

PERUSAL SCRIPT



BOOK AND LYRICS BY **DEEN FERRELL** *MUSIC BY* **LARRY PEARSON**



Newport, Maine

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**The Archer Who Went I Know Not Where
To Fetch I Know Not What**

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CAST OF CHARACTERS 9 characters + 5 puppets played by 8 performers (3m 1f 5 either)

Andrei -- The Royal Archer

Tia -- The Dove Princess

King -- Ruler of Uzbek

Counselor -- King's assistant

Dead King -- King's father

Kot Boltom -- Fierce Beast of the North

Brother Nobody -- Invisible Servant

Fred* -- Devil from the Netherworld

George* -- Devil from the Netherworld

Nukis* -- Great Queen of the Forest

Mosee* -- Emperor of the Fields

Kiaka* -- King of the Air

Guards** -- King's servants

Trees**

In the original production, eight performers filled all the roles.

*puppets -- operated by cast

**double cast and played by a dancer, Brother Nobody, & the Dead King

The entire play is staged in one act. Flow is continuous, with transitions accomplished by freeze-unfreeze methods and choreographed dance. Brother Nobody is a narrator/character -- He/she is always involved with the action in some way, whether it be posing as a tree, dancing, or whatever.

SONGS:

#1 -- Archer's Song	Andrei
#2 -- A Wonderful, Magical Thing	Tia
#3 -- What A Beautiful Smile!	King
#3a -- Travel Music	instrumental
#4 -- Thump! Thump!	Dead King
#4a -- Travel Music	instrumental
#5 -- Kot Boltum	Kot
#5a -- Travel Music	instrumental
#6 -- Hey, Brother Nobody	Andrei & Brother Nobody
#7 -- Finale	All

THE ARCHER WHO WENT I KNOW NOT WHERE TO FETCH I KNOW NOT WHAT Book & lyrics by Deen Ferrell. Music by Larry Pearson. 9 characters + 5 puppets played by 8 performers (3m 1f 5 either) Simple fluid settings. Period or Modern Costumes. 45 minutes. ***(Suitable for all those who perform for children and young people. TYA)*** Based on a Russian folk tale, the story concerns Andrei, the Royal Archer, who, when he chases down one of his arrows, finds it imbedded in a magical white dove. Andrei removes the arrow. The dove turns into a beautiful girl (a princess) and becomes his wife. Enter the King and his Counselor. Jealous, smitten by the young Princess Tia, they devise three quests that are sure to rid themselves of Andrei. But through the magic held by Tia, and her former servant, now invisible, the seemingly impossible quests are completed, and in the end there is a new King and Queen on the throne. Seven delightful contemporary songs help to drive the story to its end. **ORDER #3085**

The Archer Who Went I Know Not Where To Fetch I Know Not What

Scene opens with BROTHER NOBODY sitting cross legged in the center of the stage. Behind him/her, two DANCERS are silhouetted as trees. Behind the trees, there is a painted scrim depicting a forest. To the right, the KING and ANDREI are frozen, the KING facing the audience, the ANDREI a few steps behind him. To the left, TIA, the Dove Princess, sits on a block with her back to the audience. BROTHER NOBODY looks up.

BROTHER NOBODY: Hello! And welcome to Russia, 1343! Or is it 1434? Anyway, welcome to Russia. Many years ago, this was a wonderful kingdom--a land of majestic mountains, stately castles, knights, and lords, and beautiful young maidens! Well maybe not so many beautiful young maidens, but a wonderful land all the same!

(KING unfreezes)

KING: Archer!

BROTHER NOBODY: *(glances back at KING, then turns)* Well. . . almost wonderful.

KING: Archer!!

BROTHER NOBODY: Okay, so maybe it wasn't quite so terrific.

KING: Archer!!!

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BROTHER NOBODY: All right, you win, it was pretty awful.

(ANDREI unfreezes.)

ANDREI: Yes Majesty!

KING: Good! There you are. Archer, I want to have a word with you. The Royal Pantry has been empty of fresh game now for weeks. I want you to go on a hunt.

ANDREI: A hunt!? But majesty, it's the middle of winter!

KING: Confoundit! I know what time of year it is! If I'd wanted to know the season, I'd of called the Royal astrologer! The point is, Archer, that when there's no game in the pantry, the Royal Cooks prepare stew! And Archer, I hate stew!!!! Now, I've given you a command, do you intend to obey it?

ANDREI: Yes majesty.

KING: Good! Then leave immediately. I'll expect fresh game on my table by the end of the week.

(KING turns, ANDREI steps over to center stage)

BROTHER NOBODY: Well, this is Russia--a thoroughly wonderful land with a truly rotten King. And not only is the King a grouch, but he's a very choosy grouch. You see he hasn't yet been able to find a Queen, and try as they nay, the King's counselors are unable to find anyone that pleases him. The ladies they bring are always too plump, or thin, or simple. But anyway, back to Andrei, the Royal Archer. Andrei went right out and began to hunt, just as the King had instructed. He hunted for hours, slipping deeper and deeper into the forest. Finally, tired and discouraged, he stopped for a moment to bemoan his predicament.

MUSICAL #1 -- ANDREI'S SONG

ANDREI: Brrr

THEY TELL ME, "TAKE A BOW,
AND TAKE A LITTLE ARROW"
AND SEND ME OUT A HUNTING FOR THE KING'S FOOD
"BRING US BACK A DUCK,
OR MAYBE JUST A SPARROW,
THEY CACKLE AND THEY HOLLER AS THEIR CARROTS GET STEWED
AND THE KING IS SITTING AT HIS TABLE WITH HIS WISEMEN AT THE FRONT.
AND HE CALLS FOR SOMETHING ORIGINAL
BROUGHT BACK FROM THE MORNING'S HUNT
OH, I AM SUCH A FOOL - FOOLISH TO THE MARROW
THAT I SHOULD FREEZE JUST SO HE CAN BE FED
BUT THEN I HEAR HIS VOICE
BECOMING LIKE THE PHAROAH
"ARCHER BRING ME SOMETHING, OR I SHALL HAVE YOUR HEAD!
OH, I AM SUCH A FOOL - FOOLISH TO THE MARROW
THAT I SHOULD FREEZE JUST SO HE CAN BE FED
BUT THEN I HEAR HIS VOICE
BOOMING LIKE THE PHAROAH
"ARCHER BRING ME SOMETHING, OR I SHALL HAVE YOUR HEAD!"

BROTHER NOBODY: Just at that moment, Andrei caught sight of a beautiful white dove, lighting on the bough of a nearby tree. He pulled out an arrow, took aim, and shot, grazing the dove just above the wing. As the dove fell to the snow, he heard a strange voice.

(Princess TIA operates the DOVE, which is a hand puppet)

TIA: Please Archer Andrei, do not kill me!

ANDREI: Kill you?

TIA: Take me home that I may heal my wound, and great fortune will be yours.

ANDREI: But who are you?

TIA: Just trust me.

BROTHER NOBODY: Andrei knew the King would be displeased, but he just couldn't find it in his heart to kill the little dove. He took it to his home and placed it on the window ledge nearest the fire. That night as Andrei fell asleep, a soft wind blew in the window, dancing the curtains this way and that. Slowly, the wounded dove began to fade, and there, by the window, appeared the most beautiful young maiden.

(TIA removes DOVE -- turns full front to the audience)

ANDREI: Who are you?

TIA: Don't be afraid, Andrei. I am Tia.

ANDREI: But how did you get here?

TIA: I was wounded in the forest.-You brought me.

ANDREI: The dove?

TIA: Yes, I knew you wouldn't kill me. You're a good and a kind man.

ANDREI: But has kindness transformed you into such beauty?

TIA: Kindness can be magic, my father used to say, a magic only the good in heart can see. Open your eyes to it, and the world becomes a wonderful thing.

(ANDREI moves slowly up and kisses TIA, who takes his hand and leads him into dance.)

MUSICAL #2 -- A WONDERFUL, MAGICAL THING

TIA:

WHEN THE WIND TOUCHES LIGHT
ON THE DAY AND INTO THE NIGHT
AND THE HEART REACHES UP TO THE SKY
UP TO THE SKY!
WHEN YOU FEEL IN YOUR BREAST
AN UNMOVED, UNHAPPY UNREST
AND YOU FEEL THAT YOU JUST WANT TO FLY,
JUST WANT TO FLY

CLIMBING THE SKY, PAINTING THE CLOUDS.
SKIMMING THE TREES, SINGING A LOUD.
ALIVE - I CAN FEEL IT, JUST A SAILIN' AWAY;
A SONG ON A WING,
A WONDERFUL, MAGICAL THING!

SO I SEARCHED IN MY MIND.
LOOKING THERE A THOUGHT I DID FIND;
AND IT SAID, "JUST BELIEVE AND YOU CAN,
BELIEVE AND YOU CAN!"
SO I STRUGGLED AND HOPED
AND I REACHED, I SEARCHED, AND I GROPED,
AND THEN SUDDENLY ONE DAY I AM,
ONE DAY I AM!

CLIMBING THE SKY, PAINTING THE CLOUDS.
SKIMMING THE TREES, SINGING ALOUD.
ALIVE - I CAN FEEL IT,

JUST A SAILIN' AWAY;
A SOUL ON A WING,
A WONDERFUL, MAGICAL, WONDERFUL, MAGICAL
WONDERFUL, MAGICAL THING

(Ending in wedding bells. ANDREI and TIA walk to stage left and freeze KING unfreezes.)

KING: Counselor!

COUNSELOR: Yes sire?

KING: It's been three days now, counselor, and still that Archer has brought me nothing! Summons him at once!

COUNSELOR: But Majesty, what if he's off hunting somewhere?!

KING: Then find him and bring him back to me. Now off with you!

(KING freezes. TIA and ANDREI unfreeze. COUNSELOR goes off through the woods calling for the archer. At this point, Andrei and COUNSELOR are not aware of each other.)

ANDREI: Where's my bow?

COUNSELOR: Archer!

ANDREI: The King is probably expecting me back from my hunt any day now with game.

COUNSELOR: Archer! Archer Andrei!

ANDREI: If I don't find that bow, the King will have my head.

COUNSELOR: Andrei, where are you, Royal Idiot!

(TIA--having heard that last remark--steps out into the woods. ANDREI finds his bow and follows her.)

TIA: The Royal Archer is my husband, sir.

(COUNSELOR begins to back up, stunned with her beauty. ANDREI comes to door.)

ANDREI: Counselor! What are you doing in the woods?

COUNSELOR:

ANDREI: Are you alright?

COUNSELOR: I...I...I...

(Turning, giggling)

Fine-Fine... I'm just fine. Fine, I'm just fine.

ANDREI: He's a strange one. Tia, be careful, I may be late.

(ANDREI exists behind center prop. COUNSELOR watches TIA go back to her home, then wanders off to the castle, hugging trees, etc.)

KING: .Counselor ... Counselor! Did you find that bumbling incompetent, fool an archer of mine?!

COUNSELOR: ...Archer?

KING: Counselor!

COUNSELOR: She was so beautiful. Her hair her eyes

KING: Counselor! Did you or did you not deliver my summons?!

COUNSELOR: No ... not exactly.

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KING: Not exactly! What do you mean "not exactly!" You fool, I shall have your head for this!

COUNSELOR: No no she was so beautiful!! So beautiful...Not just her head...

KING: What on earth are you babbling about?!

COUNSELOR: Andrei's wife, Majesty. She was so beautiful!

KING: Ha! I have met every maiden in the land, and I have yet to see a thing of beauty!

COUNSELOR: But you have never met one such as this, majesty! Her hair is shimmering soft! Her skin ever so fair! Her cheeks...

KING: Enough counselor! You are dismissed.

(COUNSELOR exits)

My counselor is lovesick! My archer disobeys a royal command!! ...beautiful? ... I will go deal with this Andrei myself!

(KING walks through woods to go to ANDREI'S home. ANDREI out on a hunt. TIA at home.)

KING: Archer!

TIA: Your Majesty! I'm sorry the Archer is not here but I'm sure he'll be returning soon with fresh meat for your table.

(KING is also stricken by TIA'S beauty.)

KING: My counselor was right. You are beautiful.

TIA: Why thank you ... are you ill, Majesty? You look faint.

(KING becomes frustrated, turns and marches back across stage. TIA smiles to herself, then returns home.)

KING: *(upon reaching stage right)* Counselor!

(COUNSELOR. enters stage right)

COUNSELOR: Yes majesty?

KING: Counselor that woman has made a fool of me.

COUNSELOR: Of you majesty?

KING: Yes . . . of me.

MUSICAL # 3 -- WHAT A BEAUTIFUL SMILE

WHAT A BEAUTIFUL SMILE, WHAT A BEAUTIFUL FACE,
CURLS JUST LIKE RIBBONS AND SKIN WHITE AS LACE.
OH, HER DEVILISH EYES, AND HER ROSIEST CHEEKS,
A VOICE THAT IS PRETTY, SO SOFT AS SHE SPEAKS.
I'M A KING, A KING
A KING UNDERSTAND
I'M A RULER, A LEADER, A MASTER, A MAN
AND I WANT JUST ONE THING - SO IS THAT MEAN?
A COMPANION. A HELPMATE,
A QUEEN

SHE'S THE GENTLEST TOUCH, AND SUCH MOVEMENTS OF GRACE,
IF I COULD BUT TOUCH HER AND FEEL HER EMBRACE.
AND HER HEART IS SINCERE, I COULD TELL THAT FOR SURE,
HER FEELINGS SO TENDER, HER ACTIONS SO PURE.
I'M A KING, A KING,
A KING UNDERSTAND.
I'M A RULER, A LEADER, A MASTER, A MAN
AND I'LL GET WHAT I WANT - SO IS THAT MEAN
A COMPANION, A HELPMATE,
A QUEEN.

KING: Too beautiful for a poor archer -- Counselor? Something must be done. This couple could never be happy. Why, as soon as word of his wife's beauty reaches the northlands, scores of knights will be flooding the valley, young and old, each determined to win the lady's hand. No, we must do something to remedy the situation, now, before it grows to late.

COUNSELOR: And what do you suggest majesty?

KING: There is only one thing to do. We must somehow rid ourselves of the young archer. When he is gone, I will take his wife for my queen. Then I shall protect her. It is the only way.

COUNSELOR: Ah...I see. . . Majesty, I have a plan.

KING: Yes.

COUNSELOR: Suppose we send our little friend Andrei on a Royal quest -- a quest which the boy can never complete. The penalty, of course, of returning to the kingdom without completing the quest will be death. So, you will have rid yourself of the young archer, and in the eyes of the people, you will be justified in taking your queen.

KING: Splendid idea! Do you have any particular quest in mind?

COUNSELOR: Well, I have always been interested in the land of the dead. Could we not send him to see how, say, your late father is faring? It would be a very interesting thing to know, wouldn't you say.

KING: Brilliant! And of course, I could take his wife into my own protection to insure that . . . nothing happens to her.

COUNSELOR: Now majesty, you do realize that this will mean more months of . . . stew?

KING: Stew! How can you speak of stew! I must have her, Counselor! Issue the decree!

(KING and COUNSELOR exit.)

BROTHER NOBODY: Late that evening, the decree was delivered in the form of a letter, tied to an arrow, and shot at Andrei's door.

(ANDREI walks to front of stage where an arrow is. He opens note, looks at it for a moment.)

TIA: What is it?

ANDREI: It's a decree from the king. "Lord Andrei, Royal Archer of Uzbek, you are hereby commanded to leave at once on a royal quest, a quest to the land of the dead to visit the late father of our majesty the King. If you refuse this quest, or return with it as yet uncompleted, you will be hanged. Your wife will

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be placed under royal protection in your absence. Leave immediately. God Bless. The King.” This isn't a quest, it's banishment from the kingdom! The land of the dead! No-one's been there and returned alive!

TIA: With magic, Maybe,

ANDREI: But how?

TIA: There's got to be a spell... Just let me think for a minute. The land of the dead... Maybe...no, that won't work.

(BROTHER NOBODY comes to TIA'S side.)

BROTHER NOBODY: Why don't you try the magical ring?

(TIA, as if just having a wonderful inspiration, looks down at a small, gold chain hanging around her neck. There is an old silver ring dangling from the chain.)

TIA: The ring!

ANDREI: What?

TIA: *(unclasping the chain)* Andrei, this ring was given to me by my grandmother. It is very old, and said to carry a power in the words carved on its face. Take it into the forest--call the words--and it will take you where you want to go.

ANDREI: Thanks, Tia.

BROTHER NOBODY: Andrei gratefully took the ring, and set off into the forest. When he had gone a little ways, he stopped, tossed it high into the air, and called the magic words.

ANDREI: KEENA! KEENA! AKTES!

(BROTHER NOBODY catches the ring, and begins leading ANDREI forward with it-- During the travel narrations there is music and choreographed dance. TIA, KING and COUNSELOR exit behind scrim.)

MUSICAL # 3a -- Travel Music

BROTHER NOBODY: It hung and floated--a most curious sight--and Andrei followed it faithfully, winding in and out of forests, crossing fields, climbing hills, until at last he came to a very unfamiliar land. A land of black trees, and gray snow, and fog all around.. He crept slowly forward, until suddenly, he saw in the distance a very old man. The man was pushing a cart, and was constantly being beaten by two ornery looking devils, one on each side. As Andrei came closer, he recognized that it was indeed the King's late father. He stepped forward and addressed the devils.

(An old man, DEAD KING, pushing a cart appears from behind the center scrim.)

DEVILS: Ya! Ya!

(Hitting DEAD KING--pushing him on.)

ANDREI: Yo ho there, devils! I beg of you, free that old sinner for a minute. I should like to have a word with him.

DEVILS: No time! We have no time!

ANDREI: Very well then, I'll walk along beside you. Old man! Tell me, how is death treating you?

DEAD KING: Miserable!

(During the DEAD KING'S song, the two devil puppets, FRED and GEORGE, are

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constantly beating on the DEAD KING, yelling back and forth to each other such things as "Get him in the knee, Fred," "No, get him on the head!" And playing off of lines from the song.)

MUSICAL #4 -- THUMP! THUMP!

DEAD KING:

IF I HAVE A WORD TO SAY
SOME ADVICE TO PASS YOUR WAY?
IT'S THIS AND SIMPLY THIS - OH, JUST BE GOOD.

CAUSE IT'S MISERABLE DOWN HERE
WITH A DEMONS CALLIN' AT EACH EAR.
OH, I'D DO IT DIFFERENT IF I COULD!

IF YOU WANT WHAT'S HERE IN STORE
FOR THE ROTTEN TO THE CORE,
THEN JUST KEEP BEING A PRUDE - BE MEAN OR RUDE!

BUT IF YOU DON'T WANT SOMETHING SO,
THERE'S ONE THING THAT YOU GOTTA KNOW,
OH, I'D DO IT DIFFERENT IF I COULD!

THUMP! THUMP! THUMP! ON THE HEAD.
OH PLEASE FRIEND, GO AND TELL THEM WHAT I'VE SAID!
SO THE STORY'S HERE FOR YOU
TO DECIDE JUST WHAT YOU'LL DO.
DO IT SOON AND DON'T YOU WAIT - TILL IT'S TOO LATE.
CAUSE THE MOMENT'S NEVER CLEAR
WHEN THEY'LL JERK YOU OVER HERE.
OH I'D DO IT DIFFERENT IF I COULD!

(DANCE)

THUMP! THUMP! THUMP! ON THE HEAD.
OH PLEASE FRIEND, GO AND TELL THEM WHAT I'VE SAID!
SO THE STORY'S HERE FOR YOU
TO DECIDE JUST WHAT YOU'LL DO.
DO IT SOON AND DON'T YOU WAIT - TILL IT'S TOO LATE.
CAUSE THE MOMENT'S NEVER CLEAR
WHEN THEY'LL JERK YOU OVER HERE.
OH I'D DO IT DIFFERENT IF I COULD!

ANDREI: I will gladly tell them, Sir, but how do they know I speak the truth?

DEAD KING: (chuckles when he recalls the following incident) Once, when the King was very young, we were having a great festival. Dukes, Duchesses, Lords and Ladies from many surrounding countries attended. The young King, of course, had gone to bed early. Then, in the middle of the festivities, the boy sleepwalked right into the court in his royal underwear!

(DEVILS, ANDREI and DEAD KING roar with laughter.)

The Ladies roared with laughter. He was so embarrassed that from then after, he always locked the doors of his sleeping chamber at night. Remind the King of this incident, and he will know you speak the truth.

BROTHER NOBODY: The old man and the devils moved on.

(DEAD KING and DEVILS move on--disappearing behind the scrim. KING, COUNSELOR and TIA return to their places.)

When Andrei returned to the castle, the King was furious.

(ANDREI kneels at throne.)

KING: How dare you return without completing your quest, Archer!

ANDREI: But I have your majesty. Your father is miserable in the nether world. He wanted me to tell you not to be cruel to your people lest you suffer the same fate.

KING: That's preposterous! Do you have proof of this?

ANDREI: Yes, your Majesty, I do.

KING: Well?

ANDREI: The old man referred to a sleep walking incident in your youth, I believe. You see, it seems that there was a great royal festival, when --

(ANDREI is interrupted by the KING.)

KING: Enough! Enough!

ANDREI: But your majesty, I was just getting to the best part!

KING: Out with you!

(ANDREI exits stage.)

Counselor!

(COUNSELOR enters.)

Your plan has failed, Counselor!

COUNSELOR: The boy is more clever than I thought, but I do have another plan.

KING: And what is it this time?

COUNSELOR: Send him to capture Kot Boltum. I promise he will never return.

(KING and COUNSELOR laugh.)

KING: Excellent!! . . . Issue the decree.

(KING and COUNSELOR exit behind scrim. ANDREI returns home.)

ANDREI: (to TIA) The ring worked! I can't believe it. I actually visited the land of the dead

(Second decree is delivered.)

ANDREI: (picks up arrow, begins to read) Another decree! I've home two minutes and already another decree.

TIA: What does it say?

ANDREI: I'm commanded to capture Kot Boltum...Tia, this beast is the fiercest in all the land. It roams the forests of the North. Thousands and thousands of knights have tried to capture it and failed. It speaks in different voices, casts a spell over its victims, then eats them, scattering their bones in and out among the trees. Tia, some of the greatest knights in all the land have tried to capture this beast and failed! How can I?

TIA: The beast must have a weakness.

ANDREI: I don't know what it would be. They say its power is too strong, even for magic.

(ANDREI finds a rod and begins swinging it.)

TIA: How does one capture Kot Boltum?

BROTHER NOBODY: That's an easy one. The spell of the Chitans! Only their words are powerful enough to bind Kot.

TIA: *(just having a wonderful inspiration.)* The spell of the Chitans!

ANDREI: What?

TIA: A spell, Andrei, a very strong one.

ANDREI: Cast it upon this rod!

TIA: Tiasha! Tei! Leamante! ...

ANDREI: There is power in the rod now, I can feel it ...

TIA: Raise the rod above the Kot's head and he will be at your mercy. Make the Kot promise to return with you to the castle. Under the power of the rod, it will have no choice but to obey.

(ANDREI takes rod--exits toward center stage. TIA kneels down, freezes.)

MUSICAL # 4a -- Travel Music

BROTHER NOBODY: A little ways into the forest, Andrei again held the ring high in the air and called the magic words. It slowly floated off into the forest. Andrei followed for days, traveling through swamps, and woods, and caves, until at last he came to an immense forest. Suddenly, he heard a strange cry.

(KOT appears from behind the scrim. While KOT is singing, she systematically wrecks the stage throwing the trees, the KING, and the COUNSELOR to the floor. The strewn bodies speak its lines with it at the end of the song.)

SEVEN MORE PAGES TO THE END OF THE SCRIPT

REVIEW -- BYU Children's Book Review

Ferrel. Deen.

The Archer Who Went I Know Not Where To Fetch I Know Not What.

(Music by Larry Pearson)

Encore Performance Publishing. 1983. (Leicester Bay Theatricals, 2017)

“... The play is quite short (about 45 minutes) and well-written with many possibilities for creative staging including the use of puppets. ...There are six songs ... and all are very contemporary in style...I feel this show has good potential for production and would be enjoyed by children and adults ...” -- Jan Mulligan