excited to share it with you.

A Twenty-Sided Dice

“She’ll have horns, and long tail with pink tufts on the end.”

“Are you sure? She’s a half-elf, not a tiefling.” Her sister raised an eyebrow at her. “Do you want to change her species?”

“No, no, no, I’m not making her a demon.” Kara scrunched her face up in disgust and rolled the large twenty-sided dice around in her hand. Her glasses fell down her slightly sweaty nose, the Australian summer sun bearing down on her. “It’s just that I had an idea for her. But I won’t use it if it means I have to change her species.”

Kara pushed up her glasses and turned to the courts, where her parents were having tennis match against each other. The score was fifteen-love, in favour of their mother. Kara watched as Chantelle served to Kyle. Kyle ran towards the ball and hit it hard. A bit too hard. It flew over the grandstand where Kara and Katherine were sitting and disappeared behind them.

Startled by the sudden movement in her direction, Kara dropped the dice. It fell to the ground below the grandstand, and Kara watched as it bounced around before coming to a halt.

“You’re a dunce, Kara,” Kara murmured as she mentally slapped herself, before she stood up and walked to the back of the grandstand.

“**Community Tennis Storage Facility. KEEP OUT!**” Kara read the sign hanging on the fence. When she noticed the lock on the gate, she sighed in frustration. “Why me?” Kara looked into the storage area, trying to find her dice. A dull glinting caught her eye, and as she looked closer, she could clearly tell that it was her dice. “Just gotta find a way in,” she whispered, too quiet for anyone to hear.

Kara stepped back a few paces, glancing around for a way to into the storage area. She looked down to see a hole in the fence. She could use that. Examining the hole, she saw that it was large enough to fit through, and she began to crawl. It took a little bit of work, trying to squeeze her way through the hole. Just when she thought she might be stuck, she finally got through to the other side. Standing up, the girl dusted herself off and looked for cuts. Having found none, she made her way over to where the dice had rolled.

The short distance between Kara and the dice was filled with sports equipment. In order to reach the dice, she would have to climb over tennis racquets that had been poorly stored away and carts of tennis balls. Wanting to reach her dice, she started on this small journey. Surprisingly, she managed to pass the distance without any disturbances, able to push the carts and trolleys out of the way with ease. As she got closer to her dice, the grandstand sloped down, forcing Kara onto her knees.

Only a little bit further now, Kara thought. As she crawled past the carts, she noticed a tennis ball sitting underneath one of them and reached for it, believing it was the ball her father hit. After grabbing it, she continued on her journey for her dice. She finally reached it and stretched her arm out to grab it. As she picked up the twenty-sided dice, she couldn’t help but notice that it had landed on 20.



In a flash of light, Kara disappeared and was flung into a void of dark space. In shock she tried to move her arms, but found that they were stuck in place, as was the rest of her body. Before she could comprehend what was happening to her, bright and colourful lights flashed past her vision.

In her left hand she clutched the tennis ball, and in her right the dice. In an instant, Kara shot out of the void and began falling towards the ground.

Falling Out of Reality

Fluffy white clouds floated across the pale blue **canvas** of the sky, the sun shining down on the broad figure of Emery, a paladin-in-training. Her mare, Friday, was saddled and packed, ready to continue their journey.

Emery opened the pack resting against Friday's white flank to complete a final check. "Rations, yes... Sleeping pack, yes... Got the map and compass... Sword's in my sheath." She patted the sheath attached to her hip. "All set, just need to get going..."

Emery trailed off, having heard a faint yelling. She looked around to try and find the source, when something collided with her from above. Friday spooked and galloped into the distance, taking with her all of Emery's supplies and rations. She gazed mournfully after Friday, already dreading the next day's travel.

Emery was on the ground, and the petite figure that collided with her lying on top of her. They groaned and pulled themselves off of Emery, kneeling to the side. Emery pushed herself to her feet and helped them stand. The person dusted themselves off, and looked up at Emery.

There was a moment of tense quiet, before Emery spoke. "What are you doing? Who are you?" She glanced down at the petite figure of the person in front of her. "You're so young!"



The person gasped in offense. "Uhh, no I'm not!" They cocked their hip and crossed their arms. "I'm seventeen!"



"Well, what are you doing here? You've yet to answer that," Emery questioned. "And I'll need your name as well." Before the person could reply, Emery bowed. "I am Emery, Paladin-in-training."

"Emery... Isn't that a guy's name?" The person smiled mischievously, and leaned forward as if to gauge Emery's reaction.

"No, it is neither a woman's name or a man's name, but I am a woman." Emery scoffed, mildly offended. "Now, what is *your* name?"

"I am K-" The person paused, having noticed the purple silk tunic and pants combination that they were wearing. The billowing cape behind them was lined with a silk fabric that reflected a map of the stars, and a guitar was slung over their shoulder. They hummed in confusion for a second, and then shrugged. They struck a pose and proclaimed, "I am Melodikara!"

A fuzzy yellow-green ball fell from a pocket in the pants of Melodikara's outfit, and spoke. "I think Melodi makes more sense. Melodikara is such a stupid name, don't you think?"

Emery's face fell immediately upon hearing the voice. Her voice dripped with venom as she spat out an angry "*you!*" She advanced on the sentient ball and grabbed it. "Dennis! It appears that you got what was coming to you! Feeling useless now?"

Before Dennis could reply, Melodi interrupted. "Excuse you, Melodikara is a perfectly acceptable name." Melodi turned to Emery, her face scrunched up in offense. "What do you think, Emery?"

Emery dropped Dennis to the ground, and they bounced wildly. "Hm. Melodikara is rather odd."

Melodi huffed, but relented. She picked Dennis back up and stuffed them into her pocket. "So, Emery, what were you doing before I fell on you?"

"I was on a quest." Emery began walking, Melodi following closely behind. "I still am on a quest."

"A quest where?" Melodi folded her hands behind her back, leaning forward as she walked.

"A quest to restore an abandoned castle and the town around it." Emery hummed. "There's a corruption spreading throughout it with no sign of stopping, so they sent me on a quest to prove my mettle and remove the corruption."

Melodi crooned excitedly. "That's pretty intense... D'you want some help? I can come with you! It'll be fun."

"It will *not* be fun, but you don't have anywhere else to go from what I can see, so I suppose you'd have no choice but to come with me." Emery sighed dejectedly, resigned and regretting meeting Melodi.

Melodi smiled and giggled happily, and they kept walking in comfortable silence.

In the distance, a few minutes of walking away, the towers of the castle rose above them. The sun cast the shadow of the imposing castle over the town, a feeling of dread settling over the rooves like a weighted blanket.

As Emery and Melodi approached, Emery could feel the dread and discomfort worm its way into her heart, making her falter briefly. Beside her, Melodi also paused. The heavy oaken gates stood wide open before them, showing them the abandoned town.

The empty streets were littered with the various items of townspeople in their rush to leave. Plants on doorsteps were withered and dying from lack of care, and doors swung on hinges, their owners having neglected to close and lock them in their haste.

They had arrived, and the easy part was over. The hard part had begun.

Dennis The Menace

A songbird's chick began their ritual wailing, calling for their mother in a desperate need for food. Dennis felt it was necessary to return the call. Perched high above in the sweaty palms of Melodi, Dennis screeched in a chanting tune fully aware of their stupidity and annoyance. Dennis, Emery and Melodi were navigating through the abandoned town on their way to the castle. Unfortunately for Emery and Melodi, Dennis was feeling devilish.

"Dennis!" Emery turned around and spoke, "Cease screaming! It is as if you want to bring us trouble."

Dennis looked at Emery with eyes of understanding and that's when Dennis started rolling across Melodi's palm. "Oh my gosh! Did you guys see that!" Dennis screeched and in their mind they smirked.

"What?!" Emery spun around, whipping out her obnoxiously large sword from her sheath, and the blue glow and emblem made Dennis smile. *What a show-off.*

"Oh, wait, it's just your face," Dennis sassed. "I thought you were..." Dennis squinted and dramatically spat, "A mole rat."

Dennis and Emery stared each other down, Dennis with a wide grin and Emery with a disgusted and ferocious sly eye. With one foul swoop Emery slung her foot into Dennis, accurately sending them flying from Melodi's hand and into a tumbleweed. Dennis laughed in enjoyment the whole way over. Melodi, also sick of them, trotted on.

"Wait guys, hold up!" Dennis rolled out of the bush unscathed and recharged by Emery's reaction, "Guys, really... need me... fail... to me... return I am... more important... anything," As Dennis rolled their voice was drowned, so their trash talk came out in segments of sass, "... you suck.... And you too Emery... Jealous... importance...."

"We can't even hear you!" Melodi laughed over her shoulder. Dennis hesitated for a second and then changed their mind. They were edging closer and closer to the castle; its grand appearance could be seen even from where they stood.

"As I was saying.... I have been...through many...trials and tribulations... and you guys...are the worst...of the worst... but worse..." Dennis rolled faster and shouted louder, trying to get their attention. Unaware to Melodi and Emery, Dennis was a professional athlete. Embracing their old self, Dennis rolled up beside Melodi and jumped on her cape, forgetting the fact that they had no arms. So, in the end, Dennis ended up bouncing across the path and back into a random blueberry bush. When they rolled out again, they were covered in blueberry stains, "You guys are heartless! And that's coming from me! A hollow, organ-less tennis ball."

Emery and Melodi rolled their eyes and carried on. Ignoring the **magic**, sentient tennis ball's cries, "Why must you treat me so, Melodi!"

"It's Kara!" Emery turned around at the sound of Melodi's sanity leaving her soul and in sad acceptance Melodi murmured. "It's Kara..."

"Oh, really?" Dennis drew out the 'r', "Kara? Wow," Dennis rolled forth following a metre behind the bard and paladin duo, "Melodi... Melodi... Melodi... Melodi..." In a sing-song voice Dennis repeated for the fifth time, "Melodi!"

Emery spoke solemnly, "Are you even aware that predators exist?"

"Well you see... When you are... cursed to be a tennis ball... for six years... which by the way... six is now my... favourite number...with no voice... and then you... suddenly have a voice... you have the desire... to use your voice...."

"To annoy people?" Melodi finished their sentence.

"Not particularly...but in this case... yes." Dennis said blankly.

That's when the town's end opened up to reveal a pasture swamped in dead grass and scattered with the ancient bones of cows and sheep. "Melodi look there is the bones of your grandma!" Dennis filled with sass, rolled forward right up to the entrance of the castle which centred itself in the field. To Dennis the castle was larger than immense, the tip of the cone-shaped towers stretched further than the clouds and into the heavens. The grey stone that it was crafted from was spotted with mould in some places and covered in vines in other sections. *Disgusting*, Dennis thought.

Melodi caught up to the yellow-green fuzz ball. "Excuse me, but I am *not* a cow!" She pouted.

"Could've fooled me." If they could've, Dennis would've shrugged. "These stairs are going to be a problem."

Melodi and Emery passed Dennis with his pouty face and began down the stairs. "What a shame." Melodi carried on, but Emery stopped her.

"We might actually have to carry them." Emery looked at Melodi and they shared an annoyed blank look. "There's bound to be dangers down in the dungeons, and we will not have time to lose Dennis."

"Fine." Melodi rolled her eyes and snatched up Dennis. "Let's go."

"Yay!" Dennis explored the broken cobblestone walls and the ominous glowing light that flared away at the distant bottom step.

Venomous Puppies, Growing Spiders and Giant Shoebills

As they reached the bottom, they could see that the room was dark, all apart from two tall pillars with lit fires standing like guards on either side of a door on the far side of the room. Kara took a step forward. Emery reached for her shoulder, but missed as Kara stumbled forward when the cobblestone she stepped on sunk. Torches burst to life along the walls, lighting up the room completely. A slow grinding sound echoed through the long room. Emery drew her sword and stepped further into the room, settling into a fighting stance as stones moved near the bottom of the walls.

There was nothing, at first. Only a few holes in the walls. Then, a small sound coming from the closest hole. Emery walked further into the room; past the hole the sound came from. Kara kneeled and peeked into the hole, right as a puppy waddled out. She cooed as it jumped into her lap, trying to lick at her face. Emery grabbed it out of her lap and held it at arm's length. As she did so, many more puppies filled the room. Emery glared as they surrounded her.



"We need to get out of here," she stated, using her sword to push the puppies away.

"Why?" Kara asked, "They're just puppies."

"They're not just puppies," Dennis said, rolling to a stop beside her. "They're *feral*."

"They are not feral, they're canostium," Emery corrected, pushing a Dalmatian away with her sword.

"Who cares? Pick me up." Dennis rammed into Kara's foot. Kara obliged and walked to Emery.

"Canostium?" Kara thought out loud. "As in canis ostium? Venomous dog?"

Emery nodded. "We need a way to distract them."

Kara looked down at Dennis.

"Don't you dare," they threatened. They weren't very threatening. Kara threw the tennis ball at the wall, and all the puppies ran after it. Dennis' screams filled the room as they tried to roll away from the canostiums.

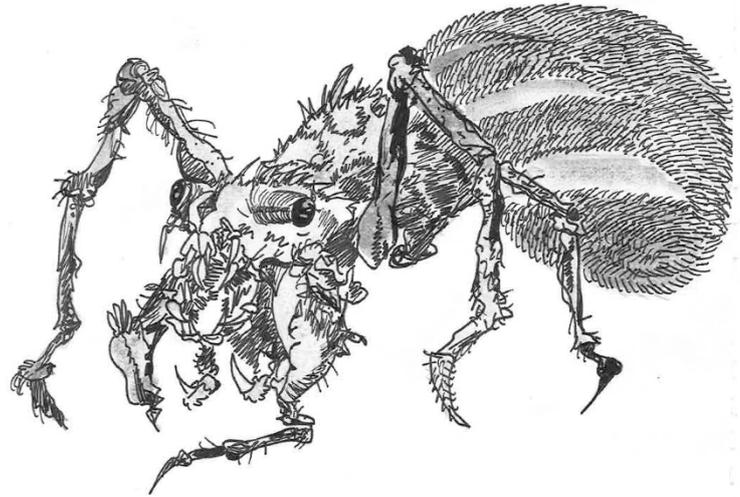
"Let's go," Kara said, grabbing Emery's hand before running towards the door.

Kara and Emery laughed at Dennis, who was trapped with the canostiums, and continued forward through to the next room. This room of the dungeon was lighter, mostly due to the glow-worms that seemed to infest the small area. At least that's what Kara and Emery thought they were, until the glowing spots lowered down from the roof. Thin spindles were left behind them.

"Spiders?" Kara stated in confusion. "Spiders in a dungeon with venomous dogs?"

“There’s hundreds of them…” Emery began to stumble back as the spiders crawled closer, and Kara rubbed her eyes. Were they growing bigger?

Emery dropped her sword and began to back away into a corner as the spiders seemed to chase her. Kara stared down the sword and grabbed the hilt before the largest of all the spiders crawled over it.



“Emery!” Kara shouted across the room; Emery was backed up against the stony walls with her hands pressed firmly against the rocks.

Dennis rolled into the room. “You left me! That’s just unacceptable!” Dennis looked at the large spider in front of them. “Oh, no thank you, mutant spider!” Dennis calmly rolled to Emery who was still pressed tightly against the rocks and asked bluntly, “What are you doing?”

Emery, frozen in fear, attempted a response. The smaller spiders climbed up her legs as she scrambled higher up the wall. Kara hefted up the sword, but the strain tore at her muscles and it fell back to the ground, crushing a spider under the blade. The spider’s sudden death shook Kara and gave her a brilliant idea. She ran across the cave dragging the blade, killing a few smaller spiders along the way.

“Emery!” Kara screamed as she thrust the sword at Emery, nearly slicing Dennis in half, which wouldn’t be such a tragedy. Emery’s reflexes kicked in as she immediately caught the sword mid-air and began swinging wildly at the spiders. Overcome with adrenaline, Emery forgot her fear and envisioned the spiders as her fighting dummies, swinging at anything and everything that moved.

“Ooh, she finally stepped up her game!” Dennis rolled down the path that Emery left behind; Kara ran after the pair. The intense aura of Emery activated both Kara’s and Dennis’ fight or flight mode, as they bolted into the next room.

This one was brighter than the others, with a strange sound coming from above. Something like twenty machine guns shooting slowly. Kara looked up and swallowed down a scream at the sight. Ten, no, twenty shoebills, double their natural size, were flying above them. Kara’s eyes widened. Shoebills couldn’t fly. Why were they flying? She ran towards the exit at the other side of the room, Emery and Dennis following close behind.

A shoebill dropped in front of her. She screamed and stumbled back, falling to the ground. The shoebill made the gunshot sound again, and she shuffled backwards.

“Oh, how the shoebill **sings**,” Dennis exclaimed, right as another shoebill picked them up.

Emery ran forward, shooing the bird away from Kara before helping her to her feet. “Are you alright?”

Kara nodded, although a little hesitantly, then grabbed Emery's hand again. They ran to the door while the shoebills were distracted by Dennis. The next door was into a long hall. They started to walk, when Dennis rolled into it, complaining, a little torn up, and with twenty shoebills trying to chase after them. Luckily for them, they were too big for the door.



Let's Not Burn This Castle Down

"That was...interesting, to say the least," Kara sighed, stretching her arms above her head. As the trio continued to walk along the castle corridor, the light began to fade. Darkness overtook the castle, and it became hard to see the shape of their surroundings. A cool draft drifted through the corridor towards them, but it was clear that it wasn't a natural breeze.

The trio continued walking along, even if there was danger ahead. The castle had to be rid of the beast, and they were the only people who had the ability to do so. They reached the room where the breeze was strongest, and the draft turned into full-on gusts of wind.

"Light spell," Emery said simply, and Kara strummed a chord on her guitar. A ball of light floated from the guitar head up to the ceiling, and as it hit the top of the room it spread. Even though the room was empty, the gusts of air still blasted towards them. There had to be something in the room, but they simply couldn't see it.

"Let's keep walking," Emery whispered, wary, and Kara was only able to agree. They walked forwards, and the trio was immediately pushed back. The gusts of air were unnaturally strong in the centre of the room. As if teleported into the room, a blue, scaled creature of gargantuan proportions appeared before them. A young dragon was their opponent.

"That's...that's a dragon," Kara breathed, unable to believe her eyes. Dragons weren't a natural occurrence where she was from. In fact, they were simply works of fiction. So to see one directly in front of her eyes... It was unbelievable.

"That's the beast we have to get rid of. And apparently, yes, it's a dragon." Kara started to rack her brain, trying to come up with ideas on how to defeat the dragon.

"Do you know how to defeat it?"

"I think so. I recognise the species, and I'm pretty sure that I know how to get rid of it." The dragon released a gust of air that propelled itself upwards. "Yes, I know what we have to do, but I don't know if we have anything small enough to do it."

"Well, what do we need to do?" Kara asked.

"As you can see, the dragon doesn't have wings. It releases air that propels its body upwards. When it breathes in and when it breathes out, the oesophagus opens. There's a small point of time in which its oesophagus is closed, after it breathes out but before it breathes in. We have to throw something small enough to block its oesophagus when it's closed."

"Do we even have something small enough to block its oesophagus? Like a pebble or something?" Kara looked around for what she suggested, but it seemed she wouldn't be able to find anything. The floor was completely smooth, not an upturned piece of cobblestone in sight.

"There's no pebbles around here," Emery sighed, as if it was obvious. "And no, I don't believe that a simple pebble would be quite big enough to block its oesophagus. It needs to be big enough to block it, but small enough to actually fit."

Kara felt around in her pockets to see if there was anything she can do. Her hand closed around something familiar feeling, and she pulled the object out of her pocket to find that it was the twenty-sided dice. She was hesitant, but it just might work.

“Would this be the right size?” She asked Emery reluctantly, holding up the dice. Emery glanced towards Kara, and her face lit up slightly.

“Yes, of course. That’s the perfect size. We need to aim it towards the dragon’s mouth.” The pair glanced up, and the dragon had disappeared. “I forgot that it could go invisible. Now we have to wait.”

It didn’t take long for the dragon to reappear, as it seemed that the dragon wanted to be seen. “Can you do it? I don’t trust myself.” Kara forcibly placed the dice into Emery’s hand, not waiting for an answer.

“We need to time this right.” The dragon breathed out gusts of winds, and Emery watched for a pattern. She aimed, waited, and threw. The dice arched and landed perfectly in the dragon’s oesophagus. It began to choke and fell to the ground, unable to keep itself up. It landed, unconscious.

Emery pulled out her sword and walked towards the dragon, prepared to kill it. Kara stopped her. “Why do you have to kill it? It hasn’t done anything, and it’s small.”

“It is only a baby. It will grow to be the size of this room, and it will snake throughout the castle. We must kill it now, before it grows.”

“Just leave it alone. It’s not going to hurt anyone anymore.”

Emery sighed and turned around, beginning to make her way outside of the castle. Kara began to follow her, but not before turning around to look at the dragon, knowing her precious dice – her only way home – was lodged in its windpipe. Its breathing persisted, but would it still be able to float later on?

As she exited to room, she saw a silver glint in the gold around the room. She approached it, and with Emery calling out to her in the next room, she picked it up and revealed a second, silver-white twenty-sided dice. She pocketed the dice and followed Emery out of the room.

Until Another Time

Emery did not often find herself the centre of a celebration. She was an up-and-coming paladin, and her responsibilities at formal events were often limited to guard duty.

But though the former crowd had drifted away to dance under the spotlights and feasting on the array of delicacies, her fellow paladins scouted her out to present their congratulations. Her grandfather's shield, buffed and polished after its time in the dragon's horde, hung on her back with the lights bathing the silver surface in a warm glow. A reward of its own, perhaps.

"I do not understand how your grandfather's shield survived all that time."

Emery stiffened at the voice. "Captain, sir," she said with a deep bow. "I am afraid I do not understand either."

The head of the paladins shook his head, his helmet missing to reveal his pale face. "It is not a criticism," he said. "Congratulations on your achievements, Emery. I look forward to seeing how you will serve this kingdom."

"Of course, sir. Thank you."

The captain nodded, then disappeared with Emery's fellow paladins into the crowd.

Emery's mouth curved into a small smile, her fingers brushing the edge of the glowing shield on her back.

Footsteps echoed on the tiles behind her – she spun, and Melodi's gaze met hers as the younger girl asked, "Can I talk to you for a moment?"

Emery nodded. "Of course."

Melodi's smile was oddly tight as she turned and beckoned for Emery to follow her. The crowds stayed ignorant as they stepped into one of the adjacent rooms.

"Is everything well?" Emery asked as Melodi closed the door behind them and faced her with downcast eyes.

Melodi took in a deep breath, then spoke. "Emery, I'm going home."

Emery's face did not betray her as her heart **skipped** a beat. "You found a way?"

Melodi held up the object she called a die, sparkling white with the numbers painted in glittering gold. "We – Dennis and I – found it in the dragon's hoard. I wanted to tell you before I... left."

"Will you come back?"

"I'm hoping to."

Emery nodded. Assuming Melodi kept the dice and Dennis, she should be able to return – but there were no guarantees with the unknown.

She reached out and wrapped her arms around Melodi, pulling her close. "Then... until another time, Kara."

A gasp sounded. "You called me Kara!"

Emery pulled away, a smile coming over her face at Melodi's wide eyes. "I don't know what you're talking about, *Melodi*."

Melodi – Kara – scoffed, folding her arms. "I'll see you soon, then," she said, her voice going quiet as she picked Dennis – who had the sense to keep quiet for once in his life – and curled her fingers tight around the dice.

"Of course," Emery said.

Kara met her gaze and nodded with a smile too.

She flicked the dice into the air. The gold caught the light and glimmered, then disappeared as Kara's hand snatched it mid-air.

Sparks flashed, and she was gone, disappeared into a world unknown.

Epilogue – Another Time

A day passed in Kara's world before she had another opportunity to see Emery again. The next afternoon, her parents go back to the tennis court to finish their game from the day previous, and Kara immediately snuck back under the grandstand.

She crawled as far under as she could, and then holding Dennis in her left hand, began to roll the dice.

19...

7...

20!

A flash of light and suddenly Kara is falling once again, down towards the lush green plains of Emery's world. Her silken clothing fluttered around her as she descended, and she lands in a heap.

Dennis hissed as he fell out of Kara's pocket. "You used me for *tennis!*"

"And? What was I supposed to do, keep you in my room? That's weird."

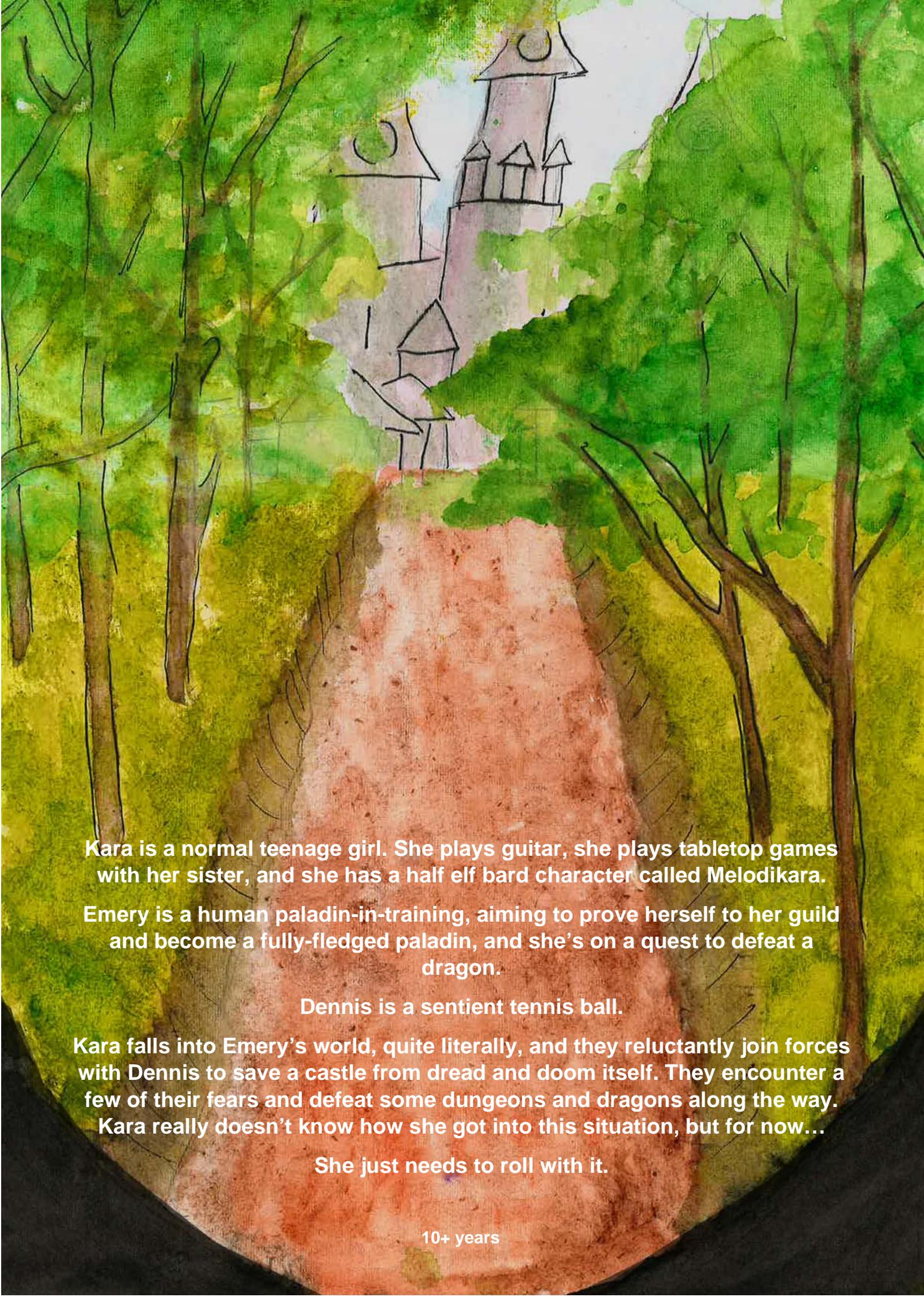
"Melodi?" Emery's voice sounded next to her and she smiled brightly as she stood. "You've been gone for about three weeks."

"Three weeks... It's only been a day in my world..." Kara sighed. She brightened again. "How've you been? Any fancy new adventures to go on?"

"Actually... I've been sent on another mission. I'm actually in transit right now. On my way there."

Kara's eyes lit up, and she giggled. "Can I come with you?"

Emery smiled fondly. "I guess so, Kara."



Kara is a normal teenage girl. She plays guitar, she plays tabletop games with her sister, and she has a half elf bard character called Melodikara.

Emery is a human paladin-in-training, aiming to prove herself to her guild and become a fully-fledged paladin, and she's on a quest to defeat a dragon.

Dennis is a sentient tennis ball.

Kara falls into Emery's world, quite literally, and they reluctantly join forces with Dennis to save a castle from dread and doom itself. They encounter a few of their fears and defeat some dungeons and dragons along the way.

Kara really doesn't know how she got into this situation, but for now...

She just needs to roll with it.