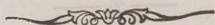


POLLOCK'S JUVENILE DRAMA.



THE

MILLER AND HIS MEN,

IN TWO ACTS.

7 Plates Characters, 11 Scenes, 3 Wings,
TOTAL 21 PLATES.

ADAPTED ONLY FOR

Pollock's Characters and Scenes.

LONDON:

Printed & Published by
B. POLLOCK, 73, HOXTON STREET,

At his Wholesale and Retail
Theatrical Print & Tinsel Warehouse.

Sold by all Theatrical Print and Booksellers.

CHARACTERS REPRESENTED.

—:0:—

M E N .

GRINDOFF (The Miller)

COUNT FRIBERG

KARL (his Servant)

LOTHAIR (a young Peasant)

KELMAR (an old Cottager)

KREUTZ (his Son)

RIBER, GOLOTZ, ZINGRA (Banditti)

Count Friberg's Troops, &c.

W O M E N .

CLAUDINE & LAURETTE (Kelmar's
Daughters.)

RAVINA (The Woman of the Cave.)

The reader is supposed to be on the stage, facing the
Audience.

N.B.—Care should be taken in cutting out the
Characters, that the Name and Number of each
Character, Scene or Set Piece, &c., be marked on
the back, that they may correspond with the
Book.

ACT I.

Scene 1, No. 1. Set Scene. Wings No. 1.

The Banks of a River: on right hand Kelmar's cottage: on left hand the stump of an old tree, near side wing. The first and second distance to be placed at equal distances behind the foreground, with the set waters between them; the whole to be backed by the sky scene. Scenes Nos. 1, 2, 10 & 11 will form this scene. As the Curtain rises, the Mill to be seen at work, and the small Millers to descend the eminence on First Distance; the three Small Boats are seen to cross the river from the opening in the rock. The Large Boat with Miller, in set Piece, is to pass three times across the River, from right to left.

Put on the Three Millers, right hand, plate 2.

The Millers sing the following Glee:—

As the stream flows,
So the wind blows,
Sing hey, sing hey, down derry;
When the wind drops,
Then the mill stops,
And we merrily cross the ferry,
The ferry!

And we merrily cross the ferry! [Exit Millers.]

Enter Kelmar, right hand, plate 1.

KELMAR. Ha! 'tis sunset, and the mill at work; Grindoff, the Miller, appears to thrive; he was my tenant once, now he is my landlord. But here comes Claudine.

Enter Claudine, left hand, plate 1.

KELMAR. Well, I am glad you have returned. What has detained you?

CLAUD. There were a number of passengers, father, and I could not cross the ferry.

KELMAR. Ha! Claudine, some one else detained you, and not the boat.

CLAUD. I have not seen Lothair since you desired

me not to, but in your presence, in our cottage.

KELMAR. You would not deceive your father.

CLAUD. No, I never will deceive you ; but I am much frightened of meeting robbers in the forest.

KELMAR. Without Lothair, you mean? but he is poor; the man I propose, is Grindoff; he is rich.

CLAUD. You have told me, father, that riches do not make happiness.

KELMAR. You can never wed Lothair.

CLAUD. I cannot love Grindoff.

KELMAR. The Miller is very kind to you, but if you cannot love him, I will not add to your distress by urging this union any further. [Exit Claudine. So she is in love with Lothair, and all I can say will not alter her affection for him.

Enter Lothair, left hand, plate 1.

LOTH. Kelmar, is Claudine at home?

KEMLAR. Yes, why do you ask?

LOTH. Then I did not see her through the forest in vain.

KEMLAR. Was she in your company?

LOTH. Yes—no—(*aside*) I must not alarm him.

KELMAR. She has told me a falsehood then.

LOTH. She has not; I saw her safe through the forest, though she was not aware I was so near her.

KEMLAR. Her poverty needs no protection.

LOTH. But her beauty does; and what would her strength be against the arm of a villain?

KEMLAR. You aim at the character of Grindoff.

LOTH. I do not; 'tis true he stands in the way of my happiness; and protects you and your family.

KEMLAR. Whom do you mean, then?

LOTH. As I was following Claudine through the forest, I heard voices: I concealed myself, when one of them called out—" 'Tis Claudine!" "Now, seize our prize!" exclaimed another; when two ruffians rushed from their hiding-place to secure her: I called

out villains! which made them desist. I found them to be Banditti.

KELMAR. Banditti! what, after depriving me of everything I possessed, would they rob me of my Claudine?

LOTH. I am convinced of it. I intend, if possible, to find these robbers.

KELMAR. You are a brave lad, Lothair.

LOTH. I shall go alone to find out their haunt, in a disguise prepared for the purpose.

KELMAR. Come, my lad, and see Claudine before you go. [The Mill stops working.]

LOTH. I will, it may be the last time.

KELMAR. See, the Millers have done work. Grindoff will be here shortly. [Exit both.]

(Grindoff's Small Boat, in Scene 1, to appear coming from the rock, and crosses the river, right hand.)

Enter Riber & Golotz, left hand, plate 1.

RIBER. She has escaped us; she is in the cottage. It was Lothair who prevented us securing our prize; he shall dearly pay for this.

GOL. He shall, for on his return through the forest, he dies! Retire; he comes. [They retire.] (Grindoff in Large Boat, in Set Piece, passes on the First Water, from right to left hand.)

Enter Grindoff & Lothair, right hand, plates 1 & 2

LOTH. Your meeting me here displeases you.

GRIN. My meeting you here does not displease me: we are both in love with the same object.

LOTH. You are rich, and have nothing to fear.

GRIN. Where are you going?

LOTH. To my cottage across the river. I must be quick, or I shall be too late for the ferry boat.

RIBER. (with Golotz, who is watching.) You have saved his life.

GRIN. You will find my boat made fast to the bank yonder. (*aside*) And now for old Kelmar.

LOTH. I will accept your offer. [Exit both.

Enter Lothair, in Large Boat, left hand, out of Scene 11—to cross the Water, and exit.

Enter Riber & Golotz, left hand, plate 1.

RIBER. He has escaped us this time.

GOL. But not for long. Now then for the cavern. [Exit both.

Scene 2. No. 3 & 4. A Wood. Front & Back, (Cut Scene) Stage dark. Wings, No. 1.

Enter Karl, with portmanteau, left hand, plate 1.

KARL. I declare it is quite dark, and I have lost my way.

COUNT FRIBERG. (*calling*) Karl! Halloo! Karl!

KARL. You may call, master; you will not disturb anyone here except the wild beasts.

Enter Count Friberg, right hand, plate 5.

COUNT. Where have you got to, Karl?

KARL. I can't tell; I cannot find the path.

COUNT. I think we are near the border of the forest: if we could find the river.

KARL. The storm increases! I wish I were safe at the castle. This way, sir. [Exit both

**Scene 3, No. 5. Inside of Kelmar's Cottage
Wings No. 3. Table in plate 7 to put on.**

Grindoff & Kelmar discovered sitting, plate 3.

KELMAR. 'Tis a stormy night, Grindoff! Lothair, poor fellow, will be caught in the storm.

GRIN. Before the rain commenced, I lent him my boat to cross the ferry; he is safe at home.

KELMAR. You are very kind. I am happy Claudine is safe.

GRIN. Here's her health, Kelmar! Claudine!

KELMAR. Claudine—Heaven protect her!

GRIN. I hope so; but tell me, when will you give me Claudine, that I may protect her?

KELMAR. She was beset by robbers, in the

forest. She is now safe, thanks to Lothair.

Enter Claudine, right hand, plate 3.

GRIN. He is a bold lad. (*aside*) Curse him!

KARL. (*without*) Holloa! house, house!

CLAU. Some one has lost their way in the dark.

KELMAR. Open the door, Claudine, my door was never shut against the benighted traveller.

Enter Karl, with portmanteau, left hand, plate 1.

KARL. Why the deuce did not you open the door before, and not keep one out this stormy night?

KELMAR. I thought there might be danger.

KARL. I'll fetch my master, instantly, and you will be well rewarded for your kindness to Count Friberg, and his servant Karl. [Exit.

Grindoff & Kelmar to be drawn off, and Re-enter Kelmar & Grindoff, right hand, plate 1.

GRIN. (*aside*) Count Friberg! Kelmar, I must away, the weather seems getting worse.

Enter Count Friberg, right hand, plate 5, and Karl, left hand; plate 1.

COUNT. My servant has informed me of your hospitality. (*aside*) I think I know that man.

GRIN. I am not the owner of this house; it belongs to Kelmar.

COUNT. To old Kelmar?

KELMAR. Yes, sir; and I am glad to have the opportunity of assisting my young master.

COUNT. How is it I find you in this poor cottage—you, that was once the richest tenant of my late father.

KELMAR. Oh, sir, that is a frightful story.

Friberg, Kelmar & Claudine retire up the Stage.

KARL. Then don't tell it, for I have been frightened to death already in the forest. I met two of the Banditti that infest this forest, and had not my master been at hand, I don't know what

would have been the consequence ; the two rascals made off, but left one of their swords behind them.

GRIN. Let me have it : I may find them out.

KARL. No, I thank you : I shall give it to my master. (*aside*) I don't much like that fellow.

Friberg, Kelmar & Claudine come forward.

COUNT. I will not deprive an old man of his bed ; in that chair I can sleep soundly.

CLAUD. You can be better accommodated at the sign of the "Flask," your honour.

GRIN. I will go to the "Flask," and inquire of my man Riber if he can entertain his Excellency. I will bring you word directly. [Exit.

COUNT. Who is that man Kelmar ?

KELMAR. Grindoff, the Miller.

COUNT. He is very much like a man that was one of my father's servants ; he was a villain : his name was Wolf.

KELMAR. I have heard of this before ; but you cannot suspect the Miller. Come, Claudine, I'll assist you to prepare the supper.

Exit Kelmar & Claudine.

KARL. Sir, I don't like that black-looking fellow that is gone to the "Flask ;" it strikes me that he is in league with these robbers ; let us go.

COUNT. I have my suspicions, but be silent.

Enter Kelmar, right hand, plate 1, Claudine,

Kreutz & Laurette, right hand, plate 3.

KELMAR. Be quick, and place the refreshments.

Exit Laurette & Kreutz.

COUNT. I shall not stay here to-night.

Enter Grindoff, right hand, plate 1.

KARL. It's all up with us !

KELMAR. What news, friend ?

GRIN. Riber cannot entertain the Count.

COUNT. Then I must proceed to-night.

GRIN. 'Tis too late for the ferry. [Exit.

COUNT. Well, we must remain. (*aside*) We may escape them yet, Karl. [Exit all.

Scene 4, Nos. 3 & 4. Cut and Thick Wood, Front and Back (as before) Wings No. 1.

Enter Lothair, 2nd dress, right hand, plate 2.

LOTH. This night has been propitious to my design! Heaven prosper my undertaking! Hark!

Enter Riber & Golotz, left hand, plate 1.

LOTH. So I have discovered you at last?

RIBER. You have, but dread the punishment.

LOTH. Would you destroy me? I wish to become one of your band. Show me your Captain.

GOL. We will. What have we for your faith?

LOTH. Revenge on Count Friberg; I have been turned from his service. Can I trust you?

RIBER. 'This is no time to doubt. [Exit all.

Re-enter Golotz & Riber, with Lothair, plate 3.

GOL. This way to our Captain [Exit all.

Scene 5, No. 6, A Cavern. Wings, No. 4.

Banditti discovered sitting at table, plate 5.

Enter Zingra & Three Robbers, with cups, plate 6.

Enter Ravina, right hand, plate 4.

RAV. What not done drinking yet? I want to go to rest—if you stay up any longer, you may wait upon yourselves.

Zin. You did not used to be so cross.

1st. ROB. She is only jealous of our Captain's new mistress that is to be.

Zin. 'Tis hard, after so long serving us. I pity her.

RAV. Compassion amongst Robbers!

1st ROB. Away, and leave us to our enjoyment!

(*bugle sounds*) 'Tis the signal! Claudine is coming!

Enter Riber & Golotz, with Lothair, plate 3.

RAV. 'Tis not Claudine.

ZIN. Speak, Riber! who have you brought us?

RIBER. One who wishes to join our Band.

ZIN. Where is Claudine? (*Bugle sounds*) 'Tis the Captain's signal; take the bandage from his eyes, and bring him before the Captain.

Exit Riber, Golotz & Lothair.

Re-enter Riber and Golotz, left hand, plate 1.

Enter Lothair, 2nd dress, right hand, plate 2.

Enter Grindoff, 2nd dress, left hand, plate 3.

ROBBERS. Welcome, Captain! welcome!

GRIN. Ah! betrayed! Who is this stranger?

RIBER. A man we found in the forest—he seeks revenge on Count Friberg.

GRIN. Where is Claudine?

RIBER. She has escaped.

GRIN. Now, (to Lothair) you seek revenge on Count Friberg; he sleeps to-night at old Kelmar's; he must not cross the river; if he should reach the castle, it would be destruction to our band.

LOTH. (To Grindoff) Let me destroy him!

GRIN. You are inexperienced; I will go myself.

RAV. Grindoff, beware! You have shed blood enough already, and if he is added to the list, it will rouse the whole country in pursuit of you.

[Exit Ravina

GRIN. Riber, attend to my orders. You must go with me to Kelmar's; then we will secure Claudine, and if Kelmar interposes he shall a'lo be our prisoner.

LOTH. Villain!

GRIN. Why, how is this?

LOTH. Count Friberg!—I wish to go with you.

GRIN. You cannot. Your name?

LOTH. Spiller.

GRIN. Swear never to desert the object you are in pursuit of.

LOTH. I swear.

GRIN. I am content. Now, Zingra, are those sacks placed in the boat as I ordered?

ZIN. Yes, Captain.

GRIN. Let the flour be sent home; business must not be delayed. Now for a cup of wine.

Exit Grindoff, and Re-enter right hand, plate 5.

GRIN. (*drinking*) "The Miller and his Men."

ACT II.

Scene 6, No. 5. Inside of Kelmar's Cottage.
Wings, No. 3.

Count Friberg & Karl discovered asleep in chairs, plate 2. Enter Claudine, right hand, plate 3.

CLAUD. I cannot rest. The Count and his servant are asleep. My father is from home: I am afraid some accident will befall him. [Exit.

Enter Riber with lantern, right hand, plate 2, followed by Grindoff, right hand, plate 1.

GRIN. I must find Claudine.

KARL. (*in his sleep*) They all come from the Mill.

RIBER. The fellow dreams—but 'tis his last.

GRIN. Hold, I say! They sleep soundly. When I have secured Claudine, I will give the signal: then dispatch them. [Exit.

RIBER. Well, well; I must obey, I suppose. (*whistle heard without*) Now's my time!

Riber, Karl & Friberg to be drawn off, and Enter left hand, plate 4, Karl stabbing Riber, and Friberg seizing Grindoff, right hand, 5.

COUNT. Speak! what brought you here?

GRIN. You have been beset by robbers.

KARL. So it appears; but how did you find that out?

GRIN. You have just killed one of them ; on my way to the Mill, I found the scabbard of a sword, which I know to belong to old Kelmar. I have searched the cottage, Kelmar and his daughter are not to be found. His wish to detain you here last night roused my suspicions.

COUNT. True, his poverty may tempt him.

GRIN. I hope you are satisfied ; 'tis getting late, follow to the Mill. [Exit all.

Re-enter Karl, right hand, plate 1, and Count Friberg, right hand, plate 5.

KARL. I am afraid we are going to the lion's den. (*shrieks heard without*)

COUNT. A woman in distress—follow Karl.

KARL. More luck, master. [Exit both.

Scene 7, Nos. 3 & 4. A Wood, Front and Back. (Cut Scene.) Wings, No. 1.

Enter Grindoff with Claudine, right hand, plate 5.

COUNT. (*without*) This way, Karl ; follow.

GRIN. So close upon me. I must away. [Exit

Enter Count Friberg & Karl, right hand, plate 4.

COUNT. Where are they gone ?

KARL. Did you see them, sir ?

COUNT. Yes, Karl, but they are gone ; but follow to the Mill, we may gain assistance. [Exit both.

Scene 8, No. 6, A Cave. Wings No. 4. (dark)
Put on Robbers asleep, plate 7, and Lothair with carbine, plate 3.

LOTH. It must be daylight, and the Miller not returned. They have not recovered from their drunken stupor, and I may now place the fusee.

Exit Kothair & Re-enter, with fusee, left hand, pl. 6.

LOTH. Now to destroy the whole of the Band : by placing this to the magazine, it will find its way to the Mill, and lie there unnoticed. [Exit.

Re-enter Lothair, with carbine, left hand, plate 3.
 Draw off Robbers sleeping, & Re-enter in a
 standing position, plate 6.

Enter Grindoff, with Claudine, right hand, plate 5.

LOTH. You have met with success?

GRIN. I have so far. Old Kelmar shall be the
 next; and then for Lothair. Where is Ravina?

Enter Ravina, right hand, plate 4.

GRIN. You must watch Claudine with care, or
 dread my vengeance. [Exit Grindoff & Ravina.

Re-enter Grindoff, left hand, plate 2.

GRIN. We are surrounded with danger—Riber
 has been killed.

LOTH. Then Friberg has escaped, thank Heaven!
 I shall have my just revenge.

GRIN. You shall fill the place of Riber. The
 Count and his servant are on their way to the
 "Flask;" Spiller and the Band must be ready to
 meet them. [Exit Grindoff & Robbers.

Enter Ravina, left hand, plate 3.

RAV. Now to give the poison to my rival.

LOTH. Hold! is this the way to treat a helpless
 female, confined here by the Miller!

RAV. She is my rival, and I care not what I do
 to be revenged on that wretch, Grindoff.

LOTH. I am her affianced husband—to prove it,
 you shall hear; (*calls*) Claudine! Claudine!

Enter Claudine, right hand, plate 3.

CLAUD. 'Tis Lothair, but what place is this?

RAV. Lothair!

LOTH. Our lives are in your power. I have
 laid a train from the magazine to the Mill, which
 you must fire when I give the signal, and Wolf and
 his Band will be no more.

Enter Grindoff, right hand, plate 1.

GRIN. Villain!

LOTH. Hold yet a moment, and I will explain all! Ravina has attempted the life of Claudine!

GRIN. Where is her weapon?—she has none.

LOTH. Jealousy has caused her to attempt to destroy her with that poisoned cup.

GRIN. Why where we threatened?

LOTH. To appease her wrath, and make her quit the cave, that Claudine might be in safety.

GRIN. I am satisfied. Ravina, descend to the lower cave, and await your just punishment. You, Spiller, follow me to the "Flask." [Exit all.

Scene 9, No. 7. The Sign of the "Flask."
Wings No. 1.

Enter Count Friberg & Karl, with swords drawn, right hand, plate 4.

COUNT. We have found the house at last.

KARL. Well, I am glad we have found the right road. See, sir, there stands the Mill.

COUNT. We may obtain assistance to find the villain, and drag him from his hiding place.

KARL. Oh for a can of grog to keep my spirits up. I am so hungry. I could devour a wolf.

COUNT. Hold your foolery. Knock at the door.

KARL. Mr. Flask! Holloa, landlord! House! house!

Enter Lothair, 3rd dress, as Spiller, left hand, pl. 7

KARL. I'm told you have good accommodation.

LOTH. I have; your master and you are welcome. This way, gentlemen. [Exit.

KARL. Lead on; I will follow you. [Exit.

COUNT. I will hasten to the castle, and bring back with me some of my troops to scour the forest, and exterminate these robbers. [Exit,

Enter Count Friberg, left hand, plate 4.

Enter Karl, right hand, plate 4.

COUNT. What news?

KARL. There is plenty of eatables and drinkables ; but the house is filled with a set of ill-looking rascals.

Enter Kelmar, right hand, plate 1.

KELMAR. Ah ! the Count and his servant ! Fly, my master, you are in the robber's toils ! My daughter has been stolen from me, and your lives will be sacrificed.

COUNT. What ! more deception, Kelmar ?

KELMAR. I have been deceived—save yourselves.

Enter Grindoff, right hand, plate 1.

KELMAR. Ah, Grindoff, then all is over !

GRIN. Thy villany is known.

KELMAR. One effort more.

Exit Grindoff and Kelmar, and Re-enter Kelmar, seizing Grindoff, plate 4.

GRIN. Wretch, unhand me !

KELMAR. Thou art the wretch ! See, sir ! behold, it is Wolf the robber. [They Exit.

Re-enter Grindoff, presenting pistols, left hand, plate 4, and Kelmar, right hand, plate 1.

GRIN. Spiller ! Golotz ! haste to my assistance.

[Exit Grindoff, Karl and Friberg.

Enter Lothair, left hand plate 7, & Golotz, plate 1.

GOL. 'Tis Wolf calls us—they have discovered him. We must to his assistance.

LOTH. 'Tis too late ; we must gain the secret pass. Ah ! a troop of Friberg's soldiers coming this way ! (*aside*) Now, Claudine, thy sufferings will cease, and Kelmar be avenged ! Quick, let us escape ! [Exit both.

Scene 10, No. 8. The Large Mill, Wings No. 1.

First and Second Ground Pieces in Front, a short distance from each other. The Bridge to be placed across, and fastened to the Second Ground Piece, so as to be drawn up. See Set Pieces Nos. 10 and 11.

Enter Ravina, with Torch, left hand, plate 7.

RAV. My work is nearly accomplished; from this spot I can see Lothair's signal, which will hurl the Banditti to instant destruction. [Exit.

Enter Grindoff, left hand, plate 4.

Enter Karl and Friberg, swords drawn, plate 4, followed by the Troops, right hand, plate 7.

GRIN. Ha! ha! I have escaped you, have I?

KARL. But you are caught in your own trap.

GRIN. Spiller!—Golotz! Golotz! I say!

COUNT. Villain! you cannot escape us now! Surrender, or instantly meet thy fate.

GRIN. Surrender! I have sworn never to descend from this place alive.

Enter Lothair, as Spiller, 3rd dress, left hand, pl. 7.

GRIN. Spiller, let my bride appear. [Exit LOTH.

Enter Kelmar, right hand, plate 1.

Enter Ravina with torch, plate 7.

RAV. Before it is too late, restore Claudine to her father's arms.

GRIN. Never!

RAV. Then I know my course!

Enter Lothair with Claudine, left hand, plate 6.

KELMAR. My child! Ah, Grindoff, spare her!

GRIN. Hear me, Count Friberg; if you do not withdraw your followers, by my hand she dies.

COUNT. Never, till thou art yielded to justice!

GRIN. No more—this to her heart

LOTH. And this to thine!

Exit Lothair and Claudine, and Grindoff.

Re enter Grin. & Loth. fighting, pl. 6, fight & exit.

Grindoff to be put on wounded, plate 7.

Re-enter Lothair with Claudine, plate 6.

LOTH. Ravina, fire the train!

Scene to change to the Explosion, Scene 11, No. 9.