**The Legend of The Claymaker** By Lucy, Cyrus, Beckett, Mia, Jenna, Eddie, Wade, Cabot, Shannon, Rider, Louis, Jasper Eric,

ORPHANAGE.

A tired, stone, orphanage in a rundown Village. Evening. Kids in rags scuttle around the stage.

CY: Freddie, over here. I found something.

FREDDIE: What?

CY: Shhh.

LIBBY: What?

*(The orphans gather around Cy. He’s hiding something in his hands.)*

CY: I’ll show you but you know what happens if you-know-who finds out.

ELDIN: Who? Grimy?

CY: No. Not Grimy.

BRIGGS: Sadie!

CY: That’s right, Briggs.

MEG: Well, then hurry and show it to use before Sadie takes it away.

*(They all gather round. Cy takes out a cloth. Inside is rare treasure.)*

ELDIN: What is it?

MEG: I know! I know! It’s a bone!

GINNY: Where did you find it?

CY: Wouldn’t you like to know?

BRIGGS: What kind of a bone?

CY: What does it look like?

GINNY: A fish bone!

CY: A fishbone? It’s not a fish. A fish lives in water. Where would I find a fish around here? There’s nothing but old stone buildings and dirt.

GINNY: Maybe you found it in the garbage can? I’ve found lots of treasures in the dumpster in the alley. Remember that time when I….

CY: It’s not a fish; it's a rat’s head!

MEG: Wow.

ELDIN: *(sadly*) A rat’s head?

LIBBY: Let me see!

ELDIN: *(sadly)* Oh Cy. What if it’s Hank’s head?

CY: What if? I told you not to keep a rat for a pet, Eldin. Things die.

ELDIN: Hank was my friend. I fed him. I pet him. I slept with him.

BRIGGS: Gross!

CY: And now he’s dead.

*(Sadie enters. The orphans freeze. Cy hides the rat’s skull behind his back)*

SADIE: Good evening, Cy?

CY. Hi Sadie.

SADIE: What are you all up to?

GINNY: Nothing.

WARD: Not a thing.

BRIGGS: I was just meditating. Om. *(He pretends to meditate)*

SADIE: Give IT to me.

CY: What? *(Cy doesn’t move.)*

SADIE: *(to others)* Does he really have nothing behind his back?

FREDDIE: That’s right, Sadie. Nothing.

SADIE: You know what happens when I catch orphans lying…?

ELDIN: *(spilling the beans)* He has a rat skull, Sadie. And it could be Hank’s!

*(Sadie holds out her hand. Cy hands her the skull)*

CY: Why do we always have to give everything to you?

MEG: Yeah, why?

SADIE: *(glaring)* You know why: for your protection. You think you won’t find this bone stolen from under your pillow tonight? You think you wouldn’t steal it even when you know it’s wrong. I will protect it from harm for the good of the group. Someone has to be the boss.

CY: Right. You just want all our stuff for yourself, Sadie.

SADIE: What did you say*? (Sadie stares daggers at Cy but just then GRIMHELDA, the orphan Supervisor, enters. Seeing her, Sadie suddenly starts to fake cry)*

GRIMHELDA: Awe. What’s the matter Sadie?

SADIE: *(pointing to Cy)* Cy kicked me in the knee, right here! *(She holds her knee and whimpers)*

GRIMHELDA: How could you? Poor Sadie. Cy, you know the drill. You will clean all four toilets first thing in the morning, with a toothbrush. And I expect them to sparkle.

CY: But Ms. Grimhelda, I didn’t….

GRIMHELDA: Don’t but me little lad, or I will throw in scrubbing the floors too! Now orphans, sit down. *(Sadie sits.)* Follow sweet Sadie’s example. *(They all sit)* I have a surprise for you.

LIBBY: Ice cream?

GRIMHELDA Bad little orphans don’t deserve ice cream.

FREDDIE: What is it?

ELDIN: Is it a pet?

GRIMHELDA: Almost. Come in Crispin.

*(Crispin enters clutching a large old book and fiddling with an amulet with an eye on it that hangs around his neck.)*

GRIMHELDA: Crispin lost his mother early this morning. Something a lot of you know all about. Crispin, you will sleep over there. Be nice or one or all of you will be sleeping in the basement… again.

GINNY: I like my bacon Crispin!

WARD: Yum, bacon.

*(The orphans surround the newcomer as if he’s an alien from another planet.)*

GRIMHELDA: Be nice! Remember, there are no mattresses in the basement and it’s cold and full of hungry cockroaches.

ELDIN: We’re just looking Ma’am.

WARD: We won’t touch.

*(Grimhelda exits.)*

SADIE: Here Crispin, take a load off. *(She grabs his book)*

CRISPIN: Don’t! That’s mine!

SADIE: Welcome to the orphanage Crispin. What’s yours is now mine! I mean, all of ours.

MEG: It’s for the good of the group.

LIBBY: She’ll make sure it’s not messed with.

CRISPIN: Give it back!

SADIE: All in good time. Boys, you know what to do.

*(Briggs and Eldin grab Crispin so his attempts to retrieve his book prove useless)*

SADIE: Get his necklace too.

*(Briggs grabs the necklace and hands it to Sadie)*

SADIE: Nice work gentlemen.

CRISPIN: That’s mine!

SADIE: What’s with the eye?

CRISPIN: Please. It belonged to my father.

SADIE: Prize possession. Hear that kids? Crispin has a prize possession.

MEG: Hey Sadie, listen to this, it’s a whistle. *(She blows on it and it makes a whistling sound)*

CRISPIN: It’s a flute!

GINNY: Let me see it!

LIBBY: I have something better. Look at this Sadie. *(Libby takes out a dead bird from under her pillow)*

SADIE: Where did you find that?

LIBBY: It flew into the window. I tried to save it. I put it in a dark box and thought it would come back to life, but it didn’t.

*(All the kids gather round the dead bird. When the kids aren't looking Crispin retrieves his and puts it back around his neck. Grimhelda re-enters. Libby shoves the dead bird back under his pillow. )*

GRIMHELDA: Lights out urchins. You know the drill. What’s this? *(She looks at Crispin’s book)* Trash goes in the trashcan. *(She starts to dump it in the trash)*

CRISPIN: That’s mine!

GRIMHELDA: It’s filthy. Wipe it off and get to bed. Sadie, be sure Crispin knows how things work around here. Lights out in… 3,2,1.

*(The kids into bed, the lights dim. Grimhelda exits)*

SADIE: What’s so special about that dusty old book?

CRISPIN: My dad gave it to me before he died.

GINNY: I thought Grimy said your mother died.

SADIE: His dad died too, stupid. Why else would he be in an orphanage like the rest of us? Excuse them. They’re useless.

CY: What’s the book about?

BRIGGS: Why do you care, you can’t even read.

FREDDIE: Take the book back Sadie.

LIBBY: Yeah, For the benefit of the whole.

SADIE: (to Crispin) I have tried to create some order out of chaos with these creatins.

CRISPIN: My father told me to keep it with me always. He said something bad would happen if I didn’t.

MEG: To who?

CRISPIN: To everyone.

MEG: Where’s the necklace, Sadie?

CRISPIN: Right here. *(It is back around his neck)*

FREDDIE: But it belongs to all of us now.

SADIE: Give the kid some space people. *(To Crispin)* And the necklace? Also from daddy? *(Crispin nods)* What is it made out of?

CRISPIN: Clay.

MEG: Clay? Isn’t that like gold Sadie?

WARD: Maybe we could sell it on the black market and become rich and powerful.

SADIE: Clay is nothing but mud and water dingbat.

CY: Shhh… Grimy’s coming!

WARD: Teach Crispin the signal, Sadie.

SADIE: Right. This is my signal. It means: follow me and pretend, but don’t believe what I say.

ELDIN: It’s so we can trick Grimy.

LIBBY: She never lets us have any fun.

(*Sadie does a hand motion and the orphans pretend to be asleep. Crisping follows - Snoring, etc. Grimhelda enters with headphones)*

GRIMHELDA: What’s this racket in here?

SADIE: I scared the ruffians to sleep Ms Grimhelda. You know I like them even less than you do. What dance number are we working on tonight?

GRIMHELDA: Good job Sadie. Look at the little devils, all-sleeping soundly.

SADIE: Let’s take it from the top. *(Grimhelda starts to do an improvised modern dance routine. The orphans each have one eye open and hold in their snickers. Grimhelda looks ridiculous. )*

GRIMHELDA: To think my audition is finally here.

SADIE: You’re going to be a star!

GRIMHELDA: You think so?

SADIE: I know so. Now get some sleep so you’re ready for your big day.

GRIMHELDA: Thank you Sadie. Sweet dreams.

(*Grimhelda exits. The kids sit up again, giggling. Crispin joins in too.)*

CRISPIN: What was that?

LIBBY: Grimy wants to be a famous dancer on Broadway.

GINNY: Her audition is tomorrow.

FREDDIE: She wants to leave the orphanage to become a star.

SADIE: Good riddance.

CRISPIN: Unfortunately, she’s a really bad dancer.

*(They all laugh)*

CY: Can I touch the necklace Sadie? Please?

SADIE: You heard the kid. Something bad could happen. Now go to sleep already, all of you.

WARD: I can’t sleep.

BRIGGS: Tell us a story, Sadie.

SADIE: I’ve run out of stories.

FREDDIE: You can’t run out of stories. They come from your imagination. Stories are endless.

SADIE: Who told you that?

FREDDIE: You did.

SADIE: What kind of story is in your book Crispin?

ELDIN: Read it to us!

MEG: Please, Crispin, please?

FREDDIE: Sadie, tell him to read it to us.

LIBBY: Yeah Sadie, tell him what you’ll do to him if he doesn’t.

CRISPIN: It’s just a silly old legend.

ALL: Please!

SADIE: Legend huh? Let’s hear it.

CRISPIN: My mother read it to me every before she got sick. She said it was real but I know she was just pretending.

ELDIN: I bet it’s real.

SADIE: Shh. Listen.

CRISPIN: *(reading)* Once upon a time in a land far away there lived a Claymaker who made creatures out of clay. His name was Chauncey but everyone called him The Claymaker….

*(Lights fade out and up. On stage, the Claymaker and his clay are surrounded by villagers watching the show.)*

CLAYMAKER: Hello ladies and gentleman. I am the Claymaker. Let’s all gather round and be seated so everyone in the back can see. When you look at this figurine here, what do you see?

VILLAGER 1: A hunk of clay?

CLAYMAKER: That’s right. But a hunk of clay with a little imagination can be anything.

VILLAGER 2: Anything?

VILLAGER 3: How about 5 tons of gold! (*The villagers laugh)*

VILLAGER 4: Or a new wife. (*The villagers laugh)*

CLAYMAKER: We’ll see. Once upon a time there lived a lonely bird*.* She had a broken wing and couldn’t fly so all her friends would explore the world around without her. One day, alone in her nest high up in the tree, a donkey walked by. (*(The Claymaker makes the clay into the shape of a bird and a donkey and the audience settles down)*

FREDDIE: *(reading over Crispin’s shoulder)* “Fly down and sit with me” said the donkey.

MEG: *(reading over Crispin’s shoulder)* “My wing is broken. I cannot fly. Climb the tree and sit with me,” said the bird.

FREDDIE: *(reading over Crispin’s shoulder)* “I cannot climb the tree” responded the donkey. “I’m too big and clumsy.”

CLAYMAKER: So the two sat together wondering what to do. But then the bird started to sing.

CRISPIN: Now, as the bird sang, the Claymaker played a beautiful song from the Indian flute that hung around his neck.

BRIGGS: Like your flute, Crispin!

CRISPIN: And while he played the bird and the donkey magically came to life.

MEG: To life?

CRISPIN: Instead of lumps of clay, the figurines became a real living bird and a real donkey living donkey.

VILLAGER 1: It’s a bird.

VILLAGER 2: And look at the donkey!

VILLAGER 3: How did you do that?

CRISPIN: Before the villagers got too excited, the Claymaker played another tune and the bird and donkey turned back into clay. *(The Claymaker plays the flute and they become clay figurines once again.)*

ALL VILLAGERS: They’re clay figurines again. How did you do that? Again! Again! Hurray! Hurray. *(The Claymaker smiles)*

CRISPIN: It was a good living for the Claymaker. The villagers always gave him lots of coins for his pains.

*(The villagers drop coins in the Claymaker’s hat and exit)*

CRISPIN: The Claymaker travelled from town to town performing his show. He turned his clay into all sorts of living creatures: horses, chickens, even giraffes. He was always able to turn the creatures back into clay before any damage was done. Although, one time an elephant stepped on a villager’s foot and broke his toe. But otherwise, the Claymaker knew how to control them. But, one day, when he was packing up, two soldiers approached.

SOLDIER 1: Are you the man they call the Claymaker?

CLAYMAKER: That’s correct, Officer. You just missed the show.

SOLDIER 2: You need to come with us.

CLAYMAKER: What have I done?

SOLDIER 2: It’s not what you have done but what you will do.

CRISPIN: The Claymaker had no idea what this was about but he was a good citizen and followed the soldiers without incident. The soldiers explained what was in store for him. You see, the Kingdom had been at war for many years against the elves of the Forktooth province.

SOLDIER 1: We have lost too many lives. The whole kingdom will collapse if we don’t do something fast.

SOLDIER 2: The King says you’re our last and only hope.

SOLDIER 1: We need you to use your claymaking powers to make the fiercest…

SOLDIER 2: …Deadliest

SOLDIER 1: ….Most evil, monster this land has ever seen so it can defeat the evil Forktooth kingdom once and for all.

CRISPIN: But the Claymaker protested. He knew his magic had its limits.

CLAYMAKER: If I create such a powerful monster, I may not be able to control it. After it wins the war, what then? May it not turn on our own people and destroy us too?

CRISPIN: But the soldiers would hear no protestations. They wanted a monster, and there was nothing the Claymaker could say to talk them out of it. In the end the soldiers took the Claymaker by force*. (Crispin yawns with the orphans now sleeping around him. Sadie continues reading the story as Crispin falls asleep)*

SADIE *(reading)* Eventually, the Claymaker brought forth a great fire-breathing dragon and they won the war. But just what the Claymaker thought would happen, happened: the great dragon turned on its own people, killing thousands. The Claymaker spent his lifetime trying to catch the dragon and turn it back into clay to no avail. It wasn’t until his son was fully grown that the dragon was turned finally appeased and turned back into clay. *(A noise in the orphanage. Everyone but Sadie is asleep. Sadie closes the book and sits up.)*

SADIE: What was that? Hello?

MORT *(off stage):* This way boss, our boy just got dropped off at this pathetic place this morning.

*(Sadie pretends to sleep. OROMIS, MORT, and ZEKE enter)*

OROMIS: Here we are.

ZEKE: We’ll get him boss.

OROMIS: I hope so. You both failed miserably the last time.

ZEKE: It was hard boss. I mean, with that obsessive mother of his.

OROMIS: I thought she was dying.

MORT: And Zeke couldn’t make it over those spiky gates.

ZEKE: And Mort kept getting spooked by the rabid dogs.

MORT: I hate rabid dogs.

OROMIS: No more excuses!

ZEKE: Getting in this place was easy.

MORT: Yeah boss. That lady downstairs was snoring so loud I could have stepped on her face and she wouldn’t have felt anything.

OROMIS: That was quite a tutu. *(They laugh)*

MORT: Look Oromis, orphans.

ZEKE: Which one is it?

MORT: They all look the same.

OROMIS: He’s the one with the flute in the shape of an eye around his neck, dimwit. Find him quick. I’m hungry.

*(Mort and Zeke tip toe through the sleeping orphans. Only Sadie is awake. She tries not to breathe.)*

ZEKE: Here he is, boss. He’s got the eye.

MORT: Told you this would be easy.

OROMIS: Then what are you waiting for?

ZEKE I don’t know. What am I supposed to do now?

OROMIS: Capture him, imbecile!

ZEKE: But what if I wake all these sleeping kids?

OROMIS: Give me the rope.

*(Oromis approaches the sleeping Crispin but just*

*as he’s about to tie him up, Cy stands up)*

MORT: Boss?

OROMIS: Lie down! *(They hit the floor. Cy walks in a circle.)*

CY: Bananas! *(Then he lies back down)*

OROMIS: He’s just sleep walking. Bananas. I’m hungry.

ZEKE: That was a close one.

MORT: I got him, boss.

OROMIS: Hurry up.

(*Now* *Mort approaches Crispin but Sadie gets an idea. She pretends to sleep walk. With her fingers in shape of a gun under her blanky, she approaches the bandits, speaking robotically)*

SADIE: I must practice my shooting. Here is my gun under my blanky. I must practice my shooting.

ZEKE: Oromis! What do we do? She’s gotta gun!

OROMIS: Just get the eye and let’s get out of here. We’ve got to get this to Septimus. You come back for the kid, Mort.

MORT: Who, me?

OROMIS: Yeah you. Come dressed as a delivery guy, bring a package that needs to be hand delivered to our boy there, then grab him. Should be a cinch.

*(Sadie lies back on her sleeping pad as the bandits grab the amulet and tip toe out.)*

ZEKE: What’s for breakfast, Oromis?

MORT: Can we have pig’s knuckles, boss?

ZEKE: I get first dibs since I was the one who found him, right Oromis?

OROMIS: Only if there are any leftovers. I’m starving.

*(They exit. Sadie quickly sits up and shakes Crispin awake trying not to wake the others.)*

SADIE: Crispin! Wake up!

CRISPIN: What? What is it? Where am I?

SADIE: Your amulet!

*(Crispin realizes his necklace is gone.)*

SADIE: Is it really a flute? Like in the legend?

CRISPIN: Who took it? Which one of them took it?

SADIE: It wasn’t one of us. There were these three bad guys.….elves actually, I think, forget it. There’s no time. I’ll explain later. Come on.

*(Sadie gets up)*

CRISPIN: Where are we going?

SADIE: To get your flute back.

CRISPIN (sleepily) Shouldn’t I wake Grimhelda?

SADIE: You think Grimy will help us? You’ve been robbed. And they weren’t only after the amulet. They were after you too.

CRISPIN: Me?

SADIE: You are of some importance to those elves…

CRISPIN: Elves?

SADIE: … And so is that amulet. Now come on. We have to find them.

*(Sadie grabs Crispin’s book as Crispin follows sleepily )*

CRISPIN: What will Grimy do to us if we get caught?

SADIE: Don’t worry, Oromis said she was sleeping.

CRISPIN: Oromis?

SADIE: The head elf.

CRISPIN: Elf? We’re going to get caught!

SADIE: Be quiet or …yeah we will.

*(They exit.)*

ORPHANAGE: DOWN THE HALL

*(The sound of footsteps)*

CRISPIN: Did you hear that?

SADIE: Shoot. Grimy’s awake. Follow me.

*(Sadie and Crispin duck behind a dead plant as Grimhelda walks by them. The kids stand up again.)*

SADIE: That was close: Let’s go!

CRISPIN: She’s coming back.

*(The kids duck behind the plant again. Grimhelda re-enters.)*

GRIMHELDA: Who’s there? I’m sorry. I missed that. Can you repeat yourself you little urchin? When I find you, and I will find you, you are going into the cellar. For a week!

CRISPIN: The cellar?

SADIE: Shhh.

CRISPIN: Oops.

*(Discovered, Grimhelda pulls Crispin up by the collar.)*

GRIMHELDA: I told you I’d find you. Well if it isn’t the new boy.

*(The doorbell rings. Grimhelda goes to it.)*

GRIMHELDA: Stay put. I’m not finished with you. Who could be knocking at this hour?

MORT *(dressed as a delivery guy*): I haaaaaave a paaaaackage for… *(Grimhelda grabs the package from him and shuts the door in his face. Back to kids)*

GRIMHELDA: Now where was I? *(As soon as she turns around, she trips, the package goes flying, and the two kids….)*

CRISPIN: Run!

SADIE: Where? That was Mort at the door!

CRISPIN: Mort?

SADIE: One of the elves. I’m sure the others are waiting for him. We’ll climb out the window.

CRISPIN: Window? I’m afraid of heights.

*(They climb out the window as Grimhelda grabs her foot.)*

GRIMHELDA: Ooh, my ankle. Come back here you two. Why you…..?

*(Grimhelda limps after them.)*

OUTSIDE ON THE STREET:

ZEKE: (laughing) The tutu lady slammed the door in his face. Your nose is still red, Mort.

MORT: Shut up, Zeke. I saw the kid, boss. He was with that sleepwalking girl.

OROMIS: What are you waiting for?

MORT: Should I knock on the door again with another package?

OROMIS: You think tutu lady will fall for that a second time? No, you idiot.

ZEKE: Can we please have some food? I’m getting delirious.

OROMIS: Fine. Pig knuckles first, then we’ll get him. (*Oromis takes out a bag and they start feasting.)*

OUTSIDE THE ORPHANAGE:

SADIE: That was close. We have to be careful.

CRISPIN: Grimhelda will be coming for us.

SADIE: No. Grimy will be relieved to have two fewer mouths to feed. It’s the elves we have to worry about.

CRISPIN: Maybe we should go back.

SADIE: We need to find a place to hide.

CRISPIN: I shouldn’t make you risk your life over a silly necklace?

SADIE: You said it was anything but silly. And I know you had a life and have been out there living in the world. But I ‘ve been stuck in that orphanage for as long as I can remember and I am not going back in there.

CRISPIN: What about the others?

SADIE: Don’t worry about them. They can take care of themselves.

CRISPIN: Didn’t you say they would be lost without you?

SADIE: I’ve trained them well.

*(They walk the streets when they come upon a crazy lady feeding birds.)*

SADIE: Maybe she can help us?

CRISPIN: You really don’t get out much do you? She’s dressed in rags herself. I doubt she has anything to spare.

SADIE: Excuse me, Miss?

DOTTIE: Hello, would you like to feed the birds? I live under that tree. The birds wake me each morning with the flapping of their wings. Here, Sadie, my beautiful darling girl. (*Her face lights up as she looks at her)*

SADIE: How do you know my name?

DOTTIE: Do I? How would I know your name? I wouldn’t! Surely? Birdseed? It’s actually quite nutritious.

CRISPIN: For birds.

DOTTIE: There’s one. That's a spotted owl.

CRISPIN: No it’s not. Where?

DOTTIE: You missed it Crispin. Follow me.

CRISPIN: She just said my name too. Who are you?

DOTTIE: Me? Nobody. I’m nobody. But you, Crispin. you are somebody.

SADIE: Yeah, somebody who needs a place to hide.

DOTTIE: You can hide up in my tree. It’s actually very comfortable. Just a few bird droppings to maneuver around.

CRISPIN: That’s like 1000 feet high.

SADIE: Let’s do it.

CRISPIN: No thank you. Heights, remember?

SADIE: Got any better ideas because Oromis is probably close behind us by now.

DOTTIE: Are you in danger?

SADIE: Uh huh. That’s why we need a place to hide.

DOTTIE: The amulet! The Claymaker! The dragon!

SADIE: (*to Crispin*) I thought you said that was just a silly old legend?

DOTTIE: Is that it? The book? Oh let me touch it. The Claymaker wrote this book a long time ago. Oh look, there’s another feathery friend. Quick!

SADIE: I’m really having a hard time following you. *(to Crispin).* How did his son get the dragon back into clay, anyway? Those elves interrupted me before I got to finish.

CRISPIN: The son was more powerful than his father. He brought the dragon back to clay but he died doing so. I guess it took too much out of him.

DOTTIE: *(speaking to a bird)* Rufus come down here. Really? No, that’s dangerous. You know salamanders make you nauseated. Fine. But don’t tell me I didn’t warn you.

SADIE: She’s talking to the birds.

CRISPIN: As if they can talk back to her.

SADIE: I think we should move on.

DOTTIE: Wait! Where’s the eye?

SADIE: You mean the amulet? They took it.

DOTTIE: I think you should come with me.

SADIE: *(to Crispin)* The lady thinks?

CRISPIN: Could have fooled me.

DOTTIE: They’ve come all the way from the land beyond. They won’t go back without you. Or, perhaps they’ll take the amulet back to try to rouse the dragon.

CRISPIN & SADIE: The dragon?

CRISPIN: There’s no such thing as dragons.

DOTTIE: What are you talking about? Of course there are. Why I have seen many dragons. There’s the dragon of Gurgutis. Massive wingspan. Bad temper. Poor thing has horrible excema…

CRISIPN: Okay. But that dragon was killed a longtime ago.

DOTTIE: Not killed. Turned to clay. Or more specifically, he is lying in his dormant state until something or someone comes to bring him back to life.

SADIE: Back to life?

DOTTIE: Oops. *(to another bird)* Lydia, there you are. I thought an eagle had eaten you. Oh I’m so sorry. It got one of your tail feathers? Lucky it didn’t get all of you.

CRISPIN: *(to Sadie*) She’s nuts.

DOTTIE: What?

SADIE: You were saying…

DOTTIE: We have to go…

CRISPIN: Where?

DOTTIE: To… to? Why to King Savion, of course.

SADIE: King who?

DOTTIE: There’s no time to explain. Follow me…

*(But instead of hurrying, Dottie slows down. At times kicking at something on the ground.)*

DOTTIE: Here’s one.

CRISPIN: One what?

DOTTIE: One of these. What do you call them?

CRISPIN: A sewer grate?

DOTTIE: Exactly. Pick that up will you?

*(Reluctantly Crispin picks up the grate.)*

SADIE: Gross. Stinky.

DOTTIE: Wrong one.

*(They take a few more steps)*

DOTTIE: Here we go.

*(Again Crispin lifts the grate.)*

CRISPIN: This one smells even worse.

DOTTIE: Like fish guts and cod liver?

SADIE: That’s exactly what it smells like.

DOTTIE: Oh goody. Then we’re here. Jump in kiddos. Lydia, I will tend to that wing when I get back.

*(The three jump in.)*

ORPHANAGE:

*(The orphans are now awake huddled around Cy.)*

CY: So after I pretended to sleep walk to distract the bad guys, Sadie got my cue and did the same.

BRIGGS: I thought you didn’t like Sadie.

CY: She’s bossy but we’re a team, right guys?

MEG: Right.

FREDDIE: Cy and Sadie are in love.

CY: Shut up Freddie.

MEG: Yeah, we need to help Sadie.

WARD: I think I have an idea.

*(Ward whistles. A bird appears in the window. Ward lifts it onto his finger)*

MEG: Wow.

FREDDIE: How did you do that?

ELDIN: It’s a bird.

WARD: And it’s going to take us to Sadie.

KINGDOM SECURITY

*(There are wooden arrows pointing in all directions: to Narnia, Hogwarts, The King’s Castle, The Temple of Doom, and Claytown. Claytown’s sign has a skull and cross bones on it and is falling apart.)*

CRISPIN

Where are we?

DOTTIE: Kingdom Security of course.

CRISPIN: Kingdom?

DOTTIE: Stay close you two.

ANNOUNCER *(with a bullhorn)* All elves continue to the left. Dwarfs to the right. Orphans, straight through.

CRISPINS: Elves? Sadie, do you see them? (*She shakes her head)*

ANNOUNCER: Please put all feathers, magical books, and earwax into the appropriate bins. Giants will have to go through the tickle machine.

DOTTIE: Giants are severely afraid of flying.

SADIE: Tickle machine?

DOTTIE: It really seems to calm them down. But elves hate it.

CRISPIN: What happens when you tickle elves?

DOTTIE: They go weak at the knees and lose all their power and strength. Oops.

SADIE: What?

DOTTIE: Nothing. Let’s move it along.

*(They move through the line. Sadie pulls out her earwax. Other, weird looking creatures are in line around them.)*

CRISPIN: To Claytown right?

*(The crowd gasps and stares horrified at Crispin.)*

CRISPIN: What did I say?

DOTTIE: Didn’t you see the sign? Claytown was closed down years ago. Nobody has been there for centuries, ever since the dragon… …

*(The crowd gasps in horror again.)*

DOTTIE: Ever since that “horrible creature” caused havoc and nearly destroyed us all.

CRISPIN: Us? You’re from here?

DOTTIE: Oh yes, I grew up right near the castle. But I follow the birds and go back and forth between worlds.

CRISPIN: Birds can go back and forth between the worlds?

DOTTIE: If you could fly, wouldn’t you?

SADIE: She has a point.

ANNOUNCER: Move forward please. Let the Centaur by, Miss. That’s right.

DOTTIE: You better put your book in the tray.

CRISPIN: They’ll give it back, right?

SADIE: Just give them the book. I’ve always wanted to see a castle.

*(The three go through security and exit. Lights out)*

ORPHANAGE

*(The kids are soaring through the air, with clasped hands and Ward at the head holding the bird.)*

MEG: We’re flying.

LIBBY: Like Peter Pan.

GINNY: There’s the orphanage.

FREDDIE: Way down there.

BRIGGS: It looks so small.

CY: Bye bye, Grimy.

LIBBY: How is this happening?

MEG: You’re an orphan just like us.

WARD: Not quite just like you. I’m from the magical world on the other side where birds can help people fly.

*(The orphans sigh in disbelief and begin to let go)*

WARD: Hold on tight. It’s a long way down.

FREDDIE: This is awesome!

CY: So where are you taking us?

WARD: To find Sadie and Crispin.

GINNY: And where is that?

WARD: To the King of course.

MEG: The king?

KING’S CASTLE

(*Lights up on an enchanted world of motes and knights and magic. Sadie and others enter. Classical music plays. The three enter and approach two guards at the door.)*

GUARD 1: Who are you?

GUARD 2: They’re the servants here for the ball.

GUARD 1: You’re late.

GUARD 2: Where are your uniforms?

SADIE: I’m sorry, but we are NOT…

CRISPIN: We left our uniforms at the castle… to make sure we wouldn’t forget them.

SADIE *(to Crispin, whispering*) Good cover.

GUARD 1: You have to be in uniform or on our guest list to be allowed near the king.

CRISPIN: Please sir. They’ll dock our wages if we’re late.

GUARD 2: Fine. But who is she? *(The guard points at Dottie)*

DOTTIE: *(to a bird)* Bernice, you know hot dogs aren’t good for your digestion.

SADIE: She’s the…the Fortuneteller? You know how the king loves to get his fortune told.

GUARD 1: Does he?

GUARD 2: He does. Remember when Queen Ally was pregnant and the fortuneteller told the king his son would grow up to be the wisest man in all the kingdom. *(They laugh).*

CRISPIN: Is he?

*(The guards laugh again)*

GUARD 1: Prince Calvert? Where have you been? He’s dumb as a doorknob.

GUARD 2: Remember that time when he thought your face was a donut and he started to pick at your freckles thinking they were sprinkles?

GUARD 1: Bad eye sight too.

*(The guards laugh again.)*

GUARD 2: Okay. Go on in.

OUTSIDE THE ORPHANAGE:

*(The bad guys are just finishing the pig knuckles. They are filthy and wiped.)*

MORT: I’m so full I can hardly move.

ZEKE: I think I’m going to take a little nap.

OROMIS: Time’s up boys. On to plan B.

MORT: Which one was that, Boss?

OROMIS: Meet up with the Big Boss. He’ll explain. Let’s move it.

INSIDE THE CASTLE

*(Dottie and the kids enter. The ball is in full swing with lords and ladies dancing. At the center sit King Savion and his son, Prince Calvert. )*

SADIE: Wow! Look at this room. It’s amazing.

CRISPIN: There’s the King.

SADIE: Relax, let’s enjoy some of the food first.

DOTTIE: Ooh dancing! I love balls. Joffrey Gumbert, I see you!

*(Joffrey approaches.)*

JOFFREY: At your service, Dottie. Ready to shimmy?

DOTTIE: Always!

*(Dottie and Joffrey dance.)*

CRISPIN: Hey, my life is in danger, remember.

SADIE: Some Fortuneteller. We need to find those uniforms.

(*Just then a servant with a big belly walks by, looking exhausted.)*

CRISPIN: Need some help?

SERVANT: Boy do I. This job is killing me. I haven’t had a break in 15 years. What’s your proposition?

SADIE: We’ll take over for you. We just need a uniform.

SERVANT: Can you balance 20 glasses on a tray?

SADIE: Sure, no problem.

SERVANT: Good, because the King hates the sound of breaking glass. Here kid. *(He gives his smock to CRISPIN. Then, to Sadie)* Sorry, you’ll have to find something a little more girly.

*(As the servant exits, he takes a basketball out from under his shirt. His stomach disappears and he dribbles the ball off.)*

SERVANT: Finally, I get to shoot some hoops.

SADIE: This is perfect *(Sadie takes a woman’s cape from the back of a chair. She doesn’t realize that it is the queen’s robe. Crispin and Sadie pass out drinks moving closer to the king, Meanwhile, Prince Calvert awkwardly attempts to ask a woman to dance.)*

PRINCE CALVERT*:(As if it’s a compliment)* You have very big feet, Elmo. They remind me of my favorite stuffed hippo.

PRINCESS PISCO: Calvert, don’t start this with me again. You know I’ll never go out with you. Besides my name is Pisco, Princess Pisco.

PRINCE CALVERT: Why not?

PRINCESS PISCO: Because….because you haven’t done anything. I want to be with someone with passion. Someone who has gone on a quest and come back a hero!

PRINCE CALVERT: A quest? Like when I’m in the mood for dumplings and get them out of the fridge all by myself.

PRINCESS PISCO: No: a real, heroic quest, like saving the temple or defeating dragons.

PRINCE CALVERT: Dragons?

*(It’s that word again. A hush goes over the crowd as the Prince sits next to his dad again, defeated.)*

KING: How did it go son?

CALVERT: Elmo wants a hero, dad. Someone who’s been on a quarry.

KING: You mean a quest?

CALVERT: Yeah, one of those.

KING: Well son, you are a man now. And you are the Prince. I think a quest is just what you need.

CALVERT: But…but….does that mean I have to leave the castle?

KING: That’s right son.

CALVERT: Can I bring my tortoise?

KING: We’ll work something out. This music is putting me to sleep.

*(The king bangs his staff and suddenly there’s real dance music. The palace boogies down. QUEEN ALLY approaches her husband.)*

QUEEN ALLY: Darling, someone has stolen my robe. You know the one you gave to me to apologize for flirting with my handmaiden. The one with the diamond collar?

KING: Say no more. Guards!

*(The King stands, looking for the culprit.)*

KING: There she is! You there, in the queen’s robe. Get her.

*(All stop dancing and watch as the guards grab Sadie and bring her to the king.)*

GUARD 1: Nice uniform.

GUARD 2: Imposter.

KING: Give me that robe. *(Sadie does)* What’s the meaning of this? Who are you?

GUARD 1: Can I stone her, your Majesty?

CALVERT: But it’s my turn daddy, I’ve been collecting some good soft squishy rocks.

KING: Give me a minute.

GUARD 1: Or I could behead her? Pretty Please! I haven’t beheaded anybody since yesterday!

KING: Let’s let the girl explain herself first.

GUARD 2: Apologies, your Majesty, Wiley’s in a 12-step program but he missed his morning meeting.

KING: You better have an excuse young lady or I will hand you over to my loyal and violent guard Wiley and he will do what he wants with you.

GUARD 1: Goodie!

*(Crispin approaches)*

CRISPIN: Your Majesty, I can explain.

KING: Who are you?

CALVERT: Is this my quarry daddy?

KING: Quest. Be quiet Calvert, Daddy’s working.

CRISPIN: We have come for your help. My amulet necklace with an eye on it, was stolen late last night.

CALVERT: I have a necklace. It has a turtle on it. (*He shows it and it ‘s a cow necklace).*

QUEEN ALLY: That’s a cow, dumpling.

*(The King freezes: stone cold with terror.)*

KING: Did you say it had an eye on it?

CRISPIN: Yes, your majesty.

KING: Made of clay? (Crispin nods)

QUEEN ALLY: The Claymaker!

CRISPIN: What? No. I can’t turn clay into living creatures.

KING: What’s your surname son?

CRISPIN: Glia.

*(The King bows his head.)*

KING: That is the word for Clay in ancient Greek. Your grandfather and father saved this Kingdom!

CRISPIN: My father?

KING: Yes, your father was even more powerful. He was the one who put the dragon to rest but he lost his life in the process.

CRISPIN: My mother told me my father got hit by a taxi.

KING: Your father died for his country, son. The elves have planned many battles against this kingdom. With the Claymaker’s dragon on their side I fear they may defeat us.

QUEEN ALLY: Oromis will be coming for them.

SADIE: But Oromis is still in the other world trying to get into our orphanage.

KING: I wouldn’t be too sure about that.

QUEEN ALLY: (whispering) There are spies among us. Go to my cousin’s farm. You will be safe there. Tell no one about your whereabouts.

SADIE: Don’t worry, we have no idea where we are.

KING: Calvert will go with you. He knows the way.

CALVERT: Me?

SADIE: Him?

KING: It’s the perfect quest.

*(Dottie dances over)*

DOTTIE: I should do that more often.

KING: Dottie?

DOTTIE: Savion.

KING: You were off dancing while this Claymaker boy was on his own.

DOTTIE: Well, I was going to...

KING: You know he always sends his spies.

DOTTIE: I know.

KING: I can’t believe you were ever involved with him. Be careful Dottie.

SADIE: You know the King?

DOTTIE: Didn’t I tell you that?

CRISPIN: Nope.

SADIE: Who is the “he” that you’re so worried about, Your Heiness?

KING: I have a twin brother. I was born 2 minutes earlier so I became King but Septimus has never gotten over it.

SADIE: He wants the throne for himself?

DOTTIE: Well… I don’t know about that.

*(Queen Ally whispers something to Joffrey)*

 *(Joffrey approaches)*

JOFFREY: Don’t think you could leave without me Dot! I’ll kick in that dragon’s heart and poke his eye out!

DOTTIE: Joffrey, my hero.

CRISPIN: They have the amulet, can’t they wake the dragon without me?

JOFFREY: Villager toast for breakfast.

CRISPIN: Oh no.

KING: He can try.

JOFFREY: But the dragon has never been managed without a Claymaker.

KING: Stay safe. Now go!

*(They exit.)*

KINGDOM FOREST

*(The other Orphans land in the forest lead by Ward and his bird)*

LIBBY: Where are we?

WARD: Close.

MEG: Close to where?

CY: To Sadie and Crispin, right?

WARD: Right.

ELDIN: Who are you anyway?

BRIGGS: Yeah, you’re obviously not an orphan.

GINNY: And what is this place?

WARD: This is the Forest Beyond the Kingdom of Stellon. And I am what they call a protector.

CY: Like a bodyguard?

WARD: Sort of. Or a spy.

MEG: A spy?

WARD: A good spy. The King sent me to your world to protect Sadie.

ELDIN: Sadie doesn’t need protecting.

WARD: Everyone needs protecting, but especially Sadie. She’s a princess.

GINNY: Sadie’s no Princess.

LIBBY: She eats bugs just like the rest of us.

MEG: You eat bugs?

LIBBY: Only when I’m really hungry.

CY: Sadie’s the King’s daughter?

WARD: Not quite. And now that Crispin’s here and I’m supposed to protect him too.

LIBBY: Don’t tell me, he’s a Prince?

WARD: No. He’s the claymaker.

ELDIN: Like in the story. I knew it.

*(The orphans gasp in awe)*

IN THE FOREST:

*(Sadie and the others are in a forest going in circles.)*

SADIE: I thought you knew the way?

CALVERT: Can we stop here? My feet have blusters.

CRISPIN: You mean blisters?

SADIE: He’s useless.

CRISPIN: Why are we going to a farm anyway? Shouldn’t we be going to Claytown?

JOFFREY: Nobody goes to Claytown. Or if they do, they never come out.

CRISPIN: But we have to stop the elves from bringing that dragon back. You heard the king.

JOFFREY: Clever kid.

CALVERT: Thank you, Mister.

JOFFREY: Not you, him.

JOFFREY: The Queen said to hide in the farm.

CALVERT: Do you think there are turtles here?

SADIE: What is with this guy and turtles?

JOFFREY: I don’t know, it’s always been his thing.

CRISPIN: We need to get to Claytown.

DOTTIE: There, I’ve got it. We twirl to the right and take 8 big steps to the left and clap our hands three times and we will be at the farm.

*(They roll eyes and do what she does, but suddenly Indian Jones appears)*

CRISPIN: Is that Indiana Jones?

INDIANA JONES: I’m searching for the Temple of Doom.

DOTTIE: Oops, wrong way. One more twirl, then two more steps.

INDIANA JONES: Thanks. Fortune and glory kids. Fortune and glory.

*(Indiana twirls, steps and disappears and before they know it a farmer arrives with pitchfork in hand.)*

JOFFREY: It’s Farmer Greg.

CRISPIN: We need to go to Claytown.

JOFFREY: Watch, he’s going to ask us five questions.

FARMER GREG: Three.

JOFFREY: Three questions.

FARMER GREG: Stop! Who would cross unto this farm must answer these questions three, ere the hay-barreled farm he see.

SADIE: Or what?

FARMER GREG: Or you’ll get pinched by my pitchfork and be forced to farm for earthworms until you are old and grey.

CALVERT: I like worms. They’re slimy.

CRISPIN: But what about Claytown?

DOTTIE: First we need to answer these five questions.

FARMER GREG: Three questions.

SADIE: Ask me your questions, farmer. I am not afraid.

FARMER GREG: What is… your favorite pizza topping?

SADIE: Olives.

CRISPIN: Olives really? That’s your best answer? Yuck.

*(Farmer Greg nods. Sadie smiles)*

FARMER GREG: What is…… your quest?

SADIE: Quest?

CRISPIN: To capture the elves and see to it the dragon stays dormant and save the kingdom.

*(The farmer nods. Crispin smiles.)*

FARMER GREG: What is the air-speed velocity of an unladen land tortoise?

CALVERT: Me! Me! Pick Me!

SADIE: How could he know that?

CALVERT: Desert or swamp tortoise?

FARMER GREG: Well, hmm, I.. .I don’t know that.

*(And suddenly the farmer pitchforks his foot, jumps up and down, and starts digging for worms.)*

DOTTIE: Nicely done, Calvert. You stumped him.

CALVERT: Darn, I wanted to dig for worms.

CRISPIN: But the farmer was supposed to protect us.

DOTTIE: Oh the Royals only said that to throw any spies off track.

SADIE: So what are we doing here?

*(Dottie starts marching in circles.)*

DOTTIE: It’s around here somewhere.

SADIE: Not another sewer grate.

CALVERT: Can I dig for worms now?

*(Calvert bends down)*

SADIE: Do we really have to go through security again?

CALVERT: What’s this?

Dottie: That’s it, Calvert. You've found it.

SADIE: Oooh. Stinky.

*(The all jump in.)*

SEPTIMUS’S LAIR:

OROMIS: Here it is boss.

*(He hands Septimus the amulet)*

ZEKE: Mr. Septimus, it’s so nice to finally meet you.

SEPTIMUS: Where’s the boy?

OROMIS: He’ll be here in no time, Lord Septimus, no thanks to these two.

MORT: So what’s Plan B?

SEPTIMUS: Plan B is already under way. I knew you bozos wouldn’t be able to get the job done so I got somebody else who can.

OROMIS: Boss, you can’t lump me with these buffoons…

SEPTIMUS: Quiet!

ZEKE: What do we do now?

SEPTIMUS: Now, we wait.

CLAYTOWN

*(Crispin and others. An abandoned, spooky place)*

JOFFREY: Here we are.

CRISPIN: Claytown.

CALVERT*: (horrified)* I’m not allowed in Claytown.

CRISPIN: How did we skip security?

JOFFREY: Anybody who WANTS to go to Claytown is free to it.

CRISPIN: Where’s Sadie?

CALVERT: Where’s Dottie?

JOFFREY: They were right…?

CRISPIN: Are they still in the portal?

JOFFREY: Oh no. How could I have missed that?

CALVERT: Don’t worry. I miss a lot of things.

JOFFREY: Sadie’s been kidnapped!

SEPTIMUS’S LAIR:

SEPTIMUS: Here they are.

*(Dottie enters with Sadie)*

SADIE: (*struggling to get free)* What are you doing Dottie? Where are the others?

DOTTIE: *(smiling)* Here she is Septimus. Just look at her. Isn’t she beautiful?

OROMIS: Nice Work, Dottie.

SADIE: Oromis! (to Dottie) You’re working for them?

DOTTIE: She’s clever too.

SEPTIMUS: You’re late.

DOTTIE: Sorry, I just..

SADIE: She gets distracted.

DOTTIE: I tried to get them at the first portal but something went haywire and we landed at Savion’s, then….

*(Septimus approaches Sadie with awe)*

SEPTIMUS: Sadie, is it really you?

SADIE: Yup, last I checked. No idea how you know me but hey, this place is a mind trip.

DOTTIE: She doesn’t know yet, Septimus.

OROMIS: Alyward made sure her life has been nothing but normal.

SADIE: Normal? Normal? You call sleeping on the cold floor with a dozen other smelly kids, eating rancid leftovers, and playing with pet rats normal?

SEPTIMUS: Don’t worry about all that now. You’re home, Sadie. I’m your father.

*(Dottie and Septimus hold hands and look at Sadie lovingly. Sadie gasps.)*

CLAYTOWN

CRISPIN: Sadie is the King’s evil twin’s daughter?

CALVERT: Really? She seemed so nice.

JOFFREY: She is nice. But she may not be for long once Septimus gets his hands on her.

CRISPIN: So what does Dottie have to do with it?

JOFFREY: Septimus was Dottie’s first love so we’ve never been sure of her allegiances*…..(he gets an idea)* That’s it. No wonder she’s still in love with him.

CRISPIN: What’s it?

JOFFREY: Dottie is Sadie’s mother.

CRISPIN: So they are after Sadie, not me?

JOFFREY: No, they’re after both of you. Shh. Someone’s coming. Hide behind me.

*(They hide. Libby enters)*

LIBBY: Crispin?

CRISPIN: It’s okay, Joffrey. It’s one of the orphans. What are you doing here?

LIBBY: *(to the others)* Guys, I found them!

*(Ward and the other orphans, and Ward run on)*

MEG: Where’s Sadie?

CY: What happened to Sadie?

WARD: Crispin, Aylward Darden at your service.

CRISPIN: But aren’t you one of the orphans too?

WARD: That was just my cover. I was sent by the King to protect Sadie, and hired by your parents to protect you.

JOFFREY: Aylward. Great to see you again.

CRISPIN: You two know each other?

JOFFREY: Of course, we trained together in the King’s Noble Guard. The King and Dottie were childhood friends but Queen Ally has never trusted her so she sent me to protect you.

MEG: The Legend is true Crispin, and you are the Claymaker.

CRISPIN: So they tell me.

JOFFREY: What’s with all the orphans?

WARD: I thought they needed some fresh air. And a critical mass couldn’t hurt in fighting Septimus.

JOFFREY: Good thinking.

SEPTIMUS’S LAIR:

SADIE: But my father is dead! My mother is dead!

SEPTIMUS: That’s just what the usurping King wanted you to think. He sent you to that orphanage, to keep you away from me.

SADIE: And who are you? Besides my long lost papa?

DOTTIE: He’s the rightful heir to throne, King Septimus Stelon.

SADIE: And you two are married?

DOTTIE: We never quite got around to that.

SADIE: And all that speaking to the birds stuff, that was just a rouse?

DOTTIE: My birds? No, I love my birds.

SADIE: Next you’re going to tell me I’m a princess.

ZEKE: That’s right little girly.

OROMIS: Albeit, a dirty, thankless one.

SEPTIMUS: We can fix that. Come join us and you will have everything you desire.

MORT: Fancy clothes.

OROMIS: Delicious foods.

ZEKE: Even pig knuckles.

SADIE: Gross.

DOTTIE: All you have to do to get everything you could ever want is help us get your friend Crispin.

SEPTIMUS: Yes, You see we have the flute amulet but he has the power to bring the dragon back.

SADIE: You made a pact with the elves and now you’re going to take the throne for yourself.

OROMIS: He promised me I’d get to be Lord Oromis.

ZEKE: And I’d get to be Duke Zeke*.*

MORT: And I’d get to be General Mort.

SEPTIMUS: So what say you, daughter?

SADIE: I’ll really get everything I ever wanted?

DOTTIE: That’s right, sweetheart.

CLAYTOWN

CRISPIN: What are you looking at?

DOTTIE: The dragon.

LIBBY: That’s just a tiny ball of dirt.

WARD: Ball of clay.

CALVERT: Goodie. Let’s play catch.

*(Crispin picks it up)*

CRISPIN: It’s a little clay figurine, like in my father’s legend.

ELDIN: It’s no legend, Crispin. It’s real.

CY: What is that?

GINNY: It look like a little man is ridng him.

JOFFREY: Let me see that.

*(Indeed it looks like someone is riding the dragon)*

CRISPIN: To think this little thing can turn into a great dragon.

JOFFREY: Be careful Crispin, you have powers that you don’t yet know.

*(Suddenly Sadie enters)*

CRISPIN: Sadie!

SADIE: Crispin!

GINNY: Careful, Crispin, she was probably sent by Septimus. It could be a trap.

CRISPIN: Sadie’s my friend, right Sadie? I would still be in that crummy orphanage feeling sorry for myself it wasn't for her.

*(Sadie performs a hand motion, the one from the orphanage)*

MEG: The signal. Like in the orphanage.

GINNY: Like in the orphanage Crispin.

SADIE *(Talking and performing hand gestures)* I am princess Sadie, the daughter of Septimus Stelon the rightful air to the throne and you are all traitors. You will help us bring the dragon back so we can take over the kingdom and rule for evermore.

BRIGGS: *(to orphans)* She’s saying, the elves are over there in the bushes.

CRISPIN: And remember what takes away elves power and strength?

SADIE: Tickling!

*(The orphans run off. Laughter is heard from the elves backstage. The orphans bring the elves onstage. They are giggling and drained of all energy. At the same time a flute sounds and Dottie and Septimus walk on. Dottie plays the flute. Septimus grabs Sadie*.)

SEPTIMUS: Here is your chance to save your friend, Crispin. Wake up the dragon and she will be unharmed.

SADIE: Don’t do it Crispin.

FREDDIE: All those villagers died remember?

MEG: We’ll be orphan crisp.

CALVERT: Is this my quest?

DOTTIE: Don’t hurt her Septimus. She’s our baby.

WARD: You have more powers than you think, Crispin.

JOFFREY: So do you, Calvert.

*(Crispin holds the clay dragon, closes his eyes as the flute music plays louder and the stage turns darker.)*

BRIGGS & CY: Oh no!

CALVERT: I have more powers than I think. This is for you Princess Pisco.

SEPTIMUS *(smiling)* The dragon is coming.

(*Calvert beats his chest like a gorilla and runs for Septimus, pushes him down and grabs Sadie.)*

SEPTIMUS: You’re a fool.

CALVERT: I got you cuz!

*(Everyone looks up at the sky at a large shadow flying over.)*

FREDDIE: Look at that thing.

MEG: It’s gigantic.

GINNY: Everybody run!

*(Everybody but Crispin and Sadie run off stage. The music stops. The sound of a dragon’s roar. The flap of wings. The stage goes dark.)*

*(The lights come up again. Crispin plays the flute now. Calvert helps Sadie off of the ground. The orphans, Ward and Joffrey come back on stage.)*

MEG: What happened. Where’s the dragon?

CY: And Septimus?

BRIGGS: And Dottie?

SADIE: What are these?

(*Sadie picks up two clay figurines. One of a man and one of a woman.)*

BRIGGS: They couldn’t be.

CRISPIN: The Claymaker can turn clay figures into living beings and he can turn living beings into Clay.

LIBBY: You did it Crispin!

JOFFREY: *(to Sadie)* Are you okay?

SADIE: I’ve gotten used to not having parents anyway. And I certainly didn’t want those.

GINNY: What about the dragon?

CRISPIN: He’s off chasing those elves somewhere, I believe.

GINNY: He’s still alive?

CRISPIN: He’s not so bad really. I think all that stuff in the story about the flesh eating dragon was just put in there to scare kids like us.

GINNY: But that roar?

CRISPIN: Yeah. I’ll have to work with him on that.

ELDIN: Can I keep him as a pet, Sadie?

*(Sadie rolls her eyes)*

MEG: What do we do now?

CY: Do we have to go back to the orphanage Mr. Alyward?

CALVERT: Orphanage? Sadie’s my cousin. Now she’ll be my sister. And Crispin’s a hero.

JOFFREY: And I’m sure we’ll find a home for all of you.

*(Just then a man enters)*

CRISPIN: Father?

FATHER CLAY: Crispin.

CRISPIN: How did you….?

SADIE: The little figurine, riding the dragon,

CRISPIN: That was you?

FATHER GLIA: When the dragon arose, I arose.

CRISPIN: Oh father.

*(They hug. The orphans look sad remembering their own parents)*

FATHER CLAY: Don’t look so sad everybody. My heart is full. There is room enough for all of you.

*(The orphans hug father too)*

CALVERT: And my house is big. Definitely room enough for all of you. Come home with me. And Mr. Joffrey, can you help me find a tuxedo?

LIBBY: For what?

CALVERT: For my wedding, of course.

JOFFREY: Well, that may be a little presumptive there Calvert.

CALVERT: I’ve had my quest. I’m coming back a hero. And I’m more powerful than I thought I was.

SADIE: He’s right Joffrey. And I think I have the perfect entertainer for the occasion. *(Sadie Whispers to Ward)*

WARD: Rightyo. I’ll grab her and meet you at the Kingdom.

CALVERT: Now where was that portal?

LIBBY: Let’s take Ward’s bird instead. It was amazing. *(They all hold hands and grab onto the bird. Lights down.)*

*(Lights up. Back at the Kingdom. Calvert sits next to Princess Pisco. Holding hands)*

SADIE: *(To Princess Pisco*) . . . .Then he charged Septimus and freed me like it was nothing. I would be dead now if it weren’t for him.

PRINCESS PISCO: My hero.

SADIE: And now for our entertainment. This evening the master soloist herself. *(Grimhelda enters, ecstatic and dancing her heart out)*

BRIGGS: Grimy?

GRIMHELDA: Hello there orphans. That’s right, it’s just little old me.

GINNY: How did the audition go?

GRIMHELDA: Well, I… I didn’t get the part but I got offered this job instead.

CALVERT: Special Dancer for the Prince. She’s so good.

PRINCESS PISCO: You think so?

*(Sadie whispers in his ear)*

CALVERT: Oh, that’s right, dear. She’s going to be our maid too. I hear she likes to clean the toilets with a toothbrush.

GRIMHELDA: *(horrified*) Sadie!

SADIE: Dance on Grimy. The night is young.

ELDIN: Can I Sadie? Can I keep the dragon as a pet?

SADIE: Better ask your dad, Eldin.

*(The sound of a roaring dragon overheard)*

CRISPIN: Father?

FATHER CLAY: Of course, Eldin. Children, from now on, you can have everything you ever wanted.

*(Everyone dances. Lights out)*