



HERO

A NEW PLAY with SONGS
by JOHN McDONNELL TIERNEY

Inspired by
The Collected Works of Joseph Campbell

SCRIPT

CHARACTERS

SARA, The Hero:

Sara is an ordinary person trying to survive in an extraordinary world full of danger, dissonance and discord.

She is afraid for her future and deeply needing guidance on her human journey.

She is driven by universal needs: to find love, security, justice.

Audiences need to be able to relate to Sara's idiosyncrasies, quirks, 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.

Sara had, as a child, interpreted the "inner voices" that all humans hear as "invisible (to other people) friends." Now, in her time of crisis, Vox appears in Sara's dreams to help her on her journey. Vox is highly energetic, humorous, and fun!

JOSEPH, The Mentor

This character represents all mentors, teachers, coaches and all those who wisely guide and advise younger humans...he is an archetype. Joseph provides motivation, insights and training to help Sara overcome her doubts and fears and prepare for her journey.

He has traveled the road before and can provide needed guidance when Sara is reluctant to face the unknown.

FULL SYNOPSIS

ACT I: LEAVING

Our story begins with “our hero,” Sara, an “ordinary” person in the “ordinary” world. We first encounter Sara in her “lucid dreams,” 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, “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 will be Sara’s ally on her journey. Soon after meeting Vox, 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. Sara considers answering the call to adventure but she has second thoughts and deep personal doubts as to whether or not she is up to the challenge. The problems 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 pleads, *“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 gain insight into the dilemma she faces and offers wise advice that help to dispel Sara’s doubts and give her the courage to begin her personal “Hero’s Journey. Sara is, at first, doubtful but Joseph persuades her, *“Trust me, you can trust me.”*

Sara begin her quest as she 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. With this, Sara commences her journey still quite anxious about whatever it may have in store.

Now finally out of her comfort zone, Sara is confronted by The Boogieman, representing real-world situations of terrible danger and inner conflicts. And so, Sara must face her greatest fears, represented by most her terrifying foe, The Boogieman and experience a metaphoric “death” from which Sara can be reborn to fulfill her destiny and reach her journey’s end. After defeating the Boogieman and overcoming her greatest personal challenge, Sara is ultimately transformed into a new state, emerging a stronger person with greater knowledge that will inform her return to the Ordinary World.

ACT III: RETURNING

Now Sara must return home with her new knowledge, Sara’s journey is not yet over. Still experiencing some final doubts, she opens herself up to another attack by the Boogieman. Although beaten down, she rises up once again, stronger and transformed into the “Extraordinary Hero” she was destined to become. This is the climax of our story in which Sara must have her final and most dangerous encounter with The Boogieman whom she thought she had defeated. The final battle will have 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 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: *“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.

SONGS & SINGERS

	Page
ACT I: LEAVING	
Song 1: Can Anyone Hear Me? Sara	3
Song 2: Be Not Afraid Vox	9
Song 3: Who Will Be? Sara	11
ACT II: LEARNING	
Song 4: Trust Me Joseph & Sara	14
Song No. 5: Crossing Over Vox	16
Song No. 6: The Boogieman's Boogie Vox	19
Song No. 7: Carry On Vox & Sara	21
Song No. 8: Dance of The Boogieman Vox	23
Song No. 9: Follow Your Bliss Joseph	25
ACT III: RETURNING	
Song No. 10 Circles Sara & Vox	27
Song No. 11: Like The Phoenix Sara	29
Song No. 12: Participate Joyfully Joseph, Sara, & Vox	31

PRELUDE

*The play opens with an empty “stage.”
We hear a bell clanging as Vox enters bell-in-hand.
She delivers her lines in the manner of the medieval heralds,
but with a sense of humor...Vox is having fun.)*

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

My dear friends and gracious listeners, welcome to a place of strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight. 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, 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 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...but fear not, friends and listeners...Sara will not be alone. Sara will meet Joseph, a Mentor, who will help Sara gain discernment, provide sage counsel, and bolster her self-esteem and her confidence that she can, indeed, achieve her dreams and aspirations. 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.

EXTRAORDINARY HERO - A Play with Songs

VOX

So then, these are the players in our little drama: Sara, the Hero; Joseph, The Mentor; and yours truly, Vox, a Herald of things to come and an ally to help Sara along the way. But wait...there's more!

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!

Vox mouths the name in terror.

VOX

“The Boogiemán!”

SFX: The Boogiemán's footsteps!

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 Sara.

ACT I: LEAVING

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."

EXTRAORDINARY HERO - A Play with Songs

VOX

I can...I can hear you!

SARA

What? Who?

VOX

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

Vox re-enters...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 strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight.

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 me into the shadows.

VOX

Do you remember how we played together in the fields of your imagination. We had so much fun together...laughing, running, cheering at the top of our lungs!

SARA

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

VOX

And, 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!

Sara struggles to remember.

VOX

And, Sara...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.

SARA

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

VOX

Childhood not childish! Anyway, do you see me now?

SARA

I do...I do!

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

EXTRAORDINARY HERO - A Play with Songs

SFX: The Call to Adventure
Sara reacts to the sudden fanfare in the horns.

SARA
What's that!!!!!!?

VOX
What's what?

SFX: The Call to Adventure

SARA
That!

VOX
Oh, that!
That's the call to adventure.

SARA
The what?

VOX
The heroes' call to adventure!
You would not be hearing it if you were not ready!

SARA
Ready...ready for what?

VOX
Ready to be a hero!

SARA
I don't want to be a hero!

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

SFX: The Call to Adventure

VOX
Listen Sara! I know that you can hear it...your personal call to adventure!
Tell me, Child, what will be your adventure?
What calls to you? 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.

VOX

Sara...Sara...relax; no pressure. Anyway, this is just a dream...right? Ya, know, the place of strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight.

SARA

Did you seriously say “unimaginable torments?”
Aren’t there enough imagined torments in my life; that’s not what I want!

VOX

Fair enough; so, I’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.

VOX

Hey, Sara, I hear you! You need security! Welcome to real life! 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 friend.

VOX

I am, Sara! I am your friend and I speak your truth.

SARA

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

VOX

Listen, Sara...I do understand how you feel; like you are just tumbling, willy-nilly toward tomorrow. 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. That’s when your inner-demons sing terrible songs in your ear.

SARA

Whoa! Hold it right there! “Inner demons!!!!!!” No thank you very much; I’m out of here.

SFX: The Call to Adventure

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
Okay...okay, 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 "unimaginable torments" for example!

VOX
Hey, Sara...relax...nobody really imagines "unimaginable" torments in their life... how do you even get out of bed in the morning to face a day full of "unimaginable torments?" That's not why folks refuse the call...the unimaginable torments.

SARA
Alright, then; why?

VOX
Fear...insecurity...a sense of inadequacy. Sara, just being born into this world is the primary and universal "call to adventure!" When you refuse the call, what had been a positive becomes a negative. What had been light becomes darkness! What had been strength becomes weakness. What has been courage and community becomes cowardice and isolation and you begin to feel alone and afraid.

SARA
I admit it...I do feel alone and afraid.

VOX
What are your fears, Girl?
Speak them!

SARA
No! I dare not!

VOX
Then I will speak them for you!

You fear loneliness and rejection; being without friends; without allies in a very scary world. And you fear failure...there are so many people who love you, believe in you; you are so afraid that you will disappoint them. 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 the most?

SARA

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!

VOX

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

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.*

Wherever you roam, I'll be there with you.
No matter how long the road may be.
Wherever you wander, so me too.
I'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

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.

Music ends.

Vox comes to Sara and embraces her.

VOX

So, Sara...feel better?

SARA

I guess...a little better I suppose... but I am still afraid of 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...
I'm going with you!

SARA

Oh, great! Correct me if I misspeak, but aren't you one of 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

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?

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?
Whose path should I take?

VOX

Take your own path, child.

Look, Sara...if you think you already know what your path should be, every step of the way pre-determined by somebody else...then guess what, Kiddo...that path *belongs* to somebody else. You've got to bushwhack your own path through whatever bramble and bushes impede your way. So, get ready!

SFX: The Call to Adventure

SARA

Oh, no! Not another call to adventure!

The "Call to Adventure" fanfare repeats and fades as Act I comes to a close.

END ACT I

ACT II: LEARNING

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

VOX

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

How inspiring! (sarcastically)

Sara looks around for Vox.

So...what happened to my invisible friend?

JOSEPH

Who?

SARA

Vox, The Herald...my ally? To what place of strangely fluid and polymorphous beings, unimaginable torments, superhuman deeds, and impossible delight has she gone?

VOX pops into the scene.

VOX

Hey Sara, have you not been paying attention? I told you...I'm always with you. You didn't think I'd let you go on your journey all by yourself, did you? It's not so easy becoming a hero... especially a personal hero...you're going to need the help!

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

Look 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

What's so bad about being an ordinary mortal?

VOX

Actually, 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 the same. You, Sara...you are unique, a one-of-a-kind and you need to recognize it!

SFX: The Call to Adventure

SARA

I hear it...I hear it!

VOX

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

SARA

I'm scared.

VOX

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.

SONG NO. 5: Intro begins.

SONG NO. 5: CROSSING OVER

VOX

VOX

Crossing over to a new world.

Crossing over the night.

Crossing over to the myst'ry.

Crossing over to the light.

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

And as you journey now into the womb of the world,

Be bold as you follow the light.

Crossing over to a new world.

Crossing over the night.

Crossing over to the myst'ry.

Crossing over to the light.

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.

EXTRAORDINARY HERO - A Play with Songs

In your world there will be many paths
Deep into the heart of a dark forest.
Follow not; they are for somebody else!
Look into your heart; there you may see into the scared mission.

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*

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.

VOX

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

SFX: The Call to Adventure

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!

VOX

Your adventure, Sara, is emerging, butterfly-like, out of your former self.
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 VOX who approves!*)

Now she's 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.

SFX: Call to Adventure

SARA

Okay, okay...I hear it!

JOSEPH

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

SARA

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

JOSEPH

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

SARA

Finally!

The following 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 re-enters!
Joseph steps back.*

VOX

Foolish, Child! Let me tell you about The Boogieman! He is more than a scare tactic parents use to get children to obey! He feeds, like a hungry wolf, on the fear of his victims; the more he devours, the stronger he grows. 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. And, most terrifying child, he is a shapeshifter, one of those polymorphous fluid beings we warned you about...he can take any form. He can deceive you with a smile. He can con you with a word. He can seduce you with a song.

SONG NO. 6: THE BOOGIEMAN'S BOOGIE
VOX

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!

See him struttin' down the street?
He's so pretty, he's so sweet.
Never question, never doubt;
He's your buddy, strong and stout.

Listen to him, he's the one!
Only he can get it done.
Do not worry, do not fear,
Now The Boogiemán is here!

8 bar instrumental break

VOX

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

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

8 bar instrumental break

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

SARA

So, The Boogiemán, huh?
You're telling me that he's out there...
in the dark...the bleak and barren blackness...

JOSEPH

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

VOX

Yeah, Sara. And, anyway, it's always darkest before the dawn. 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 dark.

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, and pristine.

SARA (sighing)

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

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.

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.

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.

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.

SARA & VOX

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 Boogieman!!!”
I changed my mind...I NOT ready!”

JOSEPH
Ready or not, Child...he’s back!

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

*Music begins:
SFX intro followed by an instrumental riff.*

Be advised, the Boogieman is real!
Be aware, he’s coming in the night!
The Boogieman will spin you in a terrifying dance!
Be alert, or you haven’t got a chance!
The Boogieman now waits for you to take his boney hand.
Go on, take it now; it’s all his master plan!

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.

Instrumental riff with SFX.

The time has come, the Boogieman is here!
See his face, grinning in the night!
The Boogieman is waiting for you to speak his name!
Say it now; you know his worldly fame!
The Boogieman 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.

EXTRAORDINARY HERO - A Play with Songs

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!.

Sara is bewildered.

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

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 bliss; find your own way; seek out that which makes you happy.

SARA

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

Joseph ignores the sarcasm.

JOSEPH

Follow your bliss, 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* bliss?

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 BLISS
JOSEPH

JOSEPH (*spoken*)

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

(*sung*)

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.

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.

Follow your bliss, find your own way.
Doors will now open, don't be afraid.
Follow you bliss, 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!

SFX: The Call to Adventure.

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

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

END ACT II

ACT III: RETURNING

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.

Song No.10.Intro begins

**SONG NO. 10: CIRCLES
SARA & VOX**

VOX

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

VOX

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.

SARA & VOX

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

EXTRAORDINARY HERO - A Play with Songs

VOX

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.

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!

Vox shifts her attention to Sara.

VOX

It's time, Sara...time to go back to the ordinary world.

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!

VOX

Stop right there, Sara! Have you not been paying attention? Yeah, The Boogieman is real, alright. He takes many forms; he has many faces, but he's out there feeding on your fears. But Sara... it is not the Boogieman, "out there" with whom you must first do battle...it is the Boogieman "in here" (touches her heart) Prepare yourself for Le Dance Macabre...
the Dance of Death!

DANCE MACABRE

SARA

*Sara is brutally reminded that the world
remains a dangerous place...that The Boogiemán is 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 Boogiemán.
Music intro begins.*

MUSIC NO 11: LIKE THE PHOENIX

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.

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.

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.

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.
Unending love. Unending love. Unending love.

*Music ends.
Vox embraces 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...

SARA

And you... (anxiously)...where will you go?

VOX

Hey, kiddo...relax...I'm not going anywhere! Precious Child...I am not leaving you!

I cannot leave you, Sara; I am 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. So, yes... my reluctant 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...“Participate happily!”

SARA

What?

VOX

Focus on those times when you are happiest, really and truly happy; not just not just excited, not just animated, but deeply happy. So, Sara...figure out what makes you happy and then, stay with it, no matter what other folks may say or think.

A very wise man, whose name also just happens to be Joseph, once said, “Participate joyfully in the sorrows of the world. You cannot cure the world of sorrows, but you can choose to live in joy.” Choose joy, Sara!

SONG NO.12: Intro begins.

**SONG NO. 12: PARTICIPATE JOYFULLY
JOSEPH, SARA, VOX**

Participate joyfully, 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!

SARA

JOSEPH & VOX

In the night?	...participate!
In the light?	...participate!
In the sad?	...participate!
In the glad?	...participate!
In the fear?	...participate!
In the cheer?	...participate!
In the race?	...participate!
In the grace?	...participate!
Ahhhhh, ah, ah, ahhhh, aha, ah, ahhhhhhhhh.....!	

Participate joyfully, 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!

JOSEPH & VOX

SARA

In the night?	...participate!
In the light?	...participate!
In the sad?	...participate!
In the glad?	...participate!
In the fear?	...participate!
In the cheer?	...participate!
In the race?	...participate!
In the grace?	...participate!
Ahhhhh, ah, ah, ahhhh, aha, ah, ahhhhhhhhh.....!	

8 bar instrumental

Participate joyfully, 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!

Participate joyfully, 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!

*Music ends.
Lights down.*

END ACT III

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 adventure, your own personal hero's journey.

When you kindly remember us, when you reflect on this dream, please consider this eternal principle...You are the wave on the face of the ocean. When the wave is gone, is the water gone, has anything happened? Nothing has happened.

It is a play, a game, a dance.

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

END

