

TO FIND A WONDER

A Children's Musical

Book by Jennifer Carson

Music by Dave Holtz

Lyrics by Brandon Michael Lowden

CHARACTERS

MORTIMER.....a squire
LADY.....Mortimer's faithful mare
WARTENGILL a wizard
PRINCE ALASTAIR.....Prince of Nobrinigan, enchanted to be a frog
IVAN MCGOON a dwarf minstrel
PERCIVAL.....a dragon
SIR EMBERLY..... the squires' liege knight

WILL, TOM, and NICK.....other squires
JESS.....a stablehand
ERIC..... keeper of the Lance and Arrow Pub
SAM.....customer at the Lance and Arrow Pub
LUNA, STARLET, and GOSSAMER..... moon fairies
LENOX.....a goofy Fae
RHIANNA..... a waitress in the Pig and Apple Pub
GERVIS.....a stranger in the Pig and Apple Pub
CALLUM, FERGUS, and DUSTIN..... archers
HENRY.....a page
PHOENIX.....a phoenix

ENSEMBLE.....squires, pub crowds, villagers, archers

SETTING

A faraway kingdom; Medieval Times.

Castle grounds with stables, a forest, the Lance and Arrow Pub, the wizard Wartengill's house, a riverside, the Pig and Apple Pub.

SCENES AND MUSICAL NUMBERS

ACT ONE

Scene 1: The Castle Grounds.....	<i>Mortimer, Squires, Sir Emberly, Lady</i>	1
To Be a Knight.....	<i>Mortimer, Squires</i>	1
To Be a Knight (Reprise).....	<i>Sir Emberly</i>	3
To Find a Wonder.....	<i>Mortimer</i>	4
Scene 2: The Lance and Arrow Pub.....	<i>Mortimer, Lady, Jess, Eric, Sam</i>	8
Scene 3: Wartengill's House.....	<i>Mortimer, Lady, Wartengill, Prince Alastair</i>	12
Hoppily Ever After.....	<i>Prince Alastair</i>	16

ACT TWO

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Hungry for Adventure.....	<i>Percival, Mortimer, Lady</i>	24
Scene 2: The Riverside.....	<i>Percival, Mortimer, Lady, Goon</i>	27
The Beauty and the Beast.....	<i>Goon</i>	31
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The Moon Fairies' Lullaby.....	<i>Luna, Starlet, Gossamer</i>	34

ACT THREE

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Down the Hatch!.....	<i>Goon, Mortimer, Pubgoers</i>	40
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Hope Starts Small.....	<i>Goon, Lady, Mortimer</i>	44
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ACT ONE

SCENE ONE

#1: TO BE A KNIGHT

The castle grounds. MORTIMER and the other SQUIRES are practicing swordplay.

SQUIRES

MY FEET WILL STAND THEIR GROUND IN BATTLE;
MY HANDS WILL BE READY FOR A FIGHT;
MY MIND WILL ALWAYS BE ON GUARD;
IT'S A HARD DAY'S WORK TO BE A KNIGHT!

MY EARS WILL HEED THE CALL TO ACTION;
MY EYES WILL KEEP EVERY FOE IN SIGHT;
MY FACE WILL SHOW I'M BRAVE AND TOUGH;
IT'S A ROUGH DAY'S WORK TO BE A KNIGHT!

During a choreographed fight sequence, most of the SQUIRES fall out, nursing injuries. THEY throw dark looks at the squires remaining in the fight, especially MORTIMER.

MORTIMER

SEE THE WAY THEY LOOK AT ME?
COWERING IN FRIGHT!
NONE OF THEM CAN TAKE ME,
AND THAT'S WHY THEY'LL MAKE ME A KNIGHT!

THEY'LL ALL SAY, "MORTIMER THE BRAVE, SO EVER-DARING!
THERE WILL NEVER BE A KNIGHT LIKE YOU!"

INJURED SQUIRES

WE CALL HIM MORTIMER THE KNAVE, SO OVERBEARING!
HE WILL NEVER BE A KNIGHT, THAT'S TRUE!

Only MORTIMER, TOM, NICK, and WILL are left in the fight.

TOM

MY SWORD LIKE LIGHTNING WILL STRIKE DEADLY!

Oof!

MORTIMER defeats TOM.

NICK

MY SHIELD LIKE A DIAMOND WILL SHINE BRIGHT!

Ouch!

MORTIMER defeats NICK.

WILL

MY WILL LIKE IRON WILL BE STRONG!
IT'S A LONG DAY'S WORK TO BE A —

A blow from MORTIMER lands, interrupting WILL.

Hey!

MORTIMER and WILL spar as SIR EMBERLY approaches.

MORTIMER

These men are but pups, Sir Emberly!

WILL

I'll show you who's a pup!

MORTIMER beats WILL easily.

MORTIMER

[turning to EMBERLY]

Shall I be dubbed a knight now, Emberly? No squire compares to me with sword or lance, I daresay.

EMBERLY

You dare too much, Mortimer.

MORTIMER

I am the best —

SQUIRES

The best fighter, yeah, yeah.

MORTIMER

That's right! Why do you not present me to the king for knighthood?

EMBERLY

You may be good with a sword and a horse, but that alone does not make you a worthy knight.

#2: TO BE A KNIGHT (REPRISE)

EMBERLY

YOUR WORDS MUST STIR THE HEARTS OF OTHERS;
YOUR DEEDS MUST BE SELFLESS, JUST, AND RIGHT;
YOUR HEART MUST SEEK A NOBLE GOAL;
IT'S A WHOLE LIFE'S WORK TO BE A KNIGHT!

Would these men follow you into battle? Give their lives to protect yours? Believe in you above all others?

MORTIMER looks at the other SQUIRES, who all shake their heads.

There's your answer.

HE turns to go. The other SQUIRES snicker and follow.

MORTIMER

What do I need to do to become a knight who sits at your table? A page for three years! A squire for six! Am I to be a squire until I am too old and feeble to hold a sword, let alone fight? Challenge me, Sir Emberly, to any task! I am worthy.

TOM

You? Worthy?

EMBERLY

Then I challenge you, Mortimer.

HE rubs his chin in thought.

WILL

The old King of Bradigan would not dine until one of his men went out into the world and returned to tell the tale of a wonder.

EMBERLY

And I will not promote you until you have done the same!

The SQUIRES and EMBERLY roar with laughter.

NICK

[during laughter]

To find a wonder will take a lifetime!

TOM

Make him do one better.

WILL

Make him bring it back to you.

MORTIMER

Bring it back? No one has ever brought one back!

WILL

Give him five days!

EMBERLY

You are the best squire I've got. Surely it won't be a problem. Now go! Find me a wonder, the sight of which no one has ever seen before!

EMBERLY and the other SQUIRES leave the field.

MORTIMER

[shaking his fist angrily at the back of the retreating men]

Mark my words, Emberly! I will find a wonder. And then you will have run out of excuses not to make me a knight!

#3: TO FIND A WONDER

YOU CAN SCOLD ME, YOU CAN LET THE OTHERS TAUNT ME, TOO,
BUT I'LL STUPEFY THE GROUP IF I CAN BRING BACK WHAT YOU WANT ME TO!
LIKE IN SOME ANCIENT STORY
OF HEROES BRAVE AND FAIR,
WHEN I RETURN IN GLORY,
YOU'LL KNIGHT ME THEN AND THERE!

I'M OFF TO FIND A WONDER,
LIKE NO ONE'S EVER KNOWN.
I'M OFF TO FIND A WONDER,
AND I'LL DO IT ALL ALONE.
YOU SAY THAT IT'S IMPOSSIBLE,
BUT I'LL LEAVE YOUR JEERS BEHIND.
I'M OFF TO FIND A WONDER...
I WONDER WHAT I'LL FIND!

MORTIMER stomps to the stable and flings his wooden weapon. He begins packing loudly and angrily. A whinny interrupts his fit.

LADY

What's all the racket?

MORTIMER

Sorry, girl. It's just that blinkered old fool, Sir Emberly. He expects me to find a wonder in five days!

LADY

A wonder? It takes a lifetime to find a wonder! My grandsire's knight drew his last breath trying. And you only have *five days*?

MORTIMER

[smugly]

If anyone can find a wonder it's me, my Lady.

IN A STRANGE AND FAR-OFF LAND THERE WAITS A MYSTERY,
SUCH A MARVEL, IT'LL CARVE A LITTLE PLACE FOR ME IN HISTORY!
ACROSS SOME MYTHIC RIVER,
FROM SOME ENCHANTED WOOD,
I GUARANTEE I'LL DELIVER;
THIS CHALLENGE, I'LL MAKE GOOD!

I'M OFF TO FIND A WONDER,
A DARING, NOBLE QUEST.
I'M OFF TO FIND A WONDER,
AND TO PROVE THAT I'M THE BEST.
THEY SAY THAT IT'S IMPOSSIBLE,
BUT I'LL SHAKE THAT FROM MY MIND.
I'M OFF TO FIND A WONDER...
I WONDER WHAT I'LL FIND —

At that moment, MORTIMER suddenly finds a piece of paper sticking out of a saddlebag sitting on the wall between stalls.

Hey, what's this?

HE unrolls it.

It's a map of the entire kingdom.

LADY

That doesn't belong to you, Mortimer.

MORTIMER

I'm just going to borrow it. With this map, I promise, you'll be carrying a knight soon, instead of just a simple squire.

MORTIMER opens the stall door and leads LADY off the castle grounds. HE climbs into the saddle.

A KNIGHT ON HORSEBACK,
THAT'S WHERE I BELONG:
WIND RACING PAST MY EARS,
ARMOR SHINING IN THE SUN.

MORTIMER

A KNIGHT ON HORSEBACK
DOESN'T WONDER IF HE'S WRONG,
OR NUMBER ALL HIS FEARS,
OR THINK IT CAN'T BE DONE...
MY JOURNEY HAS BEGUN!

I'M OFF TO FIND A WONDER,
INSANE AS THAT MAY SOUND.
I'M OFF TO FIND A WONDER,
IF A WONDER CAN BE FOUND.
I DON'T KNOW IF IT'S POSSIBLE,
AND I HAVEN'T GOT A PLAN.
I'M OFF TO FIND A WONDER...
I WONDER IF I CAN?

MORTIMER dismounts, pulls the map from the saddlebag, and unrolls it. LADY bites his neck.

Hey!

HE begins tracing the roads on the map with his finger. LADY stomps on his foot.

[hopping on one foot]

What's the matter with you?

LADY

You're wasting time! Many knights have found wonders in an enchanted forest. Perhaps you will as well.

MORTIMER rolls the map back up and puts it back in the bag. A flash of red streaks through the forest.

MORTIMER

Look! Follow that... whatever it was!

THEY run after it.

LADY

Is it a falling star?

THEY find a pile of steaming feathers and ashes.

MORTIMER

It can't be.... It's a phoenix! We did it, Lady! This is surely a wonder! We'll be home, victorious by morning!

LADY

Shouldn't we wait for it to rise?

MORTIMER

Oh, yes!

THEY wait and wait and wait — crickets chirp, day turns into night, and MORTIMER and LADY fall asleep. Later, MORTIMER awakes.

[to audience]

Did I miss it?

LADY

[waking up]

Did the phoenix rise?

MORTIMER

No.

HE scrounges in his saddlebag for a smaller bag, dumps coins into hand, and puts them in his pocket.

Come, let us find you a comfortable stable.

HE puts the ashes into the small bag.

We'll travel to Angelside. The phoenix is bound to rise and then we can return to Emberly victorious.

LADY

What if it doesn't rise? What if that was its last dying flame? I think we should keep looking.

MORTIMER

Have you no faith in me? Do I have to prove myself to you as well?

LADY

You know I believe in you. I just don't want you to put all your hopes in a pile of ashes.

MORTIMER

[hanging his head]

You're right.

[brightening]

It would knock the boots off Emberly to return with two wonders. Let's go!

End of scene.

SCENE TWO

The Lance and Arrow Pub in a small village.

MORTIMER

Look, my Lady! The Lance and Arrow pub!

JESS approaches.

JESS

Oats and stabling for your 'orse, sire?

MORTIMER

A soft bed, and the bit taken from her mouth, whelp.

HE flips a coin to the scowling JESS.

LADY

[snorting]

What courtly manners you have.

MORTIMER

[clearing his throat]

Um, if you would be so kind.

JESS takes LADY's rein. MORTIMER steps into the pub.

Good morn, sire. I smelled the roast boar and couldn't pass by without a plate of it.

ERIC

["cleaning" cups with a dirty rag, then using it on the counter]

Where you headed, lad?

MORTIMER

The village of Ern.

SAM

Aye, 'tis beautiful this time of year.

ERIC

Take care going through Ern. I hear there's been some trouble with a wizard in those parts.

HE slaps a plate full of meat, bowl of stew, and a stein of ale in front of MORTIMER.

MORTIMER

[beginning to eat and drink]

What kind of trouble?

SAM

I heard he's been mixin' bad love potions and turning princes into frogs!

MORTIMER

[pretending to be offended]

What did you say?

[to audience]

I need to find this wizard. His house is probably full of wondrous things: fire salamanders, talking shrews, potions for wealth, head-shrinking brews!

ERIC

'Tis the truth! I heard it from my neighbor who heard it from his sister's brother-in-law.

SAM

Be safe, lad. Steer clear of the wizard by taking the high road.

MORTIMER

[sniffing the stew]

What kind of stew is this?

ERIC

I've been waiting for you to ask that very question. That there is my special recipe.

SAM

Learnt it from some traveling dwarves he / she did. Been perfectin' it for years.

MORTIMER looks less than excited.

ERIC

Go on! Down the hatch! It'll keep you warm in those blustery winds.

MORTIMER hesitates, then downs the stew.

MORTIMER

[his mouth on fire, steam coming from his mouth and ears]

What's in this?

SAM

Hot peppers!

ERIC

Though I ain't never seen nobody breathe fire before.

MORTIMER

Breathe fire? BURP!

A wisp of flame erupts from MORTIMER's mouth.

MORTIMER

[panting]

Where... where did you get these peppers?

ERIC

Oh, now that's a secret. I can't be telling you that.

MORTIMER

Well, thanks....

HE plunks some coins on the counter and leaves, plunging his head into the water trough outside.

JESS

I see the master gotcha with his / her special recipe. Awful stuff.

MORTIMER

I've no time to waste. Fetch my Lady.

JESS runs off. MORTIMER mumbles to himself.

A wizard has to know where to find a vegetable with magical properties. They use all sorts of ingredients in their potions — eye of frog and wart of toad and other ghastly things....

JESS returns with LADY. MORTIMER grabs the reigns.

Let's go, Lady, I have an idea.

LADY

What did you eat in there, stew of rudeness?

MORTIMER

I ate the makings of our fortune. If we can't find a wonder, we'll make one. We just need to find some hot peppers.

LADY

What are you talking about?

MORTIMER

The barkeep served me a magical stew.

LADY

[disbelieving]

You're going to feed Emberly stew?

MORTIMER

A magical stew. I have to have those peppers. Let's go!

End of scene.

SAMPLE