

THE OLD MAN AND THE CAVE

by JOHN COSPER

GENRE: Comedy

SYNOPSIS: A young man chooses to ignore the warnings of his elder, with disastrous results.

DIRECTOR'S TIP: The comedy of the scene's ending hinges entirely on the surprise reveal of Merlin's own missing limbs, so take no chances with blocking and sight lines.

TIME: 3 minutes

CAST BREAKDOWN: 2M

THEME: Wisdom; Experience; Avoiding Temptation

SCRIPTURE REFERENCE: Proverbs 27:12

CHURCH YEAR SEASON: Any

SUGGESTED USE: Youth services; sermon illustration

CHARACTERS:

MERLIN - A crazy old man

JEFF - A know-it-all young man

PROPS: A fake tree or boulder, a sign reading "CAVE"

COSTUMES: Contemporary

SOUND: Wireless mics if desired; SFX: horrible growling

LIGHTING: General stage

SETTING: The entrance to a cave

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A sign is posted at stage right pointing off that says "CAVE." Behind the sign is a fake tree or boulder. Merlin is hiding behind the tree/boulder as Jeff enters from stage left. Jeff stops at the sign and reads it.

JEFF: Oh, cool! A cave.

Merlin pokes his head out - just his head and shoulders, mind you - and yells at Jeff.

MERLIN: Hey!

Jeff jumps and shrieks.

Don't go in there!

JEFF: What?

MERLIN: Don't go in that cave!

JEFF: Why not?

MERLIN: Because there's a horrible beast in there!

JEFF: What like a bear?

MERLIN: No, not a bear! A horrible, foul, disgusting creature that will rip your arm off and eat it!

JEFF: Is this a joke?

MERLIN: No, this isn't a joke! That creature will rip your arm off and eat it.

JEFF: Just my arm?

MERLIN: What do you mean, just your arm? Do you want to lose an arm? Can you afford to lose an arm?

JEFF: Well, I'm right handed, so if it was the left---

MERLIN: DON'T! GO! IN! THERE!

JEFF: You're mad.

MERLIN: And you're mad if you want to go in that cave.

JEFF: But I like caves.

MERLIN: Yeah? Do you like playing video games one handed? Doing dishes one handed?