

THE
EPIC
QUEST
of the
Damsels
in Distress

By
Kenneth
Wasemann



 **Pioneer**
DRAMA SERVICE

THE EPIC QUEST of the Damsels in Distress

By Kenneth Wasemann

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For preview only

THE EPIC QUEST OF THE DAMSELS IN DISTRESS

By KENNETH WASEMANN

CAST OF CHARACTERS
(In Order of Appearance)

	<u># of lines</u>
STORYTELLER.....wandering minstrel who spins our tale	13
†IZZYmodern-day teenage girl	11
†ISADORAfair, fierce maiden who refuses to be another damsel in distress	177
BEATRICEbubbly lady-in-waiting—waiting for adventure!	137
WINIFREDforest witch tired of hurtful stereotypes	94
*SHERRYangry villager	6
*BENNYangrier villager	8
*ROSEMARYannoyed villager	5
*CLARK.....clueless villager	6
TALIA.....notorious but mysterious bandit looking for a little fun; calls herself Taleyce	63
IPSWICH.....reclusive fire-breathing dragon	16
*CARRIE.....angry villager	17
*KENNYangrier villager	11
*ROSE-MARIEannoyed villager	13
*BARKclueless villager	17
SIR BARTLEBY THE BRAVEnoble knight, but arrogant and behind the times	16
BIXBY.....Bartleby's young squire	9
THE WHIPPERSNAPPER.....terrible beast that lurks in the murky swamp	n/a
PRINCE HUGOchauvinistic, patronizing jerk who just happens to also be a prince	15
GUARD CAPTAIN.....of the Royal Guard	8
GUARDS.....at least two; loyal servants of the Crown	4
MAXIMUS THE GREATgladiator looking for a good fight	7
MAB.....fairy queen	16

BREEZY	elemental fairy of air	10
MISTY	elemental fairy of water	8
CINDER	elemental of fairy fire	11
QUARTZ.....	elemental fairy of earth	9
*TERRY	angry villager	8
*LENNY.....	angrier villager	9
*ROSARY	annoyed villager	8
*FLARK	clueless villager	13

†IZZY and ISADORA can be played by the same actor or separate actors. See PRODUCTION NOTES for more information.

*Each group of four VILLAGERS is meant to be played by the same actors. See PRODUCTION NOTES for more information.

SETTING

Time: A grand morrow in fairy-tale times.

Place: A fairy-tale forest.

SET DESCRIPTION

The single set is a fairy-tale forest with trees, bushes, rocks and rock outcroppings, and a cave UP CENTER. This can be as simple as a single painted flat, but hopefully will have at least some separate forest set pieces since the more places to hide, the better! And while each scene supposedly takes place in a “different location” (Lonely Forest, Foreboding Mountain, Murky Swamp, etc.), for comedic effect, the set itself does not change. Feel free, however, to use LIGHTING and other elements (fog, additional set pieces, etc.) to indicate different settings.

SYNOPSIS OF SCENES

Prologue: Played in front of the curtain

ACT ONE

Scene One: The Lonely Forest, early morning

Scene Two: The Foreboding Mountain, a short time later

Scene Three: The Murky Swamp, a short time later

ACT TWO

Scene One: The Mysterious Foothills, sometime later

Scene Two: The Mystical Glade, a short time later

Scene Three: The Forgotten Trail, that evening

Epilogue: Played in front of the curtain

THE EPIC QUEST OF THE DAMSELS IN DISTRESS

PROLOGUE

1 LIGHTS UP. STORYTELLER ENTERS RIGHT in front of the curtain and moves DOWN CENTER, strumming a lute.

STORYTELLER: (*Speaks in faux-Shakespearian prose. To AUDIENCE.*)

5 Good e'en, fine fellows and lovely ladies. 'Tis a grand morrow on which we find ourselves hence. Ah, it is fortuitous timing that we gather now together in this yonder glade, for I have tales of adventure to, with your imagining, entice.

IZZY: (*ENTERS LEFT, bewildered.*) Um... hey, there.

10 **STORYTELLER:** (*To AUDIENCE.*) A maiden fair! (*To IZZY.*) Greetings and salutations unto you from this humblest of storytellers. (*Bows with a grand flourish.*)

IZZY: What are you doing?

15 **STORYTELLER:** Forsooth, was I about to make merriment and regale these gentle travelers with fanciful stories of heroes and villains. A tale to bemuse their minds and to gladden their hearts.

IZZY: No. I get that... I think. But why are you talking that way? Did you get hit in the head or something?

20 **STORYTELLER:** (*Laughs.*) Verily, no! Struck'st not, my head hath been. Speak I in lyrical prose. The language of whimsy is to me as paint and brush is to the artist.

IZZY: Right... Well, I wish you would stop. It's kind of creeping me out.

STORYTELLER: Would'st thou also bend an ear to my tale... (*IZZY seems uninterested. Adds quickly.*) ...beautiful lady? (*Produces a rose from his sleeve and presents it to IZZY.*)

25 **IZZY:** (*Takes the rose cautiously.*) What kind of tale is it?

STORYTELLER: Oh, a rousing epic, it is. (*Animated.*) With flashes of sword and flights of arrow. Dastardly villains and hideous beasts. Dangers abound and intrigue ensues. Mayhaps, too, even a dash of magic and a sprinkling of wonder.

30 **IZZY:** Sounds interesting, but who's this story about?

STORYTELLER: Four young maidens, fair to behold.

IZZY: I'm not interested in stories of... (*Arm to forehead in dramatic fashion.*) ...damsels in distress waiting to be rescued by guys.

35 **STORYTELLER:** Nay! These maidens be strong of will, each on a journey of personal enlightenment... an epic quest, if you will.

IZZY: The heroes are girls? Well, I suppose that could be alright...

STORYTELLER: And the name of our first heroine, both brave and true... Isadora. (*Bows and backs OFF RIGHT dramatically.*)

1 **IZZY:** *(Confused.)* Isadora...? *(Realizes.)* Hey, that's my name! I'm Isadora! *(Looks around and realizes she's alone.)* Where'd you go? I want to hear your tale...! I mean, I will "bend'st an ear," or whatever... Come back! *(EXITS RIGHT, searching. BLACKOUT.)*

End of Prologue

ACT ONE

Scene One

5 **CURTAIN UP:** The Lonely Forest, early morning. **LIGHTS** are **DIM**. **SPOTLIGHT** on **ISADORA** as she **ENTERS DOWN RIGHT**, panicked and searching. A sword sticking out of a stone with a plaque beside it is **DOWN LEFT**.

ISADORA: Father? Father?! Where are you? I am lost in the woods
10 and cannot find you. *(Wilts.)* Where could you be? It's... it's almost as if you've... abandoned me. *(More distraught.)* I'm all alone...! *(Startles.)* Alone in this dark, ominous forest... *(Collapses and sobs for a moment, then suddenly becomes angry instead. To AUDIENCE.)* What a jerk! Seriously, who abandons their kid in the forest? *(Gets up determinedly and brushes herself off.)* My evil stepmother decides having a kid is cramping her style, so dear ol' dad drops me off in the woods to be eaten by... who knows what? Not exactly parent of the year material. *(Perks up.)* Who needs them anyway? I'm no damsel in distress! I can make my own way in this world...! *(Looks around.)* I
15 just need to decide which way that might be... *(LIGHTS RISE to FULL as ISADORA sees the sword sticking out of the stone and examines it.)* Seems a weird place to leave a sword... *(Reads the plaque.)* "Whomever draws this sword from the enchanted stone shall be the chosen one, destined to preside over the kingdom henceforth."
20 *(Considers.)* That's not a very democratic way to choose a leader... *(Shrugs.)* But I suppose it beats the electoral college. *(Beat.)* What the heck? I'll give it a shot. *(Grasps the sword. OTHERWORLDLY LIGHT shines down on her as SOUND EFFECT: ANGELIC MUSIC SWELLS. ISADORA hesitates, then in one swift triumphant motion, pulls the sword from the stone. She holds the sword aloft as the MUSIC reaches its crescendo. Suddenly, MUSIC OUT and LIGHTS RETURN TO NORMAL. She pauses and looks around, confused.)* Hello? Um, I did it...! Doesn't that mean I'm the chosen one? "Destined to preside over all the land, henceforth," yada-yada... Hello? *(Lowers the sword and examines it.)* Maybe I did it wrong... *(Reads an inscription on the sword.)* Oh, here we go... "Offer expires January 31, 1624." *(Wilts.)* Just my luck... four hundred years too late! *(Shrugs.)* Anywho... free sword! *(Slides the sword into the sheath on her belt and continues to wander the forest. BEATRICE ENTERS RIGHT, distracted by her surroundings, and they bump into each other.)*
25
30
35
40

1 **BEATRICE:** Oh, pardon me, m'lady. (*Curtsies.*)
ISADORA: Yeah, likewise, um... m'lady. (*Curtsies awkwardly.*)
BEATRICE: I am grateful to have run into you. I have been wandering
these lonely, gloomy woods for what seems like hours. You are the
5 first person I have seen in a long time. Whatever are you doing in
such a place as this?
ISADORA: Oh, you know the old story—evil stepmom, Dad abandons
me in the woods to be eaten by wolves, that sort of thing.
BEATRICE: (*Doubtful.*) Oh...
10 **ISADORA:** What about you?
BEATRICE: I seem to have wandered off again in my sleep. I sleepwalk,
you see. Ever since I was a child. I even get dressed in my sleep.
Usually the castle doors are locked so I can't wander too far, but
tonight, I got out somehow, it seems.
15 **ISADORA:** Did you say "castle"? Are you, like, royalty or something?
BEATRICE: Oh, no, no, no! Goodness, no! No, I am Beatrice, lady-
in-waiting to the princess, her Royal Highness and future queen.
(*Curtsies again.*)
ISADORA: Lady-in-waiting? What are you waiting for?
20 **BEATRICE:** (*Thinks.*) I don't quite know. I'm always waiting, but nothing
ever seems to happen.
ISADORA: That seems kind of boring.
BEATRICE: Oh, yes. It is dreadfully boring. Sitting. Waiting all the time.
Sometimes I think that perhaps I should have an adventure. (*Beat.*)
25 I think to myself, "Self, you should have an adventure."
ISADORA: Well, why haven't you? Had an adventure, I mean.
BEATRICE: I've been waiting for one, but none have come along.
ISADORA: I'm not sure if that's how adventures happen.
BEATRICE: You don't think so? (*Sags.*) I fear then that perhaps I am
30 not meant to have an adventure after all...
ISADORA: You just got lost in the woods. That's kind of adventurous.
BEATRICE: (*Perks up.*) You know, you might be right! Maybe I have
already begun an adventure! Oh, thank you for telling me. Had I not
bumped into you, I might not have even noticed.
35 **ISADORA:** You're... welcome? I guess... (*As ISADORA speaks,*
BEATRICE sits on the enchanted stone and stares blankly off in the
distance.) Honestly, I'm just as lost in these woods as you are.
(*Sees BEATRICE staring.*) What are you doing? Is something wrong?
BEATRICE: (*Snaps out of a trance.*) Oh, I'm just waiting.
40 **ISADORA:** Waiting for what?
BEATRICE: For the next part of my adventure, of course.

1 **ISADORA:** You're going to just sit and wait for something to happen?
BEATRICE: Yes!

ISADORA: That doesn't seem like a very good idea. I mean, what
are the chances that something adventurous will just randomly
5 happen? (*We hear ANGRY SHOUTS from VILLAGERS OFF RIGHT.*)

BEATRICE: (*Stands and straightens her dress.*) Oh, good. That didn't
take long. (*Looks RIGHT, expectantly.*)

WINIFRED: (*Runs ON RIGHT followed by VILLAGERS SHERRY, BENNY,
ROSEMARY, and CLARK. VILLAGERS carry pitchforks, clubs, torches,
10 etc. WINIFRED turns on them, panicked.*) Stay away from me! Leave
me alone! (*VILLAGERS shout and taunt like an angry mob.*)

SHERRY: Come back here, witch!

BENNY: Kill the witch! Burn her!

CLARK: Death to the witch!

15 **ROSEMARY:** Don't let her get away! (*VILLAGERS chase WINIFRED
around, eventually circling ISADORA and BEATRICE. After a few
laps, ISADORA steps between VILLAGERS and WINIFRED, waving
her sword. VILLAGERS back away cautiously, but still brandishing
their instruments, unwilling to give up the pursuit.*)

20 **ISADORA:** Whoa! What's going on here?
BEATRICE: (*Taps ISADORA on the shoulder from behind.*) It's the next
part of my adventure.

ISADORA: (*To BEATRICE.*) Shhh!

SHERRY: Step aside, lady!

25 **BENNY:** That woman is a witch!
CLARK: Yeah, she acts strange.
ROSEMARY: And she dresses weird.
SHERRY: She terrorizes our village.
ROSEMARY: She frightens our children.

30 **CLARK:** And my goat doesn't like her. (*ALL stare at CLARK. Beat.*)
What? He's a good judge of character.
BENNY: We mean to be rid of her... permanently! (*VILLAGERS start
to advance.*)

BEATRICE: Ooh, this is exciting!

35 **ISADORA:** (*Threatens VILLAGERS with her sword.*) Okay, stop it right
there, you morons. Just because someone acts a little strange or
looks different doesn't make her a witch.
WINIFRED: Actually... I am a witch.
ISADORA: Wait. What?

- 1 **WINIFRED:** I'm a witch! A forest witch, to be exact... But I'm not bad. I don't want to hurt anyone.
- SHERRY:** Yes, she does! She enchanted Benny's cow so that now its milk spoils.
- 5 **WINIFRED:** I didn't do that! Milk just spoils if you leave it outside for too long.
- ROSEMARY:** Yeah? Well, she made the sun disappear over Sherry's house and darkened the sky with her terrible magic.
- WINIFRED:** That wasn't magic! It's called "nighttime."
- 10 **CLARK:** But she cursed Rosemary! Every day Rosemary collapses unconscious for hours at a time.
- ISADORA:** *(To WINIFRED.)* Is he talking about sleeping?
- WINIFRED:** *(Sighs.)* Yes.
- BENNY:** And she turned Clark into a frog! *(Long pause. ISADORA and BEATRICE look to WINIFRED for an explanation.)*
- 15 **WINIFRED:** *(Nods sheepishly.)* I did do that... But in my defense, he was being a real jerk! And I changed him back—eventually.
- SHERRY:** She admits her crimes!
- BENNY:** Burn the witch! *(Lunges at WINIFRED with his pitchfork but ISADORA quickly disarms him with her sword. BENNY staggers back, holding his wrist. BEATRICE claps enthusiastically.)*
- 20 **BENNY:** Ow! Ow! Ow!
- ISADORA:** No one is burning any witches today!
- BEATRICE:** Yeah! What she said!
- 25 **SHERRY:** *(To OTHER VILLAGERS, appalled.)* She hurt Benny! That mean lady with the sword actually hurt him. *(VILLAGERS coddle BENNY.)*
- ISADORA:** I just disarmed him.
- BENNY:** That's right! Almost took my arm off, you did!
- ROSEMARY:** *(To ISADORA.)* You should be ashamed of yourself!
- 30 Striking a poor defenseless man like that.
- ISADORA:** Defenseless? He has a pitchfork! And he attacked first!
- CLARK:** Hey! All we wanted to do was bludgeon and burn the witch. That's no reason to get violent!
- BENNY:** *(Pants and whimpers.)* Come on, guys... Trying to kill this witch is no fun anymore. Let's find someone else to mob. *(VILLAGERS mutter in agreement as they start OFF RIGHT.)*
- 35 **CLARK:** I'm pretty sure my goat wouldn't like the mean sword lady, either! *(VILLAGERS EXIT.)*
- BEATRICE:** That was ever so exciting! We do not see many angry
- 40 mobs at the royal court.

- 1 **WINIFRED:** *(To ISADORA.)* Thank you so much for stopping them. Most people are instantly afraid of me, so I never expected any help.
- ISADORA:** You're welcome. *(Thinks. To herself.)* I guess I must be the hero type... *(Shrugs.)* Who knew? *(Beat. To WINIFRED.)* I'm Isadora,
- 5 by the way. And this is Beatrice.
- BEATRICE:** I'm on an adventure!
- WINIFRED:** I see... *(Pauses, then sadly.)* Well, I guess I'll be on my way... *(Starts OFF LEFT.)* I'm sure you don't want a witch getting in your way...
- 10 **ISADORA:** You don't have to go.
- WINIFRED:** *(Returns, hopeful.)* Really? You're not afraid of me?
- ISADORA:** No! Why would I be?
- WINIFRED:** I don't know. People are. They think because I'm a witch, I'm going to curse their homes or eat their children or something.
- 15 People usually either run away from me or try to hurt me.
- BEATRICE:** Oh, that's awful.
- ISADORA:** Yeah. Sometimes people suck. *(Considers.)* I should have punched Benny instead.
- BEATRICE:** *(Inspired.)* I have a wonderful idea! You can join us on our
- 20 adventure!
- WINIFRED:** *(Hopeful.)* Can I? *(Wary.)* I mean... you want me to come along? I don't know if I'll be any good at it. After all, I've never been on an adventure before.
- BEATRICE:** Neither have I. It's very exciting!
- 25 **ISADORA:** Well, it's not exactly an adventure. We're just sort of lost in the woods and stuff just keeps happening... But you're welcome to come with us anyways.
- WINIFRED:** I would like to spend time with you both.
- BEATRICE:** Oh, do say yes.
- 30 **WINIFRED:** *(Hesitates.)* Alright. Yes! I will go on an adventure with you.
- BEATRICE:** Splendid!
- ISADORA:** Groovy. *(Long pause as ALL look around expectantly.)* Yeah, so... I don't know where we should go next.
- WINIFRED:** You said you were lost?
- 35 **BEATRICE:** Yes, I wandered into the woods while I was sleepwalking.
- ISADORA:** And I was left here by my good-for-nothing dad.
- WINIFRED:** I can help with that—being lost, I mean. *(Produces a wand from her sleeve.)* I can cast an enchantment to point us in the right direction.
- 40 **ISADORA:** Now we're talking!

- 1 **WINIFRED:** *(Waves her wand and chants.)*
Googlus mapus,
Reveal us a way.
Show us a path,
5 Without delay. *(SOUND EFFECT: MAGIC. WINIFRED holds the wand with both hands as it pulls her left, then right, then left again.)* He says it's this way, toward that foreboding mountain over there.
- ISADORA:** He? *(Beat.)* "He" who?
- WINIFRED:** My wand. His name is Norbert.
- 10 **BEATRICE:** Really? Fascinating! *(Addresses the wand.)* Hello, Norbert. *(Curtseys.)* It's wonderful to meet you.
- WINIFRED:** *(Dubious.)* He can't talk. He's a wand.
- BEATRICE:** Of course, I suppose not... *(Beat.)* It's just that I've never met a magic wand before.
- 15 **WINIFRED:** He's basically just a stick.
- BEATRICE:** Norbert is quite lovely regardless. Shall we be on our way?
- ISADORA:** Let's get out of here. *(ALL EXIT LEFT as TALIA sneaks ON RIGHT with a bow and quiver of arrows and wearing a mask. She looks around, smiles mischievously, and EXITS LEFT. BLACKOUT.)*

End of Scene One

ACT ONE

Scene Two

- 20 LIGHTS UP. The Foreboding Mountain, a short time later. The set remains the same, though the sword, stone, and plaque have been removed. WINIFRED ENTERS LEFT still led by her wand, followed by ISADORA and BEATRICE. WINIFRED moves DOWN CENTER. The wand pulls left and right repeatedly, then stops.
- 25 **ISADORA:** *(To WINIFRED.)* What's wrong?
- WINIFRED:** *(Wilts.)* We've reached this foreboding mountain, but it seems Norbert has lost his way.
- ISADORA:** Are you sure we're lost? This place looks awfully familiar.
- BEATRICE:** Is Norbert tired? Perhaps we should rest for a while.
- 30 **WINIFRED:** He doesn't get tired! Like I said, he's just a wand.
- BEATRICE:** Oh, yes. Right.
- ISADORA:** So...? Did Norbert, like, run out of magic or something?
- WINIFRED:** No. But something must be blocking his signal. That can happen if we are near another source of strong magic.
- 35 **BEATRICE:** Ooh! Sounds exciting.
- ISADORA:** What kind of strong magic are we talking about?

- 1 **WINIFRED:** It could be anything really—a magic mirror, an enchanted fountain, a crystal ball... (*IPSWICH ENTERS UP CENTER from the cave and looms ominously over BEATRICE. WINIFRED and ISADORA remain oblivious.*)
- 5 **BEATRICE:** (*Looks up at IPSWICH, uneasy.*) What about a dragon?
WINIFRED: Oh, yes, a dragon could do it. Dragons are powerfully magical creatures.
- BEATRICE:** Maybe a dragon like this one? (*WINIFRED and ISADORA turn and see IPSWICH.*)
- 10 **WINIFRED:** (*Unfazed.*) Yes, that would do it. (*Beat. IPSWICH roars as DAMSELS scream and run DOWN RIGHT together. IPSWICH stomps after DAMSELS who scream and run LEFT. ISADORA brandishes her sword protectively as BEATRICE and WINIFRED huddle behind her.*)
- ISADORA:** Stay back! (*Stammers.*) I—I don't want to have to kick
15 your scaly butt...
IPSWICH: (*Growls.*) Go away!
ISADORA: Wait! Did you just say something?
BEATRICE: How interesting! I never knew dragons could talk.
- IPSWICH:** (*Roars, and again BEATRICE and WINIFRED cover behind*
20 *ISADORA. Growls.*) Of course I can talk! And I'm telling you I don't want you here. So, go away!
- BEATRICE:** Isadora, maybe we should do what the nice dragon says...
IPSWICH: This is my home! And I'm tired of humans always bothering
25 me. (*Roars then attacks. BEATRICE and WINIFRED scatter, but ISADORA stands her ground, dodging and blocking with her sword. Then, with a flourish, ISADORA lands a strike on IPSWICH'S tail. It reels back and nurses its tail.*) Ouch!
- ISADORA:** (*Struts.*) Hey, look at me! I'm all sorts of awesome! Slaying dragons and taking names.
- 30 **BEATRICE:** (*Cheers.*) Bravo, Isadora!
IPSWICH: Oh, sure... That's right! Beat up on the dragon. That's what all the cool kids do. Why won't you just leave me alone? (*Plops down on a rock near the cave entrance.*)
- ISADORA:** You started it! We were just trying to find our way out of
35 here when you got all up in our faces with the roaring and growling and such.
- IPSWICH:** Well, can you blame me? You humans are all alike—always coming to my home and trying to get rid of me. I've been living here for a thousand years! What gives you the right to kick me out?
40 Oh, sure, periodically I eat some sheep, but a dragon's got to eat, right? Then, every couple of years, some knight needs to make

- 1 a name for himself or impress some princess. So, what does he decide to do? “Go slay the horrible dragon,” of course.
- BEATRICE:** That’s awful.
- IPSWICH:** Yes, those knights give me terrible indigestion. *(Beat.)* All I want to do is nap in my cozy cave, but you humans won’t let me!
- 5 **BEATRICE:** *(Crosses to IPSWICH and consoles.)* I didn’t know it was so hard being a dragon. We’re terribly sorry.
- WINIFRED:** Yeah, we’re sorry. I’m a witch, so I know what it’s like to have people judge you unfairly.
- 10 **BEATRICE:** You seem to be a perfectly lovely dragon—when you are not roaring and trying to kill us, of course. I’m sure if people got to know you, they wouldn’t try to slay you. Not so often, anyway.
- IPSWICH:** Really? You ladies mean it?
- BEATRICE/WINIFRED:** Yes.
- 15 **IPSWICH:** Gee... that’s kind of you to say. You’re probably the nicest humans I’ve ever met. My name is Ipswich.
- BEATRICE:** It’s nice to meet you, Ipswich. I am Lady Beatrice, and this is Winifred.
- WINIFRED:** Hello.
- 20 **BEATRICE:** And that’s Isadora. *(Pause. BEATRICE clears her throat.)*
- ISADORA:** *(Realizes.)* Oh, yeah, right... Sorry about putting the beat-down on you with my totally sweet swordplay. *(BEATRICE clears her throat more adamantly.)* And sorry about your tail.
- IPSWICH:** Oh, it’s alright. I’m impervious to swords, but... it hurt my feelings when you hit me with it. *(Pause.)* I forgive you.
- 25 **ISADORA:** Cool. So... if everything is all copacetic now, we’ll get going and let you get back to your nap— *(VILLAGERS CLAMOR and SHOUT from OFF LEFT.)*
- CARRIE:** Kill the dragon!
- 30 **ROSE-MARIE:** Destroy the beast!
- KENNY:** Slay the fire-breather!
- BARK:** That awful creature needs to go!
- IPSWICH:** *(Despondent.)* Oh. Here we go again... *(VILLAGERS CARRIE, ROSE-MARIE, KENNY, and BARK ENTER LEFT with pitchforks, clubs, torches, etc.)*
- 35 **CARRIE:** There’s the beast that’s been terrorizing my farm.
- ROSE-MARIE:** It’s even more horrible-looking up close.
- KENNY:** The foul creature needs to die! *(DAMSELS form a protective circle around IPSWICH.)*
- 40 **BARK:** Look! The wretched beast has kidnapped three helpless maidens!

- 1 **ISADORA:** Oh, not these guys again! *(To VILLAGERS.)* Hey, jerks!
What's wrong? Couldn't burn any witches, so now you've moved
on to harassing innocent dragons?
- KENNY:** Who are you calling a jerk?
- 5 **ISADORA:** Shut it, Benny! *(Brandishes her sword.)* Unless you want to
deal with me again.
- KENNY:** Who are you calling Benny?
- ROSE-MARIE:** The woman is obviously delirious with fear.
- BEATRICE:** *(Helps.)* She's not delirious. She's simply referring to
10 earlier when she disarmed Benny and he folded like a cheap lawn
chair. *(ISADORA holds her hand up and BEATRICE high-fives her.)*
- CARRIE:** What are you talking about?! We've never seen you before!
- WINIFRED:** Sure you have! You chased me from your village with
torches and pitchforks. As if I could forget such a thoroughly
15 unpleasant experience!
- BARK:** I don't think so. My pig would have told me if I had met three
crazy ladies in the forest. *(ALL stare at BARK incredulously.)* What?
My pig has a good recollection of those sorts of things.
- ISADORA:** *(Steps forward.)* What kind of game are you playing here?
20 *(Gestures to WINIFRED.)* We all know you attacked our witchy friend
over there, and we put a stop to it. Stop this nonsense, or we'll
put a stop to it again.
- ROSE-MARIE:** *(Gasps.)* What? That woman is a witch?
- CARRIE:** Listen, lady, we don't know you or nothing about witches.
25 Now step aside so we can sort out this dragon situation.
- ISADORA:** You are not sorting out anything, Sherry.
- BARK:** Huh? Who's Sherry?
- BEATRICE:** *(Gestures to CARRIE.)* She is Sherry. This lady right here.
- CARRIE:** My name is not Sherry!
- 30 **ISADORA:** Yes, it is. We met just a little while ago. Don't you remember?
The angry mob?
- CARRIE:** I think I know my own name, and it's Carrie. And I haven't
been in any other angry mobs. *(Beat.)* At least not today.
- ISADORA:** Carrie? No, your name is Sherry. *(Points to ROSE-MARIE.)*
35 And this is Rosemary. *(Points to KENNY.)* And that loser is Benny.
- ROSE-MARIE:** Rosemary? Don't be ridiculous. My name is Rose-Marie.
- BARK:** *(Gestures at KENNY.)* And his name is Kenny! Even my pig
knows that.
- KENNY:** Hey! You know what? Maybe she's talking about that other
40 angry mob from that other village.

1 **CARRIE:** Oh! *(Suddenly insulted. To ISADORA.)* Wait... You think I'm that jerk, Sherry?

ISADORA: Yes! You look exactly like her.

CARRIE: I look nothing like that person! *(Beat.)* She wears a totally
5 different hat.

ISADORA: Seriously? You're not Sherry?

CARRIE: Nope. Carrie.

ISADORA: And you are not Rosemary?

ROSE-MARIE: Heavens no! It's Rose-Marie.

10 **ISADORA:** And that dude is not Benny?

VILLAGERS: Kenny!

ISADORA: *(Turns to BARK.)* Let me guess... Your name is not Clark.

BARK: Clark? Of course not. What a ridiculous name! *(Beat.)* My name is Bark.

15 **ISADORA:** Bark?

BARK: Bark.

ISADORA: Really...? Bark?

BARK: Yes. Bark.

BEATRICE: Adventures can be terribly confusing.

20 **IPSWICH:** This is why I generally avoid people.

WINIFRED: Maybe I should just turn them all into frogs.

ISADORA: As the Bard of Avon said, "A rose by any other name..." *(Suddenly draws her sword.)* ...is still going to get a smack-down! It's go-time, losers! *(Raises her sword for the attack when SOUND*
25 *EFFECT: ROYAL FANFARE from OFF RIGHT. ALL look OFF RIGHT.)*

CARRIE: *(Points OFF RIGHT.)* It's him! He's finally here! *(SIR BARTLEBY ENTERS RIGHT, riding an imaginary horse, followed by his squire BIXBY, who makes hoof-clopping noises with his tongue. CARRIE swoons.)* He's so noble!

30 **ROSE-MARIE:** *(Also swoons.)* He's even more handsome in person.

BARK: *(Also swoons.)* He's dreamy.

SIR BARTLEBY: Dismount! *(Pantomimes dismounting from a horse.)* Fair citizens! Fear not for I, Sir Bartleby the Brave, am here to dispatch the scaled terror of these lands! *(VILLAGERS cheer.*
35 *WINIFRED and BEATRICE huddle around IPSWICH defensively.)*

CARRIE: Sir Bartleby! *(Points.)* There is the beast right over there.

KENNY: It's a horrifying dragon!

ROSE-MARIE: *(Runs to SIR BARTLEBY and clutches his arm.)* Sir Bartleby, do be careful! *(Purrs.)* I wouldn't want a gorgeous man
40 like you to get injured by such a terrible creature.

1 **SIR BARTLEBY:** Step aside, villagers! (*Unceremoniously throws ROSE-MARIE off and draws his sword.*) I shall make quick work of this beast! (*Swings his sword as BEATRICE and WINIFRED brace themselves for the attack, still clinging to IPSWICH protectively. But*
5 *ISADORA steps in and blocks SIR BARTLEBY'S blow. SIR BARTLEBY is confused.*) That's strange... (*Swings his sword again. ISADORA blocks again.*) Something seems to be blocking my sword... (*Turns to BIXBY.*) Bixby! What is wrong with this sword?

BIXBY: Um... I'm not sure, sir.

10 **SIR BARTLEBY:** Well, fetch me a new one! My glorious victory against this great evil awaits. (*Hands the sword to BIXBY, who looks around, then after a beat, hands it back to SIR BARTLEBY.*)

BIXBY: Ah, here is your... um, "dragon-slaying sword," sir.

15 **SIR BARTLEBY:** Excellent! (*To VILLAGERS.*) Watch closely, peasants, as you are unlikely to see heroics of this caliber again. (*Swings his sword several more times. ISADORA blocks each blow.*) What is going on here? This dragon should be slain by now!

BIXBY: Perhaps the foul beast is protected by some sort of magic.

ISADORA: Hey, Sir Bartle-butt. I'm standing right here.

20 **SIR BARTLEBY:** (*Suddenly realizes ISADORA is there.*) Bixby! Where did this girl come from? And why does she have a sword?

BIXBY: I'm not sure, sir. Perhaps the dragon kidnapped her...! (*To himself.*) Wait... that doesn't explain the sword.

IPSWICH: Why does everyone assume I kidnap people?

25 **CARRIE:** Dragons kidnap maidens! Duh!

KENNY: It's a proven fact.

ROSE-MARIE: Yeah, everyone knows that.

BARK: That's what my pig told me. (*ALL stop and look at BARK incredulously.*) What? Pigs are very intelligent animals, you know.

30 **BEATRICE:** And why would dragons do that?

CARRIE: Dragons hold maidens as prisoners.

WINIFRED: For what purpose?

KENNY: (*Thinks really hard.*) So that knights... can come rescue them?

ROSE-MARIE: Of course! It's what those terrible creatures do.

35 **IPSWICH:** So, let's get this straight... You think I kidnap maidens because I want knights to come hunt me?

BARK: That sounds about right.

40 **ISADORA:** This is not getting us anywhere. (*To SIR BARTLEBY.*) Hey, Mr. Shiny-pants, I'm not going to let you, or anyone from... (*Points to VILLAGERS.*) ...this hoard, hurt our friend here! So, shove off!

- 1 **SIR BARTLEBY:** (*Laughs heartily.*) Did you hear that, Bixby? This girl must think she is some sort of hero. It's adorable, really, the way she acts all tough and swings her cute sword.
- BIXBY:** (*Laughs.*) Yeah, how ridiculous! A lady-hero—what will they
- 5 think of next? (*SIR BARTLEBY, BIXBY, and VILLAGERS laugh mockingly. ISADORA fumes.*)
- BEATRICE:** (*Goes to SIR BARTLEBY.*) Oh, but Isadora really is a hero. She's taking me on an adventure right now.
- WINIFRED:** And she rescued me from an angry mob that, well...
- 10 (*Indicates VILLAGERS.*) ...kind of looks like them.
- IPSWICH:** And she did try to slay me. I mean, it didn't work, but it was a really good try.
- ISADORA:** Aww! Thanks, guys! But stop, you're going to make me blush.
- SIR BARTLEBY:** You really think she is a hero! (*Laughs heartily again.*)
- 15 Oh, that's rich. Hey, Bixby... (*Mocks in a feminine voice.*) "Look at me! I'm a lady-hero in my little dress and swinging my little sword. Oh, I hope the monsters aren't too rough. I might break a nail. And, ooh, I hope the dragon fire doesn't singe my hair. And look at me as I curtsy." (*Sets his sword on the ground and curtsies mockingly. As he does, ISADORA steps on the blade of SIR BARTLEBY'S sword and reaches to grab it.*) Oh, no you don't! (*Goes for his sword but can't pick it up. He lunges at ISADORA, who ducks aside while picking up his sword. SIR BARTLEBY'S momentum causes him to stumble, fall, and hurt himself. ISADORA wields both swords now.*)
- 20
- 25 **CARRIE:** That mean lady just hurt Sir Bartleby!
- ISADORA:** He hurt himself.
- KENNY:** What does she think she's doing?
- ROSE-MARIE:** (*Rushes to SIR BARTLEBY.*) Oh, my dearest Sir Bartleby, are you okay?
- 30 **BARK:** Wait until I tell my pig about this!
- SIR BARTLEBY:** (*Coughs and wheezes.*) Okay... little... lady... I've been patient with you... (*Straightens up.*) ...but now it's time for this nonsense to end.
- BIXBY:** He has a dragon to slay, after all.
- 35 **ISADORA:** No. One. Is. Hurting. Ipswich!
- KENNY:** Who's Ipswich?
- BEATRICE/WINIFRED:** The dragon!
- BARK:** Dragons have names? My pig never told me that.
- ISADORA:** Well, maybe your pig isn't as smart as you think he is! (*To herself.*) Okay, I can't believe I just said that.
- 40

1 **SIR BARTLEBY:** I am a knight. It is my job to slay dragons. And you, young lady, are in my way! Now, put down that sword before someone gets hurt.

ISADORA: (*Tosses his sword on the ground to him.*) Like you? (*Swings her sword at SIR BARTLEBY, who barely backs away.*)

SIR BARTLEBY: (*Laughs.*) Okay, okay. That's enough now.

ISADORA: Oh, I'm just getting warmed up. (*Takes another swing.*)

SIR BARTLEBY: (*Again barely dodges.*) Seriously, you're going to put an eye out with that thing... (*ISADORA swings again, very nearly striking SIR BARTLEBY, who is now stunned.*) Hey! You almost hit me that time!

ISADORA: Yeah. That's the point... (*Attacks SIR BARTLEBY, who weakly defends himself in disbelief.*)

SIR BARTLEBY: You better stop! I wouldn't want to hurt a girl.

15 **ISADORA:** I don't think there is much danger of that. (*Sword fights with SIR BARTLEBY. With a flourish, ISADORA disarms SIR BARTLEBY and knocks him to the ground.*)

CARRIE: The mean lady just defeated Sir Bartleby the Brave!

BARK: Is a girl allowed to do that?

20 **BEATRICE:** Girls can do anything! (*Turns to WINIFRED.*) Right?

WINIFRED: (*Nods confidently.*) Right.

ISADORA: That's right. Girl power! (*Shrugs.*) Or something like that. (*To SIR BARTLEBY.*) As for you, you can take your "little sword" and fancy aluminum pajamas back to wherever you came from—and take this bunch with you!

25 **BEATRICE:** Yeah! Get out of here, you... not nice... knight person... (*To WINIFRED.*) Sassy comebacks are harder than Isadora makes it seem.

SIR BARTLEBY: (*Picks himself up and dusts off.*) Bixby. Let's be off! (*Beat.*) Not because I was beaten by a girl or anything, but because... (*Searches for an answer.*) ...it is obvious that there is no dragon here!

BIXBY: But the dragon is right over there.

SIR BARTLEBY: (*Adamant.*) There is no dragon!

35 **BIXBY:** (*Realizes.*) Oh! Yes... there is no dragon here... (*Thinks.*) Just a bunch of hysterical villagers!

SIR BARTLEBY: Yes! Yes! A village of charlatans and scoundrels, needlessly wasting the time of a brave and handsome knight.

BIXBY: And you definitely did not get bested in battle by a girl.

40 **BARK:** Wait! What is Sir Bartleby talking about?

CARRIE: That's not what happened.

1 **KENNY:** She clearly whooped him.

SIR BARTLEBY: (*Mounts his invisible steed.*) Sir Bartleby the Brave...
away! (*Rides OFF LEFT as BIXBY clops and follows him OFF.*)

ROSE-MARIE: (*Calls OFF LEFT.*) Sir Bartleby, come back!

5 **BARK:** (*Calls OFF LEFT.*) Who's going to slay the dragon? (*VILLAGERS
mutter, disappointed.*)

WINIFRED: (*Flicks her wand.*) Zapitus! (*LIGHTS FLASH. SOUND EFFECT:
ELECTRIC SHOCK SOUND. VILLAGERS yelp and run OFF LEFT.*)

10 **BEATRICE:** That was certainly exciting! I would say my adventure is
going quite well indeed.

IPSWICH: It is always satisfying to watch an arrogant knight flee in
fear. And I didn't even have to eat anyone this time! (*Yawns.*) I
enjoyed meeting you ladies, but if you don't mind, I'd like to get
back to my nap.

15 **ISADORA:** Sure thing, Ipsy. We should probably be on our way, too.
(*Pause.*) Hey, do you happen to know how to get out of here?

IPSWICH: (*Yawns.*) Um... I think there's a castle or something over
that way... (*Points OFF RIGHT.*) ...on the other side of the murky
swamp. (*Yawns.*) You really are the nicest humans I've ever met,
20 and you are welcome to come by again for a visit when I'm done
with my nap... (*Yawns.*) ...in about a hundred years or so. Bye.
(*EXITS UP CENTER into the cave.*)

BEATRICE: Oh, wouldn't that be lovely! (*Waves.*) Goodnight! Sweet
dreams. (*To ISADORA.*) Dragons seem to be such nice people.

25 **ISADORA:** Yes. Lovely, fire-breathing, knight-munching people.

WINIFRED: (*Points OFF RIGHT with her wand, as if the wand is leading.*)
Ipswich must be asleep. Norbert has found the path again.

BEATRICE: Where do you think our adventure will go next, Isadora?

30 **ISADORA:** Who knows? Wherever it is, it can't be as much trouble
as this place. (*DAMSELS EXIT RIGHT as TALIA ENTERS LEFT and
crouches down to examine the trail, then dashes OFF RIGHT after
the others. BLACKOUT.*)

End of Scene Two

ACT ONE

Scene Three

LIGHTS UP DIM. The Murky Swamp, a short time later. The set remains
the same, but a FOG SWIRLS and SWAMP SOUNDS are heard.

35 WINIFRED ENTERS RIGHT, led by her wand. ISADORA and BEATRICE
follow her ON cautiously.

ISADORA: This place seems nice... I'm sure there are no monsters or
horrible beasts around here.

1 **BEATRICE:** Do you think so?
ISADORA: (*Sarcastic.*) Oh, yeah! A perfect place for a picnic.
BEATRICE: Oh, good! I thought this was going to be a horrible place.
WINIFRED: Shh! (*Stops and looks around nervously.*) I think we might
5 have stumbled into the murky swamps of Mirelurk.
ISADORA: The way you say that makes me think this is not a fun vacation destination.
WINIFRED: No, this is not a fun place. This is a very bad place. Men have been known to become hopelessly lost within the swirling fog.
10 **BEATRICE:** Then it is good we are not men.
ISADORA: Amen to that, sister. (*To WINIFRED.*) What else?
WINIFRED: The endless darkness of the swamp has been known to drive people mad.
ISADORA: “Mad”?! We’ve been taking directions from a stick all day!
15 No offense to Norbert, but sanity seems to be low on our list of priorities. (*Pause.*) Is that all?
WINIFRED: Worst of all, Mirelurk is home to the most foul and wretched creature in all the land... (*Dramatic pause.*) ...the Whippersnapper!
BEATRICE: (*Pulls on ISADORA’S arm.*) I do not like this part of the
20 adventure. Can we move on to the next part?
ISADORA: Well, I think I’ve proven how awesome I am with swords and butt-kicking... (*To WINIFRED.*) ...but I’m going to have to agree with my B-girl here. Let’s get out of here!
WINIFRED: Okay... (*Holds her wand up and lets it lead her.*) This way...
25 (*Leads ISADORA and BEATRICE in a creep DOWN CENTER.*)
ISADORA: Just so we know—in case we see something, you know, lurking—what does this Whippersnapper look like?
WINIFRED: Oh, it is a hideous beast! (*THE WHIPPERSNAPPER APPEARS from the fog and creeps up behind DAMSELS, menacingly. It is a large, terrible creature with black fur, claws, and glowing red eyes. As WINIFRED describes the beast to ISADORA, BEATRICE notices THE WHIPPERSNAPPER but is speechless with fright. WINIFRED remains oblivious.*) Well, it’s covered in oily black fur—
30 **BEATRICE:** (*Wide-eyed.*) Black fur...
WINIFRED: And it has razor sharp claws—
BEATRICE: (*Stammers.*) Sh–sh–sharp claws...! (*Tugs on ISADORA.*)
WINIFRED: And terrible yellow eyes—
BEATRICE: Yellow? (*Closely examines THE WHIPPERSNAPPER and is visibly relieved.*) Oh, good.
40 **WINIFRED:** (*Thinks.*) Or maybe it was red eyes.
BEATRICE: (*Squeals in terror.*) Red! (*Frantically pulls on ISADORA.*)

1 **ISADORA:** *(Annoyed.)* Bea, what is it? *(Turns at the same time as WINIFRED. THE WHIPPERSNAPPER ROARS and the DAMSELS scream and scatter. THE WHIPPERSNAPPER rampages about, taking swipes at anyone nearby. ISADORA swings at the beast with*
5 *her sword to no avail. WINIFRED zaps it with her wand to no effect. BEATRICE runs helplessly. Finally, THE WHIPPERSNAPPER is DOWN LEFT as ISADORA brandishes her sword DOWN RIGHT. BEATRICE and WINIFRED huddle behind her.)*

BEATRICE: Is there any possibility that the Whippersnapper is
10 a poor misunderstood creature like that nice dragon? *(THE WHIPPERSNAPPER roars.)*

ISADORA: I don't think so. *(THE WHIPPERSNAPPER stomps ominously closer. Suddenly, TALIA springs ON RIGHT and launches an arrow but misses. She somersaults to THE WHIPPERSNAPPER and strikes it with her bow. Then, with a deft motion, TALIA grabs a handful of*
15 *powder or dust from a pouch and blows it at THE WHIPPERSNAPPER, who rears back and roars with disdain. THE WHIPPERSNAPPER flails helplessly then hastily retreats OFF LEFT. Dumbfounded.)* That was... unexpected.

20 **BEATRICE:** *(Clings to ISADORA, eyes shut.)* Are we dead? I do not wish to be dead. Dying was not supposed to be part of my adventure!

ISADORA: Nope. Not dead. Confused... but not dead.

WINIFRED: How did that masked person defeat the Whippersnapper?
It is supposed to be undefeatable!

25 **TALIA:** Witch-hazel and onion powder. That's how. Whippersnappers hate it. It's my own personal blend.

ISADORA: Just so you know, I had the situation handled... *(Sheepish.)*
But thanks for the assist.

30 **TALIA:** No problem. I figured you ladies had more important things to do than deal with that old windbag.

BEATRICE: Indeed, we do! We are on an adventure. *(Considers.)* You know, there is something awful familiar about you...

TALIA: *(Adjusts her mask.)* There is?

35 **BEATRICE:** *(Realizes.)* Why, you are the Masked Maven! *(To ISADORA.)* She is a notorious bandit. A lady bandit who roams the countryside defying social norms, living a life of danger and lawlessness.

ISADORA: Really?

TALIA: Yeah, I'm kind of a big deal.

40 **BEATRICE:** Quite! She is the most wanted person in all the kingdom. Countless times has the Masked Maven slipped the grasps of the Royal Guard.

ISADORA: The Masked Maven, huh?

- 1 **TALIA:** Yep. That's me! Which reminds me... *(Suddenly notches an arrow in her bow.)* Give me all your gold and valuables. *(ISADORA, BEATRICE, and WINIFRED put their hands up.)*
- ISADORA:** Whoa! You're robbing us? Not cool.
- 5 **TALIA:** *(Shrugs.)* It's kind of what I do. So, hand it over.
- ISADORA:** Joke's on you, lady. My dad dumped me out here alone, so I don't have anything for you to rob.
- BEATRICE:** And I was sleepwalking when I got lost in the woods. I don't bring valuables with me when I do that.
- 10 **WINIFRED:** And I'm a forest witch. I live in the forest. I don't have much besides this stick. *(Shows her wand.)* His name is Norbert.
- TALIA:** *(Lowers her bow, disappointed.)* Really? No valuables at all? *(Shakes her head.)* Should have known better... I've been following you all day!
- 15 **ISADORA:** You've been following us?
- TALIA:** Yeah. Three girls wandering the forest alone has been the most interesting thing to happen in these parts in a while. Plus, I admire your knack for getting into trouble.
- ISADORA:** In our defense, trouble seems to have a knack for finding us. *(Sardonic.)* Like a certain bandit trying to rob us. That, after
- 20 we've been chased by monsters and mobbed by angry villagers—
- BEATRICE:** Twice!
- WINIFRED:** The first monster ended up being pretty friendly. Though, I did not like that second monster much at all.
- 25 **ISADORA:** Yep. It's been a bang-up day. So, if you'll excuse us, Masked Whatever-Your-Name-Is, we're going to be leaving. We still haven't forgotten about the possibility of getting lost in an endless dark fog of madness. *(Grabs BEATRICE by the wrist and drags her LEFT. WINIFRED hurries behind.)*
- 30 **BEATRICE:** It was lovely to meet you!
- TALIA:** Oh, come on! Don't go! I'm sorry about trying to rob you.
- BEATRICE:** Isadora! She says she's sorry...!
- ISADORA:** *(Pauses to consider.)* Nope. Don't care. *(Continues OFF, but BEATRICE resists.)*
- 35 **WINIFRED:** She did just save our lives.
- ISADORA:** *(Deflates.)* Fine. So, what do you want? Other than our nonexistent valuables.
- TALIA:** You said you were on an adventure, right?
- BEATRICE:** Yes! It has been exciting. And terrifying. And confusing. I
- 40 have quite a few mixed emotions about the whole experience, as you can see.

- 1 **TALIA:** Well... Do you think I could join you?
- ISADORA:** Why? Don't you already live a life of danger and lawlessness? Why would you want to adventure with us? (*Considers this.*) I mean, other than the fact that we are totally
- 5 awesome. And other girls, like, totally want to be us. And—I think I just answered my own question.
- WINIFRED:** But why should we let you come with us?
- ISADORA:** Ooh! Good one!
- BEATRICE:** (*To ISADORA.*) I really do think we should let her. It would
- 10 be the polite thing to do—
- TALIA:** I'm good with a bow. I'm used to dangerous situations. (*ISADORA still seems unconvinced.*) And I know how to get out of the murky swamp.
- ISADORA:** Sold! Welcome to the team.
- 15 **BEATRICE:** Oh, how thrilling! To be continuing my adventure, and with the notorious Masked Maven, no less!
- TALIA:** You can call me Tal— Taleyce. My name is Taleyce.
- BEATRICE:** It's a pleasure to meet you, Taleyce. I am Beatrice. (*Curtsies.*) This is Winifred.
- 20 **WINIFRED:** Hello.
- ISADORA:** And I'm Isadora. You mentioned something about getting out of here? Let's do that. (*Looks OFF RIGHT suddenly.*) Now. I think I just saw something moving over there, and I'd rather not find out who—or what—it is.
- 25 **TALIA:** Okay, let's cut through the mysterious foothills. (*Points OFF LEFT.*) This way... (*Leads DAMSELS OFF LEFT as PRINCE HUGO, GUARD CAPTAIN, and GUARDS ENTER RIGHT.*)
- GUARD CAPTAIN:** (*Moves DOWN CENTER and examines the ground.*) The tracks seem to go off in this direction, Your Majesty.
- 30 **PRINCE HUGO:** What a vile place this is! Are you sure my princess has gone through here?
- GUARD CAPTAIN:** Yes, Your Highness, I am sure of it.
- PRINCE HUGO:** Then let's be off! We must recover my lost princess and return her to the safety of the castle at once.
- 35 **GUARDS:** Yes, Your Majesty. (*ALL EXIT LEFT. CURTAIN. SPOTLIGHT on STORYTELLER, who ENTERS DOWN RIGHT and crosses CENTER.*)
- STORYTELLER:** Gladdened we are by the tale we have heard. Our quartet of fair heroines assembled, their quest has well begun. But for now, a respite, for that your breath be caught. Much adventure
- 40 still awaits when this interlude concludes in ten minutes hence!

1 **IZZY:** (*Steps ON LEFT.*) Come on, dude, wrap it up for now. These folks need a bathroom break already, and so do I! (*Ducks OFF LEFT.*)

STORYTELLER: Ah, yes... verily. (*Bows dramatically to the AUDIENCE.*) 'Til again our company is again enjoined... adieu! (*BLACKOUT.*)

END OF ACT ONE

ACT TWO

Scene One

5 LIGHTS UP. STORYTELLER ENTERS RIGHT in front of the curtain and moves DOWN CENTER.

STORYTELLER: Huzzah, fine ladies and gents. Ten minutes has flown by like a shimmering lake across which a graceful swan has swept. We return posthaste to our epic tale of four heroines on their quest
10 for adventure. As you should well recollect, the mysterious Masked Maven was about to lead her newfound companions out of the Murky Swamp by way of the Mysterious Foothills. (*EXITS RIGHT as CURTAIN UP to reveal the Mysterious Foothills, sometime later. The set remains the same, but the fog is gone. WINIFRED ENTERS LEFT, led by her wand, followed ON by ISADORA, BEATRICE, and TALIA.*)

15 **ISADORA:** (*Looks around.*) Is it me, or have we been wandering in circles this whole time? This all looks so familiar!

WINIFRED: Norbert still thinks we should go this way.

BEATRICE: He has taken us this far. No reason to stop now.

20 **TALIA:** (*To BEATRICE.*) So, you are a lady-in-waiting, right?

BEATRICE: Oh, yes! To her Royal Highness, the princess and future queen.

TALIA: So, what's she like... this princess of yours?

BEATRICE: She is quite lovely. The very picture of beauty and grace.

25 **TALIA:** So, what? She's, like, just a pretty face?

BEATRICE: No, no! I wouldn't say that. She is very talented and does all manner of adventurous things, like riding horses and hunting game. The princess is quite spirited, you might say. And she is smart, too. She reads all sorts of books, about topics like science
30 and philosophy.

ISADORA: (*Nods approvingly.*) She sounds cool.

BEATRICE: She is quite inspiring! (*Considers.*) I suppose she is one of the reasons I wanted to go on an adventure in the first place.

TALIA: So, you like that about her? That she's... adventurous?

35 **BEATRICE:** Indeed! (*Hesitates.*) Though, I suppose she gets into quite a bit of trouble because of it.

WINIFRED: How come?

- 1 **BEATRICE:** Some say that it's not proper for a lady to behave in such a manner.
- ISADORA:** That's a load of rubbish! Who's to say how a lady should behave. *(Spits on the ground and wipes her mouth on her sleeve.)*
- 5 **BEATRICE:** Um... Yes, I suppose, but... *(Recites.)* "...in the royal court a lady is expected to be polite and demure. Gracious in all things, but above all else elegant and refined."
- WINIFRED:** What does that mean?
- TALIA:** It means they want you to sit down, shut up, and look pretty.
- 10 **BEATRICE:** Well, when you put it like that, it does sound kind of awful.
- ISADORA:** They wouldn't take too kindly to the likes of us, Winnie.
- WINIFRED:** Is the castle really that bad? *(BEATRICE and TALIA answer simultaneously.)*
- BEATRICE:** Yes!
- 15 **TALIA:** No! *(ALL look curiously at TALIA. Covers.)* I mean... I can only imagine! I've never been inside of the castle myself.
- BEATRICE:** It really is not all terrible. Just... boring. And unfair to women. There's such high expectation that girls behave perfectly, yet nobody expects that of the men. *(Boldly realizes.)* You know what? It's hard being a girl! *(ALL nod in strong agreement. Suddenly, a LOUD ROAR and BOISTEROUS LAUGH are heard OFF RIGHT.)*
- 20 **ISADORA:** Oh, good! A distraction.
- MAXIMUS:** *(ENTERS RIGHT. Bold and battle-ready, he carries a sword and the severed head of a beast he has just slain. He throws the head to the ground and speaks to no one in particular.)* That beast will think twice before getting in the way of Maximus the Great again! *(Beat.)* Oh, wait! He can't. I just cut off his head! Ha, ha, ha! Who's next? Who wants a fight? Who would dare stand against the might of Maximus?
- 25 **ISADORA:** Well, this guy seems like a lot of fun at parties.
- MAXIMUS:** *(Sees DAMSELS.)* What, ho! A challenger? Prepare to meet your match!
- ISADORA:** Easy, Max, we're just passing through.
- MAXIMUS:** *(Realizes.)* Oh, you're only a girl. That's no challenge for Maximus. Even at four-to-one, no silly females could stand up against the might of Maximus. *(Flexes.)* Maximus needs a real fight!
- 30 **ISADORA:** Okay, dial it back, buddy. I'm not looking to dust up with you, but I'm not going to put up with a bunch of trash-talk, either.
- MAXIMUS:** Maximus has no time for your yammering, girly. Maximus is the fiercest warrior in this realm, and it has been too long since Maximus's last battle.
- 40

- 1 **WINIFRED:** (To TALIA.) Didn't he just cut the head off that beast?
TALIA: Seems Maximus has a short attention span.
- MAXIMUS:** Maximus has bested all manner of beast and man and has yet to find an equal. Maximus must continue the search for
5 Maximus's next challenge.
- ISADORA:** (To herself.) Maybe your next challenge should be mastering the personal pronoun.
- BEATRICE:** Well, Mr. Maximus, we have our own adventure to continue, so we will bid you farewell and be on our way. (Curtsies.) Come
10 along, ladies, let's be going. (WINIFRED begins leading ISADORA, BEATRICE, and TALIA OFF RIGHT with her wand.)
- ISADORA:** Yeah, I this guy's not worth our time.
- MAXIMUS:** (Starts OFF LEFT.) Maximus hears tale of a dragon in this realm. Perhaps pounding on the worthless beast will alleviate
15 Maximus's boredom until a real competitor shows up.
- ISADORA:** (Stops in her tracks.) You know, I was about to let all the macho, he-man, female-belittling slide, but now you've gone and said something real stupid. (Crosses to MAXIMUS and gets in his face.) That dragon is a friend of ours! And I'm not going to let you
20 put a single scratch on his cute, scaly hide.
- MAXIMUS:** Girl, are you still talking? Maximus's ears are tired of your shrill voice. Be gone, woman! Maximus has more important concerns than your prattling.
- ISADORA:** (Gets in closer.) Oh, you're going down, meathead!
- 25 **BEATRICE:** (Intervenes and separates them.) Isadora, Maximus seems to be very, um... busy... and, uh... large. Let's not be too hasty.
- ISADORA:** (Draws her sword and strikes MAXIMUS, who doesn't flinch and seems unaffected.) Oh... (Motivates herself.) Okay. That wasn't my best effort. Let me try that... again! (Swings again. MAXIMUS catches the sword with his hand, yanks it from her hand and tosses it aside. To OTHERS.) Um, ladies... a little help here... (MAXIMUS shakes ISADORA like a rag doll. TALIA yells out a battle cry and jumps on MAXIMUS'S back. MAXIMUS tosses ISADORA aside and shrugs TALIA off. Both fall to the ground.)
30
- 35 **BEATRICE:** (Interjects.) Perhaps now would be a good time to take a break from all this violence? We could sit down and talk this over... (WINIFRED flicks her wand at MAXIMUS. LIGHTS FLASH. SOUND EFFECT: ELECTRIC SHOCK SOUND. MAXIMUS swats the spell away effortlessly, then smacks the wand from WINIFRED'S hand.)
- 40 **WINIFRED:** Norbert! (MAXIMUS shoves WINIFRED aside.)
- BEATRICE:** (Steps forward.) Mr. Maximus, I find a nice cup of tea very soothing in tense situations... (MAXIMUS slaps BEATRICE with the

1 *back of his hand. BEATRICE stands in shock for a long moment as her rage builds. Then, with a building primal scream, she punches MAXIMUS in the face. He wobbles for a moment, then drops to the ground unconscious.)*

5 **ISADORA:** Oh, snap!

BEATRICE: *(Regains her composure as she realized what she's done.)*
Oh, my! *(To an unconscious MAXIMUS.)* Oh, I'm terribly sorry! I'm not sure what just came over me...

10 **ISADORA:** *(Steps over MAXIMUS to BEATRICE and hugs her.)* All kinds of awesome—that's what came over you!

BEATRICE: It wasn't very ladylike of me.

ISADORA: Lady-shmady! You're my new hero!

WINIFRED: It was very heroic of you.

BEATRICE: Oh, I don't know... I never wanted to hurt anyone.

15 **TALIA:** That jerk deserved it! I think your princess would have been proud of you, Bea.

BEATRICE: *(Hopeful.)* Do you really think so?

TALIA: I know so.

20 **ISADORA:** *(Picks up Maximus's sword and hands it to BEATRICE.)* Here, I think this belongs to you now.

BEATRICE: *(Deflects.)* Oh, no! I couldn't take that. I wouldn't know how to use it.

WINIFRED: *(Examines BEATRICE'S face.)* Oh, Bea... Your cheek is looking awfully red.

25 **BEATRICE:** *(Holds her hand up to her face as she remembers the slap.) Suddenly changes her mind.)* Give me that. *(Takes the sword, deftly swings it around, then points it forward.)* Let's go! *(Boldly leads WINIFRED and TALIA OFF RIGHT.)*

30 **ISADORA:** *(To herself.)* I like the new Beatrice. She's awesome. Reminds me of a younger version of myself. *(Beat.)* You know, like from earlier today. *(Hurries OFF RIGHT. BLACKOUT.)*

End of Scene One

ACT TWO

Scene Two

SOUND EFFECT: ENCHANTED MUSIC. LIGHTS UP SOFT. A Mystical Glade, a short time later. The set remains the same. FAIRIES dance playfully, except MAB, who is perched on a high rock UP LEFT and
35 looks on with amusement. WINIFRED ENTERS RIGHT, led by her wand, followed ON by ISADORA, BEATRICE, and TALIA. Beatrice's sword is now in a sheath on her side. FAIRIES—invisible to humans—wordlessly

1 scatter and hide in plain sight of the AUDIENCE. WINIFRED stops
DOWN CENTER. Her wand suddenly flits left and right, then bucks up
and down uncontrollably.

ISADORA: What's going on?

5 **WINIFRED:** (*Struggles to control the wand.*) Norbert is acting all strange.
Something is upsetting him. (*Wand thrashes again.*) Whoa!

ISADORA: (*Rushes over.*) Let me help. (*Grabs the wand. Now both are
thrown back and forth.*)

BEATRICE: Norbert seems quite upset, indeed! (*She and TALIA grab*
10 *hold of the wand as well. DAMSELS hold on as the wand pulls them
to and fro and swirls them about. Finally, DAMSELS tumble to the
ground. FAIRIES giggle silently. MAB is mildly amused.*)

ISADORA: (*Sits up.*) Well, that was weird. And that's saying something,
considering the day we've had.

15 **BEATRICE:** (*Stands and brushes herself off.*) Norbert is quite strong for
such a little stick.

TALIA: (*Stands and helps WINIFRED to her feet.*) Has he done anything
like that before?

WINIFRED: No, not once! It is very unusual. (*Looks around.*) This
20 mystical glade must possess some strange magic.

ISADORA: (*Looks around.*) Looks normal to me. Sort of strangely
familiar, actually. But I don't see any dragons or whippersnappers.

WINIFRED: Well, there's something here. Norbert is sure of it. (*BREEZY
flits over, tugs on BEATRICE'S dress, then dashes away.*)

25 **BEATRICE:** Oh! Something just touched me! (*MISTY snatches an arrow
from TALIA'S quiver and flings it OFF.*)

TALIA: Hey! My arrow...! (*CINDER pops up and yanks ISADORA'S hair.*)

ISADORA: Ouch! Someone pulled my hair! (*Draws her sword.*) I have a
bad feeling about this... Winnie, what's happening here?

30 **WINIFRED:** I don't know. (*DAMSELS circle back-to-back DOWN CENTER.
TALIA nocks an arrow and draws her bow.*)

ISADORA: Psst! Bea!

BEATRICE: Yes?

ISADORA: Your sword!

35 **BEATRICE:** Oh, yes! (*Draws her sword. QUARTZ appears in the middle
of DAMSELS and, with a wave, sends them ALL sprawling to the
ground. QUARTZ giggles and dances away.*)

ISADORA: This mystical glade is making me miss the murky swamp.
40 (*CINDER prances over to BEATRICE and pulls on imaginary strings
that control BEATRICE like a marionette. BEATRICE awkwardly
stumbles and brandishes her sword.*)

1 **BEATRICE:** Oh. (*Swings her sword at OTHERS.*) Oh!

TALIA: Beatrice! You almost took my head off!

BEATRICE: I am sorry, but I do not seem to be in control of myself!
(*QUARTZ pulls on ISADORA'S "strings" and makes her face off*
5 *against BEATRICE.*)

ISADORA: I don't like where this is going. (*CINDER and QUARTZ*
proceed to control BEATRICE and ISADORA in a puppet sword fight.)

TALIA: Wait, you two! Stop! (*Tries to intercede, but BREEZY taps her*
on the head and TALIA falls unconscious. The puppet sword fight
10 *continues. BEATRICE is getting the best of ISADORA.*)

ISADORA: Careful, Bea! I like my limbs fully attached to my body.

BEATRICE: I am terribly sorry, Isadora. I did not realize I was so
proficient at this.

WINIFRED: (*Looks on helplessly.*) There must be something
15 controlling you...!

ISADORA: (*Sarcastic.*) You think?

WINIFRED: It must be something invisible... (*Thinks.*) Oh! (*Waves her*
wand.) Stuff we can't see,
Tribblus, invisiblus.
20 Make what is hidden,
Revealed unto us! (*SOUND EFFECT: MAGIC. LIGHTS FLASH as*
FAIRIES freeze, frightened and suddenly exposed.)

ISADORA: Hey, look! A fairy! (*Realizes.*) Hey! Fairies! (*QUARTZ trips*
ISADORA as FAIRIES scatter and use magic to send BEATRICE and
25 *WINIFRED to and fro, spinning them around in dizzying circles.*
CINDER steals WINIFRED'S wand and taunts her with it. ISADORA
stands and swings at FAIRIES with her sword.) Come back here, you
pesky moth! You wanna sword fight? I'll teach you to sword fight!

BEATRICE: Oh, look how pretty they are. (*CINDER smacks BEATRICE*
30 *from behind and dashes away.*) Terribly naughty! But lovely,
nonetheless. (*Chaos ensues as MAB becomes less amused.*)

MAB: (*Rises. In a booming voice.*) Enough! (*FAIRIES scatter and hide.*)

ISADORA: So, who is this overgrown butterfly?

WINIFRED: Why, it is Mab the Fairy Queen. Ruler of all the fairy-folk.

35 **MAB:** Breezy! (*Indicates TALIA.*) Release that one from your spell.

BREEZY: Yes, your grace. (*Quickly taps TALIA on the head.*)

TALIA: (*Sits up groggily.*) I had the weirdest dream... Isadora and
Beatrice were fighting, and there were fairies all over the place...

BEATRICE: It was not a dream at all. That really happened! And
40 apparently, I am quite good with a sword.

ISADORA: (*Protests.*) I was letting you win!

- 1 **MAB:** You are trespassers in my realm! Why have you come to this, our mystical glade?
- WINIFRED:** (*Curtsies.*) We beg your forgiveness, Your Highness. We meant no disrespect.
- 5 **MAB:** I know you, Winifred Willowroot. You are a friend of the forest. Yet you, most of all, should know that humans are not welcome in this mystical glade.
- WINIFRED:** We were unaware that we had crossed into your sacred realm, Your Majesty. Norbert—er, I mean, my wand—was guiding us through the woods.
- 10 **BEATRICE:** We are on an adventure! (*MAB glares at BEATRICE, who quickly curtsies.*) Um, I mean... We are on an adventure, Your Majesty.
- MAB:** (*To WINIFRED.*) Your wand led you here? Curious... (*Descends from her rocky perch and inspects each of them as she passes.*)
- 15 Forest magic such as yours should not have led you into fairy lands. Cinder! Let me see this wand.
- CINDER:** (*Presents the wand to MAB.*) Here it is, Your Highness.
- MAB:** (*Examines the wand.*) Interesting...
- ISADORA:** Look, Queeny, we're sorry about stepping on your lawn, and
- 20 all, but your little stinker-bells started all this when they messed with us. They could have just let us walk on by. (*MISTY sneaks up and yanks ISADORA'S hair.*) Ouch! (*Spins around and tries to snatch MISTY, who scurries away.*) Hey, come back here, you!
- MAB:** Misty! Be nice to our guests.
- 25 **MISTY:** Yes, Your Grace. Sorry, Your Grace.
- QUARTZ:** Guests?! Your Majesty, they're humans! They do not belong here in the mystical glade!
- MAB:** Yes, Quartz, that is true. But apparently, for now, they are supposed to be here. (*Offers the wand to WINIFRED.*) Magic has
- 30 led them to us.
- WINIFRED:** (*Takes the wand.*) Thank you, Your Majesty. (*Thoughtful.*) Pardon, Your Grace, but what do you mean magic led us here? (*MAB looks at OTHER DAMSELS, then steps close to ISADORA and examines her intently for a moment.*)
- 35 **ISADORA:** What? (*Self-conscious.*) Do I have a bat in the cave or something? (*Wipes her nose on her sleeve.*)
- MAB:** (*Smiles and turns away from her.*) Magic and destiny are intertwined. The wand—Norbert—led you here because it is here that your destiny awaits. (*Ascends and sits on her throne again.*)
- 40 **BEATRICE:** I think she means our adventure!
- ISADORA:** Yep, we got that, Bea. (*MAB ascends back to her rocky perch. There is a moment of awkward silence.*)

- 1 **CINDER:** So, tell us again why you're wandering through the woods?
BREEZY: Yeah, girls don't go on adventures.
ISADORA: Why don't they?
MISTY: We don't know. They just don't.
- 5 **QUARTZ:** Humans are weird like that.
BEATRICE: Well, some girls go on adventures. (*Considers.*) And I think more girls should!
CINDER: (*To WINIFRED.*) So, what's it like being a witch?
WINIFRED: Um, it's okay I guess.
- 10 **MISTY:** Where's your pointy hat?
WINIFRED: I don't have a pointy hat!
BREEZY: Isn't that what witches are supposed to wear?
QUARTZ: (*To TALIA.*) Why are you wearing a mask?
CINDER: Are you hideously ugly under there? (*Tries to pry at the mask.*)
- 15 **TALIA:** (*Slaps CINDER away.*) No!
BREEZY: Don't be rude, Cinder. She probably feels bad about how grotesque she is.
TALIA: Hey!
MISTY: (*To ISADORA.*) So, why are you on an adventure anyways?
- 20 **QUARTZ:** Are you trying to find something?
CINDER: Is it made of gold?
BREEZY: Is it shiny? We love shiny things!
ISADORA: We're just trying to find our way out of the forest.
CINDER: (*Sags.*) Well, that's boring.
- 25 **MISTY:** Yeah, that's easy.
QUARTZ: (*Points LEFT.*) You just have to go that way.
BEATRICE: Really? Oh, thank you. That is very helpful.
BREEZY: No. You go that way. (*Points RIGHT.*)
BEATRICE: Oh... (*Looks LEFT and RIGHT.*) That is not so helpful.
- 30 **CINDER:** You could go that way. (*Points UP CENTER.*)
QUARTZ: But only if you like quicksand.
ISADORA: Hey, Mabsie! When is this destiny thing going to happen? 'Cause if this goes on any longer, I'm going to end up strangling one of these things. (*Indicates the nearest FAIRY. FAIRIES slowly start to recede to the wings.*)
- 35 **BREEZY:** (*To ISADORA.*) You shouldn't be so impatient.
CINDER: Destiny doesn't come around often.
QUARTZ: And it could happen at any time.

- 1 **MISTY:** *(Now from the shadows.)* It could happen years from now.
- BREEZY:** *(Giggles.)* Or right this minute. *(FAIRIES hide in the shadows as VILLAGERS TERRY, LENNY, ROSARY, and FLARK ENTER RIGHT with nets.)*
- 5 **TERRY:** This is it! This is where those fairies hide.
- ISADORA:** *(Sees VILLAGERS.)* Oh, for the love of... Seriously? Our destiny is these guys again?
- LENNY:** *(To ROSARY.)* I don't see any fairies. Are you sure there are any here?
- 10 **ROSARY:** They must be hiding... Oh, I've always wanted a fairy of my own! I can't wait to catch one. Or two! Or ten!
- FLARK:** And then they'll grant us three wishes! *(Beat, confused.)* Do we each get three wishes, or do we have to share them?
- LENNY:** Fairies don't grant wishes, idiot. That's genies!
- 15 **FLARK:** *(Considers.)* Oh, okay. Let's catch genies next then. *(VILLAGERS nod in agreement.)*
- ISADORA:** *(Steps to VILLAGERS.)* Alright, alright. Let's back up this wheelbarrow of futility. Apparently, it is my... *(Air quotes.)* ..."destiny" to deal with you fools perpetually for all eternity. So,
- 20 why don't you just go back to where you came from so we can all avoid the embarrassment of you getting beat down again.
- TERRY:** What are you talking about?
- ISADORA:** We all know how this is going to go. You say something stupid. I threaten and embarrass you. You say something else
- 25 stupid but run away because you're scared, and I say something clever about how awesome I am. Let's save ourselves all the time and trouble and just get to the part where you go away.
- LENNY:** Geez, lady, you're crazy!
- ROSARY:** We are not leaving this place until I get my fairy.
- 30 **FLARK:** Yeah! And a genie.
- ISADORA:** Okay... let's try this again. *(To TERRY.)* Okay, so which one are you? Sherry? Carrie?
- TERRY:** Lady, I don't know anybody by those names! My name is Terry.
- ISADORA:** Terry?
- 35 **TERRY:** Yeah, Terry.
- ISADORA:** *(Holds her head.)* Not this again... *(To LENNY.)* And you're not Benny or Kenny?
- LENNY:** No way! I'm Lenny. *(Points to his vest.)* See the vest. Lenny.
- ISADORA:** *(To ROSARY.)* And you?
- 40 **ROSARY:** Rosary.

- 1 **ISADORA:** Rosary... Right. Of course, you are. *(To FLARK.)* Clark, Bark... Let me guess... your name is like, what? *(Sarcastic.)* Flark?
- FLARK:** How does the crazy lady know my name?!
- ISADORA:** Flark?! Really? *(Throws up her hands.)* That's it! I give up! Adventure's over! I quit! *(Crosses LEFT.)* Dad was right, I should just lie down in the woods and get eaten by wolves or... whippersnappers or... whatever! *(Lies down.)*
- 5 **FLARK:** She is crazy. My duck will want to hear all about this. *(ALL stare at FLARK.)* What? He likes to hear all the latest gossip.
- 10 **TERRY:** *(Pause.)* Wait. I just thought of something... Maybe they are the fairies! *(VILLAGERS look on suspiciously, readying their nets.)*
- TALIA:** We are not fairies.
- LENNY:** How do we know that?
- BEATRICE:** Do we have wings? Fairies have wings, do they not?
- 15 **FLARK:** Yes, I suppose so...
- WINIFRED:** And fairies sparkle with pixie dust. Are we sparkling?
- TERRY:** *(To LENNY.)* They don't look very sparkly. *(LENNY shakes his head.)*
- FLARK:** *(Puzzles.)* Maybe they are... wingless... sparkle-less... fairies. *(Beat.)* Do you grant wishes?
- 20 **ISADORA:** Ugh! Make it stop! Where is a hungry pack of wolves when I need one?
- ROSARY:** If you are not fairies, then what are you people doing here? Are you here to steal our fairies?
- WINIFRED:** We are not here to steal anything.
- 25 **TERRY:** Well, then get out of our way! We want to catch some fairies. *(Tries to push past, but BEATRICE steps in the way.)*
- BEATRICE:** Well, I am sorry to inform you that we cannot allow you to catch any fairies today.
- TALIA:** Or ever.
- 30 **ROSARY:** That doesn't seem fair. I really want a fairy.
- FLARK:** Yeah, I was going to put mine in a jar on my shelf. *(FAIRIES react in horror.)*
- WINIFRED:** That's awful.
- LENNY:** No, it's not. Fairies live in jars all the time. Besides, it's not like fairies have feelings or anything.
- 35 **ROSARY:** I have always wanted a fairy of my very own. I tried to catch one when I was a little girl, but I ended up squishing it. *(FAIRIES react in horror. BREEZY faints as MISTY catches and fans her.)*
- WINIFRED:** No one can own a fairy. They belong here in the forest where they can dance and play amongst the trees!
- 40

- 1 **FLARK:** Don't be silly. I'm sure they would much rather live in a jar on my shelf.
- BEATRICE:** How would you feel if someone put you in a jar?
- FLARK:** Pfft! I can't fit in a jar. *(Considers.)* Unless it was a big jar.
- 5 *(Beat.)* That would be a lot of mayonnaise.
- ISADORA:** *(Still lying on the ground.)* Yoo-hoo, Wolfie! Dinnertime! Come and get me!
- LENNY:** Fairies are just stupid, sparkly, fluttery things. They'll live in a jar if I say they will! It's not like they'll know the difference. *(CINDER stomps up to LENNY and smacks him in the back of the head as FAIRIES giggle and point.)* Oww! What was that?
- 10 **ROSARY:** Look! It's a fairy! Oh, catch it, catch it!
- FLARK:** And there's more of them! Come here and grant me wishes! *(VILLAGERS chase FAIRIES as BEATRICE, WINIFRED, and TALIA try to stop them. ISADORA remains lying on the ground.)*
- 15 **BEATRICE:** Oh, stop that! They are not butterflies. Leave them alone! *(The chase continues, but the VILLAGERS have the advantage with their nets. They trap the FAIRIES and try to drag them OFF. BEATRICE, WINIFRED, and TALIA ineffectively try to stop them.)*
- 20 **Isadora!** We could use some help!
- ISADORA:** Fine! *(Sits up.)* I'll come back to the adventure. But I do so under protest! *(Gets up and shoves her way through VILLAGERS, separating them from FAIRIES until only LENNY is left holding MISTY. ISADORA takes MISTY from LENNY and hands her off to TALIA.)*
- 25 **LENNY:** Hey! That was my fairy. Get your own! *(ISADORA fakes a punch at LENNY as if to spook him, but he doubles over in pain as if she really hit him.)*
- ISADORA:** Seriously?
- FLARK:** The crazy lady just stole our fairies and scared poor Lenny!
- 30 **ROSARY:** We caught those fairies fair and square! They belong to us. What gives you the right to take them away?
- ISADORA:** *(Shakes her fist in ROSARY'S face.)* My fist does! *(ROSARY cowers as TALIA and WINIFRED restrain ISADORA.)*
- BEATRICE:** *(Steps in.)* There will be no more fairy hunting today. You should be ashamed of yourselves for trying to hurt such sweet, innocent creatures... *(As BEATRICE speaks, CINDER makes faces and taunts VILLAGERS. To CINDER.)* That is not helping. *(CINDER shrugs and prances away. To VILLAGERS.)* Furthermore, you villagers are never to return to this glade again.
- 35 **TERRY:** *(Defiant.)* Or what?
- 40

- 1 **BEATRICE:** If you do, we'll send her after you. (*Gestures to ISADORA, who glares and gives the "I'm watching you" gesture. VILLAGERS huddle together, frightened.*)
- LENNY:** (*To OTHER VILLAGERS.*) Let's get out of here. Maybe we can
- 5 catch some will-o'-the-wisps in the misty meadows.
- FLARK:** Are there genies there, too? (*VILLAGERS EXIT RIGHT.*)
- MISTY:** You sure showed those guys.
- BREEZY:** For humans, you are not so terrible at all.
- WINIFRED:** Thank you... I guess?
- 10 **CINDER:** (*To ISADORA.*) I especially liked when you scared that guy.
- ISADORA:** Yeah, that was my favorite part, too.
- CINDER:** (*To QUARTZ.*) But I sense she has anger issues.
- QUARTZ:** (*To CINDER.*) I know. She is a bit frightening.
- ISADORA:** I'm standing right here, you know! I can hear you.
- 15 **CINDER:** Well, goodbye. Thanks for all your help!
- BREEZY:** So long! Thank you!
- MISTY:** You are very nice! For a human.
- QUARTZ:** I guess not all humans are as bad as we thought! (*FAIRIES except MAB flutter OFF LEFT.*)
- 20 **MAB:** (*Descends from her rocky perch gracefully.*) Thank you, young adventurers, for the service you have done for my kingdom and my kin. You will be forever welcome in this mystical glade if ever your path brings you here again.
- WINIFRED:** (*Curtsies.*) Thank you, Your Majesty.
- 25 **MAB:** (*Gestures to Winifred's wand.*) If I may? (*Holds out her hand.*)
- WINIFRED:** Please, Your Highness. (*Hands over the wand. MAB waves her hand over the wand. SOUND EFFECT: MAGIC.*)
- MAB:** Norbert will now lead you safely out of my lands and set your true path. (*Hands the wand back to WINIFRED.*)
- 30 **BEATRICE:** Goodbye, Your Majesty, and thank you. (*Curtsies.*)
- TALIA:** It was a pleasure to meet you, Your Highness. (*Curtsies.*)
- MAB:** (*Curtsies in return.*) And you, as well... (*WINIFRED holds up her wand, it pulls right, then left, then right again. WINIFRED, BEATRICE, and TALIA follow it OFF RIGHT. ISADORA trails behind.*)
- 35 **MAB:** (*To ISADORA.*) Destiny is a mysterious thing, is it not? I trust you will take good care of my sword.
- ISADORA:** What? This sword? (*Pause.*) No, see, I pulled this one from a rock—it was just sticking out of the thing.
- MAB:** "Whomever draws this sword from the enchanted stone shall be
- 40 the chosen one, destined to preside over the kingdom henceforth."

1 **ISADORA:** (*Realizes.*) Oh! (*Beat, then a shrug.*) Too bad it was past the expiration date.

MAB: (*Smiles knowingly.*) Farewell, Isadora. Safe travels. (*BLACKOUT.*)

End of Scene Two

ACT TWO

Scene Three

LIGHTS UP. A Forgotten Trail, that evening. The set remains the same.

5 **WINIFRED** is led ON RIGHT by her wand and followed ON by **BEATRICE**, **ISADORA**, and **TALIA**.

BEATRICE: (*Looks around.*) This place looks so familiar... You know, I must have been sleepwalking here before. (*Brightens.*) That must mean we're on the forgotten trail leading to the castle! We are
10 almost out of the forest!

ISADORA: It's about time! I've seen enough of this forest to last a lifetime. Seriously... (*Points to a tree.*) ...I feel like I've seen this tree, like, five times before.

TALIA: I suppose this means our journey is near an end.

15 **WINIFRED:** What will happen to us now?

ISADORA: I don't know, Winnie, but let's worry about that after we get out of these woods. I don't want to hang around any longer than we have to.

BEATRICE: Certainly, we must be out of danger at this point, being
20 so close to home. What could possibly happen to us here?
(*GUARD CAPTAIN and GUARDS spring ON LEFT and seize TALIA. GUARD CAPTAIN gets between GUARDS and OTHER DAMSELS and draws his sword.*)

GUARD CAPTAIN: Stand back, citizens!

25 **ISADORA:** (*Draws her sword.*) You just had to ask, Bea. (*Looks over her shoulder to BEATRICE.*) Psst! Beatrice!

BEATRICE: Oh... Oh, yes. Right! (*Draws her sword.*)

GUARD CAPTAIN: By order of the crown, we hereby take this person into custody.

30 **BEATRICE:** Those are royal guards. We must be nearer to the castle than we thought!

ISADORA: Hey, let go of our friend! She hasn't done anything wrong.

WINIFRED: (*Taps ISADORA on the shoulder.*) Uh, she is a notorious bandit, remember.

35 **ISADORA:** (*To WINIFRED.*) Shhh! They might not know that!

GUARD CAPTAIN: Make way for his Royal Highness, Prince Hugo of Bergertonshire.

- 1 **WINIFRED:** Bergertonshire? Where is that?
- TALIA:** It's a few kingdoms down the road on the left. (*SOUND EFFECT: ROYAL FANFARE. PRINCE HUGO swaggers ON LEFT.*)
- PRINCE HUGO:** (*Speaks to no one in particular.*) At long last I have
- 5 caught up to you, my princess. I'll admit you are a wily one, but you could not hide long from me.
- ISADORA:** (*Looks around.*) Are you mental? I'm not a princess! (*Thinks.*)
Bea, have you really been a princess this whole time?
- BEATRICE:** Heavens, no! I am a lady-in-waiting, as I said.
- 10 **WINIFRED:** Still just a witch.
- ISADORA:** (*To PRINCE HUGO.*) Sorry, dude. None of us are princesses.
- PRINCE HUGO:** (*Again, to no one in particular.*) Enough with the games!
You had your fun. Now it is time to return home. (*Holds out a tiara, smugly.*) We need to discuss the matter of our upcoming nuptuals.
- 15 **ISADORA:** Look, Prince Fancy-Pants, there are no princesses here.
- TALIA:** (*Resigns.*) Yes, there is. (*Pause.*) It's me. (*Shakes herself lose from the guards and removes her mask.*)
- BEATRICE:** Oh, my! Princess Talia, her Royal Highness and future queen! (*Curtsies deeply.*) Your Majesty.
- 20 **GUARDS:** (*Kneel.*) Your Highness!
- ISADORA:** Wait, wait, wait! She's the princess? The Masked Maven?
(*To BEATRICE.*) You mean to tell me, after all this time, you didn't recognize she was your princess? She even called herself something close to Talia! You didn't realize that she was actually
- 25 Princess-and-future-queen Talia?
- BEATRICE:** Well, she was wearing a mask after all...
- WINIFRED:** (*To TALIA.*) So, if you are a princess, why are you wearing a mask and pretending to be a bandit?
- TALIA:** Castle life is so boring. I wanted a little excitement in my life!
- 30 **BEATRICE:** I can attest to that. It can be dreadfully dull sometimes.
- TALIA:** At the royal court, I am told what to do, and what to say. How to dress, and how to act. My father, the king, is admired for being bold, adventurous, and speaking his mind. But if I follow his example, I'm scolded for being improper and unladylike. How am I
- 35 supposed to rule the kingdom some day if I am not allowed to do anything or say anything?
- PRINCE HUGO:** (*Matter-of-fact.*) You don't. You marry a prince so he can be king.
- WINIFRED:** (*To ISADORA.*) I feel as if this would be an acceptable
- 40 time to punch someone. (*ISADORA nods eagerly in agreement, but TALIA shoots them a scolding glance before returning her attention to PRINCE HUGO.*)

- 1 **TALIA:** Boys are praised for being strong, smart, and talented. I am complimented for being pretty. *(Pause.)* But I am strong. I am smart. I am talented. Men are told to take risks and chase after their dreams. I am told to find a good husband.
- 5 **PRINCE HUGO:** Yes! And here I am.
- TALIA:** *(Ignores PRINCE HUGO.)* I just had to get out of there. Have an epic adventure. *(Angry, she throws down the mask.)* As a princess, the only way I could do it was to not be myself. And then there's this guy. *(Points to PRINCE HUGO.)*
- 10 **PRINCE HUGO:** *(Preens.)* That's right... *(Thumbs at himself.)* ...this guy.
- TALIA:** Some arrogant jerk I've never met before, from another kingdom, who walks in and thinks I'm supposed to marry him just because he gives me a wink and a smile. He's the third one this month!
- 15 **PRINCE HUGO:** *(As if speaking to a child.)* You see, I am a prince and you are a princess...
- ISADORA/BEATRICE/WINIFRED:** So?
- PRINCE HUGO:** Princesses marry princes! That's how it works.
- WINIFRED:** So she is supposed to marry you just because she is a princess and you are a prince?
- 20 **PRINCE HUGO:** Yes.
- BEATRICE:** But you barely know her!
- PRINCE HUGO:** *(Throws up his hands, then points to TALIA.)* Princess. *(Points to himself.)* Prince.
- 25 **ISADORA:** Do you even like her?
- PRINCE HUGO:** *(Shrugs.)* I don't know. I guess. She does a lot of yapping, but she is pretty cute.
- ISADORA:** *(Rolls her eyes. To TALIA.)* Oh, he's a catch! You should definitely marry him right away.
- 30 **PRINCE HUGO:** *(Nudges GUARD CAPTAIN.)* Finally, one of them is starting to make sense. *(GUARD CAPTAIN laughs.)*
- WINIFRED:** It might be best if I just turn him into a frog. *(Begins to wave her wand, but BEATRICE restrains her.)*
- ISADORA:** Don't bother, Winnie. Nobody would be able to tell the difference. *(To TALIA.)* So, Your Highness, who makes up all these dumb rules anyway? I mean, who says you can't do the things that you want?
- 35 **TALIA:** I don't know... Tradition, I suppose.
- ISADORA:** And who came up with these traditions?
- 40 **TALIA:** My ancestors, the kings and queens of old.
- ISADORA:** Aren't you going to be queen someday?

- 1 **TALIA:** Yes. And in the not-too-distant future, I'm sorry to say. My father is in poor health.
- ISADORA:** So, what's stopping you from changing those things? Make up a few traditions of your own—
- 5 **PRINCE HUGO:** Now, wait just a minute! You cannot go around changing the rules just because they are outdated and unfair. Rules are rules, after all! I don't expect you to understand, since you are all just a bunch of girls. *(To TALIA.)* But trust me, my princess, when we are married and I am king, you will not have
- 10 to trouble your pretty little head about this stuff anymore. *(Pats TALIA on the head condescendingly.)*
- TALIA:** *(Deadpans.)* Isadora.
- ISADORA:** Yes, Your Majesty?
- TALIA:** Do it.
- 15 **ISADORA:** As you wish, Your Highness. *(Curtseys properly to PRINCE HUGO, then straightens up and punches him in the stomach. He doubles over and falls to the ground, coughing and wheezing, dropping the tiara. BEATRICE and WINIFRED applaud.)*
- BEATRICE:** Bravo! *(To TALIA.)* But, Your Majesty, as a strong and
- 20 independent woman, I believe you could have done that yourself.
- TALIA:** I know. But I knew Isadora would be just so good at it. Guards!
- GUARDS:** *(Except GUARD CAPTAIN.)* Yes, Your Majesty?
- TALIA:** Drag Prince Hugo back to Bergertonshire. And make sure no other princes come to the castle unless I have invited them.
- 25 **GUARDS:** *(Bow to TALIA.)* Yes, Your Highness! *(GUARDS start to drag PRINCE HUGO OFF RIGHT by his ankles.)*
- PRINCE HUGO:** *(Wheezes.)* So... we'll talk about the honeymoon later.
- GUARD CAPTAIN:** *(To GUARDS.)* Do as the princess says and get this prince out of here! *(GUARDS drag PRINCE HUGO OFF RIGHT.)*
- 30 **TALIA:** *(To DAMSELS, as GUARD CAPTAIN stands by.)* From here, we can make our way out of the forest and on to the castle. *(Picks up the tiara and places it on her head.)* I suppose it's back to the life of a princess... *(Sighs.)* My days as the Masked Maven are over.
- WINIFRED:** I suppose that means our adventure is at an end as well.
- 35 **BEATRICE:** It is disappointing that our adventure has reach its conclusion. *(Hastily, to TALIA.)* Though I am pleased to resume my duties as your lady-in-waiting, Your Highness.
- TALIA:** *(Thinks.)* No... *(More confidently.)* No! No more waiting!
- BEATRICE:** Your Grace?
- 40 **TALIA:** Bea, you have always been a loyal subject, and now you've become a great friend. *(BEATRICE lights up.)* That's why I can no

- 1 longer have you be a lady-in-waiting. (*BEATRICE saddens.*) From now on you will be... the Royal Advisor on Adventures!
- BEATRICE:** (*Curtsies excitedly.*) Oh, thank you, Your Majesty! I am greatly honored!
- 5 **TALIA:** Ladies, our grand adventures together have inspired and taught me. I feel much will change when I become queen. (*Considers.*) However, there is one very old tradition in this kingdom that I was thinking I should perhaps keep.
- BEATRICE:** What is that, Your Highness?
- 10 **TALIA:** Long ago, it was common for a king or queen to have a court wizard, someone to advise them on matters of magic and sorcery. I don't see why that wizard can't be a witch.
- WINIFRED:** (*Realizes.*) Wait! What? You mean me? Oh, I don't know if I would be any good at advising...
- 15 **BEATRICE:** Oh, of course you will, Winifred! I have faith in you. You and Norbert will love it at the castle.
- TALIA:** What do you say, Winnie? Will you stay with us?
- WINIFRED:** But I am a forest witch. I've never lived in a castle before.
- BEATRICE:** As the Royal Advisor on Adventures, I can assure you that
- 20 there will be many adventures in the forest. You won't have to miss it much at all.
- WINIFRED:** (*Hesitates.*) Okay... (*More confident.*) Yes! I will do it. (*Curtsies.*) Thank you, Your Majesty. (*BEATRICE hugs WINIFRED.*)
- TALIA:** Finally, before we head to the castle, one last thing. (*Turns*
- 25 *to ISADORA.*)
- ISADORA:** What's that?
- TALIA:** You.
- ISADORA:** What about me?
- TALIA:** Hand me your sword and kneel before me.
- 30 **ISADORA:** Uh... okay... (*Hands TALIA her sword and kneels.*)
- TALIA:** Of all my new friends, you are the bravest, the strongest, and the most true.
- ISADORA:** Oh, it's no biggie.
- TALIA:** Shhh!
- 35 **ISADORA:** Sorry.
- TALIA:** And for this, I shall dub you... (*Taps each of ISADORA'S shoulders with the sword.*) ...Knight of the Realm. As there is no one I would rather have at my side, I choose you to be captain of my Royal Guard. You will preside over the kingdom to protect my safety.
- 40 **GUARD CAPTAIN:** Ahem! Excuse me, Highness, but that is my job.

1 **TALIA:** Yes, and weren't you the one who brought Prince Hugo here and took me into custody? (*ALL glare at GUARD CAPTAIN.*)

GUARD CAPTAIN: Um... Well... I, uh... (*Suddenly cocks his ear like he's heard something.*) What's that? Is that someone calling from the castle? I beg your pardon, Your Majesty, I must take my leave. (*Swiftly EXITS RIGHT.*)

TALIA: Arise, Sir Isadora!

10 **ISADORA:** (*Gets up.*) I don't know if "Sir" Isadora is right... Meh, we'll work it out later. (*Hugs TALIA, then quickly retreats.*) Oh, um... (*Curtsies.*) Your Majesty.

BEATRICE: Oh, what a wonderful adventure this has been! And I should know. I am the Royal Advisor on Adventures.

ISADORA: For all of two minutes. Let's not get crazy here, Bea.

BEATRICE: You are right, of course... Captain Isadora.

15 **ISADORA:** That's better. Though it sounds like I just became a pirate.

WINIFRED: It is getting late. The sun will be setting soon.

BEATRICE: Shall we proceed to the castle, Your Majesty?

TALIA: Let's! (*To WINIFRED.*) Will Norbert do the honors?

20 **WINIFRED:** He would be happy to, Your Highness. (*Led by her wand, EXITS RIGHT, followed OFF by TALIA and BEATRICE.*)

ISADORA: (*To herself.*) What do you know? The sword in the stone thing came true, even if it was expired. (*Looks around.*) Thanks, Fairy Queen! (*Hurries OFF RIGHT to catch up with the others. CURTAIN.*)

END OF ACT TWO

EPILOGUE

LIGHTS UP. STORYTELLER ENTERS LEFT in front of the curtain and
25 moves DOWN CENTER, strumming a lute.

STORYTELLER: 'Tis here, fine gents and lovely ladies, that we forthwith end our tale. Sweet sorrow it is for us to now part ways. But as you go verily into the sweet night, let us all cherish that moral which our story has imparted—judge not what is fair for the fairer sex, for inside every young lass there is a princess. Or witch. Or
30 adventurer. Or hero.

IZZY: (*Pops IN.*) In other words... girls rock! (*STORYTELLER "windmills" the lute and holds a pose as SOUND EFFECT: ELECTRIC GUITAR RIFF, then ROCK MUSIC PLAYS. BLACKOUT.*)

END OF PLAY

PRODUCTION NOTES

PROPERTIES ONSTAGE

Cave opening, trees, bushes, rocks, sword in stone, plaque

PROPERTIES BROUGHT ON

Prologue:

Lute, rose (STORYTELLER)

ACT ONE

Scene One:

Pitchforks, clubs, torches (VILLAGERS)

Wand (WINIFRED)

Bow, quiver of arrows (TALIA)

Scene Two:

Wand (WINIFRED)

Sword (ISADORA)

Pitchforks, clubs, torches (VILLAGERS)

Sword (SIR BARTLEBY)

Scene Three:

Wand (WINIFRED)

Sword (ISADORA)

Bow, quiver of arrows, pouch with powder or glitter (TALIA)

ACT TWO

Scene One:

Wand (WINIFRED)

Sword (ISADORA)

Sword, severed head of a beast (MAXIMUS)

Bow, quiver of arrows (TALIA)

Scene Two:

Wand (WINIFRED)

Sword (ISADORA, BEATRICE)

Bow, quiver of arrows (TALIA)

Nets (VILLAGERS)

Scene Three:

Wand (WINIFRED)

Sword (ISADORA, BEATRICE)

Bow, quiver of arrows (TALIA)

Tiara (PRINCE HUGO)

Epilogue:

Lute (STORYTELLER)

SOUND EFFECTS

Angelic music, magic, royal fanfare, electric shock, enchanted music, swamp sounds, electric guitar riff, rock music.

LIGHTING and SPECIAL EFFECTS

Spotlight, otherworldly light, flashing lights, fog.

COSTUMES

Except for IZZY, all costumes should be Renaissance- or fairy tale-inspired. Due to action sequences, all costumes should allow for freedom of movement.

STORYTELLER dresses as a minstrel.

IZZY dresses as a modern-day teen. If played by the same actor as ISADORA, consider black leggings and a simple top to facilitate rapid costume changes.

ISADORA wears a Renaissance costume, but not that of a traditional “damsel” as it needs to include a sheath and the actor needs to be able to move freely for action scenes. If played by the same actor as IZZY, consider something as simple as a tunic with a belt and sheath over her IZZY costume to facilitate rapid changes.

BEATRICE has a simple lady-in-waiting dress with few frills. She adds a sheath in which she can carry her sword starting in ACT TWO, Scene Two.

TALIA carries a bow and a quiver of arrows. She wears a simple but menacing mask that is easy to remove.

WINIFRED can dress in dark and foreboding clothes but does not dress as a typical witch with a “pointed hat and broom.” She does carry a wand, however.

All the VILLAGERS are played by the same four actors. CLARK/BARK/FLARK does not change costume at all. SHERRY/CARRIE/TERRY changes her hat to indicate a “new” character accordingly but does not change anything else. BENNY/KENNY/LENNY changes only the vest for each character, and ROSEMARY/ROSE-MARIE/ROSARY changes only a headscarf.

IPSWICH can be as simple or as elaborate as desired, ideally with dragon horns, wings, and a long tail. IPSWICH should also have a height and size advantage, perhaps with stilts or by riding on the shoulders of another person, hidden within the costume.

THE WHIPPERSNAPPER can also be as simple or as elaborate as desired with black fur, sharp claws, and red eyes.

MAXIMUS dresses like a gladiator and carries a sword.

FAIRIES should have wings and whimsical makeup that matches their respective element (air, water, earth, fire).

SIR BARTLEBY, PRINCE HUGO, GUARD CAPTAIN, and GUARDS carry swords in sheaths.

FLEXIBLE CAST SIZE

IZZY and ISADORA can be played by the same actor or separate actors who look similar. Besides creating a larger cast, this latter option eliminates rapid costume changes and allows ISADORA to wear a more elaborate Renaissance costume. Additional GUARDS or VILLAGERS can also be added with lines redistributed for a larger cast.

For a cast as small as 18, take advantage of the episodic nature of this show, which sees several characters appearing in only one scene. For instance, IPSWICH can play THE WHIPPERSNAPPER and/or MAXIMUS. SIR BARTLEBY and BIXBY can double as PRINCE HUGO and GUARD CAPTAIN or as GUARDS. STORYTELLER can double as any male role, and IZZY can double as a FAIRY or a VILLAGER, if not doubling as ISADORA. (STORYTELLER and IZZY'S lines at the end of ACT ONE and the top of ACT TWO can be cut for ease of doubling or if presenting as a one-act play with no intermission.) Additionally, one FAIRY and one VILLAGER can be cut and lines redistributed for a cast as small as 16.

FLEXIBLE CASTING

For comical effect, the four VILLAGERS in each scene should be played by the same four actors. However, their genders are flexible. SHERRY/CARRIE/TERRY can be LARRY/GARY/BARRY, or BENNY/KENNY/LENNY can be ANNABELLE/MIRABELLE/ISABELLE with simple pronoun changes.

IPSWICH and THE WHIPPERSNAPPER can also be any gender.

CHARACTER NOTES

IZZY and ISADORA speak with a normal, “modern” voice, while ALL OTHERS speak in more formal, lyrical or “Shakespearean” prose. Accents are not necessary.

A running gag is that each group of VILLAGERS looks alike, so the same four actors play all the VILLAGERS but differentiate each individual VILLAGER with a specific costume piece as noted in the costume section.

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