

The Faerie King's Daughter

By Elliott B. Baker

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DEDICATION

"The Faerie King's Daughter" and the musical version of this play, "The Tooth Fairy's Daughter," are dedicated to the memory of Jared Nathan, a wonderful young man who originated the role of "Max," bringing life and love to the role as well as everyone around him.

STORY OF THE PLAY

So you don't believe in Fairies, huh? What if there really was an invisible world right next to ours. A world where magical beings are not limited by gravity and yet still hampered with some of the emotional quirks and limits of Humans.

Come with us to the Fairy world of Findbhera and we'll tell you the story of Katie, daughter of the king of the Tooth Fairies, and Max a personable young man whose consuming passion is that of flight. When not working or caring for his sister Em, Max is either taking flying lessons or flying kites in the park. One day while out exploring the Human world, Katie and Max meet, but not for long. Katie must be present at the fairies' Centennial celebration where there could be trouble.

Findbharr, the king of the Tooth Fairies, has granted a "boon" or gift to Angor, the leader of the Trolls, in exchange for the Trolls stopping the practice of kidnapping orphaned Human children for servants. To repudiate this boon would result in such a loss of honor that the Tooth Fairy troop would be disbanded. As his boon, Angor asks for Katie to be a drudge or servant to the Trolls until the next Centennial which is one hundred years away.

Findbharr is ready to refuse Angor, even at the cost of his kingship, when Katie chooses to go with Angor and to save the honor of her Fairy troop and its very existence. Katie sends her two best friends to tell Max she won't be able to see him any more. Max refuses to let her go without hearing it from her and he convinces Gorwin and Mabel to take him and his sister to Troll Mountain. There they rescue Katie and discover a key piece of information that changes everything.

With humor, suspense and even the magical opportunity to let the characters fly, this is a play intended for adults as well as the children they bring to the theatre.

Originally produced by the Bell Center Players at the Rochester Opera House, Rochester, NH.

CAST OF CHARACTERS (15-24+ actors, extras)

FAIRIES

KATIE: Only daughter of Findbharr, King of the Tooth Fairies. 18 years old.

FINDBHARR: The King of the Tooth Fairies. Early 40s.

MABEL: Katie's best friend; has no sense of direction.

MOLLY: A specific flower Fairy.

MIRANDA: A fire Fairy.

GORWIN: Male childhood friend of Katie.

GALVIN: Male. Gorwin's faithful follower.

FIONA: Female Fire Fairy.

FAUNA: Female Woods Fairy.

FLORENCE: Female Air Fairy.

HISTORIAN: One of the older-looking Fairies; seedy looking.

Tends to nod off a lot.

HUMANS

MAX: A young man, age 21. A conscientious dreamer.

EM: Max's sister, age 8 or 9, initially silent with grief.

MR. HARWOOD: Max's boss; owns the company.

KIMBERLY HARWOOD: Snobbish daughter of company owner. Thinks she's Max's girlfriend.

WORKMAN #1 & #2: In Prologue only. Can be doubled with other roles.

TROLLS

ANGOR: The King of the Trolls. A short, hunched-over old man. Hates anything joyful.

GOLL: Human servant found in the Troll Den. Very old and hunchbacked with long white hair.

FIRST TROLL: The sergeant of the Troll troop.

ORGNAK: A younger Troll.

CRUMBIT: The youngest Troll.

CRONK: A wizened old Troll.

SGRINGLE: A female Troll.

ELF #1: Smaller person.

ELF #2: Smaller person.

(continued next page)

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EXTRA FAIRIES AND TROLLS: Any number of gender-neutral characters dressed in a wild assortment of colors and textures. Fairies can look much like Humans. There are four major hierarchies of Fairies: Earth, Air, Water, and Fire. Each hierarchy in some way reflects the animals and portions of the Earth that they are responsible for. Trolls are of the Earth hierarchy and may resemble the animals that live within the Earth.

EXTRA EARTH CHILDREN: For city park scene.

Performance time: Approximately 1 hour and 40 minutes.

(OPTIONAL) FLYING THE ACTORS: There are two occasions where flying the actors will benefit the story. All that is necessary is for the character to rise into the air and come down. A very simple OSHA harness and pulley will accomplish this. If the show is flown, start with the Prologue.

Pronunciation key

Findbharr – as in wind and bar

Premies – as in Aunt Em

Angor – accent on first syllable and gor as in more

Diarmaid – pronounced Jiramid

Grania – pronounced like Tanya

SYNOPSIS OF SCENES

ACT I

Prologue: Current day. Park in a large city.
Scene 1: A glen at Findbhera, the Fairy world.
Scene 2: City park bench.
Scene 3: A forest path leaving Troll Mountain.
Scene 4: Mailroom on second floor of Grommets, Inc.
Scene 5: Near the Fairy Glen.
Scene 6: The Fairy Glen, start of the Centennial.
Scene 7: The mailroom at Grommets, Inc.
Scene 8: The city park.
Scene 9: The Fairy Glen, the second night of Centennial.

ACT II

Scene 1: Another part of the Fairy Glen.
Scene 2: The Fairy Glen.
Scene 3: The Fairy Glen.
Scene 4: The city park.
Scene 5: Troll den.
Scene 6: The Fairy Glen.

INCIDENTAL/SCENE CHANGE MUSIC and SFX

Please contact the publisher for a special CD which includes more than 50 tracks of incidental music and sound effects from the musical version of this play.

ACT I

Track #1: Overture

PROLOGUE

(To be used if the show is flown.)

(AT RISE: MABEL is seated on a ladder center stage in the park. She is seated cross-legged facing the audience.)

MABEL: *(To the audience.)* So you don't believe in Tooth Fairies, huh? *(Listens as though SHE has heard something.)* You don't believe in Fairies a'tall? *(Disgusted.)* You folks are so slow ... I, ah, mean that in the physical sense. Ya see, it's all about vibration. Everything vibrates: rocks, flowers, light, you, me. Sometimes things vibrate so fast that they're invisible. But not really. You just can't see 'em. You can't see a hummingbird's wings when they're moving. Doesn't mean they're not there. Fairies are kinda like hummingbird wings. It's very hard to see something you don't believe in.

(TWO WORKMAN come over and, oblivious of MABEL, remove the ladder from underneath her. MABEL will remain in a cross-legged position in the air.)

WORKMAN #1: Yep, you left it here.

WORKMAN #2: No way I was supposed to get it. You're the foreman. Wasn't my job. You should'a told me it was my job. You never told me.

WORKMAN #1: Never mind. Just grab the thing. *(THEY exit with ladder.)*

MABEL: *(Points to the departing WORKMEN.)* You see, there's a prime example. Ya know, it's kind of frustratin' sometimes. *(Floats to the ground and unhooks wires. If fully flying the show, she can remain hooked up to fly out.)*

End of Freeview

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