

Title of Play

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The Hermit 4th grade - Arwinn

Characters:

Hermit - old, humorous and has cane in hand whole show, wise and lonely

Man - The town prince. Selfish and unsympathetic, tall, thin, young man.

Soldier 1 - doesn't think that the village treats hermits the right way, sympathetic

Soldier 2 - follows order, very loyal to Man.

Set: Downstage right is a dank, dark cave with one gloomy torch that's about to go out. The Village is offstage.

At rise: HERMIT is in his cave eating soup out of a wooden bowl with a wooden spoon. MAN walks in with a pickaxe slung over shoulder

MAN

Let's see if there's any gold in here.

HERMIT:

This is my home. Go away. Come back later and I'll make you rich.

(Whispers to himself)

Actually, I won't.

Man looks at him skeptically then exits offstage. Hermit continues eating. After a few beats, Man re-enters.

MAN

Where's my money?

HERMIT:

Money? What money?

MAN

(Yelling)

The money you said you would give me! You said you would make me rich.

HERMIT

Actually, I said, "I won't," so I don't have to.

The Man reacts with anger and storms off back to the village offstage.

Hermit continues eating, then puts his bowl down and goes to sleep. After a few beats, Man and Soldier 1 and Soldier 2 enter from offstage.

MAN

(to Soldiers)

This hermit is a cheat like all the rest of them!

SOLDIER 2

If there's money in here, we'll find it!

SOLDIER 1

Why don't we just leave him alone? He's a poor hermit. Can I just give you half the money I have?

MAN

How much exactly is half your money?

SOLDIER 1 reaches into his pocket and feels around.

SOLDIER 1

Uh, 2 dollars.

MAN

Is that really all they pay soldiers? Keep your money! Search the cave! And quietly.

MAN and SOLDIERS go into the cave and SOLDIER 1 finds a sack of gold.

SOLDIER 1

Here it is.

He picks up the sack of gold and hands it to MAN.

MAN

Ah, thank you. You have made me rich.

Man and soldiers exit offstage.

Lights slowly go down,
indicating nighttime.

*SOLDIER 1 re-enters and goes
to the Hermit's cave which has
the bag of gold.*

SOLDIER 1

I'm very sorry what our village thinks of you hermits, it's
not right.

The Hermit holds up the bag of
gold.

SOLDIER 1

The stolen gold!

HERMIT

It has returned.

SOLDIER 1

How? Did you...?

HERMIT

Oh, no. Magic. Its a relic that teleports back to its owner
in the night, when its stolen.

SOLDIER 1

Well, I'm glad you have your gold.

*Soldier 1 starts to leave.
Hermit looks sad to see him go*

HERMIT

Could you come back tomorrow? I could tell you a story.

Soldier 1 stops and turns to
him.

SOLDIER 1

Yes, sure, at three?

HERMIT

See you later.

Soldier 1 exits offstage.

Blackout. Lights up indicating
next day.

Soldier 1 enters from offstage.

HERMIT

Come in, come in, Take a seat. As promised, I have a story.

Hermit points to a log or rock.
Soldier 1 sits.

A spotlight appears upstage.

Once upon a time... there was a selfish man who lived in
your village.

Spotlight upstage left as Man
enters.

He went hunting and claimed he was the best hunter in the
village.

Man mimes shooting an arrow.
Puts hands on hips and
proclaims:

MAN

I'm the best hunter in the village.

HERMIT

One day he found an old hermit in this cave. The man said...

Hermit mouths line along with
man

MAN

Ha! Filthy Hermit, you'll never come back to our village.

HERMIT

The hermit said: This is the path I have chosen.

MAN

Yes it is!

Man storms offstage.

HERMIT

Then the Man went to tell the people that there was a hermit
and he must be caged.

MAN

(from offstage)

He tried to take my money!

HERMIT

Lied the Man. They formed an army and went to go get the
hermit.

Army enters from offstage.

HERMIT

The hermit said: I see you have come, you can cage me if you want but I will never lose my freedom.

The army starts to search the area, but it's clear they cannot see the hermit.

MAN

Yes, you will, you fool! Where is he! Find him! Get Him.

SOLDIER 2

Where is he?

MAN

I dont know!

HERMIT

They could not find the Hermit. Because he was invisible.

Man and army exit offstage.
After a few beats, the Man re-enters and goes to the hermits cave

MAN

How did you do that?

HERMIT

Said the Man. The hermit said: You will soon know if you join the Guild of Wise Owls.

MAN

What's that?

HERMIT

The Hermit said: The Guild of the Wise Owls, I just told you.

MAN

Well, yeah, but what would I do if I joined?

HERMIT

You learn sorcery and magic. Said the Hermit.

MAN

Wait! You're a sorcerer? That's how you did it! Sign me up!

HERMIT

(turns to Soldier 1)

And so I was taught sorcery and how to find magical relics, like this gold.

He points to sack of gold.

SOLDIER 1

Oh! That young man was you! Ah ha! I have an idea, I will be going on my way now, I will hopefully see you soon.

HERMIT

Where are you going?

SOLDIER 1

To show the village you are not just a pesky hermit like they think you are. You will still be a hermit but, not pesky.

HERMIT

Okay, bye.

Soldier 1 goes back to town.
Lights go down and up. SFX: A rooster crows to show that it is morning. Man and Soldier 1 enter from offstage.

SOLDIER 1

You know if you want to learn magic...

MAN

Yes!? I want to know how that hermit made the gold disappear.

SOLDIER 1

Well, there is a wise old man somewhere that I will lead you to if you want to learn magic. You must be kind though.

MAN

(He thinks a moment)

Sure. I'll try it out a bit.

SOLDIER 1

Once your in, your in.

MAN

Yes, I'm interested, I'll do it.

SOLDIER 1

It is a secret location, so I'm going to blindfold you until we are there.

MAN

You don't trust me?

SOLDIER 1

It is what the wise old man told me to do.

*Soldier 1 blindfolds the man
and leads him to the hermit's
cave. He unblindfolds him*

HERMIT

Hello, hello.

(whispers to SOLDIER 1)

Why is he here?

SOLDIER 1

((Whispers))

You'll see, just teach him some magic.

MAN

You...You fiend!

HERMIT

Calm down, calm down, I will teach you how to hover this
stone off the ground.

Points to stone.

MAN

Fine!

HERMIT

First, we must see if you actually are a magician.

MAN

Okay, how do we do that?

HERMIT

Put your hand...there.

Points to place on the ground.
MAN puts his hand there, HERMIT
ad libs spell, then:

HERMIT

You are... a magician! That was a spell that detects if you
are magician or not. Now, raise your hand slowly.

MAN lifts his hand and the
stone doesn't move.

MAN

Will the stone to hover.

Man tries to lift the rock
again. It doesn't work.

He's frustrated. Then the rock slowly rises.

HERMIT

You are a fast learner. Come back later and we will have our second lesson.

MAN leaves, SOLDIER 1 starts to leave

HERMIT

Wait! We can see if you are a magician. Put your hand in the same place.

(SOLDIER 1 puts his hand over the rock, HERMIT mutters spell)

Oh, I am very sorry, but you are not a magician. but You have the gift of kindness.

SOLDIER 1

Yes! If I'm not a magician I can still be kind, bye.

HERMIT

Bye.

Soldier 1 exits. Blackout. The hermit is in his cave as MAN and SOLDIER 1 enter from the village.

MAN

The hermit is good, he has a kind soul, we must let him come back into the village.

They go to the cave.

MAN

Hermit! You can come back to the village if you need to, or want to. You could be our town storyteller and Magic teacher.

HERMIT

Yes, I think that would be nice. Are there any open houses?

MAN

Ummm, No.

HERMIT

I can live here in my cave and come down in the morning and spend the day.

MAN

Okay, but we'll get you a proper bed and stove.

HERMIT

Thank you.

MAN

But first, can I have another magic lesson?

The hermit showing Man how to
lift a stone with magic.

SOLDIER 1

(to audience)

And then the hermit lived a happy life as the town storyteller
and magic teacher.

Blackout.

THE END