

Character Breakdown

ANNIE Jack's younger sister and, in many ways, his opposite in terms of personality. She is a risk-taker who often follows her heart instead of her head. She sometimes teases Jack about his careful attitude toward life and often encourages him to be more adventurous. She loves animals of any kind and has a very loving heart.

BLACK KNIGHT A mysterious figure who sends Jack and Annie on their quest. In the Duke's kingdom, the Black Knight is something of a legend and a celebrity.

COMMONERS The common members of the kingdom who try to talk their way into the castle feast so that they can catch a glimpse of the Black Knight.

DUKE A pompous bully who enjoys being the center of attention and wielding his power.

ELF Keenan's right hand man/woman and another big fan of dungeon life.

HARRY The Duke's brother and although he has been in the dungeon for forty-seven years, he has retained his quiet dignity and nobility.

JACK He is bookish, careful and thoughtful, but he is NOT a nerd! Jack has tremendous curiosity about the world around him and loves to take notes about his observations. Jack tends to be very cautious in new situations, and his adventures in the tree house help him develop his confidence. He has a good (and protective) relationship with his younger sister, Annie, though her more impetuous nature often gets on his nerves.

KEENAN The head honcho for all things concerning the Duke's dungeon.

KEEPERS OF THE DUNGEON The servants of Keenan & Elf who enjoy every moment of their lives in the dungeon.

MINSTRELS The castle musicians and singers.

MUSTACHE One of the main Castle Sentries/Guards. Mustache is a tough guy type and most of what he says and does is done in an effort to impress his boss, Red.

RED One of the main Castle Sentries/Guards. Red is the ringleader, a bit of a braggart, and the most ambitious of the three guards.

RIKKI, BAXTER, YATES and other **CASTLE KIDS** The children of the castle servants. They are spunky and adventurous and highly competitive with one another.

SQUINTY One of the main Castle Sentries/Guards. Squinty is more childlike than the others, and his guilelessness helps provide much of the comic relief in their scenes.

SUITS OF ARMOR The Suits are housed in the armory & brought to life by "To Be A Knight."

THE JESTER A professional entertainer/performer whose job it is to amuse the Duke and his guests, and he or she is the only person allowed to criticize or make fun of the Duke.

VAGRANTS The prisoners of the dungeon being held for the "crime" of being orphaned.