

# Witch's Brew

*by Kimberly Barger*

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## **STORY OF THE PLAY**

Hazel is a teenage witch who's somewhat different from every other witch in Frogshire Forest. She can brew a mean cup of coffee but can't brew a potion to save her life! And she's an accident waiting to happen when she tries to fly on her broom. While Hazel dreams of becoming a barista, her mother, the head witch of the forest, wants only for Hazel to focus on her witch studies and preparations for the upcoming annual festival, the most important event in the forest. She would forbid Hazel from trying to fly into a coffee shop in the city—if she knew about it. When Hazel accidentally meets Kate, a not-so-talented barista, Hazel jumps at the opportunity to teach Kate how to make an award-winning latte for an upcoming competition. With only a few days until the judge comes, Kate must learn quickly while keeping Hazel's true identity a secret from Kate's greedy, witch-hating Aunt Astrid. With fun characters, a good message about family and friendship, and an optional way to incorporate your own festival into the show, *Witch's Brew* is the perfect play for middle schools, youth theaters, and community theaters. Approximately 60 minutes.

## **ORIGINAL PRODUCTION**

A special thanks to Gettysburg (PA) Community Theatre's Original Works project for producing a developmental reading on March 9<sup>th</sup> and 10<sup>th</sup>, 2021. The reading featured a cast of youth performers ranging from 5<sup>th</sup> -12<sup>th</sup> grades.

## **CHARACTERS**

*(2 m, 6 w, 5 flexible, extras, doubling possible.)*

**HAZEL:** A witch in Frogshire Forest, great at making lattes but terrible at witchcraft. Around 16.

**KATE:** A college student and barista at her family's coffee shop but isn't good at making coffee. Around 18.

**MOM:** Hazel's mom, 40s, the Head Witch of Frogshire Forest, regal at some times and motherly at other times.

**GRANDPA HENRY:** Kate's grandfather, 60s, owner of the family coffee shop, caring, kind.

**ASTRID:** Kate's great-aunt and Henry's sister, 60s, manages the family coffee shop, bitter, greedy, mean.

**GUINEVERE:** A witch, about 18. Hazel's older sister.

**TABITHA:** A witch, about 14. Hazel's younger sister.

**ZIGGY:** Male or female witch, any age. Immature, goofball.

**FIGGY:** Male or female witch, any age. Immature, goofball, Ziggy's partner in crime.

**PETE MAXWELL:** The judge of the latte competition, coffee is life, very animated.

**HILDE, LUNA, and FALCO:** Witches with minimal lines, could be doubled with Kate, Grandpa, Astrid or Pete.

**EXTRA WITCHES** can be added to certain scenes as indicated to include more students/actors as desired. Ages 10-18, male or female.

## **SETTING**

Present day. The play alternates between Frogshire Forest and a small coffee shop.

## **SET AND PROPS**

In the forest, there is a large countdown sign that says, "4 days until the Frogshire Forest Annual Halloween Festival." The sign changes throughout the show as indicated to track time and count down to the festival. If the play is being presented at a time not near Halloween, the name of the festival (on the countdown sign and in any related dialogue) could be changed to the Frogshire Forest Annual Halloween in April Festival (or similar) if desired.

The witches all have brooms. In addition to being used for witchcraft and for transportation ("flying"), the brooms are also used in a similar way to cell phones. They can make calls, video calls, text, take photos, etc.

Additional props needed include a strand of Christmas lights; balloons; a variety of coffee cups or mugs (any kind, could be disposable); a coffee pot or carafe; a functioning can of spray whipped cream (such as Reddi-Wip); assorted containers of coffee syrups; a cash register with drawer; bags of groceries.

## **PRODUCTION NOTES**

The “flying” involved does not need to be actual in-air flying. Though it could be! Suggested ideas for flying include:

- A hanging rope(s) that the actor could grab onto and swing around on.
- A skateboard, scooter, bike (even a tricycle!) hover board, etc.
- Roller skate shoes.
- An elevated platform that actors can run across.
- Using lighting effects, such as a spotlight arc over a darkened stage.

The final scene in the play (Scene 10) is optional. It can be included immediately following the curtain call if you would like to hold an actual festival/carnival-type event with your production. Allow the cast to mingle with the audience, sell treats to raise additional funds for your school or theatre, play themed games, hold a costume contest, partner with a local coffee shop to provide a special latte, etc. Feel free to use game ideas that are mentioned in the play or create your own. The options are endless! Dialogue in this scene may be changed to provide accurate instructions or information to your audience.

### Scene 1

*(AT RISE: Preparations for the festival are underway in the forest. Any WITCH changes the countdown sign from 4 to 3. ZIGGY and FIGGY are using their brooms to take silly selfies and/or posing goofily taking photos of each other. MOM is giving orders to HILDE, LUNA, and FALCO. GUINEVERE and TABITHA are helping with preparations. Other WITCHES can enter and exit throughout the scene as desired to help with preparations.)*

**MOM:** Hilde, go fetch the tablecloth with the spiders on it. We'll put it on this table here.

**HILDE:** Yes, head witch. *(Exits.)*

**MOM:** Luna and Falco, go retrieve the apple cider cauldron to put on this table. Do *not* mix it up with the potion cauldron like last year. We don't need everyone walking backwards and singing nursery rhymes again.

**LUNA and FALCO:** *(In unison.)* Yes, head witch. *(Exit.)*

**MOM:** Ziggy and Figgy?

*(ZIGGY and FIGGY ignore MOM and continue with their photos.)*

**MOM:** *(Cont'd. Louder, more sternly.)* Ziggy. Figgy. Stop taking broom selfies and come get these lights.

*(ZIGGY and FIGGY obey, perhaps still goofing off on their way over to MOM.)*

**MOM:** *(Cont'd. Giving ZIGGY a strand of lights.)* String these around the tree over there.

**ZIGGY:** Lights on the tree. Got it.

**FIGGY:** Race ya!

**ZIGGY:** You're on!

*(ZIGGY and FIGGY race to a tree, goofing off once they get there.)*

## **End of Freeview**

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