

THE DRAWBRIDGE

The Unfinished Story

Source Unknown

As he left for a visit to his outlying districts, the jealous Baron warned his pretty wife: "Do not leave the castle while I am gone, or I will punish you severely when I return."

But as the hours passed, the young Baroness grew lonely, and despite her husband's warning, decided to visit her lover who lived in the countryside nearby.

The castle was located on an island in a wide, fast flowing river, with a drawbridge linking the island and the land at the narrowest point in the river.

"Surely my husband will not return before dawn," she thought, and ordered her servants to lower the drawbridge and leave it down until she returned.

After spending several pleasant hours with her lover, the Baroness returned to the drawbridge, only to find it blocked by a madman wildly waving a long and cruel knife.

"Do not attempt to cross this bridge, Baroness, or I will kill you," he raved.

Fearing for her life, the Baroness returned to her lover and asked him to help.

"Our relationship is only a romantic one," he said. "I will not help you."

The Baroness then sought out a boatman on the river, explained her plight to him, and asked him to take her across the river in his boat.

"I will do it, but only if you can pay my fee of five marks."

"But I have no money with me!" the Baroness protested.

"That is too bad. No money, no ride," the boatman said flatly and rowed away.

Her fear growing, the Baroness ran weeping to the home of a friend and, after explaining the situation, begged for five marks to pay the boatman.

"If you had not disobeyed your husband, this would not have happened. Let this be a lesson to you. I will not give you the money."

With dawn approaching, what should the Baroness do?

Directions:

In a small group, complete the Story Map Graphic Organizer (from Ed Helper.com) identifying the story's characters, setting, problem, and events. Brainstorm as many "solutions" as your group can come up with, and then select the "best solution" for the conclusion to the story. Select a spokesperson to report your solution to the workshop participants.

