

Spring Production Auditions

She Kills Monsters: Young Adventurer's Edition

Open to 8th Graders – 12th Graders

Direction by Heather Falks

Fight Choreography by Emmy Turner

AUDITION DATES AND TIMES*:

November 9 from 1:00-4:00pm

**If you are unavailable on this date but would still like to audition, please contact Programs Coordinator, Courtney Thompson cthompson@sparcrichmond.org; 804-353-3393 x223*

LOCATION: SPARC - 2106 North Hamilton Street

WHAT TO PREPARE

- Auditionees should come prepared to tell a story about how to play their favorite game and be familiar with the scenes from the play attached to the end of this packet.
 - The individual story audition should be 1-3 minutes long and show the directing team the auditionee's ability to captivate an audience. You can answer questions like: What is your favorite game? How do you play it? What do you love about the game?

AUDITIONING

- To sign up to audition, auditionees must register for one of the one-hour time slots via our YouCanBookMe sign-up page. The e-mail address submitted at registration will be used to contact the student and their guardian with callback and casting information.
- Auditionees will check in with an audition monitor in the lobby, check the information on their audition forms, turn in resumes (optional), and have a basic photo taken for directors to reference. Please arrive 15 minutes prior to your audition appointment so we can keep auditions on time.
- At the top of the hour, auditionees will meet the director and get to know each other and the show. We will then call auditionees into the room one at a time to share their prepared story. After individual auditions, the cohort will be split into groups to read a scene from the play.
- Please wear clothes that you can move easily in.

CALLBACKS – November 19 from 6:30-8:30pm

- **All auditioning youth will be asked to come to callbacks for a movement audition** with our Fight Choreographer, Emmy.
- Some auditioning youth may be asked to read for more characters. The purpose of callback auditions is to see how students engage with material from the show.
 - Being asked to read for a role does not guarantee casting of that role.
- Students and guardians will be notified via email of any specific callback details.

CASTING NOTIFICATIONS – by December 6

Students and guardians will receive a notification via email, whether a student has been cast or not. While we work hard to notify all students as quickly as possible, it takes time for our staff to complete all individual communications. ***Please be considerate of all auditioning students, and refrain from discussing casting notifications until a cast list has been shared publicly.*** This will help in reducing stress and anxiety while we work through notifications.

About the Show*

Synopsis: *She Kills Monsters: Young Adventurer's Edition* tells the story of high schooler Agnes Evans as she deals with the death of her younger sister, Tilly. When Agnes stumbles upon Tilly's Dungeons & Dragons notebook, she finds herself catapulted into a journey of discovery and action-packed adventure in the imaginary world that was her sister's refuge.

**She Kills Monsters: Young Adventurers Edition* has been adapted from the original source material for teen performers. The show does include scenes of fantasy-type violence, bullying, and bigotry. These scenes will be handled carefully in rehearsals and are in support of the show's ultimately positive message. Please contact us with questions about the show's content in determining whether it's right for you.

Roles

AGNES
TILLY
CHUCK
MILES
VERA /THE BEHOLDER
STEVE
KALIOPE/KELLY
LILITH/LILLY
ORCUS/RONNIE
FARRAH THE FAERIE
NARRATOR
EVIL TINA
EVIL GABBI
ENSEMBLE (SUCCUBUS, BUGBEAR, TIAMAT, WRAITHS, ORCS)

Tuition and Scholarships

There is no cost to audition. However, should a student be cast in *She Kills Monsters: Young Adventurer's Edition*, the cost of tuition for participation is: **\$780. Students are never turned away from any SPARC program because of the inability to afford tuition.** Each year, over 100 students are awarded scholarships on the basis of need, totaling over \$50,000 in tuition support. **Families will be asked if they intend to apply for a scholarship when casting emails are sent.** To find out more about scholarships, see sparcrichmond.org/scholarships. You may disregard any language on the website about an application deadline.

Are you a teenager who needs to cover tuition costs on your own? If so, please call or email us to discuss how we can help you to address tuition payments. We look forward to talking with you!
sparc@sparcrichmond.org; 804-353-3393 x222

Attendance Policy and Conflicts

Being cast in a production is a big commitment. SPARC asks that guardians and students look at family and school schedules closely before auditioning to ensure that the student can attend all rehearsals and performances. Please list any rehearsal conflicts thoroughly before submitting an audition form. Casting decisions are made with each student's availability in mind. SPARC may not be able to offer a role to a student with excessive conflicts or conflicts that occur in the final weeks leading up to performances.

Attendance at rehearsals is crucial to the success of the entire production. We understand that students lead busy lives and that unforeseen circumstances can arise. In an effort to be flexible and accommodate those situations, **SPARC's attendance policy allows students to miss two rehearsals during the rehearsal period.**

No conflicts are permitted during the final week of regular rehearsals, tech rehearsals or performances. Conflicts not stated during the audition process or excessive absences/tardiness may result in casting changes or the student not being able to participate in all scenes/musical numbers.

She Kills Monsters: Young Adventurer's Edition Schedule

Regular Rehearsals:

January 13, 2025 – March 14, 2025

Monday from 5:30-8:30pm, Wednesday from 5:30-7:30pm, & Friday from 5:30-8:30pm at SPARC (unless otherwise specified)

First Rehearsal: Monday, January 13th

No Rehearsal: Monday, January 20th

Week 1: January 13-17

Week 2: January 20-24 (*No Rehearsal Monday, Jan. 20*)

Week 3: January 27-31

Week 4: February 3-7

Week 5: February 10-14

Week 6: February 17-21

Week 7: February 24-28

Week 8: March 3-7

Week 9: March 10-14

Tech Rehearsals:

Sunday, March 16 from 1-6pm

Monday, March 17-Thursday, March 20 from 5:30-9pm

Performances:

Friday, March 21 at 7:30pm

Saturday, March 22 at 2pm and 7:30pm

Sunday, March 23 at 2pm

Production FAQs

What if I am already taking a SPARC class that conflicts with the production schedule?

We love seeing SPARC youth participate in all kinds of programming! If you are currently participating in another SPARC program that overlaps with the rehearsal schedule (for example, Touring Ensemble), we will work with those teaching teams to split time. It is also likely that not every cast member will be called to every rehearsal.

I have an accessibility need. How can I inform SPARC of it?

Let us know in the booking form at audition registration. Accessibility information will only be shared with necessary production team members.

Can I apply my current SPARC scholarship to my participation in this show?

Yes! If you have a scholarship for this season, you may also apply it to the show.

Do I need to bring a headshot or resume?

You are welcome to bring them, but they are not required.

What if I can't attend callbacks?

We'll find another way for you to submit callback materials- likely virtually.

(CHUCK gives AGNES an embarrassed smile.)

AGNES. Behave yourself.

(He shakes off his embarrassment.)

CHUCK. Okay. Look. Do you want to play the game or not?

AGNES. Sure, whatever.

(CHUCK throws his hood back on and continues speaking in his wizard voice.)

CHUCK. And then –

TILLY. There's me. I'm the brains of this operation.

Name: Tilly Evans aka Tillius the Paladin, healer of the wounded and the protector of light.

Class: Awesome.

(TILLY steps up beside KALIOPE and LILITH. They fall into a movie poster-esque pose together.)

(CHUCK's Dungeon Master voice booms over them from the heavens.)

CHUCK. Welcome to the Quest for the Lost Soul of Athens.

Your mission is find and free the Lost Soul before it is devoured by the dark forces of darkness forever.

(All the girls high-five each other.)

AGNES. Seriously, you guys are supposed to be a team of badassess?

(Suddenly, armed monsters [Wraiths] float in and attack the party.)

(In a fast and impressive series of moves, TILLY and company slay them.)

Okay, nevermind.

(The ELVIN KALIOPE sees AGNES and approaches.)

KALIOPE. Curious. What form of creature is this?

(The demonic LILITH sniffs her.)

LILITH. Can I eat it?

TILLY. Lilita, you said you were quitting.

LILITH. I said I'd cut down. I've only had two this week.

AGNES. Cut down doing what?

KALIOPE. Eating the flesh of bad guys.

AGNES. Ew.

(KALIOPE pokes at AGNES's cheerleader skirt with her staff.)

KALIOPE. Why are you dressed so strangely?

AGNES. I'm dressed strangely? You do know you look like a Thundercat, right?

KALIOPE. Perhaps it allows for more mobility.

(Annoyed by her party being so preoccupied with AGNES, TILLY marches over to get their attention.)

TILLY. Elf!

KALIOPE. Yes, Noble Paladin Tillius.

TILLY. Any word on Orcus's location?

AGNES. What's an Orcus?

LILITH. Is this your special skill? Asking questions? Yes, that will come in handy.

AGNES. What's your special skill? Being a –

(TILLY steps in between.)

TILLY. OKAY! Guys, stop it.

(To AGNES.)

Orcus is a demon overlord of the underworld. If there's a lost soul, he'll either have it or at least know where it is. Kaliope is our tracker. If he's near, she'll know his location.

(KALIOPE pulls out a map and places it on the ground for all to see.)

(They all crouch down to look at it.)

KALIOPE. The entrance to the cave of Orcus is here. But once we reach the cave, neither Lilith nor I can accompany you into it. No magical creatures are allowed into his lair unless they risk being entrapped there forever.

Scene Four

NARRATOR. *(Voiceover.)* And so it was that Agnes the Ass-hatted and Tillius the Paladin ventured forth into the dark dwellings of the truly evil and quite large in stature **ORCUS THE OVERLORD OF THE UNDERWORLD**, in search for the lost soul of Athens. But what they found deep in that cave was not what they were prepared for in the least...

(Inside a dark cave lit with only torches, ORCUS, an oversized red demon with large black devil horns sits reclined on a throne of skulls and bones. He is busy watching "Friends" on his demonic television set.)

(TILLY and AGNES quietly sneak in.)

(TILLY looks at AGNES and gives her a nod. The two girls jump out with weapons drawn.)

TILLY. It is I, the great Paladin Tillius, healer of the wounded, defender of lights, and I have come here to –

(ORCUS puts up a finger to shush her.)

ORCUS. Shhhhhhh!

(TILLY is confused.)

AGNES. Um, we're here to fight you?

ORCUS. Yeah, that's not gonna happen.

TILLY. But we've come here to battle.

ORCUS. I know what you've come here to do and I'm telling you it's not gonna happen. I'm busy.

AGNES. This is the Overlord of the Underworld?

ORCUS. FORMER Overlord of the Underworld! I quit.

TILLY. You quit? You can't quit.

ORCUS. Whatchoo talking about I can't quit. You know how annoying it is to always get attacked by so-called adventurers all day and night?

(A skinny adventurer named STEVE barges in.)

STEVE. Orcus! It is I, the great Mage Steve and I've come here to do battle!

ORCUS. See what I'm saying?

STEVE. I've come to claim the Staff of Suh in the name of –

(ORCUS reaches over and grabs said Staff and tosses it over to STEVE.)

ORCUS. Here ya go, little man. It's all yours.

STEVE. Really? That's all I had to do? AWESOME!

(STEVE leaves happy.)

ORCUS. So what would you like? Treasure? Jewels? Some Cheez-Whiz? It's wicked good.

TILLY. I wish to free a soul.

ORCUS. Sure. Which one?

(TILLY bravely steps up to ORCUS.)

TILLY. Mine.

AGNES. What?

TILLY. You heard me, Orcus. I want my soul back.

ORCUS. Coolio. And which soul would that –

(ORCUS takes a good look at TILLY.)

Oh. Crap. This is a bit awkward.

(AGNES grabs TILLY by the arm.)

AGNES. Wait just a minute, you're the lost soul of Athens?

(TILLY pushes AGNES away.)

TILLY. Orcus, can I have it back or not?

ORCUS. You're Tillius the Paladin, correct?

TILLY. Correct.

ORCUS. Yeah, this is a bit embarrassing but I sorta lost your lost soul.

TILLY. What do you mean you lost my lost soul?

ORCUS. Well, I mean I sorta traded it in for this badass TV/VCR combo from the, um, Tiamat.

TILLY. What?

(AGNES raises her sword.)

CHUCK. And this is what happens next...

(Hard-hitting music begins playing. An elaborate and badass fight ensues as the two girls work together to defeat their adversaries. AGNES fights impressively.)

AGNES. Wow.

CHUCK. *(Voiceover.)* You've defeated the Bugbears! Agnes levels up! Gains plus one in being less of a dumbass!

AGNES. Wait, is that really a stat?

TILLY. Yep, totally is. You're less dumb! Yay! Now where's the rest of our team?

(Demonic LILITH and the ELVEN KALIOPE approach, forcing a reluctant ORCUS the Demon to walk with them.)

LILITH. You're not serious, love. We're not actually going to bring Orcus along, correct?

KALIOPE. I must agree with Lilith, getting the worst demon in all the underworld to tote along with us does seem less-than-wise.

(ORCUS raises his hand.)

ORCUS. I totally agree. I am bad news. Look at me. I'm red. I got horns. I am totes evil.

TILLY. No, you're coming with us.

ORCUS. Man, you're gonna make me miss Quantum Leap.

TILLY. That's inconsequential.

ORCUS. Inconsequential? Have you seen Quantum Leap? The dude time travels...through time...by leaping INTO different bodies. Different BODIES, yo! And putting things right that once went wrong, and hoping each time that his next leap will be the leap home.

AGNES. That actually does sound interesting.

TILLY. You lost my soul, Orcus, so now you're going to have to help me get it back.

KALIOPE. He knows where your soul is?

TILLY. He gave it to Tiamat.

LILITH. What?

(AGNES raises her hand.)

AGNES. Question. What's a Tiamat?

(TILLY signals KALIOPE to tell her.)

KALIOPE. This is Tiamat.

(Using magic [AKA a video projection], KALIOPE shows AGNES the dragon of legend.)

She is a five-headed dragon that has laid waste to generations of adventurers and civilizations since the dawn. Each of her heads embodies the five different elemental powers of the chromatic dragons – earth, fire, water, wind, and lightning. Many adventures have fought her. All have died.

All, except for one...

(KALIOPE looks at TILLY.)

AGNES. You fought that?

TILLY. Yes.

AGNES. That's –

TILLY. Useless. I didn't pull off killing her. And now she's stolen my soul for revenge.

(LILITH storms over to ORCUS.)

LILITH. And you just gave it away?! I should rip out your insides and dine on them right here and now, you overgrown sad excuse for a demonic entity!

(ORCUS looks LILITH up and down.)

ORCUS. Wait just a minute, don't I know you?

(This stops LILITH dead in her tracks.)

LILITH. Um...what? No, you must be mistaking me for someone else.

ORCUS. No, I know who you are. You and me, we hang in the same evil underworld. And I don't think your daddy's gonna be too happy you're making time with a Paladin and a human.