

07 Props, Sets, Costumes

Props

Essential Props

- Grandfather's Sword
 - Safe stage-combat version.
 - Optional hero/glow version for magical moments.
- Sword oilcloth/wrapping.
- Wooden sword for Thom.
- Daniel's coffin or funeral bier.
- Umbrellas or funeral cloaks.
- Harlan's bundle.
- Cottage table.
- Chairs or bench.
- Mending/sewing cloth.
- Shirt Owen mends.
- Bread dough or bread prop.
- Bowl/spoon/soup items.
- Clara's mother's charm.
- Clara's herb pouch.
- Basket for Clara.
- Thorn Crown.
- Vines/fabric bindings.
- Plain coin purse.
- Silver needle case.
- Healing draught bottle.
- Hearth-warding stone.

Optional Props

- Parson's book.
- Cups for wake.
- Firewood bundle.
- Children's ribbon or toy.
- Thom's wooden horse.

- Redcap knives, stylized and safe.
- Maab court masks or headpieces.
- Forest talismans: feathers, bones, thorn cords.

Set Pieces

Core Scenic Elements

Hearth / Cottage Unit:

- Mantel or symbolic hearth.
- Place for sword to hang or rest.
- Should transform from Daniel's grieving house to Owen and Clara's family home.

Boundary Stones:

- 3-5 moveable stones.
- Recurring visual marker.
- Must be usable in Act I crossing, Act I ending, Act II abduction, and final boundary restoration.

Table / Bench:

- Serves wake, family meals, mending, and household life.

Tower / Forest Heart Platform:

- Small raised platform, steps, or altar.
- Used for Maab's tower chamber and final forest heart.

Vines / Fabric:

- Used for tower, Clara's bindings, forest transformation, Maab's magic.

Suggested Scenic Strategy

Do not build realistic full locations. Use a symbolic stage:

- Hearth side = home.
- Boundary stones = threshold.
- Platform/green light = Maab's domain.
- Ensemble movement = forest.

This keeps transitions fluid and affordable.

Costumes

Owen

Act I:

- Plain village clothes.
- Too-thin funeral coat.
- Sword belt added awkwardly.
- Later torn/forest-worn version.

Act II:

- Work-worn husband/father clothes.
- More grounded, practical layers.
- Forest journey version with cloak, belt, sword.

Clara

Act I:

- Tower-worn dress or practical forest-witch lineage clothing.
- Torn sleeves, vine marks.
- Hidden charm/herb pouch.

Act II:

- Warm practical cottage clothes.
- Apron or shawl.
- Later forest-bound version with signs of Maab's magic.

Harlan

- Weathered coat or cloak.
- Muddy boots.
- Scarred gloves or wrist wraps.
- Should look like a legend worn down by surviving.

Maab

- Beautiful, dangerous, thorn-crowned.
- Forest textures: green, black, gold, bark, briar.
- Costume should allow movement and command.
- Avoid cartoon witch styling.

Mother

- Practical mourning dress.
- Dark shawl or apron.
- Grounded, household-centered.

Daniel

- Funeral clothing or simple workman's clothes for memory.
- Should contrast with Harlan: labor, not legend.

Sarah

- Practical child clothing.
- Ribbon or simple visual marker.

Thom

- Practical child clothing.
- Wooden sword.
- Costume should support play and movement.

Ensemble

Villagers:

- Muted village layers, shawls, caps, work clothes.

Forest creatures:

- Add-on pieces over base costume: red caps, masks, claws, thorn collars, ragged vests.

Maab's court:

- More ritualized forest pieces: branch crowns, veils, feather/bone accents.

Memory figures:

- Simple neutral layers, activated by light and movement.

Reusable Assets

- Boundary stones: forest edge, tower threshold, final magic.
- Vines/fabric: bindings, forest, Maab's magic, boundary containment.
- Hearth unit: funeral home, family home, finale.
- Platform: tower chamber, forest heart, Maab's court.
- Ensemble base costumes: villagers transform into forest/court.

Budget-Conscious Alternatives

- Use painted foam or carved lightweight material for stones.
- Use fabric strips instead of built vines.
- Use one sword prop plus lighting instead of a glowing sword.
- Use masks/headpieces rather than full creature costumes.
- Use a table and bench as the main cottage furniture.
- Suggest coffin with a draped bier rather than a full coffin build.
- Use sound and light for rain rather than physical rain effects.

Safety Notes

- All swords/knives must be stage-safe.
- Any fight with weapon contact needs choreography.
- Vines/fabric bindings must release easily.
- Children or youth actors should not be placed in unsafe movement paths.
- Raised platforms must have clear blocking and rehearsal attention.