

Scripts for Session 2

Ideally, there are three parts: the Stranger, the Wise Woman, the Village Elder.

However, someone could take more than one part or you could add other villagers if you need to adjust for numbers.

I haven't given a lot of stage direction or speech for some characters because I'd like you to improvise a bit within the scene – really imagine that you are these people. Don't spend lots of time talking beforehand – just decide who is doing each part and start.

It is important though, that the Stranger is separate. One person can't do the part of a villager and the Stranger.

If you're by yourself, then act out the villagers' parts first, then have a go at the stranger's script.

The Villagers.

Wise Woman: Stop! You aren't well enough to be out of bed!

Stranger: Hwiðer eart ic?

Village Elder: Stand down. We don't want to hurt you.

Stranger: Ic þæt ne undergiete.

Wise Woman: [try to calm the stranger down]

Village Elder: [puts his hand on the hilt of his sword and tries to calm the stranger down]

Stranger: Ōpstandaþ! Forlæte mec! Gā onweg!

The Stranger grabs his wounds which have re-opened and faints.

The Stranger.

Wise Woman: Stop! You aren't well enough to be out of bed!

Stranger: He-wither art ick?

(Where am I?)

Village Elder: Stand down. We don't want to hurt you.

Stranger: Ick thett nee un-der-gi-et-ee.

(I don't understand.)

Wise Woman: [try to calm the stranger down]

Village Elder: [puts his hand on the hilt of his sword and tries to calm the stranger down]

Stranger: Oth-stand-ath! For-lay-et meck! Gah on-wey!

(Stop! Leave me alone! Go away!)

The Stranger grabs his wounds which have re-opened and faints.