

The Advocates Preview

By

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**PURPOSE**

Does your VBS program need an extra volt of adventure and excitement? Then plug into this new VBS skit pack, THE ADVOCATES. Designed to portray the electrifying power of the Holy Spirit as he works in our lives, these avenger-themed scripts will encourage students to plug in and power up!

**SUMMARY**

Our story begins as Deputy Darla is immediately summoned for an urgent mission. Her boss, the Counselor, hands her a folder containing the following identities:

Arachne: a paranoid phobic  
 Alloy Boy: a notorious thief  
 Bulk: a loner with anger-management issues  
 Captain: a ruthless bully

She reluctantly listens as he explains that these are her newly assigned recruits for a special team of advocates. Certain that these prospects will prove defective and poisonous to the cause, Darla is anything but enthused. The Counselor assures her that these are the needed agents and that their unique talents will prove valuable and effective once they are plugged in and powered by the one true source of strength.

Accompany the Deputy and the Counselor as they daily approach each new recruit with a cryptic yet compelling offer to join their team. As the end of the week approaches, mysteries are solved, problems are answered, and the lives of these once-misfits are forever changed as the Counselor transforms them into the advocates they were created to be.

**CHARACTERS**

Counselor - Holy Spirit

Darla - Advocate for Counselor

Arachne - Should closely resemble Marvel's Avengers: Black Widow

Alloy Boy - Should closely resemble Marvel's Avengers: Iron Man

Bulk - Should closely resemble Marvel's Avengers: The Incredible Hulk

Captain - Should closely resemble Marvel's Avengers: Captain America

**THEME**

Power Up!!

(MORE)

**THEME** (cont'd)

Students will spend the week learning about the Counselor, his power and how he desires to work in our daily lives.

**KEY VERSES**

Word / Verse of the Day

Sunday (aka Session 1): Power / Acts 1:8

Monday (aka Session 2): Promise / John 16:7 & John 14:27

Tuesday (aka Session 3): Receive / Acts 2:1 - 41

Wednesday (aka Session 4): Fruit of the Spirit / Gal 5:22-23

Thursday (aka Session 5): Community / Acts 2: 42 - 47

Friday (aka Session 6): Peace / Ephesians 2:17 & Matthew 28:19 & Acts 1:8

**NOTES**

SR = Stage Right

SL = Stage Left

CS = Center Stage

DSR = Down Stage Right

DSL = Down Stage Left

USR = Upstage Right

USL = Upstage Left

**HOW TO**

Keep it simple :) Sound and Light cues are added *IF* your team has the capability. However, all scripts can be performed without sound and light cues. For example, if a phone is supposed to ring, the actor should simply *act* as if the phone is ringing. You may also feel free to add a line, EX) "My phone's ringing."

**Arachne's Snare Trap**

There should be a rope on stage that Arachne can use to make a simple snare knot. Once the trap needs to be activated, there should be someone off stage controlling the other end of the rope. Stage crew should gently 'activate' the trap by pulling the rope.

**Bulk's Rampage**

(MORE)

HOW TO (cont'd)

I've listed items that I think will be helpful, however, most anything that is light weight and easily breakable will work. Styrofoam is preferable because it's easily breakable but also very loud.

Counselor's Lines

This character has the vast majority of lines. Memorization of these lines would be ideal, however, it would be completely in character if he was holding a clipboard or folder. If needed, the actor could 'hide' the script in one of these props.

Various Characters

I have created numerous characters, hoping to give everyone an opportunity to be on stage. However, if you do not have enough people to play all of the mentioned characters, it is possible to double cast. For example, as long as ARACHNE is not in her ARACHNE costume, she could also be double cast as Cruella. Also, VARIOUS STUDENTS, can be played by one student...etc

Friday's Script: Moravia, should be changed to the name of a local town where the script is being performed. New York, should be changed to the name of the state where the script is being performed.

**HOW TO USE SCRIPTS IN A SHORTER****AMOUNT OF TIME**

These scripts were originally written for a 6 day VBS program. One script was used per day. However, there are multiple ways to utilize these scripts. Below are just a few ideas:

5 Day VBS Program

Day 1 - Skit 1

Day 2 - Skit 2

Day 3 - Skit 3

Day 4 - Skit 4

Day 5 - Skit 5

Parent Gathering - Skit 6

OR

\*You can use Skit 1 & 2 in the same day.

\*If you start each day with a skit,  
then Skit 6 can come at the end of  
Day 5

### 1 Day VBS Program

One way to incorporate the weekly scripts into one day, would be to have the audience travel from room to room with the Deputy and the Counselor, recruiting each Advocate. This would take one group approximately 25 minutes. During the course of a VBS day, this could take place with 3 to 4 groups. At the day's end, I would suggest having all groups come together for the final skit.

Example:

Groups travel from room to room w/  
Deputy and Counselor:

Room 1 - Skit 1 Sunday - Power Up

Room 2 - Skit 2 Monday - Promise

Room 3 - Skit 3 Tuesday - Receive

Room 4 - Skit 4 Wednesday - Fruit of the  
Spirit

Room 5 - Skit 5 Thursday - Community

Have 3 to 4 different groups take the  
25(ish) minute journey through these 5  
different rooms. Then to close out the  
day, have all groups meet in one large  
room for the final skit.

Room 6 - Skit 6 Friday - Peace

\*\*The Counselor tells the Advocates to meet him on Friday.  
If your VBS ends on a different day, change "Friday" to the  
correct day. If you are performing all 6 skits in one day,  
change "Friday" to a time. For example: "Meet me here at  
11:45."

### **DAILY OVERVIEW OF CHARACTERS**

Sunday

Deputy, Counselor, Arachne, Alloy  
Boy, Girl, Barista, Bulk, Captain, Various  
Students

Monday

Deputy, Counselor, Arachne

Tuesday

Deputy, Counselor, Alloy Boy

Wednesday

Deputy, Counselor, Bulk, Group  
Leader, Luella, Lady Villain, Various  
other villains if wanted

Thursday

Deputy, Counselor, Captain

Friday

Deputy, Counselor, Arachne, Alloy  
Boy, Bulk, Captain

Skit 1 - Sunday

CS there is a table strewn with papers, a filing cabinet, and an old swivel chair.

DSR there is a rope lying on the ground.

USR there is a table surrounded by four chairs.

USL there is a small table that can be used as a barista's counter. Next to the table is a garbage can containing empty cups, lids, and straws.

Behind the audience are various styrofoam objects set up on a table. Coffee cup, plate (preferably filled with some type of food), etc..anything that will break easily and is noisy.

Lights up CS

Deputy enters in a hurry. She is carrying coffee with her. She glances around, obviously expecting to see someone.

DEPUTY

Hello? Sir?

When she doesn't see anyone, she rolls her eyes, gets a phone out of her jacket pocket and re-reads a text message.

DEPUTY (CONT'D)

"Of utmost importance. Be at the office as soon as possible."

There is a beeping sound. Deputy's phone dies.

DEPUTY

Perfect! My phone's dead, and I left my charger at home.

She sits in the office chair and leans her head back trying to get a few more minutes of sleep. She mumbles to herself as she sits.

DEPUTY (CONT'D)

What could possibly be *that* important that I had to drag myself out of bed at this hour?

Counselor enters. Deputy stands up spilling her coffee.

DEPUTY

Sir!

COUNSELOR

Tired?

DEPUTY

No. Sir. I was just umm...

COUNSELOR

Sleeping.

DEPUTY

Kind of.

COUNSELOR

It's time to assemble our team.

DEPUTY

Now?

COUNSELOR

I found them.

DEPUTY

Where? How? What..

He tosses a manila file on the table.

COUNSELOR

This is our team. It's time to invite them to join us.

Deputy opens file. As Deputy reads the file, lights come up on Arachne, who stealthily moves from the back of the audience to the front. Then, careful that she's not being watched, she grabs the rope and creates a snare knot. She leaves it on the ground for her next victim then stealthily crouches out of the way. Lights go down as she freezes.

DEPUTY

Cynical. Skeptic. Wary. Not willing to believe or trust others.

Deputy looks at the front of the folder

DEPUTY

Did you hand me the right folder?

Deputy keeps reading

DEPUTY

Vacillating. Paranoid. Suspicious of all other human beings.

Deputy looks up at Counselor

DEPUTY

Sir?

COUNSELOR

Just keep reading.

DEPUTY

Ok.

Deputy flips the page. Lights go up USL. Throughout the description we see the following scenario unravel. A girl mimes ordering from a barista. Alloy Boy pulls an empty cup from the garbage. He also grabs a lid and a used straw from the garbage and puts it on the empty cup. The girl receives a drink. As the girl looks into her purse to pay for her drink. Alloy Boy swaps his empty cup for her full one. He then smiles at the girl and walks away. The girl pays for her drink, grabs the empty cup, and sips it. She looks confused. Alloy Boy, girl, and barista freeze. Lights down.

DEPUTY

Alan Boyle.

COUNSELOR

He goes by Alloy Boy.

DEPUTY

Huh. To each his own.

(She reads the file out loud.)

Notorious thief.

Pause.

DEPUTY (CONT'D)

This is definitely the wrong folder.

COUNSELOR

Keep reading.

DEPUTY

Charming but manipulative. Hijacker. Pickpocket. Pirate.  
Poacher. Culprit. Delinquent.

Pause.

DEPUTY

(sarcastically)

Great. Moving on.

Deputy flips page. Lights go up on Bulk. Bulk should be towards the back of the audience where he has lots of room to move.

DEPUTY

Ryan Manner. Strong. Powerful. Hulk-like.

Deputy does a double take to make sure she has read that correctly. Then she looks to Counselor.

DEPUTY

Hulk-like?

COUNSELOR

I didn't write the report.

Deputy keeps reading. As she reads the description, Bulk starts to get angry. He begins to throw and crush things around him. Styrofoam objects will work best. He ends by hitting both of his hands on the ground in a SMASH pose.

DEPUTY

Responds to the nickname: Bulk. Often Irritable. Irate. Indignant. Has been in and out of anger management for the past few years.

(to Counselor)  
I thought we were looking for more: love, joy, peace kind of stuff.

Lights down on Bulk as he freezes.  
Counselor grabs the folder from Deputy and pulls out the final sheet.

COUNSELOR  
You missed one. This last one, he'll be the team's leader.

DEPUTY  
(Dreading what's to come)  
Oh no.

Counselor begins reading the report. Lights go up. Captain approaches a table of students eating lunch. As he approaches he motions for the others to move. They all immediately squish onto one chair as Captain puts up his legs and relaxes on the other three.

COUNSELOR  
Connor Caperson. Goes by Captain. Bully. Tyrant. Hooligan. Brawler. Assailant. Antagonist.

DEPUTY  
Well, that's a winning team.

COUNSELOR  
Sure is!

Lights go down on Captain and Students as they freeze.

DEPUTY  
Sir, may I just say....I think this is a mistake.

COUNSELOR  
What is?

DEPUTY  
These candidates.  
(Grabbing folder)  
I mean a tyrant, a pickpocket, hulk-like. You're kidding me right?

COUNSELOR  
Do you remember where you were before you came to work for me?

DEPUTY

(Timidly)

Yes.

COUNSELOR

People can change.

(Thoughtfully)

Can I use your phone for a second?

DEPUTY

Umm..yeah sure.

(Grabs for her phone on the desk)

Actually, Sir, it just died.

COUNSELOR

(Gently takes phone)

So I can't use it unless I plug it in?

DEPUTY

Right. But I left my charger at home.

COUNSELOR

It's of no use to me without a battery?

DEPUTY

Umm no. Sorry.

He grabs the folder of candidates.

COUNSELOR

These candidates, they're unplugged.

DEPUTY

What do you mean?

COUNSELOR

Your phone is useless dead, right?

DEPUTY

Right.

COUNSELOR

These candidates,

(Referring to the file)

without my counsel and guidance in their lives, are ineffective.

DEPUTY

So, you're saying.... right now they're like dead phones?

COUNSELOR

Exactly.

DEPUTY

Ok. So, how do we ...power them up?

COUNSELOR

Come on, I'll show you.

Deputy follows Counselor off stage.

Skit 2 - Monday

Scene opens with Arachne stealthily approaching the stage and reassembling her snare trap. She ties the snare knot and checks the rope. The rope should be 'seemingly' connected to something offstage. (A stage hand should be holding on to it, ready to set the trap in action) Saran wrap is attached to an item on Stage Right. Arachne hears a sound and grabs the other end of the saran wrap, guides it across the stage and hides Stage Left. This leaves an almost invisible band of saran wrap, chest high, across the stage.

Deputy enters from the back of the audience.

DEPUTY

Ok. This files says that she is secretive and inconspicuous. How are we supposed to find her? She doesn't sound like the type that is just going to answer the door.

(Realizing she's talking her herself)

Sir? Sir?

(Sarcastically.)

Great.

Deputy walks into the saran wrap trap. The more the Deputy tries to free herself the more stuck she becomes. Arachne quickly wraps her torso in saran wrap. Deputy remains wrapped, unable to move her torso, including her arms, for the remainder of the scene.

DEPUTY

Ahhhhh. What? Wait. Help!

ARACHNE

Who are you?

DEPUTY

Umm, I'm I'm..

ARACHNE

Who do you work for?

She encircles Deputy warily.

ARACHNE  
What do you want from me?

DEPUTY  
We really just wanted to talk with you.

ARACHNE  
We? Who else is with you?

Counselor enters.

COUNSELOR  
Arachne, she's with me.

DEPUTY  
(To Counselor)  
Look, I found her!

Arachne cautiously approaches  
Counselor.

ARACHNE  
And you are?

COUNSELOR  
You can call me, Counselor.

ARACHNE  
What do you want? Why are you here?

COUNSELOR  
I'm forming a team of advocates.

ARACHNE  
So? What does that have to do with me?

COUNSELOR  
I want someone with your unique talents to serve on it.

ARACHNE  
What talents?

DEPUTY  
You call this talent?! Cause, I call it illegal.

Arachne sharply turns and looks at  
Deputy. Deputy quiets down.

ARACHNE  
I wasn't the one trespassing.

COUNSELOR

You have a sensitive spirit, Arachne. Your awareness of others can be used for good. Let me show you how to use what you've been given.

Arachne encircles Counselor.

ARACHNE

So, if I join your team, what do I get out of it?

COUNSELOR

The promise of something better.

ARACHNE

Like what?

COUNSELOR

There's more to life than living in fear.

ARACHNE

I'm don't live in fear.

COUNSELOR

You set traps all around you, because you're convinced someone is out to harm you.

Pause.

COUNSELOR (CONT'D)

Let me show you what it's like to trust someone.

ARACHNE

(Hesitantly - the Counselor hit a chord)

I don't see any problem with the way live.

DEPUTY

Your hospitality could use a little tweaking.

COUNSELOR

Come with me and I'll promise you peace.

ARACHNE

(Thinking)

I've heard empty promises before.

COUNSELOR

My promises aren't empty.

ARACHNE

No thanks.

Counselor hands her a cell phone.

ARACHNE  
What's this?

COUNSELOR  
Your standing orders.

ARACHNE  
The phone's dead.

DEPUTY  
That's the point! It's ineffective without a charger. Just like you're ineffective without the Counselor.

Arachne looks back at the Deputy wrapped tightly

ARACHNE  
I think I'm pretty effective.

DEPUTY  
No, I just mean you're unplugged. You're too wrapped up in your fears.

ARACHNE  
I'm not the one wrapped up.

DEPUTY  
I mean, you..you

As the Deputy says this next line, she steps into the snare trap. The trap immediately activates. The snare trap grabs the Deputy's leg, pulling it backwards. She steadies herself, but is left standing on one foot still wrapped in saran wrap.

DEPUTY  
You just need to power up!

Counselor and Arachne stand for a moment and look at Deputy.

COUNSELOR  
(Hands Arachne a business card)  
Meet me here on Friday at 10am, join my team, and I promise to empower you with a peace that you won't find anywhere else.

Arachne looks at Counselor, takes his card and leaves.

COUNSELOR

That went well.

DEPUTY

(Still stuck)

I guess.

COUNSELOR

One down. Three to go. Times running out. Let's move.

Counselor exits. Deputy is left in  
the trap.

DEPUTY

Sir? Sir? I could use a little help here. Sir?

Light down.

Skit 3 - Tuesday

## NOTE

Rather than try to 'steal' phones. Simply have each character have a separate phone. Counselor should get close enough to Alloy Boy for the audience to believe that he could have pick-pocketed the phone, but in reality he should simply have a phone that looks exactly like the one Alloy Boy pulls out of his pocket in the beginning of the scene.

Deputy enters glancing at some index cards as she talks to herself. She is clearly practicing a speech.

## DEPUTY

Hi. We want you to join our team of advocates. We would like someone with your unique skill set to serve with us.

(She starts again)

After reading your file...we want to invite you..

(She starts again)

Hi. I'm Deputy Darla.

(Mimes shaking hands)

Nice to meet you. After reading your file, we would like you to join our set of advocates.

Alloy Boy has entered during her speech.

## ALLOY BOY

Don't do the hand shake thing.

## DEPUTY

(Startled)

Hi. What?

## ALLOY BOY

It's awkward and just looks ridiculous.

## DEPUTY

(Reciting what she's rehearsed)

Hi, my name is Deputy Darla. And after reading your file..

## ALLOY BOY

Darla. Now's there a name.

## DEPUTY

Umm. Thank you? I was saying after reading your file...

## ALLOY BOY

After reading my file, you want to send me to jail.

DEPUTY

Um..

(Checking her cards)

No, that's not what I was going to say.

ALLOY BOY

(Taking her index cards)

You wrote this down? I'm that intimidating, huh?

DEPUTY

No. I just wanted to make sure I had it right.

ALLOY BOY

Had what right?

DEPUTY

My invitation.

ALLOY BOY

To join your team of advocates.

DEPUTY

Yeah. How long have you been following me?

ALLOY BOY

A couple blocks. I think I heard your speech almost 10 times. I was getting kinda sick of it, so I thought I'd interrupt you and save you the trouble of repeating it one more time.

Pause.

ALLOY BOY (CONT'D)

So, isn't this the part where you give me the phone?

DEPUTY

Oh yeah.

She searches her pocket.

DEPUTY (CONT'D)

It's gone. I must have dropped it.

ALLOY BOY

You mean this.

He pulls a cell phone out of his pocket.

DEPUTY

How did you get that?

ALLOY BOY

I'm a pick pocket, remember? It's one of my finer traits.

DEPUTY

Right.

Pause.

ALLOY BOY

So, I'm supposed to meet you on Friday.

DEPUTY

10am.

ALLOY BOY

It's gotta be good to get me out of bed by 10am. Exactly what do you want to give me Friday morning?

COUNSELOR

Something you can't take.

ALLOY BOY

Who are you?

COUNSELOR

You can call me, Counselor.

DEPUTY

(Referring to Alloy Boy)

He stole the phone.

ALLOY BOY

Tattle Tale.

COUNSELOR

You have a gift.

ALLOY BOY

Thank you. I've always thought so.

DEPUTY

Stealing isn't exactly what I'd call a gift.

ALLOY BOY

You were going to give it to me anyways, right?

He reaches into his pocket to get the phone and realizes it's no longer there.

ALLOY BOY (CONT'D)

I just had it.

Counselor reaches into his own pocket and grabs the phone.

ALLOY BOY (CONT'D)

How did you do that?

Counselor hands phone to Alloy Boy.

COUNSELOR

It's time to change jobs.

ALLOY BOY

I like my profession.

COUNSELOR

The law doesn't, and I certainly don't.

ALLOY BOY

(Feigning hurt)

Ouch.

COUNSELOR

I'm here to give you a choice.

ALLOY BOY

(Playing along)

Ok. Behind door number one?

COUNSELOR

You can go to prison.

ALLOY BOY

(Sarcastically)

Tempting, but I hear prison isn't the best place to vacation.

COUNSELOR

Or you can come work for me.

ALLOY BOY

No door number three?

COUNSELOR

Join our team and leave this life behind you. It's time you stopped taking and learned how to receive.

ALLOY BOY

Exactly, how do you suggest I learn to do that?

COUNSELOR

Without me, you can't.

Pause.

Counselor hands Alloy Boy the business card. Alloy Boy takes the card quietly, obviously considering it.

COUNSELOR

Meet me here

(Referring to address on card)

on Friday at 10am. I have power to give you that you can't steal, you can only receive.

(To Deputy)

Let's go.

Counselor and Deputy exit Stage Left. Alloy Boy looks at card and phone and exits the Stage Right.

...TO READ THE REST OF THE SCRIPT  
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