

Mighty Steed

Summary: A knight is looking for his steed, which turns out to be a goat.

Number of staff required: 2

Props/Materials/Costumes:

Goat

Knight costume

Servant costume

Prep done:

Get goat

Put costumes on

Execution:

- Distraught knight enters cabin, looking for his steed. He needs to go on his quest and can't do so without his horse, Tallulah. He looks all around the cabin for it. Play up the comedy—ask if he's in kids' sleeping bags, look under their beds, tell them you know they kidnapped Tallulah.
- The servant waits outside with the goat and makes a horse noise. Knight acknowledges this noise and urges the campers to look outside the cabin to help him find his horse. If the campers refuse to get out of bed, bring in the goat.
- Servant emerges from behind a tree holding goat. "I have found your steed Master!" The knight rejoices that his horse is found. Again, make play up the humorous anticlimax by calling the goat a horse. They leave on their quest.