

Arlecchino of La Mancha, or

Three Fiances of Isabella and the Death of Pantalone

By Luceta di Cosimo of *I Genesisii* for 2016 Pennsic All Stars

Dramatis Personae

Pantalone, a wealthy merchant

Isabella, *Pantalone*'s daughter, in love with *Orazio*

Benedetta, her nurse

Flaminia, *Pantalone*'s daughter

Nespola, her servant, and a town gossip

Dottore, a learned man

Arlecchino, his servant

Donna Livia, a noble widow in love with *Dottore*

Olivetta, her servant and a town gossip

Orazio, a young noble, in love with *Isabella*

Fenocchio, his servant

Capitano, an impoverished condottiere with a tragic backstory

Pasquella, his “servant”

Properties

Two letters (one will do as only one letter is in play at a time)

A pot and basins to use as armor

A broom

A fish

City Street

Orazio and *Fenocchio* enter

Orazio passionately declares his love to *Fenocchio*, *Fenocchio* freaks out, then realizes *Orazio* is madly in love with *Isabella*, and just couldn't help himself. *Fenocchio* will help his master get *Isabella* if it means that he stops getting love confessions- it's very awkward, especially in public places. We find out that *Pantalone* is *Isabella*'s father and he's holding out for a good match for this daughter. *Orazio* is not a good match because he is not rich enough. Plus, *Orazio* really needs to get better at his love declarations. They leave to practice.

Orazio and *Fenocchio* exit

House of *Pantalone*

Isabella, *Benedetta*, and *Pantalone* enter

Pantalone talks to *Isabella*, he wants her to get married to someone with standing, money and prestige.

Isabella wants to get married to someone young and interesting.

Pantalone wants *Isabella* to get married to his old friend *Dottore*, who is rich, respectable, and vetted. He can't trust his daughter to someone he doesn't know, what if he is an axe murderer? At this point *Isabella* would prefer to marry an axe murderer rather than *Dottore*, because at least it wouldn't be boring.

Isabella exits

Benedetta accuses *Pantalone* of essentially selling his daughter into matrimony, and tells him he is a horrible father. *Pantalone* yells at *Benedetta* and tells her to prepare the wedding.

Benedetta exits

Flaminia enters

Wants to know if *Pantalone* has ever thought of a match for her. *Pantalone* basically ignores her, and turns around her questions, so the conversation becomes about *Isabella*. *Flaminia* gets very upset and leaves.

Flaminia exits

Dottore enters

Dottore wants to know if *Pantalone* gave *Isabella* the news yet. *Pantalone* says he did, and it was horrible. Now his daughter hates him, because she says *Dottore* is boring and old. *Dottore* says old doesn't matter, because he has this little blue potion that will take care of everything. *Pantalone* hopes it works.

Dottore and *Pantalone* exit

Donna Livia's House

Donna Livia and *Olivetta* enter

Donna Livia is in love with *Dottore*, but *Dottore* is marrying the daughter of his friend *Pantalone*, and *Donna Livia* is very upset.

Capitano and *Pasquella* enter, *Capitano* is carrying some items, *Pasquella* offers to carry them for him, but he refuses.

From their conversation we find out that *Capitano* was a successful condottiere who made a lot of money fighting in the Netherlands, and then retired to Spain. Inspired by the success of the Dutch he decided to get into wind farming in Spain, and was pretty good at it, before some freak attacked his windmills and destroyed them. He was unstoppable and wore odd armor, adorned with a (arbitrary color) feather. *Capitano* is completely broke, after the battle he only had enough money to hire *Pasquella* was happened to be nearby. Now *Capitano* is looking for venture capital to rebuild. He heard that *Livia* is a wealthy widow, and it trying to get some money out of her. He has some “magic items” he was able to get from the windmill fighting lunatic, which are artifacts of great magic power, and make the wearer invincible. Otherwise, such great warrior as *Capitano* would defeat him easily. *Capitano* muses then why wouldn't *Capitano* use these items himself ? *Pasquella* reminds him that was so traumatized by his experiences, he can't even fight anymore, so this is right out. *Pasquella* suggests he just throw them out, in fact, she will gladly throw them out for him, but *Capitano* refuses as he believes them to be very valuable. He is very sad, and says that these magic items are all he has left, now that he can't even fight anymore. Who had ever heard of a mercenary refusing to fight?

Olivetta will gladly give some examples, but *Livia* shushes her down.

Donna Livia does not want to give *Capitano* any money, but says she knows all the wealthy people in town, and out of all of them, *Pantalone* is the richest, and has a young marriageable daughter. *Donna Livia* will send her servant *Olivetta* to *Pantalone* with a letter of introduction. Perhaps *Capitano* can marry *Isabella*, or at least sell his “magic items” to *Pantalone*. *Capitano* is very happy and promises *Livia* a percentage from the rebuilt windmills' profit.

Capitano, *Pasquella*, *Livia*, and *Olivetta* exit, *Pasquella* again attempts to carry his things, but he insists on doing it himself.

Pantalone's house

Flaminia and *Nespola* enter.

Flaminia complains to *Nespola* that *Pantalone* is obsessed with finding a match for *Isabella*, and basically ignores her, and this has been this way for years. She didn't mind growing up, as it gave her more freedom, but now, she wants to get married, and the only thing on *Pantalone's* mind is a good match for *Isabella*. *Nespola* comes up with bat shit crazy ways to get *Pantalone's* attention. *Flaminia* decides to find her own husband.

Arlecchino enters

Arlecchino announces he is here regarding *Isabella's* wedding to his master *Dottore*

Flaminia gets frustrated (*Isabella, Isabella, it's always Isabella!*) and storms out.

Flaminia exits

All *Arlecchino* really wants to do is to talk to *Nespola*, it does not go well. *Arlecchino* promises to do great things if only *Nespola* would consider him.

Benedetta enters

When *Benedetta* enters and actually tries to accomplish something productive about the wedding, *Arlecchino* ignores her and just wants to drool all over *Nespola*.

All exit, *Benedetta* using *Nespola* as bait, so *Arlecchino* follows.

Fenocchio and *Orazio* enter

Fenocchio knocks on the door of *Pantalone*'s house.

Benedetta enters

Benedetta answers the door

Fenocchio is instantly smitten with *Benedetta*. Explains that he brought *Isabella*'s future husband.

Pantalone enters

When *Pantalone* comes in, *Benedetta* introduces *Orazio* as *Isabella*'s future husband. *Orazio* passionately declares his love for *Isabella* and asks for her hand in marriage. *Pantalone* assumes *Orazio* is *Dottore* who took his potion, compliments him on his youthful looks, is very impressed, gives his blessing for the wedding, calls for *Isabella*.

Isabella enters

Isabella meets *Orazio* and would love to marry him.

Isabella and *Orazio* exit

Olivetta enters (just as the lovers exit)

Olivetta has a letter of introduction for *Capitano*, tries to give it to *Pantalone*.

Pantalone is too busy to deal with *Olivetta*, chases her off stages, tells her to give the letter to one of the servants.

Olivetta exits

Capitano and *Donna Livia* enter

Pantalone likes *Donna Livia*, and is concerned that *Capitano* is a rival. But *Capitano* wants to marry *Isabella*. *Donna Livia* wants *Capitano* to marry *Isabella*, and *Pantalone* thinks that if *Isabella* is finally married off, he can marry *Donna Livia*. *Donna Livia* does not like *Pantalone*, she likes *Dottore*. To change the subject, she says great things about *Dottore*, trying to indicate that she is not interested in *Pantalone*. Plus, if *Capitano* marries *Isabella*, *Dottore* can't marry *Isabella*, and will remain available. Unfortunately, *Capitano* is never mentioned by name in this exchange, as *Livia* and *Capitano* assume that *Olivetta* has delivered the introduction letter, and *Pantalone* knows who he is talking to.

Pantalone, hearing *Livia* give *Dottore* so many compliments, now thinks *Capitano* is *Dottore* after he took his potion, and realizes that the previous groom *Orazio* is an impostor, and calls back *Isabella* and her groom.

Isabella and *Orazio* enter

Pantalone calls the wedding of *Isabella* and *Orazio* off, throws away his prior blessing, and wants *Isabella* to marry *Capitano*, saying he would be a much better match than *Orazio*.

Fenocchio enters (he heard the commotion)

Orazio swears his eternal love to *Isabella*, promises to contact her as soon as possible, and leaves very depressed in the arms of *Fenocchio*, who vows to do something about this, otherwise he is doomed to hear love confessions forever.

Fenocchio and *Orazio* exit

Isabella is less enthusiastic about marrying *Capitano* than *Orazio*. *Pantalone* says his decision is final.

Dottore enters, says he is ready to get married. *Pantalone* realizes that he screwed up again, and flies into a rage. Cancels the wedding of *Capitano* and *Isabella*, *Capitano* is very sad, *Isabella* is very pissed, and refuses to marry *Dottore*.

Donna Livia tries to talk to *Dottore* but he is ignoring her because he is fighting with *Pantalone*.

Pantalone is mad at *Dottore* because his potion was a dud, and *Dottore* is still old and boring. *Dottore* is mad at *Pantalone* because he can't control his own daughter. At the end, everybody is mad at *Pantalone*: *Dottore* because his marriage fell through and he took the potion for nothing; *Isabella* because he broke up her wedding to *Orazio*, the man of her dreams, *Donna Livia* because *Pantalone* can't take no for an answer; *Capitano* because he broke up his wedding to *Isabella*

Pasquella enters as the general mayhem ensues, and sneaking across the stage, *Pasquella* tries to get the magic items from *Capitano* as he is distracted.

Isabella and *Livia* exit opposite

As the commotion dies down, *Capitano* notices *Pasquella* with his stuff, and thanks her for keeping an eye on them, and takes them away from her. *Dottore* and *Capitano* bond over being rejected as Suitors. In addition to their love of *Isabella*, they are both complete chivalric romances geeks, and when *Capitano* produces his "magic items", *Dottore* is super impressed and invites *Capitano* to stay at his house. (I see them like two grown-up fanboys who got their hands on Superman's cape and Darth Vader's lightsaber) Both are completely ignoring *Pasquella* who is trying to interject something about the items. *Pasquella* gets frustrated.

Pasquella exits.

Dottore and *Capitano* exit together, recalling the best scenes from chivalric romance #32 (or something like that)

Pantalone realizes everybody is mad at him (*Flaminia*, *Nespolo*, and *Benedetta* got mad at him earlier)

Fenocchio enters

Fenocchio enters has a love letter to *Isabella* from *Orazio*. *Pantalone* yells at *Fenocchio* that his daughter *Isabella* is marrying no one, and accuses *Fenocchio* of trying to sneak love letters to *Isabella*.

Fenocchio says he is here to woo *Benedetta*. *Pantalone*, doubtful, calls *Benedetta*.

Benedetta enters

Fenocchio gives her the love letter. *Benedetta* and *Fenocchio* play a love scene around the letter - none knows how to read, but wouldn't admit it. *Fenocchio* manages to convey that the letter is for *Isabella*, without *Pantalone* noticing. *Benedetta* takes the letter from *Fenocchio* and leaves without looking at *Pantalone* because she is mad at him.

Benedetta exits

Pantalone is wondering if *Fenocchio* is mad at him too. *Fenocchio* tells *Pantalone* that he is just fine with *Pantalone*, and *Pantalone* shouldn't try to please everybody – the only way people will say nice things about you is when you're dead. *Pantalone* is very inspired by *Fenocchio*'s words.

Pantalone and *Fenocchio* exit opposite

Olivetta and *Nespola* enter

Olivetta still has a letter (*Livia*'s letter of introduction of *Capitano*) to deliver. They gossip about how *Pantalone* must be losing his mind- tried to marry his daughter to three different men in one day, and how every body is mad at him.

Olivetta finally gives the letter to *Nespola*.

Olivetta exits

Flaminia enters

Nespola gives the letter to *Flaminia*, she reads it, and is intrigued to meet this *Capitano*.

Flaminia writes a letter to *Capitano* asking for a meeting, and *Nespola* will deliver it

Flaminia and *Nespola* exit

Dottore's house

Arlecchino enters

Arlecchino is carrying the “magic items”, and muses that *Dottore* settled his with a bunch of junk again, and wonders what to do about it.

Pasquella enters

Pasquella totally agrees with *Arlecchino* that this is complete junk, and offers to throw it out for him. *Arlecchino* gladly agrees and starts giving things to *Pasquella*.

Dottore enters

Pasquella sees *Dottore* tries to run away with some junk. *Dottore* casually intercepts *Pasquella* and takes it back. *Pasquella* runs away.

Pasquella exits

Dottore is explaining to *Arlecchino* how careful he has to be as they are priceless relics of famous knights errant and items of great power. *Arlecchino* is awed.

Pantalone enters

Pantalone demands that *Dottore* writes a very heartfelt obituary, such that everyone who reads it, will believe that the *Pantalone* is dead and will have to say good things about him and weep! *Dottore* is confused, but complies.

Pantalone and *Dottore* exit to write the obituary

Nespola enters

Arlecchino drops the magic items and declares his love for *Nespola*

Nespola is here to give *Capitano* a letter.

Capitano and *Pasquella* enter

Nespola gives *Capitano* the letter. *Capitano* reads the letter, and assumes it's from *Isabella*. He tries to get information from *Nespola* about the letter writer, but she doesn't tell him anything specific.

Nespola exits

Capitano leaves the letter behind and follows *Nespola* trying to get her to talk.

Capitano exits

Arlecchino is hopping mad with jealousy, and picks up the letter, he doesn't know how to read, but comes up with really crazy scenarios, which drive him madder and madder. *Pasquella* suggests crazier and crazier things, until *Arlecchino* is practically insane with jealousy. While *Arlecchino* is thus distracted, *Pasquella* begins picking up the "magic items".

Olivetta enters

Olivetta is running errands for *Livia*, did some shopping at the market (she has bought a big fish) and also has a message from *Donna Livia* to *Dottore*. *Livia*, encouraged by the fact that *Dottore* is not married to *Isabella*, sent *Olivetta* to set up a meeting. She did not write a letter, because, as an experienced woman, *Livia* knows that letters tend to fall into the wrong hands.

Arlecchino sees *Olivetta* and makes her read the letter *Capitano* left behind. She does, and *Arlecchino* assumes *Nespola* asked *Capitano* on a date, gets enraged and swears to kill *Capitano*.

Olivetta finds it very amusing (just wait until she tells everybody!) and will be happy to assist. She declares that *Arlecchino* needs armor and weapons to defeat *Capitano*, looks around, sees *Pasquella* holding junk, takes it from her (despite *Pasquella's* protests) and outfits *Arlecchino* for battle in a bunch of *Dottore's* magic items, she treats them as junk, but *Arlecchino* demands that she shows some respect, as these are not pots and pans, but are actually priceless artifacts from *Dottore's* collection. (Magic helmet of Mambrino, etc.) *Olivetta* thinks its hilarious and

plays along. At the end, she gifts *Arlecchino* with a “magic swordfish”, which will defeat any enemy. At the end, all of the magic items are on *Arlecchino*, *Pasquella* runs out empty handed, and *Olivetta* has the letter *Nespolo* delivered to *Capitano*.

Pasquella exits

Arlecchino exits to kill *Capitano*.

Dottore enters

Dottore complains that this was the weirdest request, talks about *Pantalone*'s obituary. Sees *Olivetta*. *Olivetta* tells *Dottore* she has a message for him from *Donna Livia*. *Dottore* takes *Flaminia*'s letter from her, assuming its from her mistress *Livia*, and shoos *Olivetta* out before she can deliver the actual message. *Dottore* reads the letter assumes he has an assignation with *Donna Livia* and leaves.

Dottore exits

Olivetta declares that *Pantalone* is dead, and wait until she tells *Livia* and the whole town! She hopes this news will compensate for the fact she never got to deliver the *Donna Livia*'s message to *Dottore*, and no longer has the fish.

Olivetta exit

***Pantalone*'s house**

Flaminia, *Isabella*, and *Benedetta* enter

Flaminia and *Isabella* bicker - they kinda hate each other - *Isabella*'s every move is controlled by *Pantalone*, and *Flaminia* is basically ignored. *Benedetta* defends *Isabella* from *Flaminia*.

Olivetta runs in from one side

Pantalone sneaks in from the other side and hides.

Olivetta tells the girls that their father is dead. They are shocked, but then see *Pantalone*, and pretend they didn't notice and realize they can use it to their advantage.

They loudly lament the fact that their father is dead - say that they are so sad they fought when he was alive, from now on, they will do whatever their father would have wanted.

Olivetta exits

Flaminia and *Isabella* exit

Benedetta remains to “tidy up” and basically chases and kicks *Pantalone* across and then off stage (sweeps him with a broom), pretending that he is not there.

Pantalone and *Benedetta* exit

City street

Dottore and *Capitano* enter opposite

Dottore meets *Capitano* and an awkward scene ensues as both assume that each other wrote *Flaminia*'s letter, just as they assure each other that they don't *like* like each other *that* way, they just have a lot in common...

Arlecchino enters

Arlecchino attacks *Dottore* and *Capitano*

Capitano sees *Arlecchino* and cries it's just like that time with that lunatic and the windmills, and tries to defend himself, very ineffectually.

Dottore is terrified that the famous *Capitano* is getting his ass kicked, runs away, screaming about invincible magic warriors and the magic helmets.

Dottore exits

Flaminia and *Nespola* enter

Flaminia uses *Nespola* as bait to lure *Arlecchino* off stage and save *Capitano*

Nespola and *Arlecchino* exit

Capitano and *Flaminia* like each other

Capitano and *Flaminia* exit

Orazio and *Fenocchio* enter

Orazio berates *Fenocchio* for failing to get back *Isabella* for him. *Fenocchio* comes up with excuses, but *Orazio* is so upset he starts his love confessions again, mixing them with insults. He accuses *Fenocchio* to agree to help him just so *Fenocchio* can get to *Benedetta*.

Arlecchino enters, looking for *Nespola*

Orazio will recognize *Arlecchino* as the invincible warrior who defeated the mighty *Capitano*, as the whole town is talking about it, and will plead with *Arlecchino* to help his suit. *Arlecchino* likes being a mighty warrior, and will agree to help. *Fenocchio* is offended, because *Orazio* prefers *Arlecchino*'s help over *Fenocchio*'s. *Orazio* insists that it's not *Arlecchino*, but a mighty warrior.

All exit, *Arlecchino* mightily, *Orazio* hopefully, and *Fenocchio* out of curiosity to see how it all will end.

Pantalone's house (this is the big "marriage scene" where everybody pairs up. I did not indicate the exits, but as the pair is formed, they can drop out of action (unless indicated otherwise), and can stand back or exit, up to you)

Arlecchino, *Orazio* and *Fenocchio* enter

Isabella and *Benedetta* enter

Pantalone enters and hides

Arlecchino demands that *Isabella* marry *Orazio* right now.

Isabella instantly agrees, “because she feels that’s what her father would have wanted”, praising her late father’s wisdom and generosity.

Pantalone stops hiding and protests that’s not what he would have wanted if he were still alive.

Orazio and *Fenocchio* are afraid of the ghost, *Arlecchino* attacks *Pantalone*, because *Arlecchino* is invincible, but *Isabella* and *Benedetta* pretend not to notice. (*Isabella* can stop *Pantalone*’s protests by asking trick questions, such as “should I marry *Orazio* or give away all our money to charity?”, forcing *Pantalone* to sputter.

Pantalone protests that he is still alive, *Arlecchino* doesn’t listen.

Isabella replies of course *Pantalone* still feels like he is alive, because he has unfinished business: he still has one unmarried daughter, his spirit can’t rest until all the earthly affairs are settled.

Flaminia and *Capitano* enter

Flaminia declares that she and *Capitano* are getting married, and she is using the dowry to rebuild the windmills in Spain, because that’s what her father would have wanted.

Pantalone protests again yelling he’d rather die than pay for *Capitano*’s windmills.

Flaminia says her generous father can’t stand his faithful servants being unrewarded, and will appoint dowries for *Benedetta* and *Nespola* so they too can marry.

Every time *Pantalone* protests, *Flaminia* and *Isabella* increase the amount of the dowries (“you’re right that’s too little. My father would be more generous than that.” (You can play it as a bidding war, with poor *Pantalone* looking on), so *Pantalone* realizes its cheaper to keep his mouth shut.

Benedetta then grabs *Fenocchio*, and proposes to him

Orazio protests that he did not give permission for his servant to marry.

Fenocchio will look at *Orazio* and start a deep heartfelt love confession

Orazio shudders and lets *Fenocchio* go.

Nespola enters

Arlecchino stops assaulting *Pantalone*, flirts with *Nespola*, tells her he became an invincible magic warrior just to win her love.

Nespola agrees to marry *Arlecchino*, if only he would be a bit less of an idiot, and demands that he remove all the crap and random things he is wearing. *Arlecchino* is happy to comply. *Orazio* is shocked to see it’s *Arlecchino* after all.

Dottore enters

Dottore is shocked to find all of his things here. He thanks *Arlecchino* for recovering them safely, because some of these things are magic items of great power, who make the wearer invincible (like the magic helmet), and who

knows what would have happened if they fell into the wrong hands, like the lunatic from Spain who chased the poor *Capitano* earlier today.

Dottore is still very sad because he never found the writer of his love letter.

Livia declares that she wrote the love letter, as it seems to be the best way to get *Dottore*. *Olivetta* pipes in that she actually didn't, but *Livia* insists that she did write a letter earlier today, so it's good enough. *Dottore* is very happy to find his secret admirer, and they pair off.

Pantalone pleads *Dottore* to tell everyone that he, *Pantalone* is still alive, and the obituary was a hoax.

Dottore confirms that.

Isabella and *Flaminia* say that they know, and wanted to play a prank on their unreasonable father.

Pantalone forgives everybody, and lets the decisions made "posthumously", or as *Dottore* would say, "post-humorously", stand.

All exit in pairs:

Orazio with *Isabella*

Flaminia with *Capitano*

Fenocchio with *Benedetta*

Nespola with *Arlecchino*

Donna Livia with *Dottore*

Pantalone and *Olivetta* – *Pantalone* (whose forgivenesses last only few minutes) chases *Olivetta* out screaming that she is the one who was spread all the rumors that he was dead, which cost him so much money. *Olivetta* very reasonably points out that he started it, and that he shouldn't start out rumors he can't afford.

Pasquella enters

Pasquella sees the pile of junk, declares that she can finally claim all of her belongings, puts it all on, notices the fish, announces it the "magic sword fish of ..." which she needed to complete her kit, and is off to finish fighting the windmills/giants in Spain, because now that she has the magic sword, they have no chance. Takes out a (arbitrary color) feather, sticks it into the "magic helmet" and leaves.

Pasquella exits.

END.