

OF MYTH AND MAGIC

An original radio drama musical by
Lisa Sniderman

Based on "Do You Believe In Magic?" Audiobook

Book and lyrics by Lisa Sniderman

Music by Lisa Sniderman/Aoede and Scrote

Aoede/Lisa Sniderman
20 S Grant Street
San Mateo, CA 94401
(415) 713-6193
lis@aoedemuse.com
<http://doyoubelieveinmagic.info>
<http://aoedemuse.com>

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Sniderman
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lis@aoedemuse.com

OF MYTH AND MAGIC

CAST

AOEDE (F) Eternally youthful Muse of Song. (Looks 17)
LUK (M) Aoede's faithful house goblin; has brain fog and rhymes.
ZOROASTER (M) Master Magician. Looks about 40. Always swigs a potion.
CURIAL (M) Youthful blind half Chameleon humanoid; stutters.
SHADOW (M) Zoroaster's enchanted Book; British sounding.
HECATE (F) 3-headed Underworld Goddess of Magic: serpent-dog-horse.
LAMIA (F) Underworld Dark Witch w/ serpentine tail; screams.
EMPUSA (F) Underworld Dark Witch-flaming red hair, brass leg.
MORMO/ (F) Underworld Dark Witch-vampire who carries blood scroll.
ZOROASTER DOUBLE
GOETIA/IOTA (F) Hecate's high priestess w/ passive aggressive alter ego.
LESHY (M) Shape-shifting forest guardian with Wondergrass Fever.
NARRATOR (M/F)

Ensemble:

WONDERHAVEN CHORUS

Wonderhaven Townsfolk:

FOSTER (M) a wood elf
EVLIN (F) a fairy missing her wings
TUNDER (M) an imp
NEONA (F) a pixie
DAIN (M) a brownie/elf
OONA (F) a dryad
BELLINA (F) a good witch

NOTE:

The above list is for a cast of 10. A smaller cast can be used if the following roles are combined: LUK/CURIAL/ZOROASTER, HECATE/EMPUSA, SHADOW/LESHY.

Additional roles could be combined. Many of the fantasy characters are ancient, e.g., Dark Witches, Goddesses, so any age could play most roles. More youthful characters (AOEDE, CURIAL) are noted. Curial looks about 18.

A sound effect artist is also required. Music cues include live SFX, WALLA, and pre-recorded SFX TRACKS, MUSIC BEDS, AND BRIDGES. A list is attached.

SYNOPSIS:

Aoede the Muse of Song is the ultimate outsider in the magical Kingdom of Wonderhaven, but she wants desperately to belong. But when dark witches place Wonderhaven under a curse, Aoede is forced to use the magic she's sworn never to use again to save her new home.

Of Myth and Magic

SCENE ONE: INT. UNDERWORLD DARK WITCHES LAIR - NIGHT
(MORMO)

1. MUSIC [MUS-01]: (BED) "THE CURSE-A" (UNDER). CLOAKED FIGURES
CHANT, AND ONE OF THEM (MORMO) SINGS
CONJURES SPELL OVER THE MUSIC.
2. MORMO: ON THIS NYX OF BLACKEST MOON

WE HEX THEE WONDERHAVEN WITH THIS PLUME

COME FOG, COME MIST, COME FILL ALL HEADS

MAKE ALL FORGET WHAT ALL WAS SAID...

SCENE TWO: INT. WONDERHAVEN CASTLE-ZOROASTER'S WORKSHOP - DAY
(NARRATOR, ZOROASTER, AOEDE)

3. MUSIC [MUS-02]: (BED) "WONDERWORKS-A" (UNDER).
4. SFX TRACK [FX-01]: LAB BUBBLES (UNDER).
5. NARRATOR: Aoede knocks on the door to Wonderworks,
Zoroaster's workshop at Wonderhaven Castle,
one luna month ago.
6. SFX: KNOCKING ON LARGE, HEAVY, IRON DOOR KNOCKER.

DOOR CREAKING OPEN.
7. NARRATOR: She watches a youthful and handsome man
take a swig of a shimmery opaque blue
liquid from a silver vial in his coat
pocket.

1. **SFX:** DRINKNG AND SWALLOWING LIQUID.
2. **ZOROASTER:** Do you know why I called you here today?
Told you to tell no one of our meeting? Not even Luk?
3. **AOEDE:** Zoroaster, I'm Wonderhaven's Muse of Song.
Maybe a Master Magician in need of inspiration wants to be... discreet?
4. **ZOROASTER:** I do need your services Aoede, but for Wonderhaven's highest conceivable appointment: protecting the true source of the magic that flows through this Kingdom.
5. **AOEDE:** The true source? The springs aren't just a rumor then?
6. **ZOROASTER:** For luna centuries, Guardians have been appointed in secret by Wonderhaven's Master Magician to ensure this most precious source is protected from all who wish to destroy magic and the very fabric of Wonderhaven. They are the Guardians of the Golden Springs.
7. **AOEDE:** You are asking me to be a Guardian? In Olympus, my father Zeus commanded me to be vicious for centuries. (MORE...)

1. AOEDE: (CONT'D). I shunned the Gods and all magic. It's why I was banished and sent here. I'm a fallen muse.
2. ZOROASTER: Yes, I know all about your past. It is why I chose you. To understand, you must discover where magic is and is not.
3. AOEDE: But Zoroaster...
4. ZOROASTER: (GIVES AOEDE A SOUND CRYSTAL.) Take this Tunestone, Aoede. I hereby appoint you Guardian of the Golden Springs. You must vow your protection for all your luna years. And you may never tell anyone or you will be banished to the Land of the Remainers-that wasteland without souls-forever frozen between life and death.
5. AOEDE: The Kingdom calls me a Sleeper. I have no magic. And now you've just made me swear to protect Wonderhaven's?

SCENE THREE: EXT. WONDERHAVEN CASTLE FOUNTAIN SQUARE - DAY
(NARRATOR, AOEDE, WONDERHAVEN CHORUS)

6. MUSIC [MUS-03]: (BED) "BACKWARDS CAROUSEL" (UNDER).

1. NARRATOR: In the magical Kingdom of Wonderhaven, many townsfolk have gathered around the Fountain Square to watch what should be the All Hallows' parade, but onlookers and paraders zigzag chaotically and keep bumping each other. Included among the crowd is a purple haired, perpetually youthful goddess, Aoede. While she watches the cacophony, she squeezes a Tunestone in her hands (SFX: STONE TURNING) that is not responding.
2. MUSIC [MUS-04]: MUSIC CROSSFADES TO (BED) "LAMENTING STRINGS" (UNDER.)
3. AOEDE: What is magic? Mysterious rituals, charms, spells or rare herbs? Does it invoke strange tools that possess special powers? Is it practiced by the wicked and conducted in secrecy? And must you believe for magic to be real?
4. MUSIC [MUS-05]: MUSIC CROSSFADES TO (BED) "TWINKLY MAGIC FAIRY" (UNDER).
5. NARRATOR: Wonderhaven is filled with magic from its fairies and hobgoblins to its charmed forests within.

1. MUSIC [MUS-06]: ADD (BED) "BACKWARDS TWINKLY MAGIC FAIRY"
(UNDER).
2. NARRATOR: But strange occurrences have been happening
in Wonderhaven over the past few luna
cycles...
3. MUSIC [MUS-07]: (BED) "UNTHINKABLE" (UNDER). TOWNSFOLK SING.
4. DAIN: (SCREAMS) Unthinkable! It's happened again!
This time... it's Calais!
5. FOSTER: MY WAND IS SURELY BROKEN
6. EVLIN: AND I CAN HARDLY FLY
IT'S LIKE THE MAGIC'S DISAPPEARING
7. FOSTER/ELVIN: RIGHT BEFORE OUR EYES
8. NEONA: I THINK I WAS IN POTIONS CLASS
9. TUNDER: I MIGHT HAVE BEEN IN BED
WHEN ZOROASTER HEAD MAGICIAN
VANISHED-
10. NEONA/TUNDER: IS HE DEAD?
11. WONDERHAVEN CH 1: (FOSTER/EVLIN/NEONA/TUNDER/DAIN)
THE KINGDOM'S IN A DAYDREAM
THE KINGDOM'S IN A HAZE
WE TELL EACH OTHER SOMETHING BUT FORGET
JUST WHAT WE SAY (MORE...)

1. WONDERHAVEN CH 1: (CONT'D.) UNTHINKABLE!
UNTHINKABLE!
THE UNTHINKABLE HAS HAPPENED
WONDERHAVEN'S GOING TO FALL
UNTHINKABLE!
2. DAIN: HAVE YOU HEARD THE LATEST?
3. OONA: A GRUESOME SIGHT TO SEE
CALAIS THE WOOD SPRITE'S BEEN TRANSFORMED
4. DAIN/OONA: SHE'S PETRIFIED-A TREE!
5. OONA: AND ON HER FOLDED BRANCHES
WHERE WHITE WINGS USED TO SKATE
A LETTER'S PINNED WARNING THE KINGDOM
SEALING ITS GREAT FATE!
6. WONDERHAVEN CH 2: (FOSTER/EVLIN/NEONA/TUNDER/DAIN/OONA/AOEDE)
THE KINGDOM'S IN A FRENZY
THE KINGDOM'S IN A VEIL
WE THINK WE SHOULD DO SOMETHING
BEFORE THE KINGDOM FAILS
UNTHINKABLE!
UNTHINKABLE!
THE UNTHINKABLE HAS HAPPENED
WONDERHAVEN'S GOING TO FALL
UNTHINKABLE!

1. BELLINA: AND WRITTEN IN BLOOD
2. WONDERHAVEN CH 1: UNTHINKABLE!
3. BELLINA: (SINGING FEARFULLY)
HERE REVEAL THE GOLDEN SPRINGS
BY THE NEXT LUNA MOON
OR EACH OF YOUR GUARDIANS
SHALL BE TRANSFORMED
AND YOUR MAGIC... NEVER MORE... NEVER MORE!
4. AOEDE: BUT HOW COULD THIS HAVE HAPPENED
A SECRET IT SHOULD BE
YET SOMEHOW SOMEONE MUST HAVE LEARNED
A GUARDIAN'S IDENTITY
AND CURIOUS MORE CURIOUS
FOR LYING ON CALAIS'S TREE
A SINGLE CHAMELEON ROSE
URNS FROM RED TO BLACK TO GREEN!

(WONDERHAVEN CHORUS IS SPLIT IN HALF, ONE
AND TWO ARE CALL AND RESPONSE.)
5. WONDERHAVEN CH 1: UNTHINKABLE!
6. WONDERHAVEN CH 2: HOW LONG CAN WE GO ON?
7. WONDERHAVEN CH 1: UNTHINKABLE!
8. WONDERHAVEN CH 2: HOW MUCH MORE CAN WE TAKE?

1. WONDERHAVEN CH 1: THE UNTHINKABLE HAS HAPPENED
WONDERHAVEN'S GOING TO FALL
UNTHINKABLE!
2. WONDERHAVEN CH 2: HOW LONG CAN WE GO ON?
3. WONDERHAVEN CH 1: UNTHINKABLE!
4. WONDERHAVEN CH 2: HOW MUCH MORE CAN WE TAKE?
5. WONDERHAVEN CH 1: THE UNTHINKABLE HAS HAPPENED
WONDERHAVEN IS AT STAKE
UNTHINKABLE!
6. WONDERHAVEN CH 2: HOW LONG CAN WE GO ON?
7. WONDERHAVEN CH 1: UNTHINKABLE!
8. WONDERHAVEN CH 2: HOW MUCH MORE CAN WE TAKE?
9. WONDERHAVEN CH 1: THE UNTHINKABLE HAS HAPPENED
WONDERHAVEN'S GOING TO BREAK
UNTHINKABLE!

SCENE FOUR: INT. AOEDE'S HOUSE-WONDERHAVEN - NIGHT
(NARRATOR, AOEDE, LUK)

10. MUSIC [MUS-08]: (BED)"AOEDE'S HOUSE-A" (UNDER).

11. NARRATOR: That evening, back at Aoede's house, Aoede talks to Luk her house goblin, while he finishes baking biscuits.

1. AOEDE: Only two days till the next luna moon! It makes no sense, Luk. This is the second one transformed. Only Zoroaster should know who the Guardians are. (SFX: OVEN OPENING/CLOSING) Are you even listening, Luk?
2. LUK: Ahhh biscuits! Triscuits! (SFX: MORE OVEN OPENING, THEN CLOSING) Me might say... or play... Where was Luk? In da muck!
3. AOEDE: Oh Luk, you're as bad as the rest. Am I the only one not affected by this cursed brain fog? It's not like I can do anything about Wonderhaven's fate. I'm going outside for a walk.
4. MUSIC [MUS-09]: (BED) "NOBODY CAN KNOW" (UNDER).
5. AOEDE: WHO AM I BUT A MUSE OF SONG
ONCE FEARED BY THE COMMON CLASS
WHAT'S WONDERHAVEN DOING
APPOINTING THIS MISMATCH
A MUSE WHO'S ALWAYS HUMMING
A MUSE WHO DOESN'T FIT IN
YET SOMEHOW ZOROASTER MADE
THIS VICIOUS MUSE A GUARDIAN
I HAVE NO USE
I'M JUST A MUSE (MORE...)

1. AOEDE: (CONT'D.) I SWORE I'D NEVER DO MORE HARM
BUT NOBODY CAN KNOW
NOBODY CAN KNOW
2. MUSIC [MUS-10]: "AOEDE'S HOUSE-B" (UNDER).
3. And if I break my vow, my Guardianship will be revoked, and I will be banished to the Land of the Reminders... a wasteland.. like what Wonderhaven will become without magic.
4. NARRATOR: Aoede returns to her house and runs into Luk, who is sweeping (SFX: BROOM SWEEPING).
5. LUK: Ah Miss! Ah bliss!
6. AOEDE: I can't do anything about this wretched Curse. If anyone can save Wonderhaven, it is Zoroaster! I am going to the Castle in search of him at first light.

SCENE FIVE: EXT. WONDERHAVEN CASTLE, WONDERWORKS - DAY
(NARRATOR, AOEDE)

7. MUSIC [MUS-11]: MUSIC CROSSFADES TO (BED)"ZOROASTER'S
WORKSHOP-A" (UNDER).
8. NARRATOR: The next morning, at Wonderhaven Castle, Aoede knocks on the door to WonderWorks, Zoroaster's workshop..

1. SFX: KNOCKING-LARGE, HEAVY IRON DOOR KNOCKER.

DOOR CREAKING OPEN.

2. NARRATOR: ...and finds it ajar.

3. AOEDE: Hello. Is anyone there? It's Aoede.

SCENE SIX: INT. WONDERHAVEN CASTLE, WONDERWORKS - DAY
(NARRATOR, AOEDE, SHADOW)

4. MUSIC [MUS-12]: (BED) "ZOROASTER'S WORKSHOP-B" (UNDER).

5. SFX TRACK [FX-01]: LAB BUBBLES (UNDER).

6. NARRATOR: Aoede's feet touch broken jars and vials.

7. SFX: AOEDE STEPPING ON BROKEN GLASS.

8. AOEDE: Ouch! What was that?

9. NARRATOR: In the corner, she spots a book with a tattered cover; yet, strangely, something draws Aoede to the black figures dancing on the front, and she picks it up.

10. SHADOW: WATCHWORD! WATCHWORD! Ouch! Stop That! Put me down! Can't you hear? I said Watchword. Hey, SpellBinder, lookee here, it's a girl, and she don't have the Watchword. She seems to be ignoring me, like Shadow is invisible... She's not letting me go. If something should happen to me, tell my Penkeeper... Wait-I hear Curial!

SCENE SEVEN: INT. WONDERHAVEN LISTENING LIBRARY - DAY
(NARRATOR, AOEDE, SHADOW)

1. MUSIC [MUS-13]: (BED) "LISTENING LIBRARY-A" (UNDER).
2. NARRATOR: It's mid-morning, and Aoede is talking to the book and turning her Tunestone in her dress pocket at the Wonderhaven Listening Library (SFX: STONE TURNING).
3. AOEDE: Ok book... You do realize I have to find Zoroaster now. The fate of the Kingdom depends on it! If you open for me, I'll be sure to tell everyone that you were the Hero.
4. MUSIC: CUT [MUS-12] ABRUPTLY.
5. SHADOW: Me? The Hero? Shadow just records my Penkeeper's remarks and adventures. Never Shadow in the limelight. Even my Penkeeper never bothered to ask about Shadow's dreams or even sees me at all. Shadow is an afterthought... invisible.
6. MUSIC [MUS-14]: (BED) "SCRIBBLED LINES-A" (UNDER).
7. SHADOW: WHAT'S MY STORY
WHERE DO MY DREAMS LIVE
AM I JUST A CHILD INSIDE
DO I CRAVE ADVENTURE (MORE...)

1. SHADOW: (CONT'D.) AM I AN INVENTOR
DO I LONG FOR A VALENTINE
ALL MY LIFE
ALL MY LIFE
I'VE BEEN TELLING EVERYBODY'S STORIES
2. MUSIC [MUS-15]: (BED) "LISTENING LIBRARY-B" (UNDER).
3. AOEDE: I don't see a place for a key in your lock.
 Maybe it isn't a physical key but some sort
 of password! If I were a secret word, what
 would I be: hmmm... Zoroaster. Golden
 Springs. Wonderhaven!
4. MUSIC [MUS-16]: (BED) "SCRIBBLED LINES-B" (UNDER).
5. SHADOW: SO WHAT WOULD YOU FIND
IF YOU ERASED SCRIBBLED LINES
OH WHAT WOULD REMAIN
ON THE UNWRITTEN PAGE
6. MUSIC [MUS-17]: (BED) "LISTENING LIBRARY-C" (UNDER).
7. SHADOW: Oh how Shadow's longed for this day!
 Imagine what the Kingdom would say! "Shadow
 the Hero!" all would cheer.
8. MUSIC [MUS-18]: (BED) "SCRIBBLED LINES-C" (UNDER).

1. SHADOW: HERE I AM
BUT WHO AM I
UNDER SCRIBBLED LINES
2. MUSIC [MUS-19]: (BED) "LISTENING LIBRARY-D" (UNDER).
3. AOEDE: Open now you stupid dancing shadows book or
I'll...
4. SHADOW: (TOP) You said the WatchWord! You see
Shadow!
5. NARRATOR: Aoede flips through Shadow and only sees
blank pages. (SFX: TURNING BOOK PAGES)
6. AOEDE: Shadow. I'm Aoede, a... friend of Zoroaster.
It's really important I find him. Can you
show me his last few entries? Maybe they
will help explain his strange
disappearance.
7. SHADOW: My Penkeeper... disappeared?? If you'll keep
your promise, Shadow will do better than
show you my pages... will take you to
wherever my Penkeeper went. Just look at
the entries and touch the page. If all goes
well, you will come right back here. In
theory...

1. AOEDE: (TOP) Take me to where Zoroaster was right before his last entry.
2. NARRATOR: Aoede touches the very last page of writing...
3. SFX: AOEDE GETTING SUCKED INTO A BOOK.
4. NARRATOR: ..and is pulled from Wonderhaven into The Book of Shadows.

SCENE EIGHT: EXT. WONDERHAVEN WOOD - NIGHT
(NARRATOR, LESHY)

5. MUSIC [MUS-20]: (BED) "WONDERHAVEN WOOD-A" (UNDER).
6. NARRATOR: She emerges in Wonderhaven Wood in the past, one luna month ago, and watches Leshy, a strange green forest guardian, send a mercury message to the Underworld Goddess, Hecate.
7. LESHY: Hecade: Urgend! Zoroasder Sduck. Needs Help! Leshy.
8. NARRATOR: Aoede pops out of the book and back into the Listening Library.
9. SFX: AOEDE POPPING OUT OF THE BOOK.
10. MUSIC [MUS-21]: (BRIDGE) "LISTENING LIBRARY-E".

SCENE NINE: EXT. 3-WAY CROSSROADS-ENTRANCE TO UNDERWORLD - NIGHT
(NARRATOR, ZOROASTER, HECATE)

1. MUSIC [MUS-22]: CROSSFADE [MUS-20] INTO (BED) "CROSSROADS-A"
(UNDER).
2. NARRATOR: One luna month ago, outside at the entrance to the Underworld at a Three-way crossroads, a woman figure, Hecate, materializes with 3 heads: a dog, a serpent and a horse...
3. SFX: LOW, MEAN DOG GROWL, SNAKE, HORSE NEIGH.
4. NARRATOR: ...each facing a different direction. Through a projected mercury message from Hecate's wrist (SFX: CASTING SPELL), Zoroaster appears.
5. ZOROASTER: (FILTER) This wasn't supposed to happen! My magic is useless here in this wasteland! I hereby name you Guardian Keeper and... implore you Hecate, Goddess of Magic...
6. HECATE-SERPENT (S): (HER S'S ARE LONG, SNAKE-LIKE. SHE ADDS S'S ONTO HER WORDS) Guardian Keeper? Zoroaster, you know I'm bound by Hades to keep watch here. He'd never hear of it.
7. ZOROASTER: (FILTER) ...implore you... Goddess of Magic, Witchcraft, and the Nyx! Protect the Golden Springs! Find the Leshy and stop Empusa-the Pooka with the golden eyes!

1. MUSIC [MUS-23]: (BED) "HORRIBLY WRONG" UNDER.

2. HECATE: EMPUSA'S PLACE IS NEXT TO MINE
WHO'S THE POOKA WITH THE GOLDEN EYES
WHY WOULD THIS WITCH
LEAVE THIS NICHE
AND WHAT DARKNESS HAS SHE UNLEASHED
SOMETHING'S GONE HORRIBLY WRONG
SOMETHING'S GONE HORRIBLY WRONG

SCENE TEN: INT. AOEDE'S HOUSE-WONDERHAVEN - DAY
 (NARRATOR, SHADOW, AOEDE)

3. NARRATOR: Aoede has just returned home and is talking
 to Shadow.

4. SHADOW: Do you want the definition of Leshy? Male
 woodland spirit. Usually appears as a...

5. AOEDE: (TOP) That will do for now!

6. NARRATOR: Aoede touches the page and gets pulled into
 the Book.

7. SFX: AOEDE GETTING SUCKED INTO BOOK.

8. AOEDE: Here we GO Againnnn!

SCENE ELEVEN: EXT. WONDERHAVEN WOOD CLEARING - DAY
 (NARRATOR, AOEDE, EMPUSA, ZOROASTER)

9. MUSIC [MUS-24]: (BED) "WONDERHAVEN WOOD-B" (UNDER).

1. NARRATOR: She surfaces in a clearing just outside Wonderhaven Wood, one luna month ago, at daybreak.
2. AOEDE: The colors here are simply brilliant! Wonderhaven has become so gray since the curse.
3. NARRATOR: Aoede notices something lying on the ground that wasn't there before, a grotesquely ugly and wounded female Spriggan (a fairy bodyguard), holding a chameleon rose.
4. EMPUSA: (MOANING, HIGHER VOICE) What takes light from dark and dark from light? When is wrong most surely right?
5. ZOROASTER: I have no time for riddles... And you can drop your hurt Spriggan disguise, Empusa. Your flaming red hair and mismatched legs give you away-I'd recognize them anywhere...
6. EMPUSA: (ANGER RISING) (TOP) Never mind that. Where is it Ercole?
7. NARRATOR: Aoede sees Zoroaster take a swig from his silver vial, and drop Shadow into the grass.
8. ZOROASTER: It's Zoroaster now. Where is what, Empusa?

1. EMPUSA: You know what I'm here for, and I'm not leaving until you give me what I want.
2. ZOROASTER: And what makes you think I would I tell you where it is?
3. EMPUSA: Because if you don't Ercole, I will make the rest of your luna years a living Erebus!
4. ZOROASTER: (TOP) Really, Empusa? You really want to threaten me? After last time, I would have thought that you had learned what happens when you trifle...
5. EMPUSA: (TOP) Instead of giving you that scar on your shoulder, I should have devoured your mother's soul and eliminated you! Well... Hades' precious Queen of the Underworld, isn't here to save you now.
6. MUSIC [MUS-25]: (BED) "WHAT I WANT-A" (UNDER).
7. EMPUSA: STOP YOUR STALLING
AND GIVE ME WHAT I WANT
TELL ME WHERE IT IS
I KNOW IT'S HERE SOMEWHERE
DON'T TRY TO DENY
I FOLLOWED YOU RIGHT HERE (MORE...)

1. EMPUSA: (CONT'D.) SO STOP THIS TALK
AND GIVE ME WHAT I WANT!
2. ZOROASTER: Well, why so angry? Hecate making so many
demands on you that you're doing the
Goblin's dirty work now, Empusa?
3. EMPUSA: SO WHAT DO YOU KNOW
YOU SILLY STUPID FOOL
KEEP PRETENDING-HEH
IT WON'T CHANGE WHAT I DO
THIS WILL HAPPEN
WITH OR WITHOUT YOU
JUST STOP YOUR SQUAWKING
AND GIVE ME WHAT I WANT!
4. ZOROASTER: OH EMPUSA
JUST WHAT WILL YOU DO
IF I HOLD MY TONGUE
YOU KNOW I COULD BREAK YOU
YOU WON'T DESTROY ME
BECAUSE IF YOU DO
YOU'LL NEVER GET
YOU WON'T GET WHAT YOU WANT!
5. MUSIC [MUS-26]: (BED) "WONDERHAVEN WOOD-C" (UNDER).
6. EMPUSA: Untruths! There are the Guardians!

1. ZOROASTER: What did they promise you? If you deliver it... Riches? Power? And what of Wonderhaven's magic?
2. EMPUSA: That is not your concern. I'm quickly tiring of this charade, Ercole. If you won't tell me where the source is then you are of no use to me.
3. ZOROASTER: Or to the Goblins, Right? Just admit it. They are behind Wonderhaven's Curse and somehow using you to help them build their precious Darkhaven. They won't deliver... on whatever they promised.
4. EMPUSA: (GROWING MORE IMPATIENT) (TOP) Enough!
5. ZOROASTER: Goblin Kings care only about...
6. EMPUSA: Enough!
7. ZOROASTER: ...Goblin Kings! Besides I swore an oath of secrecy for all my luna years. Why would you ever think I would give up the location of Wonderhaven's...
8. EMPUSA: (TOP) I said ENOUGH!

1. NARRATOR: Aoede watches as Empusa turns into a Pooka- a black horse with a flowing red mane and golden eyes (SFX: HORSE NEIGHING), scoops up Zoroaster, and hurls him right to the Land of the Remainers.
2. AOEDE: Oh Deimos! Zoroaster's stuck in the Land of The Remainers!
3. EMPUSA: WHAT DO YOU KNOW
YOU SILLY STUPID FOOL
DARKHAVEN IS COMING
AND DARK WITCHES WILL RULE
STEALING GOLDEN SPRINGS
IS KEY TO THIS PLOT
WONDERHAVEN FALLS
AND I GET WHAT I WANT!
4. NARRATOR: Without warning, Aoede feels herself pulled into the Book of Shadows again.
5. SFX: AOEDE SUCKED INTO THE BOOK-HELD.
- SCENE TWELVE: EXT. 3-WAY CROSSROADS-ENTRANCE TO UNDERWORLD - NIGHT
(NARRATOR, HECATE, GOETIA/IOTA)
6. MUSIC [MUS-27]: (BED) "CROSSROADS-B" (UNDER).
7. NARRATOR: At the 3-way crossroads to the Underworld, Hecate addresses her High Priestess Goetia, who assumes another personality: Iota.

1. HECATE (S): Where are those three witches, Goetia?

And stop making excuses for them, or I'll
feed you to my hounds. (SFX: SNAKE RATTLE)

It's been well over twenty luna days, and
no sign of them in their lair or anywhere.
Unless... they couldn't still be mad over how
I ended our friendship?

(GOETIA IS CONSTANTLY OF TWO MINDS AND
ALWAYS HEARING IOTA'S NEGATIVITY AND
PASSIVE AGGRESSIVE MESSAGES. IOTA ALWAYS
WHISPERS).
2. IOTA: It's all about you Queen Hecate. Yes my

mistress. Whatever you command my mistress.
Goetia will do your bidding.
3. GOETIA: Quiet Iota! She'll hear us. (TO HECATE)

Now, I'm not saying the Goblins did entice
Empusa... And I'm not saying they didn't.

But, if a certain Dark Witch were bragging
about a Goblin King who happened to promise
her a place in his new Darkhaven, in
exchange for certain... conditions, well...

would you blame her for being...

enterprising?

1. GOETIA: (SFX: UNROLLING SCROLL) And I found this in the lair, rolled up around a piece of a tree-an overland species.
2. IOTA: I don't know why you bother telling her anything. Like she'd lift a finger for you, Goetia.
3. NARRATOR: Ignoring Iota, Goetia opens a scroll (SFX: OPENING SCROLL) and reads.
4. MUSIC [MUS-28]: (BED) "THE CURSE-B" (UNDER).
5. GOETIA: On this nyx of blackest moon
We hex thee Wonderhaven with this plume
Come fog, come mist, come fill all heads
Make all forget what all was said!
6. MUSIC [MUS-29]: (BED) "MAGIC IN THE AIR-A" (UNDER).
7. HECATE (DOG) (D): Give me that! You child, this is a copy!
(SFX: LOW DOG GROWL) I need the original written in blood. And you, Goetia, are you certain of your allegiance? Because if I find that...
8. GOETIA: (TOP) It is here with you, Hecate.
9. IOTA: And may Hades release us from this distinguished assignment.
10. GOETIA: Stop that Iota!

1. MUSIC [MUS-30]: (BED) "CROSSROADS-C" (UNDER).
2. HECATE (HORSE) (H): Know this. We will not be better off if the Goblins succeed. (SFX: HORSE NEIGH) Go Goetia. Find Empusa, Mormo and Lamia overland. Get in their favor. (SFX: MORE HORSE NEIGHING.) Tell them you are unhappy with me and want to join them..
3. HECATE (S): (SFX: SNAKE RATTLE) And bring the blood scroll to me.

SCENE THIRTEEN: EXT. WONDERHAVEN CASTLE-WONDERWORKS-DAY
(NARRATOR, GOETIA/IOTA)

4. MUSIC [MUS-31]: (BED) "OUTSIDE WONDERWORKS-A" (UNDER).
5. NARRATOR: The next morning in Wonderhaven, Goetia arrives at Wonderhaven Castle, just outside WonderWorks.
6. IOTA: If I were a witch who wanted to steal magic from a secret source, whom would I seek out for information? Why, the Master Magician, Goetia. And if he was in a wasteland, who would I befriend then?
7. GOETIA: Why thank you, Iota. His Apprentice, of course!

1. NARRATOR: Goetia is just about to knock on the door, but hears voices, and stands outside and listens.

2. WALLA: MIXED MUFFLED VOICES.

SCENE FOURTEEN: INT. WONDERHAVEN CASTLE-WONDERWORKS-DAY
(NARRATOR, LAMIA, MORMO/ZOROASTER DOUBLE, EMPUSA, CURIAL)

3. MUSIC [MUS-32]: (BED) "INSIDE WONDERWORKS-A" (UNDER).

4. NARRATOR: Inside WonderWorks, Lamia, ringleader of the Dark Witches, enters. She is half woman with a serpentine tail below the waist.

5. LAMIA: (SCREAMS.) (TO MORMO AND CURIAL) You can both stop pretending. Mormo, meet Curial, Zoroaster's-eh.. the real Zoroaster's apprentice, and soon to be Darkhaven's newest Herbologist. Curial, meet Mormo, one of my Underworld sisters.

6. MORMO: Praise Hades! A bit longer and I would have snapped!

7. LAMIA: And here's Empusa, my other sister. She's been working in the back.

8. MUSIC [MUS-33]: (BED) "DARK WITCHES" (UNDER). MORMO, EMPUSA, LAMIA CACKLE THROUGHOUT.

1. **MORMO/EMP/LAMIA:** WE ARE MORMO, EMPUSA, AND LAMIA
EAGER TO DRAIN WHAT REMAINS

2. **MORMO:** WE DEVOUR YOUR MAGIC
AND FEED OUR OWN HUNGER
AND STRONGER AND STRONGER WE GET

3. **LAMIA:** WE'RE UNDERWORLD WITCHES
IN HECATE'S SHADOW

4. **EMPUSA:** BUT ALL THAT'S ABOUT TO CHANGE

5. **MORMO/EMP/LAMIA:** FOR WHEN DARKHAVEN COMES
THE DARK WITCHES REIGN

OH WHEN DARKHAVEN COMES-
THE DARK WITCHES REIGN!

6. **MUSIC [MUS-34]:** (BED) "INSIDE WONDERWORKS-B" (UNDER).

7. **LAMIA:** Of course with the help of your enchanted
chameleon roses, pulling magic with each
color change, Curial, the magic here is
fading even faster.

(CURIAL SEES WITH A SEEING EYE GLASS.)

8. **CURIAL:** I get it. But M-M-Momo, why are you in Z-
Zoro's body? Where is Z-Zo-Zoro?

1. LAMIA: He doesn't concern you anymore, Curial. You will soon take your place by our side... the dark side... ha ha! (EMPUSA CACKLES.)
2. CURIAL: Well, I really need to think about Z-Zo-Zoro and everything you just-just... said. It is a l-lot to to take...
3. EMPUSA: (IGNORES CURIAL) (TOP) Really Lamia, we need the source. If we don't deliver, our place in Darkhaven will be the least of our worries.
4. CURIAL: There's always Sh-Shadow. He told him ev-ever-everything...
5. LAMIA: Now is not the time for more unfounded schemes. We need to stick to the original plan: Mormo deals with the curse, and you, Empusa, deliver the source. It's almost the luna moon, and we still have a Guardian to transform if Wonderhaven doesn't deliver. Curial, seen anyone wandering around Wonderhaven who wouldn't be missed?
6. MORMO: No one wandering around Wonderhaven would even remember!
7. LAMIA: What about that girl who showed up earlier nosing about?? The sleeper was it? (MORE..)

1. LAMIA: (CONT'D.) Yes... she would do nicely. (GLARES AT MORMO) Time for a little unexpected drop-in... from a newly returned wizard, Mormo.

SCENE FIFTEEN: EXT. WONDERHAVEN CASTLE-WONDERWORKS-DAY
(NARRATOR, GOETIA/IOTA)

2. MUSIC [MUS-35]: (BED) "OUTSIDE WONDERWORKS-B" (UNDER).

3. NARRATOR: Goetia is still outside WonderWorks, listening.

4. IOTA: Really, Goetia, is this chaos somehow better than your life with Hecate?

5. GOETIA: Quiet, Iota, they'll hear us! So, Mormo cast the curse. She probably keeps the blood scroll on her. Now, how can we take it without her knowing?

6. NARRATOR: Goetia knocks on the workshop door... which startles all of them.

7. SFX: KNOCKING ON LARGE, HEAVY, IRON DOOR
KNOCKER. WALLA-MUFFLED VOICES, THEN
ABRUPTLY STOP.

SCENE SIXTEEN: EXT. WONDERHAVEN WOOD CLEARING-DAY
(NARRATOR, LUK, AOEDE, SHADOW, LESHY)

8. MUSIC [MUS-36]: (BED) "WONDERHAVEN WOOD CLEARING-A" (UNDER).

1. NARRATOR: It's mid morning, and Luk has just transported himself, Aoede and Shadow to the clearing outside Wonderhaven Wood in search of a Leshy.
2. LUK: About Leshys me thinks me know. Full of mischief and eyes that glow!
3. AOEDE: Why don't we split up; you take right; I'll take Shadow and go left.
4. NARRATOR: AOEDE walks away from Luk and squeezes the Tunestone in her pocket, which gives no response.
5. AOEDE: I should just give myself up. So what if I am banished. I could save more Guardians, and even the Kingdom.
6. LUK: (YELLING TO AOEDE FROM SOMEWHERE ON THE PATH) Miss! Me thinks I've found him! Errr.. or, he found me! The Leshy is tall-as tall as a tree!
7. NARRATOR: A tall tree carrying Luk in his branches lets out a huge sneeze..
8. SFX TRACK [FX-02]: "LESHY TUBA" THIS ACCOMPANIES LESHY ONLY WHEN HE SPEAKS. TUBA NOTES ECHO HIS WORDS.
9. LESHY: AHH-AHHHHHH-AHHHHHHHCCCCHHHOOOO!

1. NARRATOR: ...that shakes the trees and ground (SFX: TREES SHAKING) and makes him drop Luk down right in front of Aoede. (SFX: MORE TREES SHAKING, HEAVY THUD.)
2. AOEDE: Luk, can you run ahead and see if you see any signs of Zoroaster? Be careful though, we're near the Land of Reminders, so watch your step, or you could end up evermore in that wasteland without souls. (LUK UTTERS MMMS IN AGREEMENT.)
3. NARRATOR: Leshy turns into a human with bright green glowing watery eyes (SFX: TWINKLY SPELL), green hair and a beard made of Wondergrass, and a very red nose.

(LESHY HAS A COLD AND SPEAKS ALL HIS "T'S" AS "D'S.")
4. LESHY: (SFX: [FX-02]) AHHHHHH-CHHOOOOO!!! You are a sdranger do dhese pards. And Leshy does nod help sdrangers. Now, how is id dhad you know of me?
5. AOEDE: Well, it starts with Shadow.
6. LESHY: (SFX: [FX-02])(MORE NOSE BLOWING) Gread Persephone! How came you do have dhis book?

1. AOEDE: The book... Shadow. He showed me. All of it. Including your message warning Hecate about Zoroaster. Are you sick?
2. LESHY: (SFX: [FX-02]) Wondergrass Fever...
3. AOEDE: And what of Zoroaster? You must know these lands. Can he return from the Land of the Reminders?
4. LESHY: (SFX: [FX-02])(BLOWS HIS NOSE INTO HIS RED SCARF) Dhere is one way I know, bud id mightd as well be no way. A very powerful magician would have do sacrifice da one dhing mosd cherished in exchange for his release.
5. AOEDE: Sounds pretty vague... and hopeless.
6. LESHY: (SFX: [FX-02]) You never said who you are. Are you a magician doo?
7. NARRATOR: Aoede turns her Tunestone in her pocket, (SFX: STONE TURNING) which doesn't respond.
8. AOEDE: Ha! No, just a muse... I have no magic. And pretty soon, neither will anyone else in Wonderhaven.

SCENE SEVENTEEN: EXT. WONDERHAVEN-OUTSIDE AOEDE'S HOUSE - NIGHT
(NARRATOR, AOEDE)

1. SFX: AOEDE'S FEET WALKING IN FOREST, LEAVES.
2. NARRATOR: Aoede is outside her house in Wonderhaven,
one hour before the luna moon.
3. MUSIC [MUS-37]: (BED) "CHAMELEON" (UNDER).
4. AOEDE: (SUNG AS IF SHE HAS GIVEN UP, DEFEATED)
I'LL SAY WHAT I WANT TO SAY
DON'T CARE WHO HEARS ME NOW
THERE'S NOTHING I CAN DO
IT'S ALL OVER IN AN HOUR
WHO AM I TO TRY TO SAVE
ANYONE I'M JUST A MUSE
AND NOTHING THAT I DO
CAN CHANGE THE COMING MOON
(SPOKEN: I'M A SLEEPER!)
BUT WHAT IF THERE IS MORE
THAN THE COLORS I LET OTHERS SEE
WHAT IF I ALL I NEED IS TO BELIEVE
WHAT IF I BELIEVE
Discover where magic is and isn't!
5. NARRATOR: Aoede squeezes her Tunestone, which
responds with a faint song. (SFX: SINGING
BOWL, GETS LOUDER, SOLID)
6. MUSIC [MUS-38]: (BED) "NOBODY CAN KNOW-PART II" (UNDER).

1. AOEDE: WHO AM I, I'M THE MUSE OF SONG
IMMORTAL GODDESS FROM DISTANT LANDS
COULD CHARM THE BIRDS AND BEASTS
AND COAX THE TREES AND ROCKS TO DANCE

A POWERFUL MAGICIAN
WHO NEEDS NO WAND NOR VIALS
FOR I CAN DO THE WORK OF GODS
TURN WITCHES INTO MAGPIES

I HAVE A USE

I AM A MUSE

NOW SAVING MAGIC RESTS ON ME

AND I MUST SACRIFICE

WILL THERE STILL BE TIME
2. NARRATOR: Aoede thinks about the one way Leshy knew to free Zoroaster.
3. AOEDE: *"A very powerful magician would have to sacrifice the one thing most cherished in exchange for his release."* What can it mean? Could Zoroaster be the powerful magician? But he's already sacrificed himself to the land. And what does he most cherish? I wonder...
4. SFX: AOEDE'S FOOTSTEPS RUNNING INSIDE.

1. AOEDE: Luk! Quickly, we have to go back to Zoroaster now. There's no time to delay! I'll explain on the way, but I think I may know a way to...

SCENE EIGHTEEN: INT. WONDERHAVEN-AOEDE'S HOUSE - NIGHT
(NARRATOR, AOEDE, ZOROASTER DOUBLE/MORMO (ZD/MORMO), LUK)

2. NARRATOR: Aoede sees Zoroaster's Double in her bedroom holding Luk, who is bound and gagged.

(LUK UTTERS MUFFLED "MMMSSSS")

3. MUSIC [MUS-39]: (BED) "GOBLIN STEW" (UNDER).

(ZD/MORMO LOOKS LIKE ZOROASTER AND SPEAKS WITH TWO VOICES SIMULTANEOUSLY: MORMO AND ZOROASTER)

4. ZD/MORMO: Going somewhere Muse? But I've only just arrived. I've been "missing" they say. But what do they know (THREATENING LUK AND AOEDE) Come with me now or it's goblin stew for you. And grab that book on your bed there. I believe that belongs to... me.

5. NARRATOR: The Double gags and binds Aoede, who protests heavily.

(LUK AND AOEDE UTTER MUFFLED MMMS.)

SCENE NINETEEN: INT. WONDERHAVEN CASTLE-WONDERWORKS - NIGHT
(NARRATOR, LAMIA, GOETIA/IOTA, AOEDE, EMPUSA, CURIAL, MORMO)

1. MUSIC [MUS-40]: (BED) "INSIDE WONDERWORKS-C" (UNDER).
2. SFX [FX-1]: LAB BUBBLES (UNDER).
3. NARRATOR: One-half hour before the luna moon, inside WonderWorks, Lamia and Goetia are talking.
4. LAMIA: (SCREAMS AND STARTLES GOETIA.) Don't mind that. Still carrying around old baggage. And speaking of, still hearing voices in your head Goetia, your Priestess? You say you haven't been happy with Hecate. Who of us ever is?? It's a little too coincidental that you knocked just as we were discussing the fate of magic in Wonderhaven..
5. GOETIA: (TOP) No! I am on your side.
6. IOTA: Ha! I don't even believe that, Goetia.
7. MUSIC [MUS-41]: (BED) "UNDERWORLD MADNESS-A" (UNDER).
8. GOETIA: CAN'T HOLD IT IN, HOLD IT INSIDE
UNDERWORLD MADNESS
I'VE ONLY KNOWN
HOW IT FEELS TO BE BOUND
AND I'VE GIVEN ALL I CAN
AND NOW I AM DROWNING (MORE...)

1. GOETIA: (CONT'D.) IN HER DREAMS AND WANTS
AND MINE PUSHED SO FAR DOWN
I DON'T KNOW WHO'S INSIDE
I'M GOING OUT OF MY MIND!
2. MUSIC [MUS-42]: (BED) "INSIDE WONDERWORKS-D" (UNDER).
3. IOTA: We've been thinking too small: Hecate's Priestess indeed.
4. GOETIA: We want to join you... feel power on a larger level.
5. NARRATOR: Goetia, Lamia and Empusa are interrupted by a commotion.
6. SFX: HEAVY DOOR CREAKING OPEN, DRAGGING BODIES,
MUFFLED "MMMS" FROM LUK.
7. NARRATOR: Zoroaster's Double drags Aoede and Luk into WonderWorks, and removes Aoede's gag but keeps her bound.
8. AOEDE: You're not Zoroaster! Who are you? (LUK WHIMPERS.) And I insist you ungag my house goblin! Why have you brought us here?
9. LAMIA: (SCREAMS) Is this a lucky guess, Mormo? Or does our Muse perhaps know more than we think she does?
10. AOEDE: Mormo? And who are you all?

1. EMPUSA: Ahh.. no matter, Lamia, in just a few minutes we will show the Kingdom of Wonderhaven that until they give up their precious source, more Guardians will die. And that goblin will be next. (LUK WHIMPERS STILL GAGGED.)
2. MUSIC [MUS-43]: (BED) "UNDERWORLD MADNESS-B" (UNDER).
3. EMPUSA: I'VE ONLY KNOWN
HOW IT FEELS TO PROWL
AND I'VE BEEN HER FREAK
AND SO WEAK I DEVOUR
WHATEVER SHE TELLS ME
SO THAT SHE SHINES
I CAN MASTER DISGUISE
BUT I CAN'T CHANGE MY MIND
4. MUSIC [MUS-44]: (BED) "INSIDE WONDERWORKS-E" (UNDER).
5. LAMIA: (SCREAMS AND MUTTERS UNDER HER BREATH) Must I be fated to replay that scene in my head? Hera catching me and Zeus. My children... all dead.
6. MUSIC [MUS-45]: (BED) "UNDERWORLD MADNESS-C" (UNDER).
7. LAM/EMP/MORMO/GOET: CAN'T HOLD IT IN, HOLD IT INSIDE
UNDERWORLD MADNESS

1. MUSIC [MUS-46]: (BED) "INSIDE WONDERWORKS-F" (UNDER).
2. CURIAL: Hey, wh-what are are you doing with-with Z-Zoro's Book of Shadows??
3. LAMIA: So, Goetia says she's ready to give up on Hecate and join us. Here's her chance to prove it. It's now the luna moon. Check the Square for signs of anyone coming forward, then (BEAT) sacrifice the Muse, Goetia. Turn her into stone. Leave a chameleon rose on her. And Mormo, bring me that book.
4. MUSIC [MUS-47]: (BED) "INSIDE WONDERWORKS-G" (UNDER).
5. NARRATOR: Mormo turns Shadow over and over and looks at his covers.
6. MORMO: You don't think there could be some hidden information in here? I could try enchanting it... see what's inside.
7. LAMIA: (SCREAMS) No Mormo, I want no record of that book to survive. Erase it. All of it.
8. NARRATOR: Mormo waves her hands in a circle over Shadow, (SFX: CONJURING SPELL) pulling the words from his pages.

1. CURIAL: (TO HIMSELF-SLITHERING TOWARDS THE BACK, OUT OF RANGE OF THE DARK WITCHES) E-e-rasing the Book of Shadows? First Z-Zoro, now the Book. W-Wouldn't be surprised if I-I I'm next. I want no p-part...
2. NARRATOR: Goetia returns with Aoede, not turned to stone.
3. LAMIA: (GETTING INCREASINGLY ANGRY) Either you come bearing gifts from Fountain Square, or we will soon see a stone witch. (BEAT) What happened?
4. IOTA: She wouldn't turn to stone. Or wood. Or even into a newt.
5. GOETIA: Quiet Iota!
6. LAMIA: Stand back and let a real witch do it. "In lapidem convertere Musa!" (SFX: WOOOSH, SPELL THAT FAILS, FIZZLES OUT.)
7. IOTA: I told you.
8. LAMIA: Unacceptable! What is she... some kind of magician?
9. MORMO: Or, a white witch!

1. LAMIA: We need a sacrifice. If you won't do it, then it's the Goblin. (LUK WHIMPERS, STILL BOUND AND GAGGED.) "In lapidem convertere... Cobalus!"
2. NARRATOR: All of a sudden, there is a huge explosion.. (SFX: EXPLOSION NOISES), and the workshop fills with thick black smoke and the smell of chameleon roses burning.
3. IOTA: Quick Goetia, grab it! Take the scroll now!
4. MORMO: (SCREAMS AND COUGHS) Who just touched me? I told you we're going down!!!!
5. NARRATOR: Curial emerges covered in black soot carrying a half-erased Shadow, has lost his seeing-eye glass and feels around in the dark, stumbling into Aoede.
6. CURIAL: Take this B-B-ook. And re-return it to it's right-rightful owner.
7. NARRATOR: Luk snaps his fingers (SFX: TWO SNAPS), and Aoede and Luk disappear with Shadow under her arm.
8. LAMIA: (SCREAMS, ANGRY) You reckless, boneheaded, crackbrained lizard-boy! You'll be my next sacrifice for that! And where is Goetia?

1. MORMO: And my scroll? Do you believe me now?

SCENE TWENTY: EXT. WONDERHAVEN WOOD CLEARING - NIGHT
(NARRATOR, AOEDE, LUK, SHADOW, ZOROASTER)

2. MUSIC [MUS-48]: (BED) "WONDERHAVEN WOOD CLEARING-B" (UNDER).

3. NARRATOR: Aoede, Luk and Shadow emerge in Wonderhaven
Wood Clearing in the evening.

4. SHADOW: Keeper's word! Shadow's still... here!
Memories... so many of my Penkeeper's
entries... wiped, but Shadow is still here!

5. AOEDE: I've been thinking about what Leshy said: A
*very powerful magician would have to
sacrifice the one thing most
cherished in exchange for Zoroaster's
release. I assumed Zoroaster was the
powerful magician, and then realized: I
have to be the one who does the
sacrificing.*

6. SHADOW: So, Shadow will be erased after all?

7. AOEDE: No Shadow, not sacrificed, but you need to
make me your new... Penkeeper.

8. NARRATOR: As Aoede begins to write, she squeezes her
Tunestone, which sings loudly (SFR: SINGING
BOWL).

1. AOEDE: (WRITING) I, Aoede, hereby give up my most cherished belief that I have no magic and no use... I'm oozing magic (BEAT) and I burst with use! Ok, Shadow, hope this won't hurt.
2. NARRATOR: She tears the page out (SFX: RIPPING PAPER) and throws it over the boundary into the Land of the Reminders.
3. AOEDE: I wonder how long we need to wait before the land decides if the sacrifice is true.
4. NARRATOR: (CONT'D.) Immediately, Zoroaster materializes in front of them, looking much older. He has white hair, is frail and used up, and hardly able to stand.
5. AOEDE/SHADOW: (TOGETHER) Zoroaster!/Penkeeper!
6. NARRATOR: Zoroaster touches his white hair and the scar on his shoulder.
7. ZOROASTER: (FAINT, STRAINED VOICE THAT TAKES ALL HIS ENERGY) I'm Ian Ercole... Who is Zoroaster? Where is this place... So tired... must sleep.
8. NARRATOR: He collapses on the ground (MOANING). (SFX: ZOROASTER FALLING TO THE GROUND.)

1. AOEDE: We need to find a place to nurse him back to health, Luk. (LUK ACKNOWLEDGES WITH A "MMM-HMMMM")

SCENE TWENTY-ONE: EXT. 3-WAY CROSSROADS-ENTRANCE TO UNDERWORLD-DAY
(NARRATOR, HECATE, GOETIA/IOTA, AOEDE)

2. MUSIC [MUS-49]: (BED) "CROSSROADS-D" (UNDER).

3. NARRATOR: Next morning, at the Three-way crossroads Underworld, Hecate talks to Goetia.

4. HECATE (D): (SFX: LOW DOG GROWL) Goetia, I can't take any more bad news today, please tell me you brought the blood scroll.

5. GOETIA: Here. (HANDS HER SCROLL). Mormo cast the curse. All three-Empusa, Mormo and Lamia-are in this together. Lamia's the leader-and using Curial, Zoroaster's apprentice to enchant chameleon roses.

6. HECATE (S): (SFX: SNAKE RATTLE) You easily could have joined them and turned your back on me.

7. IOTA: Don't think we haven't been tempted.

8. HECATE (H): (SFX: HORSE NEIGH) So, what news do you bring me from overland?

1. IOTA: Tell her nothing. Or make something up. She won't know the difference. We owe her nothing.
2. GOETIA: The Dark Witches captured an ordinary muse and her house goblin. They tried to sacrifice the muse to make it look like she was a Guardian, and to prove our loyalty, made us turn her into stone, but it didn't work.
3. IOTA: Mother of Hades. Now don't hold anything back, Goetia.
4. HECATE (D): (SFX: LOW DOG GROWL) They will keep sucking magic and sacrificing bodies until they get what they want. The Curse can be stopped, but it will require an even more powerful magic, and we can't do it alone.
5. HECATE (S): (SFX: SNAKE RATTLE) You say the muse was unaffected by the spells? Find her, and bring her to me.
6. NARRATOR: Aoede and Goetia land in the Underworld at the three-way crossroads in the afternoon.
7. HECATE (S): (SFX: SNAKE RATTLE) It's been a long time, Aoede. Goetia, leave us be.

(GOETIA leaves.)

1. AOEDE: Hecate, you know Zoroaster has returned from the Land of the Remainers?
2. HECATE (D): (SFX: LOW DOG GROWL) I could feel it. He's still withering, wasting away even though the Land no longer has it's hold on him. Give him time.
3. HECATE (H): (SFX: HORSE NEIGH) And Aoede, Zoroaster made me a Guardian Keeper in his absence. Your secret is safe with me. It's why I sent for you. I need your help to break the Curse.
4. AOEDE: My help?
5. MUSIC [MUS-50]: (BED) "BLACK MAGIC" (UNDER).
6. AOEDE: BLACK MAGIC
BLACK MAGIC
HOW CAN I BREAK BLACK MAGIC?
7. HECATE: (HANDS AOEDE THE SCROLL)
TAKE THIS SCROLL
THIS BLOOD SCROLL
AND DIP IT IN THE GOLDEN POOL
8. MUSIC [MUS-51]: (BED) "CROSSROADS-E" (UNDER).
9. HECATE (D): (SFX: LOW DOG GROWL) Mormo must have discovered her scroll has been stolen.

1. AOEDE: But it's a secret. How can I go to the Golden Springs undetected and not reveal the location?
2. HECATE (H): (SFX: HORSE NEIGH) You must go alone Aoede. Only then will the Springs reveal themselves to you. Did you wonder why you couldn't be turned to stone? Weren't affected by the Fog?
3. AOEDE: I guessed it had something to do with being a... appointed by Zoroaster.
4. HECATE (S): (SFX: SNAKE RATTLE) Black magic can't touch a real Guardian. There is a mutual bond between you and the Golden Springs. Just as you protect them, so they protect you from harm.
5. HECATE (H): (SFX: HORSE NEIGH) Though you cannot be harmed, the fate of Wonderhaven is in your hands, Aoede. If Mormo, Lamia or Empusa get that scroll back, they will destroy it.
6. AOEDE: Why didn't Mormo just destroy it once she cast the curse?
7. HECATE (S): To curse a whole kingdom takes immense magic. (MORE...)

1. HECATE (S): (CONT'D.) She needed to invoke the original seven times during the past seven luna moons. I will send for Goetia, and whatever happens, don't let the scroll fall into their hands.

SCENE TWENTY-TWO: EXT. WONDERHAVEN WOOD CLEARING - DAY
(NARRATOR, GOETIA/IOTA, AOEDE, MORMO, LAMIA, EMPUSA)

2. MUSIC [MUS-52]: (BED) "WITCHES FIGHT" (UNDER).
3. NARRATOR: Aoede and Goetia materialize in late afternoon in Wonderhaven Wood Clearing.
4. GOETIA: We're getting an uneasy feeling... it feels like-like...
5. IOTA: Like we're being watched!
6. NARRATOR: Without warning, Mormo, Empusa and Lamia spring out of the trees, and all three raise their wands to Goetia and Aoede.
7. SFX: CASTING SPELL WOOSHES. SEPARATE SPELLS, WOOSHES FOR MORMO, LAMIA, AND EMPUSA'S WANDS.
8. MORMO: (SFX: MORMO WAND) Where is it, Goetia, and don't play dumb with me. I know you took it from me.

1. LAMIA: (SFX: LAMIA WAND) Or maybe it was the Muse, or should I say Guardian. Oh Yes, we know why you couldn't be turned to stone... But Hecate must have already told you, or you wouldn't be here. You can break the Curse.
2. EMPUSA: (SFX: EMPUSA WAND) She may be immune to our spells, but there's no immunity from the Land of the Remainders. Shall I give you a taste, oh precious Guardian?
3. MUSIC [MUS-53]: (BED) "WHAT I WANT-B" (UNDER).
4. AOEDE: OH EMPUSA
I'M TIRED OF YOUR GAME
YOUR MAGIC'S LOST ON ME
BUT OH HOW I HAVE CHANGED
NO MORE WILL I LET
DARK WITCHES REIGN
YOU'LL NEVER GET-
YOU WON'T GET WHAT YOU WANT!
5. NARRATOR: Aoede squeezes her Tunestone (SFX: SINGING BOWL) and turns Empusa into a donkey with mismatched legs and flaming red fur. (SFX: DONKEY HEE-HAW) Goetia breaks free from Mormo and grabs Mormo's wand (SFX: MORMO WAND).

1. AOEDE: (TO HERSELF) Where magic is and isn't. Do no more harm indeed! (TO EMPUSA) That was for Zoroaster! Though I just may throw you over the boundary.
2. NARRATOR: Aoede takes Lamia's eyes. (SFX: SCRAPING)
3. AOEDE: You want to be dark? Now you can be in the dark for all your luna years Lamia. (LAMIA FEELS AROUND, STUMBLES AND SCREAMS.)
4. GOETIA: And this is for the Curse, Mormo! And you're right, we never liked you! Too paranoid for us.
5. IOTA: Let's see how you like being in Fog: Da Caput Nebula! (SFX: WHOOSH SPELL)
6. NARRATOR: Mormo stumbles around in a daze. (MORMO, MOANING)
7. GOETIA: Go Aoede! Before they realize what's happened!
8. NARRATOR: In a puff of smoke... (SFX: SMOKE PUFF)
Goetia forces the dazed, deformed and moaning Dark Witches back to the Underworld. (MORMO, EMPUSA, LAMIA MOAN)

SCENE TWENTY-THREE: EXT. WONDERHAVEN WOOD - GOLDEN SPRINGS - DAY
(NARRATOR, AOEDE)

1. MUSIC [MUS-54]: (BED) "GOLDEN SPRINGS" (UNDER).
2. NARRATOR: Aoede arrives at the boundary near the Land of the Remainers in the late afternoon.
3. AOEDE: I don't have a revealing spell, but I could always charm the Springs if they don't reveal themselves... and quickly. No telling when the witches will figure out what happened.
4. NARRATOR: Aoede squeezes her Tunestone, (SFX: SINGING BOWL) and like a snake charmer, the Golden Springs begin to wake up and dance.
5. AOEDE: This is for Wonderhaven!
6. NARRATOR: Aoede pulls the scroll from her dress pocket and dips it into the golden pool. She watches as the blood letters from the scroll are erased by the water. The Springs rapidly become a raging golden whirlpool around her... (SFX: WHIRLPOOL) ...and suck the scroll right from her hands, nearly pulling Aoede in with it.
7. AOEDE: Ahh! (BEAT) I guess Wonderhaven will be first to know whether the Curse is broken.

SCENE TWENTY-FOUR: EXT. WONDERHAVEN CASTLE FOUNTAIN SQUARE - DAY
(NARRATOR, AOEDE, ZOROASTER, CURIAL, SHADOW, WONDERHAVEN
CHORUS, HECATE, GOETIA, EMPUSA, LAMIA, MORMO)

1. MUSIC [MUS-55]: (BRIDGE) "CAROUSEL" (UNDER).
2. NARRATOR: The next morning, Aoede, Zoroaster, Curial and Shadow gather in Wonderhaven Fountain Square outside WonderWorks.
3. MUSIC [MUS-56]: (BED) "CASTLE MAGIC" (UNDER).
4. ZOROASTER: (STILL WEAK, DELIVERING IN A TIRED VOICE)
May the Dark Witches never return to Wonderhaven!
5. CURIAL: I will s-sec-second that. And may the G-G-Goblin Kings never build D-Dark-Darkhaven.
6. AOEDE: There's one more thing I must do: keep a promise. Attention Wonderhaven! The Curse is broken!
7. WALLA: CHEERING FROM THE CROWD (YAY!).
8. AOEDE: And the Kingdom owes its gratitude to an unexpected Hero: Shadow.
9. WALLA: MORE CHEERING FROM THE CROWD (YAY!).
10. AOEDE: If it weren't for you Shadow, Zoroaster and likely all of Wonderhaven wouldn't be here today!

1. WONDERHAVEN CH: Hip Hip Hooray! Hip Hip Hooray! Shadow
Saved The Day! Shadow Saved The Day!
2. AOEDE: I can feel magic in the air!
3. MUSIC [MUS-57]: (BED) "MAGIC IN THE AIR-B" (UNDER).
4. HECATE/GOETIA/ (FROM UNDERWORLD-CAACKLING THROUGHOUT)
EMPUSA/LAMIA/MORMO GOBLINS WHISPER SECRET TALK
SUMMON WITCHES FROM THE DARK
5. CURIAL: (HOLDING A CHAMELEON ROSE)
ROSES TURN FROM RED TO GREEN
6. ZOROASTER: MAGIC THRIVES IN GOLDEN SPRINGS
7. AOEDE: (SQUEEZING HER TUNESTONE)
LISTEN TO MY TUNESTONE SING!
8. ALL: SPELLS, CHARMS, CHANTS, FIRES
CAN FEEL IT IN MY BONES TONIGHT
SPELLS, CHARMS, CHANTS, FIRES
THERE'S MAGIC IN THE AIR
MAGIC IN THE AIR

(DARK WITCHES ARE BACK TO DOING DARK WITCH
BUSINESS IN THE UNDERWORLD. THEY DANCE
AROUND A CAULDRON, WAVE WANDS, AND CACKLE
LOUDLY TOGETHER.)

THE END.

Writer's notes for "Of Myth and Magic"

NOTE:

This 45-minute length audio drama musical is adapted from Aoede's *Do You Believe In Magic?* (MAGIC), a full-length, award-winning one hour 47 minute fantasy original musical story. The instrumental score with sound design for MAGIC serves as the MUSIC "BEDS" and plays under each of the scenes. Sound effects are also available as stand alone tracks, or integrated into the sound design. The instrumental tracks are intended to underscore the entire production.

ENGINEER'S NOTES: "Of Myth and Magic"**MUSIC CUES:**

- 1) "THE CURSE-A" [MUS-01]
- 2) "WONDERWORKS-A" [MUS-02]
- 3) "BACKWARDS CAROUSEL" [MUS-03]
- 4) "LAMENTING STRINGS" [MUS-04]
- 5) "TWINKLY MAGIC FAIRY" [MUS-05]
- 6) "BACKWARDS TWINKLY MAGIC FAIRY" [MUS-06]
- 7) "UNTHINKABLE" [MUS-07]
- 8) "AOEDE'S HOUSE-A" [MUS-08]
- 9) "NOBODY CAN KNOW" [MUS-09]
- 10) "AOEDE'S HOUSE-B" [MUS-10]
- 11) "ZOROASTER'S WORKSHOP-A" [MUS-11]
- 12) "ZOROASTER'S WORKSHOP-B" [MUS-12]
- 13) "LISTENING LIBRARY-A" [MUS-13]
- 14) "SCRIBBLED LINES-A" [MUS-14]
- 15) "LISTENING LIBRARY-B" [MUS-15]
- 16) "SCRIBBLED LINES-B" [MUS-16]
- 17) "LISTENING LIBRARY-C" [MUS-17]
- 18) "SCRIBBLED LINES-C" [MUS-18]
- 19) "LISTENING LIBRARY-D" [MUS-19]
- 20) "WONDERHAVEN WOOD-A" [MUS-20]
- 21) "LISTENING LIBRARY-E" [MUS-21]
- 22) "CROSSROADS-A" [MUS-22]
- 23) "HORRIBLY WRONG" [MUS-23]

MUSIC CUES (CONT'D.):

- 24) "WONDERHAVEN WOOD-B" [MUS-24]
- 25) "WHAT I WANT-A" [MUS-25]
- 26) "WONDERHAVEN WOOD-C" [MUS-26]
- 27) "CROSSROADS-B" [MUS-27]
- 28) "THE CURSE-B" [MUS-28]
- 29) "MAGIC IN THE AIR-A" [MUS-29]
- 30) "CROSSROADS-C" [MUS-30]
- 31) "OUTSIDE WONDERWORKS-A" [MUS-31]
- 32) "INSIDE WONDERWORKS-A" [MUS-32]
- 33) "DARK WITCHES" [MUS-33]
- 34) "INSIDE WONDERWORKS-B" [MUS-34]
- 35) "OUTSIDE WONDERWORKS-B" [MUS-35]
- 36) "WONDERHAVEN WOOD CLEARING-A" [MUS-36]
- 37) "CHAMELEON" [MUS-37]
- 38) "NOBODY CAN KNOW-PART II" [MUS-38]
- 39) "GOBLIN STEW" [MUS-39]
- 40) "INSIDE WONDERWORKS-C" [MUS-40]
- 41) "UNDERWORLD MADNESS-A" [MUS-41]
- 42) "INSIDE WONDERWORKS-D" [MUS-42]
- 43) "UNDERWORLD MADNESS-B" [MUS-43]
- 44) "INSIDE WONDERWORKS-E" [MUS-44]
- 45) "UNDERWORLD MADNESS-C" [MUS-45]
- 46) "INSIDE WONDERWORKS-F" [MUS-46]
- 47) "INSIDE WONDERWORKS-G" [MUS-47]

MUSIC CUES (CONT'D.):

48) "WONDERHAVEN WOOD CLEARING-B" [MUS-48]

49) "CROSSROADS-D" [MUS-49]

50) "BLACK MAGIC" [MUS-50]

51) "CROSSROADS-E" [MUS-51]

52) "WITCHES FIGHT" [MUS-52]

53) "WHAT I WANT-B" [MUS-53]

54) "GOLDEN SPRINGS" [MUS-54]

55) "CAROUSEL" [MUS-55]

56) "CASTLE MAGIC" [MUS-56]

57) "MAGIC IN THE AIR-B" [MUS-57]

SFX:

1) LAB BUBBLES [FX-01]

2) LESHY TUBA [FX-02]