



Easy Read

A Visual Story

To support your visit to Shakespeare's Globe.

# ROUGH MAGIC



SHAKESPEARE'S  
GLOBE

# Contents



## **Visual Story**

This document will give you a detailed description of what to expect from Rough Magic in the Sam Wanamaker Playhouse.

### **Included is:**

- Pictures of the cast in and out of costume
- Show notes and helpful information
- Synopsis
- Sonic Story
- Contact Details

# Cast

Most of the cast play multiple roles in this production.  
You may see them in different costumes to the ones listed below.



Nona  
**Rosemarie Akwafo**



Morai  
**Janet Etuk**



Henry IX  
**Kerry Frampton**



Cover  
**Mae Munuo**



Audeja  
**Bryony Twydle**

# Show Notes



## Relaxed Performances

Relaxed performances will take place on:

9th August 2024 at 3:00pm

21st August 2024 at 1:30pm



## This will mean:

- An open-door policy: you can come and go as much as you want or need to.
- Quiet Space in the 'Bull Ring', on the level below the entrance. The space has cushions to sit on and some things you can fidget with.
- A culture of acceptance and respect for however you want to experience the show.
- Movement and noise are welcome
- There are ear defenders available to borrow from the Welcome Desk in the main foyer.



## Content and Trigger Warnings

This production includes:

- Audience joining in, you don't need to join in if you don't want to
- Loud noises
- References to death and dying
- Threats of violence
- Fighting

# Show Notes

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## Times

1 hour and 44 minutes,  
including a 20 minute interval.

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## Music and sound

Check out our sonic story for full information.

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## Lighting

The lights sometimes dim on stage.

There is a cauldron which glows different colours.

A candle is lit in Act 1 and then extinguished.

In Act 2, there is a memory sequence where lights flicker to indicate a change of memory.

The next section tells you about the plot of the show.  
If you want to avoid spoilers, skip straight to page 16 for the sonic story.

# Rough Magic - Synopsis

## ACT 1

We meet Audeja and Nona, who are witches. Audeja welcomes the audience to their first day as Apprentice Guardians. We are waiting for Nona's other Auntie, Morai, to begin the Ceremony. Audeja checks that Nona is ready, so they don't repeat the 'Macbeth Incident.'

**▲ 1 min:** Morai arrives and shows the human thumb she has brought back.



A drum sounds – Queen Hecate enters in a black veil and the witches sing a song. They pass a glowing, floating, magic ball between them as Hecate explains the role of the Guardians - to ensure every human follows their one true destiny as it is written in the Book of Destiny. As they leave, Hecate disappears into thin air. Puck enters.

**⚠ 10 mins:** The Creature roars and a tentacle comes through a trap door in the middle of the stage.



Puck shows us how fairies use 'Level 1 Interventions' like laughter charms to help humans stick to their destiny, with Nona pretending to be a human. He and Nona tease each other about mistakes they've made in the past and Nona leaves, upset.



Two ghosts enter, surprising Puck. They explain their 'Level 2' and 'Level 3' interventions and get the audience to join in with spooky sounds. Nona appears in the upper gallery and hears them discussing the 'Macbeth Incident.' She leaves.

**▲ 19 mins:** The Creature roars - Puck opens the trap door and tentacles emerge. Nona returns and accidentally throws her special ingredient into the Creature's lair. She insists that she did see a vision of Macbeth in a crown and doesn't understand why nobody else saw it.

**▲ 20 mins:** A black glove appears from the trap door at the front of the stage and puts a candle on stage. The Shadow enters through the audience by climbing on the back of the benches in the Pit. He demonstrates his powers by lighting the candle by magic from afar and making a dagger float.

The Shadow tells the audience about the 'Level 5 intervention' he performs and extinguishes the candle from a distance with a fart. The black glove removes the candle through the trap door. The Shadow then teaches the audience to lift things by focusing their minds.





The witches enter singing and present the Book of Destiny. They cast their ingredients into the cauldron – but Nona has lost her ingredient so casts something random in.

**▲ 25 mins:** There is a loud bang. The spell has gone wrong! Morai and Audeja think they are their familiars - a cat and a toad.

**▲ 26 mins:** The Creature roars and comes through the trap door in the front of the stage to comfort Nona.

Hecate arrives on the upper gallery and stops the ceremony - there is a loud cymbal sound. Morai and Audeja return as themselves and cast a remembering spell to see Banquo's memories of 'The Macbeth Incident.'

In the memory, the Ghost of Banquo and Macbeth meet the three witches. Audeja and Morai give Macbeth a prophecy... then, as they are leaving, Nona tells him he will be king! The remembering spell ends and Banquo exits. Audeja counts how many people were killed because of the prophecy – it's a lot! Nona defends herself and is rude to Morai.

## Rough Magic – Synopsis

**▲ 31 mins:** Morai stretches Nona's tongue across the stage. Nona accidentally drops the Book of Destiny - her aunts are very upset and ask her to leave.

Audeja sings a song with the audience but is interrupted by...

**▲ 35mins:** A man with orange hair enters through the aisle shouting and bangs a staff on the stage. Audeja realises he's a human and shouts for help. Puck enters and tries to get rid of him with charms but Henry blocks them with his staff.



Hecate appears on the gallery and casts a metamorphosis spell which bounces back to her - she turns into a caterpillar and falls to the stage. Henry threatens to squish her but bonks her on the head and puts her in his pocket, instead. While Henry challenges the audience to throw charms at him, Audeja opens the trap door and calls for the Creature to attack.

**▲ 40mins:** The Creature roars and his tentacles appear from the trap door. Henry fights him, bites off one of his suckers, and the Creature retreats.

## Rough Magic–Synopsis

Henry tells the witches that his beloved dog, Doug, dug up Prospero’s magic staff, which means no one can use magic on him. He has come to see Nona who came to his world to tell him he would NOT be king. He wants the witches to change his future so he becomes king like his dad, Henry the Eighth, and he threatens to rip pages out of the Book of Destiny if they don’t.

The Creature roars and they all exit. Nona sneaks out of her hiding place, under the stage. She tells the audience that if Henry becomes king, it means the total destruction of absolutely everything. She needs the audience to help her save the world.



**END OF ACT 1:  
20 MINUTE INTERVAL**

## ACT 2

Henry sings about wanting to be king while Audeja and Puck dance. They are trying to waste his time while Morai finds out how to get rid of humans.



When he leaves, the Creature roars and Nona enters. She explains that she went to see Henry because she had seen two different prophecies for his future – just like with Macbeth.

She casts a remembering spell to show Audeja what she saw in the Macbeth prophecy. Audeja doesn't see it at first but when they rewind the prophecy and play it again, she sees what Nona saw: Macbeth in a crown. They try to see Audeja's memories but it all goes a bit wrong and Audeja gets stuck in the 'Macbeth Incident.'

**⚠ 10 minutes:** There are occasional flickers of light during Audeja's remembering spell

## Rough Magic – Synopsis

They tell Morai what they've discovered. When Henry returns, Nona hides in the audience and they try to trick him into giving them the Book, the staff, and Queen Hecate. Audeja suggests beating him up but the other witches tell her off and they manage to get the Book away from Henry when he falls asleep. His destiny in the Book has changed - he is now destined to be king of the world and bring an end to destiny. Nona points out that, if Henry can choose to change his future, they must be able to change it back. Nona has a plan to save the world!



The witches trick Henry into thinking he is the king and that he will never be defeated until time stands still. A crown floats down from the upper gallery on a fishing rod and Henry tries to grab it but he can't.

Nona explains that they'll have to make Henry think that time has actually stopped without using magic. So everyone has to work as a team to stay completely still when Nona says 'freeze!'

## Rough Magic–Synopsis

When Henry returns, the witches wear costumes with orange wigs to pretend they are future versions of him. Nona pretends to be a very old Henry who regrets becoming king and asks Henry if she can use his staff since she is so old and weak. She reveals it is a trick and throws a punch charm. Henry manages to get his staff back when Audeja makes a mistake.

**▲ 35mins:** Henry makes Audeja open the trap door so he can feed Hecate to the Creature.

Nona gets everyone to freeze. It nearly works, but Audeja sneezes. Henry tries to feed her to the Creature, too but Morai hits him with the Book and the Creature pulls him into his lair - not before Henry grabs the Book and brings it down with him!



## Rough Magic–Synopsis

**▲ 38 mins:** The Creature spits Henry out and Audeja hits him with the staff. Henry decides he doesn't want to be king anymore and runs home to Doug. The others celebrate.

The Creature burps up bits of the book but it's beyond repair. They discuss what they will do now that there is no destiny, and the future can be anything.

A drum sounds and Hecate returns with wings. She is very impressed with Nona. They all sing and do a jig.

They bow and the Creature's tentacle pops out of the trap door at the front of the stage.

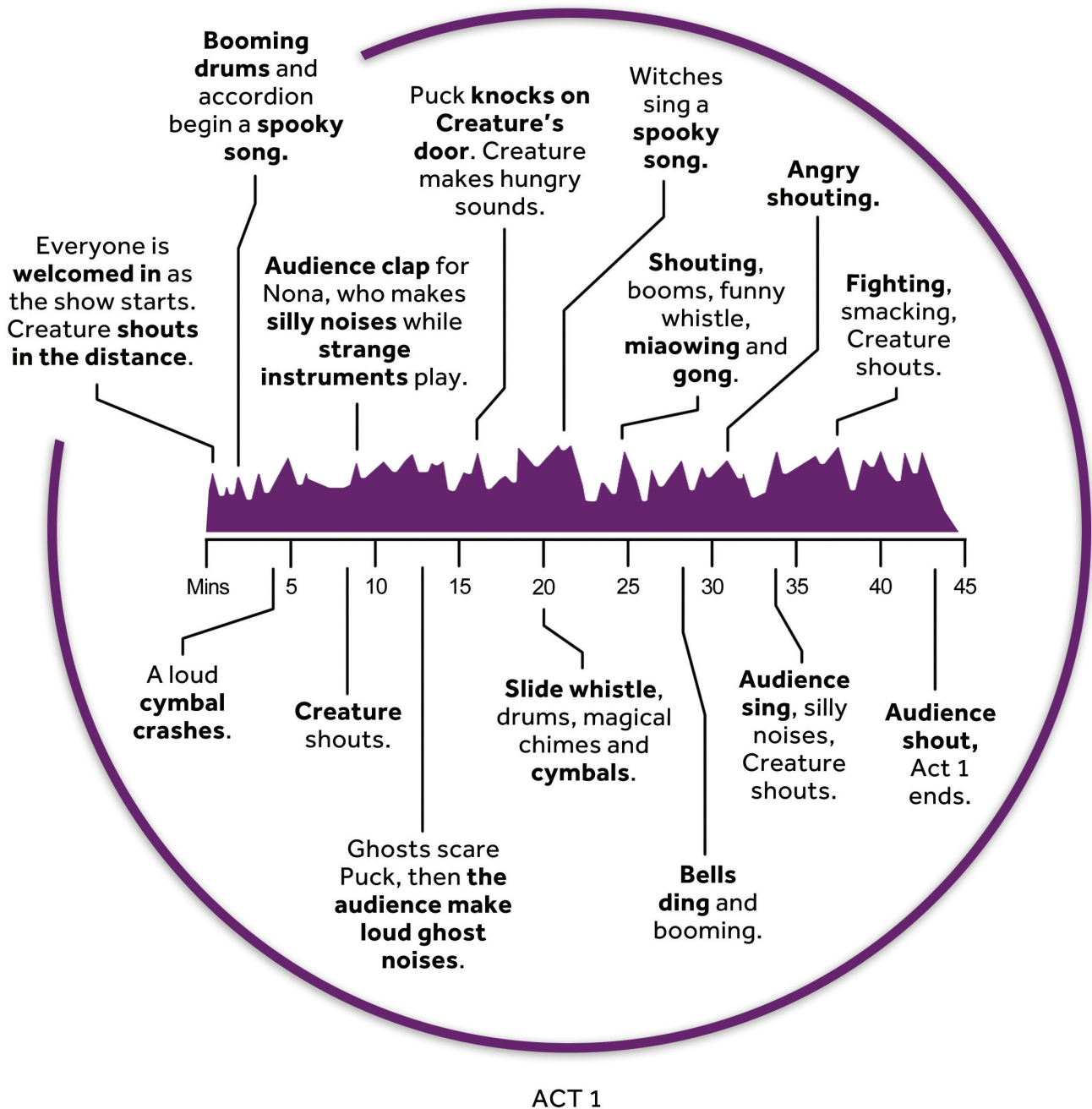


**THE END**

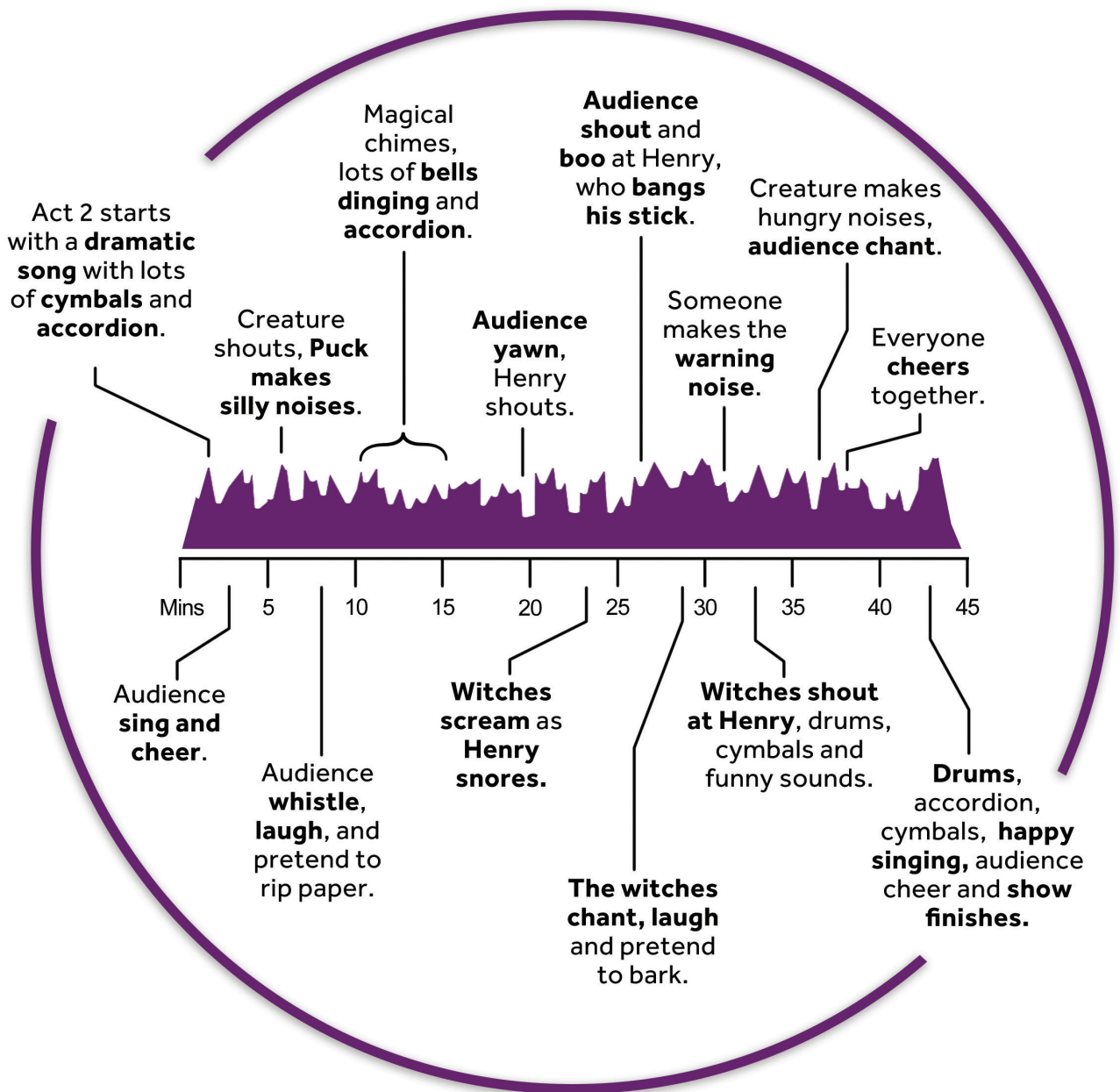
# ROUGH MAGIC

## Sonic Story

This graphic provides information about what to expect from the music and sounds of Rough Magic. It shows the volume changes throughout the performance, highlights loud and quiet moments and moments when the sound changes suddenly.







ACT 2

Sonic story provided by Touretteshero

# Further information



## Contact Details

Should you require more information or wish to discuss your access requirements please contact the Access team on [accessteam@shakeapearesglobe.com](mailto:accessteam@shakeapearesglobe.com) or 0207 401 1548



We welcome feedback about your Relaxed Performance experience at Shakespeare's Globe. Please contact us on the above details.