

Caradoc
Or, The Legend of
King Zog's Treasure

A pantomime written

by Dave Buchanan

Spotlight Publications

COPYRIGHT © 2007 SPOTLIGHT PUBLICATIONS
Published by Spotlight Publications

All rights are reserved including performances on stage, radio and television. No part of this publication may be reproduced by photocopying or any other means without the prior permission of the copyright owner. It is an infringement of the copyright to give any performance or public reading of the play before a licence has been issued.

Spotlight pantomimes must be played as per the script, and without alterations, additions or cuts, except by written permission of the publisher. However minor changes such as the addition of local references and topical references or gags are permitted. Likewise, all musical numbers may be changed at the discretion of the producer.

Drama groups must obtain a full acting set of scripts (a minimum of one script per speaking part plus one for the director) before a performing licence can be issued.

The name of the author shall be stated on all publicity including posters and programmes. Programme credits shall state "script provided by Spotlight Publications".

All enquiries to Spotlight Publications, 259 The Moorings, Dalgety Bay, Fife, KY11 9GX, tel. 01383 825737.

Email: **enquiries@spotlightpublications.com**

Website: **www.spotlightpublications.com**

ISBN 1 904930 77 8

Caradoc

CAST (in order of appearance)

Caradoc, the hero

Rhysa, the heroine, Gorg's daughter

Scruffy, Caradoc's dog

Sibyl, the seer (Dame)

Gorg, the (ex-) tribal chief

Og, the urchin

Hedda, the village girl

Maximus)

Minimus) Roman soldiers

Scrofulus, Roman Prefect and baddy

Bubo, Scrofulus's PA

Gog)

Mog) comedy duo

Blodwyn, the Weird Sister

Spirit of King Zog (voice only)

Chorus of Villagers

Place - the village of Cumalogdunum in the south west of Roman Britain

Time - ca. 60 AD

SYNOPSIS OF SCENES

ACT 1

Scene 1 - A hillside

Scene 2 - The forum of Cumalogdunum

Scene 3 - The Roman HQ

Scene 4 - The schoolroom

Scene 5 - The forum

ACT 2

Scene 1 - The hills

Scene 2 - The Weird Sister's grotto

Scene 3 - The forum

Scene 4 - Outside King Zog's temple

Scene 5 - King Zog's temple

Scene 6 - The forum

Scene 7 - The same

MUSICAL NUMBERS

ACT 1

1. "Who Will Buy?" (Oliver) (Company)
2. "Big Spender" (Shirley Bassey) (Sibyl)
3. "I Just Can't Get You Out Of My Head" (Kylie Minogue) (Sibyl)
4. "Biology" (Girls Aloud) (Og, Hedda, Gog, Mog & Dancers)
5. "How Much Is That Doggy In The Window?" (Caradoc & Scruffy)
5. "(Something Tells Me) I'm Into Something Good" (Herman & Hermits) (Caradoc)

ACT 2

6. "The Sound of Music" (Rodgers & Hammerstein) (Rhysa)
7. "I'll Be OK" (McFly) (Og and Company)
8. "It's Not Unusual" (Tom Jones) (Gorg)
9. "Funeral March of the Marionettes" (Gounod) (Junior Dancers)
10. "Poison" (Shrek) (Dancers)
11. "Money Money Money" (Abba) (words D Buchanan) (Scrofulus)
12. "I Said Never Again (But Here We Are)" (Rachel Stevens) (Rhysa)
13. Reprise of No. 7: (Company)

N.B. This list of songs is only the author's recommendation. All songs are at the discretion of the Musical Director.

Spotlight does not hold the copyright for this list. For permission to perform these or any other songs, producers should apply to:

The Performing Right Society Ltd.
29-33 Berners Street
London W1P 4AA.

A NOTE ON THE PRINCIPALS

Caradoc is the Principal Boy and hero, much involved in the action and of course in the pursuit of Rhysa. Singing part.

Rhysa (pronounced *ree-sa*) is the Principal Girl. Inevitably she is abducted by the Baddy, but she is a spirited and feisty character. Has songs to sing.

Scruffy is Caradoc's dog. A non-speaking part, he is athletic, woofs a lot and is much involved in the action.

Og is a cheeky urchin, much involved with the plot and audience in particular.

Hedda is a pert and lively village girl who partners Og. They sing a duet.

Sibyl is the traditional kind of dame, and can be played by a male or female. Extrovert and strictly OTT, she needs to be played by an actor with considerable personality. Needs to be a good singer.

Gorg is the former chief of the tribe and Sibyl's admirer. He gets a bit depressed from time to time but is always funny. Sings a song in Tom Jones's style.

Scrofulus is a complete baddy. Devious, overbearing and a bit neurotic, he is never quite successful in his schemes and is doomed to come a cropper. The part requires considerable stage presence.

Maximus & Minimus are Scrofulus's sidekicks. Maximus is the bossy one, while Minimus is a little camp. They have a lot of work to do with the audience, and two songs to sing.

Gog & Mog. The typical comedy duo, they have a number of comedy routines to handle.

Blodwyn the Weird Sister has a small but important cameo role to play as a sort of oracle. She is a bit scary but always comical.

ACT 1

Prologue

A country road, a half-set

There is a signpost C with the legend "WELCOME TO CVMALOGDVNVM" and a rock beside it

Enter R Caradoc, wearing a Roman-style tunic and sandals. He carries a stick and a bag slung over his shoulders

Caradoc Scruffy! Scruffy! Where has that mutt gone? *(To audi-ence)* Oh excuse me, have any of you seen a dog? Name of Scruffy. And that just about describes him too. Tell you what, boys and girls. Will you help me call for him? *(Some kind of response)* You know, I don't think there's anyone out there. I said, will you help me call for him? *(“Yes!”)* That's much better! Now one more time, and this time make it really loud. I want them to hear it down in *(local street)*. Ready? One - two - three - Scruffy!!

Suddenly Scruffy runs from R to L and offstage, almost bowling Caradoc over, then does the same again from L to R, skidding to a halt. He makes a beeline for the signpost, and sniffs

(Pointing a finger) Don't even think of it!

Scruffy comes over all sheepish. Then he pads over to Caradoc, and tries to jump up

And don't think you can sweet-talk your way out of this one. You were going to embarrass me in front of the boys and girls, and ladies and gentlemen.

Scruffy shakes his head

You were! You were going to lift your leg at that tree and humiliate me!

Scruffy shakes his head

Oh yes you were!

Scruffy encourages the audience to say “Oh no he wasn't!”

Oh yes you were!

Ad-lib

(Eventually) All right, all right, I suppose I'll have to forgive you, just this once.

Scruffy is all over him

On one condition. That you promise to be a good boy from now on. Do you promise?

A big “woof!”

Some hope!

Scruffy points to his heart, makes a cross sign and then collapses

Cross your heart and hope to die! Where were you anyway?

Three woofs and some kind of mime representing a chase

Chasing three rabbits, eh? Did a bunk down a hole!

Two woofs

Hare today, gone tomorrow! Very funny!

An outrageously long mime ending with a shrug of the shoulders

Win some, lose some!

He sits down on a rock

Well, Scruffy, here we are.

Scruffy shrugs his shoulders

Cumalogdunum. Civilisation.

Scruffy rummages behind the rock and brings out a piece of wood. He sits in front of Caradoc, excitedly waiting for Caradoc to throw it

Look, I'm not in the mood.

Scruffy woofs

Okay okay.

He picks up the piece of wood and looks at it

Funny looking bit of wood. *(Examining it)* There's something written on it. *(Reads)* "Cwmlrhynllangwryfon". -

Voice It's the name of the village.

Caradoc Scruffy! You can talk! It's a miracle.

Scruffy looks over his shoulder to R where Rhysa has appeared

Say that again, Scruffy!

Scruffy turns to the audience as if to say "Is he stupid or what?"

Rhysa I said, it's the name of the village.

Caradoc suddenly realises the situation and turns round to face Rhysa. He is open-mouthed

Did you hear what I said? It's the name of the village before the Romans took over.

He is still open-mouthed

Hello, is anyone at home?

Caradoc Yes, er well, exactly is it really? I mean, I didn't really think Scruffy was talking ...

Rhysa smiles

I mean, only an idiot would think that a dog could speak.

She nods

An embarrassed pause

Meanwhile Scruffy is yawning, scratching etc.

Rhysa Are you okay?

Caradoc Oh yes ... it's just that we've been up on the moors ... that is, Scruffy and me ...

Rhysa Well they do say that being on the moors has that effect.

Pause, then they speak simultaneously

Both What's your name?

Both You first!

Both No, you first!!

Scruffy stands between them and points to Caradoc

Caradoc I'm Cara- *(thinks)* -er, Cardew. My name's Cardew.

Rhysa I'm Rhysa.

Pause, then Scruffy goes off and sits resignedly L

Caradoc I'm from Londinium, and I'm here on a walking holiday. With Scruffy.

Rhysa I'm from Cwmlrhynllangwryfon.

Caradoc Pardon?

Rhysa Cwmlrhynllangwryfon. The old name of the village before the Romans renamed it Cumalogdunum. I like the old name.

Caradoc So do I.

Rhysa Why? You've never been here before, have you?

Caradoc No, but it's the principle of the thing. I like the old names too.

Rhysa Look, I've really got to be going. I'll maybe see you again, er -

Caradoc Cardew.

Rhysa Goodbye, Cardew.

Caradoc Goodbye, Rhysa.

She goes L, turning to wave just before exiting

Caradoc sighs and looks after her

Scruffy puts both paws over his heart, sighs and points to Caradoc

Caradoc Wow! I'll say that again, Scruffy. Wow!

Scruffy shrugs his shoulders and goes off L, returning shortly with a huge bone which he has apparently just found

She was gorgeous. Like a vision.

Scruffy dumps the bone beside him and woofs

I wonder when I'll see her again.

Scruffy woofs again

Okay, Scruffy, what is it? Some bone.

Scruffy woofs again

Oh I see. Tell you what, we'll ask the boys and girls to look after it, okay? (*Woof*) We'll leave it over here.

He takes the bone and places it DL on a rock

Will you look after it for Scruffy, boys and girls? (*"Yes!"*)

Scruffy woofs three times

Scruffy says, anyone tries to grab it, just call out for Scruffy. Will you do that? (*"Yes!"*)

They begin to walk off L, waving

Bye, everybody. See you later.

They exit

Scene 1

The forum of Cumalogdunum, with a number of shop-fronts. All of them have signposts outside with Latinised letters, e.g. "MARCUS & SPENCIUS", "GRVB & VINVM V SESTERCES", "AVE SUM FISH ET CHIPS" (you can make up your own)

The Chorus is onstage to sing the opening number:

Song 1

After the song, Sibyl the Seer enters R with an enormous bag

Sibyl Hello, everybody!

Chorus Hello, Sibyl!

Sibyl Or as the Romans say, *ave atque vale* (pronounced 'a-vay at-quay val-ay').

Chorus 1 You what?

Sibyl Then there's Rhondda Valley, Ebbw Valley ...

Laughs

Oh, I'm in such a rush today. Let me see, what time is it?

She pulls out a clock from her bag

Oh, look at the time. It's XX past VI.

Chorus 2 Got any predictions for us today, Sibyl?

Sibyl Oh, it's doom, all doom!

Chorus 1 Oh no, is it really?

Sibyl On second thoughts, maybe that was last week.

Chorus 3 Didn't you say last week the world was coming to an end?

Sibyl Ah no, that was Tom Cruise. In "War Of The Worlds", the movie. But I'm glad to say that it had a happy ending. So it's business as usual at my shop. I do fortunes, palms and tea cups. And runes - if you've got them, I sell a nice bottle of tonic!

Laughs

Chorus 2 So everything in the garden's lovely?

Sibyl Oh I wouldn't go as far as that!

Chorus 1 You can't have it both ways.

Sibyl Let me consult my crystal ball.

She searches in her bag and produces various oddments which she hands to the three Chorus members: a pot plant, a fluffy toy, the kitchen sink (or anything else you can think of)

Eventually she produces a crystal ball and holds it in both hands

Now then let me see.

She looks into it intently punctuating her examination with 'oohs' and 'aahs'

Suddenly she gasps

Chorus What is it? *Etc.*

Sibyl I can't bear to look.

Chorus 1 Tell us what it is, Sibyl!

The rest of the Chorus encourage her

Sibyl Shall I reveal all?

Chorus Yes!

Sibyl I can't, I'm a respectable girl!

Chorus Come on, tell us!

Sibyl Oh all right. If I must.

She looks into the crystal ball again

(Dramatically) I can see storms ahead ...

Gasps

... turmoil ..

Gasps

... enormous depression ...

Gasps

... weeping, wailing and gnashing of teeth ...

Chorus 1 Come on, Sibyl, tell us the worst!

She looks closely into the ball, does a double-take then smiles

Sibyl Whoops! Sorry, everybody, I got that one wrong. In fact that was the trailer for tonight's episode of "Eastenders"!

They all laugh and exit chatting

There is a loud telephone ring. Sibyl rummages in her bag and pulls out an old-style black telephone

She lifts the receiver and listens for a few moments

(To the audience) It's The Banker.

She listens

He says he'll pay me to get off the stage! Cheeky.

She places the phone on a pedestal DR

(Looks offstage) Look who's coming.

Gorg appears R, looking sad

Look, it's gorgeous Gorg, the hunk of Cumalogdunum.

Gorg Hello, Sibyl.

Sibyl I was just talking about depression. *(Bugs Bunny)* What's up, doc?

Gorg I dunno. I'm just ... blue.

Sibyl You've not been messing around with that woad, have you?

Gorg No.

Sibyl Braveheart's got a lot to answer for! I know what it is. You've not been the same since Scrofulus disbanded the Village Council. And made you redundant.

Gorg You've got it on one. Sacked, disemployed, booted out -
Sibyl - given the old heave-ho. *(To audience)* Everyone say, "Ah!"

Everyone says "Ah!"

A violin plays over Gorg's next speech

Gorg I loved that job. Processing into the Council Hut, lording it over the elders, making long boring speeches - I loved it. Then there was the trappings: the robe trimmed with fur - *(aside to audience)* you could do fur in Ancient Britain - the torc of office - I loved dressing up, Sibyl.

Sibyl I sometimes worry about you, Gorg. You should go to the doc's.

Gorg I don't like sailing.

Sibyl Doctor's.

Gorg I did go to the doctor's. He said, "What can I do for you?" I said, "Doctor, people keep ignoring me." He said, "Next, please!" So I went the next day and I told him, "I have this dream, doctor. I keep dreaming I'm the Invisible Man." And he said, "Sorry, I can't see you today!"

Caradoc

This lively panto, set in Roman Britain, describes the adventures of Caradoc, the first British hero, against the Romans. And it has a distinctly Welsh flavour!

Plot Summary

The setting is the Roman province of Lower Siluria (South Wales), where Scrofulus, the evil Prefect, is bent on hunting down Caradoc and finding the lost treasure of King Zog. Plus, ex-tribal chief Gorg has lost his wherewithal. But Caradoc, aided by Gorg, an OTT seer called Sibyl and his dog Scruffy, triumphs in the end (of course!).

A fast-paced and fun-packed script on a new subject but with all the traditional pantomime elements.

ISBN 1 904930 77 8