

EXTRAORDINARY HERO

A Play with Songs

by John McDonnell Tierney



SCRIPT

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INTRODUCTION and OVERVIEW

EXTRAORDINARY HERO is a new work for the theater by composer/playwright John McDonnell Tierney inspired by works of philosopher Joseph Campbell. In common conceptions, “heroes” are anything but “ordinary,” that is defined as “normal, and commonplace.” Heroes are willing to rush into a burning building, jump into a raging river, or engage a terrorist wielding an AR-15 assault weapon to save a stranger thus, we submit, all heroes are “*extra-ordinary*.” Heroic action in the ordinary world is not commonplace, or normal, or ordinary...most people would not do these things when actually faced with dangerous situations. But not all dangerous situations take place in the outer world; in fact, our minds are constant battlegrounds as we deal with the barrage of emotions the “real world” inflicts on us daily. And so, we ask our audiences to consider a different kind of hero, an otherwise “ordinary person” when terrorized by her deepest fears, anxieties, dreads and distresses, finds the courage to face them with the help of Joseph, The Mentor; Vox, The Herald and The Allies. All human beings, at one point or another, experience fear, anxiety, and dread, along with a cocktail of other distressing emotions. It takes a lot of courage to face our inner demons, our personal Boogiemán. It takes strength, bravery, resilience to endure the dangers of our inner world while still trying to make sense of the outer world. In other words, it takes a “personal hero.”

THE SETTING: EXTRAORDINARY HERO is set in a very unusual setting. Unlike most plays and musicals that are set in a specific place, “real” (*In the Heights*) or “fictional” (*The Land of Oz*), our drama is set in the dreams of the principle character, Sara. And, unlike most plays and musicals that are set in a specific time (*Hamilton*, *The Sound of Music*); ours is set at *any time: yesterday, today or tomorrow*.

THE STRUCTURE

The Hero’s Journey, aka “The Monomyth,” is a common story structure shared by cultures worldwide, in which a character ventures into dangerous territory to retrieve something they need. Facing conflict and adversity, the hero ultimately triumphs before returning home, transformed. This story structure has been adapted and expanded upon by numerous playwrights and appears in numerous plays and films. In our adaptation, our Hero, Sara, moves through the twelve stages of Campbell’s hero’s journey.

EXTRAORDINARY HERO

ACTS, SONGS & SINGERS

ACT I: LEAVING

Prelude to Act I	Vox
Song 1: Can Anyone Hear Me?	Sara
Song 2: Be Not Afraid	Vox & Allies
Song 3: Who Will Be?	Sara & Allies

ACT II: LEARNING

Prelude to Act II	Vox
Song 4: Trust Me	Joseph & Sara
Song No. 5: Crossing Over	Vox & Allies
Song No. 6: The Boogiemán's Boogie	Allies
Song No. 7: Carry On	Vox, Sara & Allies
Song No. 8: Dance of The Boogiemán	Allies
Song No. 9: Follow Your Dream	Joseph & Allies

ACT III: RETURNING

Prelude to Act III	Vox
Song No. 10 Circles & Danse Macabre Recap	Sara, Vox & Allies
Song No. 11: Like The Phoenix	Sara & Allies
Song No. 12: Participate Happily	Joseph, Sara, Vox & Allies
Postlude	Vox

PRINCIPLE CHARACTERS

SARA, The Hero

We experience “the hero’s journey” through Sara’s eyes. She is driven by universal needs: to find love, security, justice. The audience can relate to Sara’s idiosyncrasies, quirks, vices and deepest fears, while wanting to emulate her admirable qualities.

VOX, The Herald

Vox is “The voice in Sara’s head,” that intuitive “Herald” who warns of things to come, issuing challenges and announcing the coming of significant change. Vox, The Herald, “resides” within Sara in the form of dreams and visions that push her to change her life..

JOSEPH, The Mentor

Joseph provides motivation, insights and training to help Sara overcome her doubts and fears and prepare for “the hero’s journey.” He has traveled the road before and can provide needed guidance when Sara is reluctant to face the unknown.

SUPPORTING CHARACTERS

THE ALLIES

Six engaging and endearing characters who take on several lead vocal responsibilities, as well as participating in the developing plot playing multiple internal characters. They have been given names from several world cultures that reflect the persona they bring to the stage. They are:

BRIA (Gaelic meaning "Power, Strength, and Vigor")

ALEEZA (Hebrew meaning “Joyful”)

DUSTY (Norse meaning "Tough like the Stone of Thor")

QUEST (Latin meaning “Long Search”)

SELENE (Greek meaning “Moon Goddess”)

LILIANA (Spanish, et. al. meaning “Pure and Innocent”)

SYNOPSIS

ACT I: LEAVING

Our story begins with “our hero,” Sara, as she is before our story begins; an “ordinary” person in the “ordinary” world. We first encounter Sara not in her “real world,” out, in her “dreams,” and indeed the dream world is to be the setting for our play. This is Sara’s safe place from which she is loath to venture. Nevertheless, she feels that universal need for to find love, security, and justice in her world while at the same time feeling free to live her life as she desires. She is feeling very alone, a voice “crying in the wilderness,” as she asks, in the first song of our play, “Can Anyone Hear Me?” Much to Sara’s surprise, there is a response to her cry! “I can hear you!” It is Vox, The Herald. She is “the voice in Sara’s head,” who, along with a quartet of “dream companions,” will be the characters in Sara’s dream and adventures. Soon after meeting her dream companions, Sara hears a fanfare in the horns; it is the call to adventure!

Sara’s adventure begins when she receives the call to action, responding to real threats to her safety, way of life and the peace of the community in which she lives, disrupting the comfort of her “Ordinary World” and presenting the challenge of a lifetime, to overcome her fears and personal demons, to heroically rise from the ashes of defeat, to become more fully human able to experience the joys, the sorrows, and the fullness of life. In this song, Vox and The Allies assure Sara, “*You are strong, you are brave; you are a force resilient.*”

Sara considers answering the call to adventure but she has second thoughts and even deep personal doubts as to whether or not she is up to the challenge. The problems she faces seem too much to handle and the comfort of home far more attractive than the perilous road ahead. She is deeply concerned about being alone on her perilous inner journey as she expresses in Song No. 3, “*I need a teacher to guide me!*”

ACT II: LEARNING

At this crucial turning point where Sara desperately needs guidance, she meets Joseph, a mentor figure who helps her build self-confidence, gain insight into the dilemma she faces, offers wise advice and even practical training all of which serves to dispel Sara’s doubts and fears and gives her the strength and courage to begin her quest. Sara is, at first, doubtful but Joseph, in Song No. 4, persuades her, “*Trust me, you can trust me.*”

Sara is now ready to act upon her call to adventure and truly begin her quest as she finally crosses the threshold between the known world and a special world full of strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight as expressed in Song No. 5, “*Crossing over to a new world; crossing over to the light.*” With this action Sara commences her journey although still quite anxious about whatever it may have in store.

Now finally out of her comfort zone, Sara is confronted by The Boogiemans and a chorus of bugaboos, beasts; specters, spooks; hobgoblins, gremlins, and assorted monsters who present Sara with an ever more difficult series of challenges that test her in a variety of ways. She gains allies and meets enemies who will, each in their own way, help prepare her for a greater ordeal yet to come as expressed in Song No. 6: “*Boogie down the road to perdition!*” This is the stage where Sara’s skills and powers are tested and every obstacle that she faces helps us gain a deeper insight into her character

The inmost cave represents many things in Sara's experience, actual real-world situations of terrible danger and, more significantly, inner conflicts which up until now she has not had to face. As Sara approaches the cave, she may once again face some of the doubts and fears that first surfaced upon his call to adventure. She needs some time to reflect upon her journey and the treacherous road ahead in order to find the courage to continue. She feels the need to do something, but does not know what to do. Joseph responds in Song No. 7: *"Carry on with the mission; carry on to the light."*

This is Sara's supreme ordeal; a deep inner crisis she must face in order to survive, and for the waking world in which she lives to continue to exist. And so, Sara must face her greatest fears, represented by most her terrifying foe, more terrible than all the bugaboos and beasts, specters and spooks, hobgoblins, gremlins, and monsters combined. Sara must draw upon all of her skills and her experiences gathered upon the path to the inmost cave in order to overcome her most difficult challenge, facing her inner-demons, her own personal Boogiemans as expressed in Song No. 8: "Be afraid, the Boogiemans are real!" It is here, through metaphoric "death" that Sara can be reborn, experiencing a metaphorical resurrection granting greater power or insight necessary in order to fulfill her destiny or reach her journey's end. This is the climax of the story arch and where everything Sara holds dear is put on the line. If she fails, she will either die or live as she knows it will never be the same again.

After defeating the Boogiemans, surviving death and finally overcoming her greatest personal challenge, Sara is ultimately transformed into a new state, emerging from battle as a stronger person and with a reward: greater knowledge and insight that will facilitate her return to the Ordinary World as expressed in Song No. 9: *"Hear now destiny calling, stirring the hero waiting inside!"*

ACT III: RETURNING

This stage in the Sara's journey represents a reverse echo of the Call to Adventure in which she had to cross the first threshold. Now Sara must return home with her reward but this time the anticipation of danger is replaced with that of hopeful optimism as expressed in Song No. 10, "Circles, guiding me home again." But Sara's journey is not yet over. Still experiencing some final doubts, she opens herself up to another attack by the Boogiemans and his minions. Although beaten down, she rises up once again, stronger and transformed into the "extraordinary hero" she was destined to become as expressed in Song No. 10: *"Like the Phoenix I will rise up. I will spread my wings ascending."* This is the climax of our story in which Sara must have her final and most dangerous encounter with death, whom she thought she had defeated. The final battle represents something far greater than the Sara's own existence with its outcome having far-reaching consequences to her Ordinary World and the lives of those she left behind. This is the moment when Sara commits to the last stage of her journey and she must choose between her own personal objective and that of a "higher cause," as expressed in Song No. 11: *"I am all the children crying out for justice!"*

This is the final stage of the Sara's journey in which she returns home to her Ordinary World a changed person. She has grown, learned many things, faced many terrible dangers and even death but now looks forward to the start of a new life. Her return brings fresh hope to those she left behind, a new perspective for everyone to consider as expressed in Song No. 12: *"Participate happily if you want to live your life more joyfully!"* Ultimately Sara will wake from this lucid dream and return to where she started but things will clearly never be the same again.

PRELUDE

*The play opens with an empty “stage” (virtual or real).
We hear a bell clanging as Vox enters bell-in-hand, with more ringing.*

VOX, The Herald
Hear Ye, hear ye, hear ye!

*(Spoken in the manner of the medieval heralds,
but with a sense of humor...Vox is having fun.)*

My dear friends and gracious listeners, welcome to a place of shapeshifting monsters and unbearable torments. I am Vox. I am the voice in your head that warns of danger and heralds the coming of change. I am intuition, inner knowledge. I am your personal storyteller! Tonight ...I shall tell you a story... the story of a hero whom we shall call “Sara.”

*As Vox speaks Sara’s name, she is seen in a solo spotlight.
She strikes a “heroic pose!”*

Now, Sara is not the kind of “hero” you may be thinking about.
Sara isn’t “super;” she has no unique special powers.

SARA releases the heroic pose, looking disappointed!

In fact, Sara isn’t even a person, she’s an archetype.

SARA is bit offended at that!

You see, Sara the kind of hero we’re talking about lives inside of every person, wiggling, thrashing, battling to become what their destiny has deemed; timorously participating the deeply human experience of transformation from the moment of birth to the to the moment of death.

As SARA listens to VOX’s lines below, she becomes concerned.

Tonight, we will join Sara as she reluctantly ventures into the unknown...

SARA gives him a look of expectation.

VOX *(continues)*

...but fear not, friends and listeners...Sara will not be alone. She will find allies and mentors along the way, archetypes in their own right.

*Vox introduces Joseph & The Allies, who will play many roles.
As she does, they “appear” one by one.*

Sara will meet Joseph, a Mentor, who will help Sara gain discernment, provide sage counsel, and bolster her self-esteem and efficacy. He will help Sara discover within herself the strength and courage to begin her journey into the unknown and the resilience to endure it.

SARA looks worried with all this talk of the unknown.

VOX (*continues*)

Sara will also gain allies along the way: Bria is power, strength, and vigor; Aleeza is joy and delight; Dusty is bravery and courage; Quest is tenacity and resilience; Selene is wisdom and experience, and Liliana, is purity and innocence.

So then, these are the players in our little drama: Joseph, The Mentor; Quest, Dusty, Bria, and Aleeza, Selene and Liliana, The Allies.

*They all respond as their names are spoken.
The break ranks, and start to leave but are stopped by VOX.*

But wait...there's more!

ALLIES freeze!

There is one more character in our play, someone you know well. He has many names... Bugaboo and Beast; Specter and Spook; Hobgoblin, Gremlin, Monster; but *you*...you know him by another name. He was part of your realty as a child; he entered your world through a secret portal located at the back of your closet. Say his name, you know his worldly fame!

*ALLIES mouth the name in terror:
"The Boogieman!"*

And so, dear friends and listeners, there you have it...our cast of characters, and our setting deep in the psyche of an ordinary woman...or so she may think.

But let us begin now, in the ordinary world as we join Sara and whose ordinary life and ordinary days are filled with wrestling with inner demons, withstanding bullies, and navigating her way on the hazardous highway of self-awareness and becoming.

ACT I: LEAVING

SONG NO. 1: Intro begins.

SONG NO. 1: CAN ANYONE HEAR ME?

SARA

(acapella and freely)

Here in the stillness, here is where my heart is at peace.
Here in the silence, here is where anxieties cease.

(with orchestra in tempo)

When I wake to greet each day and as I journey on my way
Home will say come back to stay, here is your serenity.

Oh, how the darkness swallows light
And, oh, how my heart beats so in fright.

Little I knew how it would be,
Little I knew about becoming me.
Can anyone hear me?
Can anyone hear me?

Voices inside silently cry,
Voices inside of my head do not lie.
Can anyone hear me?
Can anyone hear me?

Shall I bend a knee or shall I rise; tomorrow is calling me.
Shall I hide my face or let it shine; tomorrow now waits for me.

So, I go on my ride, afraid and alone and shaking inside.
In my mind chaos is here; all that I know; all that I fear.

16 Bar Instrumental Bridge

I want to be in a place where the wind blows free.
I want to hear a beautiful harmony.
I want to be in a space where no eyes can see me,
Wanting to hide; wanting to flee.

Tell me where I'll be when destiny calls my name.
Tell me what I'm living for; does destiny know my pain.
Can anyone hear me?
Can anyone hear me?
(repeat and fade)

Music ends.

*We hear a loud voice!
It is VOX from "the shadows."*

VOX
I can...I can hear you!

SARA
What? Who?

VOX
Here...in the shadows...I'm coming out!

*We see VOX, she is dressed in a wildly
fanciful costume as though designed by a child.
Vox does a silly pose.*

VOX
Ta-da!!!!

SARA
Okay...that's it...I'm crazy...or...dreaming.

VOX
You're not crazy!

SARA
Then I'm dreaming?

VOX
Maybe...let's assume for now...this is all a dream, a profound dream; a dream of
shapeshifting monsters and unbearable torments.

SARA
That sounds pretty scary!

VOX
Yeah, but not to worry; you are not alone...I am here.

SARA
And who are you?

VOX
Me? You know me! I have been speaking to *you* since before *you* could speak.
And oh, what lovely chats we had when we were young...when you believed in me
and called me by my name.

SARA
I...I knew your name...once?

VOX
And you know it still...search your heart...

Brief pause; then SARA remembers and screams VOX's name.

SARA

Vox?

Vox...Vox...is it really you?

Where have you been all these years...when I needed you?

VOX

I've been right here in your imagination...you just stopped talking to me.

SARA

Yeah, so I did.

I guess I just thought you were...ya' know...an "invisible friend."

VOX

So, why did you stop talking to me...your invisible friend?

SARA

I don't know...I just grew up.

VOX

Growing up doesn't mean giving up friends, invisible or otherwise.

Actually, I was a bit hurt when you sent us into the shadows.

SARA

Us!?! There are there others?

VOX

Oh yeah!

Would you like to see them again, your old playmates?

SARA

Yes! Yes, I would...please.

VOX

Great...soooooo? *(drags it out)*

SARA

(imitates) Sooooooooooooo....what?

VOX

So...who do you remember?

Think back, you were very young...you and I were already playing together in the fields of your imaginations, but we had other friends, did we not?

SARA

Yes...yes, we did...I'm trying to recall... *(struggling)*

VOX

Well then, perhaps this voice from the shadows will help you to remember.

*(Aleeza's voice is heard "off-stage/camera."
Spoken energetically and joyfully!)*

ALEEZA

Hey, hey, hey Sara! We had so much fun together...laughing, running, cheering at the top of our lungs! Think Sara...think...who am I?

(Sara pauses briefly, and then screams out Aleeza's name!)

SARA

Aleeza! Aleeza! Come out! Come out! Let me see you!

*Aleeza runs into the scene, and jumps on Sara,
as a young child would in a state of total excitement!
After a moment or two, Bria's voice is heard.*

BRIA|

Sara...Sara...I'm here too!

*Sara's not paying attention,
so excited to see Aleeza that she does not hear Bria.*

ALEEZA

Sara! Sara, pay attention!
Listen!

BRIA

Sara...do you remember all those times when you faced challenges...when you doubted your ability to succeed, when you doubted yourself? That's when I came to you...showing you your power, your strength, your vigor! Together we could do anything...and we still can! Who am I, Sara?

Sara struggles to remember.

ALEEZA

Com'on, Sara...all three of us played together! You...me...annnnnd....

Sara shouts out Bria's name!

SARA

Bria! Bria! Bria!

*Bria struts into the scene, comes to Sara,
picks her up and spins her around!*

BRIA

Oh my goodness, Sara...how you've grown!
Show me those muscles...come on...show me!

*Sara, a little embarrassed, flexes her arms.
Dusty's voice is heard.*

DUSTY

Hey, Sara! What about me!

I'm in here too...remember me?

Think back to the first time some mean kid called you names...belittled you, devalued you. I came to you to show you how to be tough, sturdy, hardy, robust and resilient.

Who am I Sara?

Sara has already figured it out and is nodding.

SARA

You are "The Stone of Thor!"

You are the one and only DUSTY!

Dusty enters a champion...total confidence.

Liliana's voice is heard from off-stage/camera.

LILIANA

Hi there, Sara. It me...your innocence...remember me from when all the world was a mystery...how little you knew about becoming you.

SARA

Oh, my sweet Liliana, the flower Lily, how I've missed you.

Come out, let me see you!

Liliana enters.

Selene's voice is heard from off-stage/camera.

SELENE

Do you remember when I first came to you Sara! You were blossoming...physically, emotionally, dealing with new body, understanding its changes. You know my name, Sara, speak it and I will come to you again!

SARA

I do know your name, faithful companion of my adolescence.

Come out, come out, old friend!

Selene enters.

Quest is heard.

QUEST

Hey Sara! I'm here too. Remember when agonized together about our future, what we might become, what we hope to become being in it for the long search...who am I?

SARA

Oh now, you know I know who you are...you're still part of my daily life...you are the search for meaning and my place in the world...you are Quest...come now, join all my other old friends!

Quest enters the scene...Allies greet and welcome her.

VOX

So...here we are...together again, after all these years!

SARA

But, I thought you weren't real...ya know...childish invisible friends.

VOX

Childhood not *childish*!

Anyway, do you see us now?

SARA

I do...I do!

Bria, Aleeza, Dusty, Liliana, Selene, Quest, Vox...I see you all!

VOX

Well then...let's get on with it!

*SARA is startled by a loud fanfare in the horns;
it is the "Call to Adventure."*

SARA

What's that!!!!!!?

BRIA

What's what?

SFX: The Call to Adventure!

SARA

That!

DUSTY

Oh, that? That's the call to adventure.

SARA

The what?

LILANA

The heroes' call to adventure!

ALEEZA

You would not be hearing it if you were not ready!

SARA

Ready...ready for what?

VOX & ALLIES (*in chorus*)

Ready to be a hero!

SARA

I don't want to be a hero!

SELENE

Yeah...we know...we know. Heroes usually don't want to be heroes. They start off just like you, an ordinary person just trying to make their way in an extraordinary world full of danger, dissonance, and division.

DUSTY

Very true...but then, Sara...they begin to feel something rousing deep within their being and abruptly they're thrust into animation...blooming, buzzing, booming, and being alive!

QUEST

And, make no mistake, Child...pain, sorrow, suffering are all part of the eternal equation...but you are alive...and it is breathtaking!

SFX: The Call to Adventure

VOX

Listen Sara!

Do you hear it...your personal call to adventure?

Then tell us, Child, what will be *your* adventure?

BRIA

What calls *to you*?

DUSTY

What *do you* want?

SARA reflects for a moment, and then responds.

SARA

Well...for one thing, I certainly do not want to be a hero.

LILIANA

Sara...Sara...relax; no pressure. Anyway, this is just a dream...right?

ALEEZA

Ya, know, the place of strangely fluid and polymorphous beings, unbearable torments, superhuman deeds, and impossible delight.

SARA

Did you seriously say "unbearable torments?"

Aren't there enough imagined torments in my life; that's not what I want!

SELENE

Fair enough; so, we'll ask again, what *do you* want?

SARA

I want to feel safe, secure! (*sighs*) I just want to know that I'll be okay.

QUEST

Hey, Sara, we hear you!

BRIA
You need security!

DUSTY
Welcome to real life!

LILIANA
Guess what, Sara? We all want security...safety...protection;
but, you won't find them hiding under your bed!

SARA
Harsh!
You're supposed to be my friends.

ALEEZA
We are, Sara, we are your friends and we speak your truth.

SARA
And that's supposed to make me feel better?
...I don't!

SELENE
Listen, Sara...we understand how you feel;
like you are just tumbling, willy-nilly toward tomorrow

QUEST
You're speeding along a one lane highway and things are changing fast.
You don't know where you're going, when you'll get there, or even if there will be
anyone there to meet you when you do.

BRIA
That's when your inner-demons sing their terrible songs in your ear.

SARA
Whoa! Hold it right there! "*Inner demons!!!!!!*"
No thank you very much; I'm out of here.

*We hear the "Call to Adventure Fanfare" again.
Sara reacts.*

I don't hear that!

VOX
Yes you do, Sara.
It "the call," Sara!
It's *your* call to adventure.

SARA
Oh, really?
Well, I'm refusing the call.

VOX

Alright, fair enough. And, truth be told...you are not alone.
Most future heroes, at first, refuse to heed the call!

SARA

And for good reasons, the aforementioned “unbearable torments” for example!

DUSTY

Hey, Sara...relax...nobody really imagines “unbearable” torments in their life.

LILIANA

Yeah, Sara...how do you even get out of bed in the morning to face a day full of
“unbearable torments?”

ALEEZA

So, that’s not why folks refuse the call...the unbearable torments.

SARA

Alright, then; why?

SELENE

Fear,

QUEST

...insecurity,

BRIA

...a sense of inadequacy.

DUSTY

Sara, just being born into this world is the primary and universal “call to adventure!”

LILIANA

When you refuse the call, what had been a positive becomes a negative.

ALEEZA

Beyond negative, Sara!

What had been light becomes darkness!

SELENE

What had been strength becomes weakness.

QUEST

What has been courage and community becomes cowardice and isolation and you
begin to feel alone and afraid.

SARA

Yikes! But...I admit it...I do feel alone and afraid.

I’m still afraid.

QUEST

We know what you fear, Girl!
Speak them!

SARA

No! I dare not!

VOX

Then we will speak them for you!

BRIA

You fear loneliness and rejection.
Being without friends; without allies in a very scary world.

DUSTY

And your fear failure...there are so many people who love you, believe in you;
You are so afraid that you will disappoint them.

LILIANA

And, you are just afraid of something really, really bad happening,
ya know...getting hurt, physically...or worse, emotionally.

SARA

Yes, those things. But still, I am *sooooo* afraid... of...something...something deeper
than loneliness, rejection, failure...something more terrifying than being hurt.

VOX

Then say it...say it, Sara. What do you fear most.

SARA

It's the monsters, fiends, evil sprites and demons that come in the night.
They sing in my ear like a choir of the damned.
They tell me to be afraid!

ALEEZA

Do not listen to their song, Sara!
Be not afraid!

SELENE

You are strong, Sara...know your power!

QUEST

You are brave, Sara, feel your courage!

VOX

You are a force resilient, Sara!

Intro begins: Be Not Afraid

SONG NO. 2: BE NOT AFRAID

VOX

When in the night your demons
Sing in your ear a terrible song,
That is the moment you must remember
Just who you are and where you belong.

Be not afraid, you are brave, you are a force resilient.
Be not afraid, you are not alone.
Be not afraid, you are brave.
You are the hope; you are the dream;
You are all possible humanity.

*Tempo gets faster.
16 bar instrumental interlude.*

VOX & THE ALLIES

Wherever you roam, we'll be there with you.
No matter how long the road may be.
Wherever you wander, so we too.
We'll be there, walking right beside you, and whispering...

Be not fearful, be not alarmed,
Be not worried or vexed.
Let your song be heard now,
Speak up free and wild,
For you are Humanity's Child!

Be not afraid, you are strong, you are a force resilient
Be not afraid, you are not alone.
Be not afraid, you are brave.
You are the hope; you are the dream;
You are all possibilities.
(repeat)

Tempo slows.

VOX

When in the night your demons,
Sing in your ear a terrible song,
That is the moment you must remember,
You're not alone, so you need not be afraid.

Lights go dark leaving solo spots up on Vox and Sara.

VOX

So, Sara...feel better?

SARA

I guess...music always makes me feel good, but I am still afraid. I still fear all those things you mentioned and more terrible things unspoken. Face it...I'm no hero!

SFX: The Call to Adventure

Forget it...I told you...I am refusing the call!

*SFX: The Call to Adventure repeats twice.
Sara yells over the second call.*

Blow your horns all you want to...I'm not answering!

VOX

Too late, Sara! The adventure has begun!

And here's the good news...you are not alone...we are here to help!

SARA

Oh, great! Correct me if I misspeak, but aren't you guys the previously mentioned strangely fluid polymorphous beings! I don't need help from strange or fluid beings and I'm not even sure what polymorphous means! Anyway, if this is all a dream; I need to know who will be there for me when I wake up.

SONG NO.3: Intro begins.

SONG NO. 3: WHO WILL BE?

SARA & ALLIES

SARA

Who will be there with me?

Who will be my faithful companions and trusted allies?

Who will know where I go?

Who will know me when I get somewhere where no one knows me?

See me, my hands are shaking, my fear is alive.

Hold me, my heart is breaking inside.

Hear me, my voice is quaking, but who'll hear my cry?

Know me, I need a teacher to guide me.

Who will be there for me?

Who will greet me there at the station, where no one's waiting?

Who will see that's it me?

Who will meet me when I get somewhere where no one knows me?

SARA

See me, my hands are shaking, my fear is alive.
Hold me, my heart is breaking inside.
Hear me, my voice is quaking, but who'll hear my cry?
Know me, I need a teacher to guide me.

16 bars instrumental.

Who will be there with me?
Who will be my faithful companions and trusted allies?
Who will know where I go?
Who will know me when I get somewhere where no one knows me?

Who will be there for me?
Who will be someone to carry me?
Who will be there for me?
Who will be someone to care for me?

*Repeat and fade.
Music ends. Vox speaks.*

VOX

Good question!

SARA

I have many questions! Who *will* be there for me? Who *can* I trust, who *can* I believe?
Whom should I follow? Whose path should I take?

BRIA

Take your *own* path, child.

DUSTY

Look, Sara...if you think you already know what your path should be, every step of
the way pre-determined by external expectations...then guess what, Kiddo...that path
belongs to somebody else.

LILIANA

You've got to bushwhack your own path through whatever bramble and bushes
impede your way. So, get ready.

The "Call to Adventure" fanfare is heard.

SARA

Oh, no! Not another call to adventure!

Lights down.

END ACT I

ACT II: LEARNING

PRELUDE

*Lights up on VOX.
She speaks directly to the audience.*

And so it was, try as she might to resist change, Sara will discover as the ancient Greek philosopher Seneca so wisely put it, “the fates lead those who will; and those who won’t...*they drag.*” And so, Sara needs to make a critical decision: heed the call and launch into the adventure or linger and languish in her familiar world clinging to its illusions of security.

Destiny has summoned Sara, catapulting her from within the pale of society to a zone unknown wherein dwell many of the previously mentioned strangely fluid and polymorphous beings: bugaboos and beasts; specters and spooks; hobgoblins, gremlins, monsters, and more. Sara will be severely tried, and although she may not win every battle, she must go forward.

But fear not, dear friends and listeners, Sara will not be without a guide on her perilous journey. His name is Joseph, The Mentor.

*VOX fades leaving SARA in a soft solo spot.
We hear Joseph’s voice off-stage/camera.*

JOSEPH
Sara?
Sara, can you hear me?

SARA
What...who’s there?

Joseph fades into the scene as lights come up.

JOSEPH
You summoned me, Sara; you said “I need a teacher to guide.”
An ancient Chinese philosopher named Lao Tzu once said,
“*When the student is ready, the teacher will appear.*”

Ta-da!!! Here I am.

SARA
And, who exactly are you?

JOSEPH
I am called Joseph; mentor, counselor, guide, tutor, teacher, advisor, coach, trainer, educator, and professor of humanity...*(he bows deeply)*...at your service.

Even the greatest hero needs help and guidance in their quest...*trust me.*

SONG NO. 4: intro begins.

**SONG NO. 4: TRUST ME
JOSEPH & SARA**

JOSEPH

Trust me, you can trust me,
I will always stand by you.
Hear me, now you're near me,
I am your friend, true and blue.

Trust me; if you'll trust me,
I will guide you through the night.
Trust me; if you'll trust me,
I will stay with and carry you upward.

Come now, walk with me.
There will be magic and miracles waiting.
Come now talk to me of your sorrows,
And your joys.

You may stumble and fall on your journey,
But know there's gold at the end of the rainbow.
You may doubt that your heart is worthy;
Still it beats with a constant fury.

Hear now, destiny calls you, benign and protecting with the power of love.
See now, rising before you, beautiful vision of love.

SARA

Trust you, shall I trust you?
Will you always stand by me?
Near you, I can hear you.
Are you truly here for me?

Trust you; if I trust you.
Will you guide me through the night?
Trust you; if I trust you.
Will you stay with me and carry me upward?

JOSEPH

Come now, walk with me.
There will be magic and miracles waiting.
Come now talk to me of your sorrows,
And your joys.

You may stumble and fall on your journey,
But know there's gold at the end of the rainbow.
You may doubt that your heart is worthy;
Still it beats with a constant fury.

SARA & JOSEPH

(Joseph sings counter-melody.)

Trust you, shall I trust you?
Will you always stand by me?
Near you, I can hear you.
Are you truly here for me?

Trust you; if I trust you.
Will you guide me through the night?
Trust you; if I trust you.
Will you stay with me and carry me upward?

*Music repeats and fades.
Sara and Joseph remain in view.
Sara looks around for Vox and The allies. She speaks...*

SARA
So...what happened to the crowd?

JOSEPH
The crowd?

SARA
All my old pals...Vox, Bria, Aleeza, Quest, Dusty, Selene, Liliana!
To what place of strangely fluid and polymorphous beings, unbearable torments,
superhuman deeds, and impossible delight have the gone?

Vox and The allies pop into view!

BRIA
Hey Sara, have you not been paying attention?

DUSTY
Yeah, Sara...we've told you...we are always with you.

LILIANA
You didn't think we'd let you go on your journey all by yourself, did you?

ALLEEZA
It's not so easy becoming a hero...especially a personal hero!

SARA
There you go with the hero stuff again...how many times need I say it?
I'm no hero...I'm just an ordinary person.

VOX and ALLIES
Ad-lib!

*Vox and Allies ad-lib, all speaking at once...
disagreeing that Sara is "ordinary."
Joseph interrupts the cacophony.*

JOSEPH

If I may have a word or two....ahem!....hellooooo!

They settle down and focus on Joseph.

Thank you.

Now Sara...you seem convinced that you are nothing special...that you are the usual, every-day, average, common, mundane, and “run of the mill” individual...in other words ...an “ordinary” mortal.

SARA

Well, when you put it that way, it sounds bad.

What’s so bad about being an ordinary mortal?

JOSEPH

Actually, Sara...I don’t think there’s any such thing...an ordinary mortal. Each and every human being is unique, no two minds are exactly alike, and no two lives are exactly for joy and sorrow in the experience of living as you do. You, Sara...you are unique, a one-of-a-kind and you need to recognize it! *(pause)*

So, Sara...I need to ask you once again...will you trust me?

Will you trust all of us? *(indicating Vox & Allies)*

Sara, Joseph are centered...

Vox and Allies are in the background but clearly present.

SARA

We...I guess sooner or later I’ve got to trust someone... might as well be a gaggle of polymorphous beings.

VOX and ALLIES

Ad-Lib

Vox and Allies ad-lib encouraging chatter supporting Sara’s small opening into being willing to accept the call to adventure.

SFX: The Call to Adventure

SARA

I hear it...I hear it!

JOSEPH

So then, Sara...the time has come, refusal is not an option.

SARA

I’m scared.

JOSEPH

Of course you are, Child. The fear of the unknown, this tumble into tomorrow, can be very scary. Nevertheless...the journey has begun; a special world awaits.

*Vox and The Allies come to center.
SONG NO. 5: Intro begins.*

JOSEPH (*over the intro*)

Listen to the voices inside your head, Child...listen to their siren's song.
They are calling you, Sara. It is time to cross over, Sara.

**SONG NO. 5: CROSSING OVER
VOX & ALLIES**

VOX

Crossing over to a new world.
Crossing over the night.
Crossing over to the myst'ry.
Crossing over to the light.

ALLIE SOLO

As you stand with your banners unfurled,
are you strong, are you brave, are you ready for the fight?

ALLIE SOLO

And as you journey now into the womb of the world,
Be bold as you follow the light.

VOX & ALLIES

Crossing over to a new world.
Crossing over the night.
Crossing over to the myst'ry.
Crossing over to the light.

ALLIES

Here within your dreams and your visions,
You are the hero, you are the champion, you are the savior.
You and only you are everything worthy; you are everything great!
You are the savior, you are the champion, you are the hero now.

ALLIE Solo

In your world there will be many paths
Deep into the heart of a dark forest.

ALLIE Solo

Follow not; they are for somebody else!
Look into your heart; there you may see into the scared mission.

VOX & ALLIES

Crossing over to a new world.
Crossing over the night.
Crossing over to the myst'ry.
Crossing over to the light.

16 bars instrumental bridge.

Crossing over to a new world.
Crossing over the night.
Crossing over to the myst'ry.
Crossing over to the light.

*(Music repeats and fades)
Lights down on Vox and Allies.*

Joseph is seen. He comes to Sara.

JOSEPH

So, Child; know that you are not alone on your journey, and know also that *you*, my reluctant hero, need take the first step.

SARA

But to where?
Where am I going?
What am I stepping into?

JOSEPH

That step, Sara, that first brave step of your journey, is out of your self-imposed limitations, your imagined constraints, your walls and boundaries.

SARA

But, I am still afraid.
I still want to feel safe...secure.

SELENE

Listen, Sara...no one can promise safety or security in this life.

QUEST

It's the call to adventure, there is no security; there are no rules.

SFX: *"Call to Adventure" once again!*

SARA

Oh, no...not another call to adventure!

VOX

No, not "another call"...it's the same call...
and trust me, it won't let up until you answer it!

SARA

But, I don't understand...what *is* the adventure!

BRIA

Your adventure, Sara, is venturing out of yourself.

JOSEPH

The true hero's adventure is being fully, passionately, relentless alive.

SARA

I told you up front...I *don't want* to be a hero!

JOSEPH

Ah, Sara, Sara, Sara...be happy! Destiny has offered you the privilege of a lifetime, the opportunity for your own private and unique adventure into your inner world.

SARA

Inner world, you say?

You mean "dreams"....dreaming is nice...or not nice...but still, they're just dreams.

JOSEPH

Yes, it is true that many dreams are fleeting, ephemeral, un-remembered; but, *some* dreams are more than that. *Some* envision the future...like the coming attractions at the cinema.

SARA

But, still...visions and coming-attractions notwithstanding... they are all part of that "inner-world," the world *you* live in. What about when I wake up...when *I* have to live in the outer world? What's the connection?

JOSEPH

Ah...wonderful! (*addressing the allies who approve!*)

Now she's are asking the right questions!

(*back to Sara*)

Okay, then...pay attention: the "inner world" is the real you, known fully to you and you alone. The "outer world" is the place where the pieces of the real you that you want to be known, become known. That's where you are now....where the inner and outer worlds meet.

The "Call to Adventure" fanfare is heard!

SARA

Okay, okay...I hear it!

It just a dream...not real...so, I'll play along.

The "Call to Adventure" fanfare is heard again!

JOSEPH

You must have courage, Sara; remember...the call to adventure means there is no security.

SARA

I am really trying to play along here, but I don't need adventures, I need advice.

JOSEPH

Fair enough...so, here's some advice you can use in the outer world.

SARA

Finally!

The follow line delivered with a sense of foreboding!

JOSEPH

Beware The Boogieman.

SARA

The Boogieman? (*Sara, at first, is dismissive...then gets serious.*) Seriously?

JOESPH

He goes by many other names: Bugaboo, Beast, Specter, Spook, Hobgoblin, Monster. He was part of your realty as a child; he entered your world through a secret portal located at the back of your closet.

SARA

Oh please, I'm not a child anymore...

I don't believe there's a Boogieman hiding in my closet!

Vox and The Allies re-enter! Joseph steps back.

DUSTY

Foolish, Child!

Let *us* tell you about The Boogieman!

He is more than a scare tactic parents use to get children to obey!

LILIANA

He feeds, like a hungry wolf, on the fear of his victims; the more he devours, the stronger he grows.

ALEEZA

And, it's well known that he has a network of connections to the real world, mostly through specifically chosen closets into the bedrooms of children. How or why he chooses specific children and closets, we don't know, only that closets are a portal for The Boogieman.

SELENE

And, most terrifying child, he is a shapeshifter, one of those polymorphous fluid beings we warned you about...he can take any form.

QUEST

He can deceive you with a smile.

BRIA
He can con you with a word.

DUSTY
He can seduce you with a song.

SONG NO.6: intro begins

*In the following, Vox plays a stylized "External Boogieman."
Vox acts out the lyrics, seducing Sara.
Sara will deal with her "Internal Boogieman" later on in her journey.*

SONG NO. 6: THE BOOGIEMAN'S BOOGIE

THE ALLIES

ALLIES
(in four part harmony)

Here he comes, so cool, so fine.
He's everything you want to be!
Here he stands, no rules to bind.
He's all the man he'll let you see!

SOLO
See him struttin' down the street?
He's so pretty, he's so sweet.

SOLO
Never question, never doubt;
He's your buddy, strong and stout.

SOLO
Listen to him, he's the one!
Only he can get it done.

SOLO
Do not worry, do not fear,
Now The Boogieman is here!

8 bar instrumental break

ALLIES
Now the boogie has begun;
Com'on join him, have some fun!

THREE ALLIES in HARMONY

Boogie!
Boogie!
Boogie!
Boogie!

SOLOS

Boogie with the Boogieman.
You're his biggest fan.
Never doubt he's got a plan.
So, boogie with the Boogieman.

8 bar instrumental break

THREE ALLIES in HARMONY

Boogie!
Boogie!
Boogie!
Boogie!

SOLOS

Boogie with the Boogieman.
You're his biggest fan.
Never doubt he's got a plan.
So, boogie with the Boogieman.

*Music repeats then ends with a short tag!
Sara and Joseph are seen.*

SARA

So, The Boogieman, huh?

You're telling me that he's out there...in the dark...the bleak and barren blackness...

LILIANA

Sara, you're not five years old anymore, you do not need to be afraid of the dark.

ALEEZA

Yeah, Sara. And, anyway, "It's always darkest before the dawn."

SELENE

Sometimes things just seem to get worse before they get better, but, trust us, there is "a light at the end of the tunnel;" so hang in there and be not afraid of the darkness.

SARA (*frustrated!*)

Enough platitudes!

Sometimes things don't get better, they just get worse. And sometimes there is no light at the end of the tunnel...sometimes there's not even a tunnel!

Joseph! You're the teacher... the mentor...

Please...just *tell* me what to do?

JOSEPH (*sighs*)

I cannot...I wish I could...but, I can't.

I cannot tell you what to do but I can tell you this; you already know, in your innermost being, what is right, what is just, what is worthy and these things-righteousness, justice, worth – are what we mean by "the light." When it feels like all is lost, when the bleak and barren landscapes of your mind seem to stretch into endless darkness, then comes the light...newborn, fresh, pristine.

SARA (*sighing*)

I get it...but, life is so darn...(searching for words)...so darn challenging!

QUEST

She's right about that, Joseph!

BRIA

Oh, yeah...to be sure...life is challenging, always has been, always will be.

LILIANA

You need to be strong, Sara.

SARA

I am not strong!

...not strong enough.

JOSEPH

Relax, Child.

When strength is need, it will come.

SARA

And, in the meantime, what do I do?

JOSEPH

Oh, that's easy...you do- what you do- when you don't know what to do...
you carry on.

**MUSIC NO 7: CARRY ON
VOX, SARA & ALLIES**

Music begins, no intro.

VOX

Carry on with the vision, carry on through the night.
Carry on with the mission, carry on to the light.

SARA

See me, hear me, feel me, touch me.
Watch me, tend me, bear me, mind me,
Teach me, show me, move me, stir me,
Raise me, boost me, build me, lift me up.

VOX

In a time of such sorrow.
In a world so full of pain and agony.
In a place where children cry out helplessly
And mothers wonder where their babies sleep.

VOX & ALLIES

Carry on with the vision,
Carry on through the night.
Carry on 'though your heart is breaking and you're shaking.
Carry on to the light.

SOLO

See me, hear me, feel me, touch me,

SOLO

Watch me, tend me, bear me, mind me.

SOLO

Teach me, show me, move me, stir me.

SOLO

Raise me, boost me, build me, lift me.

SARA, VOX & ALLIES

See me, hear me, feel me, touch me.
Watch me, tend me, bear me, mind me,
Teach me, show me, move me, stir me,
Raise me, boost me, build me, lift me up.

VOX

In a world of such beauty.
In a time so full of joy and revelry.
In a place where the children sing out happily
And mothers watch as in their care they keep.

ALL

Carry on with the vision,
Carry on through the night.
Carry on 'though your heart is breaking and you're shaking.
Carry on to the light.

(repeat and fade)

Music ends.

Joseph comes to Sara.

SARA

Now what?

SFX: The Call to Adventure

SARA

Ah, I should have known.

All right, okay...enough...I hear it!

JOSEPH

And?

SARA

And...I'm ready!

JOSEPH

Then come Child, your greatest ordeal awaits. Prepare to face your greatest fear, confront your most difficult challenge, and perhaps, even experience a "death" from which you may be reborn, like the phoenix arising from the ashes.

SARA (*startled!*)

"Death!!!""Ashes!!!"..."The Boogiemann!!!"
I changed my mind...I NOT ready!"

JOSEPH

Ready or not, Child...he's back!

**SONG NO. 8: THE DANCE OF THE BOOGIEMAN
THE ALLIES**

Music begins:

SFX intro followed by an instrumental riff.

SOLO

Be advised, the Boogiemann is real!
Be aware, he's coming in the night!

SOLO

The Boogiemann will spin you in a terrifying dance!
Be alert, or you haven't got a chance!

SOLO

The Boogiemann now waits for you to take his boney hand.
Go on, take it now; it's all his master plan!

SOLO

Dance in the moon light, dance in the sun;
Dance 'til your body is aching and done.

SOLO

Dance like a demon alone in your shell;
Dance like you're churning and burning in Hell.

Instrumental riff with SFX.

ALLIES

The time has come, the Boogiemán is here!
See his face, grinning in the night!
The Boogiemán is waiting for you to speak his name!
Say it now; you know his worldly fame!
The Boogiemán is calling you to rise and make a fateful choice!
Are you silent still, or will you raise your voice?

Dance in the moon light, dance in the sun.
Dance 'til your body is aching and done.
Dance like a demon alone in your shell.
Dance like you're churning and burning in Hell.

Dance in the moon light, dance in the sun.
Dance 'til your body is aching and done.
Dance like a demon alone in your shell.
Dance like you're churning and burning in Hell.

*Music ends with a SFX/percussion decrescendo.
Sara screams and the music stops!*

SARA

Stop! Enough! I am not going to be terrorized any more, by you...my demons, my bugaboos, my beasts; my specters, my spooks; my hobgoblins, gremlins, monsters, and various other polymorphous beings. I am Sara...I am strong, I am brave, I am a force resilient!

JOSEPH (*delighted*)

Hooray! She's got it!

*Vox & The Allies surround Sara and celebrate
her insight and new understanding.*

Sara is bewildered.

And now, Sara....for your reward.

Seamless segue to Scene IX.

SARA

Reward?

Reward for...?

JOSEPH

For surviving!

SARA

So, what's the reward?

JOSEPH

Your reward, Sara, is a piece of advice that will change your life.

SARA

Advice? That's my reward? More advice?
Seriously?

JOSEPH

Do I not look like I'm serious?
Now, listen up...this is good advice.

SARA

Okay, okay...I'm listening.

JOSEPH

Good....just three words...
Follow your dream; find your own way; seek out that which makes you happy.

SARA

That was...like...thirteen words!

Joseph ignores the sarcasm.

JOSEPH

Follow your dream, to the time and place you can be happy, deeply happy...
ecstatic, elated, enraptured, entranced, euphoric, and exhilarated by
the pure joy of being alive. So, tell me, Child. Where is *your* dream?
You have to try to find it.

SARA (*frustrated*)

You're the mentor, counselor, guide, tutor, teacher, advisor, coach, trainer, educator,
and professor of humanity...show me the way!

SONG NO. 9: Intro Begins
Joseph speaks over the intro.

**MUSIC NO 9: FOLLOW YOUR DREAM
JOSEPH & THE ALLIES**

JOSEPH (spoken)

No, child; it is time to find your own way.

JOSEPH

Find a place in your sacred space,
Where love's embrace fills your life.
Find a space, in this time and place,
Adorned by grace, for your strife.

See the light in the distance, how it glows!
Hear the cry of children, how it grows.
Here now, deep in the shadows,
Stirring a feeling you cannot deny.
Hear now, destiny calling
Stirring the hero, waiting inside.

THE ALLIES

Fly now on wings made of wisdom,
Be not afraid, you are brave and true.
Try through the challenge is fearsome,
You are alive; what a gift for you.

JOSEPH & THE ALLIES

Follow your dream, find your own way.
Doors will now open, don't be afraid.
Follow you dream, feeling alive.
Finding your meaning, you will survive.
See there, in the distance,
A vision forming before your own eyes.
See now there all your beauty,
You are alive in this world, now arise!

*Interlude- 16 bars in which the
"Call to Adventure" is recapped.*

JOSEPH & THE ALLIES

Follow your dream, find your own way.
Doors will now open, don't be afraid.
Follow you dream, feeling alive.
Finding your meaning, you will survive.

Follow your dream, find your own way.
Doors will now open, don't be afraid.
Follow you dream, feeling alive.
Finding your meaning, you will survive.

END ACT II

ACT III: RETURNING

PRELUDE

*Vox is seen.
She speaks directly to the audience.*

VOX

And so, dear friends and listeners, we have come to the moment where Sara must return to the ordinary world where her rewards, boons, and knowledge may renew the community, the nation, and the Earth. The hero-quest has been completed and Sara's lucid dream must end. She will wake soon, shake her head and tell herself, "It was just a dream."

But then, there are dreams and *there are dreams!* Some dreams that were deeply meaningful by night will seem trivial by day... but *some* dreams are more than that...emerging from deep in the subconscious and returning again and again until their message has been heard...an understanding of life and what it means to be human; and a vision of who we are within its circles, guiding us home again.

*Sara & The Allies are seen.
Song No.10.Intro begins*

**SONG NO. 10a: CIRCLES
SARA, VOX & ALLIES**

ALLIES

Circles, wholeness unending, timeless perfection, sacred, divine.
Circles, infinite beauty, Spirit and body, stars all align.

VOX & ALLIES

Sun!

Light up my day.

Shine on my face,

Burning with dreams on fire!

Moon!

Light up my night.

Shine on my path.

Guiding me home again.

SARA

Shine on me; gleam on me, sheen on me!

Light up my day

What a sight, sacred light, burning bright!

Shine on my face!

Touching me; warming me; scorching me;

Burning with dreams on fire!

In the sky, fill my eye, flying by.

Light up my night,

What a sight, mirrored light, shining bright.

Shine on my path.

Pilot me; usher me; channel me!

Guiding me home again.

ALL

Circles, wholeness unending, timeless perfection, sacred, divine.
Circles, infinite beauty, Spirit and body, stars all align.

VOX & ALLIES

Sun!
Light up my day.

Shine on my face,

Burning with dreams on fire!

Moon!
Light up my night.

Shine on my path.

Guiding me home again.

SARA

Shine on me; gleam on me, sheen on me!
Light up my day
What a sight, sacred light, burning bright!
Shine on my face!
Touching me; warming me; scorching me;
Burning with dreams on fire!

In the sky, fill my eye, flying by.
Light up my night,
What a sight, mirrored light, shining bright.
Shine on my path.
Pilot me; usher me; channel me!
Guiding me home again.

ALL

Circles, wholeness unending, Timeless perfection, sacred, divine.
Circles, infinite beauty, Spirit and body, stars all align.

*Band plays 8 bar outro as Allies fade seem to withdraw.
We see Sara.*

SARA

Wait! I'm not ready to go back.
I like dreaming...it's safe in here.
It's not safe "out there;" The Boogieman is real!

Joseph's voice is heard.

ALEEZA

Stop right there, Sara!
Have you not been paying attention?

SELENE

Yeah, The Boogieman is real, alright.

QUEST

He takes many forms; he has many faces, but he's out there feeding on your fears.

BRIA

Sara... it is not the Boogieman, in all his forms "out there" with whom you must first do battle...it is the Boogieman "in here" (*touches her heart*) Prepare yourself for Le Dance Macabre...

ALL ALLIES (*ominously in chorus*)
...The Dance of Death!

**SONG NO. 10b: DANCE MACABRE
SARA, VOX & ALLIES**

*Sara is brutally reminded that the world
remains a dangerous place...that The Boogiemans are still there!*

*The music ends with Sara battered
and seemingly defeated by the forces of darkness.
She is alone deeply feeling the effects of her encounter
with her personal Boogiemans.
Music intro begins.*

**MUSIC NO 11: LIKE THE PHOENIX
SARA & ALLIES**

SARA

Here within the smoldering embers burns the pain and fire.
Here within my rage remembered still sting the tongues of ire.
Here I lie, my body burning; Oh, how the pain consumes me.
Still I feel my mission is not completed; so I'll say I will not be defeated.

SARA & ALLIES

Like the Phoenix I will rise up, I will spread my wings ascending.
They may burn me, they may spurn be, Like the Phoenix I'm unending.

See me, hear me, know me, trust me when I tell you
I'm not only one child; I am all the children crying out for justice.

SARA

So, I rise, my spirit burning; oh, how the fire now lifts me.
Still I feel my mission is not completed, so I'll say I will not be defeated.

SARA & ALLIES

Like the Phoenix I will rise up, I will spread my wings ascending.
They may burn me, they may spurn be, Like the Phoenix I'm unending.

See me, hear me, know me, trust me when I tell you
I'm not only one child; I am all the children crying out for justice.

Like the Phoenix I will rise up, I will spread my wings ascending.
They may burn me, they may spurn be, Like the Phoenix I'm unending.
Like the Phoenix I will rise up, I will spread my wings ascending.
They may burn me, they may spurn be, Like the Phoenix I'm unending love.

SARA

Unending love.
Unending love.
Unending love.

Music ends.

Vox and The Allies surround and embrace Sara.

SARA

So, that's it then?

I...ah...guess I'll be leaving now...or, should I say waking up?

VOX

Yeah, I guess...time to wake up!

SARA

And you...all of you? (*anxiously*)

Where will you go?

DUSTY

Hey, kiddo...relax...we're not going anywhere!

LILIANA

Precious Child...we are not leaving!

ALEEZA

We *cannot* leave you, Sara; we *are* you.

SARA

And Joseph...what about Joseph?

Will he be there when I wake up...in the outer world.

VOX

Oh, yes Child...Joseph will be there in books, in images, in the thoughts and inspirations of a thousand heroes with a thousand faces.

VOX

So, yes... (*addressing Sara*) "Hero"...it is time wake up.

SARA

But, the world is still out there with all its horror, pain, and suffering.

How do I live in that world?

VOX

So glad you asked...two words...

VOX and ALLIES (*spoken in chorus*)

"Participate joyfully!"

SARA

What?

DUSTY

Focus on those times when you are happiest, really and truly happy; not just not just excited, not just animated, but deeply happy.

LILIANA

So, Sara...figure out what makes you happy.

BRIA

Yeah, Sara, and then, stay with it, no matter what other folks may say or think.

DUSTY

Participate happily in the sorrows of the world for you cannot cure world of its sorrows.

QUEST

That's darn good advice, Sara. And, say "yes" to the whole of life...

SALENA

...all the joy

LILLIANA

...and all the strife.

ALEEZA

Find a place where there is joy, for the sorrow you cannot bear, and say to life...

ALLIES (*in chorus*)

...I *choose* to life in joy!

SONG NO.12: Intro begins.

**SONG NO. 12: PARTICIPATE HAPPILY
JOSEPH, SARA, VOX & ALLIES**

ALL

Participate happily, if you want to live your life a lot more joyfully!
Don't worry 'bout what you can't cure; focus on the positive and you'll endure!

SARA

In the night?
In the light?
In the sad?
In the glad?
In the fear?
In the cheer?
In the race?
In the grace?

ALLIES

...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!

ALL

Ahhhhh, ah, ah, ahhhh, aha, ah, ahhhhhhhhh.....!

ALL

Participate happily, if you want to live your life a lot more joyfully!
Don't worry 'bout what you can't cure; focus on the positive and you'll endure!

ALLIES

In the night?
In the light?
In the sad?
In the glad?
In the fear?
In the cheer?
In the race?
In the grace?

SARA

...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!

ALL

Ahhhhh, ah, ah, ahhhh, aha, ah, ahhhhhhhhh.....!

8 bar instrumental

Participate happily, if you want to live your life a lot more happily!
Don't worry 'bout what you can't cure; focus on the positive and you'll endure!
(Repeat)

Music ends.

POSTLUDE

*Vox is seen.
She speaks directly to the audience.*

VOX

And with that, dear friends, we allow Sara, once again, to return to the ordinary world reborn and transformed...an extraordinary hero! And we, reluctantly, bid you farewell, for you too must return to your ordinary worlds to commence your own

The "Call to Adventure" fanfare is heard again as it echoes into the distance.

END