

THE MAGIC of BEAUTY and the BEAST

By Carter Burch

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PUBLISHED BY

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STORY OF THE PLAY

Here is the timeless story of how a young maiden named Beauty must bravely live in the castle of a frightening Beast and whose gradual love for him breaks the curse he is under and turns him back into a prince. This lovely and often funny version of the classic story will charm your audiences. All the favorite characters are here including a likable prince, a kind, fair person even when he is a furry beast; Beauty, a beautiful young maiden who lives up to her name in spirit and self reliance; and a wizard who wonders why the audience doesn't delight in his evilness.

Other characters include Beauty's blustery and somewhat silly father, Otto Von Gooseberry, and Beauty's sisters, Patience and Charity who have neither and definitely take after their father!

Even more humor is added by two assistants, Fenwick and Bozmo, who spend a good portion of the play under a curse as a snake and skunk.

Written expressly for small theatre groups and schools, this play has minimal production needs and maximum entertainment value.

SYNOPSIS

ACT I

Scene 1: The royal court of Titania.

Scene 2: A village in Maldavia.

Scene 3: A cliff overlooking the ocean.

Scene 4: The court in Titania.

Scene 5: The village in Maldavia.

ACT II

Scene 1: The court at Titania.

Scene 2: The rose garden room at the castle.

Scene 3: The village of Maldavia.

Scene 4: The court in Titania.

CAST OF CHARACTERS

(5 M, 3 F)*

DREDMON: Grand Wizard of the Realm. Likes to refer to himself as “Dredmon the Magnificent.” He is vain, flamboyant, ambitious, and enjoys evil just for the fun of it.

FENWICK/SNAKE: Dredmon’s assistant, a bookworm type who loves immersing himself in magic lore. But he tends to be high-strung and nervous in times of tension, especially after Dredmon turns on him and changes him into a snake.

***PRINCE DAVID:** A handsome, but somewhat naive prince. He is trying to undo some of the evil caused by his late father, the former king, and Dredmon. But, he learns the hard way it takes more than just giving orders to fix things.

***BEAST:** Prince David after Dredmon has put a spell on him. He is tall, covered with fur and has large fangs.

BOZMO/SKUNK: The wiry court jester. He is playful and sarcastic but emerges as a good idea man after being turned into a skunk.

BEAUTY: Lives up to her name. She is thoughtful, hardworking and dedicated to her family. She is also very self-reliant and can be defiant and stubborn in the face of injustice.

PATIENCE: She has none. Patience is Beauty’s sister and is not only impatient, but rather lazy and shallow.

CHARITY: Beauty’s other sister. She is greedy and self-centered, and has a sharp tongue.

OTTO: The father of the three sisters. A successful merchant, he is a rotund and rather silly man who would like people to think of him as a great man. He is weak-willed but has a good heart.

***BEAST** can be played either by the same actor as Prince David, or another actor.

PROPS

DREDMON: Long staff, spy glass.

FENWICK: Carpet bag containing bat wings, scarves, various gag items, and a long rubber snake.

BEAUTY: Cape for her father, needle and thread, dress, sewing basket, cloak with hood.

BEAST: Cloak, ring on a necklace, pruning shears.

PATIENCE: Mop and bucket, make-up, hairbrush.

CHARITY: Washtub and laundry, make-up, hairbrush.

OTTO: Rose, book manuscript.

STAGE PROPS: Clock, flower pots with rose plants, mirror wrapped in cloth.

SETTING

For easy touring the play only requires several small stools, a sofa, and potted plants to suggest the various settings.

ACT I
Scene

(AT RISE: The Royal Court of Titania. The stage is dark. DREDMON enters wearing long, colorful robes and a silly tall hat. He carries a long staff. Following behind him is FENWICK, his servant, carrying a carpet bag. DREDMON steps to the edge of the stage and glares at the audience.)

DREDMON: I am Dredmon the Magnificent! Grand Wizard of the realm and the greatest magician that ever lived! I command each of you to bow down before me! *(Pause for audience response.)* I said, I command you to bow down before me! *(Pause.)* You dare to defy the great Dredmon? *(Pause.)* Fenwick! *(DREDMON turns to one side, but FENWICK is on the other side.)*

FENWICK: Yes, Master.

DREDMON: *(Startled.)* Ay! Why do you sneak up on me like that!

FENWICK: Sorry, sir.

DREDMON: Look at these filthy little guttersnipes! I ought to turn you all into lizards!

FENWICK: Perhaps they do not believe you are actually Dredmon the Magnificent. Perhaps a display of power is in order.

DREDMON: Is that it? Would you like to see some magic? *(Waits for reaction.)* Ah hah! I thought so. Watch closely, my little friends, and see the mystery of the ages! Fenwick!

(FENWICK has crossed to the other side of DREDMON so when DREDMON turns and calls, Fenwick is not there.)

FENWICK: Yes, Master.

DREDMON: *(Spins around.)* Ay! Stop doing that!

FENWICK: Sorry, sir.

DREDMON: My wand, if you please.

FENWICK: Your wand?

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DREDMON: That's right, Fenwick. Give me my wand.

FENWICK: You mean, right now?

DREDMON: Fenwick, you haven't forgotten my wand, have you?

FENWICK: *(Frightened, HE digs through his carpet bag.)*

Oh, no, master, I have it right...I mean, I'm sure it's here someplace. *(HE pulls bat wings, scarves, and other gag items from the bag and finally produces a long rubber snake.)* Look, Master, how about a nice juicy snake?

DREDMON: Why, thank you very much, Fenwick. *(HE takes the snake and hits FENWICK over the head with it.)*

I don't need a wand, anyway, not for the likes of these! Now, watch closely, and be amazed! *(HE laughs maniacally as he points to the heavens. LIGHTNING flashes.)* And now that you have seen my power, I command you once again to bow down before Dredmon the Magnificent! *(Pause.)* What? You still refuse to obey? You impudent little street urchins! Fenwick!

FENWICK: *(Ducks down and covers HIS head.)* Right here, Master.

DREDMON: Fenwick, what's wrong with me? Have I lost my evil touch? I can't even scare little children anymore.

FENWICK: Don't be so hard on yourself, Master. I still think you're a rotten person.

DREDMON: You're just saying that to make me feel better.

FENWICK: No, honestly, sir. I think you're a miserable, horrible pig.

DREDMON: Well, thank you, Fenwick, that's very kind, but I'm afraid that doesn't help anything.

(PRINCE DAVID and BOZMO, his court jester, enter. DREDMON and FENWICK do not see them.)

FENWICK: I'll tell you what your problem is. It's that Prince David. Ever since he made all those laws protecting the people, no one's afraid of you anymore.

DREDMON: Prince David! How I hate the sound of his name. It's hard to believe that King Ludwig was his father. Now Ludwig, there was a real king.

End of Freeview

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