

The Champions of Morgoth



by Brennan

O nce in the land of Morgoth there lived a...

(well, I really don't know that information)
named Arty and he was on a mission to do something.
So, off he went to do whatever he was supposed to
do.

Tic, tic, ching, tic. Arty was putting on his armor
as his friend, Lando, was eating pudding.

Arty said, "Stop eating pudding and help me get
this armor on!"

His friend said, "Alright, alright!! *I'll help you get
your stupid armor on!*" He walked over
when...Mountain Goblins attacked!

Arty and Lando fought back.
What happened? You tell me...

After that, the two friends went on and on and on until they reached a small town.

They went into the town and saw people trying to get someone to trade with them.

“I don’t think this is the town we want,” said Arty.

“I think its great here! They have great chicken, turkey, and...well, you get it,” said Lando .

Arty said, “Every kind of food is great to you.”

“Well...you got me there,” said his friend.

Just then a knight stepped off her horse and commanded, “Drop down and give me fifty!”

They got down and did fifty pushups when the knight explained, “No, I meant fifty gold.”

“Why?” asked Arty reaching to get fifty gold from his gold sack.

“To get my friend out of jail,” the knight said. “I’m lucky this is a cheap town.”

“OK,” said Arty. “But only if you join our team.”

“Sure. Why not.”

When they went to free the knight’s friend they had to deal with the guard.

“Of course, dealing with the guard,” said Lando.

“I’ve got it all under control.”

“Hey, guard! Your shoe’s untied!”

“Wuh? Where?” said the guard.

“On your feet. Where else?” said Lando
as they ran through the gate.

The Knight looked at Lando and said, “I’m sure
you can do better.”

“Well, it worked didn’t it?”

When they got to the cell there was an odd little
man in it. The Knight said, “I’m glad that you’re alive.”
To describe: he was bald, and he had a long beard,
and you can’t forget this, he had bushy eyebrows!

THE END

(Yeah, right! What kind of story ends like that?)
Back to the story...

Anyway... After that, they traveled in to the mountains and there they found a cave.

In the cave there was a Snow Orc.

Lando attacked with great force.

The Orc said, "Hey!" and "Why!?"

"Wa?" said Lando .

"Why do you have to be so mean!?"

"Uh...I'm sorry?"

"Better be! That hurt!"

"I thought you were going to attack me!"

"Everyone thinks that! Just 'cause I'm an orc!"

"Let's put this all behind us. OK?"

"Fine," said the Orc.

The Orc decided to join with them on their journey.

Soon the gang of adventurers found a rich castle which they entered and, once again, they found people trying to get someone to trade with them.

They ventured into the gate House (which had a NO DRINKING sign) where all they could see was old bottles of rum and ale. In the corner was a guard and, of course, he was drunk.

When the guard tried to say, "You're under arrest for trespassing!" All that came out was, "Blublfluber." The guard tried to cuff them but he slipped on a puddle of ale and fell.

They broke through the door he was guarding and behind it was... nothing but ale, beer, and rum. So the brave heroes (not yet heroes) left and fell into the waiting hands of three guards who placed them in irons (except for the Knight).

Now the gang found themselves in separate cells.

They were damp and cold. There were dead rats living down there! All they wore were torn rags (the rats, that is). And the beds... well, there weren't beds. All they were was a thin rag on a stone shelf. But the worst part was the food... yes, the "food" was slop for pigs!

Luckily they didn't stay for dinner because a guard said, "Time for court, so get up you worms! And let's hope you have a good lawyer!"

When they got there, the judge pounded her gavel and said, "Bla, bla, bla, guilty, bla, bla, bla."

Lando whispered, "Don't worry, I got this one."

The Knight said "Oh great," and shook her head.

Then Lando said, "Judge Judy..." the judge shook her head, and Lando said, "We aren't guilty."

The jury gasped in wonder and mumbled "Wow, that's brilliant!"

Then the judge said "Whatever," and whispered to herself, "Why do they always call me Judy?"

She said, "All right, you're free to go," and sighed of boredom.

AS the brave heroes ventured forth, they met a magic monkey wizard in the enchanted jungle. The monkey wizard's name was Dinkle Finkle, but they just called him George. As they went through the jungle, they found a small cabin, they went in and there was nothing in it except three beds and a TV. So they used it. In the morning they got up and had some joe, when they set off on their... um... "journey." As they left, Lando set some money on the TV thinking the "Hotel Manager" would take it.

As they walked deep into the jungle, they saw a tree Elf! He looked funny with his smug little grin, his eyes were squinty, and he had red cheeks and a little red stocking hat. The three-foot creature jumped down and pulled their hair. Everyone yelped except the Knight. (She had a helmet on so he took the feather on top of her helmet).

Then the Elf jumped back into the tree giggling with the locks of hair and the feather. The gang didn't know why, but it hurt. Just then he jumped out again, but this time he sang in a dinky little voice, "If you catch me you get one wish!"

Just then Lando jumped at him and missed. Lando fell to the ground. The Elf jumped on top of the Knight's helmet. Then the Knight grabbed the Elf by the hat and said, "How about that wish?"

The Elf said, "Oh, alright! What do you want?"

The Knight thought. Lando was whispering "World peace. Tell him you want world peace!"

Arty said, "A super sword!"

dink- I mean Gorge said, "A world supply of magical flinging poo!"

The Knight said, "Give me three magical swords, shields, armor, and a magical staff."

Just then the Elf said, "Done!" and hopped away. Then the hair he took turned into the stuff that the Knight wished for. But the Elf left a note that read, "three bottles of milk, one cheese brick, and a jar of cookies." Then the Elf hopped back and said "Sorry. Wrong note," and took the note and replaced it with a different note with the new stuff. The note read, "You must go to the Mountain of Dray and kill the evil guy who is fighting the gods of Asgard." Then they realized what they had to do with the stuff. So off they went to Mountain of Dray! As they traveled forth, they practiced with their weapons. George got the staff, Lando got the sword and shield, Arty got the sword and shield, and the Knight got the "Super Sword". They all got the armor, except George. George got a magical robe.

What happened in their trip to Mt. of Dray?
You tell me:

When they finally made it to the Mountain of Dray, they had to climb it. It was blizzardly, but they managed. They got to the top, and there was a cave. They entered the cave, and there was a large robed man with a staff in it. The man turned around and blasted a bolt of fire at George. The man was an evil wizard! George blocked the fire bolt with a magical force shield! Then they all fought back. What happened? I don't know. Do you? Ok then, tell me:

After the great battle was over, the Knight stabbed the evil wizard with her magical sword! Suddenly, the evil wizard exploded into blue fog! The Mountain began to collapse! The team scurried out just when the cave collapsed! They all slid down the icy mountain, and into the snow! When the avalanche was over, the team struggled out of the pile of snow. They all were sent to Asgard, to claim their prize. When they got there, someone let them in to Asgard. When they went in the golden city, all the gods greeted them greatly. Even Loki, god of mischief!