



HERO

A NEW MUSICAL
by JOHN McDONNELL TIERNEY
for
VIRTUAL AND/OR LIVE
THEATRICAL PERFORMANCE

SCRIPT

BRIEF SYNOPSIS

Our story begins with “our hero,” Sara, an “ordinary” person in the “ordinary” world. Sara feels the universal need to find love, security, and justice while at the same time feeling free to live her life as she desires. She is feeling very alone 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, who, along with a quartet of “Allies,” will be the characters in Sara’s adventures. Sara’s journey begins when she hears “the call to adventure,” 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.

[CLICK HERE FOR SCENE BY SCENE SYNOPSIS](https://www.humanityschild.com/extraordinary-hero/synopsis/)

OR PASTE IN YOUR BROWSER: <https://www.humanityschild.com/extraordinary-hero/synopsis/>

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

TWELVE STAGES; TWELVE SCENES; TWELVE SONGS

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. “The Hero’s Journey” as described by Philosopher Joseph Campbell in 1949 involves three stages or acts:

- **The Departure Act:** the Hero leaves the Ordinary World.
- **The Initiation Act:** the Hero ventures into unknown territory (the " Special World ") and is birthed into a true champion through various trials and challenges.
 - **The Return Act:** the Hero returns in triumph.

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. Each stage is a “scene” with a dedicated song...thus: Twelve Stages, Twelve Scenes; Twelve Songs.

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 Voice in Sara’s Head

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. If Sara proves her commitment, Joseph will reward her with a magical gift (a piece of advice, or a key) that will help her on the Journey ahead.

THE ALLIES

Four 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 (*from the Gaelic Language meaning "Power, Strength, and Vigor"*)

ALEZZA (*from the Hebrew Language meaning "Joyful"*)

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

QUEST (*from the Latin Language meaning "Long Search"*)

MUSICAL NUMBERS

ACT I: LEAVING

No. 1: Can Anyone Hear Me? Sara

No. 2: Being Alive Vox & Sara

No. 3: Be Not Afraid Vox & Joseph

No. 4: Who Will Be? Sara

ACT II: LEARNING

No. 5: Trust Me Joseph & Sara

No. 6: Crossing Over Vox

No. 7: The Boogiemán's Boogie Vox & Joseph

No. 8: Carry On Vox & Sara

ACT III: RETURNING

No. 9: Follow Your Bliss Joseph

No. 10: Le Danse Macabre Vox & Joseph

No. 11: Like The Phoenix Sara

No. 12: Participate Joyfully Joseph, Sara, & Vox

PRELUDE to ACT I
VOX

*ZOOM: Vox full-screen window open with background.
After a few seconds, Vox enters from the left.
She stops suddenly and looks toward the camera.
She approaches the camera, gets close and smiles a huge smile.
She speaks...*

VOX

Oh Hi! You're here!

Great...we've been expecting you!

My dear friends and gracious listeners, welcome to a place of curiously liquid polymorphous creatures, unimaginable anguish, supernatural feats, and unbearable delight.

I am Vox. I am your personal storyteller and now...I shall tell *you* a story... the story of a hero, whom we shall call "Sara." Sara's days are filled with wrestling inner demons, withstanding bullies, and navigating her way on the hazardous highway of self-awareness and becoming... well...becoming Sara.

Now, Sara is not the kind of "hero" you may be thinking about. Sara isn't "super;" she has no special powers. You see...the kind of hero we're talking about lives inside of everyone.

Tonight, we will join Sara in her dreams where the terrors of her daily life play out unbridled by time and space as she reluctantly ventures into the unknown.

But fear not, friends and listeners...Sara will not be alone. Sara will meet Joseph, a Mentor. Now, our Joseph is not the venerable and esteemed Joseph you may be thinking about. Our Joseph an archetype, representing all mentors, teachers, coaches, and those who guide and counsel others.

So then, these are the players in our little drama: Sara, the Hero; Joseph, The Mentor; and yours truly, Vox, the voice in Sara's head and an ally to help her along the way.

(Spoken softly and gentle) And now, dear friends and listeners...softly...quietly... enter the dreams of an "ordinary" woman...or *so she may think*.

ACT I: LEAVING

*ZOOM: One window open; Full-screen on Sara.
Music 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 security.

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.
Seamless segue to Scene I.*

**SCENE I
SARA & VOX**

ZOOM: Dual windows open with background.

Sara is seen.

She has just finished her song and is still felling the emotions.

We hear Vox from off-camera.

SARA

Can anyone here me?

VOX

I can...I can hear you!

SARA

What? Who?

VOX

Look over here...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

Of course you are! This is all a dream, a profound dream; a dream of curiously liquid polymorphous creatures, unimaginable anguish, supernatural feats, and unbearable 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.

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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.

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!

*SFX: The Call to Adventure
Sara reacts to the sudden blast.*

SARA

What's that!!!!!!?

VOX

What's what?

SFX: The Call to Adventure

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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

Listen Sara, I understand. Heroes usually don't want to be heroes. They start off just like you, just trying to make their way in the world. But then, Sara...they begin to feel something rousing deep within and they're thrust into action...blooming, buzzing, booming, and being alive!

Music: Intro Begins.

SONG NO. 2: BEING ALIVE
SARA & VOX

VOX

Feeling something within you, ancient and ageless, a will to survive.
Feeling something inside you, buzzing and booming, being alive.

VOX

Sun!

Light up her day.

Shine on her face,

Burning with dreams on fire!

Moon!

Light up her night.

Shine on her path.

Guiding her 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.

(repeat)

Feeling something within you, ancient and ageless, the need to survive.
Feeling something inside you, buzzing and booming, being alive.

*Band plays 8 bar outro then music ends.
Seamless Segue to Scene II.*

**SCENE II
SARA & VOX**

*Zoom: Dual windows: Vox and Sara.
SFX: The Call to Adventure*

VOX

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

SARA

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

VOX

Looks like I'm going to need a little help here. There is someone I'd like you to meet.

SARA

Oh?

VOX

His name is Joseph. He's someone who can help you...

SARA (*sarcastically*)

...to be a hero?

VOX

...to be what you're meant to be. To be what your destiny has deemed.

SARA

Hmmm. This is all just a dream...right? A dream in a place of curiously liquid polymorphous creatures, unimaginable anguish, supernatural feats, and unbearable delight.

VOX

Yep...that's it...a dream in a place of curiously liquid polymorphous creatures, unimaginable anguish, supernatural feats, and unbearable delight.

SARA

Well then, I guess could use a little help, but I still do not want to be a hero!
So...where is this Joseph, anyway?

VOX (*looking worried*)

Actually...I'm not sure. He should be here by now. I'll call him.

Joseph?

Joseph...can you hear me?

*Scene II ends.
Seamless segue to Scene III.*

SCENE III
JOSEPH & SARA

*Joseph rushes into the scene, a little flustered,
a typical professor late for class.
He is wearing academic attire that he will remove as he speaks to Sara.*

JOSEPH

I'm here! I'm here!

Sorry I'm late. *(catches his breath)*

Please allow me to introduce myself...I am Joseph; Mentor, Counselor, Guide, Teacher, Coach, and Professor Of Humanity...*(bowing deeply)*...at your service.

ZOOM: Three windows open: Vox left, Sara center, Joseph right.

JOSEPH

Listen Sara, I understand; heroes usually don't want to be heroes. They start off just like you, thinking that they are just an ordinary person. But then, they sense something rousing deep within and they are thrust into being alive...being fully and passionately alive!

Still, make no mistake Child...pain, sorrow, and human suffering are all part of the eternal equation...but you are alive...and *it is spectacular!*

SARA

Thanks for the reminder about the pain, sorrow and suffering...you're cheering me right up.

JOSEPH

Sara...Sara...relax; no pressure.

This is just a dream; in a place of strangely fluid polymorphous beings, unimaginable anguish...

SARA *(interrupting)*

Whoa, whoa, whoa! Did you seriously say "unimaginable anguish?"

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

JOSEPH

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.

JOSEPH

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

SFX: The Call to Adventure

SARA

I don't hear that!

JOSEPH

Yes you do, Sara. It's *your* call, Sara!
It is your personal call to adventure.

SARA

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

JOSEPH

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

SARA

And for good reasons, the "unimaginable anguish" for example!

JOSEPH

That's not why folks refuse the call...the unimaginable anguish.

SARA

Alright, then; why?

JOSEPH

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. Light becomes darkness; strength becomes weakness; community becomes isolation and you begin to feel alone and afraid.

SARA

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

JOSEPH

What are your fears?
Speak them!

SARA

No! I don't dare!

JOSEPH

Then I will speak them for you!
You fear loneliness and rejection. You fear failure. You fear being judged as not good enough.
And Sara, you are plain just afraid of something really, really bad happening...being hurt, physically...
or worse, emotionally.

SARA

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

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JOSEPH

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

SARA

Monsters...Demons that come in the night. They tell me to be afraid!

JOSEPH

Sara! Sara, that is the moment you must remember who are!

JOSEPH

You are Sara!
You are strong...you are brave...you are a force resilient!

JOSEPH

And, Sara...you're not alone.
Listen to the voice, Sara. Listen to Vox, the voice in your head.

Scene ends.

Seamless segue to Song No. 3.

ZOOM: Joseph & Sara windows close.

Music: Intro begins

ZOOM: Vox is seen in solo window.

**SONG NO. 3: BE NOT AFRAID
VOX & JOSEPH**

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.

ZOOM: Joseph is seen in solo window.

JOSEPH

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.

ZOOM: Dual-windows open. Vox and Joseph..

VOX

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

JOSEPH

Wherever you wander, so me too.
I'll be there, walking right beside you, and whispering...

VOX & JOSEPH

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 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.

(repeat)

Tempo slows.

VOX

When in the night your Demons sing in your ear a terrible song.

JOSEPH

That is the moment you must remember you're not alone so you need not be...

VOX & JOSEPH

...afraid.

Music ends.

ZOOM: Vox and Joseph hold positions.

Seamless segue to Scene IV

**SCENE IV
VOX & SARA**

*ZOOM: Dual windows open.
Vox is seen.*

VOX
Sara? You still here?
Have you been listening at all?

SARA
I'm here...I'm here...and yes...I have been listening.

VOX
So, Sara...feel better?

SARA
I guess...a little better I suppose...
but I am still afraid of all those things Joseph mentioned...and more terrible things unspoken.
Face it...I'm no hero!

SFX: The Call to Adventure

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

*SFX: The Call to Adventure
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 don't worry, we're going with you!

SARA
Oh, great! Correct me if I misspeak, but aren't you one of the previously mentioned curiously liquid polymorphous creatures? I don't need help from curiously liquid creatures 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.

*ZOOM: Vox and Sara hold positions.
Scene ends.
Seamless segue to Song NO. 4.*

*Intro begins.
ZOOM: Sara in solo window.*

SONG NO. 4: 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?

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?

*ZOOM: Sara holds position.
Music ends.*

SFX: The Call to Adventure

END ACT I

**ACT II: LEARNING
PRELUDE to ACT II**

*ZOOM: Scene opens with one empty open window.
After a few seconds, Vox pops in!
They speak directly to the audience.*

VOX

Hello again! Welcome back to Sara's dream.

Sara has once again heard The Call to Adventure, and, try as she might to resist, she will discover, as the ancient Greek philosopher Seneca once put it, "The fates lead those who will; and those who won't...*they drag.*"

Sara needs to make a critical decision: heed the call and launch into the adventure or 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 curiously liquid polymorphous creatures. Sara will be severely tried, and although she may not win every battle, she must go forward. Let us now join Sara, once again in this place of curiously liquid polymorphous creatures, unimaginable anguish, supernatural feats, and unbearable delight.

ZOOM: Vox hold position.

SCENE V
JOSEPH & SARA

*ZOOM: Dual-windows open both empty.
Joseph enters.*

JOSEPH (*gently*)
Sara? (*pause*) Sara?
Sara, can you still hear me?

Sara enters.

SARA
Yes...of course...Joseph...Mentor, Guide...Professor...and so forth.
So...tell me again...why are *you* here...in *my* dream?

JOSEPH
Well, you did say you need a teacher.

An ancient Chinese philosopher named Lao Tzu once said,
“When the student is ready, the teacher will appear.”

Ta-daaaaaaaaaaaaaaaaaaaa!!! (*Stretch it out!...sing it!*) Here I am!
And, trust me...even the greatest heroes need some help on their journey.

*Zoom: No Change
Music intro begins.*

SONG NO. 5: 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 you 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 that 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 that 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 hold position.

Seamless segue to Scene VI

**SCENE VI
VOX & SARA**

ZOOM: Two windows open empty. Vox enters.

VOX

Hey, Sara! You didn't think I'd let you go on your journey by yourself, did you? It's not easy becoming a hero... especially a personal hero. You are going to *need* all the help you can get.

SARA

There you go with the hero stuff again...how many times do I need to 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 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 as 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!

The fear of the unknown, this tumble into tomorrow, can be very scary. Nevertheless...the journey has begun; a special world awaits. The time for *crossing over* has come.

SARA

"Crossing over?" Crossing over to what?

VOX

Crossing over to a new world, to the myst'ry, to...The Light.

*ZOOM: Vox and Sara hold positions.
Scene ends. Seamless segue to Song No. 6*

ZOOM: Vox in solo window.

MUSIC: Intro begins.

SONG NO. 6: CROSSING OVER
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.

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)

*ZOOM: Vox hold position.
Seamless segue to Scene VII*

SCENE VII
JOSEPH, SARA & VOX

*ZOOM: Three windows open.
Joseph left, Sara center, Vox right.*

JOSEPH

Listen Sara, we have promised that you will not be alone on your journey,
but *you* must take that first brave step.

SARA

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

JOSEPH

Oh, 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

The adventure, Sara, the heroic journey, 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 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, un-remembered; but, *some* dreams are more than that. Some dreams envision the future...like coming attractions at the cinema.

SARA

But, still, they are all part of the world *you* live in.

What about when I wake up...when I have to live in the outer- world?

What's the connection?

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VOX

Ah...wonderful!

Now she's are asking the right questions!

JOSEPH

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 *you...* that you *want* to be known...*becomes* known.

Where you are now is where the inner- and outer-worlds meet...a rather precarious place, I'm afraid.

VOX

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!

JOSEPH (*with a sense of foreboding!*)

Beware The Boogiemán.

SARA (*dismissive...then gets serious*)

The Boogiemán?

Seriously?

JOSEPH

He goes by many other names:

*The Boogiemán's "other names" are delivered
by Joseph and Vox in rapid fire!*

JOSEPH

Bugaboo...

VOX

Beast...

JOSEPH

Specter...

VOX

Spook...

JOSEPH

Hobgoblin...

VOX

Monster...

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SARA (*interrupting*)

Oh please, I'm not a child...I don't believe there's a Boogieman hiding in my closet!

VOX

Foolish, Child! Let us tell you about The Boogieman. He feeds like a hungry wolf on the fear of his victims; the more he devours, the stronger he grows.

*(The following line delivered with an exaggerated sense;
like telling a fairytale to a child.)*

JOSEPH

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

VOX

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

*ZOOM: Sara's window closes. Joseph and Vox are open.
Music: intro begins. J & V speak over the intro.*

JOSEPH

He can deceive you with a smile.

VOX

He can con you with a word.

JOSEPH

He can seduce you with a song.

Actors hold position.

Scene VII ends.

Seamless segue to Song No. 7

ZOOM: Dual-windows: Vox & Joseph.

SONG NO. 7: BOOGIE-WOOGIE BOOGIEMAN
VOX & JOSEPH

*In this song, Joseph plays “The Boogieman”
and sings the lyrics in the first person.
Joseph might dress as The Boogieman and can invent
choreography to incorporate a dance element.*

VOX

Listen closely; can you hear him?
Can you see him; he’s on his way!
There just one thing he’ll be needing.
Some assurance he’s here to stay

JOSEPH

Come boogie and woogie;
Come dancin’ and prancin’.
Just trust in The Boogieman!

Don’t worry, I’m friendly.
Don’t hurry; I’ll just wait right here for you.
Don’t bother to question.
Just trust me; I’m the one who’ll carry you.

(8 bar interlude)

VOX

Now you’ve seen him; heard his story.
Now you know him, The Boogieman.
Now the time’s come; what’s your worry?
Can you trust him, a boogieman?

JOSEPH

Come boogie and woogie;
Come dancin’ and prancin’.
Just trust in The Boogieman!

Don’t worry, I’m friendly.
Don’t hurry; I’ll just wait right here for you.
Don’t bother to question.
Just trust me; I’m the one who’ll carry you.

(8 bar interlude)

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VOX

Listen closely; can you hear him?
Can you see him; he's on his way!
There just one thing he'll be needing.
Some assurance he's here to stay

JOSEPH

Listen closely; can you hear me?
Can you see me; I'm on my way!
There just one thing I'll be needing.
Some assurance I'm here to stay

VOX & JOSEPH

(coda)

Boogie woogie.
Boogie and woogie you can...
Boogie woogie.
Boogie and woogie you can...
Boogie woogie.
Boogie and woogie you can...
Boogie woogie!

Music ends.

*ZOOM: Vox and Joseph hold positions.
Seamless segue to Scene VIII*

SCENE VIII
JOSEPH, SARA & VOX

ZOOM: Three windows as before empty. Sara enters.

SARA

So, The Boogieman, huh? ...out there...in the dark...I'm afraid of the dark.

JOSEPH (*enters*)

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

VOX (*enters*)

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

JOSEPH

Yeah, Sara. sometimes "things just seem to get worse before they get better."

VOX

Yeah, there *is* "a light at the end of the tunnel..."

SARA (*interrupts!*)

Enough! 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 here (*touches heart*), 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, then comes The Light... newborn, fresh, and pristine.

SARA (*sighing*)

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

VOX

She's right about that, Joseph; life is challenging...always has been, always will be.

JOSEPH

You need to be strong, Sara!

SARA

I am not strong...not strong enough.

JOSEPH

Relax, Child; when strength is needed, it will come.

SARA

And, in the meantime, what do I do?

VOX

Oh, that's easy...you do (*pause*) what you do (*pause*) when you don't know *what* to do... you carry on.

Scene ends.

Seamless segue to Song No. 8.

ZOOM: Three windows as before.

**MUSIC NO 8: CARRY ON
VOX & SARA**

Music: 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.

(repeat)

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)

*Song No. 8 ends.
ZOOM: Sara and Vox hold positions.
Seamless segue to Scene IX.*

**SCENE IX
SARA & JOSEPH**

ZOOM: Dual Windows: Sara and Joseph

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!
I am not going to be terrorized any more, by my Demons, 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! You get it!
And now, Sara...for your reward!

SARA
Reward?
Reward for what...?

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.

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JOSEPH

Good; just three words!

Follow your bliss...*(pause)*...find your own way...seek out that which makes you happy.

SARA

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

JOSEPH

Follow your bliss, Sara! Follow you bliss to the time and place you can be happy, deeply happy...
ecstatic, elated, 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, Joseph! The Professor of Humanity...show me the way!

(Music: intro begins.)

Scene ends.

Zoom: Sara and Joseph hold positions.

Seamless segue to Song No.9

Zoom: Solo window: Joseph.

**MUSIC NO 9: FOLLOW YOUR BLISS
JOSEPH**

(spoken over intro)

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 the 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 your bliss, feeling alive.
Finding your meaning, you will survive.

See there, in the distance,
A vision forming before your eyes.
See now there all your beauty,
You are alive in this world, now arise!

The Call to Adventure is heard three times.

JOSEPH

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

*Music fades.
Zoom: Joseph holds position.*

END ACT II

**ACT III – RETURNING
PRELUDE to ACT III
VOX**

*ZOOM: Vox full-screen.
Vox enters after a few seconds.*

VOX (directly to audience)

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 heroic journey 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.”

Sara begins to stir and she fights to stay within her dream.

Watch now, as I struggle to hold on to her.

Seamless segue to Act III, Scene X.

SCENE X
SARA & VOX

*ZOOM: Vox & Sara open.
Vox enters, looking for Sara.*

VOX

Sara? Sara...I know you can still hear me.
It's time, Sara...time to go back to the ordinary world.

Sara enters.

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. And he's out there...feeding on your fears. But Sara... it is not the Boogieman, "out there" you must defeat... it is the Boogieman "in here." (*touches her heart*). So, come Child, prepare to face your greatest fear, confront your most difficult challenge, and perhaps, even experience a death from which you may be reborn.

SARA (*startled!*)

Death? Death!!!!

Okay, that does it...I changed my mind...I am NOT ready!"

VOX

Ready or not, Child...*Heeeee's baaaaaack!*

*Scene ends.
Zoom: Vox holds position.
Seamless segue to Song No. 10.*

**SONG NO. 10: LE DANSE MACABRE
VOX & JOSEPH**

Zoom: Three windows open as before.

Note: Sara does not sing but reacts to the lyrics especially at the end where she will be beaten down by the Boogieman.

Music begins: SFX intro followed by an instrumental riff.

VOX

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

JOSEPH

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

VOX

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

VOX & JOSEPH

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.

JOSEPH

The time has come, the Boogieman is here!
See his face, grinning in the night!

VOX

The Boogieman is waiting for you to speak his name!
Say it now; you know his worldly fame!

JOSEPH

The Boogieman is calling you to rise and make a fateful choice!
Are you silent still, or will you raise your voice?

VOX & JOSEPH

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.
(repeat)

Music ends with a SFX/ decrescendo.

Sara battered and seemingly defeated by the forces of darkness.

Seamless segue to Song No. 11

Zoom: Sara in solo window.

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 (*3 times*).

*Music ends.
Seamless segue to Scene XI.*

**SCENE XI
SARA & VOX**

ZOOM: Three windows as before. Sara and Vox are seen.

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

Why don't you ask him?

JOSEPH *(enters)*

Oh, yes Child...I will be there in books, in images, and in the faces of a thousand heroes. I will be there every time Teacher teaches; every time a Coach coaches; every time a Mentor mentors... you need only ask and I will be there for you.

VOX

So, yes... Sara...it is time to 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 joyfully!”

SARA

What?

JOSEPH

Sara, what Vox is saying is focus on those times when you are happiest, really and truly happy.
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. We cannot cure the world of sorrows, but we can choose to live in joy.*”

VOX

Choose joy, Sara!

*Zoom: No Change.
Seamless segue to Song No. 12. Music 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
In the night?
In the light?
In the sad?
In the glad?
In the fear?
In the cheer?
In the race?
In the grace?

JOSEPH & VOX
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!
...participate!

ALL

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

(Repeat)
(8 bar interlude)

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!
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!

Music ends.

Actors smile and hold position.

END ACT III

**POSTLUDE to THE PLAY-WITH-SONGS
VOX & JOSEPH**

ZOOM: two windows.

Spoken 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!

JOSEPH

And we, reluctantly, bid you farewell, for you too must return to your ordinary world to commence your own adventure, your own personal hero's journey.

VOX

When you kindly remember us, when you reflect on this dream, please consider this eternal principle...

JOSEPH

You are the breeze on the face of the land.

When the breeze is gone, is the land gone, has anything happened?

VOX

Nothing has happened.

It is a game, a dance, a play with songs.

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

END