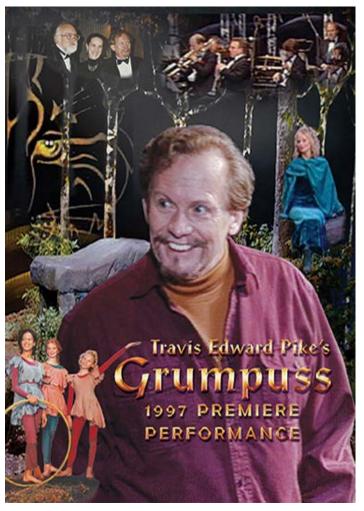
A GRUMPUSS SYNOPSIS INCORPORATING EXCERPTS FROM THE RHYME

Synopsis of the epic narrative rhyme applies to both the 15th Anniversary Audio Theater Edition on CD and the 1997 Premiere Performance on DVD



"A Grumpuss is not like a dragon. Rather more like a large surly cat, with tremendous paws and gigantic claws, and jaws that can crush armor flat." So when "a messenger rode to the king, with a quest both awesome and grave, In need of a knight, not afraid of a fight—a knight both cunning and brave," the king summoned Sir Ellery.

"Well, Sir Ellery was a fine athlete. He excelled at every sport. King's champion was he, three times out of three, the most formidable knight at the court."

The king ordered Sir Ellery to repair at once to the armorer, who "pulled from a nook a gigantic book, an authority proven and tried, and carefully consulted the index, until the word 'Grumpuss' he spied.

The sketch of the Grumpuss in that book set Sir Ellery imagining a triumphant return, when "half of the ladies in court would swoon just from seeing him march in the door. Thousands would clamor to hear of his deeds, and more would be coming...and more," so he never heard any of the armorer's advice.

Nor did he hear the provisioneer, because when "the old man bent to the task of explaining just what must be done, and wherefore, and how, the knight dreamed again that the battle'd already been won."

And so it was that without the benefit of advice, Sir Ellery went "off to his folly, his fortune, his fame, to battle by royal decree. the Grumpuss whose lair lay to the north, through the hills, in the rocks, by the sea."

Three hours later, Sir Ellery entered the dangerous highland pass. "He led his horse up the rocky vale. Determined he was to press on, but he'd only traveled an hour more, when the last glow of daylight was gone."

At the top of the gorge, he is confronted by a mercurial dwarf (who may be a sorcerer as well), and whose reaction, upon learning Sir Ellery means to vanquish the Grumpuss, is less than enthusiastic.

"Vanquish? Indeed" said the wee, little man. "Now that would be a shame. Must it be killed? After all, the ones that I've known have been tame."

Tactfully refusing the dwarf's offer of shelter, "Sir Ellery traveled the rest of the night, pondering some horrible doom, invoked by a curse of the dwarf, or worse—a spell of perpetual gloom!"

I shan't give the story away, but I can tell you that a week later, "On a gloomy night...and this despite the light from the full moon on high, the dwarf went to bed with a sense of dread and foreboding he couldn't deny. If the dwarf was asleep when the first yowl came, by the second he was wide awake. By the time he heard the mournful third, he'd begun to tremble and shake, for out of the night came a clanking sound—a horrible ghostly clatter. He tried to be still, but a cold, eerie chill, set all his teeth a-chatter. "Who's there?" the dwarf cried, but no answer came, save a rattle, a clank and a moan, as closer, and nearer, and louder, and clearer, came the horror unseen, and unknown.

Despite these chilling passages, Grumpuss ends happily, and I trust these excerpts are enough for you to decide if you want more.

SEE ALSO THE GRUMPUSS LEGACY WEBSITE

There, in addition to the many inspiring turn-of-the-century reviews and testimonials, you may explore photographic essays of the World Premier Performance, meet the production and celebrity guests at the World Premiere Banquet, see Production Notes dealing with staging the live, Save the Children Benefit Performance at Blenheim Palace, and some idea of what the future may hold in store.