

The Sword in the Stone

In a new version by Anthony Delaney

3 or 4 Performer Edition

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CAST

Arthur: Merlin: Ankou: Kay:	A youthful squire A mysterious magician A nefarious god A haughty knight
3 Person Cast -	Performer 1 plays Arthur. Performer 2 plays Merlin. Performer 3 plays Ankou /Kay
4 Person Cast -	Each performer plays 1 part

ACT 1 Scene 1

SETTING: MERLIN's cottage, One table with a journal and a writing utensil (Preferably a feather but anything will do) and a chair located downstage center. MERLIN is sitting in the chair. A single light (similar to a candle) can be seen in front of MERLIN illuminating MERLIN's face.

(MERLIN begins reading from his journal.)

MERLIN: A long time ago there was once a land called Albion. This was a land of magic and monsters, of wise kings and queens and brave knights. The King of Albion Uther Pendragon waged a war against those who practiced magic and hunted the great creatures of the land. At the final battle of the war Uther was mortally wounded by a magical creature of the underworld called Ankou yet Uther's knights won the day defeating the forces of magic and monsters. Despite his victory Uther Pendragon later died of his wounds. None of Uther's knights could decide who was to be the next ruler and so the throne has sat empty for many long years. Albion fell into an endless civil war and became a land without law or order. The strong prey upon the weak in this dark age.

(The light grows, illuminating the rest of the room. MERLIN begins writing in the journal. MERLIN speaks as he writes.)

MERLIN: Yet there is hope for Albion. Legend speaks of the Sword in the Stone. There rests upon a hill a stone and deep within this stone was thrust a marvelous sword. Upon the sword's hilt is written "Whoso pulleth the sword from the stone is deemed worthy of

the throne and crown of Albion." When the time is right the prophecy shall be fulfilled. "Guided by magic's hand shall the grand sword be drawn and with dawn's light will the night of Ankou be gone." But beware, for foul forces would seek to stop any true ruler from uniting the knights of the land. For many evil things have grown in this dark age.

(We see MERLIN set his writing utensil on the table and draws from beneath his robes a magic wand. With a flourish of his wand MERLIN speaks a spell.)

MERLIN: Hoc textu abscondam!

(MERLIN then carefully closes the journal.)

ACT 1 Scene 2

SETTING: Forest, small tree trunk or just an obstacle located downstage right. Inside the obstacle or tree trunk is hidden MERLIN's journal. A fake rabbit and several small rocks.

(We see ARTHUR and KAY walking into the forest from upstage left, frustrated, searching for something. After some silent searching ARTHUR stumbles upon a dead rabbit.)

ARTHUR: Oh my, poor thing.

KAY: Leave him be, it's dead Arthur.

(ARTHUR gingerly examines the rabbit.)

ARTHUR: It looks like wolves got to it, but why would they leave it behind? Why not eat it? What was the point? Maybe you shot it Kay, but then where's the arrow?

KAY: Stop talking and keep looking.

ARTHUR: Ever since father told you about his days as one of the King's legendary knights, you think you need to shoot every last animal in the forest to impress him.

(ARTHUR finds a stick on the ground and begins swinging it around.)

KAY: At least I can draw a bow Arthur, you can barely find an arrow in this forsaken forest.

ARTHUR: Someday they'll tell legends about me! And I'll put an end to this war, a knight of Albion! Just like Dad.

(ARTHUR smiles as they raise their stick high in triumph. Then they look back down at the rabbit and frowns. ARTHUR reveals a cloth and wraps the rabbit in it. ARTHUR gathers some nearby rocks and builds a small cairn, ARTHUR places the rabbit inside the cairn. Continues looking for the arrow.)

KAY: You will never be a knight if you don't stop daydreaming you fool. Find my arrow before nightfall. I'm heading back to the castle. *(KAY exits)*

ARTHUR: Stupid Kay and his stupid archery. It's not my fault he can't shoot an arrow straight! He sends me out wandering in the forest at night. If I didn't know better I'd think he wants the wolves to eat me!

(ARTHUR looks offstage, scared as they stare at what they can only assume is wolves. ARTHUR stops dead in their tracks and gulps.)

ARTHUR: (pointing offstage) WOLVES! M-Maybe they've already eaten today?

(ARTHUR looks down at the cairn.)

ARTHUR: H-H-Hello? Wolves? Are you out there? I'm-I'm just here for my Brother's arrow... I'll be on my way once I find it thank you very much.

(ARTHUR lets out a yelp and runs behind the cover of the tree trunk or obstacle located downstage left.)

ARTHUR: (panting) Please! I'll leave as soon as I find Kay's arrow I swear it!

(ARTHUR puts their hands over their head and hides behind the tree trunk or obstacle. MERLIN's voice is heard yelling a spell.)

MERLIN: Vade Lupus Bestia!

(ARTHUR slowly lowers their hands and raises their head above their hiding spot searching for the wolves. They are nowhere to be found. Curious, ARTHUR reaches inside the tree trunk or obstacle pulling the journal out.) **ARTHUR**: That couldn't be... magic? Father said it was forbidden. But I'm glad someone still knows it... whoever that was. *(Looking at Journal)* Maybe you've got some answers for me.

KAY: (From offstage) Arthur! Have you found my arrow? It's time to return home!

ARTHUR: Coming! I should go before the wolve's return anyway.

ACT 1 Scene 3

SETTING: ARTHUR's room, one table, chair, and a small blanket

(ARTHUR enters their room from upstage left rubbing the back of their head.)

ARTHUR: I know I came home late but I'm not sure I deserved that whacking. Ah well, at least I can start reading now.

(ARTHUR reveals the journal they found in the woods.)

ARTHUR: There is no name or signature of any kind here. Or even here, how odd. Whatthe pages are empty. Why in the world would somebody go out of their way to reveal to me an empty book?

(ARTHUR slams the book down onto their table, frustrated.)

ARTHUR: Perhaps this is a problem for tomorrow, I've got enough chores to do as it is. Goodnight mysterious book.

(ARTHUR picks up the book and lays under their small blanket with it. Closing their eyes ARTHUR falls asleep.)

ACT 2 Scene 1

SETTING: *MERLIN's* cottage, a pot or cauldron sits on center stage and a table with several bottles of ingredients sits close by.

(MERLIN is seen gathering bottles of ingredients for a potion. He announces the ingredients as he deposits them into the pot/cauldron.)

MERLIN: A dash of coltsfoot, a sprinkle of cinnamon, with a smidge of mugwort, a dose of vervain, and to top it all off, sage! Now then.

(MERLIN reveals his wand and utters a spell as he stirs the contents of the cauldron with his wand.)

MERLIN: (as he stirs) Ostende Mihi Faciem...Ostende Mihi Faciem... Ostende Mihi Faciem!

(With the final utterance of the spell MERLIN draws his wand out of the cauldron and stares inside.)

MERLIN: Ah yes, now I can see you clearly. Chores is it? No no no that wont do at all the child must learn from the journal they cannot spend their time on such mundane tasks. Arthur must find the sword. Before the dead walk this land. Arthur... your destiny is great and yet your curiosity has not been sated by the book? Odd. Let's take a look shall we?

(MERLIN waves his hand over the cauldron to reveal the journal and ARTHUR's room.)

MERLIN: What's this? The pages are blank? Confound it all! That invisibility charm should have worn off by now.

(MERLIN raises his wand aiming into the cauldron.)

MERLIN: Verba Revelare! That's better, now your learning may begin Arthur.

ACT 2 Scene 2

SETTING: ARTHUR's room. Set up just as before.

(ARTHUR is reading the journal intently pacing in their room.)

ARTHUR: "Ankou is an ancient magical god of the underworld, and as such he possesses powers over death. Ankou plays an important part in an ancient prophecy. Upon All Hallows Eve shall the veil between the land of the living and the land of the dead be at its thinnest, herein shall Ankou raise his army, and conquer all the world."

(Reading the last three words slowly as they realize what this means ARTHUR gulps.)

ARTHUR: Is this- No this can't be right. Ankou, All Hallows Eve, army of the dead, these are all fairytales, nightmares! No one could possibly think these things will actually happen right? Right??

(ARTHUR slumps into their chair.)

ARTHUR: This cannot be why I was saved in the forest. What am I supposed to do? Fight off an undead army with a stick?! Only the Knights of the land, united once again could stop this from happening and that will never happen until a new ruler has been chosen. All Hallows Eve is just a day away. A new ruler can't be found or decided before that. I- I guess it is up to me. This is ridiculous I am a simple squire, my destiny is to be a knight in training, perhaps someday I will earn the right to a knighthood but nothing more than that. I'm not strong enough to face magical monsters. Perhaps answers lie in the book? I haven't liked what I've read so far but it can't all be gloom and doom.

(ARTHUR picks up the journal and resumes reading once again. After a few pages have been read ARTHUR speaks up.)

ARTHUR: "Only one worthy enough to pull the sword from the stone may stop Ankou, for it is only with the power of the sword and the one true ruler, that such an ancient and evil magic can be halted." Well then, I have my answer now, if only I knew where to find the sword.

(ARTHUR keeps flipping through its pages looking for anything about the sword's location.)

ARTHUR: Nothing!

(ARTHUR throws the book onto the ground in anger.)

ARTHUR: See? Nothing, I don't know why you think I'm capable of saving the world but I'm telling you, you've got the wrong person. I'm not even a knight yet! This couldn't have waited a few more years?

(ARTHUR looks back down at the blank last page of the book and now sees a map.)

ARTHUR: What? A map? To the sword! How did you- right, magic, of course. This is fantastic! Okay, it must be... this way!

ACT 3 Scene 1

SETTING: Ankou's cave, it is a dark cave. There is a cauldron/pot similar to Merlin's centerstage. There lay some bones, cobwebs, and a fake spider on the ground next to the cauldron.

ANKOU: Only mere moments until All Hallows Eve. Be not afraid my soldiers, friends of old. We will taste victory yet still for the land of Albion has grown weak and defenseless in the years since our great defeat. The knights are scattered, divided, and leaderless.Nothing can stand in our way now. NOTHING!... The time is upon us now.

(ANKOU picks up a bone and snaps it in half as he throws it into the cauldron.)

ANKOU: Immortuae!

(ANKOU picks up the cobweb and throws it into the cauldron.)

ANKOU: Exercitus!

(ANKOU grabs the spider and throws it into the cauldron.)

ANKOU: Natus!

(ANKOU extends one of his fingers pointing down at the cauldron and begins waving it as if to magically stir the cauldron's contents.)

ANKOU: Immortuae Exercitus Natus! Ahhhhh yesss it is done rise! Rise and bring your wrath upon this world! To victory and the destruction of Albion!

ACT 3 Scene 2

SETTING: MERLIN's cottage, Cauldron centerstage, table with teapot on it.

(MERLIN is sitting and staring into his cauldron as he sips his tea.)

MERLIN: No no no you silly child! You were meant to go straight to the sword not your father's castle Kay can't help you. It is so difficult to find reliable chosen one's these days. At least he is honest. What's this? What in the blazes- don't throw the book into the fire!

(MERLIN jumps up in disbelief at what he is seeing almost dropping his tea cup.)

MERLIN: Do you fools know how long it takes to create a magically tethered, writing hiding, grimoire lexicon of the complete magical and mythological history of ALBION?! With maps no less, hmph. In my 400 years of wizardry I have never seen such disrespect for the arts!

(As MERLIN stares into the cauldron he grows angrier.)

MERLIN: Yes yes of course, typical of mortals. Toss the child into their room and lock the door you ignoramus! This is ridiculous, I guide their one and only hope for victory towards the ultimate destiny and it seems like they do everything they can to stop the child. Well we will see about that! No measly lock and wooden door can stop Merlin the magnificent!

(MERLIN raises his wand high and utters a spell.)

MERLIN: Basem Datorum! There, that should do it. Well go on boy get to the sword! Oh silly me I almost forgot.

(MERLIN begins rummaging around inside his robes turning them inside out as he does so until he finds a single piece of paper with a map on it.)

MERLIN: Here we are. Never forget to make a copy of your documents.

(MERLIN drops the map into the cauldron and he waves his wand above the cauldron as if stirring it.)

MERLIN: The rest is up to you now young one, good luck.

ARTHUR: (offstage) Come on Kay! I need your help.

ACT 3 Scene 3

SETTING: The Sword in the Stone. There stands a stone with a sword stuck inside of it, center stage.

(ARTHUR and KAY come in and see the sword.)

KAY: You better know where you are going Arthur. If this ends up being some kind of wild goose chase it'll be you who pays for it. I'll make sure of that.

ARTHUR: There it is! The sword in the stone. Maybe you will finally grant me my knighthood Kay, what a glorious day that will be!

KAY: *(in awe of the sword)* In your dreams maybe Arthur, but who knows, when I am King things will start changing around here.

(KAY approaches the stone with their chest puffed out. They put their hand on the hilt and they try to pull. The sword doesn't budge. KAY puts both their hands on the hilt and tries to pull. The sword does not move.)

KAY: Oh come on.

(KAY keeps both hands on the hilt and puts both feet up against the rock and tries to pull again. Nothing happens.)

KAY: You idiot! I never should have followed you all the way out here! Father was right about this, and you. *(KAY exits)*

ARTHUR: But Kay wait! This is the only way we have to get the sword!

(KAY is already gone)

ARTHUR: Kay! KAY! No, this can't be happening. I've come all this way.

(ARTHUR begins pulling and pulling furiously until they are a mess kneeling before the stone punching it.)

ARTHUR: Stupid hunk of rock! I'll never be worthy of the sword, or the glory.

(ARTHUR perks up as if they can hear the dead army and looks past the sword.)

ARTHUR: That's- That's the army of the dead. They're already here.

(ARTHUR slumps down, defeated.)

ARTHUR: It's all my fault, I wasn't strong enough, I wasn't brave enough. I'm not a knight, or wizard, or a king. I'm nobody.

(A few beats of silence ensue during which ARTHUR slowly rises from their defeated slumped position. Determined.)

ARTHUR: I have to try, not for my sake.

(ARTHUR puts both hands on the hilt of the sword again, this time calmly, and slowly. They pull gently but firmly and the sword begins to slide out of the stone until the blade is raised high above ARTHUR's head.)

ARTHUR: I did it! I can't believe I did it!

(Ankou's army begins to fall and return to the underworld. ARTHUR looks in the direction offstage of Ankou's army.)

ARTHUR: The army of the dead is falling, they've been defeated and they return to the underworld banished from this land, the power of Ankou is gone! We've won!

(Looking off to another direction. Arthur is startled.)

ARTHUR: (Pointing sword) Who are you? Stay Back!

(MERLIN enters)

MERLIN: I suppose I never properly introduced myself, my sincerest apologies, my young friend. I am the author of the journal you found. My name is Merlin, and it has been the greatest honor to guide the new ruler of Albion. If you like, I'll continue to advise your side as you address your people and take the throne. Now we must go, your citizens and knights await your presence, your majesty. *(MERLIN Exits)*

ARTHUR: My citizens... (*Exiting in the same direction as MERLIN*) Merlin! Wait for me! And thank you!

End of Play

Production Specifications

*Signifies an item covered in the Tech Day Video on Thursday.

Costumes

- □ Merlin: a robe and / or a wizard hat*
- □ Arthur: A small cloak or Tunic
- Ankou: A mask or hood
- □ Kay: A belt and sleeveless shirt

Props

- Sword*
- □ Cauldron/pot
- Blank Journal / Journal with Writing & Map (These can be the same journal, just flip to different pages when necessary in script.)
- □ Magic wand
- □ Five empty small bottles with various ingredients
- A stick
- □ Fake rabbit (Could be a stuffed toy.)
- Several small rocks
- Fake bone
- Fake cobweb
- □ Fake spider (could be a toy.)

(These last three props can easily be exchanged for other evil potion-y like items.)

Set

- □ Stone*
- Tree Trunk / Forest Set (This can be made with what you have available, it just needs to give Arthur something to hide behind, and a place to find the book. A bush for example would also work.)
- 🖵 Chair
- Desk / Table

Sound

Music is not necessary or required, but if you'd like to include it, here are a few options.

- Dance of the Knights Sergei Profokiev
- Symphony no. 25 in G Minor Wolfgang Amadeus Mozart
- Gotterdammerung(Twilight of the Gods) Prologue: Siegfrieds Rheinfahrt Richard Wagner
- □ Siegfried Idyll Richard Wagner
- □ Fantasia in D minor K.397 Wolfgang Amadeus Mozart
- □ The Sword in the Stone Suite Benjamin Britten