

ARTHYR: THE BOY WHO WOULD BE KING

A New Musical

Book by
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Music by
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ARTHYR: THE BOY WHO WOULD BE KING

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ORDER #ARTHYRa

CAST OF CHARACTERS — (in order of appearance)

6m, 6f, + ensemble

ANNA, a propheticess out of time, a Keeper/Protector, daughter of Joseph of Arimathea, descended from King David [can deliver the prophesies and even narrate/introduce, when necessary.] (f)

MERLYN EMRYS [Emrys meaning immortal], the boy, now man, who lived backwards in time from the 20th Century to Atlantis then forward again, Keeper and Protector of Arthyr, if he carries a staff, he calls it Erwydd (air-oo-ith) (m)

ARTHYR PENDRAGON, the boy King who was foretold from both the future and the past, age 12-14 (m)

SIR LIONEL, a Knight, loyal to Uther (m)

SIR KAY, his son, young enough to only be loyal to himself, for the time being (m)

UTHER PENDRAGON, Arthyr's father, unknown to Arthyr until revealed by Merlyn, was born Romulus Augustus, the last Emperor of Rome, smuggled out by Merlyn to Britannia at a young age. (m)

NIMUE — a capriciously magical Cornish water nymph (also known as Elayne, the Lady of the Lake) charged with the end of Merlyn, oldest half-sister to Arthyr through Uther. She gives Excalibur to Arthyr and imprisons Merlyn out of jealousy — because she can. (f)

MORGAUSE — Nimués sister, a Cornish sorceress, charged with magically corrupting 14-year-old Arthyr, middle half-sister to Arthyr, sharing the same mother, Igrayne, but different fathers. Later she is the wife of King Lot of Orkney and mother to Gawain, Agravain, Gaheris, Gareth, and Mordred, (Arthyr's son). Her hatred stems from Gorlois' death, the rape of her mother, and her resentment towards Uther, whom she believes was responsible for it. She also feels a deep sense of betrayal and anger by Arthur's continuation of Uther's rule. (f)

MORGANA [Morgan LeFey—meaning Fairy] — Nimués sister, a Cornish sorceress, youngest half-sister to Arthyr, daughter of Igrayne, but not Gorlois, she schemes to usurp his throne, indirectly becoming an instrument of his death (f)

GILDAS, a Keeper of the First Order, teacher to Merlyn, a person of ultimate magical power, the only Keeper who knows that Merlyn was born in the present time and lived all the way back to Atlantis, where he gained his education and magical powers. (f)

OTHER KNIGHTS

MARC — a minor Cornish King sworn to aid ARTHYR

LOT — King of Orkney, husband to Morgause, father of the following:

AGRAVAIN — (“adopted”, skilled fighter known for malice and villainy, yet sometimes capable of heroic deeds, Igrayne's brother, Arthyr's Uncle)

GAWAIN — (heroic, compassionate warrior, nephew and closest of companions to ARHTYR)

GAHERIS — (nephew of, and exceptional skill in combat and unwavering loyalty to ARHTYR)

GARETH — (heroic, loyal, brave and honorable, youngest and often most chivalrous of the Orkney princes, nephew to ARHTYR)

SAXONS

TOWNESPEOPLE

QUEEN IGRAYNE and **KING GORLOIS** in a Tintagel flashback (possibly)

TIME: Around 500 AD

LOCATIONS: Ancient Britain [Logres or Prydain], after the Romans are gone:

Tintagel in Cornwall [Cernyw];

a forest and Glastonbury in Devon, [Dumnonia];

Roman fort promontory at Rivers Glein and Till, Northumberland (1st Battle);
[Canterbury, in ancient Atrebatia {Kent}]?;

Caerleon, Wales;

Alderley Edge in *Cheshire, England* town of Macclesfield;

possibly Carmarthen [Merlyn's town];

Broceliand Forest in Wales [Cumru];

LIST OF SCENES and MUSICAL NUMBERS — so far

ACT ONE

Prologue — the mists of time

MUSICAL #1 — “THE STORY OF THE KEEPER” — *Anna the Prophetess*

Scene One — a forest in Devon

MUSICAL #2 — “IF THAT IS NOT A FATHER...” — *Arthyr*

Scene Two — Castle Tintagel, in Cornwall

MUSICAL #3 — **PROPHECY & TWO ARE A PAIR** — *Anna*

Scene Three — the mists of time

MUSICAL #4 — **ANNA and GILDAS Scene and SONG** — *Anna & Gildas*

Scene Four — a forest in Devon

MUSICAL #5 — “TO BE BELIEVED” — *Merlyn*

Scene Five — Glastonbury in Devon, Jousting Arena

MUSICAL #6 — **KAY'S SONG** — *Kay & Arthyr*

Scene Six — Glastonbury in Devon, towne square

Scene Seven — Glastonbury in Devon, towne square

Scene Eight — Glastonbury in Devon, Jousting Arena

MUSICAL #7 — “ONE TRUE KING” — *Townespeople & Merlyn*

ACT TWO

Scene One — the mists of time

MUSICAL #8 — “FROM ROME” **PROPHECY OF MERLYN** — *Anna*

Scene Two — Caerleon, Wales

MUSICAL #9 — “IT IS THERE!” — *Arthyr and Merlyn*

MUSICAL #10 — “A BOY AS KING!” — *Uther and Arthyr*

Scene Three — Northumberland, A promontory with castle and moat

MUSICAL #11 — **WHERE TWO RIVERS MEET** — *Company*

Scene Four — Broceliande Forest

MUSICAL #12 — **SING ME A REFLECTION** — *Nimué and Merlyn*

Scene Five — the mists of time

MUSICAL #13 — “IMPEGGED” [NIMUE PROPHECY] — Anna

Scene Six — *Castle of the Women, Edinburgh, Scotland*

MUSICAL #14 — “THE TAPESTRY” [MORGANA PROPHECY] — Anna

Scene Seven — *Alderley Edge, Snowdonia, Wales*

MUSICAL #15 — THE QUEST

Scene Eight — *Castle Caerleon, Wales*

Scene Nine — *The Round Table, Castle Caerleon, Wales*

MUSICAL #16 — CROSSED SWORDS AND ROUND TABLE [FINALE]

ARTHUR: THE BOY WHO WOULD BE KING a musical by *C. Michael Perry and Coni Koepfinger*. 6m, 6f, + ensemble. This story presents a unique take on the King Arthur legend where Merlyn is a boy from the 21st Century living backwards in time. Act One focuses on Merlyn teaching Arthyr, revealing his true parentage as the son of King Uther Pendragon and Igrayne, and guiding him towards his destiny. Key plot points include Arthyr's apprenticeship to Sir Lionel, his mistreatment by Kay, finding the sword in the stone, and being proclaimed King of Britain at age 12. Act Two covers Arthyr's reign, training under his father Uther, his first battle victory, and challenges involving the sorceress-nymphs Nimue, Morgan LeFay, Morgause, and saving Merlyn. The act culminates with Arthyr and Uther taking up residence at Caerleon, preparing to unite Britain. There are numerous musical numbers, prophecies delivered by Anna, and details about Keepers and Protectors who manipulate the facts of the story to ensure Arthyr's destiny. Set around 500 AD in various locations in Britain. About 90 minutes. **ORDER #ARTHUR**

ARTHYR: THE BOY WHO WOULD BE KING

ACT ONE

PROLOGUE — *LIGHTS* come up as the mists of time roll across the stage, swirling and then revealing ANNA, dressed in flowing hooded robes. There is a mysticism about her movements; a sacred mission, almost.

MUSICAL #1 — THE STORY OF THE KEEPER

ANNA THE PROPHETESS:

I HOLD SECRETS.
DEEP ONES.
OLD ONES.
POW'RFUL AS A WEDGE!
EXISTING THROUGH SPACE AND TIME,
AND ON THEIR VERY EDGE.

I COME FROM ANCIENT DAYS,
LIVE IN SPECIAL WAYS.
THIS MANDATE BRINGS
PROTECTION OF THE PROPHECIES OF KINGS OF KINGS.

ANCIENT MAGIC SHIFTS THE FOLDS
WHERE TIME HIDES SECRETS FROM THE ICY DARK.
IN SEVEN — THESE PROPHECIES SHALL BE
DISGUISED AS FRAGMENTS OF EARTH AND BARK;
FOR THE MAGIC OLD IS LIGHT — IS FREE
FROM ANY PRISON DARKNESS HOLDS.

CHARGED TO GUARD THEM,
KEEPERS,
SAVE THEM,
ALTER THEM AT WILL,
DISGUIISING BOTH FACT AND MYTH,
CAN CHALLENGE MY SKILL.

I COME FROM ANCIENT DAYS,
LIVE IN SPECIAL WAYS.
THIS MANDATE BRINGS
PROTECTION OF THE PROPHECIES OF GODS AND KINGS.

TWO NAMES ABOVE THE REST
ARE CENTRAL TO MY QUEST.
THE FIRST IS ARTHYR, PROMISED KING
TO BRING BACK EDEN'S GLORY.
THE SECOND, WHO IS EVERYTHING,
IS MERLYN, WHO READIES ARTHYR'S STORY.

(LIGHTS begin to change to the next scene, with no time in the dark, as ANNA fades back out of time.)

SCENE ONE — *A forest in southwest Britain, the area of Devon, in the time of magic. MERLYN seated, and ARTHYR, pacing.*

ARTHYR: That is the point, Father...

MERLYN: I am not your father, Arthyr.

(ARTHYR stops, aghast. This is a thought he has never had before.)

ARTHYR: Did I have a mother?

MERLYN: Yes.

(ARTHYR looks at the older man expectantly. MERLYN frets and then caves.)

She was a queen.

ARTHYR: And...?

MERLYN: Igrayne.

ARTHYR: Of Tintagel?

(MERLYN nods.)

You've taught me of her, but not that she's my mother.

(MERLYN shrugs.)

So, my father is Gorlois — King of Tintagel.

MERLYN: No.

ARTHYR: Then... who?

MERLYN: *(unable to hold it back)* You are the son of Uther Pendragon.

ARTHYR: How?

MERLYN: As I am yours, I was your father's magician and protector. I helped him win many battles. Even the battle for Igrayne.

ARTHYR: So, my father was a cuckold?

MERLYN: In a way.

ARTHYR: Well, either he was or wasn't.

MERLYN: *(struggling)* I mixed ... a potion to make your father look like Gorlois.

ARTHYR: Why?

MERLYN: You had to be born of Uther and Igrayne. She was foolish for marrying Gorlois, a minor king with no power of his own, when it was through Uther that...

(ARTHYR prompts him with a gesture.)

The prophecy had to be fulfilled.

(Another prompt from ARTHYR.)

"The boy must be born
of a union torn
To unite a divided land.
He'll grow young and strong,
with wisdom's song,
And courage in his heart and
hand."

(ARTHYR begins pacing around MERLYN again.)

MUSICAL #2 — IF THAT IS NOT A FATHER...

ARTHYR: Except for that one bit of vital information!
YOU'VE CARED FOR ME AND SHOWN ME THINGS:
WHAT MAGIC BRINGS,
AND ANCIENT KINGS.
YOU'VE SEEN ME SAFE A DOZEN TIMES.
SO MANY RHYMES;
SO MANY CRIMES.
HAVE YOU LIED TO ME?
HOLDING BACK THE TRUTH?
SOMETHING'S DIED IN ME.
I FEEL THAT IT'S MY YOUTH?

(MUSIC continues under.)

MERLYN: I don't know what to say.

ARTHYR: You had better think of something.

MERLYN: For the first time words are failing me.

ARTHYR: (with a little ire) I know how that feels — all too well, I know.

MERLYN: But you needed to know.

(ARTHYR nods.)

And the time was right.

ARTHYR: (chuckles) You have always said that I would know everything when the time was right.

MERLYN: When a boy asks, the time is right.

ARTHYR: I'm sorry I lost my temper, Father.

MERLYN: I'm not...

ARTHYR:

YOU'VE TAUGHT ME WHO I COULD BE;
EVERYTHING I SHOULD BE—
IF THAT IS NOT A FATHER
I DON'T KNOW WHAT IT WOULD BE.

THOSE MAGIC TRIPS
ON SAILING SHIPS THROUGH TIME AND SPACE.

THEN WITH A WORD
I WAS A BIRD, HOW I WOULD RACE!
I'VE NEVER KNOWN THAT MAGIC WAS ANYTHING BUT REAL.
WHY WERE YOU BLESSED WITH MAGIC?
WHAT GIVES IT IT'S APPEAL?

YOU'VE TAKEN ME, AN ORDINARY BOY,
AND GAVE ME WORTH.
YOU'VE GIVEN ME, A BOY WITHOUT A HOME,
A SECOND BIRTH.
WHY WAS I BLESSED?
I'VE GUESSED I'M NOT SO ORDINARY AFTER ALL.
YOU MADE A BOLD AND BRAVE ME.
AND WHEN I ERRED, FORGAVE ME.
IF THAT IS NOT A FATHER,
GOD SAVE ME.

MERLYN: You are too wise for your years.

ARTHUR: You have made me so.

MERLYN: I am not certain that I can claim all of it.

(MORE for sure)

SCENE TWO — *Castle Tintagel in Cornwall*

- Dialog about GORLOIS, IGRAYNE, UTHUR and MERLYN
- This scene should incorporate GORLOIS, IGRAYNE as she makes the choice of GORLOIS over UTHUR.

GORLOIS: What about Uther?

IGRAYNE: Uther is a puffed-up adder in a suit of chain.

GORLOIS: But Merlyn told you...

IGRAYNE: Merlyn says too much. I won't marry a man I can't stomach. I'm not a possession for a king to fawn over.

MUSICAL #3 — PROPHECY & TWO ARE A PAIR [IGRAYNE'S CHOICE]

ANNA:

*The choice was hers to make or break,
to have or hold,
he who would make
not just a tree,*

but dynasty,
which was foretold.

IGRAYNE:

SOMETHING I CAN'T OWN.
THAT'S WHAT LIFE HAS SHOWN,
EVEN WHEN I'M LONELY.
SOMEONE AT MY SIDE
I NEVER HAVE TO HIDE
YES, I BELIEVE THAT ONLY!
IF IN MOMENTS I FORGET,
THEN IT'S HOPE THAT REMINDS ME.

IGRAYNE:

SOMETHING I CAN'T OWN
THAT'S WHAT LIFE HAS SHOWN
EVEN WHEN I'M LONELY
SOMEONE AT MY SIDE
I NEVER HAVE TO HIDE
YES, I BELIEVE THAT ONLY!
IF IN MOMENTS I FORGET
THEN IT'S HOPE THAT REMINDS ME.

GORLOIS:

I MUST NOT LIVE WITHOUT HER!
WHY DID I ALWAYS DOUBT HER?
SHE'LL BE A QUEEN!
SO SERENE!
I'M PAST MY DAYS,
IN MANY WAYS,
BUT TODAY IS THE DAY
I HEAR HER SAY SHE'S MINE!

BOTH:

TWO ARE A PAIR
KING AND QUEEN ON A CHAIR.
POWER FLOWS, POWER EBBS!
IT'S TASK? SPINNING WEBS THAT HOLD!
NOT FAIR, BUT JUST,
WE LEARN TO TRUST!
AND SO WE RULE;
NO FOOLISH NOTIONS DARE
TO INTERRUPT OR LEAVE US EMPTY THERE!

SCENE THREE — Dual scene — *A place in time where only KEEPERS can go, and the Castle of the Women, Edinburgh, Scotland. Home of MORGANA, NIMUE and MORGAUSE.*

ANNA and GILDAS SCENE and SONG #4 ([KEEPING])?

- This scene should have the KEEPERS meet to discuss the current situation and make some decisions as to what is going to be done or not done. I know that this sounds very open and vague, but we need to

meet them and come to know these two, as they have a heavy effect on the story. Maybe talk about origins of KEEPERS and PROTECTORS. Background of ANNA and GILDAS.

- Maybe we have them spy on NIMUE, MORGANA and MORGAUSE, to get ahead of them, and we learn of their pure hatred for UThER and by extension, MERLYN. [Later, by extension to ARTHYR as well.] NIMUE could object, as she longs for MERLYN to be hers, but he ignores her.

SCENE FOUR — *A forest in southwest Britain, MERLYN and ARTHYR are discovered in conversation.*

(more to do here in dialog before the following:)

ARTHYR: Where do you come from?

MERLYN: Many places. Some say Atlantis, others Wales.

ARTHYR: But what do you say?

MERLYN: I come from a time and place that, for you, has not happened yet. I have lived backwards from it, and am now living forward into it again no longer aging.

ARTHYR: A magical time and place?

MERLYN: Yes, very.

MUSICAL #5 — TO BE BELIEVED

MERLYN:

V1

WHERE CARTS DON'T NEED A HORSE.
AND PEOPLE FLY, OF COURSE,
BUT NOT WITHOUT THE AID OF A MACHINE!
AND SWORDS HAVE CHANGED TO GUNS;
WITH BULLETS BY THE TONS.
EXPLOSIONS FROM A BARREL MUST BE SEEN... TO BE BELIEVED.

V2

SEND IMAGES AND SOUND
THE WHOLE WIDE WORLD AROUND.
COMMUNICATE WITH EVERY HILL AND GLEN.
SOON COUNTRIES WILL BE FREE
BECAUSE OF YOU, YOU SEE!
YOUR WISDOM WILL BE USED BY INK AND PEN.

REFRAIN

TO BE BELIEVED,
THERE IS A MYSTERY,
FULL OF HIST'RY,
FULL OF TALES.
ALL MIXED TOGETHER JUST TO BE BELIEVED.

V3

THESE THOUGHTS, UNKNOWN TO YOU,
I NOW WILL TELL YOU TRUE:
YOUR LIFE? — PREPARED IN FUTURE AND IN PAST.
FOR I AM CHARGED TO KEEP,
PROTECT AND HELP YOU REAP
A HARVEST TIME OF SUMMER THAT WILL LAST!

REFRAIN

TO BE BELIEVED,
YOU ARE THE MYSTERY,
FULL OF HIST'RY,
FULL OF TALES.
ALL MIXED TOGETHER JUST TO BE BELIEVED.

- *THESE NEXT FOUR SCENES WILL NEED TO BE CAREFULLY CRAFTED SO AS NEVER TO BLACKOUT BUT JUST USE LIGHTING CHANGES TO DELINEATE THE SCENES, WHICH SHOULD FLOW INTO AND OUT OF ONE-ANOTHER*

SCENE FIVE — *Glastonbury in Devon, Town Center, Jousting Arena, Cathedral and Square*

- MERLYN apprentices ARTHYR to Sir LIONEL as a Squire
- ARTHYR loses KAY'S sword
- LIONEL's son, KAY mistreats ARTHYR.

SONG 6? with a scene around it

SCENE SIX —

- At a joust festival KAY has no sword. ARTHYR seems to have misplaced it.
- ARTHYR goes in search, finds a sword stuck in a stone, pulls it out as easy as pie, and takes it to KAY to fight with.

SCENES SEVEN —

- Someone reports that the sword is missing from the stone.
- It is found in KAY's possession and KAY is proclaimed King of Britain.
- "How did he get it?" The populace needs proof.

SCENE EIGHT —

- The sword is put back in the stone and KAY cannot pull it out again, since he didn't pull it out in the first place.
- LIONEL tells the crowd that it was ARTHYR who brought the sword to his son.
- ARTHYR is urged to take the sword out. He hesitates as OTHERS try to go first.
- MERLYN just smiles and directs ARTHYR to go ahead and pull.
- Recognizing MERLYN, all OTHERS back off.
- ARTHYR grabs the sword out of the stone as he did before— no muss no fuss. King of Britain

MUSICAL #7 —ONE TRUE KING

Prophecy: (*sings to start the lyric*)

MERLYN:

Prepared of old as Caesar's friend,
Excalibur was born.
Magicians and Protectors placed it in a stone
All alone
To watch, to wait
Until the date,
By one true king, from the rock it's torn!

TOWNESPEOPLE: (*variously*) (*expand this LYRIC a little*)

ONE TRUE KING!
HE'S JUST A CHILD!
ONE TRUE KING!
WE'VE BEEN BEGUILED!
A DAY TO BEGIN ANEW.
A DAY TO SEE WHAT A BOY CAN DO!

MERLYN:

THE PROPHECY'S COME TRUE!
THERE'S NOTHING MORE TO DO, OR SAY!
LET THE NEW KING HAVE HIS DAY!
ONE TRUE KING!

ALL:

ONE TRUE KING!
(**BLACKOUT.** *End Act One*)

ACT TWO

SCENE ONE — ANNA is alone in the mists of the Keepers.

MUSICAL #8 — FROM ROME [PROPHECY OF MERLYN]

ANNA THE PROPHETESS: *(sung)*
This favored son of Pict and Celt;
Chosen before, in the Time of Magic;
Blessed to divert a King from tragic;
His life shall be linked to Pendragon's Belt--
A circle of life is the life he is dealt.

HE SEES IT ALL,
AND ALWAYS WILL.
FROM FUTURE TIME AND DOUBTFUL PAST
TO PRESENT ILL.
A KINGDOM WILL ARISE
CONFOUNDING ALL THE WISE,
THIS KINGDOM BEYOND ALL TIME,
AND YET WITHIN, WILL LAST.
A ROMAN FORT BECOMES THE HOME
OF WHAT WASN'T MEANT TO BE FROM ROME.

(LIGHTS fade to the following scene.)

SCENE TWO — ARTHYR and MERLYN enter to Caerleon, the old Roman fort, long-abandoned, but in solid shape. ARTHYR is questioning if he has what it takes to do what MERLYN has been teaching, then expecting of him.

ARTHYR: What is this place?

MERLYN: Caerleon.

ARTHUR: *(nodding)* The castle of the lion. Who is the lion?

(MERLYN points to ARTHYR, whose face doesn't exactly light up with joy.)

The lion of what?

MERLYN: Wales. Long-expected to lead Britain to unification.

ARTHYR: Through me?

MERLYN: Through you.

ARTHYR: So, everything that has happened...

MERLYN: Was designed to prepare you for this moment... and many more to come.

ARTHYR: How can I...

(MERLYN reaches out to touch ARTHYR's chest over his heart.)

That simple?

MERLYN: Nothing is ever “that simple.”

ARTHYR: Will I succeed?

MERLYN: If I have anything to say about it, yes!

(Beat.)

What you have to say — and do about it — will be of the utmost importance. Reality and myth will do battle and merge at your hand.

ARTHYR: *(doubtful)* What if it's still too much, after all I can do?

MERLYN: All that you can do will bring great things to pass.

#9 — IT IS THERE!

ARTHYR: *(still doubtful)*

THERE'S A STRANGE LITTLE FEAR INSIDE.
HOW LONG CAN I ABIDE IT?
WILL I PUSH IT FROM MY SOUL,
OR LOSE CONTROL?
SO MANY THINGS TO LEARN
FOR WHICH I DEEPLY YEARN.
HOW WILL TIME DEFINE MY ROLE?

WILL I BE FAIR?
WILL I BE JUST?
WILL I GROW INTO A MAN TO TRUST?
I DON'T KNOW IF I CAN RULE.
FINE OR FOOL?
THE CHOICES GLARE!

MERLYN:

EACH OF US FACE A FEAR INSIDE.
WE CANNOT SEEM TO HIDE IT.
CHOOSE TO DO WHAT'S RIGHT AND TRUE.
YES! THAT IS YOU!
IT TENDS TO OVERWHELM,
BUT WHEN I SEE YOUR REALM,
THOUGHTFULNESS WILL ALWAYS DO.

YOU CAN BE FAIR!
YOU CAN BE JUST!
YOU CAN GROW INTO A MAN TO TRUST.
WHEN I SEE IT IN YOUR EYES?
NO SURPRISE.

YES, IT IS THERE!

ARTHYR:

IS IT TRULY?

MERLYN:

AS I SEE IT.

ARTHYR:

I CAN BE IT?

(A thought strikes them both.)

MERLYN:

IF YOU DARE!

ARTHYR:

MAYBE, IF I DARE!

- More dialog develops and transitions this scene from MERLYN to *UTHER*, so *ARTHYR* can meet his father.
- *UTHER* then enters cautiously to meet his son for the first time
- then they are left alone by MERLYN.

ARTHYR: I've been told you are my father.

UTHER: I've been told that also.

ARTHYR: So, if I were to call you Father...

UTHER: I don't think I deserve that.

ARTHYR: Can you deserve being a father? I think it is something that just happens.

(Beat.)

Why Igrayne?

UTHER: I was told by a certain wizard that it would be the only way to unite all Britain.

ARTHYR: A united Britain? How could that be possible?

UTHER: *(laughing)* Merlyn said it could be possible.

ARTHYR: A wild dream?

UTHER: A fond hope.

ARTHYR: Yours? His?

UTHER: Both.

ARTHYR: What? To gain fame and personal glory?

UTHER: That's a little shallow, isn't it? Even for me.

ARTHYR: *(chuckles)* So, where have you been all these years? Why was I taught that Merlyn was my father.

UTHER: That is what was agreed to when I gave you up to him.

ARTHYR: It was for the best that I should never know my father?

UTHER: Not never. He said you needed seasoning that I could not give you at the time. I was always in battle. Not a life for a child of promise.

ARTHUR: A child of...

UTHER: Promise. Say it.

ARTHUR: (*troubled*) A child of promise. Merlyn spoke of this, but I didn't understand it.

UTHER: Merlyn prophesied of you to me. I didn't believe it until the miracle of your birth.

ARTHUR: Miracle!?

UTHER: Potion and transformation. Most uncomfortable.

ARTHUR: You physically became Gorlois?

UTHER: I was still me, inside. Just his appearance on the outside.

ARTHUR: Merlyn taught me by changing me into things like birds, goats, dragons...

UTHER: Dragons could be useful!

ARTHUR: (*chuckling*) Might win every battle.

UTHER: There is another way.

ARTHUR: To do what?

UTHER: Win every battle.

• (more dialog to get to the song)

MUSICAL #10 — A BOY AS KING!

(*INTRO*)

ARTHUR:

IF I WERE YOU I'D...

UTHER:

BUT YOU'RE NOT!

IF I WERE YOU I'D ...

ARTHUR:

BUT YOU'RE NOT!

UTHER: (*smiling*)

SO, HOW DO WE PROCEED?

ARTHUR:

WHAT DO WE EVEN NEED?

(*RELEASE*)

UTHER:

I NEED SOMEONE WHO'LL STAND UP AND FIGHT FOR ME.

ARTHUR:

I NEED SOMEONE WHO WILL JUST DO RIGHT FOR ME.

(*VERSE1*)

UTHER:

I'LL TEACH YOU ALL I KNOW

OF WHO IS CONFIDANT OR FOE.

EXPERIENCE CAN BE A FAITHFUL FRIEND,

FOR THOSE WHO DON'T HAVE FRIENDS.
IT'S LONELY AT THE TOP.

ARTHYR:

WHY GO ON? JUST STOP.

UTHER:

BECAUSE YOU ARE HOW ALL THIS MADNESS ENDS.

(VERSE2)

I HEAR YOU'RE GOOD WITH SWORDS?

ARTHYR:

I PULLED THE THING FROM SOLID STONE.

UTHER:

YOU'LL BE THE BEST OF SWORDSMEN I CAN MAKE.

THERE'S STRATEGY. THERE'S TACTICS.

ALL IN THE WAY YOU ACT.

IT'S SIMPLY A FACT.

I WILL TEACH YOU OF THE LAYING OF THE LAND.

(UTHER lays it all out as if on a map, moving from place to place.)

(RELEASE)

THE HILLS, THE DALES,
THE LAND AROUND,
THE SHALLOW RISE,
THE STEEPEST GROUND,
THE HILL'S THE PRIZE!
THE RIVER AT YOUR BACK!
THE BEST POINT OF ATTACK!
SURROUND AND FLANK,
YOU'VE ME TO THANK
FOR ALL THE SMALL DETAILS!

(REFRAIN)

ARTHYR:

A BOY AS KING? THAT'S CRAZY!

UTHER:

ONLY IF YOU'RE LAZY.
BESIDES, YOU'RE NEARLY A MAN;
AND SO MUCH STRONGER THAN
I EVER WAS, OR MAYBE EVER WILL BE.

ARTHYR:

BUT A BOY AS KING?

UTHER:

PERFECTION!

ARTHYR:

I'LL NEED YOUR DIRECTION.

UTHER:

I'LL GIVE WHAT NO ONE ELSE CAN.

ARTHYR:

THAT'S SOMETHING LIKE A PLAN?

BOTH:

DESPITE US BOTH MAYBE YOU/I WILL STILL BE
A BOY AS KING!

(BLACKOUT)

SCENE THREE — *Two years later. Northumberland, A promontory near the confluence of the Glein and Till Rivers, with castle and moat at the top. ARTHYR, UTHUR, ARTHYR'S SOLDIERS, arrayed around the stage, in a group. SAXONS, are in defense of the fort. ANNA, MERLYN, GILDAS in places of prominence on the edges. ARTHYR is ready to lead the battle against the SAXONS.*

MUSICAL #11 — WHERE TWO RIVERS MEET

(The drums begin.)

ANNA THE PROPHETESS:

THE MORNING LIGHT WAS DIM,

MERLYN:

THE SWIRLING MISTS OF CHANGE HUNG IN THE AIR

GILDAS:

WHERE TWO RIVERS MEET.

ANNA THE PROPHETESS:

THE FORTRESS WAITED, GRIM

MERLYN:

AND THREAT'NING TO IMPOSE ITS TRICKY SNARE,

GILDAS:

WHERE TWO RIVERS MEET.

SAXONS:

KEEPING OUT THE CELT!

ARTHYR'S SOLDIERS:

THIS IS WHERE WE KNELT.

SAXONS:

FEAR IS ALL WE FELT.

ARTHYR'S SOLDIERS:

SWORDS UPON OUR BELT.

SAXONS and ARTHYR'S SOLDIERS:

FEARFUL OF A LOSS, FEARFUL OF A WIN,
THE CRIES BEGIN.

(A low moan comes from all combatants as the drums increase. A simulated and stylized battle action accompanies the following.)

MERLYN:

THE FIRE FROM OUR FINGERS POURED,

GILDAS:

THE WINDS OF WAR BEGAN THEIR ROAR,

ANNA THE PROPHETESS:

AS ARMIES CLASHED UP AND DOWN THE HILL.

GILDAS:

SHEER NUMBERS OVERWHELMED THE WALLS,

MERLYN:

THE SAXONS FELL LIKE WATERFALLS.

ANNA, GILDAS, MERLYN:

AS ARTHYR DISPLAYED HIS AWESOME SKILL
WHERE TWO RIVERS MEET.

AS ARTHYR BECAME A MAN OF WAR
WHERE TWO RIVERS MEET.

WHERE TWO RIVERS MEET AT THE BOTTOM OF A HILL.

WHERE TWO RIVERS MEET.

(Drums finalize the moment. Then, SILENCE. BLACKOUT.)

SCENE FOUR — *Broceliande Forest with NIMUE, the Sorceress and MERLYN.*

- *She professes her love as a dupe to get him to lower his guard, then she pegs him into an oak tree to keep him from saving the boy she hopes to destroy. She must pull MERLYN from ARTHYR before MERLYN can warn him of the future she fears he will reveal (*Lancelot and Guinevere and Mordred*).*

#12 — SING ME A REFLECTION (a diversion BY NIMUE)

- *for soon he will not have one*

NIMUE:

WHAT DO YOU SEE IN ME?

WHAT DO I SEE IN YOU?

MERLYN:

I REALLY WOULDN'T KNOW.

NIMUE:

YOU MEAN IT DOESN'T SHOW?

MERLYN: What doesn't show?

NIMUE:

MY AFFECTION FOR YOU DEEPENS
EACH EON WE PASS THROUGH.

MERLYN:

I HAD NOT CONSIDERED
WHAT I HAVE FELT FOR YOU.

NIMUE:

PLEASE, SEE YOU IN MY EYES,
AS I SEE ME IN YOURS.
JUST A SHADOW, THAT'S TRUE.
BUT IT'S YOU THERE.
NO SURPRISE.
SO, SING ME A REFLECTION OF THE LIFE WE'VE KNOWN.
SING ME A REFLECTION. DON'T BE ALONE.

MERLYN:

IT'S STRANGELY SATISFYING TO SEE ME AS YOU DO.
I CAN LEARN, IF YOU TEACH, TO SEE YOU TOO.

NUMUE:

SO, SING ME A REFLECTION OF THE LIFE WE'VE KNOWN.
SING ME A REFLECTION. DON'T BE ALONE!

(NIMUE, shouting the final word of her song, suddenly throws her arms out, with writhing fingers and twisting wrists, and MERLYN begins to move backwards, and into a prop tree that closes around him. [could be manipulated by performers] NIMUE's laughter rings out the end of the scene. LIGHTS slowly fade.)

SCENE FIVE — ANNA is alone in the mists of the Keepers.

MUSICAL #13 — IMPEGGED [NIMUE PROPHECY]

ANNA THE PROPHETESS:

Unknown to Nímué, this alarm:
The prisonmaker, a prisoner be;
Impegged, by exchange, in the Alder tree;
Never again to hex or charm;
Never again to hurt or harm.

- *MERLYN* has been missing because *NIMUE* has pegged him in an oak.
- Scene needed for *ARTHYR* as he discovers he is missing his sword and scabbard, calling out for *MERLYN* and is searching for him. *GILDAS* appears, confronts *NIMUE* and takes *ARTHYR* to the tree. This is the only time where *ARTHYR* uses *GILDAS*'s staff and pegs *NIMUE* in the oak, which releases *MERLYN*, and the boy who would be king triumphs again with *MERLYN* at his side. But *MERLYN* must not have time to reveal the future to *ARTHYR*, so more distractions. *ARTHYR* becomes disenchanted with his use of magic, never wanting to use it again — parallel to the belief in the miraculous.

SCENE SIX — *Castle of the Women, Edinburgh, Scotland. NIMUE, MORGANA, and MORGAUSE. They have brought ARTHYR fresh from the victory of his first battle, ostensibly to celebrate him. ANNA offers the prophecy, first, before the others enter.*

MUSICAL #14 — THE TAPESTRY [MORGANA PROPHECY]

ANNA THE PROPHETESS:

Morgana born of fair Glamorgan,
Rich in the magic of doomed Isolde;
Rips Arthyr from time by threads of old,
From tapestry both bale and bold.
Tasked to bring the King an heir,
No longer fair,
Morgana's power
Brings to kneel
Both heart and heel,
In Britain's direst hour.

- Scene continues the action as *ARTHYR* temporarily has lost *Excalibur* and its scabbard — possession of which makes the wearer unable to bleed from wounds, or at least the items come up missing. (Stolen by the three sorceresses, of course. **SCENE to this effect?**)
- With the help of *NIMUE* and *MORGAUSE*, working spells in the background, *MORGANA* magically seduces *ARTHYR*, now considered a man at 14 — and sets the stage for a grim future without *MERLYN*, magic, *Excalibur*, and the future possibility of harm more to *ARTHYR*.
- *Musical structure from here is complicated and needs to move quickly — with turns and reverses for the characters — THIS IS WHERE WE WILL WORK THE HARDEST*

SCENE SEVEN — *Once MERLYN is free, the magic at Alderley Edge, Snowdonia, Wales is the final success in this part of the story.*

- To aid ARTHYR, Merlyn directs him to Alderley Edge, a mountain with a bearded, weather-beaten face in the stone, strangely resembling *MERLYN* the old wizard. *MERLYN* cannot accompany him, can no longer do it for him — ARTHYR must do it, and all things in the future, for himself. A Quest for ARTHYR.

MUSICAL #15 — The QUEST

- He must overcome some physical obstacle [storm] as well as a person in the way (MORGANA [or MORGAUSE] MORGANA defeated and banished to a cave in Cader Idris, Snowdonia?) Under the face at Alderley it is written:

MERLYN: *(voice only)*

*Drink of this and take thy fill,
For the water falls by the wizard's will.*

ARTHYR: Merlyn, is that you?

- then silence as he drinks.
- The water magically gives ARTHYR renewed life and strength in the end, effectively replacing the missing sword and scabbard. Kind of a deus-ex-machina device, but an ancient insurance policy, after all — this is magic!

SCENE EIGHT — CAMELOT is not yet in the picture, but ARTHYR and UThER take up residence at Caerleon, in Casnewydd (modern day Newport, Wales) This is a place to begin to call home. MERLYN comes for a last visit from Carmarhyn, his 'home', before he goes off to secure MORGAUSE in her prison-cave. ARTHYR once again has Excalibur and scabbard, which is remarked on by UThER, as MERLYN smiles slyly. Or does MERLYN present the items to ARTHYR kind of matter-of-factly?

- Climax and falling action. Dialog

SCENE NINE — *Caerleon, Wales, The Round Table, a former Roman Amphitheatre close to the castle.*

- More Dialog?

LIONEL: What a marvelous place!

GAWAIN: It's perfect!

KAY: A place to fight!

MARC: A place to talk.

MERLYN: A place to plan.

(MORE)

- KNIGHTS could be gathering in the Round Table, swearing allegiance to ARTHYR after his victory at the Glein. LIONEL, KAY, MARC, LOT, AGRAVAIN, GAWAIN, GAHERIS, GARETH
- where we leave them triumphant and ready to unite all of Britain under ARTHYR.

MUSICAL #16 — CROSSED SWORDS AND ROUND TABLE

UTHER:

(INTRO)

THE TIME HAS COME FOR ACTION,
AS MY SON IS NOW THE KING.
I SUGGEST THIS TABLE ROUND
AS MEETING PLACE, WHERE WE CAN BRING
CONCERNS, AND NEW IDEAS,
AND JOUST A BIT TO KEEP US FIT
FOR BATTLE!

LIONEL:

MAKE THE SAXONS RATTLE!
PLAN EVERY PLAN AND THEN COMMIT.

LIONEL & UTHUR;

NEVER BACKING DOWN, WE'LL NEVER QUIT.

- brief few lines of dialog discussion, UTHUR draws sword, OTHERS follow suit.

UTHER:

(VERSE)

SWEAR YOUR ALLEGIANCE TO THE SWORD AND THE TABLE.

ALL:

WE OF THE TABLE, SWEAR TO THE TABLE.

MERLYN:

NO MORE A FABLE,

GAWAIN:

WE ALL ARE ABLE.

UTHER:

'ROUND THE TABLE WE'LL GET IT DONE!

ARTHUR:

EACH AND EV'RY ONE!

ALL:

WITH OUR MIGHT WE'LL FIGHT FOR RIGHT.
IN OUR STRENGTH WE'LL BE UNITED!

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SOUND OF HEART AND QUITE CLEAR-SIGHTED!
DEFEND THE POOR AND BLIGHTED!

LIVE FOR THE SWORD THAT FREES!
CHEER FOR THE MAN THAT SEES
NO HURT, NO HARM.
DO UNTO ALL THE SAME
IN THE NAME
OF THE LION OF WALES.
ALL ELSE PALES!
SO, TO ARTHYR AND THE TABLE WE CROSS SWORDS!
ROUND THE TABLE
WE CROSS SWORDS!

THE END