

EXTRAORDINARY HERO

ZOOM PRODUCTION SCRIPT for FEBRUARY 25 & 26, 2022 PERFORMANCE

Estefania Mena as Sara, The Hero

Brittyn Bonham as Vox, The Voice

Michael Green as Joseph, The Mentor

CHARACTERS

SARA, The Hero (Mezzo-Soprano)

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 are able to relate to Sara's idiosyncrasies, quirks, and deepest fears, while wanting to emulate her admirable qualities.

VOX, The Voice in Sara's Head (Alto)

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 (Tenor)

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.

BRIEF SYNOPSIS

EXTRAORDINARY HERO, a new play based the works of Joseph Campbell, follows the deeply human experience described by Campbell as “The Hero’s Journey. Our “Hero,” Sara, whose days are filled with wrestling inner demons, withstanding bullies, and navigating her way on the hazardous highway of self-awareness, hears “The Call to Adventure,” and try as she might, she cannot resist. Sara is assisted of her journey by Vox, the Herald, (aka, the voice in Sara’s head); and by Joseph, The Mentor. Be with Sara as she faces her greatest fear, confronts her most difficult challenge, and perhaps, even experiences a “death” from which she may be reborn and transformed. Sara will return the ordinary world, but as an Extraordinary Hero, where her rewards, boons, and knowledge may renew the community, the nation, and the Earth.

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

SARA’S SONGS	TIME
No. 1: Can Anyone Hear Me?	4:31
No. 2: Being Alive	4:51
No. 4: Who Will Be?	3:39
No. 5: Trust Me	5:12
No. 8: Carry On	5:27
No. 11: Like The Phoenix	5:21
No. 12: Participate Joyfully	2:30
Total Time:	31:30

VOX’S SONGS	TIME
No. 2: Being Alive	4:51
No. 3: Be Not Afraid	4:05
No. 6: Crossing Over	4:37
No. 7: The Boogiemán’s Boogie	2:57
No. 8: Carry On	5:27
No. 10: Le Danse Macabre	4:54
No. 12: Participate Joyfully	2:30
Total Time:	24:21

JOSEPH’S SONGS	TIME
No. 3: Be Not Afraid	4:05
No. 5: Trust Me	5:12
No. 7: The Boogiemán’s Boogie	2:57
No. 9: Follow Your Bliss	4:45
No. 10: Le Danse Macabre	4:54
No. 12: Participate Joyfully	2:30
Total Time:	24:13

**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 the voice in your head that warns of danger and heralds the coming of change. I am your personal storyteller and now...I shall tell *you* a story... the story of a hero, whom we shall call "Sara," whose 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... responding to their greatest challenges on the human journey from the moment of birth... to the moment of death.

Tonight, we will join Sara in her dreams where the terrors of her daily life play out unbridled by time and space. 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. 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. Our Joseph, will help Sara gain discernment, provide sage counsel, and bolster her self-esteem and 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.

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, a herald of things to come, and an ally to help her along the way.

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.

And now, dear friends and listeners...softly...quietly...enter now...
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.

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

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 called 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 with an ordinary life. 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; the place of strangely fluid polymorphous beings, unimaginable anguish...

SARA *(interrupting)*

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

Aren't there enough imagined torments 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; being without friends and allies in a very scary world.
And, you fear failure...there are so many people who depend on you; you are afraid that you will not be there for them when they most need you. And you fear being judged by other people and by yourself as somehow inadequate; not good enough. And Sara, you are plain just afraid of something really, really bad happening...to your friends, your family...to *you!*
Ya know...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.

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?

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?

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 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?

SARA

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: Three windows open empty. Vox enters.

VOX

Hey, Sara! 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 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, 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 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 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.

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 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 dreams envision the future...like 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?

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 Boogieman.

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

The Boogieman?

Seriously?

JOESPH

He goes by many other names: Bugaboo...

VOX

Beast...

JOSEPH

Specter...

VOX

Spook...

JOSEPH

Hobgoblin...

VOX

Monster...

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 specifically chosen 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.

Music into. Begins.

SONG NO. 7: THE BOOGIEMAN'S BOOGIE
VOX & JOSEPH

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!

JOSEPH

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.

VOX

Listen to him, he's the one!

JOSEPH

Only he can get it done.

VOX & JOSEPH

Do not worry, do not fear,
Now The Boogiemán is here!

8 bar instrumental break

VOX & JOSEPH

Now the boogie has begun;
Come 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.

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? You're telling me that he's 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 need, it will come.

SARA

And, in the meantime, what do I do?

VOX

Oh, that's easy...you do- what you do- 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, JOSEPH & 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.

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 your 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! 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 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" with whom 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?

JOSEPH

So glad you asked...two words...“Participate joyfully!”

SARA

What?

VOX

What Joseph is trying to say Sara, is 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.

JOSEPH

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**

ZOOM: Solo window: Vox

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 breeze on the face of the land.
When the breeze is gone, is the land gone, has anything happened?
Nothing has happened.
It is a dance, a game, a play with songs.

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

END