

EVERYONE

*Adapted From the Medieval Morality Play
"Everyman"*

By David Chase

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STORY OF THE PLAY

The allegorical figure, Everyone, has only one hour left before starting his journey to Eternity. He has been instructed to find the One Person who can lead him to the town of Paradise so he can avoid the town of Hell. What must he do? To whom can he go? Unable to remember exactly who this One Person is, Everyone seeks out many companions: Wealth, Friendship, Good Deeds and Charity. His search includes humor and drama with an energizing ending that will command the audience to search their souls concerning their personal journey to Eternity. This play is suitable for drama ministries of all sizes. Each role can be performed by a male or female, young or old. Costumes are easy to create, and the scenery can be as simple as a park bench. This play can easily fit into a worship service, and its evangelistic nature makes it appropriate for audiences of all ages.

SETTING

The play takes place in a park. No scene changes are necessary. The stage should be set with a park bench CS. Other properties that may suggest a park setting such as bushes, trees, and lamppost, are optional.

PROPS

Brown bag lunch, book, cell phone, watch, handbell, donation bucket, set of keys, wallet or purse (containing cash, a bank or credit card, and photograph).

Running Time

Thirty minutes.

CAST OF CHARACTERS (12 Flexible)

MESSENGER: Narrator.

EVERYONE: Confident.

DEATH: Angel of Death, laid-back but always gets the job done, can be serious when needed.

ANGEL: Very serious, task oriented.

WEALTH: Arrogant and flamboyant.

FRIENDSHIP ONE and TWO: Hippies.

GOOD DEEDS: Old, small and feeble.

CHARITY: Amiable.

HUMILITY: Everyone's high school teacher.

DESPAIR: Apathetic and depressed.

HOPE: Caring and concerned for Everyone.

NOTE: Because the parts can be performed by either a male or female, the gender of those particular characters will be consistently written throughout the script. Please change the pronouns to match those of the actors.

COSTUMES

Messenger - Casual clothing.

Everyone - Professional attire, must have some type of jacket.

Death - A balanced mixture of white and black, cape needed.

Angel - Secret Service agent attire.

Wealth - Flashy clothing, gold jewelry, if clothing can sparkle that would be all the better, gaudy.

Friendship One and Two - Bell-bottom pants, wild T-shirts, etc.

Good Deeds - Filthy rags, dirty.

Charity - Salvation Army type uniform, wearing no shoes.

Humility - Dirty blue jeans, T-shirt, tennis shoes.

Despair - Dark clothing, must have a dark and heavy cloak or cape.

Hope - A variety of bright colors.

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SCENE 1

(AT RISE: EVERYONE is holding a freeze, seated on the park bench eating a brown bag lunch while reading a book. DEATH is holding a freeze, sitting next to Everyone. MESSENGER is standing SL of the bench.)

MESSENGER: Good evening. We welcome everyone to our play, "Everyone." What you will see tonight is a story about you and me, a story that can take place in any town, any city, any state, or any country because this is a story about *(Points to the audience.)* everyone. Watch closely. Listen well. Perhaps you will meet an old friend. Perhaps you will meet yourself. Perhaps you will encounter God.

(MESSENGER exits. EVERYONE and DEATH break their freeze. Everyone pulls out his lunch and begins eating. Everyone's lunch should consist of nothing but junk food. DEATH watches with amazement and disgust at the food Everyone is about to eat. Everyone is unaware of Death's presence because Death is not visible to Everyone.)

DEATH: *(Cell phone RINGS.)* Hello.

ANGEL: *(Off stage.)* Hello, is this the Angel of Death?

DEATH: Yes, it is. May I help you?

ANGEL: Yes. My name is Patrick/Patricia, Angel, Second Class. I am the newest member in the CIA.

DEATH: *(Nervous.)* The ... CIA?

ANGEL: Yes, the Communication Interior of Angels. Are you familiar with us?

DEATH: Very much so. How can I help you?

ANGEL: I have an important message that I must deliver immediately.

DEATH: Immediately! Okay, what is it?

ANGEL: I can't tell you over the phone. What are you doing?

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DEATH: *(Takes some of EVERYONE'S potato chips.)* I'm here having lunch, waiting on my next appointment.

ANGEL: Where are you?

DEATH: I just told you, I'm here. Where are you?

ANGEL: I'm there.

DEATH: Oh dear.

ANGEL: How do I get from there to here?

DEATH: What are you near?

ANGEL: Down the road I see a pier.

DEATH: Then you're not too far from here.

ANGEL: Can you give me the directions, but make them very clear.

DEATH: Don't fear. When you get near the pier, to the left, veer. Then you will see a restaurant named "Be of Good Cheer." Just beyond that you will be to the rear of here. Am I clear?

ANGEL: Very. Let me get my gear and soon I'll be here.

DEATH: Okay, good-bye. *(Hangs up cell phone.)*

(ANGEL enters.)

ANGEL: Angel of Death?

DEATH: That was fast.

ANGEL: We have no time to waste. *(Looks around to see if anyone is watching or listening to them. Refers to EVERYONE.)* Can he hear us?

DEATH: *(Waves hand in front of EVERYONE'S face.)* No. He can't hear or see us right now.

ANGEL: Good. Okay, this message comes straight from the top.

DEATH: Okay.

ANGEL: You are to go to Everyone and tell him he has one hour before his journey to the land of Eternity begins.

DEATH: Give him a warning?

ANGEL: Yes. A one-hour warning. During this hour he is to go and find the One Person who can lead him to the town of Paradise so he can avoid the town of Hell. Now, you cannot help him.

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ANGEL: *(Continued.)* He has been told who the One Person is, but he's chosen to do nothing with that information. Do you understand everything?

DEATH: Yes. This gives Everyone some hope, doesn't it?

ANGEL: Yes, it does. *(Looking at wristwatch.)* You'd better get going.

DEATH: *(Shakes hands with ANGEL.)* Thank you. It's good meeting you.

ANGEL: I'm sure we'll be working together more in the future. Good-bye. *(ANGEL exits.)*

DEATH: *(To EVERYONE, although he is still unaware of DEATH'S presence.)* So, you get a one-hour notice. I hope you realize the gift you are about to get. *(To HIMSELF.)* Okay, I have to make myself visible. It's been a while. *(Does a complete 360-degree turn, making his cape come off. This indicates that DEATH has become visible to the mortal world. Proud.)* Well, what do ya say. I still got it. *(After DEATH has become visible, he straightens his clothes, fixes his hair, and wipes the "dust" off his hands. Death takes a seat on the park bench next to EVERYONE. To Everyone.)* Hello.

EVERYONE: *(Looks away from the book. Politely.)* Hello. *(Quickly returns to reading.)*

DEATH: *(Pause.)* Nice day, isn't it?

EVERYONE: *(Not looking away from the book.)* Yes.

DEATH: *(Pause.)* What did you have for lunch?

EVERYONE: *(Confused.)* Excuse me?

DEATH: *(Speaking louder, almost a yell.)* I said what did you have for lunch?

EVERYONE: *(Looking around, embarrassed.)* I'm not deaf.

DEATH: I'm sorry. I thought you couldn't hear me. *(EVERYONE goes back to reading.)* Well?

EVERYONE: *(Still reading.)* Well ... what?

DEATH: What did you have for lunch?

EVERYONE: *(Suspicious.)* I had the normal brown bag lunch stuff.

DEATH: Oh, okay. *(Long pause and then leans towards EVERYONE.)* How are you doing?

End of Freeview

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