

GROTTO FORMS
AND
CEREMONIES
M. O. V. P. E. R.



1966

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GROTTO FORMS AND CEREMONIES
M. O. V. P. E. R.

Together With Monitorial Notes,
Diagrams and Explanatory
Matter

Revised June 20, 1966

From the
BY-LAWS AND
GENERAL REGULATIONS
OF THE
SUPREME COUNCIL, M O.V.P E.R.

CHAPTER XXVII

27.1 RITUALS. The Ritual as promulgated by the Supreme Council shall be used uniformly by every Grotto. No Grotto shall have in its possession or use rituals other than those obtained from the Supreme Council.

(A Grotto cannot by by-law or otherwise "permanently discontinue" any part of the ritual J & L 1929)

27.2 PUBLIC DISPLAY OF RITUAL. Ritualistic costumes and other articles of Grotto paraphernalia shall not be worn or displayed in public, nor photographed.

(A Grotto cannot use any or all of its scenery and costumes in an entertainment for Prophets and their ladies, nor can the wives of Prophets be permitted to witness any part of the ritualistic work.— G M. 1926)

27.3 PRINTING OF RITUAL. The ritual or any part thereof, shall not be printed or published, except by the Supreme Council, but it shall be permissible to list the names of the ritualistic characters on programs or periodicals in connection with Ceremonials.

27.4 VULGARITY IN RITUAL WORK. Obscenity or vulgarity in any form in the conferring of the ritualistic work, at entertainments or at a meeting of any kind, whether by Prophets or others is strictly prohibited.

Grotto Forms and Ceremonies

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CEREMONIES PRECEDING THE OPENING OF THE GROTTO

(Monarch takes his station and calls the Grotto to order by one blow of the gavel.)

MONARCH:

..... Grotto, M. O. V. P. E. R., will come to order. Officers take your stations.

POSITION OF OFFICERS

At Opening of Business Session of Grotto

MONARCH—Center, just in front of curtain.

CHIEF JUSTICE—To right of Monarch.

MASTER OF CEREMONIES—To left of Monarch.

VENERABLE PROPHET—To left of Master of Ceremonies.

MARSHAL—To right of Chief Justice

TREASURER—At right of side of stage.

SECRETARY—At left side of stage.

CHAPLAIN—To right of Marshal.

CAPTAIN OF THE GUARD—At door, inside the Grotto Room

SENTINEL—In anteroom, outside the door.

(If there is no room before curtain on stage, the officers may be grouped on the floor, preserving the order of arrangement as near as possible. The Grotto will accommodate its arrangements according to conditions, therefore, is allowed discretion in such matters.)

MONARCH:

(The Color Guard) or (Patrol) will post the colors.

(The Monarch will bring the Grotto up with three blows of the gavel as the colors enter the Grotto room.

Prophets with Fez will come to a military salute, all others place right hand over heart.)

(It is suggested that if the Grotto has a Patrol or a Color Guard in uniform, that they be used to post the Colors, and at a given signal the band, orchestra or a pianist play a patriotic march at which time the Guard will march to the stage and post the Colors.)

(AFTER THE COLORS ARE POSTED, THE MONARCH WILL SAY:)

MONARCH:

Prophets, join me in pledging allegiance to our flag. I pledge allegiance to the flag of the United States of America, etc, etc., etc

(The National Anthem may be sung after the Pledge of Allegiance.)

(The Monarch will give one blow of the gavel so that Prophets may be seated and the Color Guard to return to rear of the room.)

FORM FOR OPENING THE GROTTO

MONARCH:

Prophet Chief Justice, see that all the secret ways are securely guarded, and ascertain if all present are Veiled Prophets.

CHIEF JUSTICE:

Prophet Marshal, attend. (Marshal steps forward and salutes.)

CHIEF JUSTICE:

Prophet Marshal, are all the secret ways securely guarded? (Marshal faces the door and addresses Captain of the Guard.)

MARSHAL:

Prophet Captain of the Guard, are the secret ways securely guarded, and are all present Veiled Prophets?

CAPTAIN OF THE GUARD:

The secret ways are securely guarded, all present have given the proper passwords, and are Veiled Prophets in good standing.

MARSHAL (Facing the Chief Justice:)

The secret ways are securely guarded, all present have given the inside and outside passwords, and are Veiled Prophets in good standing.

(The Sentinel or his assistants should be stationed outside the door to examine all dues cards and take up the outside password. The Captain of the Guard or his assistants should be stationed inside the door and take up the inside password. If there is only one door to the Grotto room, the Sentinel should be stationed inside the door to examine all dues cards and take up the outside password. The Captain of the Guard should be stationed about six to ten feet farther inside the room and take up the inside password.)

CHIEF JUSTICE:

Prophet Monarch, the secret ways are securely guarded, and all present are Veiled Prophets.

MONARCH:

Prophet Chief Justice, what makes you a Veiled Prophet?

CHIEF JUSTICE:

My obligation.

(At this time the Monarch and Chief Justice face each other, grasp right hands, and place left hands on each others right shoulder.)

MONARCH:

Will you have more or less?

CHIEF JUSTICE:

More.

MONARCH:

More what?

CHIEF JUSTICE:

* * * * *

MONARCH:

And* * * * *

(The Monarch will now call up the Grotto with three blows of the gavel.)

MONARCH:

Prophet Marshal, see that all are in order as Veiled Prophets.

MARSHAL:

Prophets, it is our Monarch's command that you be in order as Veiled Prophets. Attend to giving the signs.

(The Marshal will lead in giving the signs. The Monarch does not give them. The order of giving is, first, the sign of adoration; second, the dueguard; third, grand hailing sign. When all the signs have been given, the Marshal will turn to the Monarch and salute with the grand hailing sign.)

MONARCH:

Prophet Chaplain, you will attend at the Altar.

(The Chaplain repairs to the Altar, front center stage, kneels facing the auditorium, opens the Bible, removes Fez, and recites prayer:)

Our Heavenly Father: We thank Thee for the privilege of meeting together as Prophets of the Mystic Order Veiled Prophets of the Enchanted Realm. May our hearts be filled with sympathy for those in illness and adversity. May we make this world a better place in which to live through our thoughtfulness and consideration of the welfare of others. May the friendly spirit of goodfellowship guide our actions throughout our lives. Amen.

(The above or some suitable prayer may be used. Chaplain returns to his place)

MONARCH:

I now declare Grotto open and in order for business. Prophet Captain of the Guard, inform the Sentinel. (Monarch raps gavel once to seat the Prophets.)

(Captain of the Guard knocks four times—two double knocks—on the door. The Sentinel answers in the same way, then the Captain of the Guard opens the door and informs the Sentinel thus; “—Grotto is now open and in order for business.” He then closes the door and gives four knocks as before. The Sentinel answers with four knocks—two double knocks.)

CAPTAIN OF THE GUARD:

Prophet Monarch, the Sentinel is informed.

(This completes the opening ceremony. The Monarch will now proceed with the business of the Grotto, following the order of business as provided in the by-laws of the Grotto. When the order of business is disposed of, the Monarch will declare the business session closed and, if there are candidates in waiting, declare the Grotto open for ceremonial work.)

(If there are no candidates, the Grotto should be closed in proper form as provided in “Closing the Grotto.”)

FORM FOR CLOSING GROTTA

(After going through the order of business, the Monarch will inquire if there is any further business that should come before the Grotto. Any special business may now be taken up. When this is finished, or, if there is no special business to come before the Grotto, the Monarch will say, “If there is no further business, I shall proceed to close the Grotto.”)

MONARCH:

Prophet Chief Justice, are you a Veiled Prophet?

CHIEF JUSTICE:

I am.

MONARCH:

What makes you a Veiled Prophet?

CHIEF JUSTICE:

My obligation.

(At this time the Monarch and Chief Justice face each other, grasp right hands, and place left hands on each others right shoulder.)

MONARCH:

Will you have more or less?

CHIEF JUSTICE:

More.

MONARCH:

More what?

CHIEF JUSTICE:

* * * * *

MONARCH:

And * * * * *

(The Monarch now calls up the Grotto with three blows of the gavel.)

MONARCH:

Prophet Marshal, I am about to close
Grotto, M. O. V. P. E. R., see that the Captain of the
Guard is informed.

MARSHAL:

Prophet Captain of the Guard, you will inform the
Sentinel that the Monarch is about to close
Grotto, M. O. V. P. E. R., and direct him to guard
accordingly.

(Sentinel closes the door.)

CAPTAIN OF THE GUARD:

Prophet Monarch the Sentinel is informed.

MONARCH:

Prophet Chaplain, you will attend at the Altar.
Prophets remove your Fez.

(Chaplain goes to Altar, kneels, removes Fez, closes
Bible.)

CHAPLAIN:

And now, may the blessing of Heaven rest upon us
and all regular Prophets. May goodfellowship pre-
vail and every moral and social virtue cement and
strengthen us. Amen.

(Chaplain returns to place.)

MONARCH:

The Color Guard will now retrieve the Colors.

(Prophets with Fez on come to military salute, all
others place right hand over heart, Color Guard will
retrieve the Colors.)

MONARCH:

I now declare Grotto duly closed until
its next regular meeting, unless sooner opened by
command.

(Monarch closes Grotto by one blow of the gavel.
In the event of a ceremonial session following the
business session, the Monarch will say: "I now de-
clare this business session of Grotto closed
and a ceremonial session opened." Strikes the gavel
once. All business sessions should be closed in full and
proper form.)

RITUAL

FOR

CONFERRING THE ORDER OF VEILED PROPHET
IN CEREMONIAL FORM

ALSO

MONITORIAL NOTES AND EXPLANATIONS
RELATING THERETO

REGARDING SCENERY

The matter of scenery for the Ceremonial Drama can be simple or elaborate—as you desire—can afford—or as auditorium used is equipped. The simple method will be explained here. If the auditorium has an outer and inner curtain, a good portion of the worry is eliminated. The front curtain, of course, is the regular “house curtain.” An inner curtain is one that is about four feet behind the front curtain and usually works on a “traveler” or track, opening from side to side. This inner curtain should be used for the Prologue and Epilogue. It can also be used for the Tomb scene by merely placing a few decrepit looking tombstones (scene painted, of course, and easy to handle) on and a large one in center between the two curtains to place the candidate therein, or merely place the candidate between the opening of the curtains, surmising it to be a tomb. You must keep the lights on a dim blue or green for this scene.

The MOKANNA Court scene should be set about half stage—using the inner curtain when open as a neutral leg drop. The throne chair and shrine with the glowing heart and other court decorations are used to glorify the scene and you can have guards and courtiers in gala attire as you desire.

The Haunted Forest drop should be hung down stage behind the inner curtain. When this drop is in position you clear or “strike” the Mokanna set and make ready the Grotto or Caldron scene. All these should be pre-set before you start your show. To go into the Caldron scene you merely “take away” the Haunted Forest drop.

From the Caldron you go into the Tomb scene. This can be another painted drop or use the inner curtain as above suggested. If you use a painted drop, it should be hung immediately behind the Haunted Forest drop. While the Tomb scene is on, you prepare for the Storm scene. The back drop for this can be a special one—your Grotto drop—or a plain gray or dirty back wall. Your cloud machine and lighting effects, with the wave cloth, boat, etc., are what make this scene. It should not be brightly lighted, but a dim blue used.

The Imperial Chamber of Gehenna can be another special drop, or the cave or Grotto scene can be again utilized. Just give His Majesty a fiery-looking throne, on a dais if possible, with red lighting, etc., and you have your scene.

Back to the court of Mokanna as before—then “close in” with the inner curtain for the Epilogue and you have your show.

STAGE

BACK WALL

RIGHT
SCENE NO. 5 STORM
LEFT

SCENE NO. 3 (CAVE SCENE) OR GROTTO—CALDRON SCENE
Grotto Drop can Also Be Used for Storm and Gehenna Scenes by Merely Changing the Properties and Lighting.
Grotto or Cave Leg Drop to be used with Grotto Storm and Gehenna.

○ CALDRON

SCENE NO. 1—NO. 7 MOKANNA COURT SCENE (Use Only Half Stage)

□ SHRINE

□ MOKANNA

SCENE NO. 4 Tomb Drop or Use Inner Curtain or H. F. Drop.

SCENE NO. 2 H. F. DROP

Three or Four Feet

PROLOGUE AND EPILOGUE HERE

INNER CURTAIN

FRONT CURTAIN

□ NARRATOR OR GOODFELLOW

"Apron" or Front Part of Stage

F ● O ● T ● I ● G ● H ● T ● S

CANDIDATES

★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★
★ ★

FULL STAGE

HALF STAGE

THIRD STAGE

IMPORTANT MONITORIAL SUGGESTION TO THE CAST

Nothing but most careful study of the Ritual will qualify the members of the cast to properly present the ceremonial work of the Grotto

Each member must not only commit his part so thoroughly that the words will flow easily and naturally, but he must also make himself so familiar with the entire work that he will have a clear conception of his role, as it relates to other parts, in word and action.

Just as the professional actor seeks to give the stamp of individuality to his work, so should the leading members of the cast aspire to present really artistic creations which will illuminate the text of the drama and make it intensely interesting.

In this connection it may be said that the notes which accompany the lines of the drama are intended to be merely suggestions, and are not to be considered as absolutely binding.

THE CAST

The cast should be organized as a Degree Team and be under the management of a director.

The director should have power to select the members of the cast, he should also select his assistants, and be held responsible for the training of the team.

He should be loyally sustained in enforcing strict discipline, for without discipline it is impossible to properly present the drama. At least forty people are required to make up the cast for a full spectacular presentation, many more can be used to advantage on a large stage.

COSTUMES

As part of this Ritual, the Supreme Council has provided a description of the various Grotto costumes, which should be consulted before making selections, as it contains valuable information and suggestions which will be helpful in settling this important matter. (See back of book.)

THE STAGE

The stage and its equipment demand most careful attention in all the details of arrangement relating thereto. Therefore, a new Grotto should carefully investigate the plans adopted by established Grottoes before deciding on the particulars relating to stage matters.

The committee in charge should first make a careful study of the Ritual and accompanying notes, which will give them a general knowledge of what is required, then they should seek the advice of those who have had actual experience in staging the drama.

By following this plan they will profit by the experience of others and thus avoid making costly mistakes.

The following suggestions should be read because they apply to the question under consideration:

LIST OF PROPERTIES NECESSARY IN PUTTING ON CEREMONIAL

Boat, emblem on ribbon, caldron, pair of horns, tail, ice for hoof, scroll for record, chains, gong, hoodwinks, thunder shee', lightning wind machine, surf machine, casket for Jewel, torches, ropes, battle axes, tridents, spears, and equipment for putting on stunts in Feast of Revels. Phonograph records of sound effects are recommended when a P. A. system is used.

STAGE EQUIPMENT

Whatever scheme of stage equipment is adopted will have to be worked out according to the circumstances surrounding each case, but, in a general way, it may be said that the equipment must include a curtain, and drops as follows: Mokanna's Court, Haunted Forest, Wood Scene, rocks, stumps, etc., Caldron, tomb, Storm and River, Imperial Chamber of Gehenna, also wing, fly and borders to match each drop. Throne for Mokanna, Throne for His Majesty, shrine for casket, also electrical wiring, lamps, and machines for producing necessary light effects.

BUSINESS SESSION

(Curtain Down)

	Chaplain ☆	Monarch ☆	
	Chief Justice ☆		Master of Ceremonies ☆
	Marshal ☆		Venerable Prophet ☆
Treasurer ☆	Altar with Bible and Kneeling Pad □		Secretary ☆

(Footlights)

(Inside the door)

Captain of the Guard
☆

(Outside the door)

Sentinel
☆

PROLOGUE

(Curtain Down)

Wings

	Chaplain ☆	Monarch ☆	
Chief Justice ☆			Orator ☆

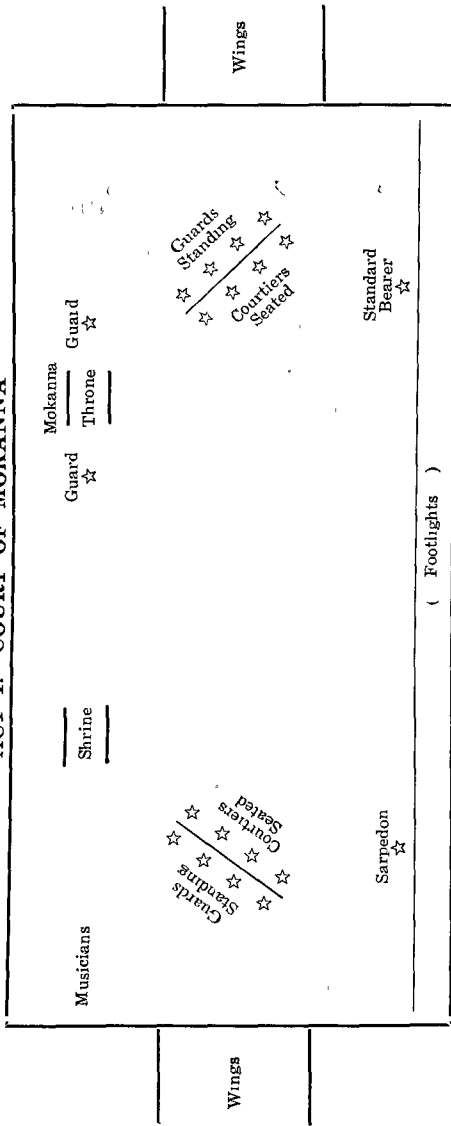
Wings

(Footlights)

(On floor with Candidates)

Grand Chamberlain
☆

ACT 1. COURT OF MOKANNA



20

(Footlights)

Grand Chamberlain

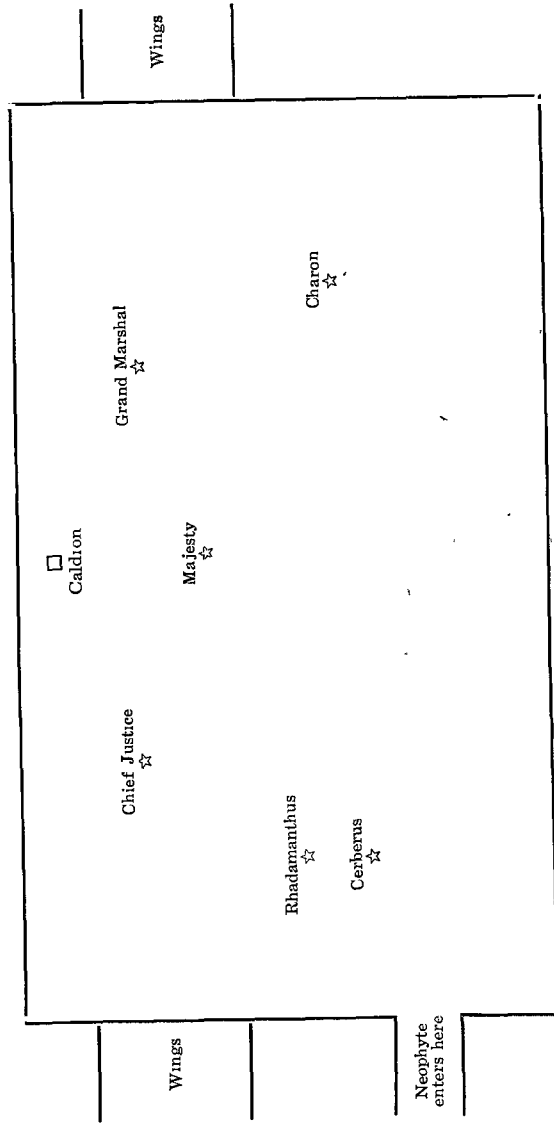
On same level as candidates

Candidates

☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆

The Above Are Suggested Positions

ACT 2—SCENE 2—CALDRON SCENE



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The above are suggested positions

In order to properly confer the Order of Veiled Prophet the work of the Grotto must be done on a stage, which should be in a hall of sufficient size to accommodate the membership of the Grotto and leave a reasonable floor space immediately in front of the stage for candidates.

The stage should be large enough to accommodate the cast and to set the various scenes necessary to make a full presentation of the drama. It must be equipped with paraphernalia especially designed for the work, and so arranged that the necessary changes of scenes can be made with the least possible loss of time.

When a ceremonial session is to follow a business session of the Grotto, the curtain must be down during the business session, also during the presentation of the Prologue.

Everything possible to save time should be done when a ceremonial session is to be held, therefore, the stage should be fully set in advance, and the cast should dress while the business session is progressing, so that the ceremonial can proceed immediately after business is disposed of.

Transaction of business and preparation of candidates may be done in the afternoon, then, after adjournment for refreshments, the Grotto can proceed with the ceremonial without loss of time.

GROTTO ORGANIZATIONS

Whenever possible, it is advisable for the Grotto to form within its membership, one or more organizations for special purposes, such as Grotto Band, Drill Corps, Glee Club, Orchestra, Greeters, Cast Club, Lunch Club, Bowling League, etc.

Such organizations contribute greatly to the welfare of the Grotto, because they serve to entertain and keep up an active interest on the part of the membership; they also serve as valuable adjuncts in ceremonial work.

PROLOGUE

Note: The Monarch, Chief Justice, Master of Ceremonies, Orator and Grand Chamberlain enter from rear of the hall, down the center aisle, onto the stage and take their stations in front of the curtain. If an orchestra is in pit, it will then play march. Candidates places in front rows. (The above is optional, the officers can be on the stage when the curtain goes up, or can enter from center or sides of the stage, with the exception of the Grand Chamberlain, who should be on the level of the candidates.)

CEREMONIAL DRAMA SECTION

The Prologue and Epilogue being definitely not a part of the dramatic section, should not be given in costume or the heavy colored uncomfortable and terrible looking robes that are so often used. These two portions of the ceremonial are much better and more impressive if the officers, or cast members doing this part are dressed in tuxedos, or neat uniform, business suits, alike if possible. (If summertime dress alike in sports clothing is distinctive) A ribbon with the name of the Grotto thereon, worn over the shoulder as a baldric, as a touch of color; or a wide red ribbon over a tuxedo is colorful. The Prologue and Epilogue should be played before an inner curtain, a curtain hung four or five feet behind the front or main curtain; this enables the pre-setting of the Mokanna Court scene, and if that is set in half-stage, the Caldron scene can also be pre-set. If the inner curtain is not available, then before the regular curtain, if there is sufficient "APRON" (space between curtain and edge of stage) to stand in comfort

The poem, "IN A FRIENDLY SORT OF WAY", has been so terribly given on so many occasions that it would have been better to have eliminated it entirely. However, it is so appropriate and fitting that it should be given, with the speaker facing the audience, talking out so that the Prophet in the last row hears him as well as the candidate in the first row. The poem should not be given too fast, nor should the last word of each line be dropped or lost. Each word should be spoken clearly and distinctly. There should be no movement among the candidates while the poem is being recited, so that there is nothing to distract attention from the speaker.

It is not necessary that the Grand Chamberlain recite the poem. It can be given by any one of the Prophets on the stage at the time. In some Grottoes it is done very well by someone off stage speaking through a microphone as though the words were coming from another world.

The Grand Chamberlain should place the candidates in position before the poem is started, with a Grotto member at the left end of each line so that the left end candidate will have someone to place his hand upon.

It is not necessary that the Monarch or Line Officers give the Prologue and Epilogue. They are usually busy with other duties and sometimes do not do it as effectively as the regular members of the cast who would repeat it year after year and are trained and coached in their lines.

CHARACTERS IN PROLOGUE AND EPILOGUE

Monarch
Chief Justice
Orator
Chaplain
Grand Chamberlain

CHARACTERS IN THE DRAMA

Goodfellow or Narrator (optional)
Mokanna
Sarpedon
Guards and Courtiers
Wizard
Melancholy
Despair
His Majesty
Grand Marshal
Minos—Chief Justice of the Realm
Charon—Faithful Ferryman of the River Styx
Cerberus—Faithful Watchdog of the Realm
Chaos—The God of Confusion
Rhadamanthus—An intelligent demon and brother of Minos
Imps

You will note that Goodfellow and Narrator are now two different characters with parts in the Ritual written for each one. Use whichever one you prefer, BUT DO NOT USE BOTH. It takes a clever actor to do a good job as Goodfellow, whereas a good reader can put over the Narrator in good style.

STAGE TECHNICIANS—BACK STAGE HELP, ETC.

Stage hands, electricians, spotlight man, master of wardrobe and assistants, as well as property men, are all needed behind the curtain to assist so that a smooth performance results.

A stage manager should be in charge of the stage technicians. The stage manager and all of the above heads of departments are in direct charge of the cast or ceremonial director—who is ONE PERSON. There may be a general ceremonial director in charge of the entire ceremonial—BUT—insofar as the PROLOGUE—CEREMONIAL DRAMA and EPILOGUE—are concerned, the CAST DIRECTOR should be the SUPREME AUTHORITY, and all others should cooperate with and take directions from the CAST DIRECTOR, or his duly appointed and authorized assistants. The success of the drama is directly upon the shoulders of the cast director and the cooperation given him is vital to that success.

MONARCH:

In the Entered Apprentice Degree we are taught, before starting anything important, we ought to seek our God for help and light, and in that spirit, we come tonight.

Prophet Chaplain, you will attend at the Altar, all will rise.

(Pedestal with closed Bible to be on center stage, front, Chaplain will kneel back of pedestal, open Bible, and give the following prayer.)

CHAPLAIN:

Great Architect of the Universe, the only true God, who hides not his face behind a veil, but allows the sunshine of his love to shine down upon us, we humbly ask Thee tonight for a special blessing upon these Pilgrim Neophytes, whom we are about to initiate into our mysteries. Endow them with a divine wisdom, that they may fully absorb the story of Sympathy and Goodfellowship, which we are about to unfold this evening. And may we all leave here tonight with the thought in mind to love and serve Thee, and to live and preach the doctrine of Brotherly Love. All of which we ask in Thy Name. Amen.

MONARCH:

All be seated.

GRAND CHAMBERLAIN:

(On same level as candidates)

Prophet Monarch, these candidates, all of whom have been regularly proposed and elected to receive the Order of Veiled Prophet, now seek admission to the Enchanted Realm.

MONARCH:

Whence came they?

GRAND CHAMBERLAIN:

From the cold light of common day they seek admission to the Enchanted Realm.

MONARCH:

Have they been duly avouched?

GRAND CHAMBERLAIN:

They are all our kind.

MONARCH:

Candidates, are you still minded, all bravery and belief, to join the standard of the Great Mokanna, our Veiled Prophet Chief?

CANDIDATES:

We are.

MONARCH:

Candidates, it is my pleasure to congratulate you on the honor conferred by your election to receive the Order of Veiled Prophet, and to assure you that sincerity of purpose, brings to all thus honored a cordial welcome to our mystic fellowship. We are now ready to proceed with your induction, but before you can proceed further in the ceremony, you must give the Prophets here assembled, positive assurance of your sincerity, in seeking admission to the Order, by consenting, of your own free will, to proceed and take the Obligation of Veiled Prophet, which will solemnly bind you to secrecy, obedience and loyalty, as a member of the Mystic Order of Veiled Prophets of the Enchanted Realm. This requirement is imperative, and must be cheerfully complied with, if you wish to proceed farther. In order that you may be better informed before making the irrevocable decision, our Prophet Orator will now briefly explain to you, the nature and purpose of our Order.

I charge you to give close attention to his words.

ORATOR:

Candidates, the Order of Veiled Prophets of the Enchanted Realm originated with Master Masons, good and true. It is therefore fundamentally Masonic. None but Master Masons in good standing are eligible to membership, and its superstructure is erected upon the enduring basis of Masonic moral precepts, but it is in no sense a part of Symbolic Craft Masonry, and makes no claim to be such. Its purpose is to foster the spirit of good-fellowship among its members without infringing upon the solemn dignity of the Lodge.

For the accomplishment of that purpose, the Order establishes Grottoes wherein Master Masons of all Lodges may meet and cultivate the cheerful side

of life, through the enjoyment of social pleasures that serve to break down the barriers of reserve and unites them in a spirit of sympathy and good-fellowship, which brightens their lives and makes them better men and better Masons.

Cheerful goodfellowship founded upon the principles of Masonic brotherhood, graced with the charm of true sympathy, is the ideal for which the Mystic Order of Veiled Prophets of the Enchanted Realm stands. If this ideal appeals to you as being worthy of your loyal support, you will proceed; if not, you will retire.

MONARCH:

Candidates, the decisive moment has arrived. If there be any who do not wish to proceed, they will now retire. All who wish to proceed raise their right hands in token of their sincerity. Grand Chamberlain, you will place the candidates in position.

GRAND CHAMBERLAIN:

(Gives proper instructions, telling candidates to place their right hand over their heart and their left hand on the right shoulder of their left hand neighbor, then recites:)

When all the world seems gloomy,
Your thoughts are sad and blue
And the clouds hang dark and heavy
And won't let the sunshine thru,
It makes the day seem brighter
For a fellow just to lay
His hand upon your shoulder
In a friendly sort of way.

It makes the sun come out again,
It makes the pulses start,
You feel a happy throbbing
In the region of your heart;
You feel a lump within your throat—
You don't know what to say,
When a hand is on your shoulder
In a friendly sort of way.

This world's a curious compound,
With its honey and its gall,
Its hopes and disappointments,
But a good world after all;
And a good God must have made it,
At least that's what I say—
When a hand is on your shoulder
In a friendly sort of way.

(Author Unknown)

GRAND CHAMBERLAIN: (Pauses)

Prophet Monarch the candidates are in proper position.

MONARCH:

Everyone will rise, the Prophets will remove their Fez, and the Candidates will give their attention and follow closely while our Chief Justice administers the Grotto Obligation.

CHIEF JUSTICE:

Candidates, you will each say I, pronounce your name and repeat the words of your Solemn Obligation after me.

I, _____, on my faith and honor as a Master Mason, do solemnly and sincerely promise and swear, that I will never willingly or knowingly, reveal to any person, not a member in good standing in the Order, the secrets of the Mystic Order of Veiled Prophets of the Enchanted Realm, except to duly elected candidates, under the restrictions of the Supreme Council of the Order for initiatory purposes.

I do also promise and swear that I will never recommend as a candidate for the Order, any person, unless I am satisfied that he is a worthy Master Mason in good standing, nor will I ever be present at the conferring of the Order on any person I know not to be such.

I do also promise and swear that I will never affiliate with, nor visit any body of this Order, nor recognize in any way, as a Veiled Prophet of the Enchanted Realm, any person, unless it, or he, shall recognize the Supreme Council organized at Hamilton, New York, on June 13, 1890, as the Supreme Body of the Order.

To all of which I do solemnly and sincerely promise and swear, binding myself under no less a penalty than the infliction of all the penalties of my Masonic degrees, up to and including that of a Master Mason, should I ever knowingly or willfully violate this, my solemn Obligation, as a Veiled Prophet of the Enchanted Realm. So help me God.

MONARCH:

Candidates, drop your hands and all be seated.

CEREMONIAL DRAMA

SCENES

1. COURT OF MOKANNA—

Mokanna, seated on throne, surrounded by Guards, Magician and other entertainers.

2. THE HAUNTED FOREST—

3. EARTHWARD BANK OF THE STYX or CALDRON SCENE—

4. THE SILENT TOMB—

5. THE FURY OF THE ELEMENTS — STORM SCENE—

"The point just above the awful whirlpool," still on the earthward bank of the Styx. (See page 44.) Dialogue in the Ritual followed. Wind and rain machine or phonograph records may be used.

Wind and storm record for this scene can be obtained through the Executive Secretary's office. Record runs about four minutes.

6. THE IMPERIAL COURT—

His Majesty on throne, surrounded by Imps and other characters. Red lights, etc.

7. COURT OF MOKANNA—

Same as Scene 1.

(After obligation, Monarch says):

Candidates, be seated.

(The lines to follow are new; they are spoken by the Narrator. If you decide to use them do not use any part of the lines spoken by "Goodfellow," throughout the rest of the Ritual.)

(As candidates are seating themselves, lights are dimmed to a blackout—Officers leave stage and Narrator enters in the dark—slips in on either side or in center, with the curtain itself for a background, a small green spotlight is slowly focused upon him. He should be clothed in a long dark robe, there should be a hood on the robe with a slight peak in the rear, and the front should be drawn so that merely the face shows, with no makeup. Remember the Narrator is not a character playing a part, but recites his lines as a reader giving an historical lecture or explanation.)

SYNOPSIS

NARRATOR:

PROPHETS AND NEOPHYTES:

The drama, we are about to portray for you is neither a myth nor a legend, but is actually based upon the early history of Persia, at a period when, through dissension there came into power the second dynasty, controlled by the Sassanian Kings, under Chosroes II. During this period many strange cults of fire-worshippers sprang up in Persia, and one with a large following was that of the Prophet Mokanna. This Prophet had been afflicted with a terrible disease known as the black small pox, but so that his followers would not see his affliction, he covered his face with a veil, and told them that he was descended from God and that his eyes were so dazzling that humans, until purified, could not look upon his face.

To enable the Neophyte to join the ranks of this Prophet, it was necessary that he undertake a long and dangerous journey, overcome all obstacles and return with the Priceless Jewel of the Enchanted Realm, which the Prophet dedicated as Truth. Neophytes, soon you will be introduced into the presence of the Veiled Prophet, the Great Mokanna. One of you will be chosen to venture forth in quest of the Priceless Jewel! His journey will take him through the haunted forest to the borderland between earth and hell into the land of Erebus, the God of Darkness, where he is beset by Melancholy and Despair and other dwellers of this Realm of shade. A stranger in a strange land, he is warned to depart, but heedless of all warnings, he wanders near the borders of the forbidden land where he is discovered by Cerberus, the Watchdog, who guards the entrance to Hades, and is taken before Minos the Chief Justice and Executioner of the Underworld.

His Satanic Majesty is summoned, and the mortal condemned to the usual tortures from which he is saved by Rhadamanthus, the kind and just judge, who discovered that he had stood in the northeast corner of the lodge. The Neophyte is put to the Supreme Test. He makes a perilous journey, beset by all the horrors of the underworld but finally with the assistance of old Charon, he safely crosses the River Styx, where he is again met by his Satanic Majesty, who congratulates him upon his successful journey, and tries to reward him by making him a full fledged Imp. However, because the light of good-fellowship is discovered shining on his brow, he is

driven from Hell at the order of his majesty who gives him the Priceless Jewel of the Enchanted Realm which was all that remained to remind him of his lost estate. The quest is ended. The powers of evil have been overcome by a heart glowing with sympathy and a countenance beaming with the warmth of goodfellowship.

The purpose of this drama is primarily initiation, but it also serves as a noble example of the Neophyte overcoming all obstacles and returning with the Priceless Jewel of the Enchanted Realm, and culminates in a grand climax, when the Neophyte returns triumphant and is hailed with joyous enthusiasm and acclamation amid the splendor of Mokanna's court. And now on with the play

(Spotlight off and curtain up on the Mokanna Court Scene.)

(If you decide to continue using the "Goodfellow" part instead of the new Narration, you will start thus—)

(After the obligation, Monarch says):

Candidates, be seated.

(As candidates are seating themselves, lights are dimmed to a blackout—Officers leave stage and Goodfellow enters in the dark—slips in on either side or in center—between the center of the curtain, if it is a track-operated one, and with the curtain itself for a background, a green spotlight is slowly focused upon him. This Goodfellow should be a rather tall man if possible, and dressed as DANTE—a long, greenish robe which covers the feet. There should be a hood on the robe with a slight peak in the rear and the front should be so that merely the face shows. He should have a smile on his face, rather sardonic—a smooth face—no beard—perhaps make-up, rather light-brown on the lips. He should speak SLOWLY for the most part, and where there may be a doubt as to the success of the journey he is describing, the sardonic grin helps give assurance of a bit of bewilderment or doubt to the candidates. GOODFELLOW should be in place at the end of each scene so as to be "spotted" and then "slink off" at the end of his lines. This little interval by the Goodfellow should fill any gap or time required so that there be NO WAITS between scene changes. This drama or ritual should be given and is so being done by many Grottoes, that there are absolutely NO WAITS from the moment that the Prologue begins and the Epilogue ends. A little judicious planning and cooperation is all that is necessary.)

(Green spotlight upon Goodfellow)

GOODFELLOW:

Ha! Ha! Ho! Ho! so this is earth, where mortals dwell,

The place they leave when they go to Hell!

And there tonight, if you'd like to know,

Is exactly where you (indicating all candidates) are going to go.

Yes, good friends—and I have many, many such—

Who treat me rather well—and, I hope—love me much.

So, ere the descent we really start,

My name—to you I shall impart—

Well—I am—just a "Goodfellow"

Whose duty is for you to arrange

A journey thru regions mystic and strange.

So then—In the name of our Mighty Mokanna, our Veiled Prophet Chief, I ask that you imagine yourselves living about 1200 years ago, when this Mighty Mokanna conquered and ruled the land of Persia. You will be commanded by him to set forth on a quest—to proceed on a journey—and seek the Priceless Jewel of The Enchanted Realm. One of you will be designated—specially chosen—personally honored to physically make this journey, which will be a thrilling and dangerous one. So now—let us go back—back 100 years—another hundred—500 years—1,000 years—1,200 years. Behold! We find ourselves in the court and in the presence of the Veiled Prophet Mokanna himself.

(Spotlight off and curtain up on Mokanna scene.)

SCENE 1

MOKANNA COURT

(This can be as elaborate an ancient Persian Court as you care to make it. It is recommended, however, that it be confined, if possible, to only half-stage depth, thus permitting the main part of the Caldron or Grotto Scene to be pre-set. This also permits the Haunted Forest drop to be lowered in front of the main properties of this scene, and then removed QUIETLY while the Haunted Forest scene is in progress. The Veiled Prophet is seated on his throne in rear of stage, left of center, the shrine can be upstage in center, or it can be a little to the right, of these positions. Mokanna's

throne and shrine can be reversed. These scenes can be dressed up with courtiers, guards, magicians, entertainers, etc. Music and entertainment can be in progress as curtain rises and continues for a few minutes, then Sarpedon, down right addressing Mokanna, says):

SARPEDON:

Oh, Mighty Mokanna! These Neophytes, all bravery and belief, bow in suppliance before thy throne, and vow subservience to thy laws and mysteries till in the grave.

MOKANNA:

Neophytes, we greet ye! Welcome to our glorious standard.

(Standard can be on stage and referred to by indication, or brought in by guard and placed and referred to at the time.)

From this hour ye are forever bound to my service. Yet, ere ye can enter into my Fellowship and stand with the faithful of the Realm, ye must be proved worthy by supreme tests. He on whom the lot shall fall must make the quest through Earth and Air, through grisly paths of black despair, the flaming depths of Hell must dare, for the Priceless Jewel of the Enchanted Realm. Are ye, all bravery and belief, still minded to join my faithful host?

NEOPHYTES:

I am.

MOKANNA:

Then bow thy luckless heads, the lot shall fall. Sarpedon, cast the fateful lot.

(Sarpedon draws name from urn or vase and reads slowly the name of the candidate selected. Grand Chamberlain brings him on stage and places robe on him.)

(A very effective way to get name is to have iron kettle on stage with small electric heating unit in same. Sarpedon has small can with a little black powder in it which he throws into iron pot as the powder hits the heat unit, up comes a cloud of smoke, out of which Sarpedon appears to read the name of candidate.)

MOKANNA:

When fell the fateful lot, Neophytes, ye faltered not. Thus proven, all bravery and belief, I take ye for

mine own, bounden forever to my throne. Go forth at the trumpet's call, my glorious banner to uphold.

(Then turning to Neophyte) But woe to see thou luckless wight, clothed in pilgrim garb. Seek thou alone the Priceless Jewel of the Enchanted Realm. Thy quest will lead thee to the depth of Hell, to that place of horrors, where demons dwell. May the genial glow of a vision splendid attended thy quest in triumph ended.

Ere thou depart, I present thee an amulet.

(Sarpedon procures the amulet, which is a Grotto emblem on a cord. It can be on a small stand near Mokanna. He hands it to Mokanna who places it around the Neophyte's neck like a necklace).

Wear thou it constantly, for it holds a charm to shield thee from all danger and harm

And now, Sarpedon, conduct the bewildered hopeful to the edge of the Haunted Forest, that mystic and gruesome domain, betwixt earth and hell. Thou wilt there leave him alone) Then addressing Neophyte Thou wilt be dolorously and ghoulishly greeted by gloomy denizens and demons that inhabit the regions through which thou wilt pass. Dependent upon thy deportment, courage, cheerfulness, depth of sincerity and honesty of purpose will be the reception and personal treatment which thou wilt experience through the ordeals which will surely follow. And so, farewell!

(Trumpet blows, and Sarpedon slowly conducts Neophyte off stage as curtain falls)

(At end of Mokanna Court Scene curtain closes and lights dim out, then green spotlight upon Goodfellow, who has taken his place in front of curtain as before. Note: Stage crew should now QUIETLY remove or "Strike" the Mokanna scene and place the Haunted Forest drop in place. This drop should be "down stage," i. e., towards the audience and about four or five feet if possible behind the front curtain. This change can be made in a fraction of a minute. The Mokanna scene should be set in not more than half stage—i. e., about half way back. This arrangement also enables the Caldron and Caldron drop to be pre-set. That is all set before the show starts. In this way you merely "take away" for the first few scenes, or set while one scene is being played. (QUIETLY, of course.)

(Stage crew prepares Haunted Forest scene. Goodfellow on and green spotlight on him.)

GOODFELLOW:

Leaving the court of Mokanna you will again use your imagination and we will go far—far—far—away to the land of Mythology—(This line should be done slowly and impressively with a slow sweeping gesture and with the proper expression on the face and with the eyes, indicating the mental transportation to the realms of mythology) where you will find strange creatures mocking at you—Melancholy and Despair will grip your soul—but—with your hope, determination, laughter and reason—you persistently journey on—so—again let us travel farther—farther on into the realm of phantasy—into the land of Mythology—to that region of horrors—betwixt Earth and Hell—the Haunted Forest!

(Spotlight out—Goodfellow slinks off and curtain up on Haunted Forest Scene—in blue or green light—at end of scene as Melancholy drives Neophyte to his "doom"—lights slowly out—curtain down—Goodfellow in place and green spotlight on him—remove Haunted Forest drop and have Caldron ready—lighted in red.)

SCENE TWO

THE HAUNTED FOREST

This should be set in what we call one or one and one-half. Which means down stage, utilizing about one-third or one-fourth of the stage depth. This enables the stage crew to QUIETLY strike or remove the Mokanna Court scene and set the Caldron or Grotto scene.

The Haunted Forest should be dimly lighted in blue with a green spotlight focused upon MELANCHOLY, who should be squatted left of center as far back as possible. If the spotlight is used, it can be switched to catch and follow DESPAIR when he enters from left.

Remember right and left means the right and left as the actor faces the audience. Curtain up slowly, when it is up, MELANCHOLY speaks gloomily, disdainfully, slowly and with pessimistic conviction—sort of thinking out aloud.

MELANCHOLY:

O! dismal abode of grief and woe, through all eternity, am I destined to linger harrowing here, stealing away the effulgence of HUMAN ASPIRATIONS endlessly the pilgrims come, endlessly I strive to disillusion them, with the philosophy of bitter truth. But all in vain, they will not heed. (Shake head in

ding) and apparently doze off repeating) **THEY** will not heed. (Neophyte slowly enters right, **DESPAIR** enters from left, sees candidate, approaches him a few steps, indicating with right hand and arm the appropriate gesture in an exaggerated manner as he speaks slowly with a huge **SARDONIC** self-satisfied and sarcastic grin.)

DESPAIR:

Come, come, my dear fellow, come! I am **DESPAIR**, you know—and may take **ANYONE**. (Nodding head.) Yes, I torture and twist the mind—thwart worldly ambitions, cajole into madness, even lead to **SUICIDE**, Ha-Ha-Ha-Ha! I have been lurking, in the background of your being for a long, long time, and have followed you closely since **Sarpedon** left you at the edge of this forest. You have been hopelessly, aimlessly, wandering for many days, and, I ask you, what for! **WHAT FOR**, I ask! Why? (stepping closer to him and smiling). I am getting closer, closer, with hopelessness, despondency, desperation. These, I give you (getting a closer look at his face, then with a change of intonation and a slight step backward) What? Thou fearest me not, but appear joyous and contended, **BAH!** I like this not in thee. Smiles, laughter, the joy of doing for others, contentment, happiness, these characteristics in mortals are not to my liking! They only frustrate the aims of despair. (Angrily seizing him—on the last few words above—menacingly steps up to candidate, looking him in the eye and seizing him fiercely by the right arm, holds the position a few seconds without moving, then with a satisfied grin):

Ah! That is better, now come, come with me to the cave of **DESPAIR**. (Take Neophyte by left arm and start a few steps toward center, as **WIZARD** enters from left, sees **DESPAIR** and Neophyte, peers at them with astonishment and wonder, then speaks.)

WIZARD:

Despair!

DESPAIR:

Ah! You old **WIZARD**, you here again. You who fear not **DESPAIR**.

WIZARD:

(Laughingly) Yes, 'tis I, the old **WIZARD**, who have mastered thee and fear thee not, I laugh at thee, Ho! Ho! Ho! Get thee gone, go join thy companions **Melancholy** and **Confusion**.

WIZARD:

Away with you. Away!

(**DESPAIR** leaves and slinks off right first entrance, **WIZARD** then approaches Neophyte, scrutinizes him from all sides, feels him, then, apparently satisfied, nodding his head, speaks. **WIZARD** should not show anger, but rather kindly advice.)

Thou are indeed flesh and blood, another mortal that has dared to enter this dread domain twixt earth and hell, where spectors dwell, and fearful Despair, and brooding Melancholy warps thy very soul, Mortal, heed my warning, thou are not welcome here. Depart, ere vials of wrath break upon thy defenseless head and overwhelm thee with unutterable woe. I tell thee go. (Turns back to Neophyte and starts to walk away, stops, looks over shoulder, acts surprised to see Neophyte still there.) What, thou wilt not? Ah, well, be it so. Fools were ever bold and rush in where angels fear to tread. List, Oh, Neophyte! I could to thee a tale unfold, whose lightest word would harrow up thy soul, freeze thy young blood, make thy two eyes like stars start from their sockets, thy knotted locks to part, and each particular hair to stand on end like quills of the fretful porcupine (looking him over with a knowing smirk). But—nay—I will not! I leave thee to thy fate (seeing and indicating **Melancholy**). Yea, e'en now brooding and mournful **Melancholy** hovers near. Fare thee well, fare thee well. (Exits right gleefully, chuckling.)

MELANCHOLY:

(Rising and crossing to Neophyte, looking him over and to him): Alas, as I thought, another pilgrim, and as usual, rosy with hope's glowing fire. O child of hope, turn back! While there is yet time and opportunity, turn from yon unattainable goal toward which thine unreasoning, over-mastering ambition impells thee. Behold the perilous path thou must tread, the dangers thou must meet, the obstacles thou must surmount to win the golden goal of thy dreams, behold, and **TREMBLE!** Oh, I implore thee, heed well the solemn admonition they afford and turn from this fatal threshold. And what if thou succeed? What if thou win the reward of thy quest and hear the cheers of victory? Of what avail? What, fool, thou smilest? Knowest that laughter and smiles are mine enemies? Thou art endeavoring to conquer and frustrate **MELANCHOLY?** (Short pause.) Thou disdainest my advice? Thou fool, **FOOL**, blind and obstinate **FOOL!** On then, to thy destruction, I'll test well the

mettle of thy will, and he of the skull and cross bones, he of the scythe and coffin will vanquish thee at last. **ON TO THY DOOM, ON TO THY DOOM! ON TO THY DOOM!** (Lights dim down and slow curtain)

(When curtain falls on Haunted Forest Scene — GREEN spotlight on for Goodfellow—stage crew removes Haunted Forest drop and should be ready for Caldron scene, which has been pre-set)

GOODFELLOW:

Thy doom! Thy doom! Ha! Ha! Ho! Ho!

Soon you will truly find yourself in the Infernal Regions—at the borders of Gehenna—that place of terror and torture—demons will discover and torment you—the great Lucifer himself will quiz you. (Spotlight off Goodfellow Lights and curtain up on Caldron scene.)

SCENE THREE

EARTHWARD BANK OF THE RIVER STYX OR CALDRON SCENE

(A cavern or cave scene makes an excellent setting for this act. With the Caldron back in center, this should be so constructed that a person can be placed in it and later removed, flame and fire effects under and about the Caldron, these effects can be worked out by those interested in lighting and stage mechanics. The stage lighting should be predominantly RED. Flash effects for the entrance of His Majesty are also effective.)

(At the rise of the curtain, the Grand Marshal is discovered. He gazes inquiringly off stage, left—crosses to left, peers warningly, decides the red light is glaring, then hurriedly crosses to right and calls.)

GRAND MARSHAL:

Dwellers of the realm of shade! (crosses to left and calls off stage in that direction.)

Dwellers of the realm of shade! (crosses back to center and facing front, continues as Imps, and Charon, enter from both sides.)

Assemble in grim mysterious council. The red lights glare and mortals wander near our borders.

(To Chief Justice who has entered from left):

To you, most mighty Chief Justice, who knows not what mercy is, His Majesty has proclaimed that you carry out his mandates and that you execute his commands on the victim last brought before him.

CHIEF JUSTICE:

Are our borders securely guarded?

GRAND MARSHAL:

Bravest sentinels are now guarding all our borders.

MINOS: (C. J.)

'Tis well, come, ye Imps of Torture, turn on your fiercest flames (Busy Imps at Caldron, flames roaring, etc.) And armed with burning tridents, gleaming forks, and barbed spears, execute His Majesty's commands, unseasoned with mercy, until the luckless mortal shall howl and curse the hour that brought him here. Bring forth the victim.

(Victim is dragged out by Imps, he escapes, is captured, then placed in Caldron.) Drive deep your forks into his q-u-i-v-e-r-i-n-g flesh, Ha! Ha! Ha! (The above speech or something similar can be "ad libitum" a time or two, with appropriate action and gestures from Imps.) Drive deep your forks of F-I-R-E into his quivering flesh. Wind round him RED HOT CHAINS. (Then gleefully chuckling, turn front and towards left and see Cerberus and Neophyte about to enter from down left, then with a change of expression to sternness, read following line with stern sarcasm, burn it right in, to Neophyte, eye to eye, while taking a few steps in his direction, as you do this, Imps, etc., notice where your eyes are focused. Charon also notices the intruder and springs forward to meet him and Cerberus Cross axes and stop them down left, or down right should you prefer they make their entrance from that spot. If so, the Chief Justice must change gaze, etc., accordingly.)

CHARON:

Back! Back! I say, upon your lives, turn back! There are sights and scenes here that no mortal may look upon.

CERBERUS:

(To CHARON) Stand from my path and let me pass. I have a duty to perform, which brooks not of delay. Stand back, I say. (Attempts to pass, is resisted by Charon.)

CHARON:

Once more I warn you back, another step and I will hurl you to destruction.

MINOS:

Cerberus, what means this untimely interruption of our duty? Are you mad that you would bring another victim here, ere this one is disposed of? Speak, if thou has ought to say.

CERBERUS:

Most mighty Chief Justice, this case is dire and urgent, and brooks not delay. While keeping watch and ward upon the outmost borders of our Realm. my faithful Imps suddenly surprised this monster of the upper air. Summoned by them I made a swift examination, and found him as you see, a hoofless, hornless, tailless anthropos. Whereupon. I seized and brought him to this dread presence. Behold, he awaits your will.

MINOS:

'Tis well. And yet, it may be ILL for him. Cerberus, you were faithful to your duty and none too quick in its discharge. What seeks he?

CERBERUS:

From being found within our borders, we judge he seeks to gain an entrance to our Realm.

MINOS:

What purpose can he have in this?

CERBERUS:

From the manner in which he is clothed, we judge his purpose is to gain a knowledge of our mysteries.

MINOS:

His curiosity may cost him dear. Can you avouch his sincerity?

CERBERUS:

I cannot.

MINOS:

Will you say he is no spy?

CERBERUS:

I will not.

MINOS:

Dare you recommend him to our mercy?

CERBERUS:

I dare not.

GRAND MARSHAL:

(From Caldron and indicating victim therein.)
Most, mighty Chief Justice, our victim here is in a swoon. What shall we do with him?

MINOS:

Remove him—to—to the torture chamber. (Victim is removed and placed on floor, and carried off at the word "Go".) Pour molten brimstone down his throat till he revives, and then proceed. But stay, Grand Marshal (looking at Neophyte) let ten fold keener tortures be prepared for fresher victims. Go!

GRAND MARSHAL:

(As victim is removed from stage.) Turn on your fiercest flames, until this Caldron roars and these chains grow white with heat. (During the above Cerberus should edge the Neophyte about center stage and leave him there, then the Chief Justice goes towards him, looks him over, as he laughs.)

MINOS:

Ha! Ha! Ho! Ho! (Crossing to left of Neophyte.)
Come, ye Imps. (Imps come down, two on each side of Chief Justice.)

MINOS (pointing to victim):

Heat up the Caldron with flames of fire—
And make this guilty wretch expire.
We'll steam up his flesh and heat his bones—
Laugh at his cries and hiss his groans.

IMP NO. 1 SPEAKS (Steps forward and points at victim.)

We'll scratch out his name—his footprints hide—
And forget that he ever lived or died.

IMP NO. 2 SPEAKS: (Steps forward and points at victim.)

Leave not one mark or spot to show
That he entered Hades here below.

IMP NO. 3 SPEAKS: (Steps forward and points at victim.)

So foul and vile a wretch as he—
Should burn and then forgotten be.

IMP NO. 4 SPEAKS: (Steps forward and points at victim.)

So throw on the fuel—stir up the fire—
And let the guilty wretch expire.

CHIEF JUSTICE: (Walking down stage and pointing to Neophytes.)

And now you know what's in store for you—
If you are not faithful brave and true.
So Mortals all consider well—
Before you start that path to hell.

MINOS:

Demons, this interruption of our duty and this last invasion of our Realm demands our swift attention. But the case transcends our powers and necessitates the presence of His Majesty. Let the grand alarm be given.

(The grand alarm is given by three strokes on a loud sounding gong or bell. It could be done by the Grand Marshal on stage or by someone off stage. His Majesty appears in a glory of red light, all salute His Majesty, then after a moment of silence, he proceeds, with stern and solemn tone, as follows:)

HIS MAJESTY:

Minos, Chief Justice of the Realm, what dire necessity has come that you should call me to this throne of judgment?

MINOS:

Your Majesty, while carrying out your mandate on him last brought before you, we were suddenly surprised and interrupted by Cerberus, who on the outmost borders of our Realm, had captured yonder luckless mortal. Behold, he awaits your will.

HIS MAJESTY:

Has he been avouched for?

MINOS:

He has not.

HIS MAJESTY:

Cerberus, faithful watch-dog of the Realm, had he no word, nor sign, nor rare endowment by which he gained a rightful entrance to our Plutonian Shades?

CERBERUS:

Your Majesty, he had no word, nor sign; and, as for rare endowments, umph! He had neither hoof, horns, nor tail.

HIS MAJESTY:

What! Caught within our borders thus! His doom and destiny are self-pronounced Short shrift we'll make of him Seize and bind him for the caldron Let all the furies of the Realm assemble. Let fiercest fires _____

RHADAMANTHUS:

(Rushes on stage and interrupts His Majesty.) Your Majesty! Your Majesty!

HIS MAJESTY:

(Impatiently.) Well?

RHADAMANTHUS:

Lend me your ears for one brief moment. I know this hoofless, hornless, tailless Anthropos and have his record here. (Throws out roll of paper or scroll of black cloth, about 12 feet long and 1 foot wide, so that it will unroll on floor.) 'Tis dark and dubious, but one thing may be said of him, he has stood in the Northeast Corner of the Lodge.

HIS MAJESTY:

Has stood in the Northeast Corner of the Lodge? (Said slowly and impressively, then a pause, as if considering.) If this be true, it only gives him respite for further trials. Release him. (Neophyte is released, Demons and Imps gather round caldron and fix their eyes on Neophyte, profound silence for a moment, then His Majesty proceeds.) Rhadamanthus, is there anything further we should know before proceeding?

RHADAMANTHUS:

There is, Your Majesty. First, his presumption soars so high that he regards himself the peer of any in this Realm. (All whistle.) Second, his ambition is so vaulting and o'erleaping that he will not be satisfied until he is possessed of the Priceless Jewel of the Enchanted Realm. (All groan) and last, his egotism is so towering and top-lofty that, among the beings of the upper 'air, he accounts himself a very devil of a fellow. (Ha! Ha! Ha!)

HIS MAJESTY:

Miserable Anthropos, among the being of the upper air you have a fable of a frog which ambitioned to become an ox. Its fate should make the bravest hesitate. Ambition, Presumption, Egotism spell out destruction to a mortal. To which of these do you plead guilty?

CERBERUS:

(After consulting with Neophyte.) To all of these, Your Majesty, and indeed much more.

HIS MAJESTY:

To all and much more. This is the very climax of bravado. Mortal, attend my words, You are now in the Realm of Darkness, situated on the earthward bank of the River Styx whose deep dark waters surge between you and the lurid shores beyond. You are soon to be ferried across the Stygian flood, at a point just above the awful whirlpool, by old Charon himself. Summon to your aid all your fortitude, gather up your mightiest powers, for you are now called upon to meet the supreme moment of your life. But remember, henceforth, you must act and answer for yourself. Are you ready?

NEOPHYTE:

I am. (If Neophyte does not answer promptly, Cerberus should answer for him by saying, "He is".)

HIS MAJESTY:

(Reading scroll.)

It stands recorded here that he deems himself the Peer of any in this Realm; that it is his ambition to obtain the Priceless Jewel of the Enchanted Realm, and that he thinks himself a very devil of a fellow. Rhadamanthus, can all this be true?

RHADAMANTHUS:

Your Majesty, it not only can be, but is. (Whistle.)

HIS MAJESTY:

On (looking him over from head to foot, then back to his face) what does he base this high opinion of himself?

RHADAMANTHUS:

He could say more of himself, Your Majesty, but his modesty forbids. (Ha! Ha!)

HIS MAJESTY:

Can he give us a reason why we should think him a devil of a fellow?

RHADAMANTHUS:

Reason! He has lost his reason, Your Majesty. That is the reason he is here. (All groan.)

HIS MAJESTY:

Has lost his reason—"Tis enough. (Addressing Neophyte.) We are satisfied that you are in some respects what you claim to be, but—before you can succeed in your quest, it will be necessary for you to make the dreadful journey to Realm of Shades. It is dark and dangerous passage, but, assisted by old Charon, we hope you may succeed. You will therefore suffer yourself to be conducted to a place remote from this, known only to ourselves. There you will be met with kindly greetings, soothed by gentle ministrations, and conducted to your journey's end as softly and tenderly, we hope, as tho borne on the fleecy bosom of a sunset cloud. Grand Marshal of the Realm, let bravest sentinels keep watch upon all our borders, while we retire to deeper shades and more important duties. Momentous is the hour. Our watch words: Silence and Eternal Vigilance.

(All on stage repeat solemnly, "Silence and Eternal Vigilance.")

(On lines "Silence and Eternal Vigilance"—done slowly and in deep voice—gradually getting deeper and slower—dim lights slowly and close curtain likewise to blackout, then Goodfellow in place and green spotlight up as before. Strike Caldron scene and put Tomb scene on. This is also well down stage, towards audience, so that Storm scene can be set QUIETLY, OF COURSE—while Tomb scene is being played.)

GOODFELLOW:

Ha! Ha! Ho! Ho! Tortures, painful tortures, are now being prepared for you. Pluto will sentence you to the tomb—the tomb—Oh yes, that rhymes with DOOM. Remember—"to thy Doom?" Ha! Ha! Cerberus, the faithful watch-dog of the Realm, will conduct you to that gruesome abode. In due time the order will be given for your release, and you will emerge therefrom only to be warned of further and more dismal and FATAL terrors that await you if you persist in your quest. Your determination is adamant—you—being the "master of your fate," cheerfully press on. Then it is that old Charon, the faithful ferryman of the river Styx, is summoned—But first: on to the ghoulish domain, that final and dismal abode that awaits you all—the clammy, clammy tomb. (These last words very slowly and with a grin.)

(Goodfellow off and tomb scene on)

SCENE 4

THE SILENT TOMB

(Opens with tomb scene, to be worked in front of drop immediately back of first entrance. While stage crew is preparing storm scene.)

CERBERUS:

(Enters stage from left wing down stage opposite tomb with Neophyte, then proceeds as follows:)

Mortal, you have but a few brief moments to prepare for that which awaits you. Swiftly and silently the powers of darkness are gathering for your destruction. Repair to yon lonely tomb, where, shut within its dark and loathsome walls, in company with ghastly forms of death, prepare your mind in silent meditation to endure the terrible ordeal that awaits you.

(Cerberus conducts Neophyte to tomb.)

CERBERUS: (Reading inscription over tomb entrance:)

"Abandon hope all ye who enter here."

(Neophyte enters tomb.)

HIS MAJESTY: (Enters from right.)

(Impressively:) 'Tis now the witching time of night when graveyards yawn, and Hell itself breathes out contagion to the world. This is the time when screech-owls cry and ban-dogs howl; when dead

men's graves are opened and the sheeted dead do squeak and gibber in the streets. 'Tis the time when Melancholy sets a-brooding on the hearts of men, when black-robed Conscience wrings their souls and makes them cry in anguish for light to end the torments of the night. (Groans off stage.) Hark, what sound was that?

CERBERUS:

'Tis the wailing of a tormented soul.

HIS MAJESTY:

A tormented soul, how I love the wailing of a tormented soul.

Demons, let down more closely the sable shades of night, that we may be undisturbed, for we have wild and dreadful work to do. (Pauses.) Cerberus, if the mortal still lives, bring him forth from the tomb.

(Cerberus brings Neophyte before His Majesty.)

HIS MAJESTY:

Charon faithful ferryman of the Styx (enter Charon from right) prepare your craft, summon your bravest crew, for the waves roll heavily tonight, and this luckless mortal must cross the Stygian flood (pointing to Neophyte)

CHARON:

(In loud voice:) Ahoy, ye Imps of darkness! On deck, ye trusty crew! Unmoor our craft and get ye to the sturdy oar, for a mortal must be ferried to the lurid shore this night. It will be wild and dreadful work, but we'll get him there, dead or alive—we'll get him there. (Exit Charon right.)

HIS MAJESTY:

Mortal, the horologue of fate has tolled forth the hour of your dread doom, and I must say farewell, while you must go in darkness and alone to a point, on the bank of the black river, where Charon with his craft awaits to ferry you across the angry flood. Thenceforth, your path will be over a rough and rocky way, all slippery with the slime of decayed bodies of those who have perished in the attempt to cross before you. About your feet will crawl horrid, hissing, slimy snakes and lizards. Great

warty toads will wallow in your path. In the air above you will hover black winged bats, huge vampires and fiends of darkness. Far below, on one side of your slippery path, flow mad waters in perpetual tumult; on the other yawns a frightful chasm. A misstep on the hither side will plunge you to the savage, upreaching, black waves below; a misstep on the farther side and you will be hurled to the appalling depths of the chasm which is already paved with crumbling bones of other victims. Neophyte, attend! Dost thou still persist in this appalling quest? To all these menacing threats and dread warnings of the terrors that await thee, findest thou fit answer in thy soul?

(Cardboard in wings in line with Neophyte's vision.)

NEOPHYTE (reads in loud, clear voice:)

Out of the night that covers me,
Black as the Pit from pole to pole,
I thank whatever Gods there be
For my unconquerable soul.

It matters not how straight the gate,
How charged with punishments the scroll,
I am the master of my fate;
I am the captain of my soul.

(Note: Only two verses from "Invictus" are used to save time. It may also be sung by a Prophet substituting for the Neophyte in this scene.)

HIS MAJESTY:

Bravely spoken, Neophyte, and like a true Prophet.
(At the words "true Prophet," Charon, standing in the wings, will blow his horn, giving three loud blasts.)

HIS MAJESTY:

Old Charon winds his horn. Guided by its sound you must seek him out, in darkness and alone. And now (very sarcastic) we shall see how much good that Amulet will do. (Majesty points to Amulet, and as Neophyte walks off stage) On to thy doom on to thy doom.

(Curtain down—green spotlight on Goodfellow and prepare storm scene.)

GOODFELLOW:

The ponderous and marble jaws of the tomb have cast thee up again—but—old Charon is obediently and anxiously waiting to ferry you across this river

of death—which has ne'er been successfully and safely crossed by mortal man. Will you succeed and make a safe passage? It will be a most dangerous and stormy journey, with Chaos, the God of Confusion, calling on all the elements to destroy you. What success will you have? Will you safely reach the lurid shore beyond? (Peal of thunder is heard and lights start to dim) Let us hope—fervently hope—that you do succeed.

(Lights out and into the storm scene.)

(After storm scene—lights out—curtain closed and spotlight on Goodfellow as before—"strike" storm scene and prepare Imperial Chambers of Gehenna scene—if necessary for economical reasons, this can again be the cave scene without the caldron—but—with a throne chair and other decorative pedestals, etc.)

SCENE NO. 5

STORM SCENE

(Characters—His Majesty, Cerberus, Charon, Chaos, Imps, etc., up stage right.)

CHARON:

Cerberus, is this the luckless mortal that must cross tonight?

CERBERUS:

It is, but it were better for him that he had never been born.

CHARON:

Lend me your aid that he may be helped on board our craft.

(Chaos approaches just as Neophyte is placed in boat.)

CHAOS:

Stay Charon, what is your purpose and whom have you here?

CHARON:

A mortal that must cross tonight.

CHAOS:

Think not to ferry this mortal to lurid shore beyond. Chaos, God of Confusion, commands you to stay.

CHARON:

It is His Majesty's command, and though you and all the Gods of Earth and Heaven oppose me, yet will I go.

CHAOS:

What! Old Charon dare again defy Chaos, God of Confusion; and attempt to ferry mortal man across the River Styx to the lurid shore beyond? By all the infernals, he shall not. Assemble, all my minions; Red Vulcan, God of Fire (Vulcan answers with flash of fire.) Wild Boreas, God of Wind (Boreas answers with storm of wind); Great Jove, with thy forked lightnings and ear-splitting thunder (Jove answers with flashing lightning and roaring thunder); Fierce Furies, and Neptune, Mighty God of Ocean (Furies and Neptune answer with sound of rain and surging surf): churn these black waters into hissing foam, twist them in sucking whirlpools, heave them into toppling mountains and hurl him down the swirling vortex to destruction!

(Charon is nonplussed and hesitates)

HIS MAJESTY. (rushing on stage from left.)

(Loudly) Charon! Why don't you go?

CHARON:

Your Majesty, Old Chaos has broken loose, with all his furious satellites, and with lightnings and black tempest is marshalling his hosts for our destruction. I dare not go.

HIS MAJESTY:

I tell you go, though you and all your craft be lost.

CHARON:

I obey; but we shall all be lost. (Charon and Neophyte enter boat. Storm increases in fury. Charon, standing in boat and rowing with one oar. No dialogue. Pantomime, except demoniacal laughter off stage, thunder, lightning, storm and rain. Phonograph sound effects may be used.)

(When Charon and Neophyte reach opposite side of the stage—the house curtain is closed—the storm scene "struck" (removed) and the Gehenna scene IMMEDIATELY set—the Grotto or cave scene can be used for this with a throne chair on a dais—in center rear—fiery pedestals, etc.—also a small

stand at right of throne on which is placed the casket with the glow—the Goodfellow side to rear. In the crossing during the storm scene—this can be made in either direction, but the previous stage directions given in the Ritual all lead to the crossing being made from right to left—i. e., actors right and left—as he faces the audience. When curtain drops on STORM SCENE—GREEN SPOT-LIGHT IMMEDIATELY on GOODFELLOW—and QUICK CHANGE TO GEHENNA SCENE — QUIETLY)

GOODFELLOW:

Lucky, lucky mortals—you have done that which no mortal has done before—you have safely crossed the river Styx—the river of Death. But—what now? You have arrived in Hell!—and will be found wandering by Imps—little devils—who seize and conduct you to the dread presence of His Majesty—the ruler of Hades, himself. Being an "apparent" goodfellow—with an ulterior motive at all times—a master of intrigue and design—he will congratulate you on the success of your most unusual journey, and endeavor to make of you one of his minions. You, however, have a definite purpose in having risked and dared all on this tortuous and near suicidal journey—so you promptly decline his proposition and adornments. Why? Because you still seek the Priceless Jewel of The Enchanted Realm.

This persistency — this temerity on your part — angers old Lucifer—he goes into a rage, recalling his past eminence, and foreseeing a hopeless future for himself, because of unconquerable hearts of bravery and truth—like yours—he presents to you a casket—symbolic of the Priceless Jewel you are seeking—which he has had from Realms above, ever fearfully reminding him of his past and lost power and estate. In a rage of madness, he banishes you from his sight. Left alone, with his maddening rage becoming more intense—His Majesty bitterly and fatally realizing the folly of evil — writhing in agony, dies. Thus should perish—the evil in you—with your heart aglow only with good and the joy of doing for others — clean companionship — SYMPATHY and GOODFELLOWSHIP.

(Spotlight off and curtain up on Inferno scene—at end of scene—curtain down and spotlight on Goodfellow as before—reset Mokanna scene.)

**REGARDING THE CASKET USED IN THE
FOLLOWING TWO SCENES AND
THE GOODFELLOW EFFECT IN THE
MOKANNA SCENE**

(As regards the casket or "tormenting blight from Hell," this can be very simply constructed. Have the "mystical glow" at all times and also contain the "good-fellowship" message and give it at the proper moment. Construct a box about 2 ft. by 8 in. by 8 in. out of 7/8-in. by 1½-in. white pine. The bottom should be solid (½-in. or ½-in. plywood) the top also solid and hinged to the supporting framework. The sides should be covered with muslin and decoratively painted with dye paint so that with a light inside it will give the glowing effect—on one side—which will be the rear, except when properly placed at the last moment—is placed on the inside—a cardboard with the words GOODFELLOWSHIP cut out, so that the light shining through, will show up the words through the decorative painting on the cloth side. This is rigged up with batteries concealed inside with two flashlight bulbs. The lights are on when it is placed on a pedestal at right of His Majesty in the Gehenna scene—Good-fellowship to rear. His Majesty so picks it up that the wording is to his body and hands it to the candidate in like manner so that the reading is to his body. Later, Sarpedon takes it from candidate so that reading is TO HIS BODY, and walks up to shrine with it—places it directly on shrine and steps back and—behold—with a little lowering of stage lights—the Priceless Jewel shines out in all its glory with all on stage at the proper sign. This is about as simple a method of handling this displaying of the Goodfellowship and the glowing casket as your committee knows. It takes care of two important items—eliminates a lot of wiring, etc. Care must be exercised and batteries and bulbs definitely checked beforehand each time, however.

The casket is supposed to inclose the Priceless Jewel, which is the object of the quest the Neophyte has made. He is supposed to carry it to Mokanna's Court, where it will be placed on the Shrine of the Glowing Heart, which must be wired so that when the casket is in position the words GOODFELLOWSHIP will shine out in bright letters above the Head. The Heart should always glow.

The casket should be small enough to be carried conveniently, and the Neophyte should be instructed to carry it carefully, and proudly, back to Mokanna's Court.

The idea of using the casket is that it gives visible evidence of the triumphant ending of the quest, which is lacking if he returns empty-handed.

Using the casket in connection with the shrine also insures the flashing of the words, GOOD FELLOWSHIP, in the right place, and makes it possible to end the drama with greater spectacular effect than could be reached by the simple flashing of the word on the stage.)

SCENE 6

THE IMPERIAL CHAMBER OF GEHENNA

(Indicate some excitement off stage—right—at rise of curtain. This can be an elaborate hellish scene, or if more convenient and economical the cave scene used in the Caldron scene can be used—without the Caldron—but a fiery throne, etc., used to dress it up—red should again be the predominant lighting—at rise of curtain the Imps look off stage right in the direction of the excitement—and excitedly report to His Majesty. All characters should salute His Majesty when addressing him throughout the drama—with the proper salute.)

IMPS:

Your Majesty! Your Majesty! Old Charon approaches and has with him a mortal.

HIS MAJESTY:

Bid Charon enter immediately, and some of ye Imps guard well the mortal. (Charon enters and His Majesty continues.) Your passage was most stormy and I understand your passenger is yet alive.

CHARON:

He is, indeed, Your Majesty, and truly he is a mortal possessed of undaunted fortitude. As to our passage it was vulnerable and most hazardous. Huge mountainous waves engulfed us—we were in the midst of violent death-dealing storm and tumult throughout the entire crossing—but—the amazing gallantry—valor and deep conviction of ultimate attainment—as displayed by this mortal—also (with a smile) thanks to my sturdy craft and my skillful guidance—we reached the shores safely. I endeavored to dissuade him from proceeding further—and offered to guide him safely back to Realms above—but—he could not be swerved from his purpose; so I have conducted him to your dread presence and now he awaits your disposal.

HIS MAJESTY:

Bring him hither, I fain would have speech with him.

(The following is optional and can be put in as Charon leaves the stage to bring back the candidate.)

(His Majesty slowly walks around the pedestal with the Priceless Jewel on top and says the following:)

HIS MAJESTY:

Oh, effulgent light of purest ray, shining o'er my soul dominion like a God. Ah, thy presence here but mocks me, for I once all glorious stood at Heaven's portal till pride and ambition threw me down, warring in Heaven against Heaven's matchless crown, and now, this invasion of my Realm (pause, and glancing off stage where Charon will make his entrance and showing some fear) I am beginning to fear this mortal who is so brave and true

(Charon enters, right, with two Imps and Neophyte)

HIS MAJESTY (speaking from throne:)

Mortal, having successfully made the awful journey through the Realm of Shades to our Imperial presence, it is our pleasure, in recognition of your fortitude under trial, to reward you, by causing you to be invested with those rare endowments which adorn and distinguish the full-fledged Imps of our Realm, namely, a hoof, a pair of horns, and a tail.

Let him receive a hoof (Imps brand Neophyte's bare foot with a piece of ice or instead of using a piece of ice for a branding iron, you can use a long flashlight, painted red, with small charge of black powder in place of the bulb, with a fuse which will explode when the button is pressed.) That brand was made with a roll of red hot brimstone; a hoof will grow there soon.

I now crown you with that which is the cardinal delight of impish beauty—a pair of horns. (Charon places horns on Neophyte's head.) And, lastly, as the supreme reward, I invest you with that which devils sigh for; that which devils cry for; that which devils would even die for a tail!

(Charon holds up tail, and then fastens it in proper place on Neophyte.)

(As Charon is about to attach the tail, he will cause the Neophyte to rise. When tail is fastened, the Neophyte will be made to face the audience for a moment, then Charon will conduct him to a position near the throne.)

HIS MAJESTY:

You have now received the adornments of a full fledged Imp of our Realm. Welcome to our Plutonian Shades.

(At this point Charon and Neophyte silently converse—if you use rehearsed or cast Neophyte, he can speak the following lines. Neophyte removes horns and hurls them at the feet of His Majesty, indicating that these "honors" are not the purpose of his quest.)

NEOPHYTE:

These adornments are not what I seek. They but symbolize evil and uncontrollable hilarity and eternal damnation. I did not steel myself to suffer humility—inhuman torture—the pangs of despair and doubt—to battle—press on—and finally conquer them and other vile obstacles in my path, to be rewarded with mere impish adornments. I desire them not. You may keep them. I STILL SEEK THE PRICELESS JEWEL OF THE ENCHANTED REALM!

(If you do not use a rehearsed Neophyte, Charon speaks the following lines.)

CHARON:

Your Majesty, this evidently is not what he seeketh. Possession of the adornments of the Imps of the Realm is not sufficient honor or reward for having suffered the excruciating ordeal of the journey here. His fixed determination is truly baffling. He seeks and will not be satisfied until he receives the PRICELESS JEWEL OF THE ENCHANTED REALM!

HIS MAJESTY:

WHAT? THE PRICELESS JEWEL OF THE ENCHANTED REALM! BAH! (Slowly.)

(His Majesty angrily and frowning, looks at Neophyte—rises and goes to him—is dumbfounded at his effrontery and defiance, also noting emblem around his neck).

Oh, thou accursed mortal! Mocker of my kind! Defier of my power! I should have known that he who wears this amulet (picking it up with right hand—candidate should be slightly right of center—Charon down stage towards the audience—and his Majesty about in the center of the stage—you hold on to amulet until the word "Bah"—disgustingly drop it, casting it towards the body of Neophyte.) is possessed of sincerity and honesty of purpose—

true fellowship—and love of mankind—that blend into character that cannot be conquered by me. BAH! Thou are not welcome here. I loathe and detest thee with all the wild consuming hatred born of baffled power and fear. Get thee hence and never more come here. Oh, that I could feed my raging madness, bend thee to my will, torment thee with torments of the damned and bow thy proud soul with woe, but alas, impotent rage! With all my pomp and hellish power, I cannot master thee. A soul like thine, with heart so brave and true, is master of its fate and conquerer of powers like mine. Thence the power of princely manhood, which shines upon thy brow, and reminds me, like the glow of this accursed thing, from Realms above, of my fall and lost estate, and sears my very soul as with maddening torture flame, I will not longer bear the strain thy presence puts on heart and brain; I tell thee, go. But hold, thou shall serve me well at last, by bearing with thee this tormenting blight from Hell. Go! Go! Demons, Demons, drive him from my sight!

(As His Majesty says "this accursed thing" he should point to the casket, which should be near the throne, and be glowing with a soft mystical light. At the close of his words, when he says, "this tormenting blight of Hell," he should seize the casket and place it in the hands of the Neophyte. When he says, "Demons, drive him from my sight," Hell should let loose in angry tumult while the Imps drive the Neophyte from the stage.) Imps remain off stage.

HIS MAJESTY:

How like a devilish engine this back recoils upon myself. Horror and doubt distract my troubled thoughts, and from the bottom stir the hell within me. Now conscience wakes despair that slumbered—wakes the bitter memory of what I was, what I am and worse, what must be! Yes! Yes! (very slowly.)

So perish all, whose breast ne'er learned to glow
For others' good, or melt at others' woe.

Alas! Alas!; O woe—woe is me.

(His Majesty falls to floor as curtain drops—green spotlight on Goodfellow Prepare Mokanna Court scene. This change must be QUICKLY and quietly made)

GOODFELLOW (Not too fast:)

Well—it is time—high time, that we get back to earth—

Where you should be received—with joy and mirth—

For the Priceless Jewel you have found
And anxiously wish to be "homeward bound."
So—again assisted by old Charon, you recross the river Styx—calmly this time, and are safely and uneventfully conducted to the Haunted Forest where you are found wandering—but still happily holding the symbolic Priceless Jewel—by Sarpedon, who, with great joy and anticipation, conducts you safely back among mortals. So now, we leave the land of Mythology—and once more let us humble ourselves before the great Prophet Mokanna.

(Green spotlight off—Goodfellow off—and curtain up on Mokanna scene as before.)

(The following is optional and may be used in place of the lines in the present Ritual. The words are very dramatic and if used by a capable actor can be built up into a big finish. A member of the cast would have to be used as a Neophyte.)

(Starts as Charon attempts to fasten the tail on the Neophyte. Charon holds up tail, and then fastens it in proper place on Neophyte.)

(Neophyte grabs the tail and horns and throws them on the stage at the foot of His Majesty's throne.)

NEOPHYTE:

But these are not the rewards I came for.

HIS MAJESTY:

(Madly) Well, what more dost thou want?

NEOPHYTE:

I seek the Priceless Jewel of the Enchanted Realm.

HIS MAJESTY:

(In rage) What, thou would'st take from me that which I hate yet prize the most?

NEOPHYTE:

These adornments are not what I seek. They but symbolize evil and eternal damnation. I did not steel myself to suffer humility—inhuman torture—the pangs of despair and doubt—to battle—press on—and finally conquer them, and other vile obstacles in my path, to be rewarded with mere impish adornments. I desire them not. You may keep them. I STILL SEEK THE PRICELESS JEWEL OF THE ENCHANTED REALM.

(During the above words, His Majesty, slowly rises from his throne, hate burning in his eyes, his fingers

twitching, and at end of lines rushes at Neophyte as though going to grab him by the throat and do him violence.)

HIS MAJESTY:

(In rage) Why I could—(breaks off sentence quick, draws in breath between teeth, then sarcastically continues.) Thou are indeed hard to please. (Then trying to act nice continues) However, I like thee for that quality. (Putting arm over Neophyte's shoulder and leading him across stage to left, says.) Come, I have something to show you.

HIS MAJESTY:

(Pointing off into wings) See, beyond those distant clouds, that great city, there within its walls dwell thousands of mortals, such as these, would'st thou dwell there? And have power over them? To hold them in the hollow of thy hand. Then, forget this Jewel, and I will send thee hence, and make thee an absolute dictator over them.

NEOPHYTE:

(Slight pause as though thinking, speaks mildly)
No, No.

HIS MAJESTY:

So, the affairs of state would be a burden to thee eh? Well, I cannot blame thee for refusing them, for 'tis truly written, uneasy lies the head that wears the crown. But, come, I have something else to show thee. (Slowly leads Neophyte across the stage and again pointing into wings says) See, there is my great treasure house, within its walls is treasure greater by far than any mortal ever dreamed of, now, forget this Jewel and all that treasure shall be thine.

NEOPHYTE:

(A little more emphatic) No, No.

HIS MAJESTY:

So, power and wealth does not interest thee, eh? (Looks Neophyte over from head to toe) I think I know what will. (Pointing off stage in a slightly different direction) Look, there in that lovely garden, beside that crystal pool, maidens young and fair to look upon. See, their slender white bodies so beautifully curved, their lips so inviting and their

eyes soft with the light of love. See, they beckon to thee, go, take thy fill of love.

NEOPHYTE:

(Madly) No, No.

HIS MAJESTY:

(In rage, grabs Neophyte by the shoulder, swings him around to face center stage and the audience.)

What, thou refuseth everything I have to offer? Why you accursed mortal, thou are not welcome here I loathe and detest thee with all the wild consuming hatred born of (pauses, showing fear) baffled power and fear. Get thee hence and never come here. Oh, that I could feed my raging madness, bend thee to my will, torment thee with all the torments of the damned and bow thy proud soul in woe, but alas, with all my pomp and hellish power I cannot master thee. A soul like thine, with heart so brave and true, is master of its fate and conqueror of powers like mine. Hence that power of princely manhood, which shines upon thy brow, and reminds me, like the glow of that (pointing to the Priceless Jewel) accursed thing from Realm above, of my fallen and lost estate, and sears my very soul with maddening torture flames, I will no longer bear the strain thy presence puts on heart and brain; I tell thee go.

NEOPHYTE:

But I want the Priceless Jewel.

HIS MAJESTY:

Then take it, the cursed thing has tortured me long enough. Take it

(His Majesty grabs Jewel off Pedestal and shoves it into Neophyte's hands as Imps with forks drive Neophyte off stage. At his last words, Hell should let loose in angry tumult, thunder, lightning, wind. While the Jewel is on stage it should glow with a soft mystical light. This could be done with dry batteries.)

(Storm ceases as His Majesty walks slowly across the stage, stumbling and faltering as though blind and weak, speaks lines in quivering voice, holding hands out in front of him as though he cannot see.)

Then _____

HIS MAJESTY:

Blinded! Blinded by that spark divine. (Bumps into the stand that held Jewel, realizes Jewel is gone)

My Jewel. The Priceless Jewel of the Enchanted Realm, the thing I hated, yet prized the most. Gone, gone, forever, (walks slowly toward center stage, voice hysterical) and with it my pride and ambition, all my pomp and hellish power crushed and vanished as a vision. My dreams all shattered by a mortal whose spirit knew no defeat, upon whose brow glowed that light of manhood strong, and just as he said, he was master of his fate. Oh, Oh, that I could have such strength to carry on, but my end has come. (Calling wildly) Cerberus, Rhadamanthus, Charon, Charon, even old Charon has deserted me. (Falls to stage.) (Cries in anguished voice.) Oh, God help me; (pause) God, God, why do I call on God, just like all mortals when all is lost they call on God. Now, now, conscience wakes despair that slumbered, wakes the bitter memory of what I was, what I am, and more what must be. So, So, perish all whose heart ne'er learned to glow for others good or melt at others woe. This is the end for me. Hell, the Devil and all they stand for, have been finally conquered by that Priceless Jewel, Goodfellowship. (Rising up to throne and finally erect, cries out.) Conquered, Conquered, at last. (As he falls to stage.) (Thunder, lightning and wind as he falls, slow curtain as spotlight turns from red to green on the fallen Majesty)

(Take another slow curtain laying on stage, as curtain drops picks up Goodfellow in green spotlight. While Goodfellow is talking prepare Mokanna Court scene. This change must be made quickly and quietly.)

SCENE 7 COURT OF MOKANNA

(As the curtain rises in this scene, cheering will be heard, as if in the distance. Then, as the cheering seems to come nearer, the Court will assume an attitude of great expectancy and intense interest. Sarpedon holding the pilgrim Neophyte by the arm will now come on the stage, where they will be greeted with spontaneous cheers.

He should be instructed to carry the casket in plain sight. Sarpedon will then present him before Mokanna, and then proceed as follows:)

SARPEDON:

Most Mighty Mokanna, behold with gracious favor, this pilgrim Neophyte, whom I encountered whilst strolling along the edge of the Haunted Forest. He it is whom thou didst send forth on the despairing journey in quest of the Priceless Jewel of the Enchanted Realm.

We should be indeed happy to welcome him here again as he has brought with him and would like to present this wondrous talisman, which, as you see, glows as if lighted by a spark divine, a thing of mystic power and beauty which may, in very truth, hold the Priceless Jewel of the Enchanted Realm.

MOKANNA:

Neophyte, thou has earned the right to wear the amulet given thee at the beginning of thy quest for princely manhood, which doth betell a heart that is both brave and true. Thy face doth shine and showest that thou holdest thy fellow mortals dear. Thus do we know that within thy heart doth glow a Priceless Jewel—inspired with love and sympathy—which wins for thee all hearts and gaineth for thee respect and honor—yea—even in the very depths of Hell itself. And now, Oh Sarpedon, place this wondrous talisman to the test of the Shrine above the glowing heart, where, if, in very truth, it doth hold the Priceless Jewel of the Enchanted Realm, the glorious radiance of the sparks divine will shine in bright GOODFELLOWSHIP throughout the Realm and unite all hearts in love and sympathy.

(Sarpedon will take the casket when Mokanna concludes and place it on the Shrine, in proper position, which will close the circuit and cause the words "Goodfellowship" to come out above the glowing heart, or as described in use of casket.)

MOKANNA (Immediately after the word comes out:)

Hail, Prophet; for thou are Neophyte no more. Thy quest is ended. Thou hast thy valor shown, on earth, in depths below, and on the heights above. Behold the Priceless Jewel of the Enchanted Realm!

(All in position—left hand on heart and right hand pointing to Priceless Jewel.)

END OF DRAMA

(Green spotlight on for Goodfellow.)

CURTAIN

(Inner curtain over for Epilogue and officers on during Goodfellow speech.)

GOODFELLOW:

Having been by a goodfellow befriended—

This drama and mystical journey are now happily ended.

This then—is the cue for me—to bid “adieu”—
But first I'll ask that Sympathy and Goodfellowship
Run your whole life thru—so that at all times—you
Will be just—be kind—be fair—to everybody every-
where—
Their faults—are many—so be not the fool,
But let toleration, understanding and sympathy be
the rule.
of a GOODFELLOW, and that is you—you—YOU
—and YOU—YOU.
R-E-M-E-M-B-E-R—Sympathy and Goodfellowship.

(This last line in deep voice and slowly—getting
deeper and deeper—light fades out and you exit in the
dark, and then lights up on officers in front of stage for
EPILOGUE.)

EPILOGUE

In Front of Curtain

MONARCH:

It now becomes my duty to invest you with the se-
cret words and signs of our order. This I will do
with the assistance of the Chief Justice. The secret
words are * * * * * and * * * * *
* * * * * and when called for are given thus:

(At this time the Monarch and Chief Justice face
each other, grasp right hands, and place left hands
on each others right shoulder.)

MONARCH:

Will you have more or less?

CHIEF JUSTICE:

More.

MONARCH:

More what?

CHIEF JUSTICE:

* * * * *

MONARCH:

And**** * * * * *

(Monarch and Chief Justice resume positions facing
Prophets.)

GRAND CHAMBERLAIN:

The outside password, to be given to the Sentinel, is
name of the Grotto you wish to visit or attend.
(Give example, using name of nearby Grotto.)
The inside password, which is taken up by the
Marshal, Captain of the Guard and assistants, within
the Grotto, is * * * * *. (Care should be
taken to impress the members of the class with
the spelling and pronunciation of this word.)

GRAND CHAMBERLAIN:

This (giving it) is the sign of Adoration, and alludes to the position of your hands when standing before the Priceless Jewel of the Enchanted Realm.

This (giving it) is the Dueguard, and alludes to the position of your hands when taking the obligation.

This (giving it) is the Grand Hailing Sign, and alludes to the cardinal delight of impish beauty.

The Grand Hailing Sign should always be given as a salute to the Monarch when entering or retiring from a Grotto of Veiled Prophets.

(The Grand Chamberlain should very carefully and clearly explain the secret words and passwords, as well as the dueguard and signs. The inside password should always be communicated in a whisper, except in case of a class too large to be practical, in which event it can be given aloud, and members of the class asked to repeat, and then change forever after to give the word in low breath.)

MONARCH:

The Grand Honors given as a salute to the Grand Monarch or his representatives are given thus:

ONE: Give the sign of Adoration.

(The sign of Adoration is made by closing the right hand, thumb over last three fingers, index finger extended, arm raised upward and slightly forward, as though pointing to the Priceless Jewel)

TWO: Strike the left palm with the right hand three times.

THREE: Give the Dueguard.

(The Dueguard is made by placing the right hand over the heart and the left hand on the right shoulder of the Prophet on your left.)

FOUR: Strike the right palm with the left hand three times.

FIVE: Give the Grand Hailing Sign.

This (giving the sign) is the Grand Hailing Sign, and alludes to the cardinal delight of impish beauty. It is made by closing the four fingers of both hands, thumbs extended, arms at side, bringing them up in an arc till both thumbs touch the temples, then dropping them in an arc to the sides. (There is no bowing or twisting of hands.)

SIX: Strike the left palm with the right hand three times.

SEVEN: Drop your hands.

(The Grand Honors should be demonstrated by the Monarch while they are being explained.)

ORATOR:

So that you will better understand the secret, or inside password, I will give you a short explanation of its origin.

Abdulla, King of Lesser Bucharria, abdicated his throne in favor of his son, Aliris. Shortly afterward he arranged a marriage between his son, Aliris, and the youngest daughter of the Prince of India. The beautiful Princess named Lalla Rookh, started on the long journey to meet her Prince. She was entertained on this journey with music and stories by a poet named * * * * * who had attached himself to the safari as a slave. As she neared her destination she became heartsick at the thought of giving herself to a strange Prince, having fallen in love with the poet slave. Being a true Princess, she stepped into the throne room, to carry out her father's promise. As the Prince turned to take her hand, she beheld the poet * * * * * who had disguised himself as a slave to win her love as well as her hand.

ORATOR:

A Prophet who is wearing his Fez will give the military salute when reciting the Pledge of Allegiance and during the playing of the National Anthem. A military salute will also be given when the Colors are within six paces of him; **HE WILL NOT REMOVE HIS FEZ.** After the Colors have passed, he should drop his right hand. In case the same Colors pass the same point again, as frequently happens in a ceremonial procession or in display drills, the Colors need not be saluted the second time. The same rule applies to street parades.

ORATOR:

The characters you see on the Grotto Banner are Persian. They read from right to left, and spell the name **M-O-K-A-N-N-A.**

MONARCH OF THE GROTTTO:

Prophets, we welcome you, with all the joy of a Prophet's greeting, to our fellowship, as Prophets of the Enchanted Realm.

The friendly smile which always lights a Prophet's greeting symbolizes the spirit of the Order, because

it is radiant with joyous impulses that cheer the heart and make it warm with sympathy and good will. The purpose of the Order is written in smiles, because within our mystic Enchanted Realm the spirit of mirth breaks down the barriers of reserve and brings us close together in the spirit of good-fellowship, and makes us laugh together, like boys unburdened with care. Thus while we revel in the joyous freedom of the Enchanted Realm there grows a bond of sympathy and fellowship between us which abides and makes the heart glad, because it gratifies its natural longing for delightful associations.

I trust that you have indeed found the Priceless Jewel of the Enchanted Realm, and will cherish it for your own happiness and for the glory of the Prophets of the Enchanted Realm, to whose fellowship you are now duly admitted.

(Presentation of Fez.)

PRESENTATION OF FEZ

As a fitting climax we strongly recommend that at the end of "The Neophyte's Journey" a Fez be presented to the Active Neophyte by one of the three principal officers or some Past Monarch, selected for the purpose. This should be done in front of the curtain immediately following the conclusion of the ritualistic work or epilogue. An appropriate "Fez Lecture" or charge—not too lengthy—should be delivered—not the ordinary, halting, impromptu presentation speech, but one carefully prepared and memorized by the officer selected. The lectures, published herein, are submitted merely as examples and any Grotto is privileged to substitute another or better one of its own.)

1. Prophet _____, it is now my very great pleasure to present to you a _____ Fez (places Fez on candidate's head—be sure it is straight. Continues) As the white Lambskin Apron is the Badge of a Mason, so the Fez of Black with Tassel of Red distinguishes you as a member of the Mystic Order of Veiled Prophets of the Enchanted Realm. It is the symbol of Sympathy and Goodfellowship.

While we as Prophets are taught that the Grotto is "in no sense a part of Symbolic Craft Masonry and makes no claim to be such," yet each of us must ever bear in mind that as an individual he is a Master Mason. The fact that you or I may be wearing the Fez of Black instead of the little White Apron does not release us from the vows we assumed at the Altar of Masonry. Though we may not claim to be a Masonic Body, yet in the eyes of

the so-called profane, regardless of whether we are clothed as Craftsmen or as Prophets, we are all Masons. See to it that you conduct yourself accordingly, never overlooking the fact that any indiscretion on your part as a Prophet discredits the Masonic Fraternity. Disgrace the Fez of Black and you likewise dishonor the Apron of White.

The Grotto is termed "The Master Mason's Playground"—and so it is. Let us play, but let us not forget the rules. A true Prophet is a good sport. It matters not to him whether he won or lost, but how he played the game. This Fez is yours. Wear it worthily, wear it proudly as a Prophet and as a gentleman.

2. Prophet, as the White Lambskin Apron is the badge of the Mason, so is the Black Fez, with its Tassel of Red, emblematic of Goodfellowship and Good Cheer. (places Fez on head of candidate)

Hail, Prophet, Neophyte no more,
Thy dreadful journey now is o'er;
Thou hast thy valor shown right well
In upper air, in deepest Hell.

So this reward is thine, my son,
This Priceless Jewel thou hast won;
'Twill be a crown upon thy head—
The Fez of Black with Tassel Red.

No prince upon his royal chair
E'er wore a diadem so rare
As this Black Fez with letters gold,
The badge of Prophets young and old.

So wear it proudly, son, and smile,
Forget thy troubles for a while
And ever may thy watchwords be
GOODFELLOWSHIP AND SYMPATHY

—Tom Fox.

FEZ LECTURE

(Optional—used by Lalla Rookh Grotto)

Prophets, each of you remembers well when you were presented with a White Lambskin Apron, an emblem of innocence and the Badge of a Mason. Now you are privileged to wear the Fez of Lalla Rookh Grotto, the badge of a true Prophet. Let neither badge be worn unworthily. The emblems

honor you. You can honor them by showing sympathy and goodfellowship to your brother Prophets who now welcome you into their mystic Enchanted Realm anticipating added joy for you and them.

"The Black Fez alludes to "loathed Melancholy of Cerberus and blackest midnight born, in Stygian cave forlorn, 'mongst horrid shapes and shrieks and sights unholy!" The Red Tassel alludes to the blood of our brothers shed through the centuries in dispelling the darkness of ignorance and bigotry.

The gold alludes to the Priceless Jewel of the Enchanted Realm discovered by every true Prophet in his quest through earth and air, even to the flaming depths of the infernal world, as portrayed in the drama of your induction

The Gold of the fez also alludes to victory which inevitably follows the conquest of darkness. Victory summons heartleasing mirth as the reward of every Prophet for the purpose of our Order is written in smiles. The Grotto Fez thus symbolizes the banishment of gloom and we proudly accept joy and pleasure as the right and reward of our Mystic Realm

Wear, then, your Fez with pride, joy and honor, but never wear it in a place you would not be proud to take your mother, sister, wife or daughter. Let joy be unconfined, but do not mistake the pursuit of joy for the acceptance of unwholesome pleasures which tarnish the gold of victory. Follow the path of righteousness and you will find the fullness of joy and pleasures for evermore.

—Barton Baker, Past Monarch.

(The Fez Lecture is monitorial and non-secret and is given here for the instruction of all Prophets.)

(If candidate is known to be a good extemporaneous speaker, the Monarch will ask him to respond in a few words, after which the Monarch will announce the conclusion of the first section and advise audience when the Revels Sections will begin.)

SHORT FORM INITIATION

Neither your Ritual Committee nor Supreme Council Officers favor the use of a "Short Form" Initiation as a substitute for a Full Form Ceremonial. We will all agree that the candidate does not receive full value for his fee to which he is entitled.

We realize, however, that at times emergencies will arise, making it necessary to initiate candidates in abbreviated form. Therefore, under such circumstances only we recommend the following:

Prologue in Full
Epilogue in Full
Presentation of Fez

All Line Officers should be present. In the absence of any officer another may double for him. The ceremonies should be conducted in a dignified manner, all parts memorized and Fezzes should be worn by the officers taking part. Where possible the use of appropriate music is recommended.

CEREMONY OF INSTITUTION

The Grand Monarch or his Special Deputy should appoint a Marshal and Secretary to assist him in the Ceremony of Institution. After the brethren who have signed the petition for dispensation have assembled, the Marshal raps on the outer door (one long and two short raps) and announces:

"-----, Grand Monarch, (or -----, Special Deputy of Grand Monarch....-----), of the Supreme Council, Mystic Order of Veiled Prophets of the Enchanted Realm, is about to enter."

(The Grand Monarch, Marshal and Secretary advance to the center of the room and the following introduction takes place:)

Marshal: Brethren: It gives me pleasure to present Grand Monarch (or Special Deputy of the Grand Monarch) of the Supreme Council, Mystic Order of Veiled Prophets of the Enchanted Realm, who is here tonight for the purpose of instituting Grotto."

PRESIDING OFFICER:

Brother Marshal, will you please escort the Grand Monarch to the platform?

The presiding officer will then present the Grand Monarch to the brethren and tender him the gavel with a request that he "proceed with the Ceremony of Institution

(The Grand Monarch will rap the gavel three times, bringing the members to their feet.)

GRAND MONARCH:

Prophet Chaplain, you will repair to the Altar, open the Holy Bible and deliver the Invocation.

CHAPLAIN:

Grand Monarch of the Universe, we humbly bow before Thee, this evening, and ask Thy blessing upon this meeting, which is of great importance to the Prophets of this new Grotto. May the Officers who are about to assume the leadership of this Grotto be granted wisdom from on high, that their works may be pleasing in Thy sight, and to the best interest of all its members, and may harmony and Goodfellowship always prevail All of which we ask in Thy Name. Amen

(Or some other suitable prayer. A pedestal should be set center stage, with a closed Bible on it, and a kneeling pad back of it, so that when the Chaplain kneels to open the Bible and pray he will be facing the audience. After praying he returns to his seat.)

GRAND MONARCH:

Brother Marshal, will you please conduct the Secretary to his station?

GRAND MONARCH:

Brethren, this meeting has been called for the purpose of forming you into a Grotto, which is the name by which subordinate bodies under the jurisdiction of the Supreme Council, M. O. V. P. E. R. are called. The ceremony of this evening when complete will confer on you the right to assemble as a regular Grotto, under dispensation, to make Veiled Prophets, and to perform any and all acts which are not inconsistent with the provisions of the Supreme Council Constitution and Regulations. Brother Secretary, will you please read the dispensation?

(The Secretary, after reading the dispensation, hands it to the Grand Monarch)

(The Grand Monarch will here assemble the brethren before him and give the obligation, according to Ritual, giving signs, secret words and the Grand Honors, as shown in the Ritual, with the assistance of the Marshal All brethren then be seated.)

GRAND MONARCH:

Brother Marshal, will you please present before me the brethren named in the dispensation as the first Monarch, Chief Justice and Master of Ceremonies and cause them to face the brethren.

GRAND MONARCH:

Brethren, you see before you Brothers-----, -----, --, who have been named in the dispensation the first Monarch, Chief Justice and Master of Ceremonies of ----- Grotto U. D. Are you still satisfied with the choice of these officers to preside over and govern your Grotto?

(If the answer is in the affirmative, the Grand Monarch directs the Marshal to conduct the officers to the center of the room facing the platform.)

GRAND MONARCH:

Brothers_____, _____, You will each place your right hand over your heart say I, (pronounce your name in full and repeat after me) "I _____ do sincerely promise and swear that I will support the Constitution and Regulations of the Supreme Council, M. O. V. P. E. R., and that I will perform the duties of the office to which I have been chosen to the best of my ability; so help me God."

GRAND MONARCH:

Brother Marshal, escort the Monarch to the throne and the Chief Justice and Master of Ceremonies to their respective stations.

GRAND MONARCH:

By virtue of the authority in me vested as Grand Monarch (or Special Deputy of the Grand Monarch) of the Supreme Council, M O V. P E. R., I declare _____ Grotto regularly instituted a Grotto to under dispensation and entitled to all the privileges and prerogatives thereunto belonging From this time forth you are authorized and empowered to open and hold sessions of the Grotto stated and special, to make Veiled Prophets, to do and perform all such acts as appertain to the Order, provided that in all your acts and deeds you conform to the Constitution, Regulations, Laws and Edicts of the Supreme Council of the Order.

Prophet Marshal, make the proclamation.

PROCLAMATION

In the name of the Supreme Council, Mystic Order of Veiled Prophets of the Enchanted Realm, and by order of _____, Grand Monarch (or _____, Special Deputy of the Grand Monarch) I proclaim _____ Grotto of _____ formed and instituted a Grotto under dispensation and entitled to all the privileges and prerogatives thereunto belonging."

(The Grand Monarch should now make an address giving a short history of the Order, its aims and ideals placing special emphasis upon the fact that even though the Order is not Masonic in any sense of the word, Masonry will be judged by the conduct of its members; draw attention to the rapid growth and wide dissemination of the Order; caution the new Grotto to avoid the unclean or the suggestive when conferring the Order or in connection with other functions for which the Grotto

is sponsor; the importance of a literal, forceful interpretation of the Ritual, with suggestions for scenery, costumes, electrical effects, drill and drum corps, bands etc., after which the dispensation should be handed to the Monarch and the gavel returned with a request that he proceed with the work of the evening.)

(Petitions for membership may be at this time received, referred and a ballot taken, after which the candidates may be obligated. A committee should be appointed to draft by-laws and other routine business transacted, after which the Grotto should be closed in regular form.)

A FORM FOR THE CONSTITUTION OF A NEW GROTTTO

The Grand Monarch, or his Deputy, with associate Grand Officers of the Supreme Council, will assemble in the anteroom, from whence they will march into the Grotto room, and be presented on the stage and introduced in the following order:

1. Past Grand Monarchs.
2. All members of the Supreme Council, starting with the lowest in rank.
3. The Grand Monarch, escorted by a Past Monarch or high ranking officer

(As the Grand Monarch enters the Grotto Room the presiding Monarch will rap the gavel three times. The Grand Monarch will be conducted to a point just short of the presiding officers station, come to a halt and give the proper sign to the presiding officer. He will then be presented to the presiding officer by his escort, with the following words "Prophet Monarch, I have the honor of presenting to you the Grand Monarch of our Order (or the Special Deputy of the Grand Monarch) who with attendant Grand Officers is present for the purpose of constituting _____ Grotto, and installing its officers."

(The presiding officer will come down to the level of the Grand Monarch, direct his words of welcome to him, then take him by the arm, and conduct him to the stage or platform.)

(He will then present the Grand Monarch to the Prophets assembled, and ask that the Grand Honors be given. After which he will present the Grand Monarch with the gavel, and ask him to proceed with the meeting.)

(The Grand Monarch will rap the gavel once, and the presiding officer will take his place with the rest of the Grotto.)

(The Grand Monarch will respond to the words of welcome, then present the other Past and Present Supreme Council Officers.)

(NOTE: If this is an open meeting no signs or words are to be given)

(The Grand Monarch will rap the gavel three times, bringing the Prophets to their feet.)

GRAND MONARCH:

Prophet Chaplain, you will repair to the Altar, open the Holy Bible, and deliver the Invocation.

CHAPLAIN:

(Will give the same prayer as in the Ceremony of Institution, or some other suitable prayer, then return to his station)

(The Grand Monarch will then direct the Grand Marshal to escort the attendant officers to their respective stations, after which the Grotto will be seated)

(Music may be introduced at this time.)

(The Grand Marshal will then assemble the entire Grotto, including its officers, elective and appointive, in front of the Grand Monarch, after which he will say:

"Prophet Grand Monarch, I have the honor of presenting to you the Prophets of Grotto. They have been duly instructed in our ceremonies, and are desirous of propagating the principles of our Order. They have petitioned the Supreme Council of the Order for a Charter under which they may work, and this has been granted to them. They are now assembled here for the purpose of being constituted, and having their officers installed in due and regular form."

The Grand Monarch then says: "Let the Charter be read."

(The Executive Secretary (or his proxy) then reads the Charter.)

"By virtue of the high power and authority vested in me as Grand Monarch (or, as Special Deputy of the Grand Monarch) of the Supreme Council of the Order, I do hereby form and constitute you a regular Grotto of the Mystic Order of Veiled Prophets of the Enchanted Realm, to be known as Grotto.

This from the Throne.

The Grand Monarch then seats the Grotto.

THE INSTALLATION CEREMONIES

(CLOSED)

The Grand Monarch says:

"Prophet Grand Marshal, you will present the Monarch-elect for installation."

(The Grand Marshal presents the Monarch-Elect for installation.)

The Grand Monarch says:

"Previous to your enthronement, the Supreme Council requires your assent to the following ordinance."

Do you solemnly vow upon your honor:

"That you will exert your best endeavor to promote true sympathy and goodfellowship of your brother Prophets of the Mystic Order of Veiled Prophets of the Enchanted Realm?

"That you will endeavor at all times to promote the general good of the Order and observe the solemnity of the ceremonies with profound respect and reverence?

"That you will endeavor to hold two full-form ceremonies yearly?

"That you will ever maintain and support the authority of the Supreme Council and enforce obedience to its Constitution, By-Laws, General Regulations and Edicts?

"Do you subscribe to all these ordinances and promise a cheerful compliance and practice them faithfully?"

(After the questions are completed the Monarch-elect will say, "I do.")

The Grand Monarch says:

"You will kneel at the Altar and place your hands on the Holy Bible."

(The Monarch-elect kneels at the Altar.)

OBLIGATION

"Say, I, pronounce your name in full and repeat after me, do promise and swear that I will serve this Grotto as its Monarch during the time for which I have been elected, and will perform all the duties of the office to the best of my ability;

"That I will at all times, and under all circumstances support and maintain the Constitution and Regulations and obey all the Laws and Edicts of the Supreme Council of the Mystic Order of Veiled Prophets of the Enchanted Realm, during my term of office, so help me God."

(The Grand Monarch then requests the Monarch to rise, after which he delivers to him the following charge.)

CHARGE TO THE MONARCH

"Prophet _____, it now becomes my duty as Grand Monarch (or, as Special Deputy of the Grand Monarch) of the Supreme Council of the Mystic Order of Veiled Prophets of the Enchanted Realm, to emblematically, place upon your head the Crown of the Realm, and hail you as Monarch of _____ Grotto.

"Your election to this high office by the suffrages of your fellow Prophets, is sufficient assurance of their confidence in you, and of your fitness for the position you now hold.

"It is hardly necessary for me to instruct you in the duties of your office; these are clearly stated in the Constitution and Regulations of the Supreme Council which you have just sworn to support and maintain.

"The honor, reputation, and success of your Grotto will materially depend upon the way you manage its affairs, so see to it that your rulings and decisions are made with wisdom, with justice, and with equity.

"You will now be seated on the Throne."

The Grand Monarch now says:

"Prophet Grand Marshal, you will present all the other officers, elective and appointive, for installation."

(The officers are then placed in the same position as when taking the obligation as Veiled Prophets, and take the following obligation.)

OBLIGATION

"I, _____, do promise and swear, that I will serve this Grotto in the office to which I have been elected (or appointed), during the time for which I have been elected (or appointed), and will perform all the duties of the office to the best of my ability;

"That I will serve the Monarch loyally, and support him with enthusiasm during my term of office, so help me God" (The officers then rise.)

The Grand Monarch then says:

"Prophet Grand Marshal, you will present the _____ elect (naming the officer) at his proper station for the charge."

(This order should be repeated by the Grand Monarch for each officer in turn.)

(When the Grand Monarch, or his Deputy, is attended by enough Grand Officers or Past Monarchs to fill the stations, the charge can be given to each officer by the respective Grand Officer or Past Monarch, otherwise by the Grand Monarch.)

CHARGE TO THE CHIEF JUSTICE

"Prophet _____, you have been elected Chief Justice of this Grotto by the suffrages of your fellow Prophets. This is the second highest office in the Grotto.

"It is your duty to assist the Monarch, and in his absence, or at his request, to preside over the Grotto.

"When presiding as Monarch, your powers and responsibilities are the same as those of the Monarch.

"As Chief Justice you are the arbitrator in all questions of controversy. See to it that your knowledge of the Constitution of the Supreme Council is such that you are in truth the Chief Justice"

(The Chief Justice is then presented with his Fez and conducted to his station)

CHARGE TO THE MASTER OF CEREMONIES

"Prophet _____, you have been elected Master of Ceremonies by the Prophets of this Grotto. Your office is one of great importance.

"It is your duty to see that the ritualistic work of the Grotto is properly performed, and that nothing vulgar or profane is allowed to mar the harmony of the work.

"You are to determine the credibility of visiting Prophets, and see that all who enter the Grotto are duly qualified.

"In the absence of the Monarch and Chief Justice, or at the request of the Monarch, you are to preside over the Grotto. When thus presiding, your powers and responsibilities are the same as those of the Monarch."

(The Master of Ceremonies is then presented with his Fez and conducted to his station.)

CHARGE TO THE TREASURER

"Prophet _____, you have been elected Treasurer of this Grotto by your fellow Prophets, who have thereby manifested in the strongest way possible, their confidence in your honesty and integrity. It is an honor of which any man may feel proud.

"You are the financial safeguard of the Grotto. See to it that the confidence reposed in you is as strong when your successor is elected as it is now."

(The Treasurer is then presented with his Fez and conducted to his station.)

CHARGE TO THE SECRETARY

"Prophet _____, you have been elected Secretary of this Grotto. It is an office which requires special qualifications for success.

"In the amount and variety of the work which he has to do, and in the demands to which he has to respond, a good Secretary is second to no other officer in any organization.

"You are undoubtedly familiar with the duties of your office. May you always perform them so as to merit the commendation of your fellow Prophets."

(The Secretary is then presented with his Fez and conducted to his station.)

CHARGE TO THE CHAPLAIN

"You have been appointed to the most revered office in all of Masonry. You are to give the Invocation at our meetings, visit and pray for the sick and afflicted, and assist at our memorial services. The Holy Bible we trust to your care, guard it with all your might, for it holds for us precious teachings of freedom, and truth, and light."

(The Chaplain is then presented with his Fez and conducted to his station.)

CHARGE TO THE VENERABLE PROPHET

(To be given by the Grand Monarch)

"Prophet _____, you have the distinguished honor of being the Venerable Prophet of this Grotto.

"YOU SHOULD BECOME PROFICIENT IN THE OPENING AND CLOSING CEREMONIES, so that you could relieve any of the officers if called upon.

Also be ready at all times to carry out any order of your superior officers."

(The Venerable Prophet is then presented with his Fez and conducted to his station.)

CHARGE TO THE MARSHAL

"Prophet _____, you have been (elected or) appointed Marshal of this Grotto. You are the special Messenger of the Monarch, and as such you are to assist him in opening and closing the Grotto. At the request of the Chief Justice you are to command the Captain of the Guard, and the Sentinel to take up the inside and outside passwords. You are to take charge of all processions and generally assist the other officers in the discharge of their duties."

(The Marshal is then presented with his Fez and conducted to his station)

CHARGE TO THE CAPTAIN OF THE GUARD

"Prophet _____, you have been appointed Captain of the Guard of this Grotto. You are the special messenger of the Chief Justice. You are to see that all who enter the Grotto are duly qualified, and entitled to enter.

"You are to receive the inside password from the Prophets, when requested to do so by your Chief, and perform such other duties as may be required of you by your superior officers"

(The Captain of the Guard is then presented with his Fez and conducted to his station)

CHARGE TO THE SENTINEL

"Prophet _____, you have been appointed Sentinel of this Grotto. It is a position of great responsibility. You are to receive the outside password from all Prophets who enter the Grotto, and see that all have their annual dues card. Visiting Prophets, unknown to you, should be reported to the Master of Ceremonies, and admitted only when vouched by him. Guard well the outer borders of our Realm"

(The Sentinel is then presented with his Fez and conducted to his station.)

PROCLAMATION OF INSTALLATION

The Prophets should now be called up (three blows of the gavel), and remain standing during the proclamation.

The Grand Monarch then says:

“Grand Marshal of the Realm, make the usual proclamation.”

The Grand Marshal then says:

“In the name of the Supreme Council of the Mystic Order of Veiled Prophets of the Enchanted Realm, and by the order of the Grand Monarch, I now declare the officers of _____ Grotto, elective and appointive, duly installed.”

CLOSING CEREMONIES

The Grand Monarch then says (the Prophets standing):

“Monarch _____, it is with pleasure that I now deliver to you this gavel, which symbolizes your office, believing that in your hands it will never be used unworthily.

“I also present to you that which is very much more important, the Charter of this Grotto, under which you are to work, and which was granted at the last session of the Supreme Council of the Order.

“With these instruments in your hands you are possessed of all the prophetic powers which I can bestow upon you.

“With a duly constituted Grotto over which you are to reign, and a corps of excellent officers to assist you in doing the work, I can hopefully express the wish that the future of _____ Grotto may always be as bright as its prospects are tonight.

“May this Grotto always be known as one of the very best in all our Enchanted Realm.

“Prophets, salute your Monarch.” (Give the Grand Hailing Sign The Monarch should respond with a few words, and then seat the Grotto)

GRAND HONORS

The Grand Honors should always be given when receiving the Grand Monarch, or his representative, or any Grand Line Officer, when making an official visit. These are given as follows:

The Monarch calls up the Grotto, and says:

“Prophets, I have the honor to present the Grand _____ (or, the Representative of the Grand _____) of the Supreme Council of Veiled Prophets of the Enchanted Realm. Let us salute him with the Honors due his exalted rank.”

1. Give the Sign of Adoration.
2. Strike the left palm with the right hand three times.
3. Give the Dueguard.
4. Strike the right palm with the left hand three times.
5. Give the Grand Hailing Sign.
6. Strike the left palm with the right hand three times.

(Following the giving of the Grand Honors, the action conforms to that which is customary in the Masonic Lodge)

REGARDING INSTALLATION CEREMONIES

The installation of officers is so often bungled and made light of that a few suggestions should not be amiss. Your Ritual Committee has attended installation ceremonies in the Grotto—and also in Masonic Blue Lodges, that were not only a disgrace to the organization, but an insult to the officers being installed. This should not be. The installation should be so done that a lasting impression will be made on those installed. Too often the Past Officer invited to do the installing takes the duty too lightly. He comes to the meeting, asks for a Ritual and then sits at a table and “tries” or makes a very, very poor attempt to read some printed words. The result is he does mumble something that is heard by a very few and means nothing either to them or the officers or the man supposed to be doing

the installing. He really belittles himself in the estimation of those present.

This work should be done standing facing the officer being installed, and words—NOT READ FROM A BOOK—but—given eye to eye—slowly and meaningfully—to the officer being installed. If you cannot find someone to do it from memory, they can at least SO FAMILIARIZE THEMSELVES WITH THE CONTENT that perhaps an occasional reference to the book will be all that is needed. The work should be so given that the newly installed Monarch will come to the installing officer and say to him that he will never forget this installation. And he will do so—IF—the installation is done as it should be.

Let us improve this feature of our necessary Grotto functions.

Ritual Committee, June, 1956.

CEREMONIES OF INSTALLATION

M. O. V. P. E. R.

The Grotto will be opened in regular form by its officers, and desk work and any necessary business disposed of before the installation of the newly elected officers (See page 88 regarding Public Installations.)

(The installing officers will consist of a Past Monarch as Grand Installing Officer, also two Past Monarchs or Prophets to act as Grand Marshal and Grand Chaplain. The officers elect will assemble in the anteroom and be in line for their entrance on command of the Grand Marshal.)

MONARCH— Grotto is met at this time for the purpose of installing its newly elected officers; on this occasion Past Monarch of Grotto has been chosen as installing officer, as special deputy of the Grand Monarch. Prophet --- as Grand Marshal and Prophet -- as Grand Chaplain. (The installing officers should be in the anteroom waiting for the invitation to enter.)

The Monarch will say:

“The Grand Installing Officers will enter the Grotto Room.”

(The Monarch raps the gavel three times as the Installing Officer flanked by the Grand Marshal and Grand Chaplain enter the Grotto Room. They will proceed to the stage and face the audience.)

(If the Grand Monarch, a Grand Line Officer or a Past Grand Monarch is acting as Installing Officer, he should be conducted into the room, presented and given the Grand Honors, as shown in the Roster under the heading, Presentation of the Grand Monarch. In that case the Grand Marshal and Grand Chaplain could act as escort and present the Grand Monarch.)

The Monarch will say:

“Prophets, I have the honor to introduce Past Monarch of Grotto, who will be the Installing Officer, acting as a special deputy of the Grand Monarch. Also Prophet who will act as Grand Marshal and Prophet who will act as Grand Chaplain.”

(The Monarch will present the gavel to the Installing Officer, ask that he proceed with the installation, and then retire.)

The Installing Officer will say:

"Prophet Grand Marshal, you will retire and escort the officers elect into the Grotto Room."

(While waiting for the officers elect to enter, the Installing Officer will ask the audience to remain standing until after the Invocation.)

(The officers elect will march into the Grotto Room led by the Grand Marshal and take their places on the stage, in front of chairs placed for that purpose.)

(Under the direction of the Installing Officer the American, and Canadian Colors will be presented, followed by the Pledge of Allegiance, and the National Anthem. If any Grand Officers or Grotto Officers of Canada are present their National Anthems should be played, after which he will say:)

"Prophet Grand Chaplain, you will repair to the Altar, open the Holy Bible and deliver the Invocation."

(The Grand Chaplain, will repair to the Altar, open the Holy Bible and give the following or other suitable prayer.)

"Grand Monarch of the Universe, we humbly bow before Thee, this evening, and ask Thy blessing upon this meeting, which is of great importance to the Prophets of this Grotto. May the officers who are about to assume the leadership of this Grotto be granted wisdom from on high, that their works may be pleasing in Thy sight, and to the best interest of all its members, and may harmony and Goodfellowship always prevail. All of which we ask in Thy NAME, Amen."

(The Installing Officer will seat the Grotto with one rap of the gavel, the Grand Chaplain will return to his station and the Color Guard leave the room.)

(A pedestal should be set, down front, center stage, with a Bible on it, and a kneeling pad back of it, so that when the Chaplain kneels to open the Bible and pray he will be facing the audience.)

INSTALLING OFFICER: "Prophet Grand Marshal you will present the Monarch elect for installation."

(The Grand Marshal, conducts the Monarch elect to a point about five feet back of the Altar.)

INSTALLING OFFICER: "Previous to your enthronement the Supreme Council requires your assent to the following ordinance."

The Installing Officer then says:

Do you solemnly vow upon your honor:

"That you will exert your best endeavor to promote true sympathy and goodfellowship of your brother Prophets of the Mystic Order of Veiled Prophets of the Enchanted Realm?"

"That you will endeavor at all times to promote the general good of the Order and observe the solemnity of the ceremonies with profound respect and reverence?"

"That you will endeavor to hold two full-form ceremonies yearly?"

"That you will ever maintain and support the authority of the Supreme Council and enforce obedience to its Constitution, By-Laws, General Regulations and Edicts?"

"Do you subscribe to all these ordinances and promise a cheerful compliance and practice them faithfully?"

The Installing Officer then says:

"Prophet _____, you will kneel at the Altar, place your hands on the Holy Bible, say I, pronounce your name in full and repeat after me, 'do promise and swear that I will serve _____ Grotto, M. O. V. P. E. R., as its Monarch during the term for which I have been elected and will perform all the duties of the office to the best of my ability. That I will at all times and under all circumstances support and maintain the Constitution and Regulations and obey all the Laws, Rules and Edicts of the Supreme Council of the Mystic Order of the Veiled Prophets of the Enchanted Realm, so help me God'."

(The Installing Officer then directs the Marshal to conduct the new Monarch to the foot of the throne and delivers the following:)

CHARGE TO THE MONARCH

"Prophet Monarch, I now, figuratively, place upon your head the Crown of this Realm and hail you as Monarch of _____ Grotto, M. O. V. P. E. R."

"It is quite unnecessary for me to instruct you in the duties of your office; they are clearly stated in the Constitution and Regulations, which you have just sworn to support and maintain, and the experience you have had in the preceding official stations must have fully prepared you to fill this exalted position."

"The honor, reputation, and success of your Grotto will materially depend upon the way you manage its affairs, so see to it that your rulings and decisions are made with wisdom, with justice, and with equity."

"I now present you with the scepter the symbol of your imperial position; the Constitution and By-Laws; and the Charter, by virtue of which this Grotto exists, and invite you to be seated at my right."

(The Installing Officer then directs the Marshal to present all of the other officers, both elective and appointive, for installation.)

The Marshal then escorts the several officers (one at a time) to the center of the room, placing them in line in order of their rank from left to right and facing the throne.

When all the officers elected, or appointed, are lined up the Marshal steps one pace to the side and remains standing there while the officers take a collective obligation.

The Installing Officer then says:

"Prophets, each one of you will say 'I,' pronounce his name in full, and then you will repeat in concert after me, using the word 'elective' or the word 'appointive' in the obligation according as your office is an elective or appointive one,

'I do promise and swear that I will serve Grotto, M. O. V. P. E. R., in the office to which I have been elected (or appointed) during the time for which I have been elected (or appointed): that I will perform all the duties of my office to the best of my ability, and will serve the Monarch loyally, and with enthusiasm during my term of office, so help me God'."

INSTALLING OFFICER: The Chief Justice-elect will please step forward

CHARGE TO THE CHIEF JUSTICE

"Prophet , you have been elected Chief Justice of this Grotto, the second highest office in the body.

"It is your duty to assist the Monarch, and in his absence, or at his request, to preside over the Grotto. When presiding over this body your powers and responsibilities are the same as those of the Monarch.

"Your title of Chief Justice lays upon you a moral obligation to so familiarize yourself with the Constitution and Regulations, as well as the Laws, Rules, and Edicts of the Supreme Council, that your decisions in all cases of controversy may be founded on knowledge and understanding, and that you be in truth, as well as in title, CHIEF Justice.

"The Marshal will conduct you to your proper station."

INSTALLING OFFICER: The Master of Ceremonies-elect will please step forward

CHARGE TO THE MASTER OF CEREMONIES

"Prophet , you have been chosen, as Master of Ceremonies, of this Grotto, to fill its third council office, which is one of great importance.

"Your office is one of signal honor and dignity, as your fellow Prophets will look to you as an example by which to guide their conduct and regulate their behavior while attending sessions of the Grotto.

"In the absence of the Monarch and Chief Justice, or at the request of the Monarch, you are to preside over the Grotto. When thus presiding your powers and responsibilities are the same as those of the Monarch.

"It is your duty to see that the ritualistic work of the Grotto is properly performed; that nothing vulgar or profane is allowed to mar the harmony of the work, and that your subordinate officers and the members of the cast do their parts in such manner as to reflect credit upon the Order.

"Also upon you rests the responsibility of determining the credibility of visiting Prophets and seeing that all who enter are duly qualified.

"The Marshal will conduct you to your proper station."

INSTALLING OFFICER: The Treasurer-elect will please step forward

CHARGE TO THE TREASURER

"Prophet , you have been elected Treasurer of this Grotto by your fellow Prophets who have manifested thereby, in the strongest manner possible, their confidence in your honesty and integrity.

"It is your duty to keep an accurate record of all monies received and disbursed by you as Treasurer of this Grotto and to act as the financial safeguard.

"See to it that the confidence reposed in you is as strong when your successor is elected as it is at this time.

"The Marshal will conduct you to your proper station"

INSTALLING OFFICER: The Secretary-elect will please step forward.

CHARGE TO THE SECRETARY

"Prophet , you have been elected Secretary of this Grotto on account of your special qualifications for the office.

"In the amount and variety of the work which he is called upon to do, and, in the demands to which he has to respond, the Secretary can make himself of the utmost value to his Grotto by a tactful and diplomatic handling of the affairs of his office.

"You are, undoubtedly, familiar with the duties of your office, which are to keep a correct record of all that takes place in the line of the Grotto during your incumbency of office and of all matters relating to the business and historical proceedings of this Grotto, together with the usual duties pertaining to the Secretary's desk.

"The Marshal will conduct you to your proper station"

CHARGE TO THE CHAPLAIN

"You have been appointed to the most revered office in all of Masonry. You are to give the Invocation at our meetings, visit and pray for the sick and afflicted, and assist at our memorial services. The Holy Bible we trust to your care, guard it with all your might, for it holds for us precious teachings of freedom, and truth and light."

(The Chaplain then takes his station at the right of the Monarch.)

INSTALLING OFFICER: The Venerable Prophet-elect will please step forward

CHARGE TO THE VENERABLE PROPHET

"Prophet , you have the distinguished honor of having been elected Venerable Prophet of this Grotto.

"You should become proficient in the opening and closing ceremonies so that you could relieve any of the officers if called upon. Also be ready at all times to carry out any order of your superior officers."

"The Marshal will conduct you to your proper station."

INSTALLING OFFICER: The Marshal appointed will please step forward.

CHARGE TO THE MARSHAL

"Prophet you have been appointed Marshal of this Grotto. You are the special messenger of the Monarch, and as such you are to assist him in opening and closing the Grotto. At the request of the Chief Justice you are to command the Captain of the

Guard, and the Sentinel to take up the inside and outside passwords. You are to take charge of all processions and generally assist the other officers in the discharge of their duties.

"The Marshal will conduct you to your proper station"

INSTALLING OFFICER: The Captain of the Guard appointed will please step forward.

CHARGE TO THE CAPTAIN OF THE GUARD

"Prophet , you have been appointed Captain of the Guard of this Grotto, and, as such officer, are the special messenger of the Chief Justice.

"You are to see that all who enter the Grotto are duly qualified and entitled to enter.

"You are to receive the inside password from the Prophets, when directed to do so by your Chief, and perform such other duties as may be required of you by your superior officers.

"The Marshal will conduct you to your proper station."

INSTALLING OFFICER: The Sentinel appointed will please step forward.

CHARGE TO THE SENTINEL

"Prophet , you have been appointed Sentinel of this Grotto. It is a position of great responsibility, for upon you depends the security of the Grotto. You are to receive the outside password from all Prophets who enter the Grotto and are to see that each one who enters has his membership card for the current year.

"Visiting Prophets, who may be unknown to you, should be reported to the Master of Ceremonies, and admitted only when avouched by him.

"Guard well the outer borders of our Realm.

"The Marshal will conduct you to your proper station."

PROCLAMATION

"In the name of the Supreme Council of the Mystic Order of Veiled Prophets of the Enchanted Realm, I declare the officers of Grotto, M. O. V. P. E. R., elected and appointed, for the ensuing year, duly installed."

(This from the Throne.)

The Installing Officer then calls up the Grotto with three raps and orders the Prophets to salute their Monarch with the Grand Hailing Sign and after salute is given, seats Grotto with one rap.

The Installing Officer then turns to the new Monarch and says:

“Prophet Monarch, the duties entrusted to me as Installing Officer have been completed. I accordingly deliver this gavel to you and retire.”

The Monarch will call up the Grotto with three raps who remain standing until the Past Monarch has retired, or is seated. (He may be accompanied by the new Marshal, but a Past Monarch is usually “at home” with his fellow Prophets) and will be seated without further ceremony.

The Monarch will seat the Grotto with one rap, when any necessary business will be disposed of and the Grotto closed in regular form.

PUBLIC INSTALLATION

We recommend public installations wherever possible, if done in the proper manner. There is nothing that will serve to publicize the Grotto or build up good will in a community more than a properly conducted Public Installation of Officers. We suggest the use of the foregoing full form service with the following changes and additions:

1. Posting of the National Colors by the Patrol in uniform.
2. Entrance of the Installing Officer, Chaplain and Marshal, the Installing Officer and Chaplain proceeding to the East and Marshal on floor to left of the East. Next follow the elected and appointed officers who will stand in front of chairs near center of hall behind the Altar.

(Note: For the Ceremonies of Installation we suggest that the hall be set up in the same arrangement as the Symbolic Lodge, the chairs, half of them along the South wall, and the other half along the North wall. To make the affair more impressive, we suggest also that an Altar with Bible thereon be placed in the center.)

3. Installing Officer will rap three times.
4. Invocation by the Chaplain at the Altar, with his hands on the open Bible.
5. One rap to seat audience.
6. Selection by choir or band
7. Installing Officer states purpose of the meeting.
8. Proceed with the installation according to the Ritual. Be sure no Grotto signs are given during the installation.

A nice custom is to have the retiring Monarch act as Installing Officer and as such he may turn over the gavel of authority to his successor in office with appropriate remarks to which the incoming Monarch may respond.

(Note: If available within the Grotto, we recommend that appropriate musical numbers by the band or chorus be used at certain points in the service. Soloists might also be used.)

ANNUAL MEMORIAL SERVICE

It is but fitting and proper that at least once each year your Grotto pause in the midst of its "play" and offer some little tribute and to honor the memory of those Prophets who have passed on to "That Undiscovered Country from whose Bourne no Traveler returns." We are submitting herewith, merely as a suggestion, the outline of a program for an Annual Memorial Service.

1. Selection by choir.
2. Posting of Colors by the patrol in uniform.
3. National Anthem by choir and audience.
4. Pledge of Allegiance (this has been set to music and may be obtained in quartet arrangement)
5. Invocation by Chaplain or Minister.
6. Selection by choir or soloist.
7. Roll Call of departed Prophets by Secretary.
8. Suitable verso.
9. Choir or soloist: "The Lord's Prayer."
10. Taps—Trumpet (muted) with roll of drums.
11. Memorial Address by prominent speaker.
12. Selection by choir
13. Benediction.

THE FEZ

A Prophet who is wearing his Fez will give the Military Salute when reciting the Pledge of Allegiance and during the playing of the National Anthem.

A Military Salute will also be given when the Colors are within six paces of him. (HE WILL NOT REMOVE HIS FEZ.)

After the Colors have passed, he should drop his right hand. In case the same Colors pass the same point again, as frequently happens in a ceremonial procession or in display drills, the Colors need not be saluted the second time. The same rule applies to street parades.

GROTTO STANDARD OR BANNER

Persian Characters. Read from Right to Left.

The standard should be black with gold fringe, the center field white, and upon it the Prophet's head with silver veil, through which the features are faintly discernible. The name of the Grotto and the letters "M. O. V. P. E. R." should be in gold, above the white field, and below, the name "Mokanna" in Persian characters.

GROTTO COSTUMES

To the Active Officers of the Order:

In order to facilitate the proper making of the costumes required by our Ritual and to help avoid all misconceptions that may arise over these romantic and mythological characters, there are here given for the benefit of all active workers some descriptive suggestions and information pertaining to their construction and colors.

These suggestions, however, are not intended to absolutely bind all Grottoes in such a manner as to create a monotonous level. Qualities of materials, trimmings and ornamentations are left largely to the possible means each Grotto may afford; the style in general, and the color schemes are here recommended, as it would not be advisable for anyone to depart too radically from the suggestions here given, sustained as they are by the best logical interpretations generally adopted by all writers and artists of the past and present, not forgetting the due leniency compatible in costumes made for Grotto use.

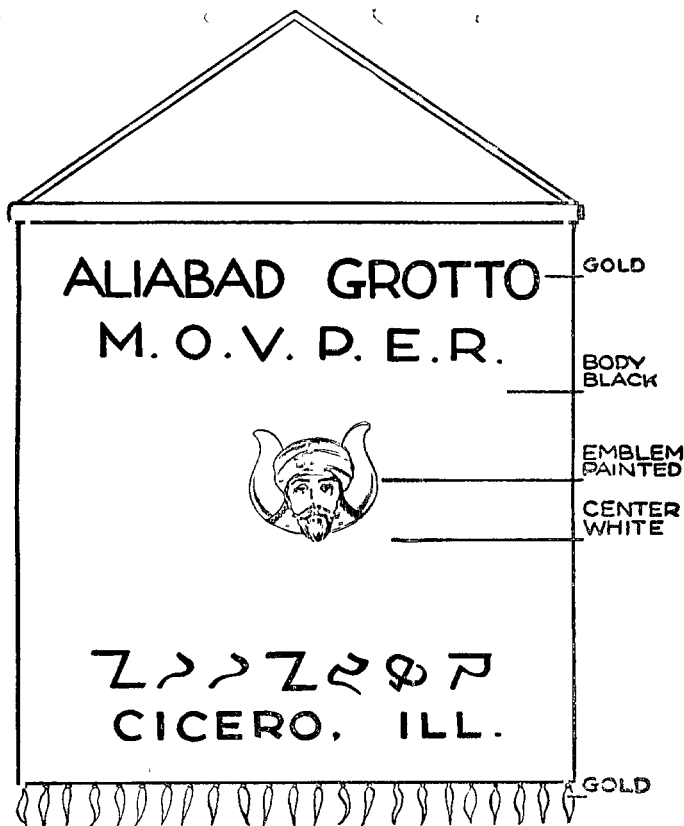
It would be a long, tedious task to try here to explain fully the various reasons why these costumes are so suggested, especially in dealing with characters supposed to represent in our ritualistic drama a serious and yet also grotesque picture, but here are the main reasons:

- 1 The production of them at reasonable cost.
2. The simplicity of construction, making possible a quick dressing at ceremonial sessions.
3. The presentation to the Prophets present, of a logical as well as amusing variety of characters forming pleasing tableaux, while the romantic, mythological drama of the order is displayed for their benefit and instruction

With these points in view, these suggestions and information are here offered in the sincere hope that they will be indulgently received by the workers, remembering always that they are given in the fraternal spirit of mutual help and goodfellowship.

MOKANNA (VEILED PROPHET)

His real historical name is Hakem ben Haschem—a romantic character who, according to Persian annals, lived in the 163rd Egira, or, according to our computations, between the Seventh and Eighth Centuries, during the time of the Caliph's dynasty. Rebel and dissenter from the Islamic faith, he raised his revolutionary



religious standard in Merou, a city of the Persian province of Khorassan, gathering around his person a great number of discontented peoples to whom the all-conquering yoke of the Caliphs was galling.

He proclaimed himself, according to the doctrine of Metempsychosis, or soul transmigration, commonly accepted among many Oriental peoples, as the only true successor and interpreter of Mohammed; in fact, the very Divine Essence or Emanation incarnated first in Adam, Noah, Abraham, Moses, Jesus, Mohammed and Abu-Moslem, last Prince of Khorassan. In his white standard he announced freedom to all the world, and preached the final triumph of mind over matter which was going to bring, to his faithful only, the earthly millenium or Golden Age.

Thomas Moore's poetical romance, "Lalla Rookh", gives some very interesting details about this personage, who was called "Mokanna" from the veil of silver gauze (or, as others say, golden) which he always wore to hide his features from public gaze (as the poem states.) His main object, however, was to successfully carry the mysterious mummery of making his followers believe that it was a very dangerous thing to look upon his radiant face, more luminous and resplendent than the countenance of Moses returned from Sinai with the Law Tablets, upon whose dazzling brow the people could not suffer themselves to gaze, and Aaron, his brother, advised him to veil his face until the temporary divine effulgency should slowly have waned from his face.

(Note: For the traditional history of this character see D'Herbelot)

SARPEDON OR ASSOCIATE JUSTICE

Persian courtier or first officer among the followers of Mokanna; a character of no historical importance.

FADLADEEN OR GRAND CHAMBERLAIN

Persian character quoted as Chief of the Harem in the poem "Lalla Rookh" (Oriental opportunistic type.)

MASTER OF CEREMONIES

Persian officer of Mokanna's Court, made necessary by ritualistic demand.

MARSHAL

Persian officer or courtier required by Ritual.

STANDARD BEARER

Military Persian character required by Ritual in Mokanna Court scene.

CAPTAIN OF GUARD

Military Persian character of Mokanna's Court required by Ritual.

GUARDS OF MOKANNA

Military characters used in the Court scene.

COURTIERS, ETC.

Oriental characters of any kind representing followers or faithfuls of Mokanna; eight or more.

MONARCH—HIS MAJESTY

Babylonian Moloch, Egyptian Typhon, Persian Ahri-man, Greek Pluto, Turkish Eblis, Hebrew Satan—described as God's enemy, his angel name being Lucifer (see Milton); in romance, Mephisto, the Tempter; Prince of Darkness, ruler of Erebus or Hell—in common parlance quoted as the Devil. Chief character in demonology.

MINOS (CHIEF JUSTICE)

Described in Greek Mythology as the watch-dog Jupiter and Europa, king and legislator of the Cretans, a man of severe justice, reported by the poet Virgil as judge over the souls in the lower regions with Aeacus and Rhadamanthus. Dante also mentions him in the fifth canto of "Hell."

CHARON

In Greek Mythology he is described as the son of Erebus and Nox (night), the ferryman of the Styx or River Acheron, receiving the obolus from all passing souls. The character is possibly of Egyptian origin, generally represented as a grizzly, morose old man in dark ragged drape (death symbol). In the Egyptian book of the dead he is pictured as a genie bringing mummies and departed souls to the Hall of Justice across Lake Moeris facing the great burial ground of Memphis, at the entrance of which stood the great Sphinx.

CERBERUS

Described in Greek Mythology as the watch-dog which guarded the entrance to the lower world; accord-

ing to Hesiod, a monster with a fearful bark, the offspring of Typhon and Echidna, generally represented with one or three heads, the tail of a snake, with snakes growing from his head or twined around his body.

CHAOS

Described in the Hesiodic theogony as the infinite empty space. From it proceed Erebus and Nox (night) whose children are Aether (upper air), and Hemera (day). In the Orphic cosmogony Chaos is described as the son of Cronus (Father Time), who produced Aether and Chaos, Cosmos or Creation being the antithesis of Chaos, a name metaphorically used in modern expression to denote disorder and confusion.

RHADAMANTHUS

In Greek mythology described as son of Zeus (Jupiter) and Europa, and a brother of Minos. He was driven out of Crete by his brother who was jealous of his popularity, and fled to Boetia where he wedded Alcmene. Homer in the "Iliad" represents him as a resident of the Elysian Fields (heaven); according to later legends, on account of his integrity, he was made one of the judges of the dead in the lower regions, together with Aeacus and Minos. He was supposed to judge the Asiatic souls; Aeacus, those of the Europeans; while Minos had the casting vote. (See Plato.)

MELANCHOLY

Disease of mind produced by selfishness and envy; a cowardice of spirit, which, united with poor health, create a gloomy penitential type. In art Melancholy is generally represented by an emaciated human figure draped all over with a somber, ragged mantle.

VULCAN (VULCANUS)

Roman God of Fire, possibly derived from the cyclopean Greek God Hephaestus, generally represented as the blacksmith forging the thunder of Zeus; in the Greek Mythology reported as the unhappy husband of Venus, ugly of feature and very strong.

BOREAS

In the Greek Mythology described as the personification of the North Wind, son of Astraeus and Eos, brother of Hesperus, Notus, and Zephyrus, supposed to dwell in Mount Haemus of Thrace, or at Salmydessus, near the country of the Hyperboreans. As King of the Winds, he is represented in works of art bearded and powerful, draped against cold, and winged.

JOVE (JUPITER)

Father of the Gods, Chief Idol or Deity of the Romans, analogous to Zeus; also the Supreme Deity of the Greeks. His attributes; God of the Sky, allied to Mother Earth, ruling all the phenomena of the air; according to Homer, Thunder God; also reported as such in primeval traditions. In art he is represented as a Royal Majestic Being, richly draped, Thunders in his right hand and a Loyal Eagle at his side

NEPTUNE

A Roman God of obscure origin, paired with Salacia, Goddess of Salt Water; in early times identified with the Greek Poseidon. His temple in Rome was dedicated by Agrippa in Campo Martius in honor of the naval victory of Actium. In art he is generally represented as Ruler of the Sea—strong, bearded and crowned, surrounded by naiads, tritons, dolphins, and sirens.

SECOND SECTION—Mokanna's Court

VEILED PROPHET

Persian costume consisting of headdress, beard, robe with belt and pendant, hose and shoes. Headdress made over a high conical frame covered with yellow or gilt material, large turban rolls of white material embellished with artificial stone sets, gilt lace or embroidery. This turban has a curtain of white veiling long enough to reach well below the chin and large enough to conceal entirely the face of the officer taking this part.

Beard: Persian style (a good reproduction is shown in the official emblem of the Order), made of dark gray hair, to represent a man from 45 to 50 years old of heroic character.

Robe: Full length, with ample sleeves made of white material richly embroidered or trimmed with gilt laces. This robe has also a belt and pendant combination made of red material richly embroidered and trimmed with gilt lace, fringe and stone sets to produce a glittering effect. The material recommended is good quality silk or satin.

Hose: Flesh color.

Shoes: Oriental style made of yellow or gilt leather.

SARPEDON (ASSOCIATE JUSTICE)

Persian costume consisting of headdress, beard, robe, sash, hose and shoes. Headdress or turban of emblematic style made over a high conic frame covered with

red material; at each side and outstanding, the Persian scrolls shown in the official emblem of the Order, covered with white material properly trimmed with gilt lace and foil stones of bright colors.

Beard: Persian style, black, mounted on gauze if possible.

Robe: Full length, made of deep red material, with sleeves and pendant; sleeves of Oriental character, richly trimmed with white embroidery and gilt laces.

The sash should be made of striped material, preferably yellow and black in diagonal stripes, with fringe or tassel trimming at each end.

Hose: White.

Shoes: Oriental style, made of red leather.

The material recommended for the above is good quality satin and velvet.

FADLADEEN (GRAND CHAMBERLAIN)

Persian costume consisting of headdress, beard, robe, sash, hose and shoes.

Headdress: Emblematic style, made over a high truncated cone frame covered with purple material; at each side and outstanding, the Persian ornamental scrolls shown in the official emblem of the Order, covered with white material properly trimmed with gilt lace and foil stones of bright colors.

Beard: Persian style, black, mounted on gauze if possible.

Robe: Full length, made of purple material trimmed with white appliquéd scrolls or embroidery and gilt lace; large flowing sleeves; button in front if possible.

Sash: Made of white and lavender diagonally striped material, trimmed with tassels at each end.

Hose: Yellow.

Shoes: Oriental style, made of purple leather.

Material recommended is a good quality satin and velvet.

MASTER OF CEREMONIES

Persian costume consisting of headdress, beard, robe, sash, hose and shoes.

Headdress: Made over a high top flat frame covered with green material, with yellow rolls effect all around, and trimmed with black ornamentations.

Beard: Persian style, black.

Robe: Full length, with sleeves and pendant sleeves of Oriental style, trimmed with yellow embroidery or appliquéd all around, and buttoned in front.

Sash: Made of black and white striped or figured material.

Hose: Black.

Shoes: Oriental style, made of green leather.

Material recommended is good quality satin and velvet.

MARSHAL

Persian costume consisting of headdress, beard, robe, sash, hose, and shoes.

Headdress made over a high top flat frame covered with blue material, with pink rolls in turban effect all around, and trimmed with black ornamentations.

Robe: Full length, of dark blue material, with sleeves and pendant sleeves of Oriental style, trimmed with pink embroidery, or appliquéd bands, buttoned in front.

Sash: Made of Oriental striped goods of very light colors.

Hose: Red.

Shoes: Oriental style, made of blue leather.

STANDARD BEARER

Military Persian costume consisting of helmet, tunic, trousers, shoes and beard.

Helmet: Metal, nickel plated, plain round top, with white ostrich feathers (tips) as trimming.

Tunic: Body part made of plated scale or silver cloth, with device of the Order embroidered on breast. Sleeves and lower part of tunic made of black material trimmed with white embroidery and gilt lace. If a better grade of armor is desired, this tunic can be studded with nickel plated studs where armor is shown.

Trousers: Persian style, baggy and long enough to reach to the ankle; made of dark red material.

Shoes: Oriental style, natural leather color.

Beard: Persian style, black.

The material recommended is a good quality velvet in the tunic and ribbed cotton goods for the trousers.

CAPTAIN OF GUARD

Military Persian costume consisting of helmet, beard, tunic, trousers, shoes, belt, and scimitar.

Helmet: Made of nickel plated metal, round shape, with socket for white ostrich feather plume tips, and rolls of red material fastened all around, producing a turban effect; white, short curtain on back of head.

Beard: Persian style, dark gray.

Tunic: Body part made of plated armor cloth or studded if better effect is desired. Sleeves and lower part of tunic made of bright red material, trimmed with black bands or embroidery and gilt lace.

Trousers: Persian style, baggy and long enough to reach ankles; made of black material trimmed at side with large red bands and gilt lace.

Shoes: Oriental style, made of red leather.

Belt: Made of natural color leather, adjustable, with brass buckle in front and proper sling for scimitar.

Scimitar: Medium length with red scabbard and brass mountings.

The material recommended is good quality velvet in tunic and satin in trousers.

MOKANNA GUARDS (Two or More)

Military Persian costume consisting of helmet, beard, tunic, trousers, spear, shield and shoes.

Helmet: Plain nickel plated with socket for white ostrich feather plume tips; white curtain at the back.

Tunic: Body part of plated armor cloth with emblem of the Order embroidered on breast; sleeves and lower part of tunic made of black material trimmed with white embroidery and gilt lace.

Beard: Persian style, black.

Trousers: Persian style, reaching to ankles and baggy; made of bright green material.

Shoes: Oriental, made of natural color leather.

Spear: Six feet long, as showy as possible.

Shield: Round shape, trimmed with gilt ornaments.

The material recommended is good quality armor cloth and velvet in tunic, and ribbed cotton material in trousers.

COURTIERS, ETC. (Eight or More)

These costumes are left to the discretion of each Grotto as they are not of any special national character, but merely Oriental in style, representing any class of people or followers of Mokanna. A simple suggestion for them is to provide each with a large square Arabic mantle made in bright colors, with turban to match. Material suggested is a good quality of sateen.

THIRD SECTION

MONARCH—HIS MAJESTY

Fantastic costume consisting of demon suit, diadem, corselet and pendant combination, mantle, shoes and sceptre.

Demon suit of red worsted material with horns and tail spangled all over.

Diadem of gilt metal embellished with stone sets adjustable in size, the band of fancy metal forming this diadem to be about two inches wide.

Corselet and pendant combination made of yellow or gilt material trimmed with appliquéd grotesque figures of dragons and serpent holding a human skull in center of breast, the whole embellished with bright glittering foil stones to produce a weird glittering effect.

Mantle made of red material outside and black for lining, fastened at neck and arms to produce a wing effect when gestures are made in the ritualistic diadems. This mantle should also be spangled all over.

Shoes: Slipper style, made of black leather with pointed red tip on toes to produce a cloven foot effect.

Sceptre of gilt metal with trident top, about 5½ feet long.

Materials recommended for this costume are best quality satin and velvet.

CHIEF JUSTICE (MINOS)

Greek mythological demon costume consisting of diadem, wig, beard, tunic, toga, hose, shoes, and staff.

Diadem: Plain band of gilt metal two inches wide, adjustable in size, embellished by a few stones set in front.

Wig and beard of ancient Grecian style, dark brown in color.

Tunic: Grecian style with short cape sleeves made of purple material trimmed with yellow bands or embroidery; girdle at waist.

Toga made of bright red material, classic Grecian style, trimmed with black appliquéd border or embroidery.

Hose: Dark flesh color, opera length.

Shoes: Sandal style, ancient, and of natural leather color.

Staff: 6 feet long, made of black painted wood with spear top.

The materials recommended for this costume are the best quality ribbed cotton goods, satin and velvet.

MASTER OF CEREMONIES

Fantastic demon costume consisting of demon suit, tunic, mantle and shoes. Demon suit of red material; horns, ears, and tail attached.

Tunic made of spotted black and yellow material with short cape sleeves, and red sash at waist.

Mantle made of brown material fastened at shoulders and of medium length—say 40 inches.

Shoes: Made of red leather, slipper style, with black pointed tip to produce a cloven foot effect.

The material recommended is satin or good quality ribbed cotton.

MARSHAL

Fantastic demon costume consisting of metal circlet, demon suit, drape, belt, shoes and bracelets.

Circlet made of gilt metal, adjustable.

Demon suit of dark red worsted with horns, grotesque ears and tail attached to it.

Drape made of dark green material, with the emblem of the Order embroidered on breast; bordered by a red band all around and gathered at the waist by the belt.

Belt: Made of red material trimmed with gilt lace.

Shoes made of green leather, slipper style, with red pointed tips.

Material recommended for this costume is satin or ribbed cotton goods.

CHARON

Mythological Egyptian costume consisting of wig, beard, tights, drape, shoes and horn.

Wig, and beard gray-white in color, extra long and wild; wig to have horns fastened to it.

Tights: Two-piece suit, shirt and drawers, made of dark flesh color worsted material; drawers with tail attached to them.

Drape of dark gray or dark green material, ragged and poor, fastened at waist by a natural leather belt.

Shoes: Slipper style, of natural leather with black pointed tips.

Horn with cord attached, producing a harsh sound when used.

CERBERUS

Fantastic mythological demon costume consisting of hood, jacket, tights, arm bands, leg bands and shoes.

Hood with dog ears made of some suitable imitation fur material.

Jacket without sleeves, also made of imitation fur material.

Arm and leg bands about four inches wide and of same fur material as used in jacket.

Tights of light brown worsted quality; two pieces—shirt and drawers, with tail attached.

Shoes: Slipper style, with red pointed tips made of brown leather.

Liberal use of grease paint will help carry the conception of a demon dog—very ferocious.

CHAOS

Fantastic demon costume consisting of demon suit, skirt, drape, sash and shoes.

Demon suit of black material with horns, ears and tail.

Skirt long enough to reach to the knees only, and trimmed with bell balls.

Sash made of red material.

Drape made of striped black and white material if possible.

Shoes: Slipper style, made of black leather with red pointed tips.

RHADAMANTHUS

Mythological fantastic Greek demon costume consisting of demon suit, toga and shoes.

Demon suit: Dark flesh color, with horns, grotesque ears and tail.

Toga: Classic Grecian style, made of dark blue material, with large skull and cross bones embroidered or appliquéd on breast, and border band of white ribbon or Grecian pattern embroidery; lining of toga to be yellow.

Shoes of natural leather, slipper style, with blue tips on toes.

Materials recommended for this costume something not too costly.

MELANCHOLY

Idealistic costume consisting of beard and mantle.

Beard unkempt and gray.

Mantle with large hood going well over the head, made of dark blue or steel gray sateen, and to entirely cover the body.

1 WPS (Six or More)

Costume consists of demon suit of red worsted materials with horns, ears and tail, and shoes made of red leather with rubber soles.

FOURTH SECTION

Use same costume provided in second section or Mokanna's Court.

WIZARD

Character, sometimes alluded to as Necromancer or Black Art Magician, assisted by evil spirits; also, qualifies as Sorcerer or Conjurer of the dead.

His costume consists of headdress, wig, beard, robe and wand.

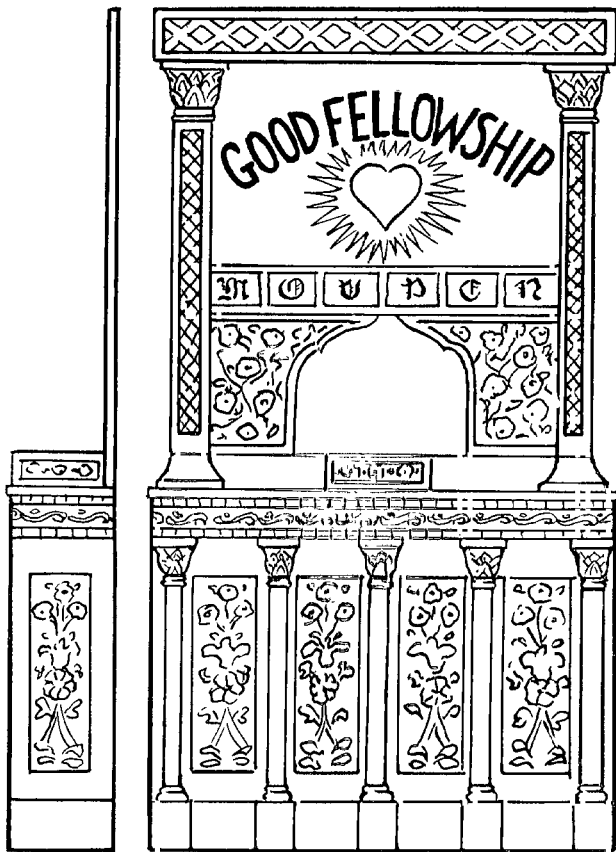
Headdress: Made over a long pointed conical frame covered with black sateen, embellished with skull and cross-bones, also a few Zodial emblems.

Robe: Made of black sateen with large flowing sleeves; also, embellished with skull and cross-bones, owls, bats, snakes, etc., and few Zodial symbols appliquéd or embroidered in striking colors.

Wig and Beard: Gray white in color, long and fluent but uncouth.

Wand. Length about 24 inches.

Despair and Narrator described elsewhere.



The purpose it serves is clearly shown in the text of the Ritual and the notes which accompany the same, and the study of the purpose for which it is intended will enable anyone to devise a simple and effective plan of construction.

Of course, the design and decoration of the Shrine should be in harmony with the setting of each particular Grotto's Court of Mokanna scene, therefore there is no absolutely set requirement respecting the design to be followed in its construction.

It should be so constructed that, while it is light and easily moved and set, it should stand firm, be high enough to show the Glowing Heart and the words "Goodfellowship" well above the heads of the cast on the stage, so that the words, at least, will be clearly visible to the audience.

The framework of the Shrine can be of simple straight-line design and may be covered with canvas and painted and gilded so as to produce the proper ornamental effect. The wiring must be in two circuits, one to light the Glowing Heart and the other so arranged that when the casket is placed in position the words "Goodfellowship" will shine above the hearth.

The lighting system for the Shrine can be so elaborated that the placing of the casket will transform the Shrine into a wonderfully beautiful setting of many colored jewels for the Priceless Jewel Goodfellowship, and thus add to the impressiveness of the climax.

The top of the base of the Shrine, which forms the shelf on which the casket is placed, should be nearly four feet up from the floor, and the back, which forms the panel on which the Heart and Words are shown, should go as high as the stage will permit, so that they may be seen from every seat in the auditorium.

The width of the Shrine should be in proportion to the height whenever stage space will permit, but in any event it should be wide enough to give space long enough to spell out the words in large letters. The shelf does not require to be more than 12 inches; less will give space enough for the casket.

Goodfellowship is the ideal for which the M. O. V. P. E. R. stands. That ideal breathed the breath of life into the Order; that ideal gave it a mission and a purpose which makes it worthy of continued life, and so long as the Order cherishes that ideal it will live and prosper in its mission. The Shrine of the Glowing Heart of Goodfellowship is an instrumentality through which we are enabled to beautifully and impressively exalt this life-giving ideal in the climax which closes our grand ceremonial.



**ALTERNATE
CEREMONIAL**
for Grottoes

SUPREME COUNCIL
Mystic Order of Veiled Prophets
Of The
Enchanted Realm

—1966—

PREFACE TO THE CONDENSED CEREMONIAL

The condensed version of our ceremonial story was created in order to ease the problems that confront many Grottoes in the performance of a suitable ceremonial.

It was not written with the intention of replacing our present long form ritual. Those Grottoes that have the stage facilities and the cast may continue using the present ritual if they wish.

Many Grottoes have had difficulty with the long form ritual for reasons beyond their control. There are 93 Grottoes with less than 150 members. Some reasons are as follows:

Inadequate stage facilities or none at all. Some of the smaller Grottoes cannot recruit enough actors to portray all of the characters. These same Grottoes have trouble obtaining stage crews to make changes for the seven scenes. Adequate changes of scenery require a greater capital outlay than some Grottoes can afford. The cost of maintenance, repair and storage of scenery and costumes, is costly. The element of time is also to be considered since many Grottoes have a limited time to present both the drama and the second section in one evening.

The condensed ceremonial was designed to overcome the problems mentioned above, as well as many more. The advantages are:

It can be performed either on stage, or on floor level in front of the audience, or in the round on a Lodge floor. There are two simple stage settings for the four acts that can be handled by one stage hand. It can be performed with a minimum of seven actors and will require thirty minutes to portray. In this day when television gets the story across in thirty minutes to a maximum of one hour, we should consider this short ceremonial favorably.

The story remains the same and it is written in modern English to facilitate better understanding and delivery.

Many agree that Units make the Grotto and, with this ceremonial, even the smallest Grotto can organize a Cast Unit to portray their own show.

Written by:
Milton Newman, P.M.
Selama Grotto
Ritual Chairman—1000-07
Approved by:
Joseph G. Lefter, P.M.
Grand Monarch
Henry D. Jones, P.M.
Grand Treasurer
Arthur G. Hooper, P.M.

List of Properties Necessary for Putting on the Condensed Ceremonial:

Platform (to place under throne). Throne (a large single seat with a high back, if possible). Draping cloth (1 gold colored and 1 red colored). 1 stand about 30 inches high (to hold urn and the casket of the Priceless Jewel). 1 caldron, dry ice, container for dry ice, container for hot water, trident for Imp, casket or box to carry the Priceless Jewel, incense, suitable costumes.

(Most of the equipment mentioned above is the same design as in the long form ceremonial).

Stage Equipment

If available, or possible, a backdrop curtain of white or gold, or any pastel shade, for Acts 1 and 4. For Acts 2 and 3, a red curtain for backdrop. If no curtains are available then several folding screens—one side painted in a pastel shade, the other side painted a bright red.

Spotlights, if possible and available.

Footlights, if possible and available, will prove helpful.

Characters in the Condensed Ceremonial

Narrator

Sarpedon

Mokanna

Grand Chamberlain (non-speaking part)

Imp (1 or more)

Majesty

Prepared Candidate

(There is no objection to using two guards stationed on each side of Mokanna in Act 1 and 4. They could also be used as Imps in Act 2 and 3 and be stationed on each side of Majesty Throne)

PRELUDE TO ACT 1

NARRATOR:

You are about to witness the re-enactment of a drama the likes of which took place about 1200 years ago at the Court of the Prophet Mokanna. We will present it to you translated from the ancient Persian to modern day English.

A brief exploration into the life of Mokanna reveals that he had been afflicted very badly with the dread disease known as the Black Smallpox. As a result he wore a veil to hide his horribly scarred face, and in addition, it added to the mysticism surrounding him, which he encouraged.

Among the things that the Prophet Mokanna was most noted for was the revolt he headed against the despotic rule of the Caliph of Khorassan for the purpose of allowing greater freedom and to promote Good Fellowship.

For those who wished to join his ranks it was required that they undertake a long and perilous series of trials to prove their worthiness before being accepted.

And now let us see how worthy you are!

We go now to the Court of the Veiled Prophet Mokanna.

(Curtain rises on ACT I)

ACT 1 COURT OF MOKANNA

SARPEDON:

Oh Mighty Mokanna! (Bows)

These Neophytes have come to your presence to vow obedience to your laws and learn of its mysteries. They hope that by doing so they may acquire the Priceless Jewel of the Enchanted Realm.

MOKANNA:

Neophytes, I greet you. Welcome to our glorious kingdom. From now on you are bound to my service; however, before you can be accepted into the joys of the Realm, you must prove yourselves worthy to be one of us.

You will be tested in many ways, and you will be subjected to trials that will wring your very souls. It is hoped you will not fail for the possession of the Priceless Jewel of the Enchanted Realm is worth more than the greatest treasure. If you succeed, the reward is a lasting one and not one that is easily lost.

Are you ready to endure the test to prove your worthiness?

NEOPHYTES:

I am.

MOKANNA:

Bow your heads and in silence, ask for strength and guidance for your fearful journey, while Sarpedon, draws the name of one who will make the perilous journey *alone*.

SARPEDON:

(DRAWS A NAME FROM THE URN AND SLOWLY READS THE NAME)

(Neophyte whose name has been called, stands— is then given a robe to wear and conducted by the Grand Chamberlain to stand before Mokanna)

MOKANNA:

Neophyte, you have been selected by chance to journey alone in quest of the Priceless Jewel of the Enchanted Realm. You will encounter loneliness, terror, torment, and even hell itself, and it is hoped that your desire to obtain the Priceless Jewel of the Enchanted Realm will be strong enough to

overcome your almost insurmountable perils. As an aid to help you through the rigors and ordeals, and as a charm to shield you from harm and fatal dangers, place this amulet around your neck. Also, take this scroll with you. It, too, may help.

You are now ready to start your journey. Sarpedon will conduct you to the center of the Haunted Forest. When you arrive there you will be left alone. At first you will ponder your fate. Later melancholy thoughts will dominate your mind, after which the utter hopelessness of your plight will plunge you into despair. In fear of what seems to be your inevitable doom you will panic and in a frenzy to escape, will follow many paths which lead to nowhere except to Hades.

Go now Sarpedon. Take the Neophyte to the deep center of the dismal Haunted Forest. GO!

(Curtain closes)

PRELUDE TO ACT 2

NARRATOR:

The Haunted Forest, with its darkness, gloom and finally the foreboding of doom is only the beginning of the awful journey you must face. There is more that you must overcome to prove yourself worthy to acquire the Priceless Jewel of the Enchanted Realm.

We will find you soon in the only place you could escape to from the dismal forest—Hades! — the abode of his Majesty, the Great Lucifer himself.

CURTAIN RISES ON CALDRON

SCENE—ACT 2

This scene is located in the throne room of his Majesty, wherein there is a caldron in which supposedly a mortal is being burned. An Imp (*or two, or three, if available*) is alternately stirring the

burning coals under the caldron and torturing the victim with his trident. (*If the caldron is large enough, place someone in it to emit groans, moans and shrieks of pain.*)

His Majesty is seated on a throne overlooking the scene of torture and enjoying the wails of the tortured victim. (*Red stage lights and red backdrops will add to the authenticity of the setting.*)

ACT 2

CALDRON SCENE

MAJESTY:

Ha! Ha! Hear the mortal groan and moan. How I love the moaning of a mortal. Ha! Ha! Demon, keep those flames burning. Let's burn him to a crisp. Hlal (*At the mention of the word "him," there is a commotion off stage and an Imp brings the Neophyte on stage near his Majesty. If only one Imp is available he should leave the Caldron and go offstage to bring the Neophyte in when commotion starts.*)

IMP:

Your Majesty. (*Imp bows*). I found this mortal running in panic through our Realm.

MAJESTY:

Bring him closer. (*Imp nudges Neophyte closer to his Majesty. Majesty looks him over very slowly from head to foot*). He arouses my curiosity. This amulet around his neck, (*Majesty takes it in his hand, examines it, then drops it*) this scroll he carries in his hand, (*Majesty takes scroll and opens it—and studies it for a moment or two*).

MAJESTY:

This scroll contains a record of some of his accomplishments. Most of it looks dark and dubious, but one thing stands out—he has stood in the Northeast corner of the Lodge (*Majesty once again looks the Neophyte over from head to foot*) If this

is true (*looks at Neophyte*) it will save you from the caldron but we have other tortures and hardships for you. (*Majesty looks again at the scroll*).

MAJESTY:

It also states that he is in search of the Priceless Jewel of the Enchanted Realm. Ha, Ha, Ha, Ha, Ha! Neophyte, do you think you have the fortitude to find it? Ha, Ha! (*Majesty now gets serious*).

Neophyte, you are now in the Realm of Shades. From here you must go alone in the dark to the bank of the poisonous river Styx. From there you will be ferried across the angry flood at a point just above the awful whirlpool, by old Charon himself. You'll need all the courage and strength you can muster. If and when you are successful in crossing the awful river, your path will be over a rough and rocky way, all slippery with the slime of decayed bodies of those who perished before you. About your feet will crawl horrid, hissing poisonous snakes and lizards. In the air above you will hover huge rabid bats and other fiends of the night. A misstep on one side of your slippery path flow the mad waters of the venomous river; on the other side, a frightful chasm already paved with the crumbling bones of other victims.

Neophyte, do you still persist in your quest? In your heart do you feel your goal, if you attain it, is worth the torment and danger you face?

NEOPHYTE:

Out of the night that covers me
Black as the Pit from pole to pole
I thank whatever God's there be
For my unconquerable soul.
It matters not how straight the gate
How charged with punishment the scroll
I am the Master of my fate
I am the Captain of my soul.

MAJESTY:

Bravely spoken Neophyte and like a true Prophet, but we'll see what good that amulet will do.

Now Go!

(Majesty points the direction in which the Neophyte starts on his journey).

(Curtain closes)

PRELUDE TO ACT 3

NARRATOR:

So you have survived the fateful journey. Most mortals have not had your good fortune.

Soon his Majesty will try his persuasive powers to alter the purpose of your quest. He will try to act as a good fellow and offer you bribes and temptation to dissuade you from your goal.

You will decline his offers and resist his powers of persuasion. You will hold steadfast in your quest of the Priceless Jewel of the Enchanted Realm. This will anger his Majesty to the point of rage and madness. In blind fury he will give you a box containing the Priceless Jewel of the Enchanted Realm.

CURTAIN RISES ON ACT 3

ACT 3

(Same setting as Scene 2 with the addition of the Box of the Priceless Jewel of the Enchanted Realm resting on a stand. His Majesty is seated on Throne and is alone on stage). The Imp rushes in and bows to his Majesty . . .

IMP:

Your Majesty! Your Majesty! The mortal is back!

MAJESTY:

(Looking surprised)—What?—Bring the mortal to me at once! *(Imp brings Neophyte to his Ma-*

jesty. The Neophyte's appearance is dishevelled with his robe in tatters indicating that he has been through an ordeal).

MAJESTY:

Mortal, you must indeed be possessed with unusual fortitude. I see you still have the amulet—hmmph! Little good it did for you, judging from your appearance. But I must congratulate you on your survival through the terrors and horrors of your journey.

NEOPHYTE:

I endured all the ordeals of hell and earth and survived because of my will to possess the Priceless Jewel of the Enchanted Realm.

MAJESTY:

(Somewhat upset) Yes! Yes! You did surprisingly well and you should be rewarded.

Let me think of something befitting your feat. Oh Yes!—Perhaps you would be pleased with the absolute dictatorship of a rich earthly province where your subjects would pay constant homage to you.

NEOPHYTE:

No! I do not care for power.

MAJESTY:

The possession of my fabulous treasure should please you—Eh! It's the greatest treasure of gold, diamonds, rubies, sapphires—*(while Majesty says rubies, sapphires—Neophyte interrupts by saying . . .)*

NEOPHYTE:

No! No! I do not seek wealth.

MAJESTY:

Oh! I know what will please you. Look beyond there (*Majesty points*). Beside that crystal pool are ever so many of the most beautiful girls you have ever seen. They would cherish a man such as you. It would be for you like a paradise. (*Neophyte interrupts Majesty at the beginning of the word paradise with—*)

NEOPHYTE:

(*Loudly*) No! No! No!

MAJESTY:

(*Very angry now*) No??? What more do you want?

NEOPHYTE:

The Priceless Jewel of the Enchanted Realm!

MAJESTY:

Bah! Oh! You detestable mortal! You ingrate! After all I have offered you! (*Majesty acting stunned by the persistence of the Neophyte*). You baffle me and you dare to challenge me and my power to persuade and coerce. (*Pause*). I hate you and all you stand for. You are too proud and too persistent in your quest.

Oh! If I could bend you to my will and divert your purpose to serve mine, but (*pause*) you are beyond my power. You had better go—Go! I can't stand you near me! Go! Go!

NEOPHYTE:

(*Loudly and defiantly*) I will not go until I get the Priceless Jewel of the Enchanted Realm. I want it NOW!!

MAJESTY:

(*Moving slowly as though he is thinking. Then very angrily*)—Here, take this cursed thing and GO!!! Demons, drive him from my sight! (*Majesty*

makes motions with hands to accent his order. When Majesty says "cursed thing," he hands the glowing box to the Neophyte. Imp pushes Neophyte off stage leaving his Majesty alone).

(*Majesty pauses for a few moments before he speaks as though to reflect and ponder his fate. He is alone on the stage*).

MAJESTY:

(*Talking to himself with a sadness and with each word spoken slowly and deliberately*).

MAJESTY:

Oh that invincible mortal! (*Majesty shakes his head as though he doesn't believe what has just transpired*).

He has smashed my pride and nullified my power. (*Again shakes his head in disbelief*).

From now on there will be others in ever increasing numbers to mock and defy my influence. My domain and purpose are at an end. This is unbearable! (*Majesty begins to falter, clutches at his chest as though his heart is failing. Majesty begins to stumble slightly*).

I would rather die than face another defeat—(*Majesty pauses and reflects*) and with more and more following the footsteps of the Mortal—(*Majesty stumbling very badly*)—Alas! Alas! my doom has come.

(*Majesty falls to the floor and curtain closes*).

PRELUDE TO ACT 4

NARRATOR:

You have conducted yourself admirably and now you possess the Priceless Jewel of the Enchanted Realm. It is visible proof that you understand the true value of the Jewel and that you are worthy of what it symbolizes.

Upon your return to earth you will find your way to the Court of the Prophet Mokanna, holding your priceless possession.

(Pause).

Once again, let us go now to the Court of the Prophet Mokanna.

CURTAIN RISES ON ACT 4

ACT 4

COURT OF MOKANNA

(*Same setting as Act I. Scene opens with Mokanna sitting on the throne as Sarpedon enters and addresses Mokanna after bowing to him.*)

SARPEDON:

Most Mighty Mokanna, the Neophyte that you had mé abandon in the center of the Haunted Forest, has returned. He carries with him a box which we hope contains the Priceless Jewel of the Enchanted Realm. He would like to present it to you.

MOKANNA:

This is quite an accomplishment. Sarpedon, bring him to me. (*Sarpedon brings Neophyte before Mokanna.*)

MOKANNA:

Neophyte, you have earned the right to wear the amulet given to you at the very beginning of your fearful journey. It now is symbolic of your fortitude under trial, your bravery, and willingness to suffer in order to prove your love and faith in your fellow man.

We are now certain that you have within you a Priceless Jewel that glowed with honor even in the depths of Hell.

Now, Sarpedon, take this box that the Neophyte has brought and test it. If it glows then it does contain the Priceless Jewel of the Enchanted Realm.

(*Sarpedon takes the box and places it in proper position so that it lights up causing the words "GOOD FELLOWSHIP" to light up.*)

MOKANNA:

From now on you are no longer a Neophyte. Let it be known to the Enchanted Realm that you are Prophet . . . (*name of candidate*).

You have demonstrated your valor on earth and hell. Your quest is ended for behold, there glows the Priceless Jewel of the Enchanted Realm. (*Mokanna points to glowing words "GOOD FELLOWSHIP."*)

(*Curtain closes*)

SUITABLE BACKDROP CURTAIN OR
SCREENS

Stage setting
for
Act I
and
ACT 4

* MOKANNA'S THRONE *
(and platform)
chair to be large—single seat to
resemble a throne when draped
completely with gold colored cloth

(*Guards
optional)

PRICELESS
JEWEL

Used only in ACT 4

URN
on a stand

Used only in ACT I

AUDIENCE

The platform under Mokanna's throne should be one step high and extend 18" or more beyond the sides of the throne. The shiny gold drapery material should be in one piece big enough to cover the contour of the throne and extend beyond the platform to end flat on the floor.

The urn should be placed on a stand about 30" high and if possible, have burning incense in it to add to the effect. Same set for floor level performance. Instead of stage curtain, several folding screens may be used to hide stage preparations from the audience, and to serve as a backdrop.

SUITABLE BACKDROP CURTAIN OR
SCREENS

Stage setting
for
Act 2
and
Act 3

MAJESTY'S THRONE
(and platform)
Same chair and platform
as Act 1, only now draped
with red cloth

PRICELESS
JEWEL

Used only in ACT 3

CALDRON

Used only in ACT 2

AUDIENCE

In Act 2, the caldron should be surrounded by simulated burning logs (*the type that are sometimes used in artificial fireplaces in some homes*), or any other means to portray that there is a flame under the caldron. Dry ice can be used (*in a container*), placed in the caldron before the curtain opens on the scene. The tortured victim, previously placed in the caldron can manipulate the pouring of hot water from another container, over the dry ice to produce a vapor resembling steam, adding realism to the scene. In Act 3, the Priceless Jewel of the Enchanted Realm can be placed on the same stand that was used for the urn in Act 1.