



TIME/PLACE

A make-believe mountain, forest and village populated by spirits and humans, modeled after an American mill town circa early 1900's .

SCENES

ACT ONE

- Prologue - The Spell Queen's hideaway, in a meadow at the base of a waterfall, in the western part of Spell Forest untouched by logging
- Scene One - Main street in the bedraggled village of Tallwood, early morning, on the 3rd day past the Calling Hour' due date
- Scene Two - By the creek in the Spell Queen's Meadow in Spell Forest, same morning
- Scene Three - Train station in the heart of Tallwood, later that morning
- Scene Four - Spell Queen's Meadow close to her hideaway, early afternoon, same day
- Scene Five - Library of Tallwood Manor
- Scene Six - Spell Queen's Meadow
- Scene Seven - Grace's Bedroom in Tallwood Manor, that evening.
- Scene Eight - Road beside Tallwood Manor and Garden, next morning

ACT TWO

- Scene One - Below Flynn's Aerie, at the peak of Spell Forest, early that same morning
- Scene Two - In a field at the top of the waterfall, mid-morning that day
- Scene Three - At the clearing to the path down the waterfall, that same day
- Scene Four - In an open field below Flynn's aerie
- Scene Five - In a grove between the open field and the clearing, late afternoon that same day moving to the Spell Queen's Meadow
- Scene Six - In the Spell Queen's Meadow, at dusk, that same day