

SHREK

The play follows Shrek, an ogre who lives alone in a swamp and loves his solitary life. However, his peace is disrupted when Lord Farquaad, the ruler of a nearby kingdom, exiles all fairy tale creatures to Shrek's swamp. Annoyed, Shrek decides to visit Farquaad and demand the creatures be removed. On his journey, he is reluctantly accompanied by Donkey, a talkative and overly friendly animal who quickly becomes Shrek's sidekick. When they reach Farquaad, he agrees to clear the swamp on one condition: Shrek must rescue Princess Fiona, who is trapped in a tower guarded by a dragon.

Shrek and Donkey succeed in rescuing Fiona, but they discover she has a secret—she turns into an ogre every night due to a curse. As they travel back to Farquaad's kingdom, Shrek and Fiona start to bond. Ultimately, Shrek learns to open his heart and realizes that true beauty lies within, and Fiona finds the courage to embrace her true self. The play ends with Shrek stopping Fiona's wedding to Farquaad, declaring his love, and Fiona choosing to stay as an ogre to live happily ever after with Shrek.

Characters:

1. **Shrek**
2. **Donkey**
3. **Princess Fiona**
4. **Lord Farquaad**
5. **Dragon**
6. **Gingerbread Man**
7. **Fairy Godmother**