

A Common Two-Act Noh Story Outline

Act 1

- A traveller(s) enters, introduces themselves, and sings of going on a journey. (See Travel Scene Notes)
- Arriving at their destination they meet a character - the main actor (*shite* - pronounced *sh'tay*), who appears as a local person.
- The traveller asks about a key person/important event related to the place. The character (main actor) slowly reveals details suggesting a close understanding of the key person/event mentioned (this section might be the *kuse*) and then mysteriously disappears.

Interlude

- Then the traveller meets a local person who narrates further details about the key person/important event. The local person also suggests that the traveller may have met the spirit or ghost of that key person and then leaves the traveller alone.

Act 2

- As night falls, the traveller encounters (sometimes in a dream) the spirit of the key person now appearing in their 'true spirit form'. This encounter reveals not only the spirit's attachments in life and perhaps its troubled mind, but also the reason why the spirit has appeared again. (This section might be the *kuse*.)
- It is in this final scene that the essence of the play and its resolution of important themes are brought together and resolved.