



## ORIGINAL STAGE MUSICAL

# Grandfather's Sword

*A mythic family musical about inheritance, courage, and bringing love safely home.*

### FORMAT

Two-act musical

### RUNTIME

70-80 minutes

### CAST

Flexible 8-12

## Short Pitch

*Grandfather's Sword* follows Owen, a grieving young man who inherits a legendary blade from the grandfather whose adventures fractured the family. The sword draws him into Maab's forest, where he rescues Clara, a prisoner held through her mother's old debt.

Years later, Owen and Clara have built a home and children of their own. When Maab returns to claim what she believes she is owed, Owen must take up the sword again, not for glory, but to bring Clara home and break the cycle before their children inherit it.

## Style

Fantasy, family drama, mythic musical theatre.  
Comparable feel: intimate fairy tale, small-stage fantasy, family legacy drama with songs.

## Core Roles

Owen, Clara, Harlan, Maab, Mother, Daniel, Sarah, Thom, Ensemble / doubling roles.

### PRODUCTION SCALE

Designed for intimate theatres with flexible, symbolic staging.

### CORE VISUALS

Hearth, boundary stones, ensemble forest, simple tower/altar platform.

### EFFECTS

Sword memories, Maab's magic, and boundary power through light, fabric, movement, and music.

## Why It Works Onstage

- Flexible cast with strong roles for adults, youth, and ensemble.
- Limited locations and modest scenic needs.
- Magic can be created through theatre-native tools.
- Emotional family story with a clear fantasy hook.
- Music-forward without requiring spectacle-heavy staging.

## Songs

- Grandfather's Sword
- The Grandfather
- The Maiden in the Tower
- The Wife Left at Home
- The Son
- The Taxless Queen
- Grandfather's Sword reprise/finale

## Themes

**Family legacy.** The cost of glory. Choosing home. Breaking inherited cycles. Love as active courage. Mercy with boundaries.

# Story, Tone & Staging Vision

## Expanded Synopsis

At Daniel's funeral, Owen receives Grandfather's Sword from Harlan, the famous adventurer whose legend has cost the family almost as much as it gave them. Owen's anger drives him toward the old forest, where the sword's memories reveal Maab's tower and Clara, a young woman trapped by a bargain her mother could not escape.

Owen rescues Clara by refusing the Thorn Crown, choosing a life over power. But Maab's claim is only delayed. Years later, when Owen and Clara have built a home with their children, the Wild Queen returns to collect the debt. The second act turns the rescue story inside out: Owen must leave home precisely because home is what he is protecting, while Clara resists Maab from inside the binding through the memory of her mother's teachings.

The ending does not destroy Maab. Owen refuses revenge, restores the boundary, and brings Clara home. The sword remains, but its meaning changes: not conquest, not hunger, not inherited violence, but memory at rest beside the hearth.

## Director's Note

This piece should be staged as a family drama with mythic pressure around it. The forest is not a realistic location so much as a force that moves, sings, bargains, and remembers. The sword should feel heavy with history, but never more important than the people trying to survive its legacy.

## Sample Moment

### Act I boundary ending

- **MAAB:** Did you think a door ends a debt?
- **OWEN:** She is free.
- **MAAB:** She is delayed.
- **CLARA:** If I cross, she follows.
- **OWEN:** Then we learn how to close the door.
- **MAAB:** A debt unpaid does not die. It waits.

The Act I curtain should leave the audience with relief that Clara has been rescued and dread that Maab's claim is not finished.

## Musical Identity

The songs carry the emotional architecture: inheritance, warning, captivity, domestic fear, childhood mythmaking, Maab's grievance, and the final transformation of the sword's legacy.

## Staging Principle

Use simple theatrical grammar: warm hearth light, green forest light, recurring boundary stones, ensemble-created creatures, and fabric/vines for Maab's bargains. The show should feel imaginative, intimate, and playable.