

# GOOD OMENs



An Apocalyptically Atypical New Musical

Squabbalogic Independent Music Theatre Presents

# GOOD OMENS

An Apocalyptically Atypical New Musical

Music and Lyrics by **VICKI LARNACH** Book by **JIM HARE & JAY JAMES-MOODY**

Based on the Novel by  
**TERRY PRATCHETT & NEIL GAIMAN**

With  
ANTHONY ABRAKMANOV, ANA MARIA BELO, PAUL CAPSIS, NICHOLAS CRADOCK,  
BLAKE ERICKSON, JORDAN HARE, NANCYE HAYES, SAMSON HYLAND, NAT JOBE,  
ROB JOHNSON, LUKE JOSLIN, DEBORA KRIZAK, AMY LEHPAMER, LAUREN McKENNA,  
LACHLAN O'BRIEN, BRETT O'NEILL, BARRY QUIN & BELLA THOMAS

Sound Design **JESSICA JAMES-MOODY** Lighting Design **JAMES WALLIS** Casting Director **DAISY HICKS, CGA**

Program Design **KENNEY OGILVIE** Production Assistants **KATHERINE HOLMES** AV Design **JIM HARE**  
**LAUREN HOLMES**

Musical Direction and Arrangements  
**VICKI LARNACH & MARK CHAMBERLAIN**  
with NATALYA AYNSLEY & JIM HARE

Director  
**JAY JAMES-MOODY**

SPECIAL DEVELOPMENT READING  
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York Theatre, Seymour Centre

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# THE NICE AND ACCURATE SPOILERY SYNOPSIS OF GOOD OMENS (DON'T READ THIS PROPHECY BEFORE YOU'VE WATCHED THE SHOW)

## == ACT I ==

In the 17th Century, prophetess Agnes Nutter is burned at the stake for witchcraft having published *The Nice and Accurate Prophecies of Agnes Nutter, Witch*. As the demon Crowley and angel Aziraphale watch, Agnes proclaims her final vision of the future and exacts her revenge on the townsfolk. (**Agnes Nutter's Surprise; Good Omens**).

A few hundred years later, Aziraphale and Crowley celebrate how easy and decadent their lives on earth have become with humanity managing the balance of good and evil without need of much help from them (**Living The Dream**).

Meanwhile, a descendent of Agnes Nutter reluctantly hands her teenage daughter Anathema Device the last remaining copy of the book of prophecies, knowing the urge to decipher them all will consume her life (**The Book**). To her shock, Anathema reads a prophecy that predicts her own presence at the end of the world.

Hastur and Ligur, Dukes of Hell, meet Crowley and deliver his new assignment: the baby Anti-Christ. To Hastur's jealous disdain, Crowley is to place the child with a human family and oversee his evil upbringing. Crowley laments his time on earth will come to an end in eleven short years (**Crowley's Cup**).

The Satanic Nuns of the Chattering Order of St Beryl receive the Anti-Christ from Crowley with loquacious glee and bestow upon lucky Sister Mary, a nun of somewhat impaired comprehension, the task of switching this baby with the recently born child of the American Attaché (**The Big Exchange**).

At The Ritz, Crowley and Aziraphale drown their sorrows over the impending Armageddon until they hit upon a brilliant plan. In order to delay the end of the world and enjoy more of their earthly lifestyle, Aziraphale should try and influence the upbringing of the Anti-Christ with positivity as much as Crowley was to influence him negatively - effectively confusing the child to the point he can't possibly start the Great War (**Godfathers**).

Crowley and Aziraphale spend a decade in disguise manipulating the boy (**All Living Things**), but finally realize the original baby-switch went awry and the actual Anti-Christ has been misplaced.

In the quiet country town of Tadfield, Adam Young celebrates his 11th birthday with his gang of friends, Pepper, Brian and Wensley (**Adam's Spanish Inquisition**). As if conjured by Adam, a Hell Hound appears to protect him in the lead-up to the end of days. Adam decides to name the Hell Hound - "Dog."

Anathema Device, now in her twenties, has set about deciphering and fulfilling the prophecies of Agnes Nutter. She finds herself in the quaint and idyllic town of Tadfield in time for the end of the world just as her forebear prophesied (**This Perfect Place**).

At the same time, a descendent of one of Agnes Nutter's flame-wielding accusers - the awkward Newt Pulsifer - seeks adventure by applying for a job he knows nothing about and inadvertently becomes a member of the Witchfinder Army. The gruff and paranoid Sergeant Shadwell signs Newt up, bringing the army's total membership to two. They get to business studying unusual phenomena in order to seek out and destroy witches, working out of a room sub-let from the flirtatious spiritualist Madame Tracy (**There's A Witch In Your Mind**).

Arguing about the best course of action and driving through Tadfield, Aziraphale and Crowley accidentally run down Anathema, but her injuries are mysteriously healed by Aziraphale. Suspicious, Anathema rushes off leaving behind her copy of Agnes Nutter's book. In frustration, Crowley drives off leaving Aziraphale to find the book and realise its importance.

Looking for her lost book, Anathema meets Adam and Dog. Initially suspicious of Anathemva as a witch, Adam grows to like her as they bond over occult gadgets and new age magazines. Anathema finds Adam's energy fascinating but is disturbed that he seems to have no aura (**A Curious Boy**).

Hastur and Ligur surprise Crowley in his apartment and interrogate him for the whereabouts of the Anti-Christ, threatening to reveal his incompetence and duplicity in conspiring against Satan with an Angel. Crowley kills Ligur with holy water and Aziraphale thwarts Hastur with a powerful holy light. Knowing that supernatural laws prevent them from taking a direct approach, Crowley suggests having the Witchfinder Army kill the boy. Aziraphale is horrified that his friend could even consider this and decides his only choice is own up to everything with Heaven in order to stop Armageddon. They argue and part ways acrimoniously.

At home later that night, Adam pours over the new age magazines loaned to him by Anathema, awakening a power he has previously been unaware of (**The World In A Magazine**).

Disappointed by the monotony of his new job, Newt yearns to investigate strange happenings in the town of Tadfield. After Shadwell receives a call from Crowley asking for the Witchfinder Army to attend the same town, he allows Newt to head off and investigate (**There's A Witch In Your Mind Reprise**).

Following Newt's departure, Aziraphale contacts Shadwell warning him not to listen to Crowley. Suspicious, Shadwell worries that he has sent Newt off into danger. As the act comes to a close, all the characters march on their own journeys toward the apocalypse and the Four Horsemen manifest to bring new danger to all (**Forty Miles Tomorrow**).

## == ACT II ==

The Four Horsemen of the Apocalypse - Scarlet (War), Raven (Famine), Chalky (Pollution) and Death arrive on earth and prepare to meet Adam and initiate Armageddon (**The Four Shall Ride**). A massive storm brews as Newt arrives in Tadfield where it is raining fish. He is knocked out cold by a flying sturgeon.

At his bookstore, Aziraphale prepares to come clean to his superiors and places a call with The Metatron, the representative voice of God (**I Don't Want To Go To Heaven**). He learns Heaven is complicit in the coming end of days and will allow Armageddon to proceed. As he realises that Crowley was right all along he is confronted by Shadwell, who witnessed his supernatural conversation. He attempts to exorcise him as Crowley interrupts them but in the ensuing chaos, Aziraphale enters the Metatron's Heavenly Light and is vaporized as Crowley watches in horror (**I Didn't Want You To Go To Heaven**).

Anathema rescues Newt, as was predicted by Agnes' prophecy. She was promised a true love but is shocked to discover he's a witch finder and a descendant of Angles' executioner (**Dance To The End of Time**).

Meanwhile, Adam rails to his friends about the desecration of the world and vows to end it all and start the world anew (**Dividing the World**).

Aziraphale's disembodied spirit occupies the body of Madame Tracy and convinces Shadwell that the only way to prevent Armageddon is to kill the Antichrist.

Pepper, Brian and Wensley grow increasingly disturbed by Adam's behaviour. He telepathically communicates with the Four Horseman and prepares to take his old friends to meet his new friends and begin his plan to rid the world of everyone who has done it harm (**Adam's Scream**).

Newt unwittingly helps Anathema solve the second-last prophecy and together they set off to Tadfield Airbase where Armageddon will begin.

On the road outside Tadfield, Hastur lurks waiting to intercept Crowley to seek revenge for the death of Ligur (**Hastur on the Hunt**).

All converge on Tadfield Airbase. In the Control Room, the Horsemen initiate a countdown to global nuclear annihilation as a precursor to Armageddon. Realising this will also destroy everyone he loves, Adam refuses and encourages his friends to vanquish the Horsemen (**Them Against the Horsemen**).

With the Horsemen overcome, Newt inadvertently stops the countdown when Anathema unravels the final prophecy (**Dance the End of Time Reprise**). Everyone is quick to rejoice however Death insists Armageddon will proceed so long as the Anti-Christ continues to exist. Aziraphale suggests the only loophole is to enact the clause of triple displacement whereby he, Crowley and Adam would come into contact with each other and cease to exist.

Adam feels the weight of this decision but loves his friends and the planet too much to see them destroyed. He laments that he has been a puppet and hasn't lived a full life but feels it is only right to sacrifice himself (**Adam's Law**). They say their goodbyes and are about to make contact when the Voices of Satan and God intervene. God posits that he once sacrificed his son, and Satan rightly points out that God's son was returned. The two decide to discuss things privately and conveniently postpone the end of the world.

Sometime later, Shadwell and Madame Tracy marry. At the reception, a sequel to Agnes Nutter's prophecies is delivered to Anathema but she refuses it, telling Newt she wants some surprises in her life. Aziraphale and Crowley muse about how all they did had no effect and that Heaven and Hell are pretending nothing happened. They realise Adam is neither good nor evil, he is just human. As everyone enjoys the revelry, Adam climbs a tree and picks an apple (**In The End**).

# MUSICAL NUMBERS

## ACT I

PROLOGUE: AGNES NUTTER'S SURPRISE	Agnes Nutter and Villagers
GOOD OMENS	Agnes Nutter
LIVING THE DREAM	Aziraphale, Crowley, Passers-by
THE BOOK	Anathema, Eva and Agnes
CROWLEY'S CUP	Crowley
THE BIG EXCHANGE	Chattering Nuns
GODFATHERS	Aziraphale and Crowley
ALL LIVING THINGS	Aziraphale, Crowley, Warlock and Ensemble
ADAM'S SPANISH INQUISITION	Adam, Pepper, Brian, Wensley
THIS PERFECT PLACE	Anathema and Villagers
THERE'S A WITCH IN YOUR MIND	Shadwell, Madame Tracy and Newt
A CURIOUS BOY	Anathema and Adam
WORLD IN A MAGAZINE	Adam
THERE'S A WITCH IN YOUR MIND (REPRISE)	Shadwell, Madame Tracy and Newt
FORTY MILES TOMORROW (ACT ONE FINALE)	Company

## ACT II

FOUR SHALL RIDE	Scarlett, Raven, Chalky and Death
I DON'T WANT TO GO TO HEAVEN	Aziraphale
AWAY WI YE SPAWN O' HELL	Sergeant Shadwell
I DIDN'T WANT YOU TO GO TO HEAVEN	Crowley
DANCE TO THE END OF TIME	Anathema and Newt
DIVIDING THE WORLD	Adam, Pepper, Brian, Wensley
ADAM'S TADFIELD	Adam, Pepper, Brian, Wensley
THAT WAS REALLY WONDERFUL	Newt and Anathema
HASTUR ON THE HUNT	Hastur
THEM AGAINST THE HORSEMEN	Scarlet, Raven, Chalky, Death, Adam, Pepper, Wensley and Brian
ADAM'S LAW	Adam
IN THE END	Company