

ROLES FOR THE PROLOGUE

AGNETE'S FEAR

You can't sleep. It's so dark.

Something is waiting outside the window, you're sure - outside the big window, the way too big windows, without curtains. Outside the window that seems like a huge, dark frame.

It's also chilly here, as it always is.

Besides the sounds that are always here, the house seems so silent. The sounds of the house itself, the sounds of the wind and the forest. Sometimes it seems like all the sounds are coming from the forest - even the sounds inside the house. They all come from the forest. Or maybe it is where the sounds are heading.

You are Agnete. You must focus on her anxiety and fear. You are a seven-year-old girl, lying in her room. You are a seven-year-old girl who doesn't feel safe.

Little Brother, coughing

Besides playing Agnete you also play Little Brother. He is asleep, but soon he will wake up. You are four years old and cough way too much all the time. Your chest hurts. You are upset. You want Agnete to comfort you. You want Mum or Dad.

AGNETE'S LONELINESS

You can't sleep. It's too dark. Everything seems too quiet.

Lying here in the dark, you feel so alone. Mum and Dad are far away. Are they upstairs somewhere? Little Brother is quiet too. I wonder if he is in his bed?

If only someone were here with you. If only someone sat in the chair, watching over you. If only someone sang you a little song. Or told a story. Or if only you could hear the sound of someone breathing.

But that is not how it is out here in the new house in your new surroundings.

Out here everything is so different from how it was back in the city.

You are Agnete. You must focus on her loneliness. You are a seven-year-old girl who is alone in her room. You are a girl who is about to be left alone, soon to feel abandoned.

Whatever is outside the window

You'll also be playing what is outside the window. You are the wind in the treetops. You are the branches catching the window. You are strange sounds, whispering to get Agnete's attention. You are whatever is out there. You want to get in.

AGNETE'S MEMORIES

You can't sleep. It is so dark. It is so quiet - and still you hear too many strange sounds.

It wasn't like this in the big city. Back there it was never completely dark. Back then a hint of light from the street outside was always shining through the window. Back then, lights and cars and people were always there - always sounds to hear.

Now you lie here, so far from all that used to be your life. Now it's all so different. But how it is now, that is your new life - your new life far from everything you know well.

You think a lot about it all - about everything you miss, about everybody you don't see anymore, about everyone who was taken from you. All because you now have to live out here instead.

You are Agnete. You are her memories of how it used to be. You are a seven-year-old girl who is alone in her room, far from all that used to comfort her. You miss it all so much.

Mum and Dad who are not there

You are also playing the concept of Mum and Dad who are not here. They are gone - why they are gone is not clear. You are the indications showing that they were just around - duvets without Mum and Dad in them, coffee cups on the table. You are Mum and Dad, who don't reply when Agnete calls for them. You are Mum and Dad who are somewhere else this night.

AGNETE'S REASON

You can't sleep. It is too dark. Outside the window, it is dark too.

But there isn't anything out there. Of course, you know that. It's just the woods, the wind and the trees playing tricks on you. There is nothing. Not a thing. No Body.

You are a big girl - the big sister in the family, who should know better than to be afraid. You are the big girl who should stay awake to take care of Little Brother. You are the one who is supposed to listen to him sleeping, making sure he is all right - you should notice him coughing. Mum and Dad are too far away in the house to listen to him.

Right now everything is silent - in the other room too.

You are Agnete. You must focus on her reason, the voice of sense clearly speaking out loud that there is nothing to be afraid of. You are a seven-year-old girl who is totally aware of how ridiculous it is to lie here listening to all the sounds coming from the house and the forest.

The house that is new - and still so very old

You are also playing the house Agnete just recently moved into. You are the walls, the windows, the sounds. You are everything that is not outside. You are the house which is new to Agnete but also an old house. The house can scare Agnete even more ... or it might actually somehow protect her.

ROLES FOR THE
REST OF THE GAME



AGNETE'S FEAR

The forest is hard to get your head around ... and compelling

Supporting character: Thorvald

In this game, you'll play several roles, switching between them. First of all, your task is to focus on Agnete's inexplicable fear. At the same time, you are responsible for describing the forest as both an incomprehensible and compelling place.

You will also be playing Thorvald, the neighbour. He is a mysterious man missing his legs who can tell stories of The Charcoal Devil.

When playing Thorvald, it is very important that you introduce Agnete to the stories of The Charcoal Devil.

KEYWORDS

Agnete

Afraid of all the new things in her life. Can't explain why. Something is out there. It's almost like it talks to her.

The forest is alien and scary - but also, despite its dangers, somehow compelling.

Keep her out of the forest, but you might also try to drag her in by its temptations.

Thorvald

A mysterious man without legs.

Tells stories about The Charcoal Devil.

Keeps The Charcoal Devil's heart in his wood stove. Thorvald is afraid of HIM, but doesn't want to lose HIM either.

AGNETE

The inexplicable fear

Everything is so very new and unfamiliar. In this new life, there is so much you don't understand. The forest is dark, the windows in the house are almost black. You shouldn't be afraid - you know that - but still you are. When asked why you cannot answer.

Something is hiding out there for sure. It speaks to you. It whispers, and sometimes it almost seems like something is crying out for you.

You really don't like it here - neither in the house nor in the forest. When you are inside the house, you want to get out - go somewhere else. And when you are outside, you want to get in - into the house, back to what seems familiar and yet totally alien.

Most of all, you want to go home. Get away from here. Go back to the big city, back to everybody you know and miss so much.

The forest is hard to get your head around ... and compelling

The forest is a dangerous place. It's so dark, so impenetrable. You can't see what's in there - neither can you get your head around what hides in there. This is what makes the forest so disturbing to you - that's what scares you and makes you sweat with fear.

This is also what makes you hesitant and afraid - even while you're playing and supposed to have fun. But it is also what compels you.

The forest is unknown, new territory. It's horror and the danger waiting behind every tree, around every corner. It's the same with the new house - it might be scary too. It's a new house that is actually very old.

Hints for the player

In this game, you represent the forest as unknowable. You should tell about what's dark, scary and unknown.

While playing Agnete you should focus on her inexplicable fear of the unknown. You might also describe the forest as she sees it from your perspective: what's the forest like? What does she see in there?

You might paint the forest as played in a minor key; as a dark place, full of shadows. Try to keep Agnete out of the forest. But you should also try to drag her in there, making the darkness surround her while a feeling of horror threatens to take over. At the same time, you might poke her curiosity making the phantoms become alive in her imagination.

THORVALD

From a distance you watch them arrive on the first day, moving into the house. You watch them from your small ramshackle house a few hundred yards up the road. From your life without legs. From your life full of stories, anecdotes and crazy lies. From your life with HIM, with The Charcoal Devil. With HIM who build their house and lived in it back then, long ago. With HIM, the heartless one, who now lives in the forest, so very, very cold.

With HIM, whose heart you took and keep trapped in your wood stove.

HE takes. That is what HE does. HE takes everything from people who are afraid of him. Like HE took everything from you. Like you were afraid of HIM. That is why you had to take HIS dark heart, to keep it in your wood stove forcing you to maintain the fire - that is what keeps the heart from getting out, keeping HIM from devouring and taking everything.

In there it must not die out - then you have nothing.

You are Thorvald, the mysterious neighbour, living in a small, ramshackle house. You have no legs and moves around on your three-wheeled electric scooter. You also use crutches and prosthetic legs sometimes. When asked about how you lost your legs, it varies what story you tell. You often tell a crazy one, no one believes in what you say anyway. Only rarely do you tell that you once had a wife and kids who all died an accident. And even more rarely do you tell why neither they nor the accident is mentioned anywhere in official documents.

You are Thorvald and you are lonely, very lonely - like the new girl in The Charcoal Devil's house. You really would like to have a friend. You would love to tell her all the stories - especially those about The Charcoal Devil, HE who has taken everything.

Well, it is HE who took your legs, wasn't it? He, who took THEM from you. And HE who even took what you have never had.

You want to warn her. You don't want her to take HIM away from you and HE should not take more away from you.

Hints for the player

When playing Thorvald you have a very important task. You have to introduce the other players and Agnete to The Charcoal Devil. You have to tell them about his heart, which you say you keep in your wood stove - keeping the fire burning to keep the heart in there. You can't allow the fire to burn out. Every time you leave the house, you are afraid that the fire might burn out.

You might introduce Thorvald as soon as in the first scene of the game. He's watching the new neighbours arriving. Perhaps you'll come by briefly to welcome them - but the first time you'll be introduced to Agnete for real will be in the forest. You have been foraging firewood - perhaps you have even been collecting charcoal from the charcoal stead in the woods, a place where wood is traditionally burned into charcoal. Your electrical scooter is stuck in the mud but you have to go home. You are in a hurry - if you don't go back home in time, the fire will burn out.

As a player, you don't know very much about The Charcoal Devil. Don't worry about that. You just have to use your imagination to add on to what's been introduced in this text. You'll have to improvise, suggest stuff for the other players. Don't tell too much about him. Let Agnete's imagination work. It is a shared task for all of you players to establish the concept of The Charcoal Devil.

You must: Tell Agnete about The Charcoal Devil.



AGNETE'S NEED FOR COMFORT

**The forest is unpredictable
... and compelling and beautiful**
**Supporting characters: Roxie the cat,
Mum and Dad,**

In this game you'll play several roles, switching between them. First of all, you'll play Agnete and her need for comfort. At the same time, you are responsible for describing the forest as both unpredictable and compelling - as a sort of opposition to the conformity Agnete so desperately needs after leaving her before so well-known surroundings.

You'll also be playing Roxie, the family's cat who is his own master and easily disappears in the woods following his instinct and curiosity.

Finally, you'll play both Mum and Dad - the parents who are as parents always are: Unpredictable, parent-like, and whose moods and temper change all the time in unpredictable ways. One moment they encourage adventure and freedom, the next they are way too controlling and overprotective.

KEYWORDS

Agnete

Feels insecure in her new surroundings.

Has a need for comfort and what is well-known - but she also dreams of putting away her fear to feel curious and inquisitive instead.

The forest is an unknown place - insecure - but also beautiful and compelling. The forest pulls her towards it - even though she isn't comfortable with it.

Roxie the cat

His own master. Curious and adventurous. Something calls for him from the dark of the forest.

Mum and Dad

Are ready for adventure, want to show Agnete everything. Are both very enthusiastic and the totally opposite depending on the situation.

Unpredictable and worried. Change in mood and stances all the time.

AGNETE

The need for comfort

Everything is so new to you, and you have no idea about where it's all leading to. What is this new world? What kind of house is it - what kind of forest and people await out here?

You hate all this new stuff - and yet, at least in brief glimpses, it's a bit exciting too. Sometimes, if you really try, you could be able to put away your fear and just head out for an adventure. Or at least, you wish you could. If only you were able to be that kind of girl who is curious, cheeky and outspoken. If only you had the courage to just do stuff without thinking too much about it beforehand.

But you can do it, you know that. You could be able to throw away anxiety, being proactive without being scared. But, on the other hand, it's not as easy as it might sound.

The forest is unpredictable ... and compelling and beautiful

The forest is a beautiful place, an exciting place.

Even though it's hard to see what's in the forest - hard to understand what hides in there - it's also what makes it beautiful. It is the beauty of the unknown and new - the beauty of adventures waiting behind every tree, around every corner. It is the compelling beauty of everything that is not what it seems like at first glimpse - everything that is changing all the time.

To the player

In this game, you represent Agnete when she's anxious and scared of everything new. You are Agnete seeking safety and comfort - and you are Agnete who prefers everything predictable. You want to stay where everything is familiar, near Mum and Dad, near Little Brother.

But at the same time, you are also Agnete who would like it all to be different. You also represent the compelling aspects of Agnete's new surroundings - an almost secret and forbidden world. Tell about beauty and adventure. Paint the forest in beautiful colours, but also in somewhat chaotic and maybe even frightening colours. Push and pull Agnete into the forest. Poke her curiosity, even though she might be scared of following it.

SUPPORTING CHARACTER

ROXIE, THE CAT

You are Roxie, Agnete's cat. Or to be more specific: You are your own master. Nobody is in charge of you. You snuggle close to people and objects, you purr and meow when you need to. Otherwise, you don't care. Most of the time you stray and go on adventures in the woods - you run away whenever you want. You are your own master, a real outdoor forest cat.

You used to be lazy, just lying in the apartment window in the big city all day. But now, you are safe, close to the forest and an endless stream of mice. And close to everything that calls you from inside the darkness of the forest.

To the player

You are the cat who often disappears or are on your way into the forest. When Agnete tries to follow or catch you, you seem determined where you are going. Out here in your new surroundings, you seem unpredictable - one moment you seem curious and cuddly, the next you are about to run away and perhaps even act aggressive and hissy.

While playing Roxie the Cat you have one very important task: You have to aim for the forest, perhaps even try to let Agnete follow you - especially if she is hesitant in exploring her new surroundings.

SUPPORTING CHARACTER

MUM AND DAD

An old house filled with stories and with room for adventure. And filled with risk.

A forest filled with darkness, light and even more adventure. A compelling tale of something that once was out here - about The Charcoal Devil who built the house. You love stories - and you always have. Mostly because stories are just stories.

First of all, it was time for a change. Time for air, light and a forest nearby. It would be good for you - especially for Little Brother who really needs fresh air. Good for his coughing.

And at the moment, everything is about Little Brother. That's how it is - at least when it's not all about you.

You are anxious, worried, encouraging, annoying, supercilious, absent, grumpy, nice, angry, and often way too quiet. You are all that at the same time. That's how it is with parents.

You are ready to explore, to examine everything exciting and new. When you are like that there is absolutely no voice of reason from you. You just want Agnete to settle in, to discover it all. At least when you are not acting the total opposite way around.

To the player

In this game, at one moment Mum and Dad are up for adventure, the next they are too clingy and worried. Like all grownups, they are totally unpredictable and make no sense at all.

Perhaps they are way too much? Maybe they pick and fuss too much? Perhaps they are way too pushy when it comes to encouraging Agnete to take these new, alien surroundings in possession - and also way too clingy and worried for Agnete not to get injured or dirty. They might also seem very worried about Agnete being able to take care of herself and Little Brother.

When playing Mum and Dad you are supposed to be way over the top - please be too enthusiastic about the new place to live. You act like parents do as seen from a child's point of view: Completely unpredictable and not to be trusted at all. You are unconcerned and want Agnete to embrace the adventure of living next to the woods, the trees and all these old stories that wait around here. It seems almost like you are more concerned about fulfilling our own dreams and needs - and not about fulfilling Agnete's.

AGNETE'S LONELINESS

**The forest is a place for loneliness
without expectations**

Supporting character: Luna

In this game you'll be playing several roles, switching between them during play. First of all, you play Agnete and her feelings of loss and loneliness. At the same time, you are responsible for describing the forest as a lonely place - but also as a place to be alone, without expectations. In that way, you'll play both sides of loneliness, as both a positive and a negative thing.

You'll be playing Luna too, a girl at the same age as Agnete, who is hanging out in the woods and who might be Agnete's new best friend. She is some sort of the antithesis of loneliness - she is someone who can show Agnete her new world. But further on in the game, she can cause loneliness too if Agnete loses her again.

KEYWORDS

Agnete

Misses her old life.

She doesn't want to cry - not at all.

Wishes that it all could change to the better.

In the forest, one can get lost, be forgotten, become even more lonely.

In the forest, one can be alone without expectations.

Luna

A girl in the woods - knows it as her own backyard.

Isn't scared of anything - at least hardly anything.

Can show Agnete the woods.

AGNETE

The loss of what once was there

You miss it all, all that you once had - what you now have left behind. Now, you are alone. You have been pulled away from all your bonds. Now, you are just Agnete, a lonesome seven-year-old girl - a girl at her most lonely age.

You really don't want to cry over it. You really, really will not. When you are seven years old, you don't cry. At least not when anyone is watching.

But at night in your new house and in the forest it might be another thing.

You really wish it all could change - that you could be happy once again. Happy as you once were, sometime long ago - before your life was taken from you. Unfortunately, you just don't know how it could all be different. Somebody has to help you.

The forest is a place for loneliness without expectations

In the forest, you can be alone, away from everything you already know. Out there you can disappear, and nobody can find you. It is silent. Your cries drown in the forest. Your duties disappear too. Out here, you find no expectations, nobody who needs anything from you.

Walking in the woods is like leaving everybody you know behind - everybody you love. But when you are alone, it doesn't seem to matter. Then you can just let yourself sink down into the forest floor. Then you can be totally free.

To the player

In this game, you represent the past and Agnete's loss. You are her loneliness, her fear of being abandoned and forgotten. You are afraid of the forest, of getting lost, not being seen again if you go too far away. But you play also her urge to disappear into everything that is new, never looking back.

You might paint the forest in shades of grey and loneliness - but also in a few colours of hope for everything to change. Perhaps the forest is both oblivion and the entry to a new life.

You might focus on Agnete's fear of abandonment and at the same time on her urge to get away.

SUPPORTING CHARACTER

LUNA

You are Luna, a girl who could be Agnete's new best friend - and perhaps her only friend. At least for a short while.

Of course, you don't know that when a new girl one day shows up to live in Charcoal Devil's house. Because nobody lived there, that is the house where you used to build hideouts and shelters.

Maybe you live on the other side of the forest, past the bogs. Where it is exactly is not important. Wherever your home is, you aren't happy about anyone visiting you - if you have a home at all. You prefer it in the woods. Or in the house that the new girl has now moved it into. That is where you belong.

You are strangers, but you might be attracted to each other right away. Or maybe you are doubtful, cautious and shy. After all, in the beginning, you don't know that you are determined to become best friends - and neither do you know that soon after, you will have to part again. Maybe you dislike her because she has taken your house - or because she has entered your forest.

You are cheeky, jaunty and answer back. You know your way around the trees and in the clearings. Nobody harms you. After all, you've been living out here near the woods as far as you can remember. You have been building hideouts and been lost many times. You might be able to take care of Agnete. When you are in the woods, you are everything she isn't.

You aren't afraid of anything - not even The Charcoal Devil. At least that is what you always say. But to be honest, you might be scared of one thing, and one thing only. That one thing you don't want to think of - and even less to talk about.

To the player

While playing Luna you have an important task: You have to reach out for Agnete, give her a glimpse of hope in all her loneliness. You could very well fully embrace her, drag her into that kind of stormy friendship only seven-year-old girls have.

Shed more and more light into Agnetes life, making everything brighter. The more intense the friendship becomes, the worse it can go later on.

AGNETE'S RESPONSIBILITY

The forest is free from expectations

Supporting character: Little Brother

In this game you'll be playing several roles, switching between them during play. First of all, your task is to play out Agnete's responsibility, her urge to make Mum, Dad, and Little Brother happy and safe. But you'll also be focusing on her frustration about not knowing what her responsibility actually is anymore. What is her role, now she has moved into the new house? What is her responsibility for Little Brother?

You also have an important task in describing the forest as unfamiliar, yet as a place away from responsibility and worries too. It might be a place of freedom.

You'll be playing Little Brother too - a little four-year-old boy who is sick and coughs too much, getting worse and worse. You might focus on his need for comfort and care and his urge to hear about Agnete's experiences in the forest. Getting him and Agnete to bond tightly is an important task of you

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Agnete

What actually is your responsibility?

What is expected of you?

The forest is alien and scary - but also a sanctuary from all expectations.

Little Brother

4 years old, sick

Want Agnete's comfort and care - wants to hear about her adventures.

Make sure that Agnete has a close bond with him.

AGNETE

Responsibility is hard

It all used to be so simple, so close-knit and predictable. So it was back in the city, but now it isn't like that anymore. Now, it is all new and changed. And what does that mean to you? To who you are? To what you are supposed to do?

How does it all work out, out here? Are you a big girl now? And how does one behave like a big girl when everything around you has totally changed, all of a sudden? What are you supposed to do? What are you supposed to say? What do Mum and Dad expect you to do? What is the best way to take care of them? And of Little Brother? There is so much you want to do - so much you are expected to understand.

But now, all of a sudden, it's your own task to figure it all out? Once it was easy to figure it all out - but not anymore. Finding your role and your place is suddenly your own responsibility.

The forest is free from expectations

The forest is such an alien place. Like the house is too. Like your new life is out here at Tinghuse Road.

You hate everything new and strange. What is alien is what you don't understand. As the expectations and demands, you don't know how to handle, and no one has told you about.

But the forest might also be a place to do whatever you want. Where nothing is expected of you. Where you can be Agnete, just the way you want to - where it's not all about Mum and Dad and Little Brother and all their expectations on how Agnete is supposed to be. Where they don't tell her what to play, how to behave, and how to go on adventures.

To the player

While playing Agnete you represent her responsibility - and the heavy weight of it. The burden of not knowing what your responsibility really is. What role are you supposed to play out here in your new surroundings?

You also play the forest: The forest as a place where everything is new and without expectations. As a place, you alone are to define. The forest is dark, alien, and thick - and like an empty canvas, not yet painted on. But it's also a place of neglect - by going there you'll neglect your responsibilities. It's a place to seek out when you don't care about other people.

SUPPORTING CHARACTER

LITTLE BROTHER

You come outside so rarely. You can't stand it, you cough too much. Sometimes you cough up some black stuff. You especially do so after moving into the new house.

You stick mainly to the house. It feels almost like something's keeping you there by force. You just want Agnete to be near you. She has to take care of you, not go playing in the woods.

But you also want to listen to her stories. Hear about her playing. Hear about all the things you are not able to do. Hear about the forest and everything new out there - even though she, by experiencing it all, will be away from you. And that makes you sad and even more scared.

You are four years old, dreaming of Adventures. You are like Rusky, dreaming of his Jonathan. You can't do much. You are weak and sick and trapped in the house.

To the player

While playing Little Brother, you have a very important task: You have to establish Agnete's relationship with him - make sure he gets a role to play and some space. You have to make her worry and care about him, to feel responsibility which she has such a hard time figuring out how to handle.

You might play him as a little boy who at one side is fascinated by all what he can't experience by himself. And on the other side as a boy totally afraid of it. You might push Agnete on adventures and at the same time try to drag her home to take care of you instead. You might try to make her feel guilty over abandoning you - and try to make her stay at home to take care of you and protect you from whatever is out there.

INSTRUCTIONS FOR MINOR CHARACTERS

INSTRUCTIONS FOR MINOR CHARACTERS - THE FIRST ACT

Cut out

1 The doctor comes by

You are the doctor, serious and cold. You have to take a look at Little Brother, listen to him coughing. You are not a man full of games, not playful at all. You are not funny, and there is no room for fun and games - especially not when you find charcoal dust in the boy's lungs.

INSTRUCTIONS FOR MINOR CHARACTERS - THE SECOND ACT

2 Roxie, the cat - who is not there

You are Roxie, the cat, who hasn't returned home. Nobody knows where you are. You'll play the signs of the cat who is not there. In the house, what signs remind the family of him? How is it normally when he is around?

Thorvald

4 - The fire is about to die

The fire is about to die out. The firewood is gone, burned to ashes in the wood stove, and the basket is empty. No more charcoal, no more wood. You are in a hurry. Maybe she can help you.

6 Luna - Has to move away

It's over. Unfortunately. You can't be Agnete's friend anymore. You have to move far away, abandoning the forest and Agnete. You have to tell her. But are you sad about it? Or are you looking forward to new experiences and a change of scenery? It is hard to tell her, no matter what.

8 Roxie, the cat - is dead

You are Roxie, the cat. You are dead, lying close to Thorvald's house. But where exactly are you? How do you look? Please, suggest where you are, more than telling it directly. You are, after all, dead and therefore quite passive - and the dead can't speak up directly.

10 The doctor - Wants to hospitalize Little Brother

You are the doctor who listens to the black, dirty lungs. You have to measure the dust, the charcoal dust. The dust that blackens his coughing. Wait a minute, doesn't it seem like some of the dust is also scattered from you? Could it be you who brings the dust into the house?

3 Mum and Dad - a busy morning

"Come on Agnete, get out of bed now! We're saying it for the third time. NOW! You'll be late for school!"

You are everything but an adventurous version of Mum and Dad. No room for fun and games. No time for adventure. You are an efficient version of Mum and Dad.

"Come on, let's go! NOOOOW!"

5 Thorvald - The fire is dead

The fire is dead, now it's so cold. Maybe the heart will escape. That is so terrible. She has to help you.

7 Thorvald - The cat is dead

You have to show Agnete something. Just outside her house, there is something you, unfortunately, have to show her. It's her cat, it's dead. What has happened to it? It HIS fault, you're certain - HE, who takes everything. It all got worse because the fire died and the heart escaped, back to HIM in the woods.

9 Little Brother - Wants Agnete

Your condition is getting worse. You are scared and sick and weak. You want Agnete, not Mum and Dad - not this time. You want her with you, to listen to her stories. You want her to tell you that everything will be alright. What is going to happen? You want her to tell you. She has to promise to take care of you, protect you. Forever?

INSTRUCTIONS FOR THE CHARCOAL DEVIL

Cut out - hand out when necessary from the second act - most in the third act.

11 The Charcoal Devil- haunting Agnete's imagination

You are The Charcoal Devil, he who haunts Agnete's imagination. How does he show up? What does she imagine?

13 The Charcoal Devil - his whispers

You are The Charcoal Devil, a quiet voice in the wind. You whisper in tones of smoke and dust - but just a bit, only a hint for Agnete to almost hear - like she's not hearing it when she tries to listen closely.

15 The Charcoal Devil - omens in charcoal and smoke

You are The Charcoal Devil, he who has a heart of the blackest charcoal. You are the omens, the indication of him, drawn by charcoal, fire and smoke.

17 The Charcoal Devil - He who is out there

You are The Charcoal Devil, who is in the woods. Who is in the bogs, in the trees, in the ground. He who is out there somewhere, if only you search long enough.

19 The Charcoal Devil - is manifesting

You are The Charcoal Devil, he who stands before you. He who is a figure. But how does he look? What is he able to do?

12 The Charcoal Devil - Some subtle hints

You are The Charcoal Devil, he who is out there somewhere. You are just very subtle suggestions. Some rattle in the wind or a hint of smoke in the air.

14 The Charcoal Devil - he who takes

You are The Charcoal Devil, he who takes and takes. But what is he taking? And what did he already take? Was it he who, by calling, took you away from the big city?

16 The Charcoal Devil - He who is on his way

You are The Charcoal Devil, he who is coming. He who creaks in the woods, who thunders and rumbles. He who tears down everything.

18 The Charcoal Devil - wants his house

You are The Charcoal Devil - he who wants to get in. He who shakes, tears, and yells and screams. He, who pounds and rips.

20 The Charcoal Devil - wants his heart

You are The Charcoal Devil, he who wants his heart back. You are the one without a heart, the heartless.