



EASY READ AND VISUAL STORY

Property of Theatre Royal, Bury St Edmunds

Please keep in the Greene Room Bar

Sword in the Stone

Written by Eilish Mullane

A Theatre Royal, Bury St Edmunds Production

This is a full synopsis of the show with matching photographs and details for anyone who may benefit from knowing the story and details ahead of time.

Please note that this guide will contain spoilers.

Please note:

We do have a small stock of ear-defenders available for those who would like to use them.

There will also be moments of bright dazzling lights, loud sounds, animation and magic.

Actors will be playing multiple characters throughout the play and will often change outfits to represent the character.

Trigger Warnings:

Please note some of the content might be upsetting for certain members of the audience.

Performance Times

The performance will run for approximately 2 hours with an interval.

Cast

Darcey - Art

Oscar - DB (Danny) and U/S Art

Fred - Kay

Dylan - Ector

Melanie - Robin

Tilly - Police Officer Elaine Pellam

Alex - Gareth and U/S Merlin

Rowan - Morgan

Amelia - Leo

Teiya - Anna

Ethan - Merlin

Iris A - Howell

Lydia - Nimue

Iris S - Nimue

Laurelle - Nimue

Jean - Child

Ewan - Albion

Lily - Honey

Rory - Brock

Ellis Anderson - - Percy

Seth - Darkness

Emily - Darkness

Production Team

Director - David Whitney

Playwright and Assistant Director - Eilish Mullane

Producer - Emma Thorpe

Head of Producing – Zoe Fox

Sound Designer -Chris Last

Lighting Designer - Nick Goodridge

Set and Costume Designer - Emily Bestow

Animator - Edalia Day

Movement Director - Chris Yarnell

Wardrobe Supervisor – Rebecca Rawlinson

Production Manager – Dave Thwaites

Production Consultant – Andy Stubbs

Rehearsal Assistant – Simon Sterrow

DSM – Crystal Gayle

ASM – Shannon Ambrose

Photography – Neil Baxter Photography

Characters

Merlin – A time-hopping wizard with a love of books and bad jokes.

Howell – Merlin's loyal (and grumpy) sidekick...and owl.

Art – A young person, struggling at school and home.

Kay – Another young person, older than Art. Quick-tempered but fiercely loyal under the surface.

DB (Danny) – Art's chaotic and creative best friend.

Gareth – A school bully, often speaks without thinking about the consequences.

Morgan – A school bully, quick to make jokes at others' expense, but protective of their friends.

Leo – a young person, trying their best to keep up with the mayhem around them.

Anna – a young person, quick and sassy, especially when snacks are involved.

Ector – Art's role model, protective and firm.

Robin – Art's role model, patient and calm, always hoping to understand.

Nimue – a shapeshifter and sorceress, exploiting her platform to grow her power.

Child – Nimue in disguise, scared and vulnerable...on the surface.

Officer Elaine Pellam – a Police Officer, kind and supportive, keen to make sure everyone is okay.

Brock – the Badger Foreman, officious and in command.

Albion (Al) – a badger, feisty and spoiling for a fight.

Honey – a badger, defensive and unsure, in need of a boost.

Percy – a pigeon, a keen strategist, always ready for action.

The Darkness – choral. When the Darkness speaks, it should feel like in a round, or like waves crashing over each other, rather than everyone saying the same thing in unison. The lines do not have to be delivered in the order written.

Set

Please Note: These pictures are just designs and therefore aren't the finished product. Some elements might be different when created in its final form.

The doors in the middle platform open outwards. This is used as an entrance and exit point alongside storage throughout the show.



The thrust part of the stage sits in the middle of the auditorium.

These cut-outs will also act as screens throughout the show. Moments of animation will be projected onto these screens.

Key:



Loud Sound



Bright Lights



Magical Moment



Animation



Costume

Act One:

Prologue:



As the show begins, the lights build on the sword. We see a knight appear from the right side of stage. Classical music starts playing.



As the music builds, Lights flick to a spotlight showing Merlin.



On the line “Like Madonna”, the lights snap to a spotlight on Merlin.



After the line “where are we...”, Merlin makes a pocket watch appear from his jacket.



After the line “I mean...actually, hold on, we can just...”, the timeline will then run through a historical timeline going through different eras. Each time we hit a new era, the music and costume will change.



After the line “it was like a light went off in the world”, the door in the middle platform opens with hands coming out of it. A light appears in the cupboard. Purple swirling projection appears on the castle cut outs. A voiceover of the darkness also starts to play at this point.



After the line “using the chaos...”, a spotlight appears on the Nimue’s on the right-hand platform.



At the end of the scene, the lights go to blackout.

Scene One:



On the line “and then Mr Pellinore...”, the lights begin to come up on the stage.



At the beginning of the scene, bird noise plays around the auditorium.



After the line “What’s wrong?”, DB plays a NIM new song through his phone.



After the line “Go on. I trust you...”, a projection showing the drone’s flight plays on castle cutouts.



At the end of the drone flight, we hear a crackling sound as the footage begins to fail.

Scene Two:



At the beginning of the scene when Art and DB enter, the lights turn to green and bird noise begins to play.



After the line, “you don’t think something has happened to them” a creepy sounding underscore begins to play. This is joined by purple swirling projection and a voiceover of the multiple voices creating the darkness starts to play. Smoke will also begin to come through the central platform. A purple light wash begins to fade through the green.



After the line “Hello”, a voiceover from Nimue plays followed by a creepy underscore.



After DB’s exit, the lights will fade to black before coming back on with the green wash like the beginning of the scene.



After the line, “Hey that’s Kay’s...”, Merlin runs out onto stage from Stage Left sporting a cooking pot. When he reaches the other side of the stage, there is a sound effect of an explosion.



After the line “you’re sure”, the lights fade. The darkness chant begins to play over a drone sound effect.



As Merlin saves Art by pulling her through the central platform, a scary crescendo play.

Scene Three:



After the line “Absolutely not!”, a magical charm sound effect is played whilst blue sparkly projections take place on the castle cut-outs.



After the line, “A friend of mine”, Merlin makes a feather levitate. During this time, the lights turn to blue and a magical underscore plays.



After the line “Have I proved my wizarding credentials”, the darkness chant and purple projection starts playing.



After the line, “Howell usual spot”, a projection of falling ground and rubble starts to play taking them to the badger set.

Scene Four:



After the transition, the lights turn orange and a rumbling underscore plays.



After the monologue, a rumbling of rocks animation plays alongside slightly flashing orange lights.



After Merlin’s monologue, there is a voiceover from the Badgers alongside rumbling.



After the line “Now my friend”, a rumbling of rocks animation alongside slightly flashing orange lights.



After the line “I just want to help”



After ‘dig up’, the animation starts to move as though the badgers are moving upwards and a sound effect of rumbling of rocks underscore alongside heavy drums.



After the digging movement sequence, a central spotlight appears on the central platform.



Once the badgers have left, the lights go back to white with bird sounds.



After Art leans on the sword, a light comes up on the sword and a royal sound plays.



At the end of the scene, the lights fade and transition music plays.

Scene Five



At the beginning of the scene, the lights will cut to centre and the transition music will stop.



After the line “they’ll be alright Ector”, a door knocking sound effect plays.



After the line “Give that a minute before you drink it.”, we see Art make a phone call. As the phone call goes to voicemail, we hear the voicemail tone play out.



After Kay runs after Art leaving, the transition music plays.

Scene Six

-   After transition, rain sound effects are played whilst green lights appear across the stage
-    After the line “The Owl”, the darkness chant and purple swirling animation plays. During this the lights fade down.
-   At the end of the scene, the transition music continues and the lights go to black.

Scene Seven

-   At the beginning of the scene, the lights snap up to purple after DB’s entrance and a drone-like sound plays.
-   After the line “Kay wait”, the lights snap to a spotlight and fade back to the previous state and a spell like sound plays.
-  Throughout the scene, swirling lights around the edge of the auditorium
-  After the line “take a seat”, a spell sound effect plays.
-  Across the scene, Haze spreads across the set.
-    “come out, come out wherever you are”, the lights snap to outwards light beams, swirling grey animation and a spell sound effect. Fade back to purple standing lighting.
-   After the line “any comment”, a spell sound effect plays and spotlight is put onto Art.
-    After the line “no you tricked them” , the lights snap to outwards light beams, swirling grey animation and spell sound. Fade back to purple standing lighting.
-  After the line “safe as houses”, we hear NIM’s song from earlier in the act alongside a clapping sound effect.
-    After the line “Isn’t it nice when people like you”, the lights snap to outwards light beams, swirling grey animation and spell sound. Afterwards we fade to purple standing lighting.
-    After the line “everyone will be safe” , the lights snap to outwards light beams, swirling grey animation and spell sound. Afterwards we fade back to purple standing lighting.
-   After the line “Can I say goodbye to Kay?” – a spell sound effect plays and Kay’s lights turn off.
-  After the line “you promise”, we hear a sound effect of a door opening and shutting.
-    At the end of the scene, the lights snap to outwards light beams, swirling grey animation and spell sound. Fade back to purple standing lighting.

Scene Eight



At the beginning of the scene, the green lights used earlier are shown.



After the line “I can’t just leave them there”, we see a white flashing light.



After the line “Not a friend to be found”, we hear the darkness chant alongside the purple swirling animation.



After the line, “Not a moment to lose” – Merlin comes out of the cupboard having slightly changed costume.



At the end of the scene, we hear the transition music alongside purple swirling lights and outwards beams.

Scene Nine



At the beginning of the scene, we see grey swirling animation in the transition alongside transition music. The lights then fade up to purple.



After Nimue’s line “No, no, I’ve put in far too many safeguards”, we hear a voiceover of ‘What I want to stay’ performed by Art.



After Art’s line “What are you doing here” – we hear a spell sound effect marking Merlin’s entrance.



After Merlin’s line “I know Kid, but I can’t get through to them...”, a spotlight appears on the central platform where Art is on the ladders.



After Art’s line starting with “, Get through to them, that’s what Merlin said” we see an animation emulating glass cracking across the castle cutouts alongside a cracking sound effect.



As Nimue casts her spell around the line “Oh please! You?”, a purple line animation will start playing on the left-hand platform.



After the purple one is sent, a blue curved light appears across the central and right-hand platform.



Throughout the magic battle, there are soft flashing lights and purple downlight.



After Art’s line starting with “I’m really sorry DB. I thought I could do something...”, we see an animation emulating glass cracking across the castle cut-outs alongside a cracking sound effect.



After Nimue’s line “Oh darling you have no idea”, Nimue starts to cast a spell which grows across the castle cut-outs as they move across the stage. At the same time, a blue curve appears on the castle cut-outs battling the purple magic. The lights become brighter than the original lighting state.



When Nimue gets trapped by the young people, the lighting turns back to normal standing lighting at the beginning of the scene.



After the young people have left with Merlin, we hear a voiceover of “Oh Kay” from Nimue. We then see an orb like projection appear in the right-hand platform, move across the central and left-hand platforms before coming down to the front of the central platform. The projection then scatters as Nimue’s powers take over Kay. After that moment, the lights fade to black.

Act Two

Scene One

 At the beginning of the act, the lights come up with a spotlight around the central spot. We also hear the same transition music.

  After Merlin's line "no need to apologise...", we see a purple swirling animation play across the castle cut-outs. We also hear a voiceover from the darkness and purple spotlight on Kay. After this, the lighting returns to the previous state.

 After Kay's line, "get some air" Merlin brings Art to talk to them over in the bottom left hand corner of the stage. They stand in a spotlight.

  After Merlin's line "you get some rest", Merlin casts a spell which appears on the left-hand castle cut out. A magical sound effect plays at the same time.

 At Merlin's line "I hope I'm right about this", a spotlight comes on the central platform.

  At the end of the scene, the lights fade to black and transition music.

Scene Two

  Throughout the scene we hear an underlying drone sound with green lights amongst the set.

  After Art's line "I mean it", the lights fade and transition music plays.

Scene Three

  At the beginning of the scene, the lights fade to purple and a voiceover is played performed by the Darkness.

  After Child's line "perhaps you should follow mine", the far-right platform lights turn purple. A magical sound effect as they move towards the platform.

 Magical sound effect around when Kay gets bewitched.

  We hear transition music playing after Nimue's line "doesn't that sound like fun". The lights then begin to fade.

Scene Four

 At the beginning of the scene, we hear the same transition music.

 After the Police Officer's line "We'll do everything we can...", we hear a door knocking sound effect before Art and Merlin arrive.

 After Merlin's line "I have to go" and exits in a hurry, we hear a door closing sound effect.

 After Robin's line "Good luck", we hear a wing flapping sound effect for Howell's entrance before a door opening sound effect.

 At the end of the scene, we hear the same transition music.

Scene Five

-   At the beginning of the scene, Purple dark lighting with voiceover of darkness plays. We also see a spotlight on the sword.
-   After Nimue's line "and what a sorry state you're in.", we see a spotlight come on the upper right platform as Howell and Art enter. Across this scene, we hear an underscore of a drone.
-  After Howell's line "fly under the radar" – we hear a magical sound effect play for Percy entrance.
-  After Howell's line "you flatter me", we see a spell animation from Merlin This moves across the castle cut-outs starting from the left-hand platforms across the right-hand side. This then creates a pigeon projection for Art transformation.
-   After Howell's line "Think Pigeon", we hear a voiceover performed by Percy alongside an animation of two pigeons flying.
-  After Merlin's line "you have my attention", we see a slow build of lights.
-  After Nimue's line "Oh Merlin, so serious". We see Nimue appear on an upper platform spotlight.
-  After Merlin's line "Maybe your right", Merlin does a sneeze like movement which casts a spell to free Art from the Pigeon projection.
-  After that sequence, we see the lights build on the sword.
-  After Nimue's line "No? Then why are they trying so hard to save the day", a projection spell casted in the centre platform and then a blue smaller spell is casted on the lower central platform.
-  After Nimue's line "All out of Juice, Merlin?", a Magical spell sound effect is played.
-  After Nimue's line, "Do you think to deserve to lift the sword" – a magical spell sound effect is played.
-  Throughout the nimue sequence, spotlights move across the platforms highlighting which person is playing Nimue at that time.
-    On Nimue's line "go on prove me wrong lift the sword", We hear a magical sound effect alongside a purple animation on the upper right-hand platform. The lights come up on the sword.
-    After Percy's line "Sir,yes,sir", we see the darkness animation sequence. These show the movement from the Nimue character to animals. Alongside this, we hear a bone crunching sound effect. At the end of this sequence, we finish we a spotlight downstage.
-  Across some conversations between characters, we fade across platforms highlighting these conversations.
-   After DBs line "We have to help Art!", the badgers re-enter onto stage. With this appearance, we have orange lights across the middle platforms. There is also a rumbling sound effect.
-   After Merlin's line "whilst I'm still standing", we see a purple swirling animation alongside a build of music.
-   On the lifting of the sword, a glowing yellow light lands on the sword. A triumphant music plays alongside.
-    After Art's line "Merlin, Merlin I'm so sorry", the stage goes to darkness, we see a yellow and blue animation across the castle cut-outs. There is a swelling music effect and a yellow light appears in the central platform.



On Merlin's line, "back in business", Art lifts the sword and places it on the floor. A blue and yellow animation plays across the castle cut-outs with a swirling, triumphant magical sound effect plays.



After Art's line "Not me. All of us.", we see a golden light animation alongside magical sounding music.



After the previous moment, the lights build to a golden yellow with happy, light music playing.



At the end of the play, a spotlight comes on Merlin on the Central platform.