

Characters & Summary



Shaun: A bright but awkward student who loves history, especially Vikings.

Aoife: A confident, sporty girl who often gets into trouble. At first, she doesn't care about history, but she ends up helping Shaun and becoming his friend.

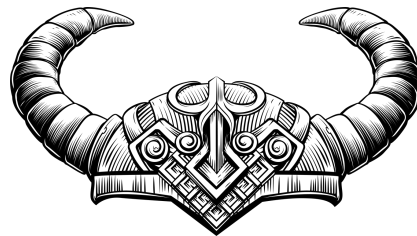
Siobhán McCarthy: A passionate history teacher who is a bit disorganised and dreamy. She believes the Viking legend might be real.

Miss Burke: The school librarian who is obsessed with rules and control. She becomes more and more unhinged as the play goes on.

The Intern: A quiet, nervous teenager who follows Miss Burke and is scared of everything.

Patrick O'Donnell (POD): A fake internet historian who sells books and appears like an online ad. He only cares about fame and money.

Cop Smith: A very serious and robotic police officer. He is called to stop the Viking but ends up finding more than he expected.



Shaun is obsessed with Vikings, especially a legend called The Journey of Duan-Rà. According to the story, a Viking must complete a final test after dying in battle to enter Valhalla (Viking paradise). When Shaun is told to do a school project on Vikings with Aoife, he takes things too far. In the library, he finds an old book which summons a great warrior from the past.

Rumours spread fast. Some students are scared. Others post photos online. A strict librarian loses her mind. Special forces are called to stop the Viking invasion. The school becomes chaos.

Eventually, Aoife finds Shaun and together, they come up with a plan to stop the madness and save him from serious trouble. With a clever trick, they blame the Viking incident on someone else.

In the end, Aoife and Shaun become friends. Shaun learns that history is great, but living in the present is important too.



Scene 1 – School: We meet Shaun, Aoife, and their history teacher, Mrs McCarthy. Shaun loves history, especially Vikings, while Aoife doesn't care about it at all. Unfortunately for Shaun, the two are paired for a history project.

Scene 2 – Fan Attitude: Shaun follows Mrs McCarthy after class, talking non-stop about his love for Vikings. He learns she is researching the Journey of Duan-Rà and wants to help.

Scene 3 – Orange Zone: Shaun ends up in a restricted part of the library, where he meets Aoife, who is doing community service. They hide from the terrifying librarian, Miss Burke.

Scene 4 – Attention!: Miss Burke arrives and questions Aoife. She is strict and obsessed with the library rules, and she suspects someone is breaking them.

Scene 5 – Legend: Shaun finds a magical Viking book and imagines becoming a Viking. He decides to bring King Viking to life in the modern world.

Scene 6 – Lost & Apparition: Aoife looks for Shaun, while the intern sees King Viking appear and thinks it's a ghost. King Viking arrives shouting about Valhalla and confuses the students.

Scene 7 – Racket: The intern panics and tells Miss Burke there is a Viking ghost in the library. Miss Burke begins a wild hunt for the intruder.

Scene 8 – Rumour (Part 1): Students begin to spread exaggerated rumours about the Viking. Aoife tries to calm them down but fails.

Scene 9 – Rumour (Part 2): The story gets bigger as the TV arrives to report it. Mrs McCarthy believes the Viking is real and talks about the legend on TV.

Scene 10 – Surprise: Aoife finally realises the truth about King Viking. But too late, now everything is out of control.

Scene 11 – Special Forces: A serious police officer arrives looking for the Viking. Shaun tries to confess, but Aoife stops him just in time.

Scene 12 – Fuse: Miss Burke has gone completely mad from stress. Aoife and Shaun try to calm the situation and think of a way to end the chaos.

Epilogue: A Viking ran through a school, a history teacher spoke on TV and a police officer made a big decision. But what about Sean and Aoife? And will Patrick O'Donnell ever sell his book?

