



LEVIATHAN

A MUSICAL

Inspired by the Legend of George and the Dragon

Book by Aaron and Beth Alsmeyer

Music and Lyrics by Aaron Alsmeyer

SYNOPSIS

Act I

The opening number, **Sleepy Village**, introduces us to the tiny Medieval town of Huffboro. Our tour guide is Sylvie, a spunky lass in her mid-teens, who narrates the tale of George's father Nigel. Nigel had developed a reputation as the greatest dragon slayer in all the land, but ultimately fell at the hand of Leviathan, the largest and most cunning dragon ever known, when George was just an infant. Now George, fully grown, is longing to see the world. His Uncle Hiram, who raised him from infancy and taught him the art of swordsmanship, embarks on a journey to sell his wares, leaving George behind to tend to his swordsmith shop.

Not long after Hiram leaves, a mysterious middle-aged woman arrives in Huffboro, looking for George and insisting she has a message for him. She calls herself "Mara" and claims to be the last surviving member of a troupe of traveling entertainers. In **Message #1/Come with Me Now**, she reveals that Leviathan is still alive and wishes to meet with George, and she offers to take George to find the famous dragon. She lodges in the village for one night to give George time to consider the offer.

George spends the evening deep in thought beside the lake on the outskirts of town, where his betrothed, Aletheia (elder sister of Sylvie), eventually catches up with him and asks what he plans to do. In **Monsters Make Heroes**, George eventually settles the matter in his mind and determines to make the journey to face the creature who killed his father.

Skipping Ahead/Opportunity finds George and Mara on their way the next morning. After they leave Huffboro, we see Charlise (the Lady of the village, and mother of Aletheia and

Sylvie) attempting to downplay the controversy surrounding the dragon. Meanwhile the village shysters, Bartholomew and Sigrid Welch, plan to take bets on the outcome of George's coming confrontation.

Mostly Good takes place a few days later, when Uncle Hiram has returned to Huffboro and is being briefed on recent events by his wife, George's Aunt Susannah. Aletheia and Sylvie come to visit not long after, and he tells them the story of how his brother Nigel had been killed by Leviathan, and how George had been left on his doorstep anonymously. After the ladies leave, Hiram and Susannah reflect (in **Mostly Good, Continued**) on how they hope to leave a legacy for the young people around them.

In **Miscreants**, we join George and Mara again on the open road, where they are waylaid by bandits. George fights admirably but is eventually defeated, and the bandits take George and Mara captive.

Back in Huffboro, Sylvie astonishes the sleepy villagers with the announcement that a creature has been spotted **Beside the Lake** on the outskirts of town. The bailiff asserts that this must be the elusive Leviathan, and after seeking Hiram's guidance, he takes a group of men with him to confront the monster.

We find George and Mara tied back-to-back in a cave, stripped of their weapons and supplies. Having annoyed each other for the entire journey, they now develop some camaraderie in the midst of their predicament. In **Home**, George tells Mara about Aletheia, and Mara reveals that she too once knew love.

Dusk has fallen in Huffboro, and the bailiff is the only man to return from the altercation with Leviathan. Battered and bloody, he bears Leviathan's **Message #2** to Hiram and the other villagers. The message declares that nobody is to attempt to leave the village, and it further demands that the villagers sacrifice two of their sheep to the great dragon every day. The villagers take stock of their assets and realize that they only have **Twenty-Six Sheep**, which will buy them thirteen days. Bartholomew and Sigrid Welch create a lottery system to determine whose sheep will be sacrificed in what order, and they immediately begin taking money under the table from villagers who wish to keep their sheep as long as possible.

Meanwhile, on the open road, we find that George and Mara have escaped the cave, but their newfound sense of camaraderie doesn't last long. Mara infuriates George when she lets slip that her troupe of traveling entertainers is not dead after all. Not able to believe a word she says, George threatens to leave and return to Huffboro. In a last-ditch effort to keep him from leaving her, Mara declares that she is his mother. Confused and angry, George maintains that he doesn't believe her, but he agrees to travel with her for one more day.

Act I ends beside the lake on the outskirts of town, where Sylvie was attempting to escape the village to find George. Aletheia and a few other villagers discover her on the brink of death, having been attacked by Leviathan and charged with relaying a message to the rest of the village. **Message #3** declares that after all the sheep have been offered, the villagers must sacrifice one of their daughters to the great dragon every day. Sylvie dies in Aletheia's arms, and the company grimly assesses the current state of affairs in **Stay Here/Act I Finale**.

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Act II

Act II opens in a colorful makeshift camp full of traveling entertainers, who sing to us of their carefree lives in **Visible yet Invisible**. Mara arrives mid-song, with George grudgingly following behind, and she is enthusiastically welcomed by her friends. After the act's opening number, Mara introduces George to the troupe, and upon finding that he is the son of the famous dragon slayer, the entertainers break into spontaneous song with **Dragon Slayer on Mara's Side**. They then remember a message that has been carried about the countryside, and they cheerfully relay **Message #1 (Entertainers' Reprise)**. George realizes with stunned indignation that Mara had concealed part of the message from him and that Leviathan is likely waiting in Huffboro.

George demands that the entertainers leave him and Mara in privacy. Mara, whose real name is Giselle, finally tells all in **Have You Ever Wondered Why**. Her husband, George's father Nigel, had found the young and wounded Leviathan many years before, and rather than kill him, had formed a partnership. Leviathan himself had killed the dragons whose deaths Nigel had taken credit for, and once Leviathan was the last one standing, he had betrayed and murdered Nigel. Devastated, George abandons Mara after bitterly refusing to call her "Mother."

Back in Huffboro, there are only six sheep left. Bartholomew and Sigrid continue to exploit their fellow citizens, taking money under the table from villagers desperately trying to prevent their daughters from being sacrificed once the sheep are gone. Meanwhile, Lady Charlise has sequestered herself in the manor house, stricken by grief over Sylvie's death.

George, on his way back to Huffboro, sings of his jumbled thoughts in **Monsters Reprise**. He eventually accepts that what he had always believed about his father was a façade, and he purposes to return to the people he loves in Huffboro and join them in whatever their fate may be.

As it turns out, Bartholomew and Sigrid were a little too greedy, and the system they rigged is about to crumble in on itself. They decide, in **Opportunity Reprise**, to hide away until they can safely escape the village.

Now George returns to Huffboro, just after the last sheep has been sacrificed, and a **Town Meeting** is held. Lady Charlise joins the proceedings, but remains icily silent until Bartholomew and Sigrid are forcibly brought in and their plot is revealed. There is much heated debate about how to determine which young lass will be sent to the dragon first. Lady Charlise eventually puts her foot down and reinitiates the lottery, proclaiming that her own Aletheia will be exempt, but Aletheia passionately opposes her mother and resolves to go to the dragon on her own. George pleads with her not to go, but she remains steadfast, insisting that George can defeat the dragon.

After Aletheia leaves, Hiram assures George that although he is like his father in many ways, his story is his own, and his newfound humility is a strength his father never had.

Meanwhile, in **Even If**, Aletheia expresses doubts about her decision even as she waits beside the lake for Leviathan, but she ultimately decides that she did the right thing.

George then comes to Aletheia's aid, and Leviathan shows up to face him in the **Battle and Finale**. Leviathan reveals that just before Nigel died, he cursed the great dragon so that he can no longer fly. Now Leviathan needs George, as Nigel's only living descendant, to break the curse. George refuses, and they fight. George is nearly beaten when Mara shows up and infuriates the great dragon to the point that he loses focus and turns on her. This gives George the opportunity he needs to cut off the dragon's head, but not before Mara is mortally wounded. Villagers arrive on the scene as George says goodbye to his mother, and the company soberly reflects that "nobody has a story like George... and everybody has a story like George."