

The Rise and Fall of Sigurd

A Puppet Show in Three Acts

As Composed and Performed by the Jomsvikings of Midgard

Parts:

1. A Narrator
2. Sigurd
3. Hreidmar, king of the dwarves
4. Regin, a dwarf
5. Fafnir, a dwarf who becomes:
6. Fafnir, a dragon
7. Odin
8. Sigurd's Warriors

Act I: Sigurd Slays the Dragon

Narrator: Our story begins centuries ago, with three dwarves: Hreidmar, and his sons, Regin, and Fafnir.

Dwarves appear.

Narrator: These dwarves had recently received a treasure trove from Loki. And in this trove was a ring.

Loki and ring appears. Dwarves look in awe upon it.

Narrator: This was no normal ring. It was a cursed ring. Loki warned the dwarves it was cursed, and not to be trifled with.

Loki: This ring is cursed! It will prey upon your greed if you let it. So don't let it!

Narrator: With that, Loki left the dwarves. But they did not heed his warning.

Fafnir: I want the ring for myself!

Hreidmar: Loki said it was cursed. We must leave it alone!

Regin: Agreed. We must not trifle with it.

Dwarves continue arguing.

Narrator: Despite the warning of Loki and pleas from his family, Fafnir took the ring for himself. Such was his greed that the cursed turned him into....

Fafnir dwarf exits. Fafnir dragon enters from the spot Fafnir dwarf exited.

Narrator: ...A fearsome dragon. Fafnir drove his family away, and claimed all of the treasure for himself.

Fafnir breathes fire. Dwarves flee.

Fafnir exits with ring.

Narrator: The dwarves sought out a hero to help them.

Dwarves reenter, appearing to be wandering.

Narrator: And, eventually, the dwarves found a hero - the mighty Sigurd!

Sigurd enters.

Regin: Oh, it is the mighty hero Sigurd! Surely you will help us!

Sigurd: Friend dwarf, tell me of your plight. Why do you need my aid?

Regin: My brother, Fafnir, took a cursed ring and became a dragon. He also kicked us out of our home and took all of our belongings.

Sigurd: Worry not, dwarf friends. I will slay the dragon, so that you may reclaim your home!

Both Dwarves: Hurrah!

Narrator: And with that, Sigurd, set off to kill the dragon.

Dwarves exit, Sigurd makes motions as if walking.

Narrator: Sigurd eventually found the dragon, and a fight quickly ensued.

Sigurd and the dragon fight.

Narrator: The battle raged on for days. Sigurd had to apply all of his wits and might. But in the end...

Sigurd lands a blow. Fafnir is slain.

Narrator: Sigurd slew the dragon. However, Sigurd could not help himself, and left with a prize.

Ring enters.

All exit.

End of Act I.

Act II: Sigurd's Fall

Enter Sigurd and vikings. Some vikings are fighting with Sigurd, some against. Occasionally, one should die, only to be replaced quickly.

Narrator: For many years, Sigurd saw great success. He and his men fought in many great battles, raiding many treasure hoards.

Pile of treasure enters seen. Sigurd admires it for a moment. Pile exits.

Narrator: However, Sigurd always kept the cursed ring with him. As mighty as it was, he could not fight its curse forever.

Enter Odin.

Narrator: One day, Sigurd met Odin while travelling. Upon seeing the mighty god, Sigurd was finally overcome by the evil of ring, preying on his own lust for glory. He drew his sword and attacked Odin!

Sigurd attacks Odin. His sword harmlessly bounces off of Odin, and falls to the ground. Sword is removed from the scene.

Sigurd: My sword...it has been shattered...but I am Sigurd, the mightiest of heroes!

Odin: You would strike down a god for glory? No hero are you!

Odin exits. Sigurd, dōwntrodden, exits.

Narrator: News soon spread among his men that Sigurd had tried to kill Odin.

Viking 1: What just happened?

Viking 2: Sigurd just tried to kill Odin!

Viking 3: It must be that ring. It has driven him to madness!

Viking 1: Agreed! We must do something.

Sigurd reenters.

Viking 1: Sigurd, you must throw away that ring. It has changed you.

Sigurd: Nonsense! I am still a mighty warrior. This ring is a symbol of my might, and is mine to wear.

Viking 2: You attacked Odin!

Sigurd: Is it not the way of warriors to fight each other?

Viking 3: Sigurd, I implore you, give up -

Sigurd kills viking 3.

Sigurd: Are there any others who would stand against me?

The vikings grimly look at each other. They nod at each other, and attack Sigurd. Several are killed, along with Sigurd.

Viking 1: It is done. Mighty Sigurd, our leader, is dead. We can finally put the curse of this ring to rest.

Vikings exit. End Act II.

Act III: Sigurd's Tomb

Vikings enter, carrying Sigurd's body.

Narrator: Sigurd was slain, and his men mourn his loss. But they knew they had a task at hand.

Viking 1: Sigurd may be dead, but this ring still lives. We must somehow contain this evil.

Viking 2: What if we were to entomb it with him?

Viking 3: What if the dead were entombed with him, to serve as guards should anyone break in?

Viking 3: What if we were to seal the tomb with powerful magic?

Viking 1: These are all great ideas, but require magics only the likes of Odin would know.

Enter Odin. All vikings turn to gaze upon him.

Odin: I have seen what has transpired here. I also see that this ring must be stopped. I will lend you my aid in building this tomb.

The vikings begin building the tomb. Odin oversees the whole process. Tomb slowly enters scene, as if being built.

Narrator: For months, the vikings toiled to build the tomb to Odin's design. When it was finished, Odin sealed it with his magic.

Odin touches the finished tomb.

Odin: Someday, we may have the power to destroy this ring. However, I do not foresee this happening in my lifetime.

Viking 1: But how would one unseal the tomb without you?

Shattered sword enters scene.

Odin: When Sigurd struck me with this sword, it absorbed some of my essence. If the sword is reassembled, the one who wields it can unlock the tomb.

Narrator: With that, Odin left. The vikings, fearing someone would one day unseal the tomb for their own gain, hid the sword fragments.

Vikings exit with the fragments of the sword.

Narrator: With that, the ring was finally sealed away. We pray that it may stay that way forever.

End Act III. End play.