Little Daylight

Adapted by Kevin Stone

from the story by George MacDonald

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DEDICATIONFor Hope

STORY OF THE PLAY

It's Princess Daylight's christening, and the blessings of the good fairies are interrupted by a wicked Swamp Fairy. The Swamp Fairy vexes the princess with two evil curses: she will never see daylight, and her vitality will wax and wane with the phases of the moon. The good fairies mitigate the curses as much as they can: thanks to their help, the princess will be awake at night, and the curse will be broken when she is kissed unknowingly by a prince. As the years go on, Princess Daylight's curse seems to worsen. Her only joy is dancing in the forest glen by moonlight. Finally, a prince stumbles upon the forest glen where he sees Princess Daylight for the first time. He is immediately entranced, but the Swamp Fairy has a few more tricks up her sleeve before the prince and the princess can properly meet. She places a series of spells on the prince to prevent their destinies from aligning. Princess Daylight's curse ever be lifted? This fairy tale uses simple staging as the good fairies narrate throughout the show.

ORIGINAL PRODUCTION

Little Daylight was originally produced May 5–6, 2017, at Heritage Christian School in Topeka, Kansas. The playwright directed the following cast and crew:

Rose: Kennedy Hinck; Lily: Maria Johns; Dandelion: Jamie Brinckman; Holly: Sydnie Clark; Forget-me-not: Lauren Wineinger; Iris: Jenna Eubanks; Violet: Anna Schnacker; King: Tanner Clark; Queen: Dominique Becher; Swamp Fairy: Dot Newhouse; Attendant: Jamie Brinckman; Cook: Gilian Morrison; Baby Daylight: Om'Unique Phillips; Young Daylight: Miranda Fiero; Daylight: Kelly Brinckman; Prince: Nathaniel Kessler; Lights and Sound: Noah Cox; Choreography: Claire Folster; Costumes: Donna Gibson.

CAST OF CHARACTERS

(2 m, 13 w)

The Fairies:

Rose

Lily

Dandelion

Holly

Forget-me-not

Iris

Violet

King

Queen

Swamp Fairy

Young Daylight

Attendant

Daylight

Prince

Cook

PRODUCTION NOTES

The seven good fairies are dressed in the seven colors of the spectrum: red, orange, yellow, green, blue, indigo, and violet. The Swamp Fairy should be a traditional witch-like character and as ugly as can be.

Young Daylight has one dance, and Daylight has three dances. Allow time for these dances and concentrate on the joy, freedom, and love of life that Daylight feels. Use some classical music for these scenes. Some suggestions: "Aquarium" from *Carnival of the Animals* by Saint-Saëns; "Arabesque No.1" by Debussy; "Winter" from *The Four Seasons* by Vivaldi; etc.

SCENES

The show is broken down into 10 scenes for rehearsal. Action should flow very quickly between scenes.

Scene 1: The palace.

Scene 2: The palace.

Scene 3: Deep in the forest.

Scene 4: The forest glen.

Scene 5: The forest glen.

Scene 6: The forest glen.

Scene 7: Deep in the forest.

Scene 8: Deep in the forest.

Scene 9: The forest glen.

Scene 10: The forest glen.

SET DESIGN

There are 3 locations: the palace, deep in the forest, and the forest glen. The design makes use of two moveable set pieces: one is the corner of the Fairy's House (Scenes 3 and 7) and the other is the corner of the Cottage in the Glen (Scene 5). These pieces can be rotated to create a backdrop for the palace (Scenes 1 and 2). The rest of the play is performed on a bare stage. Keep the set simple; suggest rather than show.

PROPS

Baby
Plate of bread
Cup of milk
Staff
Bread
Potatoes to peel
Cauldron
Black cloak

SFX

Thunder

Flash of light and peal of thunder

Scene 1

(LIGHTS up on the interior of a palace. Seven FAIRIES stand in a row.)

ROSE: Once upon a time-

LILY: —which is the very best way for a story to begin—

ROSE: Once upon a time there was a beautiful palace.

DANDELION: It stood high and brave and inspired thoughts of greatness.

HOLLY: On three sides it was open to the sun and wind—

FORGET-ME-NOT: —weathercocks glittering and flags flying—

IRIS: —and on one side, a grand wood—

VIOLET: —a wood so great that no one had ever got to the other side of it.

ROSE: Any palace worthy of the name must have a wood near it

LILY: Near the palace the wood was trim and nice—

DANDELION: —but further in, the wood grew wilder and wilder until some said wild beasts did what they liked in it.

HOLLY: The king and his courtiers often hunted, however, and kept the beasts far from the palace.

FORGET-ME-NOT: One glorious summer morning, the wind and the sun were out together.

IRIS: The vanes were flashing, and the flags frolicking in the wind against the blue sky.

VIOLET: And on that day—

(The line of FAIRIES parts, revealing the KING and QUEEN holding a baby.)

VIOLET: (Cont'd.) —little Daylight made her appearance!

ROSE: She was a beautiful baby.

LILY: Such bright eyes that she might have come from the sun!

DANDELION: Such lively ways that she might equally have come from the wind!

HOLLY: There was great jubilation in the palace that day—

FORGET-ME-NOT: —for this was the first baby the queen had had—

IRIS: —and there is as much joy over a new baby in a palace as in a cottage.

VIOLET: The day came for the baby to be christened.

(The KING and QUEEN move DS with the baby.)

ROSE: Of course, all the good fairies of the wood were invited to bring gifts to the baby—

LILY: —seven of us were there that day.

KING: Thank you for coming to the christening of our daughter, little Daylight. And thank you for the gifts you bring.

(Each FAIRY steps to the baby and gives a blessing.)

ROSE: I give you, child, beauty of form. May the crown above the face be as dross compared to the face below.

LILY: My gift to you is grace of movement, the regal bearing of a princess.

DANDELION: Wisdom is my gift; may you always know right from wrong, as becomes a ruler.

HOLLY: My gift, child, is a heart full of charity and kindness, for without that the palace becomes a cold and empty place.

FORGET-ME-NOT: My gift to you is strength to persevere, no matter the test.

(The SWAMP FAIRY bursts in with a wicked laugh. She makes a circuit of the room, cackling and sneering at each in turn.)

DANDELION: But there was one fairy who was not invited.

HOLLY: She was a wicked old thing, as disagreeable as she could be, and easily offended. She would often provoke people into giving her offense, that she might have the pleasure of taking vengeance upon them.

FORGET-ME-NOT: This fairy lived in a mud hut in the swampy part of the forest.

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