



Darkness Visible

The life of John Milton
and his epic poem, *Paradise Lost*

Intercon P February 2016
blackgreengames.com

Mix'd with obdurate pride and steadfast hate

At once, as far as angels' ken, he views
The dismal situation waste and wild:
A dungeon horrible, on all sides round,
As one great furnace, flam'd: yet from those flames
No light, but rather darkness visible...

— *from Paradise Lost, Book I*

For the Facilitators or Game Masters (GMs)

You'll find notes and tips on how to run the game in this column throughout the rules.

Style of Play:

Scenes have set events, and are governed by active direction.

Content Warnings:

Contains poetry.
Intended for players 18+.
Christian legends & theology.
Discussion of rape, warfare.

Darkness Visible
Freeform larp version
February 2016

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Overview of *Darkness Visible*

Welcome to the game facilitator instructions for the Freeform larp ***Darkness Visible*** - *Paradise Lost* and the Life of John Milton. Prepared for Intercon P, 2016.

A game for 7 players and one or more facilitators or Game Masters (GMs). To be run in 4 hours, with minimal set and props required.

No prior knowledge of John Milton required, though a list of resources and summaries is included for players and GMs who want to learn more. There is no secret information or spoilers in these rules.

About the World:

England, 17th century. Civil war rages. Plague, fire and heresy ravage the land. The European Enlightenment movement beckons, fed by study and scholarship hailing back to the ancient Greeks preserved and built upon by Muslim scholars, and forever changing the course of knowledge and politics in western Europe and other lands influenced by her.

In 1608, John Milton is born. Poet, theologian, political and social theorist and radical. From an idealist scholar to a disillusioned blind and ailing master poet. His works influenced centuries of English speaking poets and writers, undergirded the forthcoming French and American revolutions, and foreshadowed critiques of society (perhaps despite himself).

Poetry, religion, politics—play out the life of John Milton intertwined with his epic poem, Paradise Lost.

In *Paradise Lost*, Milton's great epic poem, Satan raises a host of heaven against God. Milton's anti-hero has perilous parallels with the author and his chosen partisans, who rise up against Charles the First and eventually take the head of this controversial King of England.

Explore *Paradise Lost* from the inside. And examine the many sides of Milton.

Time to Play

The game takes 4 hours.

Set aside 1 hour at the start of play for workshops and warmups.

Run the scenes with two breaks in 2 1/2 hours.

Leave 1/2 hour for debrief and discussion at the end.

What's What:

Darkness Visible is a freeform larp, in the American Freeform tradition by Emily Care Boss.

(leavingmundania.com/2013/11/18/introducing-american-freeform/)

Genre: History, biography, poetry.

Play Style: Improvisation upon set events. With two parallel tracks: life events of John Milton (1608-1674) and mythological events from *Paradise Lost*. Reading short poetry excerpts will be used to begin or end scenes.

Length of play: 4 hours

Number of players: Seven Roles required. Three of the player roles include directorial duties (Milton, Director 1, Director 2).

Number of Facilitators/Game Masters:
One or more.

Amount of Prep: moderate to hefty

Space requirements: A medium sized room with an open area for play. Chairs enough for each participant plus 3-4 for use in play. A small table or two that can easily be moved.

Costume: No special clothing required. Thematic props or simple clothing elements may be incorporated (for example, wings for angel), but roles will be changed frequently throughout play, so anything used must be easily put on and removed.

Props: Scarf. Use to show when Milton is blind (see page 7), some apples.

Larp Roots: Run in the Nordic freeform or scenario style with discrete sequential scenes. One or more directors ask for insight into characters or frame to brief flash-backs, etc. using Meta-technique rules (see page 7) as in Jeepform (jeepen.org) and other Nordic freeform. Most players take multiple roles, and are given descriptions and direction numbered for their Role (as in Tale-telling larps such as *Across the Sea of Stars* or *The Last Seder* <http://blog.aegames.org/2015/03/styles-of-larp.html>).

Preparing to Play

The Space

Workshop space. Start the session at a table and chairs sufficient to seat all participants. *Life and Times of Milton* workshop card game will be run here. Chairs may be moved after this is done. Use this table for Packets.

Create the set. Clear about half the space to create an area for play called the “set”. Place in or near this area three to four easily moveable chairs, a small table or two.

A place to watch. Place 7 to 10 chairs nearby to and facing the set. Players can put their character sheets here during play, or observe if they are not in the scene.

The Roles

Each player has a role numbered 1 through 7. Each role is a set of different characters to play in the parallel settings. Create a packet for each player to give them at the start of play. Share it with them prior to the game if possible. See page 4 for a list of Role Packet contents.

Each role has a primary character (Milton, Satan, Eve, etc.) which that player will portray whenever the character is in a scene. The Milton role has just one character throughout, all the rest have multiple characters to play.

Each of these (aside from Milton) has a **Hallmark**. The Hallmark (e.g. Curiosity for Eve, Obedience for Adam) is an approach the character takes to the world and a motif for all other characters in that role set.

For example, the player of Eve (Role 3) portrays characters that inquire in the world outside of what is commonly believed or accepted. If the scene with Galileo is used in the game, the player of Role 3 will play this visionary scientist who reported that the Sun was at the center of the solar system, rather than Earth. Galileo questioned Church beliefs and was punished for it.

For the two Director roles, their player chooses one of two Hallmarks that reflects a facet of Milton’s work and impact. Each Hallmark has a different set of scenes associated with it.

The Scenes

Play scenes as shown in the Outline of Play on page 4. One track depicts John Milton’s life and times, the other charts the events of the poem *Paradise Lost*.

Three of the Scenes are Core scenes. These are always the same in every game. Four scenes are chosen by Director 1 and Director 2. Each Director has a set of scenes that relate to the Hallmark of Milton they choose to explore: as Poet or as Theologian; as Political Theorist or as Social Critic.

Roles & Hallmarks

1 Milton

2 Satan, Catalyst

3 Eve, Curiosity

4 Adam, Obedience

5 Archangel Raphael, Reflection

6 Director 1:
Milton as POET or THEOLOGIAN

7 Director 2:
Milton as POLITICAL THEORIST
or SOCIAL CRITIC

Role Packet Contents:

For each Role (1-7):

- Role Sheet (with description of character and rules hints)
- Name Tag (with Role Number, Name and player's real name) and tag holder if needed.
- Player Rules Summary (with list of meta-techniques and bio of Milton)
- Scene List
- For Directors and Milton: About Directing Sheet
- For GMs: Rules (this document)

Scene Packet Contents:

Game Documents

- *Darkness Visible* Rules (this document)
- Roles 1 - 7 (Milton, Satan, Eve, Adam, Raphael, Director 1, Director 2)
- Scene List and

Boxing Role and Scenes Packets

Make Role and scene packets prior to play. Prepare packets as listed in sidebar and place each set in large envelope (9" x 12"). Label each envelope, store in sets and then distribute as listed in Outline of Play.

Outline of Play

Hand out Role packets prior to play (send by email if possible)

Brief about roles: share characters, discuss directing, describe Meta-techniques, make second name tag with your real names and role.

Warmups:

Life and Times of Milton card game

Create Timeline of Scenes - choose Scene Packets for use

Physical warmups – breathing and centering, mirror emotions

Garden of Eden – silent scenes, practice directing

[Break]

Scenes:

Milton's life (Core scene 1 - Milton's home 1666)

Paradise Lost – Satan in Hell

Milton's Life (Director 1 scene)

Paradise Lost – Gate of Hell with Sin and Death (omit if running late)

[Optional Break]

Milton's Life (Director 2 scene)

Paradise Lost – Satan's Flight to Garden of Eden

Milton's Life (Core scene 2 - European Tour 1638-1639)

Paradise Lost – Satan disturbs Adam and Eve (Eve's Dream)

Milton's Life (Director 1 scene)

Paradise Lost – Eve and Adam talk with Raphael

[Break]

Milton's Life (Director 2 scene)

Paradise Lost – Temptation and Fall

Milton's Life (Core scene 3 - Release from Arrest 1660)

Paradise Lost – Expulsion from Paradise

Wrap-up and Debrief

Workshop exercises at the start of play provide information about the period, loosen up players for acting out the scenes and introduce some Meta-techniques used in the game.

Optional Intro

Goal: to break the ice.

If you have more than four hours to play, start by going around and have everyone say their name and say a little bit about how poetry may or may not have featured in their life.

Life and Times of Milton Workshop Card Game:

- Four timeline sheets
- Eight double-sided Aspects of Milton cards
- Ten additional single-sided cards

Life and Times of Milton

This card game was inspired by the game *Timeline* by Asmodee. No background in Milton's period is needed to play.

Encourage players to collaborate, but let each person make a guess before others give input.

Scene Timeline

Once the players have some exposure to Milton's life, the scenes chosen will have context. Choose them now while it is fresh in their memory.

Physical Warmup:

Use some or all of the suggestions listed in Workshop III, or others of your own devising. May be abbreviated.

Workshop I

Life and Times of Milton.

Goal: to learn about Milton together.

Setup. Place the four timeline sheets in order on the table. Everyone sits at the table. Place cards with Aspects of Milton (Sex Positive, Husband, etc.) on the table, date side down. Players each take one and keep it on table with date down. One GM takes the remaining card. Place all the rest of the single-sided cards in a stack, cards face down.

Play. The GM with the Aspect card begins play. Draw a card from the stack, read it out loud and place it in the timeline. Then read the Aspect card out loud and try to place it chronologically on the timeline. Other players can help. Reveal date after placed. Move if in wrong spot.

Have the player to the left of the GM draw a card from the stack, read and place it. Have the player to the right of the GM read their Aspect card, and guess where it should be placed, as in GM's turn. Go back to next person to left of GM with card from stack, then to next person to right of GM with Aspect card, and so on. Eventually the two turns will cross and another player will do both moves in the same turn.

Go around this way until all have had done both. If there are extra cards in stack, reveal them all and place them.

Workshop II

Timeline of Scenes

Goal: to choose scenes for the game and preview *Paradise Lost*.

After finishing with the cards, create the Timeline of Scenes for the game.

On the table or taped to the wall (use blue painter's tape), GMs read out and place the Core scenes and then the *Paradise Lost* scenes. Place them in order as listed in the Outline of Play, with empty spaces for the four Directors Scenes.

Directors 1 and 2 review the description of their Hallmark scene choices and consult with one another. Pick one from each pair and place in the Timeline.

Choosing Directors' Scenes:

- Choose ones that interest you
- Pick ones that fit well with the other Director's scenes
- Pick ones that have characters in them you want to see played

Workshop III

Physical Warmups

Goal: to get physically ready and to set a tone.

Have players stand in a circle.

For Pick-up Games:

The Garden of Eden scenes may be used as a casting exercise as well.

To do so, have each player direct one. Choose players who are confident and comfortable running scenes to take the two Director Roles.

Garden of Eden Scenes:

- God and his Son create the Waters, Sun, Moon and Earth; the angelic host gives glory to the Lord (play the env.)
- The Garden of Eden before Eve and Adam (montage)
- God breathes life into Adam (bird-in-ear)
- Adam asks God for a companion, and God takes a rib from him to create Eve
- Eve awakes alone, sees her reflection in a pool and is mesmerized. Adam finds her and draws her away.
- Adam and Eve tend the Garden of Eden, all beings are at peace together
- Eve and Adam wake together after sharing their first night of connubial bliss, birds sing, Raphael and other Angels walk in the Garden
- God shows Adam and Eve the Tree of Knowledge of Good and Evil, and he forbids them from eating its fruit
- Adam and Eve worship God together

Loosen up. Have players stand up, and briefly shake their hands and legs, jump up and down.

Shake hands. Have everyone mill about and shake hands with everyone else. Say your name while shaking: "Hi, I'm Fred!" If you want to wake everyone one, have them do it three times, each time more quickly.

Relax. Come back to a circle. Lean down from the waist, let hands hang for a moment. Straighten up slowly. Square your feet with your shoulders and come to your full height. Breathe for a moment.

Center. Rock back and forth on your feet--from heels to balls of foot. Make motion smaller and smaller until you are just shifting your weight. Find a comfortable balancing point. Breathe for a moment.

Warm up. Pat your own arms and legs. Rub your neck. Rub down arms and legs. Shrug and rotate your shoulders.

Emotions. Wiggle your jaws and loosen up your faces. GMs call out an emotion and everyone makes that face. For example, "sadness," "happiness" "anger." Do four or five. End with "inspiration" or awe."

Workshop IV

Garden of Eden

Goal: to demonstrate directing and some meta-techniques.

Moments from the creation as described in Paradise Lost. Players act out the events silently. (Animal sounds may be allowed.)

Each scene is brief, maybe thirty seconds to a minute long.

The person who reads the scene Directs it. They:

- Choose players to represent parts of the world
- Tell those players where to stand at the start of the scene, perhaps give them a gesture or pose to begin with.
- Use some Meta-techniques, GMs demonstrate

Use three Meta-techniques here: Silent Play, Play the Environment, Bird-in-ear, and Montage. May use Flashback or Flash-forward.

GMs, Directors and Milton direct scenes. GMs run first 3, then the others direct the rest.

Breaks

After the Garden of Eden is done, take a five minute break. Keep the first section to one hour, no more. If it's done sooner, you're golden.

While the players are taking a break, lay out the first set of Roles and Scene Descriptions.

Special Prop:

Milton is blind in the first and last Core scene, and may be in others. Indicate this by having them drape a scarf around their neck, with ends hanging down.

Playing blind Milton is not comedic, and does not need to be overplayed. Simply look down when talking, rather than meeting other players' eyes.

Milton likely did not require a guide to find his way about in his own home, but it may be appropriate for the feel of a scene to have Milton take another character's arm if he moves about.

Special Scenes:

Certain scenes in the outline use Meta-Techniques in a central way.

- The Garden of Eden scenes all use silent play
- Satan's Flight to Eden illustrates the journey by having others play the environment in a montage
- Raphael's story of the war in Heaven is acted out with silent play

Playing the Game

1) Lay out the Roles. For each scene, take the Scene Packet. Lay out the Role sheets on a table with their number facing up. With Roles 6 and 7 (the Directors), add the appropriate Scene Sheet. GMs look over their Scene Sheets.

2) Set. Create the set as described using the chairs and tables available.

3) Play the Scene. GM or a Director reads a brief description of the scene. GMs read Core scenes, Directors read their own scenes. Work with other players to place them in the scene.

Directors 1 and 2 look for ways to highlight their Hallmark of Milton.

4) Use Meta-techniques. To help create interest or tension, to focus the events on a Director's Hallmark of Milton, or to deepen the experience, invoke Meta-techniques during a scene.

Meta-Techniques

What is a Meta-technique?

Rules of play invoked by GMs at any time, Directors 1 and 2 during Milton's Life scenes, and Milton during Paradise Lost scenes. Introduced at the start of a scene, or during play by raising a hand, or calling for a momentary pause after which the direction for play is introduced.

Bird-in-ear

Speak instructions - actions to perform, memories, emotions. Say it to one player, but loud enough for all to hear.

Internal monologue

The characters can't hear what the others are thinking—but the players can. Call for a pause and ask player to briefly speak their character's thoughts out loud.

Montage

Sequence of brief thematically related actions. Quick succession of brief, preparatory or development scenes.

Play the Environment

Players take the role of animals or inanimate objects.

Poetry

Some of Milton's Life scenes begin, and Paradise Lost scenes end, with thematically related poems excerpts.

Silent Play

Find ways to respond without words, or to use body language, movement and action, rather than dialogue, to communicate.

Playing Scenes

Each scene begins by having the players grab their information (marked with their role number) about what's coming up, and their part in it. Those who direct, will get information about the scene, and ways they can steer the players.

Scene Description

A short summary of what the scene is, when and where it happens and the characters involved. There may be an Action your character takes. Do that at some point in play. Feel free to ask for help from those directing if you're not sure how to introduce it.

In Milton's life scenes, Directors choose scenes that spotlight him as a poet, as a religious thinker, as a political theorist and as a critic of society chosen by the Directors.

In *Paradise Lost* scenes, they follow Satan's progress, then Adam and Eve as they face the temptation offered by Satan. Milton's player introduces the scenes (with help from the GMs) and may use Meta-techniques to shape play.

Character Info

Your character's Name, their relationship with Milton (in Milton's Life Scenes) and a summary of the other characters in play.

Meta-techniques

Certain scenes will tell you to use Meta-techniques. For example: Inner-Monologues in first scene, Play the Environment in Satan's Flight.

Directing

- 1) Create the set while players read their information.
- 2) Read the one line introduction to the scene.
- 3) Invite players to move into the set--give suggestions on their initial placement.
- 4) Invoke Meta-techniques throughout the scene to help players, spotlight issues of interest to you (& your role), and to strengthen play as discussed in the Meta-technique section.

Introducing the Rest of the Meta-techniques:

Poetry: Milton reads opening lines from *Paradise Lost* at start of initial scene. Satan, ends first scene with excerpt from *Paradise Lost*.

Inner Monologue: First Milton's life scene, Milton is given information about situation facing him, player is asked to share his thoughts.

Ending Scenes

Once the events described in a scene description have occurred, end the scene. GMs prompt the Directors to end on a strong beat, without letting the scene drag on.

Ending the Game

After the expulsion of Eve and Adam from paradise, thank the players and end the game. You may wish to take a brief break, and then come back together for a wrap up.

Debrief

If you have time after the game, gather the players together and talk about the experience. Share food and drink if you can. Especially apples!

Some directions for conversation:

Have each player say something about their role.

Have each player describe something they enjoyed about another player's role.

Are there questions people have about what happened between the scenes?

Ask players to say one good thing about playing, one challenging thing.

Questions for discussion:

Compare Milton and Satan. What was their relationship in this game?

Which characters that were critical of Milton did you agree with?

What was it like to do play silent scenes?

What do you remember about the poetry?

How does this differ from learning history from a text book?

Thank You and Contact Info:

Thanks to all my collaborators and thank you for your interest in this game. It is part of an ongoing project to create a curriculum-worthy workshop/game set on Milton and his works.

Let me know if you get to run it, or have feedback or questions:

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*Nectens aut Paphia Myrti, aut Parnasside Lauri
Fronde comas, at ego secura pace quiescam.
T.R. sen. f. MILTON's Manus.
From an Excell^t Orig. (Crayons) in his Collection.*

Darkness Visible

CHARACTERS

Of man's first disobedience,

and the fruit

Of that forbidden tree, whose mortal taste

Brought death into the world, and all our woe,

With loss of Eden, till one greater Man

Restore us, and regain the blissful seat,

Sing heavenly Muse;

— *Paradise Lost, Book I*

that on the secret top

Of Oreb, or of Sinai, didst inspire

WHERE MOSES RECEIVED 10 COMMANDMENTS

That shepherd, who first taught the chosen seed,

MOSES

ISRAELITES

In the beginning how the heavens and earth

Rose out of Chaos: Or if Sion hill

Delight thee more, and Siloa's brook that flow'd

WHERE JESUS HEALED A BLIND MAN

Fast by the oracle of God; I thence

Invoke thy aid to my advent'rous song

That with no middle flight intends to soar

Above th'Aonian mount, while it pursues

MT HELICON, HOME OF THE MUSES

Things unattempted yet in prose or rhyme.

Role 1

John Milton

(England, 1608 - 1674)

Born in the shadow of Shakespeare and Queen Elizabeth's England, Milton was a driven scholar of ancient literature intent on creating a Great Work. A passionate supporter of the English Civil War and critic of the church, his works were foundational for political revolution and establishing religious freedom and individual rights. *Paradise Lost*, his epic poem of the Fall of Satan and the expulsion of Adam and Eve from Eden, has seen countless interpretations.

Hail holy Light,

offspring of heaven first born,
Or of th'eternal co-eternal beam....

Thee I visit safe,
And feel thy sovereign vital lamp: but thou
Revist'st not these eyes, that roll in vain
To find thy piercing ray, and find no dawn...

Shine inward, and the mind through all her powers
Irradiate; there plant eyes; all mist from thence
Purge and disperse; that I may see and tell
Of things invisible to mortal sight.

— *from Paradise Lost, Book III*

Who is Milton:

An old man, blind, in the height of his poetic powers, then our story returns to him as...

A young man, inspired by religious fervor and love of learning, seeking his place in history

A partisan, waging a war of words against the state and church and promoting civil freedoms

Esteemed secretary for newly created English republic and its leader Gen Oliver Cromwell, defending their execution of King Charles I to the world

A reviled regicide apologist seeking amnesty after the Restoration of the Crown

Retired, out of favor in court but sought after by peers, and thinking of his legacy.

Scenes and Characters

Life of Milton Scenes:

You'll play out a sequence of scenes showing the life of John Milton, his influences and his works. In these scenes, Directors 1 and 2 will choose scenes and use Meta-Techniques to help highlight different aspects of Milton's character and life: as a Poet, as a Theologian, as a Radical Political Thinker, and as a Social Critic.

Your Role: At the start of each scene, read the description of the scene, where Milton is at this stage of his life, and motivations that you can act upon.

Playing Blind Milton: During some scenes, Milton is blind represented in play by a scarf draped over your neck. We'll work with you to incorporate this aspect of his life in a simple and respectful manner.

Paradise Lost Scenes:

In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. These are set scenes that are provided to you. Reading a brief summary of the poem's plot prior to play may enhance the experience but no prior knowledge is required.

Your Role: As Milton, you take a directorial role in these scenes. As though we re-enact his creation of the poem. GMs assist.

Directing Scenes:

- Read through the scene while everyone else is reading about their character and scene summary.
- Work with the GMs to create the Set (moving chairs or props around).
- Give a brief introduction to the scene.
- As play goes on use Meta-Techniques to direct events and players.

Role 2

Satan

Hail, horrors; hail,

Infernal world; and thou profoundest hell
Receive thy new possessor! One, who brings
A mind not to be chang'd by place or time.
The mind is its own place, and in itself
Can make a heaven of hell, a hell of heaven...

Here at last

We shall be free; the Almighty hath not built
Here for his envy; will not drive us hence:

Here we may reign secure; and in my choice
To reign is worth ambition, though in hell;
Better to reign in hell, than serve in heaven...

— *from Paradise Lost, Book I*

Pivotal figure in John Milton's epic poem *Paradise Lost*. Cast out of heaven by God and His Son after waging war. Recruited 1/3 of the host of heaven as soldiers in his fight. Jealous of God's Son, feels he is the most perfect and powerful of all God's creations. Decried God as a tyrant. Claims hell as his new dominion and maneuvers support of his followers Mammon the greedy, Beelzebub his lieutenant, Belial the cunning, the great general Molloch. Takes flight through the celestial spheres to take vengeance on God by ruining his new creation, humanity, in the persons of Eve and Adam.

Who is Satan:

A fallen angel once brilliant, now scarred from war and soiled with ashes of the infernal
a leader of a mighty but defeated angelic war host turned to demons of hell
a father twice over: birthed daughter Sin, then sired Death itself on his daughter
a powerful being capable of soaring through the planes of Night & Chaos, Sun & Stars
a remorseful lover of beauty, struggling with the crime he seeks to commit
a committed avenger of the wrongs he feels God has done to him
a figure of fun, humiliated by God for his hubris.

Scenes and Characters

Life of Milton Scenes:

Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: At start of each scene read about new character, their relationship with Milton, and motivations. Change your name tag to reflect new part. Directors 1 & 2 use Meta-techniques to show different sides of Milton.

Hallmark: *Catalyst*. Your characters will be ones who move others to action, offer aid, challenge and sometimes adversity to make the new come about. Examples are: **Cyriack Skinner**, devoted friend and colleague of Milton; **Oliver Cromwell**, revolutionary general who became Protector of the Realm; **Katherine Woodcock**, Milton's beloved and short-lived second wife.

Paradise Lost Scenes:

During scenes from Milton's epic poem, you'll take the role of this fallen angel, tempter of the parents of humanity, and cause the fall from paradise.

Your Role: Satan is a (perhaps inadvertent) protagonist in *Paradise Lost*. A leader, lover of beauty and power, remorseful in moments but driven by vengeance and jealousy.

Characters of importance:

Demons: **Moloch**, **Beelzebub**, **Mammon**, **Belial**, **Abdiel** (who turned against you)

Sin, your daughter and **Death** your son by her

Angels of God: **Michael** who fought you in your war on heaven, **Uriel** and **Gabriel** who guard Eden, **Raphael** friend of **Adam** and **Eve**

God whom you raised a host in heaven to overthrow, **His Son (Jesus)** whom you envy

Role 3

Eve

Character in John Milton's epic poem, *Paradise Lost*. Made by God the Creator as a companion from the first human, Adam. Crafted from one of Adam's ribs. Lives in plenty and innocence in the garden of Eden where they enjoy connubial bliss, tend and trim the wild vines, pick the lush flowers, feed, name and play with the wild creatures who all live in peace in Eden together. Their one commandment is to be obedient to the will of God. Eve and Adam live in communion with God and his angels who guard them. Archangel Raphael eats with them and tells them stories of the world's creation and the war in heaven. Eve is curious about why the world is as it is. Satan uses this curiosity as an opening to tempt Eve to wonder why God keeps the Apple of Knowledge from them. She tastes the apple and falls from grace. Adam chooses to join her in exile.

Two of far nobler shape,

erect and tall,
Godlike erect, with native honour clad
In naked majesty seem'd lords of all,
And worthy seem'd; for in their looks divine
The image of their glorious Maker shone...

Simplicity and spotless innocence
So pass'd they naked on, nor shunn'd the sight
Of God or angel, for they thought no ill:
So hand in hand they pass'd, the loveliest pair
That ever since in love's embraces met;
Adam, the goodliest man of men since born
His sons; the fairest of her daughters, Eve,

— *from Paradise Lost, Book III*

Who is Eve:

Mother of humanity

Helpmeet and mate of Adam

Gardener of the world at the dawn of time

Disobeyed God to first taste the knowledge of Good and Evil

Blamed for humanity's hardship and suffering.

Scenes and Characters

Life of Milton Scenes: Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: In these scenes Directors 1 and 2 will choose scenes and use Meta-Techniques to help highlight different aspects of Milton's character and life. At the start of each scene, read the description of the scene, your character and relationship with Milton, and motivations that you can act upon.

Hallmark: *Curiosity.* Your characters will be ones that look outside of the bounds that others submit to. Like Eve they may suffer the consequences. Examples are: **Milton's daughter Mary** rebellious and resentful of burdens and lack of education, **Galileo** visited by Milton during his imprisonment by the Church.

Paradise Lost Scenes: In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. Eve will be the major role you play. These are set scenes that are provided to you.

Your Role: Take direction from Milton and the GMs who describe scene and position players. It is as though we re-enact Milton's creation of the poem.

Playing Scenes:

- Read a summary of your character and the scene.
- Change your name tag to show the character you will be for this scene
- Listen to a brief introduction and be placed in position.
- Respond to Meta-Techniques used by Milton and GMs to show emotions of the characters, to heighten tension or to emphasize a theme such as rebellion, piety, free will or grace.

Role 4

Adam

Character in John Milton's epic poem, *Paradise Lost*. Made by God the Creator after the fall of Satan and his followers from heaven. Alone until God made Eve from one of Adam's ribs. Lives in plenty and innocence in the garden of Eden where they enjoy connubial bliss, tend and trim the wild vines, pick the lush flowers, feed, name and play with the wild creatures who all live in peace in Eden together. Their one commandment is to be obedient to the will of God. Eve and Adam live in communion with God and his angels who guard them. Archangel Raphael eats with them and tells them stories of the world's creation and the war in heaven. Adam is intent on being a good and obedient steward of the world which he wants to learn about. Adam fell deeply in love with Eve on sight and cherishes her companionship and beauty. Feels he must guide her from error at times. When Eve eats the apple, he chooses to eat it as well and join her in exile.

Two of far nobler shape,

erect and tall,
Godlike erect, with native honour clad
In naked majesty seem'd lords of all,
And worthy seem'd; for in their looks divine
The image of their glorious Maker shone...

Simplicity and spotless innocence
So pass'd they naked on, nor shunn'd the sight
Of God or angel, for they thought no ill:
So hand in hand they pass'd, the loveliest pair
That ever since in love's embraces met;
Adam, the goodliest man of men since born
His sons; the fairest of her daughters, Eve,

— *from Paradise Lost, Book III*

Who is Adam:

Father of humanity,

Helpmeet and mate of Eve,

Gardener of the world at the dawn of time,

Disobeyed God to taste the knowledge of Good and Evil,

Sacrificed his place in paradise to join Eve in a life full of hardship and suffering.

Scenes and Characters

Life of Milton Scenes: Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: In these scenes Directors 1 and 2 will choose scenes and use Meta-Techniques to help highlight different aspects of Milton's character and life. At the start of each scene, read the description of the scene, your character and relationship with Milton, and motivations that you can act upon.

Hallmark: *Obedience*. Your characters will be ones that strive to live up to the duties and responsibilities given to them. Examples are: Milton's virtuous **mother Sara Jeffrey Milton**, **poet and politician Andrew Marvell** who saved Milton's life, his hardworking, **young third wife Elizabeth Minshull Milton**.

Paradise Lost Scenes:

In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. Adam will be the major role you play. These are set scenes that are provided to you.

Your Role: Take direction from Milton and the GMs who describe scene and position players. It is as though we re-enact Milton's creation of the poem.

Playing Scenes:

- Read a summary of your character and the scene.
- Change your name tag to show the character you will be for this scene
- Listen to a brief introduction and be placed in position.
- Respond to Meta-Techniques used by Milton and GMs to show emotions of the characters, to heighten tension or to emphasize a theme such as rebellion, piety, free will or grace.

Role 5

Raphael

On th'eastern cliff of Paradise,

Character in John Milton's epic poem, *Paradise Lost*. An archangel (or chief angel). Made by God the Creator as one of the angelic host, perfect beings made to praise Him, populate heaven and do God's bidding. As are all angels, Raphael is a being of pure spirit with free will who may change their form and transcends gender. Rafael followed Archangel Michael, head of the loyal angelic armies, in the war in heaven when Satan rebelled against God. Raphael is one of the angels set to guard the new creations of God: Eve and Adam who live in harmony in the Garden of Eden. Shares food and companionship with them in the form of a six-winged seraph. Eats with Adam and Eve, answers many questions Adam asks, relating stories of the world's creation and the war in heaven. Raphael warns them of the danger of Satan in the garden and reminds them to be obedient to God's command not to eat apples from the Tree of Knowledge of Good and Evil.

He lights, and to his proper shape returns,
A seraph wing'd; six wings he wore to shade
His lineaments divine; the pair that clad
Each shoulder broad, came mantling o'er his breast
With regal ornament; the middle pair
Girt like a starry zone his waist, and round
Skirted his loins and thighs with downy gold
and colours dipp'd in heaven; the third his feet
Shadow'd from either heel with feather'd mail...

— *from Paradise Lost, Book V*

Who is Raphael:

Being of pure spirit part of the first creations of God,
Guardian of Eve and Adam in the Garden of Eden,
Teacher and Friend of Adam and Eve as they learn about the history of the world,
Loyal to and Trusting of their Creator.

Scenes and Characters

Life of Milton Scenes:

Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: In these scenes Directors 1 and 2 will choose scenes and use Meta-Techniques to help highlight different aspects of Milton's character and life. At the start of each scene, read the description of the scene, your character and relationship with Milton, and motivations that you can act upon.

Hallmark: *Reflection.* Your characters will be ones that share knowledge and help others to learn and grow. Examples are: brilliant poet and **close friend of Milton Charles Diodati**, Milton's **tutor and collaborator in controversy Thomas Young**, and **Homer blind ancient poet** and exemplar for Milton

Paradise Lost Scenes:

In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. Raphael will be the major role you play, along with other angels and demons. These are set scenes that are provided to you.

Your Role: Take direction from Milton and the GMs who describe scene and position players. It is as though we re-enact Milton's creation of the poem.

Playing Scenes:

- Read a summary of your character and the scene.
- Change your name tag to show the character you will be for this scene
- Listen to a brief introduction and be placed in position.
- Respond to Meta-Techniques used by Milton and GMs to show emotions of the characters, to heighten tension or to emphasize a theme such as rebellion, piety, free will or grace.

Role 6

Director 1 Milton as Poet or Theologian

Born in the shadow of Shakespeare of Shakespeare and the death of Queen Elizabeth, Milton was a driven scholar and student of ancient literature and philosophy. Born at the end of a re-embracing of classical knowledge in Europe (fed by the studies by scholars Islamic world), he embraced a path of learning and poetic composition that he was convinced would allow him to create a Great Work. *Paradise Lost*, his epic poem of the Fall of Satan and the expulsion of Adam and Eve from Eden, has endured through the centuries, admired, interpreted and applied to poetry, and his other works political revolution, establishing religious freedom and individual rights.

Descend from heaven,

Urania, by that name

If rightly thou art call'd whose voice divine

Following, above th'Olympian hill I soar,

Above the flight of Pegasean wing....

Thou with eternal Wisdom didst converse,

Wisdom thy sister, and with her didst play

In presence of th'almighty Father, please'd

with thy celestial song...

Return me to my native element:

Lest from this flying steed unrein'd (as once

Bellerophon, though from a lower clime,)

Dismounted, on th'Aleian field I fall,

Erroneous there to wander, and forlorn.

— *from Paradise Lost, Book VII*

Aspects of Milton:

Choose from one of two views of Milton's life to adopt for this game. Each has a set of scenes from which to choose that build on this theme. Direct scenes with this aspect of his legacy in mind during Milton's Life.

POET – Milton's search for knowledge and pursuit of greatness through writing

THEOLOGIAN – Milton's exploration of Christian doctrine, critique of Catholicism and search for just ordering of the church

Scenes and Characters

Life of Milton Scenes:

Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: Introduce scenes and direct players using Meta-Techniques (such as bird in ear, internal monologue, flashback/ flashforward, etc.) to help highlight different aspects of Milton's character and life.

Logistics: GMs will place roles out for players that describe the scene, their character and relationship with Milton, and motivations that you can act upon. Occasionally, you will have a character to play as well.

Paradise Lost Scenes:

In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. These are set scenes that are provided to you. You play many roles, including God.

Your Role: Take direction from Milton and the GMs who describe scene and position players. It is as though we re-enact Milton's creation of the poem.

Playing Scenes:

- Read a summary of your character and the scene.
- Change your name tag to show the character you will be for this scene
- Listen to a brief introduction and be placed in position.
- Respond to Meta-Techniques used by Milton and GMs to show emotions of the characters, to heighten tension or to emphasize a theme such as rebellion, piety, free will or grace.

Role 7

Director 2

Milton as Political or Social Critic

Born in the shadow of Shakespeare of Shakespeare and the death of Queen Elizabeth, Milton was a driven scholar and student of ancient literature and philosophy. Born at the end of a re-embracing of classical knowledge in Europe (fed by the studies by scholars Islamic world), he embraced a path of learning and poetic composition that he was convinced would allow him to create a Great Work. *Paradise Lost*, his epic poem of the Fall of Satan and the expulsion of Adam and Eve from Eden, has endured through the centuries, admired, interpreted and applied to poetry, and his other works to political revolution, establishing religious freedom and individual rights.

Standing on earth,

not rapt above the pole,
More safe I sing with mortal voice, unchang'd
To hoarse or mute, though fallen on evil days,
On evil days though fallen, and evil tongues;
In darkness, and with dangers compass'd round,
And solitude; yet not alone, while thou
Visit'st my slumbers nightly, or when morn
Purples the east. Still govern thou my song,
Urania; and fit audience find though few...

— *from Paradise Lost, Book VII*

Aspects of Milton:

Choose from one of two views of Milton's life to adopt for this game. Each has a set of scenes from which to choose that build on this theme. Direct scenes with this aspect of his legacy in mind during Milton's Life.

POLITICAL THEORIST – Milton's critique of absolutist and monarchical rule; researching and articulating the basis for the establishment of countries with democratic republics

SOCIAL CRITIC – Milton's pursuit of individual freedoms such as right to divorce and freedom of speech; contested nature: he is claimed as a proto-feminist as well as decried as a misogynist

Scenes and Characters

Life of Milton Scenes:

Beginning with Milton as an old man, flashing back to scenes from his youth and career as internationally acclaimed poet, radical social writer, supporter of the English Revolution, and survivor of the Restoration writing his master works in celebrated obscurity.

Your Role: Introduce scenes and direct players using Meta-Techniques (such as bird in ear, internal monologue, flashback/ flashforward, etc.) to help highlight different aspects of Milton's character and life.

Logistics: GMs will place roles out for players that describe the scene, their character and relationship with Milton, and motivations that you can act upon. Occasionally, you will have a character to play as well.

Paradise Lost Scenes:

In between scenes of Milton's life, we'll play out scenes from *Paradise Lost*. These are set scenes that are provided to you. You play many roles, including Jesus.

Your Role: Take direction from Milton and the GMs who describe scene and position players. It is as though we re-enact Milton's creation of the poem.

Playing Scenes:

- Read a summary of your character and the scene.
- Change your name tag to show the character you will be for this scene
- Listen to a brief introduction and be placed in position.
- Respond to Meta-Techniques used by Milton and GMs to show emotions of the characters, to heighten tension or to emphasize a theme such as rebellion, piety, free will or grace.

Darkness Visible, GM Checklist

Thank you for running this game. To help coordinate your run, please use this checklist to be sure you've covered all the bases for each stage of play.

Setting up to Play

- ☐ Create a "set" for playing scenes, an audience area and a table to play the Milton card game at.
- ☐ Lay out *Life and Times of Milton* card game for play (timeline sheets in order, Aspects ie Husband, Poet, etc., spread out with dates down; rest of cards in stack face down)
- ☐ Place numbered Role packets (1-7) for players to pick up as they arrive (includes character sheet, intro to game & background on Milton, info for Directors & Milton for directing scenes)
- ☐ Have Scene Timeline sheets and blue painters tape at the ready
- ☐ Have drinking water available

Intros & Warmups (45 minutes)

- ☐ Welcome and give brief overview of the game, introduce play Roles, show play areas (5 min)
- ☐ Sit down with cast and play Life & Times of John Milton game (players & one GM take an Aspect card, keeping date side down; GM reads and places card from stack then reads & guesses where to place; player to left does same with card from stack, player to right does Aspect card, and so on until all are placed) (15 min)
- ☐ Create Timeline of Scenes (tape onto wall with blue tape: Core Scenes, Directors choice of their scenes, Paradise Lost Scenes) (5 min)
- ☐ Choose the appropriate packets & set aside those for scenes that will not be run
- ☐ Physical warmups (5 min)
- ☐ Garden of Eden (GMs do first 3, then Directors & Milton read and direct Silent scenes from creation & Eden before the Fall) (15 min)
- ☐ Lay out first Scene Packet for Milton's Home 1666 (stack of papers paper-clipped together numbered for each Role)

Act 1 (1 Hour)

- ☐ Before each scene: create new set & read aloud description
- ☐ Some scenes begin or end with player reading Poetry excerpt
- ☐ Keep each scene to 5-10 minutes
- ☐ After each scene begins, lay out next Scene Packet
- ☐ Core Scene 1: Milton's Home 1666 (GMs direct, help Directors learn how to do it)
- ☐ Paradise Lost: Satan in Hell
- ☐ Director 1 first scene
- ☐ Optional PL: If it's before 1.5 hours into the game (10:30am 2/20), Sin & Death at the Gates of Hell
- ☐ Director 2 first scene
- ☐ 5-10 minute Break

Act 2 (60-75 minutes)

- ☐ PL: Satan's Flight to Eden (play the environment)
- ☐ Core Scene 2: European Tour
- ☐ PL: Eve's Dream
- ☐ Director 1 second scene
- ☐ PL: Raphael's Story (silent play of war in heaven)
- ☐ 5 minute break

Act 3 (45 minutes)

- ☐ Director 2 second scene
- ☐ PL: Temptation and Fall
- ☐ Core Scene 3: Milton in Prison
- ☐ PL: Expulsion from Heaven (very brief scene)
- ☐ Thank players!

Wrap-up (15-20 min)

- ☐ Discussion and Debrief if there's time
- ☐ Share apples!
- ☐ Clean up

Meta-techniques

Bird-in-ear

Speak instructions - actions to perform, memories, emotions. Say it to one player, but loud enough for all to hear.

Internal monologue

The characters can't hear what the others are thinking—but the players can. Call for a pause and ask player to briefly speak their character's thoughts out loud.

Montage

Sequence of brief thematically related actions. Quick succession of brief, preparatory or development scenes.

Play the Environment

Players take the role of animals or inanimate objects.

Poetry

Some of Milton's Life scenes begin, and Paradise Lost scenes end, with thematically related poems excerpts.

Silent Play

Find ways to respond without words, or to use body language, movement and action, rather than dialogue, to communicate.

MILTON'S
LIFE

PARADISE
LOST

Core Scene 1
Milton Home
1666
--great fire of
London

Satan in Hell

Director 1
Poet/Theology

(optional)
Gates of Hell {1}

Director 2
Politics/Social
Criticism

Flight to Eden

Core Scene 2
European Tour
1638

Eve's Dream

Director 1
Scene

Director 2
Scene

Raphael's
Story
--war in heaven

Temptation &
Fall

Core Scene 3
Milton
Arrested
1660

Expulsion
from Eden

Workshop IV—Garden of Eden

GMs direct the first 3 scenes. Have Directors 1, 2 and Milton then direct the rest.

After the fall of Satan, God and His Son create the Waters, Sun, Moon and Earth; the angelic host gives glory to the Lord. **PLAY THE ENVIRONMENT:** cast players as waters, sun, moon, earth. Directors 1 & 2 play God and Jesus. Raphael and the rest make the angelic host.

The Garden of Eden before Eve and Adam. **MONTAGE:** sequence of scenes with God moving through Eden. Eden as idyllic garden of beauty and plenty, but somehow empty without beings who can recognize and love God. The Tree of Life and Tree of Knowledge of Good and Evil bear fruit, flowers unfurl, animals play but something is missing for God.

God breathes life into Adam. God crafts Adam from clay in His own image. God awakens him with His breath. **BIRD-IN-EAR:** Direct scene by guiding God and Adam suggestions about actions to take, or emotions to feel. For example, to God: "Take clay from a river beside you." "Use the river as a mirror to look at your own image." To Adam: "You are awaking for the first time and all is new to you." "God is awesome and wondrous, and you worship Him."

Adam asks God for a companion, and God takes a rib from him to create Eve. Echoing God's search for company in the Garden, Adam plays with animals but it leaves him wanting. How does Adam respond to loss of the rib?

Eve awakens alone, sees her reflection in a pool and is fascinated by it. Adam finds her, takes her hand and draws her away. Have someone play Eve's image in the pool. Adam is struck with love for Eve.

Adam and Eve tend the Garden of Eden, all beings are at peace together.

Eve and Adam wake together after sharing their first night of connubial bliss, birds sing, Raphael and other Angels walk in the Garden. Sex was a natural part of their expressions of love before the Fall. Animals, angels, the world are all in alignment.

God shows Adam and Eve the Tree of Knowledge of Good and Evil, and he forbids them from eating its fruit. Cast someone as the tree. How do Adam and Eve respond?

Adam and Eve worship God together. In peace and love, they worship their Creator together.

1608

John Milton
Born

1616

Shakespeare
Dies

1649

King Charles I
Executed

1660

Restoration
Act

1666

Great Fire of
London,
Plague

1674

John Milton Dies
November 8

Cromwell Dies

Lord Protector of England Dead

Chooses his son as successor. Richard Cromwell rules briefly and unsuccessfully.

1658

Sir Francis Bacon writes

ADVANCEMENT OF LEARNING

Book Published

Philosophical text proposing wide ranging course of education, and a science of observation or empirical evidence. Basis of scientific method.

1605

Sex Positive

Publishing of Paradise Lost

Though he was an advocate of Chastity in his youth, Milton's attitudes toward sex matured. Despite his Puritan allegiances, saw the sin of Adam and Eve as Disobedience of God, not sex. Pure, loving, sex was part of Eden.

"..Nor turn'd, I ween

*Adam from his fair spouse; nor Eve the rites
Mysterious of connubial love refus'd"*

-- Paradise Lost, IV

Husband

2nd Marriage - Katharine Woodcock

Milton's second marriage was brief but happy. But she died two years later (the same year as Cromwell) followed by their infant daughter. This was only six years after the death of his first wife, Mary Powell and birth of his daughter Deborah.

"Methoughts I saw my late espoused Saint...

*Her face was vail'd, yet to my fancied sight,
Love, sweetness, goodness, in her person shined...
I wak'd, she fled, and day brought back my night."*

-- Milton, from Sonnet 23

Blind

Milton Loses his Sight

At the height of his responsibility as Latin Secretary, diplomatic correspondent to other nations, his eye-sight weakened and was lost, with terrible migraines suffered. He saw his work for the nation a duty worth this sacrifice.

*"...But cloud instead, and ever during dark
Surrounds me; from the cheerful ways of men
Cut off;..."*

-- Paradise Lost, Book III

Heretic

Writes Theological text De Doctrina Christiana

Left unpublished during his lifetime, this prose latin work contains radical and heretical views. Milton ascribed higher truth to inspired interpretation of the Bible than to literal reading. Like all his later works was written with help of scribe, or amanuensis.

*"We possess, as it were, a twofold Scripture...that which is internal
and the peculiar possession of each believer is far superior to all."*

-- from De Doctrina Christiana (On Christian Doctrine)

Classicist

Period of Post-Graduate Study

After receiving his Master of Arts from Cambridge, he returned home and conducted a six year course study of history and literature, especially ancient sources. commonplace books kept for quotes and citations chart the course of this study, and were used for his work lifelong.

*"Nor did the time thus studiously employed in conquering the
Greek and Latin tongues hinder attaining the chief oriental
tongues, vis., Hebrew, Chaldee, Syriac..."*

-- Milton's Nephew, Edward Phillips' account.

Poet

European Tour

Milton saw poetry as a sacred calling, and was recognized for his work in his lifetime. A tour of Europe after his post-graduate intensive study brought him acclaim in Italy for virtuosity in latin. Scholars and writers visited him throughout his life, and he entertained them with charm and wit.

*"These abilities [to write]...are the inspired gift of God...
and are of power to inbreed and cherish in a great
people the seeds of virtue and public civility..."*

-- The Reason of Church Government

Son

Childhood in London

Raised by father John Milton Sr., scrivener and avid musician, and mother Sara Jeffrey said to be known and esteemed for her charitable works, with sister Ann and brother Christopher. Learned many languages early and trained for seminary.

*"My father destined me from a child to the pursuits of literature, and
my appetite was so voracious, that, from 12 yrs of age, I hardly ever
left my studies or wen to bed before midnight...
led to my loss of sight..."*

-- Milton, Second Defense of the People of England.

Radical

Defense of Regicide

A republican, critical of civil & religious political structures Milton wrote "The Tenure of Kings and Magistrates" during King Charles' trial. Published it only two weeks after King's execution. Uses examples from ancient authorities and logic to argue for a people's right to free rule at any price.

*"If men would be governed by reason...they would
discern better what it is to favour and uphold
the tyrant of a nation."*

-- Milton, The Tenure of Kings and Magistrates.

The Commonwealth of England declared a Republic

Monarchy Abolished

King Charles I, who had Eleven Year Tyranny of sole rule, is executed. England ruled by Parliament.

1649

OF EDUCATION and AREOPAGITICA

Tracts Published

Calls for freedom of speech and recommendations for education, as basis for free society.

1644

First Marriage

Mary Powell

She deserts him. He writes two tracts supporting divorce. She returns.

Her family was Cavalier (royalist). Later, they shelter with Milton as Cromwell and Roundheads (Puritans) gain power.

1642

Third Marriage

Elizabeth Minshull

Late in life. They have no children together. She lives with him in retirement. Attends him during writing and publishing of his great works, as daughters (by first marriage) act as

1663

PARADISE REGAINED, SAMSON AGONISTES

Late Works Published

Jesus fulfills promise of redemption in PARADISE REGAINED. And blind, imprisoned Hebraic hero, Samson, wreaks revenge on the Philistines.

1671

Dismissed and Arrested

Political Tide Turns

After Restoration of the Monarchy, Milton is relieved of his state position and arrested for treason. Hanging is discussed. On petition by poet

1660

Cromwell's Coup D'Etat

Lord Protector for Life

Cromwell dissolved the Parliament and assumed power. Sought religiously influenced Puritan rule. But turned down the Crown.

1653

Civil War Begins

Roundheads vs Cavaliers

After marching troops into Parliament, and failing to arrest members, King Charles I flees with family. Country is polarized into Parliamentary/Puritan Roundheads and Royalist Cavaliers.

1644

Death of Second
Wife and Child
1658

Positive View of Sex
PARADISE LOST
Published 1667

Wrote Heretical
DE DOCTRINA
CHRISTIANA
1658 - 1660

Loss of Vision
while Latin Secretary
1651

Visit to Italy
hailed as great Poet
1638 - 1639

Exhaustive Study
classical and modern
1632-1638

Radical Political
Beliefs
TENURE OF KINGS AND MAGISTRATES
Apology for Regicide, defense of republic.
1649

Precocious Child
childhood in London
1608-1620

Core Scene 1 - Milton's Home, 1666

Read Out Loud:

Milton awakens with words of poetry on his lips. "Milk me!" he says, calling for aid writing down what he has composed in the night. He revises his life's work, *Paradise Lost*. It is near complete, but will it see publication?

Foretold by a dread comet in 1664, plague has struck London. Anglicans, Puritans, Catholics all blame the crisis on on each other. The whole Milton household is on edge, trying to maintain their daily tasks but afraid of what may come.

Today, Cyriack Skinner, Milton's long time friend and assistant comes with news of a new danger--the Great Fire of London.

Description:

The year is 1666 in the Milton family's home in London. Times are dire. A foreboding comet--sign of disaster--was seen in the sky in 1664. Plague struck and has killed many. This f Milton's family readies Poetry and revisions for *Paradise Lost* fill his mind. His epic poem is complete. Can it be published in these times? Friends and students have helped him scribe. He presses his daughters into service, reading latin and greek phonetically, but has not taught them the languages. Elizabeth Milton worries for them all, trying to mother these girls so close to her own age (she is 9 years older than Mary).

Set: The Milton home. Chairs to seat the family and a guest. Desk for Milton and scribe's work.

Cast & Roles:

- 1) Milton, Blind, aged, about to see the publication of *Paradise Lost*, the master work he's spent his whole life on.
- 2) Cyriack Skinner, student and friend of Mllton, bringing news of the a baleful comet and the Great Fire of London. Devoted to and respectful of Milton.
- 3) Mary, Mllton's middle daughter, rebellious and resentful of Milton.
- 4) Elizabeth ("Betty") Minshull Milton, his young third wife, dutiful and helpful towards Milton.
- 5) Deborah, Mllton's third, thoughtful daugther, wants to be taught to truly understand his work. Torn between resentment and admiration of Milton.

To Do:

- Milton begins scene by reading opening lines of *Paradise Lost*, then...
- Inner Monologue from Milton, sharing his thoughts and feelings about being about to release his master work, *Paradise Lost* in the face of all he's been through, threats of plague, loss of reputation and limitations of blindness.
- Cyriack Skinner enters scene part way through. He brings news that a great fire has broken out in London. Should the family leave?
- End the scene at a dramatic moment. It is not necessary for the family to decide whether they will leave or stay.

Core Scene 2 - European Tour, 1638

Read Out Loud:

John Milton in the prime of his life and height of his career takes a tour of Europe, and gains acclaim, particularly in Italy for the depth of his knowledge and command of latin.

Description:

Following Milton's graduation from Cambridge and six years following of intense study from his father's home. In 1637 his mother died. He concluded his studies and took a tour of Europe as learned English gentlemen did in those days, though at a later age than many. In Europe, he found society that appreciated his mastery of many languages--French, Italian, Greek, Latin--and his appreciation and deep knowledge of classical authors.

In Italy, Milton visited the Svogliati Academy, a group of learned men of Italy and many nations who met, talked and studied together. Making many friends, he was hailed as a great scholar of England. For the first time, the efforts Milton had put into his study were appreciated, and it affirmed his vision to become a great poet.

During his time in Italy, he was hosted by Papal dignitaries and was warned of danger if he did not keep his anti-papal opinions to himself. However, he visited a successful republic: Switzerland and was re-affirmed in many of his thoughts by the intellectuals he visited with who advocated religious tolerance, uncensored study and thought, and the rightness of inspiration and creativity.

Time spent by Milton in Europe cemented his sense of himself as an Englishman in contrast with other nations, and he left with the desire to write an epic poem in English, rather than Latin, to give his native tongue a place in history.

Set: The grand palazzo of Jacopo Gaddi, meeting hall of the Svogliati ("the Will-less") . Fine food, wine and enthusiastic companionship are found there.

Cast & Roles:

- 1) Milton, thirty years old, at his prime in life and study. Among true equals in intellect and scholarship.
- 2) Benedetto Buonmattei, Priest and scholar studying Dante's Inferno and working on a Tuscan dictionary to preserve the language
- 3) Jacopo Gaddi, host and patron of the Florentine Academies. Wealthy collector of antiquities and books. Generous host to many international literati.
- 4) Carlo Dati, secretary for a rival Academy, the Apatisti ("the Passionless") 19 year old wiz kid of the Italian scene. Accomplished and highly regarded. Became close friend of Milton.
- 5) Lenora Baroni, renowned solo singer visiting from Rome. Composer, master of many instruments. Her song was compared by Milton with the song of God or of the angels. A professional, accomplished and independent woman. Recently toured in Switzerland.

To Do:

The Italians call Milton "Giovanni Milton."

Carlo Roberto Dati - brings message to Milton letting him know that his dearest friend in England, Charles Diodati has died.

Jacopo Gaddi - towards the end of the scene, nominates Milton for membership in the Academy.

Core Scene 3 - Milton in Prison, 1660

Read Out Loud:

Milton sits in jail with fellow and religious activist Henry Vane, waiting to find out if he will be executed or pardoned. He is jeered by visitors who want him dead. Andrew Marvell, a fellow writer and member of Parliament, comes to negotiate for his release.

Description:

After Oliver Cromwell's death, the country has rejected the Republic and Parliament is in the process of restoring the Crown to King Charles II, son of the king killed by Milton and his compatriots. 49 killers of the king or regicides have been sentenced to death by being drawn and quartered. Politicians, soldiers, judges, and writers were imprisoned. The body of Cromwell and others were exhumed and their heads put on spikes posthumously.

Milton even up to that year had written defenses of the overthrow of monarchy. Many expected him to be among those killed. However, when a Parliament issued an "Act of Oblivion" pardoning many, Milton's name was not on it, and the Sergeant-at-arms John Norfolke arrested him as an enemy of the Crown.

Set: A jail cell. Room for one or two to sit, and bars between Milton and any visitors.

Cast & Roles:

- 1) Milton, Blind, put into jail after the end of the English Republic. Vulnerable, angry and afraid.
- 2) George Starkey, author of satirical poems about Milton and other Republicans, calling for Milton's death.
- 3) Henry Vane, fellow prisoner waiting to be moved to Tower of London, saw many friends drawn and quartered for regicide and sedition.
- 4) Andrew Marvell, poet and member of parliament who fought for Milton's release, arrives late in scene, holding pardon. Pays huge sum (150 pounds) for Milton's release.
- 5) Sergeant-at-arms John Norfolke, imprisoned Milton for his crimes against the Crown and Kingdom.

To Do:

Begin play with George Starkey reviling Milton. Andrew Marvell enters shortly after to negotiate with Sergeant-at-arms for Milton's release.

1

John Milton, Blind*Milton's Home, 1666*

Description: 57 year old statesman and poet, in retirement aided by your hard-working and loving third wife, Elizabeth Minshull Milton (27 years old), and ungrateful daughters Mary and Deborah who have been taught to read seven languages including Greek and Latin, phonetically. Anne, the eldest daughter, born infirm, has grown more unwell. Your master work, Paradise Lost is complete, scribed by friends, assistants, daughters. Final revisions are needed. Despite plague and ill-omens like the comet, work continues. Your loyal friend and informant Cyriack Skinner visits today.

Actions: 1) Read opening lines from Paradise Lost at start of scene
2) Inner Monologue after poem excerpt, sharing Milton's hopes for Paradise Lost

2

Cyriack Skinner,*Milton's Home, 1666*

Description: John Milton is a beloved mentor and colleague of yours. You have helped him by scribing his writings, including Paradise Lost, which is now done and nearly ready to publish. Milton has thanked you in two sonnets for your help and loyalty. You admire his brilliance and visit frequently. You pity his daughters and often bring a book for the youngest, Deborah, who seems to want to learn. Today, you bring rumors of plots to assassinate the King, and most pressing, news of a great fire that has broken out that threatens to burn all of London.

Actions: Let the family know they may be in danger from the Great Fire of London.

3

Mary Milton, middle daughter*Milton's Home, 1666*

Description: You are 18, your father is a blind scholar and disgraced supporter of the now ended English Republic. He survived the executions following the restoration of King Charles II, but sometimes you have nightmares of the war and King Charles I being beheaded. Though you were just an infant at the time. Your father makes you and your younger sister Deborah work, reading and memorizing things you can't understand, and writing since he cannot. You resent his new wife, Elizabeth who is only ten years older than you. She does take good care of father and your older sister Anne who has an infirmity and is often unwell. You long for a life of your own.

Cyriack Skinner, one of your father's close friends and assistant is due to visit. Cyriack is always kind.

4

Elizabeth Minshull Milton, third wife, 28 years old*Milton's Home, 1666*

Description: You are married to 57 year old statesman and poet John Milton, in retirement and in disgrace with the restored court of King Charles II. He is visited frequently by writers, poets, musicians and even members of Parliament. One named Andrew Marvell saved him from being drawn and quartered before you were married. When not visiting with friends, John spends all his time writing, reading and thinking about his great work. Paradise Lost as well as others he creates. He is stricken with his family, pushing daughters Mary and Deborah to work hard. They can quote the Odyssey and the Iliad, though they don't know what the words mean. You work hard and try not to worry about the plague reaching your family. Cyriack Skinner a friend of your husband visits today.

5

Deborah Milton, third daughter*Milton's Home, 1666*

Description: You are 14, your father is a blind scholar and disgraced supporter of the now ended English Republic. You have heard stories of how he survived the executions following the restoration of King Charles II. Your father makes you and your older sister Deborah work hard, reading and memorizing things you long to understand, and writing for him since he cannot. You never knew your mother, Mary Powell, who died when you were born, but you miss Katherine Woodcock, your father's loving second wife. You were glad when he married Elizabeth, but you are not close. You are grateful that she takes care of father and your oldest sister Anne who has an infirmity and is often unwell. Cyriack Skinner visits today, sometimes Cyriack brings you a book.

1 John Milton, 30 years old

European Tour, 1638

Where are you: A meeting of the Svogliati ("Willless") Florentine Academy. You are the toast of the town!

- You are fluent in French, Italian, Greek, Latin, Hebrew.
 - Your long years of study are at long last paying off. You've found true society, that appreciates you.
 - It is strange to be surrounded by Catholics, whom you admire, though you criticize the Pope often.
 - Before you left England, your Mother died, and you've just left home for the last time. This trip is about becoming an adult.
 - You can't wait to visit Switzerland, a functioning republic, with no King.
 - Leonora Baroni sings like an angel—you are working on a poem praising her. So think she is learned, too!
-

2 Benaddetto Buonmattei, Priest and Professor of University of Pisa

European Tour, 1638

Where are you: A meeting of the Svogliati ("Willless") Florentine Academy. You are a pillar of this group.

- You are second only to Svogliati's founder, Jacopo Gaddi in influence in the Svogliati.
- You wrote a commentary on Dante's *Inferno* and are currently working on a comprehensive grammar of Tuscan Italian. You believe that Tuscan, the language used by Dante, Boccaccio and Macchiavelli is the true language of culture and heir to Latin. It will someday become the language of all Italy.

About Milton:

- "Giovanni" Milton, unlike most Englishmen, is fluent in French, Italian, Greek, Latin, Hebrew. His ancient Latin is flawless. He is very outspoken against the Pope.
-

3 Jacopo Gaddi, patron of Florentine Academy

European Tour, 1638

Where are you: A meeting of the Svogliati ("Willless") Florentine Academy which you founded. You host the group in your palazzo and fund guests such as "Giovanni" Milton.

- You are a learned scholar and collector of books and objects from antiquity. Learning is your passion.

About Milton:

- "Giovanni" Milton, unlike most Englishmen, is fluent in French, Italian, Greek, Latin, Hebrew. His ancient Latin is flawless. He is charming and funny as well.
 - Milton is leaving soon, but you plan to invite him to become a member of Svogliati. Buonmattei may not like this.
-

4 Carlo Roberto Dati, Brilliant young scholar

European Tour, 1638

Where are you: A meeting of the Svogliati ("Willless") Florentine Academy. You are a member.

- You are an up and coming scholar in Florence. At 18, you feel grateful to have accomplished much. You've studied with the infamous Galileo Galilei, and are study natural philosophy as well as the ancient world, but are cautious having seen Galileo become imprisoned for saying the sun goes around the Earth.
- Jacopo Gaddi, the founder and your host allows your Academy to meet scholars from all over the world
- Benadetto Buonmattei is a one of the most respected members of Svogliati. You disagree with his de-clension of Tuscan though—Tuscan does not have case endings like Latin, and despite trying to make it so!

About Milton:

- "Giovanni" Milton has become a good friend. He is flawless in ancient Latin. You plan to stay in touch.
-

5 Leonora Baroni, renowned singer

European Tour, 1638

Where are you: A meeting of the Svogliati ("Willless") Florentine Academy, a group of great scholars..

- You are have made a name for yourself in Rome and beyond, singing solos of your own composition.
- You are a special guest of Jacopo Gaddi, the host and founder of Svogliati.
- You recently traveled to Switzerland, and admire the way the Cantons govern themselves and work together, without a King to reign over them.
- You are a learned scholar and feel at home in the Academy, but your heart belongs to music.

About Milton:

- "Giovanni" Milton is extremely knowledgeable about ancient languages. and a poet.

1

John Milton, Blind*Milton in Prison, 1660***Where are you:** A prison cell, where you have been for two months.

- Sargent-at-arms John Norfolk imprisoned you because your name was not on the "Order of Oblivion and Pardon" that freed many. You've seen friends and colleagues die as traitors and regicides. Beheaded, drawn and quartered. Oliver Cromwell's body is to be exhumed and his head placed on a spike.
 - Henry Vane, former Governor of the Virginian Colony, and great champion of tolerance of Puritan sects, is imprisoned with you, waiting to be taken to the Tower of London.
 - The vile satirist, George Starkey visits to spit in your face and gloat over your fate.
 - Andrew Marvell, poet, friend and member of Parliament, fights for your freedom and visits today.
-

2

George Starkey, satirical poet*Milton in Prison, 1660***Where are you:** A prison cell, where John Milton, the traitor and regicide apologist has finally been imprisoned for two months. • Sargent-at-arms John Norfolk imprisoned Milton. He is a right gentleman and a worthy fellow.

- You wrote a poem about Milton going on to be secretary for the devil when he dies.
 - You've denounced the other prisoner Henry Vane and many others for their crimes against the King and country. You look forward to seeing these two die, beheaded, and drawn and quartered.
 - Oliver Cromwell's body is to be exhumed and his head placed on a spike. You are working on a new poem in anticipation.
-

3

Henry Vane, Fellow prisoner and republic supporter*Milton's Home, 1666***Where are you:** A prison cell, where you await being brought to the Tower of London for sentencing.

- You were Governor of the Virginian Colony, and great champion of tolerance of Puritan sects in the colonies. A scandal arose around a woman named Anna Hutchinson, who saw herself as a Prophet of God. You supported her, and were sent back to England after she was tried and exiled from the colony.
 - Sargent-at-arms John Norfolk imprisoned you on order from Parliament. You expect to be executed.
 - You've seen friends and colleagues die as traitors and regicides. Beheaded, drawn and quartered.
 - The vile satirist, George Starkey visits to spit in your face and gloat over your fate.
-

4

Andrew Marvell, poet and member of Parliament*Milton in Prison, 1660***Where are you:** A prison cell, where Milton has been for two months.

- You are a poet, long-time friend and colleague of Milton, and member of Parliament
- You have been fighting with Parliament to allow Milton to be cleared. You bring word today that you can pay for his release. You wish to avoid seeing him drawn and quartered as so many others have been.
- Sargent-at-arms John Norfolk imprisoned Milton and sets the price for his freedom.

Action:

5

Sargent-at-arms John Norfolk*Milton in Prison, 1660***Description:** You are 18, your father is a blind scholar and disgraced supporter of the now ended English Republic. You have heard stories of how he survived the executions following the restoration of King Charles II. Your father makes you and your older sister Deborah work hard, reading and memorizing things you long to understand, and writing for him since he cannot. You never knew your mother, Mary Powell, who died when you were born, but you miss Katherine Woodcock, your father's loving second wife. You were glad when he married Elizabeth, but you are not close. You are grateful that she takes care of father and your oldest sister Anne who has an infirmity and is often unwell. Cyriack Skinner visits today, sometimes Cyriack brings you a book.

6 Director 1

Core Scene 1 - Milton's Home, 1666

Poet -- Use bird-in-ear and inner monologue to prompt players to talk about Poem and its value and burdens. Milton sees *Paradise Lost* as his master-work. Ironically, it really turns out to be a work for the ages. His wife Elizabeth sees it as a strain on him. His daughter Mary resents the burden. His daughter Deborah wants to be truly taught. Cyriack Skinner recognizes the work for what it could be and the threat the fire poses.

Theologian -- Use bird-in-ear to prompt Milton and Cyriack Skinner to talk about how important *Paradise Lost* is English Protestant Christianity.

- As teaching tool, to "justify the ways of God to men", and help them understand God's actions and purposes
- As part of the Protestant tradition of having Christians read the bible directly to decide how to worship, instead of relying on Bishops and the Pope to dictate in foreign tongues
- To place the Christian tradition in line with great literary works from antiquity

6 Director 1 - Poet

Core Scene 2 - European Tour, 1638

Poet -- This is a confirmation of all the effort Milton has put into study throughout his life. He is hailed as one who makes "dead languages live".

Internal Monologue -- look for a good moment to ask Milton to talk about how it feels to be appreciated, or for others to talk about their esteem for Milton

Theologian -- Milton is becoming seduced by the learning of the Catholics, and is forgetting his doctrinal differences in the face of the knowledge of priests like Benadetto Buonmattei who studies Dante's *Inferno*.

While in Paris before and now Florence, Milton has been out-spoken in criticizing the Pope, the Catholic church and how the Anglican (English) church is leaning towards Catholicism in insisting on hierarchy and lavish ritual.

6 Director 1

Core Scene 3 - Arrested Milton,

Poet -- Milton's writings and work have landed him in danger. He took many years of his life to write and struggle to support the English Commonwealth. Now it may cost him his life. Should he have worked instead on his poetry and contributions to the literary canon? He has been working on *Paradise Lost* for many years now. Will all that be lost?

Theologian -- Although the revolutionary cause did not rise to the idealistic heights he would have liked, the Commonwealth was a true attempt to free England from the yoke of Catholicism and to free people to worship as they liked, not as the King or Bishops said they must.

Use bird-in-ear to introduce concept of martyrdom: Many have been martyred for their cause, if Milton must die it is in the purpose of a great and righteous cause.

7

Director 2

Core Scene 1 - Milton's Home, 1666

Political Theorist -- Milton has survived the English Civil Wars, the threat of execution during the Restoration of the Crown, but now faces death. Milton likely blames the corrupt and decadent court which has been enjoying the high life after getting rid of Puritan rule.

Social Critic --

Milton leans hard on the women in his life and does not offer them the same treatment he did with men. For many years he taught his nephews, who have gone on to become gentlemen of distinction. He even wrote a curriculum for the proper education of children in the classics, but he does not prioritize teaching women.

His daughters he makes work for him, and although they memorize Latin and Greek passages, they are not taught to understand them.

7

Director 2

Core Scene 2 - European Tour, 1638

Political Theorist -- Travelling to Switzerland will offer Milton the chance to learn about a functioning republic.

Prompt Leonora Baroni to talk about her visit to the Swiss Federation.

Prompt Italians to boast about the proud heritage of their elected councils in Florence, and grapple with fact that Medici family now controls government---while supporting arts and philosophy.

Social Critic -- Although these learned men are wise and enjoy community and great status, they are still under the thumb of the Church and crown. Galileo's imprisonment shows proof of the limits of science and philosophy.

Prompt Carlo Roberto Dati to talk about Galileo.

Prompt Milton to talk about the learning of women -- he is surprised at Leonora's achievements. Feels that "one language is enough for a woman." How does this compare with his admiration for Leonora?

7

Director 2

Core Scene 3 - Arrested Milton,

Political Theorist-- Milton is seeing his actions as Secretary for the Commonwealth come back to haunt him. The tyranny of King Charles I's Eleven Year Personal Rule, was more than enough to warrant the rebellion and glorious civil war. The deaths of Milton's friends and colleagues, and desecration of the bodies of those already dead prove the unfit nature of the Crown to rule.

Use Inner Monologue and prompt Milton to discuss the tyranny of the Crown.

Milton must avoid giving any further proof to his jailers of his treason.

Social Critic -- His work as a writer should be protected by individual rights to express their thoughts and opinions without censure or fear of retribution. Be reminded of Galileo was punished for disagreeing with the church.

Prompt Milton or Henry Vane to speak privately about this, or use Inner Monologue to avoid being further charged.

Paradise Lost - Satan in Hell

Milton Reads Out Loud:

Satan awakens, lying on the ground in the dismal, dark inferno of hell. He and his rebel angelic host have just been cast out of heaven. Beelzebub, Satan's loyal lieutenant is closest. They awaken Moloch the bloody general, Belial the silver tongued, Mammon the greedy, and Chemos the lustful.

The demons rail at Satan for their fate, then find promise in Hell, and send Satan on a mission of Revenge to destroy God's new creation, humanity.

Set: Open playing space, no furniture. Open burning firey lake.

Cast & Roles:

- 1) Milton, Directs scene
- 2) Satan, rebel angel, just cast down from Heaven for raising 1/3 of angelic host as army besieging God
- 3) Belial, demon, former angel, sly and compelling, seeks status and power
- 4) Beelzebub, demon, former angel, strong & loyal lieutenant of Satan, worships the Morningstar as greater than God
- 5) Mammon, demon, former angel, lover of rich things and opulence, finds vein of gold running through Hell's floor
- 6) Chemos, demon, former angel, lustful and desirous of sensual pleasures
- 7) Moloch, demon, former angel, General, ready for battle and hungry for bloody sacrifice

To Do:

Satan and Beelzebub begin scene, then bring in others

Debate what to do, end with charge by demons for Satan to go on quest

Satan - ends scene by reading excerpt from Paradise Lost BK I, committing to travel to Eden and ruin God's new creation

SATAN:

GO THEREFORE, MIGHTY POWERS
TERROR OF HEAVEN, THOUGH FALLEN; INTEND AT HOME,
(WHILE HERE SHALL BE OUR HOME,) WHAT BEST MAY EASE
THE PRESENT MISERY AND RENDER HELL
MORE TOLERABLE...INTERMIT NO WATCH
AGAINST A WAKEFUL FOE, WHILE I ABROAD,
THROUGH ALL THE COASTS OF DARK DESTRUCTION, SEEK
DELIVERANCE FOR US ALL...

Paradise Lost - Gates of Hell (optional)

Milton Reads Out Loud:

Satan travels up a rocky stairway leading out of Hell. Hulking gates stand closed and locked, with a monstrous guardian standing by. It is Sin, the daughter of Satan who holds the key. She was born when Satan conceived of rebelling against God, she sprung from his forehead (as Athena did from Zeus).

Sin is angry at Satan who left her, for they shared passionate love. She conceived his son, Death, who then raped her and made her mother to many monstrous creatures who gnaw at and torture her.

Satan promises to bring Sin and Death to earth by his actions. Sin opens the gate and lets him pass. Death runs free into the universe.

Set: Three players create the locked Gate to Hell

Cast & Roles:

- 1) Milton, Directs scene
- 2) Satan, beginning journey from Hell to Eden
- 3) Gate to Hell
- 4) Gate to Hell
- 5) Gate to Hell
- 6) Sin, monstrous daughter of Satan
- 7) Death, monstrous son by incest of Satan and Sin

To Do:

Gates stand firm against Satan's attempts to open, until Sin opens the lock.
Sin ends scene with quote from Paradise Lost, book II.

SIN:

THOU ART MY FATHER, THOU MY AUTHOR, THOU
MY BEING GAVE'ST ME; WHOM SHOULD I OBEY
BUT THEE? WHOM FOLLOW? THOU WILT BRING ME SOON
TO THAT NEW WORLD OF LIGHT AND BLISS, AMONG
THE GODS WHO LIVE AT EASE, WHERE I SHALL REIGN
AT THY RIGHT HAND

Paradise Lost - Flight to Eden

Milton Reads Out Loud: (read each line, then have players do montage/play environment)

1) Satan spreads out his mighty wings, now tattered and charred, and leaps out into the void.

2) He flies past the Courts of Night and Chaos.

3) He flies past the Stars and the Sun which is Angel Uriel. Satan takes the form of a cherub to fool Uriel, but Uriel though blind, senses Satan and sends a message of warning to god.

4) Satan finds Eden, newly created and full of life. He ignores the Gate and hops over the garden wall.

5) Satan sees Eve and Adam for the first time, and is struck with the unparalleled beauty of what he plans to destroy, but is reminded of his anger at God.

Set: Play the environment during Satan's journey.

Players take the roles of Night, Chaos, stars, angels, etc.

Cast & Roles:

1) Milton, Directs scene

2) Satan, flying to Eden

3) Play environment as cast by Milton during Journey; Eve in Garden of Eden

4) Play environment as cast by Milton during Journey; Adam in Garden of Eden

5) Play environment as cast by Milton during Journey; Raphael in Garden of Eden

6) Play environment as cast by Milton during Journey; God in Garden of Eden

7) Play environment as cast by Milton during Journey; Uriel when Satan reaches the sun; angel as cast in Eden

To Do:

Milton reads "out loud" text line by line, and casts players as parts of the environment: as Satan reaches them: Night, Chaos, Stars, Gates of Eden.

Sun angel Uriel is played by Role 7 player

When reach Eden, players take their Eden roles and play out final events of the scene.

End scene with Satan reading excerpt from Paradise Lost, Book IV.

SATAN:

SO FAREWELL HOPE, AND WITH HOPE FAREWELL FEAR,

FAREWELL REMORSE: ALL GOOD TO ME IS LOST:

EVIL BE THOU MY GOOD

Paradise Lost - Eve's Dream

Milton Reads Out Loud:

Satan watches Eve and Adam in the shape of a toad. Raphael and the angels hunt for Satan in the Garden of Eden.

Adam and Eve ready for bed. They say a prayer together.

Satan speaks to Eve while she dreams: praising her and saying that God forbid her eat of the fruit of the Tree to keep her from being like a god. That God lies when He says it will kill them.

Eve wakes distraught and cries out alerting the angels.

The angels see Satan, but he gets away.

Set: Garden of Eden. Adam & Eve's bower

Cast & Roles:

- 1) Milton, Directs scene
- 2) Satan, watching Eve, then speaks to her through her dream
- 3) Eve, mother of humanity, naked, innocent and glorious
- 4) Adam, father of humanity, naked, innocent and glorious
- 5) Raphael, angelic guardian of Eve and Adam
- 6) Michael, general in the war of heaven, intent on capturing Satan
- 7) Gabriel, angelic guard of Eden

To Do:

When they go to sleep, Adam and Eve each read part of a prayer from Paradise Lost Book IV, then sleep.

ADAM:

THOU MADE'ST THE NIGHT,
MAKER OMNIPOTENT, AND THOU THE DAY,
WHICH WE IN OUR APPOINTED WORK EMPLOY'D
HAVE FINISHED, HAPPY IN OUR MUTUAL HELP,
AND MUTUAL LOVE, THE CROWN OF ALL OUR BLISS
ORDAIN'D BY THEE

EVE:

THOU HAST PROMIS'D FROM US TWO A RACE
TO FILL THE EARTH, WHO SHALL WITH US EXTOL
THY GOODNESS INFINITE, BOTH WHEN WE WAKE
AND WHEN WE SEEK, AS NOW, THY GIFT OF SLEEP.

Paradise Lost - Raphael's Story

Milton Reads Out Loud:

Raphael comes clothed in angelic beauty to visit and warn Eve and Adam. They welcome him with a feast and ask about Satan.

Eve is wondering still about what she was told in her dream.

Raphael tells the story of the war in heaven, and the casting out of Satan.

Raphael warns Adam and Eve to be obedient to God's commands.

Set: table and chairs for meal, open space for silent play.

Cast & Roles:

- 1) Milton, Directs scene
- 2) Satan, plays himself in flashback to war in heaven
- 3) Eve hosts Raphael; in war in heaven - plays Abdiel, who at first joins, then defies Satan
- 4) Adam hosts Raphael; in war in heaven - plays Beelzebub, loyal lieutenant of Satan
- 5) Raphael, angelic guardian of Eve and Adam
- 6) in war in heaven - plays Michael, grand general of the loyal angelic host
- 7) in war in heaven - plays Jesus, who casts Satan into hell

To Do:

When Raphael tells story of war in heaven, all players act it out in Silent Play.

War in Heaven:

God put his Son above all others, Satan become envious.

Satan leads 1/3 of angels against God.

One of his followers, Abdiel, stays loyal to God.

On battlefield, Michael fights Satan, makes him bleed.

Satan brings out gunpowder weapons: bombs, guns, to besiege Heaven.

Angels fight back uprooting trees and throw mountainside on rebel angels.

The Son rides out and sweeps Satan's host out of heaven.

Rebel angels fall for 9 days and nights, to depths of Hell.

Paradise Lost - Temptation and Fall

Milton Reads Out Loud:

Another day, Eve and Adam work together in Eden. Eve and Adam differ about how they should tend a vine, and Eve suggests they work apart today. They part, and she finds herself near the Tree of Knowledge of Good and Evil.

Satan comes to Eve in the shape of a serpent and tempts her to eat. She does and offers fruit to Adam. He considers leaving her to die alone, but eats, too out of love for her to share her fate. They look at each other now with lust, and feel ashamed of their nakedness. They fear and try to hide from God.

God sends Raphael to punish Satan. He turns him back into a serpent and throws him back into the pit to be laughed at by all the demons of Hell.

Cast & Roles:

- 1) Milton, Directs scene
- 2) Satan, in form of serpent
- 3) Eve, rebellious and curious
- 4) Adam, angry and remorseful
- 5) Raphael
- 6) God
- 7) Tree of Knowledge of Good and Evil

Paradise Lost - Expulsion

Milton Reads Out Loud:

Raphael bring Adam and Eve to the Gates of Eden. On the way, they see a vision of the Son of God on the cross. Michael holds a burning sword to keep them from returning.

Eve and Adam leave, hand in hand.

Set: Garden of Eden and its gates.

Cast & Roles:

- 1) Milton, Directs scene
- 2) Gate of Eden
- 3) Eve, remorseful
- 4) Adam, remorseful
- 5) Raphael
- 6) Michael
- 7) Gate of Eden

To Do:

Milton ends the scene reading last lines of PL.

MILTON:

THEY, LOOKING BACK, ALL TH'EASTERN SIDE BEHELD
OF PARADISE, SO LATE THEIR HAPPY SEAT,
WAV'D OVER BY THAT FLAMING BRAND, THE GATE
WITH DREADFUL FACES THROG'D AND FIERY ARMS:
SOME NATURAL TEARS THEY DROPP'D, BUT WIP'D THEM SOON
THE WORLD WAS ALL BEFORE THEM, WHERE TO CHOOSE
THEIR PLACE OF REST, AND PROVIDENCE THEIR GUIDE
THEY, HAND IN HAND, WITH WAND'RING STEPS AND SLOW
THROUGH EDEN TOOK THEIR SOLITARY WAY



Satan Descends Upon Earth, Gustav Dore, 1866

Cover: *Satan Exulting Over Eve*, William Blake, 1795