

Director's Notes

Cast

A cast of 34 or more is required (ideally 50+)

Main Characters

HAGBANE (DORINDA)	Evil crone. Also the beautiful 'Dorinda' in Prologue	Solo singer
OSWAIN	Prince; strong, brave and patient	Solo singer
MR. TROTTER	Wise old badger; leader of the Forest Folk	
JOSHUA	The oldest of three children; sensible	
ANDREW	The youngest of the three children; lively, cheeky	
SOPHIE	Their sister; brave, sensitive and caring	Solo singer

Secondary Characters

MRS. TROTTER	Badger; motherly, homely, wife of Trotter	
ALDRED	Stoat; commander in chief of Forest Folk, mistrusts the children	
FUMBLE	Clumsy mouse	Trio singer
MUMBLE	Mouse who doesn't speak clearly until the very end	Trio singer
GRUMBLE	Mouse who complains all the time	Trio singer
TERRAS & SORDA	Wicked wizards. <i>Could double as Forest Folk until Sc. 6</i>	Solo singers

Minor Characters (small speaking parts)

TREES (2 or 4)	Narrating role	
QUEEN TALISANNA	Oswain's mother, Prologue only, then becomes one of the Forest Folk	
WOMAN	Offstage (Scene 1 only)	<i>May double as Forest Folk/Prisoner</i>
POLICEMAN	" " "	<i>May double as Forest Folk/Prisoner/Arca</i>
RABBIT 1 / 2	Eager, nervous members of the Forest Folk – could be taken by one actor	
FOXY	One of the Forest Folk	
STIGGLE	A weasel; one of the Forest Folk	
GROG 1 / 2	Hagbane's henchmen, i.e. baddies; ugly, green and reptilian-looking	
ARCA	Great white eagle; strong, brave, dependable. <i>Doesn't come on until Scene 8, so could double as policeman (Scene 1) and/or Forest Folk</i>	

Chorus Parts (non-speaking)

FATHER RABBIT	Non-speaking part	
STARPOOL (3+)	To form river & pool shape. <i>May double as Flame Dancers and/or Forest Folk</i>	
FLAME DANCERS (3+)	To create a fire (Scene 13). <i>May double as Starpool and/or Forest Folk/Baddies</i>	
GRIMS (3 +)	Hagbane's bat-like creatures, black-winged – baddies	
GROG EXTRAS	Extra ugly, green, reptilian-looking – baddies	
FOREST FOLK EXTRAS	Extra assorted animals – some to appear as prisoners (Scene 10)	

Props

Merestone (preferably with glowing effect)	Broken mirror pieces (Scene 3)
Fragment of Merestone (Prologue)	Cauldron (Scenes 7/12)
Sword for Aldred	Ingredients & large spoon for potion (Sc 7)
Ring and hooded cloak for Oswain	Cups for the children to drink from (Scene 7)
Something to tie up children (Scene 1)	Post to which Sophie can be 'tied' (Scene 7)
Stick for Foxy, spear for Rabbit 1 (Scene 1)	Spears for Grogs 3 & 4 (Scene 10)
Battery-powered candle for Trotter (Scene 2)	White flag for Fumble (Scene 10)
Boulder to hide behind D/S Left	Powder and ingredients for spell (Scene 12)
Wand for Hagbane	Spell book for Hagbane (Scene 12)
Handkerchief for Trotter (Scenes 3 & 10)	Netting or rope to capture children (Scene 13)
Magical mirror – lighting effect helpful (Scene 3)	Royal robes/crown for Oswain (Scene 13/14)

Director's Overview

PROLOGUE (p.6) The trees welcome us to the Great Forest of Alamore.

Incidental **THE FOREST OF ALAMORE** ⊙ **Track 1**

Oswain's Dream. Dorinda and Queen Talisanna fight over the Merestone.

SONG 1 **THE MERESTONE** ⊙ **Track 2**

SCENE 1 (p.9) Joshua crashes his bike in the park. Soon afterwards, Joshua, his brother and his sister find themselves somewhere very strange and are captured by animals.

Sound Effect **CRASHING BIKE** ⊙ **Track 3**

Incidental **PASSWAY FEELING** ⊙ **Track 4**

SCENE 2 (p.11) The children meet the Forest Folk, who believe that their arrival fulfils an ancient prophecy. Mr Trotter, a wise badger, gives a magical mirror to Joshua.

SONG 2 **LIGHT THE CANDLE** ⊙ **Track 5**

CHANT **SOMEWHERE IN THE FUTURE** ⊙ **Track 6**

Sound Effect **MAGIC MIRROR** ⊙ **Track 7**

SCENE 3 (p.15) Wicked Hagbane casts a spell, breaks the mirror and takes Joshua.

Incidental **HAGBANE'S ENTRY** ⊙ **Track 8**

Sound effect **BLINDING FLASH** ⊙ **Track 9**

SONG 3 **WHAT DO YOU WANT?** ⊙ **Track 10**

Sound Effect **MIRROR IS BROKEN** ⊙ **Track 11**

SCENE 4 (p.18) Oswain passes the river as he enters the forest. The magic mirror is mended.

Incidental **HOPE** ⊙ **Track 12**

Sound Effect **MIRROR IS MENDED** ⊙ **Track 13**

SCENE 5 (p.20) Fumble, Mumble and Grumble arrive to offer their help.

SONG 4 **MIGHTY MICE** ⊙ **Track 14**

SCENE 6 (p.21) Hagbane interrogates Joshua. She leaves him tied up, the mice find him.

SONG 5 **WRETCHED CHILD** ⊙ **Track 15**

SCENE 7 (p.24) The Wizards Brew. Terras and Sorda drug the boys and imprison Sophie.

SONG 6 **TAKE A JUICY SPIDER** ⊙ **Track 16**

SCENE 8 (p.27) Arca rescues Sophie. There is a battle with Grims and Groggs.

SONG 7 **SOMEBODY HELP ME** ⊙ **Track 17**

Incidental **ATTACK OF THE GRIMS** ⊙ **Track 18**

SCENE 9 (p.28) Oswain arrives and proves his identity. He has a plan to trick Hagbane.

Incidental **HOPE** ⊙ **Track 19**

SCENE 10 (p.30) The Forest Folk meet Hagbane and manage to trick her. The prisoners are released. Everything *seems* to be resolved...

Incidental **PREPARE FOR BATTLE** ⊙ **Track 20**

Incidental **CASTLE ALARM** ⊙ **Track 21**

SCENE 11 (p.33) Sophie tells Oswain about a dream she has had.

Incidental **SOPHIE'S DREAM** ⊙ **Track 22**

Oswain reveals the truth about Hagbane, and that his destiny is tied to her.

	SONG 8 (opt.)	OSWAIN'S DESTINY	⊙ Track 23
SCENE 12	(p.35) Hagbane hears about Oswain's arrival.		
	Sound effect	WAND OF POWER	⊙ Track 24
SCENE 13	(p.36) Hagbane traps the children and is about to burn them alive when Oswain arrives. Aldred sacrifices himself to try and save them. Hagbane and Oswain are consumed by the fire (dancers!).		
	Incidental	SACRIFICE DRUMBEAT	⊙ Track 25
	Sound effect	BLINDING FLASH	⊙ Track 26
	SONG 9	FIRE	⊙ Track 27
SCENE 14	(p.38) The animals are relieved that Hagbane is dead. The animals celebrate the peace which has come to the forest, though they have to count the cost – the loss of Aldred and Oswain. To their amazement Oswain appears, brought back to life just as the Oracle had foretold.		
	SONG 2 (rep.)	LIGHT THE CANDLE (reprise)	⊙ Track 28
	Incidental	FANFARE	⊙ Track 29
	SONG 10	FREEDOM CALLING	⊙ Track 30

Set / Scenery

The set may be minimal as shown below, or built up in different areas if space allows. The diagram indicates on-stage seating for the chorus, if it is essential to have them always in the one performing area. If painting scenery, this should depict bare trees. Hagbane's castle could be presented on a flat to Stage Left.

Arch – should be removed after Scene 2.

Boulder to hide behind (Downstage Left) – needed for several characters in several scenes, so may be on stage throughout.

Movable post to which Sophie can be tied (Downstage Left, Scene 7 only).

Original Production Stage Plan

FOREST AREA

HAGBANE'S CASTLE AREA

