

A Knight's Wonderful Tale

By John B.

Prologue

Sir James was a knight who had the shiniest, steel, and strongest armor. He had a strong and fast white horse. He was well known and thought to be the bravest knight in all of the land. He lived in the kingdom of Oceanville, which was aptly named as it was built next to the ocean. The main point of interest of Oceanville was a large dock that could send and retrieve many things overseas. Oceanville was also known for buildings within its large stone city walls, all of which had tall, red roofs, and were made mostly of wood. Oceanville's castle was made of huge stone bricks that held strong through storms and battles over many years. Oceanville had a wonderful king, who was humble, and happy, named King Jackson. Originally, Oceanville was meant to be a small town, but it soon became one of the biggest kingdoms in the world, due to its dock. Now that you know where Sir James is from, you can know where he went. This is the story of Sir James and the adventure he went on.

Sir James was on his way to a location located outside of the Fireton Woodlands. Fireton was an empire that controlled most of the nearby area. Oceanville and Fireton had a treaty that allowed Oceanville's people to walk through Fireton controlled areas without harm, while Fireton received use of a portion of Oceanville's dock. Sir James was travelling to a place near the Fireton Woodlands because someone there was rumored to have information on the missing princess. The princess had vanished mysteriously about a fortnight ago.

He was almost there when he noticed smoke rising up ahead. He then saw a hill, but something about the hill was off. It seemed as though the smoke was coming *from* the hill, without a true combustible source. As he got closer to the

hill he noticed that this hill had a window, a door, and a chimney where the smoke flowed from. Upon reaching this home in a hill, he knocked on the door.

A deep voice answered, "Hello? Who is it?" To which Sir James responded, "It is Sir James of Oceanville. Here to collect information on the location of Princess Scarlett." The deep voice spoke again, "Oh, yes, I had forgotten about the letter I sent. Come in." The door opened and to Sir James's surprise a well fed grizzly bear opened the door. He said "My apologies, I forgot to say my name, It's Drake by the way. You're probably surprised to see that I'm a grizzly bear, and that's fine. Most find it's a little strange, but I'm basically a human and I hope you will attempt to see me that way." Sir James responded, "I was a little surprised at first, but its fine. So, do you know where the princess is?" Drake answered with, "She was in the woods and the Woodland Monster has kidnapped her."

"How do you know this?" Sir James asked. Drake responded, "I was on my way back from my fishing trip at the Woodland Lake. I saw it all happen, and I would have done something, but I was frozen in fear." Sir James answered, "Thank you for the information, I must now set off." Sir James did in fact set off. He rode his horse toward the Woodland Lake. At the halfway point he saw a streak of bright yellow go by, and smelt the smell of rotting meat. It also felt as though it got cold.

The battle was extraordinary. The Woodland Monster was a large, yellow, harsh creature that also had sharp talons, and scales harder than steel. Sir James's first move was the best move that he could make, standing still. See, the creature hadn't realized that Sir James was there and turned its back to him. Sir. James immediately started to follow the massive beast. He followed it into a large cavern located inside a massive hill. He then climbed up the creature's scaly back and plunged his sword into the beast's neck. When he stabbed the Woodland Monster's neck, it howled so loud that the birds in the trees nearby flew away.

Sir James roamed deeper into the cavern to find the princess with long blond curly hair, and a white dress, stained with mud and dirt, and torn up, chained to a cavern wall. "Why? How did you get up there?" Sir James shouted to Princess Scarlett. She shouted back, "Behind you!" Sir James spun around and saw Drake holding a mace. Sir James drew his sword and yelled, "Traitor! It was a trap!"

Drake answered with a laugh, “Ha! Woodland Lake has a ban on fishing! You didn’t even realize the trap then,” Sir James slashed his sword at Drake, “Woah! Okay, okay, I seek no harm, if you don’t hurt me I’ll do whatever you want, I’m really not even good with a mace. It’s just the best I could find.”

Sir James used Drake’s house to keep the princess safe, and locked Drake in a closet. Sir James sent a letter to King Jackson to have guards, a jail carriage for drake, and a royal carriage for the princess sent to carry the entire party back to the castle. Sir James rode his extraordinary horse alongside the royal carriage. Throughout the whole ride back Drake tried to escape, but always failed. When Sir James got back, he told his wonderful tale to everyone. He even got a personal meeting with King Jackson to tell the tale.

Sir James did the right thing and followed the law. He put Drake in the dungeon, and won not one, but three awards. Sir James received an award for slaying the Woodland Monster, one for capturing a criminal, and one for saving the princess. Oceanville had made rewards for each of these actions and Sir James was pleased to receive them. He also became Princess Scarlett’s royal guard, as he had shown himself to be a heroic protector.

The End