

Tale of the Sinclair Woods

by the students and Graham Childers

Narrator - Graham Childers

Princess Dimend - Emma Czerwinski

King Stanley - Stanley Lasscock

Culena - William Taylor

Mary - Malia Tong

Glitter the Unicorn - Sofia Cano

Bella - Adelyn McKinney

Stella - Nicole Nute

Max - Zachary Le

Zeb - Christine Nassar

Elfie - Isaac Nassar

Scene 1

NARRATOR

Once upon a time in the Kingdom of Sinclair, there was a young princess named Dimend who longed to see the lands far beyond her tower. Her only friend was Mary the Maid, who was either sweeping the castle grounds or reading tales and fables, but never saw any magic in real life.

DIMEND

Oh Mary, I wish I could go see the animal kingdom! But I'm stuck in this tower all day, and it's so boring!

MARY

The Animal Kingdom? That's magic, and you only find that in story books, in real life you have to stay in the tower.

NARRATOR

You see, the King of Sinclair was named Stanley, and he wanted to make sure that his daughter was safe, so he didn't let her go outside the royal fields past the Castle.

KING

You shall not leave this kingdom! It's too dangerous beyond our border.

NARRATOR

To make sure Princess Dimend didn't escape, King Stanley used the service of a Magical Witch named Culena, who had an amulet that could see into the future.

CULENA

Don't worry, my King. The amulet says that Dimend shall be a great Queen and help the animals all the days of her life.

KING

See? You have to stay in my Kingdom so you too can be a great Queen one day.

CULENA

The amulet is always right. And so is my wonderful king.

Scene 2

NARRATOR

All this made Mary very sad. She was all alone in her room when, from beyond a world of our own understanding, she heard the voice of a silly little elf named Elfie.

ELFIE

Follow the magic!

MARY

How?

ELFIE

Leave what you know behind. Follow your heart and magic you will find.

MARY

Magic isn't real!

ELFIE

If magic weren't real, would I be doing this?

Performs a short elf dance.

MARY

That's just make believe.

ELFIE

Make a plan to help others and believe in yourself. That's what magic is.

MARY

Ok. I'll follow the magic. But where does it go?

ELFIE

This way!

NARRATOR

So that night, as Dimend was looking out of the window, the determined Mary came with a plan to get the Princess out.

DIMEND

I've never felt so alone in my life.

Looks out of the window

Someone help me, anyone!

MARY

Don't worry Dimend! We can leave together, I can sneak us out through the secret pathway in the dark.

NARRATOR

They were safe in the cover of night, but as they were about to cross into the woods, they ran into a unicorn named Glitter, who had a broken horn.

GLITTER

Can you help me? I can't fly like this.

Fixes her horn

DIMEND

There you go Glitter! It's all better now.

GLITTER

How'd you know that was my name?

DIMEND

Because you're so Glittery and awesome!

GLITTER

There are more of my friends in the Animal Kingdom, could you help them, too?

MARY

The Animal Kingdom? Where's that? I've never been this far outside the castle before.

DIMEND

Take us with you!

GLITTER

Hold on and I can give you guys a ride.

NARRATOR

But when the King found out the tower was empty, he and Culena cast a spell on the royal amulet to bring a terrible storm and a hazy mist over the sky.

CULENA and KING

Stormy Weather, Lightning Clouds

Make it Rain and Thunder Loud

Sounds of thunder

GLITTER

Oh no, I think we're gonna crash!

NARRATOR

They were soon lost in the woods.

Scene 3

NARRATOR

Elsewhere in the Woods of Sinclair, Zeb the Cowhand was going on another adventure with her trusty dog, Max.

MAX

Roof roof.

ZEB

What's that over there, Max?

MAX

Sniffs in the air

That smells like royalty! Let's go this way.

ZEB

Are you alright?

DIMEND

A cowboy and a talking dog? I think I hit my head too hard.

MAX

Awooooo! I thought all dogs talked. That's how it is

in the Animal Kingdom.

DIMEND

The Animal Kingdom? Can you take me there? I need to find my friends.

Sounds of thunder

ZEB

I can't see anything in front of me. But I know a friend who can help us.

NARRATOR

So Zeb the Cowhand used her magic lasso to summon the best bad-weather-explorer around,

Elfie!

Enter Elfie

ELFIE

Do you have any unicorn friends?

DIMEND

Yes!

ELFIE

I'm getting a glittery magic tingling this way! Follow me.

ZEB

Everybody hold my magic lasso so you'll be safe in the storm.

They all grab on and skip through the woods, Exeunt

Scene 4

NARRATOR

Mary the Maid miraculously landed in the coven of Bella and Stella, the two most powerful witches in all the woods.

STELLA

Oh no! Are you ok?

MARY

A witch's den? I thought that only happened in storybooks.

BELLA

Oh no, we're as real as one-eyed frogs.

STELLA

We're as real as invisible windows.

BELLA

We're as real as chocolate flowers.

MARY

Am I dreaming? Or is there magic in the world after all.

STELLA

You must have great and magical powers if you found our secret coven.

MARY

I only found this place by accident when I lost my friends.

STELLA

You care about your friends. I knew you were great and powerful!

NARRATOR

When Mary told Bella and Stella about how she got lost, the three came up with a plan.

BELLA

We have to reverse the foggy spell or else the Animal Kingdom will be impossible to find.

MARY

But how are we going to get to find our friends safely?

STELLA

Don't worry! We can craft a magical blanket to protect you from the stormy clouds.

NARRATOR

So they crafted a beautiful, magical blanket, and put it over themselves to protect them on their journey to the Kingdom of Sinclair.

Scene 5

NARRATOR

Back at the Kingdom of Sinclair, the King and Culena were looking for the long-lost Princess and her best friend Mary.

KING

Where did they go? We need Princess Dimend and Mary back in the kingdom!

CULENA

I'm looking in the amulet, but it's too foggy to see anything.

KING

Oh no! Can we undo the spell?

CULENA

The spell will only be gone when Dimend becomes a great Queen and takes care of the animals forever.

NARRATOR

Unsure of what to do now, they asked everybody in the Animal Kingdom where she could be until they found a Unicorn with broken wings.

KING

They're lost in the forest! I knew she shouldn't have left the kingdom.

CULENA

How are we going to find her now?

GLITTER

I wish we could find Mary and Dimend. I want them to be safe and happy!

NARRATOR

Just as Glitter was making her truest wish, the two witches and Mary were making their way back to the Kingdom.

BELLA

King Stanley! We have to reverse the spell.

STELLA

Yeah, hand over the amulet, Culena

MARY

We have the strongest power on our side. The power of friendship.

NARRATOR

Oh no! It was looking like things were headed for a fight. But just as bad was turning to worse, the clomp of horse's feet grew louder, and Zeb appeared with his fearless dog, Max, the magical Elfie, and the Princess everyone hoped would come back.

ZEB

Woah now y'all, break it up!

ELFIE

We found Princess Dimend safe in the woods.

MAX

Roof, roof! It's only thanks to Elfie that we found her Unicorn friend.

BELLA

But her wings are all broken

STELLA

Who can help her?

MARY

I know! Dimend can.

Dimend fixes the wings on Glitter

CULENA

Wait! The power of magic and friendship! It's reversing the spell.

NARRATOR

Just like the prophecy said, Princess Dimend was to be a wonderful Queen and help the animals all the days of her life. And the King and Culena realized then that the Animal Kingdom is where she belongs.

KING

I'll miss you, but I know that you'll do great things.

ELFIE

The animals will be so grateful. It's time for my happy dance.

ZEB

Dancing

YeeeeHAW!!! I just love a good Ho down!

NARRATOR

And everybody was so happy with how it went.

They started RANDOM DANCING. They all came back to the Kingdom of Sinclair to visit from time to time. And everybody lived happily ever after. And they all...

ALL

HAPPILY EVER AFTER

THE END