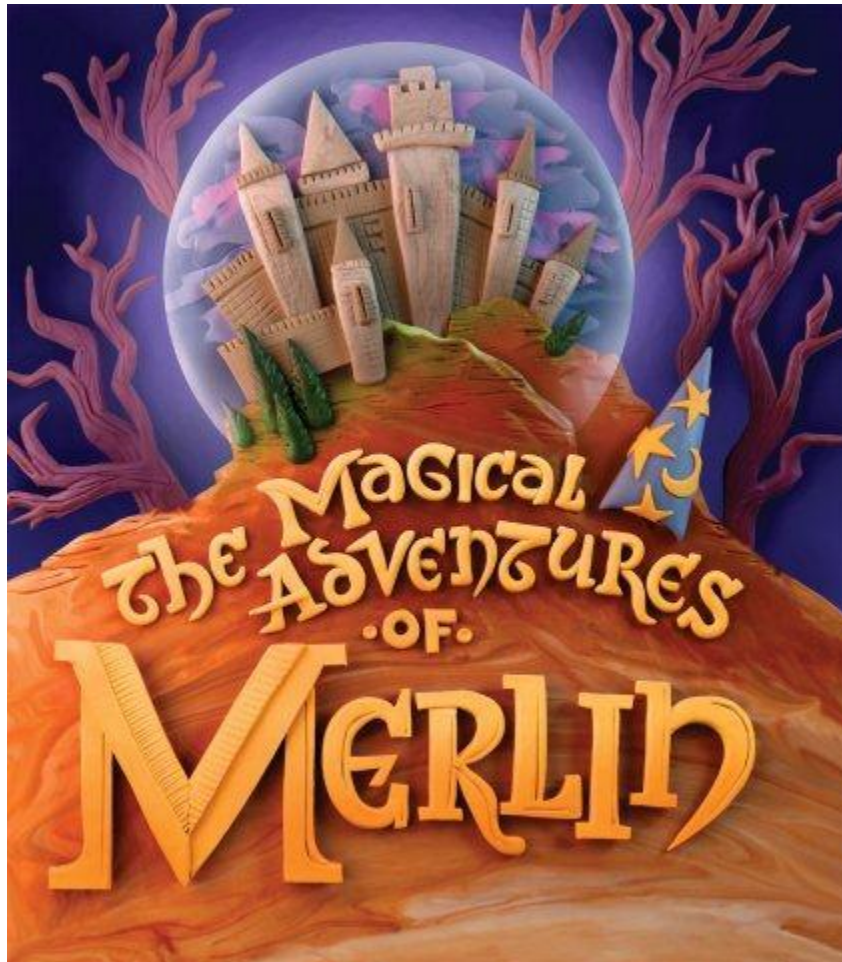


SAMPLE SCENES FROM



THE MAGICAL ADVENTURES OF MERLIN
Book, Music, & Lyrics by
Janet Yates Vogt & Mark Friedman

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CHARACTERS

MERLIN *A Wiry youth, age 17 or so, interesting looking, intelligent, eager*

ARTHUR *A princely youth of about the same age as Merlin, ruddy and handsome, energetic*

GUINEVERE *Beautiful, fair young woman of 16 or 17 from a royal house*
Double as: TOWNSPERSON

MORGANA LA FEY THE SORCERESS
Beautiful, evil, dark-haired woman

NIMUE LA FEY (THE LADY OF THE LAKE)
A captivating fairy-like woman
Double as: TOWNSPERSON

KNIGHT 1 *Strong looking, armor, swords/weapons*
Double as: PERSON FROZEN AT LAKE

KNIGHT 2 *Strong looking, armor, swords/weapons*
Double as: PERSON FROZEN AT LAKE

KNIGHT 3 *Strong looking, armor, swords/weapons*
Double as: PERSON FROZEN AT LAKE

OLD MASTER SORCERER *Old sorcerer - what you would expect*
Double as: TOWNSPERSON / PERSON FROZEN AT LAKE

SORCERER'S WIFE *Old wife of the Old Master Sorcerer*
Double as: TOWNSPERSON / PERSON FROZEN AT LAKE

THE ROYAL HERALD (Male) / TOWNSPERSON / PERSON FROZEN AT LAKE

TOWNSPERSON (Male) / PERSON FROZEN AT LAKE

TOWNSPERSON (Female) / PERSON FROZEN AT LAKE

SETTING

Medieval England, 5th or 6th Century

SCENE 6
The Forest Journey

[ARTHUR and MERLIN are walking through the forest
while still in conversation]

[MUSIC CONTINUES]

- TRACK 22 CONTINUES

MERLIN

So - let me see if I understand everything correctly.

[MUSIC ENDS]

■ END TRACK 22

There is a sword -

ARTHUR

Excalibur.

MERLIN

Excalibur?

ARTHUR

Yes - the sword has a name - Excalibur.

MERLIN

And this sword Excalibur is stuck in a stone?

ARTHUR

I saw it myself. And it had an inscription on it.

MERLIN

What exactly did it say?

ARTHUR

It said - that whoever pulls the sword from the stone shall be the true and
rightful King of England.

MERLIN

Do you think you have the strength to do this?

ARTHUR

I'm not sure - but I once pulled a donkey up a slippery muddy hill and only fell twice.

MERLIN

Hmmmm - not the most promising report but it's a start. What else did the inscription say?

ARTHUR

That a true King shall be known by his kindness, bravery, wisdom, humility, and vision.

MERLIN

(musing) Are you kind?

ARTHUR

I am.

MERLIN

Are you brave?

ARTHUR

(pulling out his sword and thrusting it about) I am ready for any battle!

MERLIN

How about wise?

ARTHUR

Like an owl.

MERLIN

(chuckling) I guess you're still working on the humility part?!

[ARTHUR shoots MERLIN a glance]

MERLIN

And do you possess vision?

ARTHUR

What do you mean?

MERLIN

Do you see things as they can be, might be, and one day will be?

ARTHUR

I see things as they *ought* to be - and I see myself as *King!*

[MUSIC CUE 14: "Let Magic Be Your Guide"]

▶ START TRACK 23

[throughout the following song, magic tricks and special effects happen]

MERLIN

Well then, (a bit tongue in cheek) *Your Majesty* – you have but a few things to learn.

(singing)

HERE'S A LITTLE TRICK THAT JUST MIGHT COME IN HANDY
HERE'S A LITTLE TRICK YOU MIGHT KEEP UP YOUR SLEEVE

WHEN DANGER IS LURKING, DON'T BE SCARED FOR ONE MINUTE
EVERYTHINGS NOT WHAT IT ALWAYS SEEMS

[SPECIAL EFFECT 25: Director's Choice of effect or magic trick]

ARTHUR

How'd you do that?

MERLIN

A good magician never reveals his secrets.

ARTHUR

And why not?

MERLIN

Just pay attention, Arthur.

(singing)

HERE'S A LITTLE THOUGHT THAT YOU MIGHT CONSIDER
A WORD TO THE WISE TO OUR ONCE AND FUTURE KING
DON'T LAY ALL YOUR CARDS OUT ON THE TABLE

[MAGIC TRICK 5: MERLIN presents a card – "King of Hearts"]

JUST PLAY THE ONE
THAT SHOWS YOU'VE GOT FATE ON YOUR SIDE

[and unfolds it – like magic – into a large oversized of the King of Hearts]

LET MAGIC BE YOUR GUIDE!

[MUSIC CONTINUES]

MERLIN (cont'd)

The *principles* of magic, that is, Wart - Change what you should change, protect what you should protect, and on occasion, disappear. It comes in handy.

ARTHUR

How do you disappear?

MERLIN

Oh, it's not so much that you disappear, it's that the people around you don't exactly see you.

ARTHUR

(likes it) *Amazing!* Can you show me?

MERLIN

Actually, that's rather *advanced*, Arthur. Let's begin with Magic 101. Let's say, you encounter (thinking) - a snake.

[SPECIAL EFFECT 26: a snake appears from behind the bushes - then another - use PROP or PUPPET]

(chuckling) *or two!*

ARTHUR

(frightened and disgusted) *Woah!* I don't like snakes.

MERLIN

Nor do I. I do not like snakes nor do I like lizards of any kind. But unfortunately as a sorcerer, it is my lot in life to deal with things like snake skins, lizard scales, bat wings, etcetera, etcetera. Nevertheless - so you encounter a snake? What do you do?

ARTHUR

Run in the opposite direction? See ya later!

MERLIN

Arthur - if you are indeed the true and future King of England, you would never run away from *anything*.

ARTHUR

Not even snakes? Wait! *You said I was wise.*

MERLIN

Not even snakes! Use your wisdom to *charm* them, Arthur. Charm is a powerful tool, Wart.

[MUSIC PAUSES]

■ **END TRACK 23**

[Merlin waves his wand at them]

Nice snakes - oh, so *niiiiiccee* snakes. (to Arthur) See? All gone - You never run -

[the snakes are gone]

[MUSIC RESUMES]

▶ **START TRACK 24**

MERLIN

(singing)

IT'S THE CLEVER AND CUNNING WHO WILL TRIUMPH
THEN YOU'LL BE THE KING
THAT'S *SIGNED, SEALED, AND* BONA FIDE

[MAGIC TRICK 6: MERLIN does another magical trick]

**MERLIN & ARTHUR
TOGETHER**

LET MAGIC BE YOUR GUIDE

MERLIN

ANYTHING AT ALL
ANYTHING YOU HEART MIGHT DESIRE

[MAGIC TRICK 7: MERLIN does another quick trick]

(speaking) *It's easy!*

(singing)

IT'S ALL POSSIBLE
IF YOU LET YOUR ACTIONS INSPIRE

ARTHUR

I think I get it now!

(singing)

YOU NEVER KNOW WHEN KINDNESS MIGHT COME IN HANDY
KEEP A LITTLE BRAVERY UP YOUR SLEEVE

[MAGIC TRICK 8: ARTHUR pulls something (maybe a bouquet of flowers) out of his sleeve]

MERLIN

WHEN DANGER IS LURKING, KEEP A HOLD OF YOUR VISION

ARTHUR

WISDOM AND TRUST SHOULD GUIDE YOUR EVERY DECISION

MERLIN & ARTHUR

TOGETHER

IT'S BRAVERY THAT WILL DEFEAT INDECISION
YOU'LL NEVER KNOW TILL YOU'VE TRIED
LET MAGIC BE YOUR GUIDE!

[MUSIC ENDS]

■ **END TRACK 24**

[MAGIC TRICK 9: DIRECTOR'S CHOICE: magic trick
could be inserted here as the song ends]

[as the song ends, ARTHUR and MERLIN
laugh]

ARTHUR

I'm glad you're making this journey with me.

MERLIN

I seem to remember being told once that I would one day take such a journey
- perhaps I have stumbled upon my own future.

[THEY stop in their tracks as MORGANA'S three
KNIGHTS step from behind the trees to confront
them]

[MUSIC CUE 15: "Sword Fight Underscoring"] ►

START TRACK 25

KNIGHT 1

(with drawn sword) ARTHUR - PENDRAGON! *Surrender your weapon!*

ARTHUR

(drawing his sword) *Never!*

[MERLIN backs away as ARTHUR and KNIGHT 1 have a swordplay exchange - the other KNIGHTS are engaged in watching and encouraging KNIGHT 1 which gives MERLIN a chance to open his sorcerer's BOOK]

KNIGHT 2

Surrender Arthur - you're no match for the three of us!

[the other two KNIGHTS with drawn swords close in on ARTHUR - MERLIN conjures]

MERLIN

(waving his arms)

Abscondere - operiet - invisibilis!*

[*Hide - cover - invisible!]

[lights flash - and suddenly the KNIGHTS begin swinging wildly in the air - even though we can see him - in the eyes of the KNIGHTS - not the audience - ARTHUR has vanished]

[MUSIC ENDS]

■ **END TRACK 25**

KNIGHT 3

(dumbfounded) *Where did he go? Boy - where are you?*

MERLIN

I'm not sure - (pointing offstage) but I think he ran off in *that* direction.

KNIGHT 1

If you're lying, boy, we're coming after YOU.

[ARTHUR is unaware HE is invisible]

ARTHUR

Hey - I'm over here! C'mon - I'll take on all three of you at once!

[the KNIGHTS can't see or hear ARTHUR - as HE swings at THEM but THEY are looking around]

KNIGHT 3

(confused) He was right here -

ARTHUR

I'm *still* right here!

KNIGHT 3

(to AUDIENCE) Did anyone see where he went? Where is he?

[AUDIENCE may then answer the KNIGHT by saying "He's over there!" or "No!" An opportunity for funny antics with ARTHUR being "invisible" and the KNIGHTS searching for him]

ARTHUR

I'm still right here!

KNIGHT 1

Enough of this! Let's search the forest - we'll find him!

[THEY hurriedly exit - MERLIN waves his hands again]

MERLIN

Redeo - Arturis! What was vanished now appear!

[**SPECIAL EFFECT 27: the lights flash again and ARTHUR "reappears"**]

ARTHUR

What happened? One moment I was surrounded by Knights - and the next thing you know they couldn't see me! Was that YOUR doing, Merlin?

MERLIN

Well - I did practice a little spell on you! But it's a good thing that those Knights left when they did - I never know how long the magic will last.

ARTHUR

Well - it lasted long enough - thank you Merlin!

MERLIN

It wasn't all me - your *bravery* in facing up to them gave me time to conjure the spell and like the sword says - *bravery is* the first attribute of a true King!

ARTHUR

I am sorry to have placed you in such danger. Perhaps you should return home.

MERLIN

All the same - I think I'll tag along.

ARTHUR

As you wish.

[lights down on MERLIN and ARTHUR - scene transitions]

[MUSIC CUE 16: "Crystal Ball Vision Reprise"]

▶ **START TRACK 26**

SCENE 8
Guinevere

[MERLIN and ARTHUR are still in the forest and are walking - MERLIN is intently reading from his "Book of Spells"]

[MUSIC ENDS]

■ END TRACK 26

ARTHUR

The village lies in that direction. *Merlin* - what *ARE* you doing?

MERLIN

I have been working on a new conjure - I call it "the freezing of time" - it would allow me to do my chores for the Master and study as long as I like. Just one "poof" from me and he'd be frozen like a statue. I would love to see the expression on the Old Sorcerer's face as he stands motionless while I work on my spells.

ARTHUR

Wow - time standing still - that would be impressive. But it sounds impossible - maybe you'd better start with smaller conjuring like conjuring up a more fair and pleasant companion (teasing MERLIN) to accompany us on our journey,

[as if on cue, a beautiful young maiden,
GUINIVERE - rushes in - almost running into
THEM - GUINIVERE looks frightened and is
startled by the TWO]

GUINIVERE

(cautious) Oh, please - kind sirs - let me pass.

[ARTHUR looks at MERLIN, as if HE conjured
the appearance this of young woman]

ARTHUR

(to MERLIN) Did you do that?

MERLIN

I did not.

ARTHUR

Are you sure?

MERLIN

I think I'm sure - but sometimes my powers are a bit unpredictable.

ARTHUR

(to GUINEVERE) Miss, are you real? (eyeing MERLIN) Or just the whims of a certain apprentice Sorcerer?

GUINEVERE

Sir, I do not know what you mean. But I *am* real, I am the Lady Guinevere and the only sorcerer I know of is an *evil one* - a Sorceress, in fact, who has enchanted my entire kingdom to turn to darkness.

MERLIN

Then we must beware - because it is likely the enchantress named Morgana le Fay and from what you say - her evil has now spread from your kingdom to ours.

ARTHUR

And we are on our way to claim a magical sword that may help us defeat her.

GUINEVERE

(to ARTHUR) And *you* are?

MERLIN

(laughing) That seems to be the question of the day.

ARTHUR

I am Arthur. But my friends call me "Wart."

MERLIN

And I am Merlin - (mimicking ARTHUR - teasing) But my friends call me "Merlin." *I practice a bit of magic.*

GUINEVERE

(to ARTHUR) And what do *you* practice, Wart?

ARTHUR

(throws a glance at ARTHUR) I practice kindness, bravery, wisdom, and vision.

GUINEVERE

That's *quite* a list! What about sword fighting? Do you practice that?

[ARTHUR pulls out his sword - acting cavalier
with GUINEVERE]

ARTHUR

(boasting) Of course, because any one who intends to defeat Morgana must be ready to go into battle.

[suddenly, GUINEVERE draws her smaller sword
and disarms ARTHUR quickly and unexpectedly,
showing a good skill at swordplay]

MERLIN

(clapping) Bravo, m'lady - (to ARTHUR) you see Arthur, there's that pesky humility again - a good virtue for any future king to possess. And as I can see that you two are clearly capable of defending yourselves - and if you don't mind, I must tend to some magical matters. I noticed some Hawthorn, Hazel, and Blackberry leaves growing here about - which are good for potions, spells (adding - rubbing his tummy) and the digestive tract. I will be back presently.

[MERLIN exits]

GUINIVERE

What did Merlin mean - *future king*?

ARTHUR

Well you see, Guinevere -

GUINIVERE

You can call me Jenny!

ARTHUR

(HE likes the name) *Jenny* - your story is much like my own. I, too, am from a royal house - the son of a king - my father, whose kingdom was overtaken by bullies and evil knights. But as soon as I defeat Morgana's men and pull the sword Excalibur from the stone - I will claim the crown that truly should be mine.

GUINIVERE

Well, that's a plan, Wart - but what happens AFTER you are named King?

[MUSIC CUE 17: "If I Were King"]

► **START TRACK 27**

ARTHUR

I'm not sure if I've thought it through exactly.

GUINEVERE

(singing)
WOULD YOU BE KIND?

ARTHUR

Yes!

GUINEVERE

STEADY AND CALM?

ARTHUR

I'll try!

GUINEVERE

FINDING THE GOOD
AND THEN RIGHTING WHAT'S WRONG?

WOULD YOU BE HUMBLE - SERVING
HELPING ALL THOSE IN NEED?

[ARTHUR picks a flower and hands it to GUINEVERE
feigning a magical/style gesture]

ARTHUR

Of course!

GUINEVERE

OH, WHAT WOULD YOU DO, MY LORD, IF YOU WERE KING?

ARTHUR

Lots of things! I'd build castles to guard the Kingdom - and my knights
would ride the country punishing anyone who breaks the peace!

GUINEVERE

But HOW will you rule, Wart?

(singing)
WHAT DO YOU SEE BEYOND TODAY?
PICTURE YOURSELF - AND THINK
WHAT WOULD YOU SAY?

CLOSE YOUR EYES AND ENVISION
ALL THAT YOUR REIGN COULD BRING

ARTHUR

OH MAYBE ONE DAY WE'D ALL SIT DOWN
AT A TABLE THAT'S GRAND - NOT SQUARE, BUT ROUND
THAT'S WHAT I'D DO IF I WERE KING

[MUSIC CONTINUES]

GUINEVERE

(speaking) I like the idea of a round table, Wart - would all the knights
sit there together?

ARTHUR

(speaking) Yes! (getting excited) and since it would be round - no one would
sit at its head!

(singing)
ALL OF THE KNIGHTS WOULD EQUALLY SHARE
IN DEFENDING A KINGDOM PEACEFUL AND FAIR

GUINEVERE

THAT'S WHAT YOU'D DO IF YOU WERE
KING

THAT'S WHAT YOU'D DO IF YOU WERE
KING!

ARTHUR

THAT'S WOULD I'D DO IF I WERE

THAT'S WOULD I'D DO IF I WERE
KING!

[MUSIC ENDS]

■ **END TRACK 27**

GUINIVERE

So - as King will you surround yourself with trustworthy friends? What do
you think about Merlin?

ARTHUR

I like him very much - I find he is wise beyond his years - and that he is
always truthful.

GUINIVERE

Do you trust Merlin?

ARTHUR

With my life.

GUINIVERE

Have you known him long?

ARTHUR

No, Jenny - I only just met him. (referring to both MERLIN and HER) but there are some people you just know about.

[MERLIN enters with roots and plants which HE stuffs into one of his bags or whatever HE is carrying on the road]

GUINEVERE

Well Merlin and Sir Wart, I am grateful - but where exactly are we going - other than staying out of Morgana's reach?

ARTHUR

We are going to the sword and the stone - and if we succeed -

[suddenly eerie and beautiful music filters in from offstage - the THREE are startled]

[MUSIC CUE 18: "Magical Sounds of the Lake" ▶ **START TRACK 28**

then Morgana's powers will cease forever.

ENSEMBLE

AHHHHH - AHHHHH!

[MUSIC CONTINUES]

ARTHUR

What is that?

MERLIN

(thoughtfully) *Hmmmmmm - fascinating - intriguing - but most likely dangerous. Only a powerful and magical force could make such a sound.*

GUINEVERE

(fearful) Like Morgana?

MERLIN

I don't think so - *it is way too beautiful* - but it's best that I go on ahead and see.

ARTHUR

Then we must go with you!

[MUSIC ENDS]

■ END TRACK 28

MERLIN

No, Wart - a warrior may be powerful - but it is only magic that can stand against magic! (to the TWO) Wart - stay here with Guinevere. Guard and protect her well.

GUINEVERE

I'm certain I can look after myself, thank you.

MERLIN

Then look after each other.

[MERLIN exits. Lights down on ARTHUR and GUINEVERE who exit as the scene transitions to the LAKE. Singing is heard, gradually growing louder as music continues into next scene]

[MUSIC CUE 19: "Song of the Lady of the Lake - Reprise"]

▶ START TRACK 29