

SAM HOUSTON STATE UNIVERSITY
SHE KILLS MONSTERS

SHE KILLS
MONSTERS



Letter from your Dramaturg

Hi Everyone!

This casebook packet is filled with many things that can help further your knowledge in the playwright Qui Nyguen, Production History over *She Kills Monsters*, Ohio, background on the characters, glossary, background on the creation of d&d and tabletop roleplaying games, and many other aspects to playing d&d. With the use of imagery and other sources I hope to provide a fun experience into diving deeper into this script!

I wanted to address in a section here that I will be researching into Cerebral Palsy and what it means for someone to take on a role like this in theatre that is not able-bodied actor.

Majority of the research will be in text form throughout this book, but I will also add links to interviews and video forms of me presenting the research for some sections!

If there is anything more out of the script that you want to know more about and cannot find research in here please reach out and I will be more than happy to do so for you, and you can email me your questions at:

Let's all slay some dragons together!

Thank you and I hope you enjoy!

Hannah Figer, Dramaturg

Hannahfiger@yahoo.com or hsf006@shsu.edu

281-745-7866

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Playwright

Qui Nguyen



Qui Nguyen Who was born in El Dorado, Arkansas in 1976 and is known for being a Vietnamese American Playwright and a fight director. He also has done a bit of TV shows. One of his biggest accomplishments is his co-founding of Vampire Cowboys Theatre Company in New York City. His parents came to America in 1975 fleeing from the fall of Saigon. He states in an interview with Fayetteville Flyer that he knew he wanted to tell his parents' story, so he took up writing. Growing

up Nguyen was in one of the two Asian Families in El Dorado and his neighborhood was primarily African American community. In college he attended two schools starting at Louisiana Tech University with a theatre degree and then getting his masters at Ohio University.

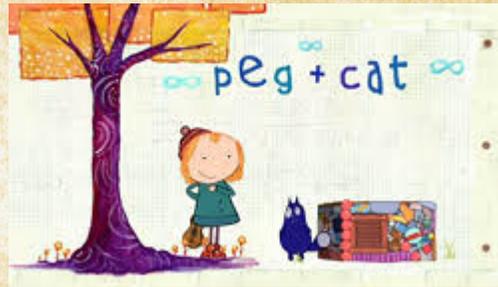
Vampire Cowboys Theatre Company

Vampire Cowboys is known for being one of the most elaborate geek theatres. Vampire Cowboys was co-founded by Qui Nguyen and Robert Boss Parker and when they were grad students in 2000, they started their company by doing a few shows. In 2002 they moved to New York City where they would take on a whole team of people to help create their mission of trying to produce work that revolved around pop- culture. Vampire Cowboys have received several awards from Caffé Cino Award and the Village Voice OBIE award grant. They are members of the Alliance of Resident Theatres/NY, League of Independent Theater/NY, and The Dish. They focus on training in stage combat, stage movement. They started at the Seabury Quinn Playwrights Festival with a beginner's guide to decide and they would do many other productions.



Major film works

- *Dispatches from elsewhere* (2020)
- *The Society* (2019)
- *Incorporated* (2016-2017)
- *Peg + Cat* (2013-2018)



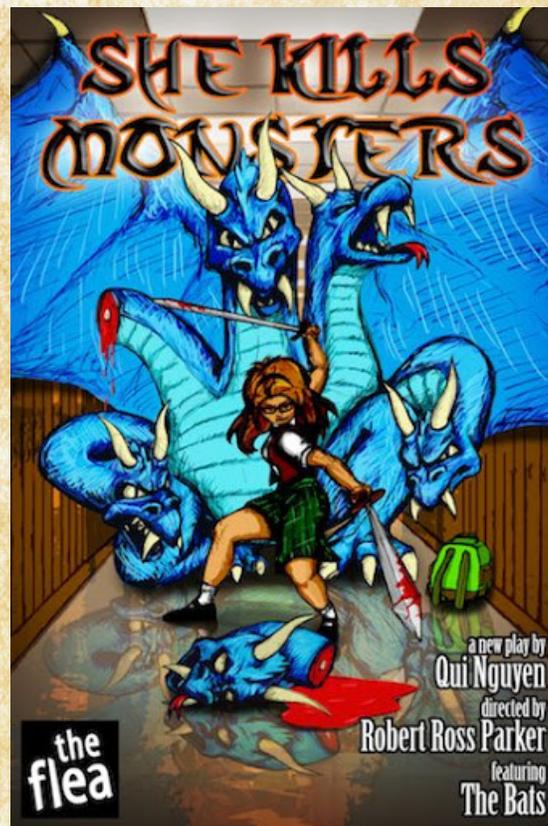
Major theatrical works

- *Alice in Slasherland*
- *Begets: Fall of a High School Ronin*
- *Fight Girl Battle World*
- *The Inexplicable Redemption of Agent G*
- *Krunk Fu Battle Battle*
- *Living Dead in Denmark*
- *Men of Steel*
- *Poor Yella Rednecks: Vietgone Part Two*
- *Six Rounds of Vengeance*
- *She Kills Monsters*
- *Soul Samurai*
- *Trial by Water*
- *Vietgone*
 - One act plays
 - *Aliens Versus Cheerleaders*
 - *Bike Wreck*



production of Vietgone

Production history



Cover photo from Broadway production of *She Kills Monsters*

Off Broadway Premiere

She Kills Monsters first premiered at the Flea Theater in New York City November 4th, 2011.

This premiere would run up until December 23rd, 2011.

directed by Ross Parker

Cast: Satomi Blair, Allison Buck, Ugo Chukwu, Jack Corcoran, Edgar Eguia, Cleo Grey and more.

Some designers were Nick Francone on set and lighting and Jessica Pabst with costumes.

Fight director was Mike Chin with Mimi Quillin choreographer

Other Productions

- ❖ Steppenwolf Theatre Company 2013 at Garage Theatre in Chicago
Directed by Scott Weinstein

Cast: Katherine Banks, Jessica, London- Shields, Richard Traub, Jose Nateras, Morgan Maher, Fred Geyer, Rinska Carrasco- Prestinary, Sarah Sawicki, Daeshawana Cook, Allie Long, Ellie Reed

- ❖ Company One 2013 at the Plaza Theatre, The Boston Center of Arts
Directed by Shira Milikowsky

Cast: Paige Clark Perkinson, Jordan Clark, Mike Handelman, Noam Ash, Stewart Evan Smith, Jordan Sobel, Addoburere Ebiama, Meredith Saran, Jamianne Devlin, Kaitee Tredway, Jacqui Baker

- ❖ Rorschach Theatre located in Washington DC in 2014

Directed by Randy Baker

Fight choreography by Casey Kabela

Cast: Clarie Aneila, Tori Boutin, Louis E. Davis, Joshua Dick, Maggie Erwin, Amanda Forstrom, Rebecca Hausman, Emma Lou Herbert, Emily Kester, Robert Pike, Seth Rosenke and Rachel Viele.

- ❖ Rorschach Theatre 2019

Directed by Randy Baker

Included and immersive preshow experience

Cast: Jordan Brown, Christina Day, Anna DiGovanni, Danielle Gallo, Darius Johnson, Briana Manete, Mary May, Alanna McNaughton, Lori Pitts, Andrewe Quilpa, Daniel Westbrook, and Stephanie Wilson

- ❖ University of Pittsburgh 2018

Directed by Kelly Trumbull and Ricardo Vila-Roger
The Charity Randall Theatre

- ❖ Arizona State University for Film, Dance, and Theatre 2016

Directed by Lance Gharavi

Cast: Michael Alexander as Ronnie, He is a graduate teaching assistant



Award

❖ 2012

Drama Desk Award: outstanding Costume Design. Outstanding Sound Design (nominated)

GLAAD Media Awards: Outstanding New York Theatre off- off Broadway (nominated)

ITBA Patrick Lee Award: Outstanding Off- Off Broadway play (nominated)



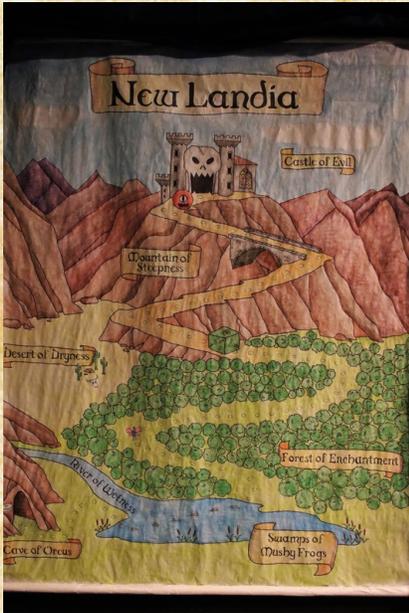
2011 Production Photo of *She Kills Monsters*

Character Background

Name Meanings

- ❖ Tilly Evans: (TIL-ee) Diminutive of Matilda. Variants are Mattie, Maudie, Tilda, Tilda, and Tillie. Meaning natural, wholesome, refined. Tilly is from German Descent. Evans is from Welsh origin meaning son of Evan
- ❖ Agnes Evans: (AG-nis) Latinized form of the Greek name Hagnos meaning chaste. Saint Agnes was a virgin martyred during Roman Empire. Variants are Annice, Annis Inez. Evans is from Welsh Origin meaning Son of Evan
- ❖ Chuck: (CHUCK). Diminutive of Charles. Originated in America in the early 20th Century. Variants are Charley, Charlie, Chas, Chaz, Chip
- ❖ Vera: (VEE-rə or VEHR-ə). Means faith in Russian or true in Latin. Variants are Vjera or Viera
- ❖ Miles: (MIELZ) From Germanic name Milo with no certain connection to a meaning. Some think it means gracious or Latin for soldier. Variants are Milo or Myles
- ❖ Kalliope: (KAL-LEE-O-PEH). Means a beautiful voice in Greek. It is also in relation to one of the nine muses, the goddess of epic poetry and eloquence. Variant is Calliope
- ❖ Kelly: (KEHL-ee) Anglicized form of the Irish given name Ceallach. Variants are Kelley, Kelli, Kellie, Kelleigh. People find this name to mean youthful, informal, and wholesome
- ❖ Lilith: (LIL- ith) meaning of the night and name of a demon in ancient Assyrian myths. In Jewish traditions she was Adam's first wife
- ❖ Lilly: (LIL-ee) meaning a symbol of purity and reflecting the flower. Derived from Latin Liliun. Variants are Lilian, Liliana, Lilianna, Lillia, Lillian, Lilliana, Lillie, Lilly
- ❖ Orcus: ('ɔ:rkəs) From Roman mythology Orcus was the god of the underworld and punisher of broken oaths. Translation of Horcus
- ❖ Ronnie: (RAHN-ee) Diminutive of Ronald or Veronica meaning it could be masculine or feminine name. People find that this name can mean comedic, simple, strange, or common. Variants are Ron, Ronni, Ronny
- ❖ Great Mage Steve: (māj) (STEEV) Mage holds the definition of magician or learned person. People find the name Steve to mean simple or victorious. Variants are STE, Steph, Stevie
- ❖ Farrah The Faerie: (FA-rah) Arabic name meaning joy
- ❖ Tina: (TEE-nə) Tina is shortened from the name Christina or Martina with a diminutive of Catharina or Katarina
- ❖ Gabbi: (GAB-ee) meaning "God is my strength" in Italian or Spanish. It is a Diminutive of Gabrielle or Gabriella

Map of New Landia



D&D Basics

Race:

This is what gives your character a physical appearance and the certain traits they have that can be what sets them apart from other races. These traits can also be seen as their certain talents which can include certain senses, how you handle weapons and tools, and what kind of spells you can do. Which race is chosen can also increase certain abilities. Races have tendencies towards alignment, size, speed, and languages.

→ Races specified in Script:

Dark elf: or known as a drow are a subrace of an elf which are commonly known for being slender and graceful. Having an age range around 700 years old they live their lives compromising with others and not easily making friends. They speak elvish and common. They do not need to sleep at all to have success in their lives. Dark elves have dark skin with contrasting light hair and pale eyes and being smaller than most elves. Being a dark elf adventurer is rare but can be useful in one due to their charisma, dark vision, dancing light cantrip, and skilled with rapiers, shorts words, and hand crossbow weapons. Their only main disadvantage is having sunlight sensitivity.

Class:

After race class is a way to get more into detail about your character. A class will give guidance to how your character will most likely act in situations of conversation, choices, and combat. Class features give your character benefits and proficiencies.

Dwarves, Elves, Halflings, Humans, Dragonborn, Gnomes, Half-elves, Half-orcs, Tieflings Subraces -Mountain dwarf, wood elf

Bards: master of song, music, speech, and magic. They tend to stick on the sidelines during combat but have extreme versatility. They tend to have illusion-like spells instead of using destructive spells.

Paladian: following the sacred oath they are determined to do whatever they can to follow justice. At a 20th level they have a +6 proficiency with the sacred oath feature. When evil is around a paladian is able to sense it.

Ability scores: include strength(athleticism- barbarian, fighter, paladin,) dexterity (physical agility, relates to armor class- monk ,ranger, rogue,),constitution (health and stamina- everyone), intelligence (mental acuity-wizard), wisdom (awareness and intuition- cleric, druid), charisma (confidence and leadership- bard, sorcerer, warlock)

Monsters

Beholder: also known as “spheres of many eyes” or “eye tyrants”. They can speak common as well as having their own language. Physical aspects include an eye at the center that never blinks with dagger teeth. They are up to 8 feet wide from the top of the head there are more eyes. Their combat strategies are eye rays as a spell, a +4 vision, and flight. They have an initiative of +6 and armour class of 26 while their overall hp is 93. Their skillful tactic is attacking with first without being provoked and plowing through their opponents.

Demons: falling under a type of race demons come from the Abyss. The Abyss is an area of endless evil. Demons are mainly known for having no care for anything and attacking anything they can find no matter the circumstances. They will even fight someone of their own race.

Succubus- are defined as chaotic, evil demons that have a hp of 33. They have initiative of +1 and an armour class of 20. Their physical attributes are that they are extremely beautiful and have raven hair with large bat wings and glowing eyes.

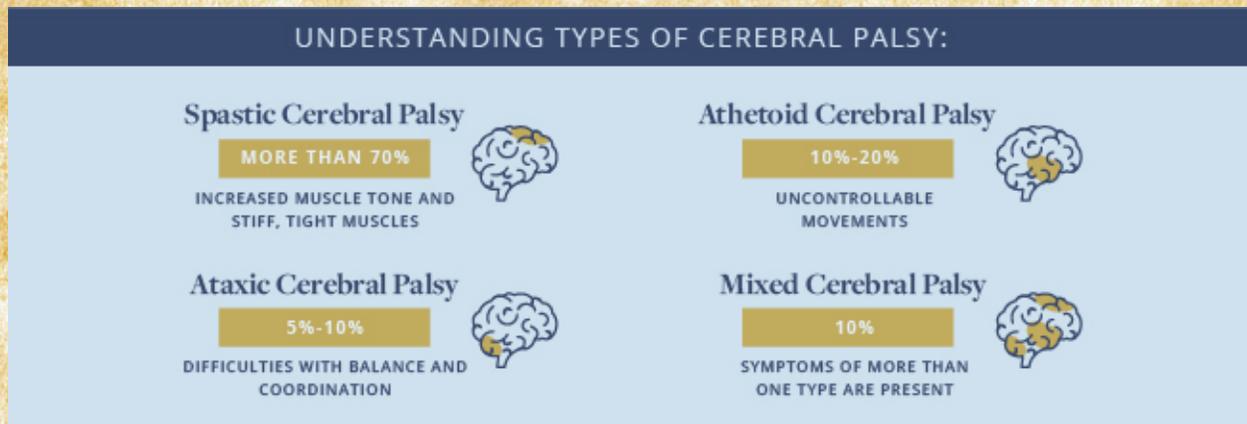
Orcus- falling under chaotic evil alignment an Orcus has an armour class of 17 and 20 with the possession of the Staff of Suh. They have a hit point of 405. They have skills of arcana and perception and can speak all languages.

Staff of Suh- (wand of Orcus) this gives Orcus the power to speak with the dead, blight, or animate the dead or cast spells of circle of death, finger of death, or power word kill. It is a tool that requires charge and gains the majority of it in the morning. By using Charisma, the power of his wand can bring things from the dead to help him in combat.



Cerebral Palsy

Cerebral Palsy (CP) is a medical condition that is most commonly diagnosed at infancy or in toddlers. Its main effect to the body is motor function due to a brain injury at birth. While this developmental disease is one of the most common among youth with disabilities there is no real cure or no obvious preventions. Some known aspects of how it is generally formed is at birth something causes a brain dysfunction. Some examples of this can be premature birth, blue baby birth, mother taking medications that harm the fetus, or even infections of the brain like meningitis. Another main aspect of CP is that there are many different forms of how it affects people. The way that it affects people is due which section of the brain is affected. There are four major types of CP. The largest affecting type of CP is Spastic CP. With around 70 percent of people having Spastic CP it is from the motor cortex of the brain being affected. The main symptoms from Spastic CP is rigid or tight movement in different sections of the body. For example, Spastic Quadriplegic has both arms, legs, and sometimes speech issues where as Spastic Depliage can just affect legs or a certain area of the body. 10 percent of CP patients have Athetoid Cerebral Palsy which causes more uncontrollable movements. Another 10 percent have Ataxic CP which causes difficulty in motor skills primary in the hands. While some people can have mainly Spastic CP, they could also have another type of CP. On top of having CP some patients are found to develop other disabilities or health issues like seizures.



Link to 4-minute video from Cerebral Palsy Alliance:

https://youtu.be/t_HXneauvKQ

Text Glossary:

World of Warcraft (7) - World of Warcraft was released November 23rd, 2004. This is a franchise by Blizzard Entertainment that includes video games, and novels. They fall under real time strategy. The fourth title, Hearthstone, fell under massive multiplayer online role-playing game.



Online RPGs (7) - also known as massively multiplayer online role- playing games (MMORPG). They can be single player or multiplayer RPGs. This style of gaming started around the middle of the 1970's. The first RPG was actually a version of D&D as a variant of chainmail.

Chyron (10) - is an electronically generated caption that appears usually at the bottom of a screen in television or movie screens. This is mostly used in newscasting. ['kirän]



Module (12) - smaller sections of something that can be built up into a complete program of complex activity that can be analyzed by others.

Paladin (12) - A basic definition of paladin is a champion of cause, warrior, chivalrous, and heroic person. In D&D the paladin is a holy knight pursuing good and order and is a divine spellcaster.

Nimrod (14) - while nimrod can mean a skillful hunter in modern American language it is used to insult someone as a dimwitted stupid person. It was popularized in 1932 by the show Looney Tunes.

Leather-clad (16) - this leather material comes from the skin of an animal and through the process of tanning and removing hair it smooths it and makes it flexible.

Underworld's Kate Beckinsale (16)



2003 Underworld

Pleather (16) - A type of fabric that reflects real leather. It is constructed from plastic and bonded to fabric backing.



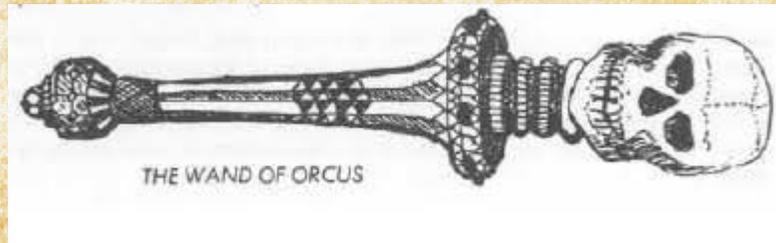
Dominatrix (17) - a woman who participates in the dominant role in BDSM sexual activities. Her dominance can be in many forms over another person of any sexual orientation. This is usually a paid position where people look for a dominatrix to help them with their desires.

[,domi'neɪtrɪks]

Bulbasaur (21) - Known in Pokémon as a starter Pokémon, they can survive off of sunlight. First Pokémon in the pokedex. It evolved from Venusaur and is the mascot of the original Japanese release of Pokémon green.



Staff of Suh (21) - is the wand of Orcus and first presented in the Eldritch Wizardry in 1976. It is also known as the wand of death or Orcus's wand. It is a rod that has a skull at the top.



Tiamat (25)

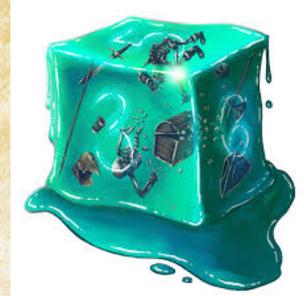


Succubi(35) - is a female demon that is known to have sexual intercourse with men who are asleep. Existed to seduce mortals and slay them to take their life energy back to the Abyss. [SUK-yoo-bus]

Extrapolate (42) - extending something from an unknown situation based on existing trends or similar methods to assume it will work.

Twentieth level Paladin (46) - a very high level of a paladin where they have a lot of divine power.

Gelatinous cube (47) - in D&D they are described as a 10-foot cube that is transparent in nature. It is able to absorb and digest organic matter. Its alignment is neutral.



Doppelganger (49) - is simply a double of a living person. Looking almost identical to another person but usually not related.

Circumcised (50) - is the cutting off the foreskin of a boy as a religious act or a medical treatment. It can also mean the removal of a girl's genitalia in no medical terms.

Beholder (55) - is a fictional monster from D&D that is usually described as a floating orb with a large mouth, one large eye with smaller eye features. They hold very powerful abilities of death's kiss, guath and gazer kin.



Dyke (57) - is slang referring to a lesbian and can also be seen as dike. It was first recorded in 1940.

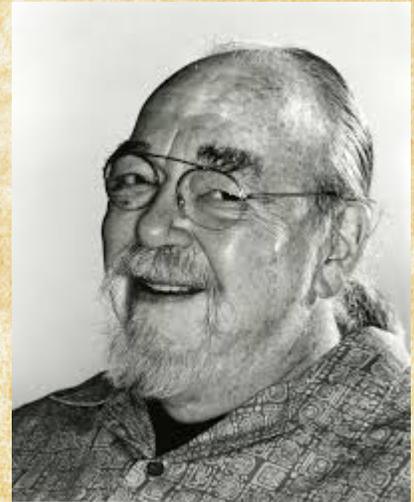
Battlestar (63) - Battlestar Galactica is a tv series from 2004- 2009 that revolved around the Cylons coming to oblivate 12 colonies. The Galactica crew protect the last of humanity and they travel to the 13th colony which is Earth.



History of D&D and Tabletop Readings

Gary Gygax

Earnest Gary Gygax was born July 27, 1938 in Chicago, Illinois and spent a lot of time traveling to Lake Geneva, Ohio where he eventually made permanent residence. When he was young, he had to take up the skill of hunting to help survive but through the help of his father he would become fascinated with storytelling. His dad would come from a day of selling suits and would tell him heroic stories and this would push Gygax to want to live in adventure. One he dropped out of high school and took up jobs he discovered a love for war games which had figures playing out scenarios on the playing field. In 1958 Gygax would marry and have five children. While continuing to play he found that he was not super fond of players who were too stuck by the rules of a game. When he and his friends created a WWII game, they found that having a higher roll number of up to 20 helped their game achieve a more linear goal. During a convention he created Chainmail in 1971 after inspiration from a friend. In this game Chainmail he adapted the miniatures to follow a single character representation and would include magical fantasy elements. What inspired him to include this was *Conan the Barbarian* and *Lord of the Rings*. *Lord of the Rings* inspired him to have more action in his game. This is when he would meet Dave Arsen. While Chainmail in Arsen's perspective did not have role playing he decided to do as much research as possible into fantasy ideas.



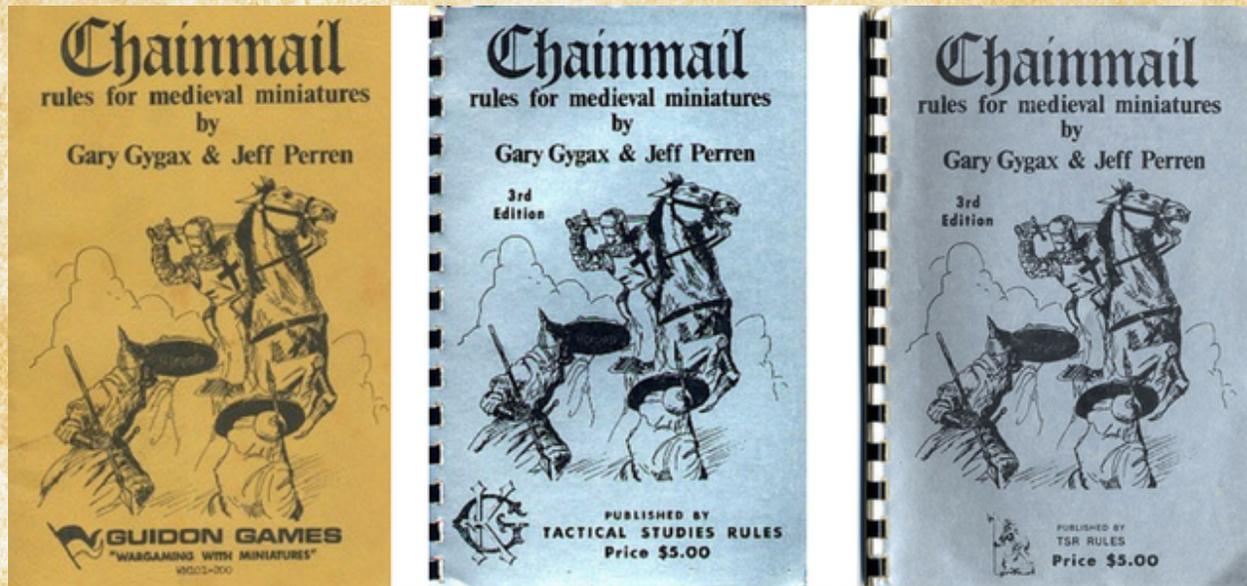
Dave Arsen

Dave Arsen was born in 1947 in Minnesota. In the 1960's he was a history professor at the University of Minnesota. In his down time, he would engage in tabletop role playing games which started around 1971. When he attended the same convection as Gary Gygax, he would find the path of co-creating and designing *Dungeons and Dragons*. Dave with his background and love for history intrigued Gary in conversation with his game Chainmail. When Gary created the Castle & Crusade group he joined, and they would go down the path of creating *Dungeons and Dragons*.



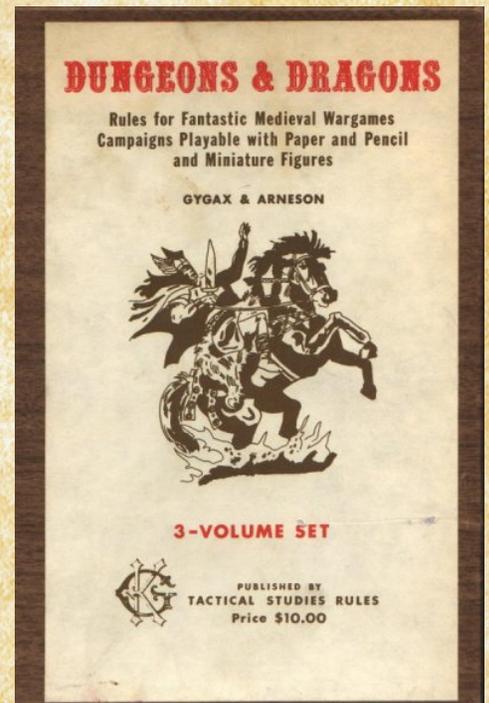
Dave Arsen playing one of first fantasy role playing games

Creation of D&D



Different versions of Chainmail

After Gary Gygax created the game chainmail from inspiration from *Lord of the Rings* and *Conan the Barbarian*, he had a 14-page rule set for creating a rule set for characters. This is when Dave Arsen would come in and adapt *chainmail* to a game, he created called *Blackmoor*. When Arsen presented the game of *Blackmoor* to Gygax at a convention that they always attended they would come together to play *Blackmoor*. Gygax fantasiticated with Arsens 14-page handbook for *Blackmoor* that he adapted it and added up to 50 pages for the rule set for it and they would agree to name the campaign *Castle Greyhawk*. After both Gygax and Arsen were happy with their game they had created it and ran it with Gary's children they came up with the name *Dungeons & Dragons*. But this would not mean it would easily find its way to the public. Gygax had to create his own publishing company *Tactical Studies Rule (TSR)* because anyone the two creators presented their game to turned them down. Within the year of 1974 when the first copy of *Dungeons & Dragons* was published, they sold over 1,000 copies and would triple the sale amount the next year. In the 1990s scandal arose with *TSR* with the start of Gygax being pushed out of the company and the people who took over resulting in them going into debt and ending up having to sell both *TSR* and *Dungeons & Dragons* to *Hasbro, Inc.*



Satanic Panic

Even though there was a large success since the creation of Dungeons and Dragons organizations like Bothered about Dungeons & Dragons caused a major uproar about people who played the game. This group would make allegations of people who participated in the game would lead to suicide. Allegations from groups like this would lead D&D down a path of fear or the Satanic Panic. In the late 1960's their started to be a large number of mass murders occurring, films coming out, and other aspects that would lead to a panic across America. People who were investigating occult groups would fear that people would take the game too seriously and start doing things in real life. A big support to their claim was the movie *Mazes & Monsters*. Parents and others fear that the youth would start following the devil because of Dungeons & Dragons and other things in society. It would take some time For TSR to recover and make the world not fear playing the D&D anymore.

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How to pick a character

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Name Meanings

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Athens Ohio

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