

# **Trammel and Avont**

A play for the stage with a little music

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Spanish Translation

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<b>CHARACTER NAME</b>	<b>BRIEF DESCRIPTION</b>	<b>AGE</b>	<b>GENDER</b>
YOUNG MILLICENT	Daughter of the Crowned Heads of Arantza, in love with YOUNG HAP. Strong and confident.	8 to 10	Female She/Her
YOUNG HAP	A playful, happy child in love with YOUNG MILLICENT	8 to 10	Male He/Him
YOUNG BRIXTON	A large, strong impressive boy in love with YOUNG TEON. Should be larger (possibly slightly older) than the other children	8 to 10	Male He/Him
YOUNG TEON	A devoted and loving girl in in love with YOUNG BRIXTON	8 to 10	Female She/Her
CROWNED HEAD 1	One of two leaders who keep Arantza safe and functioning well MILLICENT's parent. Good role for a teacher	30s to 40s	Female She/Her
CROWNED HEAD 2	One of two leaders who keep Arantza safe and functioning well MILLICENT's parent. Good role for a teacher	30s to 40s	Male He/Him
PARENT of YOUNG HAP (offstage voice only)	HAP's parent	30s to 40s	Any They/Them
PARENT of BRIXTON (offstage voice only)	BRIXTON's parent	30s to 40s	Any They/Them
PARENT of TEON (offstage voice only)	TEON's parent	30s to 40s	Any They/Them
BRIXTON	A large, strong, impressive young man in love with TEON Would work well to be the tallest, toughest looking student actor	16 to 22	Male He/Him
TEON	A reasonable and loving young woman in love with BRIXTON A model of compassion and reason	16 to 22	Female She/Her

HAP	A young man who is, in his heart, good and loving but has had his heart broken by losing the love of his life MILLICENT, devoted to the CROWNED HEADS. Needs improv skills to engage the audience	16 to 22	Male He/Him
MILLICENT	The brave hero of the story who is bilingual English/Spanish. Loves HAP. Very strong and confident.	16 to 22	Female She/Her
AVONT	A scammer and liar from across The Rough Water who has trouble remembering details and is the partner of TRAMMEL	20s	Any They/Them
TRAMMEL	A scammer and liar from across The Rough Water who is good with quick thinking and is the partner of AVONT	20s	Any They/Them
DUNNING	A rather dimwitted guard from Arantza who thinks they know more than they do and works closely with KRUGER	16 to 22	Any They/Them
KRUGER	A foolish guard from Arantza who jumps to conclusions too quickly and works closely with DUNNING	16 to 22	Any They/Them
GASPAR	MILLICENT's adoptive father in La Playa who has come to love her dearly (Spanish speaker) Good role for a teacher, especially one of the Spanish teachers	40s or 50s	Male He/Him
CRUS	MILLICENT's adoptive mother in La Playa who has come to love her dearly (Spanish speaker) Good role for a teacher, especially one of the Spanish teachers	40s or 50s	Female She/Her

ALVAR	A villager from La Playa who encounters BRIXTON, TEON and HAP for the first time (Spanish speaker)	16 to 22	Any They/Them
MENCIA	A villager from La Playa who encounters BRIXTON, TEON and HAP for the first time (Spanish speaker)	16 to 22	Any They/Them
DOCTORS	Villagers from Arantza who wear bird masks and provide diagnoses and care for the sick. Nonspeaking	Varies	Any They/Them
ARANTZA VILLAGERS	The local population in Arantza	Varies	Varies They/Them
ARANTZA VILLAGER 1	Small speaking role. Fights with ARANTZA VILLAGER 2	Any	Any They/Them
ARANTZA VILLAGER 2	Small speaking role. Fights with ARANTZA VILLAGER 1	Any	Any They/Them
ARANTZA VILLAGER 3	Small speaking role. Fights with ARANTZA VILLAGER 4	Any	Any They/Them
ARANTZA VILLAGER 4	Small speaking role. Fights with ARANTZA VILLAGER 3	Any	Any They/Them
ARANTZA VILLAGER 5	Small "speaking" role. Yells and runs across the stage.	Any	Any They/Them
ARANTZA VILLAGER 6	Small speaking role.	Any	Any They/Them
COUNCIL MEMBERS	The people chosen by TRAMMEL and AVONT after the plague to serve as a governing body who quickly becomes totally loyal to TRAMMEL and AVONT	16 to 22	Varies They/Them
COUNCIL MEMBER TRUMPET 1	A council member who plays the trumpet briefly in Act One Scene 5 Excellent role for a band member	Any	Varies They/Them

COUNCIL MEMBER TRUMPET 2	A council member who plays the trumpet briefly in Act One Scene 5 Excellent role for a band member	Any	Varies They/Them
COUNCIL MEMBER TRUMPET 3	A council member who plays the trumpet briefly in Act One Scene 5 Excellent role for a band member	Any	Varies They/Them
COUNCIL MEMBER DRUMMER 1 (or more)	A council member (or more than one council member) who plays the snare drum or (doubled with other drums) briefly in Act One Scene 5 to end Act One and lead into intermission	Any	Varies They/Them
LA PLAYA VILLAGERS	The local population in La Playa (Spanish speakers)	Varies	Varies They/Them

## **START OF THE SHOW**

The stage is set as the outskirts of a medieval village, Arantza. There are no weapons; there is no fire; they use no metal. There is no written language. The actors should perform barefoot. There will be a pathway (and stairs) for actors to enter and exit the stage from both sides of the front of the stage into the audience. The color scheme for the village is red, orange and yellow. On stage left are some flags indicating the boundary of the village that are in the village color scheme of red and orange and yellow. On stage right is the edge of The Crag, a monstrous place with jagged rocks, large spiky plants and, at night, animals or monsters who make horrifying noises. The Crag is a huge area that is implied to be off stage right. The stage should be prepared to show a horrible storm with wind, thunder and lightning. At the beginning of the show YOUNG MILLICENT, YOUNG HAP, YOUNG BRIXTON and YOUNG TEON dressed in medieval (red, orange and/or yellow) tabards tied at the waist with a simple rope enter the back of the theater and make their way to the stage while laughing and playing and throwing around a fairly large, colorful, rough hewn bean bag. The bean bag should fit the color scheme (red/orange/yellow). It is clear that YOUNG MILLICENT and YOUNG HAP have deep loving feelings for each other in a way that is appropriate for children, but obvious by the way they interact. YOUNG BRIXTON and YOUNG TEON similarly have deep loving feelings for each other in a way that is appropriate for children, but obvious by the way they interact. YOUNG MILLICENT, YOUNG HAP, YOUNG BRIXTON and YOUNG TEON make their way to the stage.

## **ACT ONE SCENE ONE**

YOUNG MILLICENT, YOUNG HAP,  
YOUNG BRIXTON and YOUNG TEON  
enter the back of the theater to proceed  
through the audience to the stage.

Cue Music. **Arantza Children Playing.**

YOUNG BRIXTON

(as the music is concluding) This is a very fun game. (music ends) Did you just make this up today, Millicent?

YOUNG HAP

She does stuff like this all the time, Brixton. All the time. (YOUNG HAP sheepishly smiles at YOUNG MILLICENT)

YOUNG MILLICENT

(Gains possession of the bean bag) Oh, Hap, you always say such nice things to me. (YOUNG MILLICENT and YOUNG HAP exchange smiles) *It is* a fun game, though. Teon, catch! And yes, I did just make this up today.

YOUNG MILLICENT throws the bean bag over and beyond YOUNG TEON and the bean bag lands near to The Crag (stage right) but is still visible on the stage. YOUNG TEON starts to go get the bean bag. YOUNG BRIXTON catches and hugs YOUNG TEON to keep her from getting too close to The Crag. The hug lingers a bit too long and YOUNG BRIXTON and YOUNG TEON look into each other's eyes a bit too long.

YOUNG BRIXTON

(lovingly and with great caring) Careful, that is too close to The Crag. And, (pauses to look up and around) it is starting to get dark. We need to go home.

YOUNG MILLICENT, YOUNG BRIXTON, YOUNG HAP and YOUNG TEON all look up into the sky and out into The Crag.

YOUNG HAP

Doesn't it look like it might rain?

YOUNG TEON

(Taking YOUNG BRIXTON's hand) It looks worse than that...(points to The Crag where low growling sounds can be heard and the weather over The Crag looks ominous)

YOUNG MILLICENT

(Oblivious to what YOUNG TEON is seeing at this point) Come on, this is so much fun -

## PARENT OF YOUNG HAP

(from offstage, yelling, overlapping with other parents) Hap! Hap! Come in now. It looks like a bad storm!

## PARENT OF YOUNG BRIXTON

(from offstage, yelling, overlapping with other parents) You too, Brixton! Time to come in!

## PARENT OF YOUNG TEON

(from offstage, yelling, overlapping with other parents) Teon! Let's go! It is getting dark! You better not be near The Crag!

Suddenly there is a boom of thunder and a crack of lightning. Low pitched and increasingly loud animal howls are heard. It is clearly and quickly becoming nighttime which is dangerous in The Crag. Wind starts blowing. YOUNG BRIXTON, YOUNG TEON, YOUNG HAP and YOUNG MILLICENT feel a chill like the temperature has just dropped. They all look at each other with worry. YOUNG BRIXTON hugs YOUNG TEON. YOUNG MILLICENT hugs YOUNG HAP. More thunder and lightning occur.

## CROWNED HEAD 1

(from offstage voice only) Children! Come in right now!

## YOUNG BRIXTON

(with some fear looking out to stage right) We need to go! (takes TEON's hand after looking into her eyes with fear and concern) Let's go!

YOUNG BRIXTON and YOUNG TEON exit stage left holding hands and run past the flags. YOUNG HAP looks up into the sky and pauses.

## YOUNG HAP

Millicent, look! The birds are flying backwards! What does it mean?



## YOUNG MILLICENT

(finally getting the seriousness of the situation) I don't know. You go ahead! I'll grab the bean bag and be right behind you! (a fateful decision)

YOUNG HAP lingers with a look at YOUNG MILLICENT and briefly considers running to get the bean bag with her but after considering it for a brief moment exits stage left without her (a fateful decision). YOUNG MILLICENT heads toward The Crag looking cautiously around while doing so. She is brave, but this is a lot for her. Out from stage right comes a group of individual small lights (luciérnagas/fireflies). This could be accomplished by dancers in black body suits with small white stringed lights attached or lights on strings. The lights should individually and slowly turn on and off. The lights dance in a mesmerizing pattern. YOUNG MILLICENT is at first scared, but a strange calm comes over her and she is mesmerized by the lights. As this happens, the lighting and sound should change to take the audience to YOUNG MILLICENT's world for a moment with quiet storm sounds like they are in the distance and a spot light on YOUNG MILLICENT. She reaches out to them and follows them as they exit stage right. YOUNG MILLICENT exits stage right into The Crag. At this point the raging of the storm returns to full force with loud sounds and bright lights and loud animal/monster sounds.

Just a moment too late to see YOUNG MILLICENT, enter CROWNED HEAD 1, CROWNED HEAD 2 (barefoot wearing tabards in red/orange/yellow colors with a simple rope around the waist and their simple crowns of plants and wood on their heads and royal capes which have a fur collar that follow the red/orange/yellow color scheme) with YOUNG HAP and several ARANTZA VILLAGERS (also in tabards in the red/orange/yellow color scheme with a simple rope around the waist and barefoot).

#### CROWNED HEAD 1

(calling out toward The Crag - stage right with increasing worry and anxiety) Millicent! Millicent! Come now! Time to go in! Millicent!! (with a hint of anger and blame) Hap! Where is she?! Where is our daughter?! (holds YOUNG HAP's shoulders so CROWNED HEAD 1 and YOUNG HAP are staring into each other's eyes) Hap!

#### YOUNG HAP

(distraught like a scolded child who has done something wrong) She was right behind me! We were right there (pointing)! She went to get the bean bag she made... (notices with horror that the bean bag is still on the stage and points at the bean bag on the floor stage right).

#### CROWNED HEAD 2

(walks over to the bean bag and picks it up) We have to find her. It is dark and The Crag is dangerous at night...and this storm is coming so close...

A large boom of thunder. Thunder and lightning continue. YOUNG HAP begins to cry a little and wipe his eyes. ARANTZA VILLAGERS exit stage right briefly (go into The Crag) and the animal noises get louder and the ARANTZA VILLAGERS yell in pain at times and return injured and limping or holding an injured arm. CROWNED HEAD 1, CROWNED HEAD 2 and YOUNG HAP stay on stage and care for the injured ARANTZA VILLAGERS as they return from The Crag (enter stage right). The weather worsens and the animal sounds are louder and more ominous.

The situation is becoming critical and chaotic. The lighting and sound effects reflect this.

CROWNED HEAD 1

(yelling over the noise) We have to go inside NOW! It is too dangerous!

CROWNED HEAD 2

(anguished) NO! We have to find her! (begins to cry)

CROWNED HEAD 1 sadly shakes her head in defeat and hugs CROWNED HEAD 2 and they cry together very briefly and look into the sky and The Crag. Thunder and lightning strike and monster/animal noises are even louder. CROWNED HEAD 1, CROWNED HEAD 2, YOUNG HAP and ARANTZA VILLAGERS quickly exit stage left. The transition for the chaotic stormy monstrous scene to the blackout and silence should be jarring for the audience.

**BLACKOUT AND SILENCE.**

**SCENE CHANGE: ACT ONE SCENE ONE TO ACT ONE SCENE TWO**

Four overhead spotlights appear downstage equally spaced across the front of the entire stage. There should be a sense of separation in the spotlights. YOUNG BRIXTON and YOUNG TEON enter from stage right holding hands. YOUNG BRIXTON and YOUNG TEON hug and then stop holding hands and separate to solemnly stand in the two spotlights stage right with YOUNG BRIXTON in the one furthestest to stage right. YOUNG HAP appears from stage left and solemnly stands in the spotlight closest to stage left. The fourth spotlight which is closest to center stage remains empty to symbolize the missing YOUNG MILLICENT. Behind them and in darkness, the set for the village Arantza is quietly being assembled and ARANTZA VILLAGERS take their places poised to begin the festivities of Millicent Day.

YOUNG BRIXTON

(addressing the audience) The loss of MILLICENT has hit us hard.

YOUNG TEON

(addressing the audience) We all miss her horribly. (compassionately looks at Hap) It has hit Hap the hardest.

YOUNG BRIXTON

(addressing the audience) He still loves her.

YOUNG TEON

(addressing the audience) Even as the years are going by, Hap still loves Millicent.

YOUNG BRIXTON

(addressing the audience) The years do go by. We are all growing up so fast. (turning to face YOUNG HAP) Hap, hasn't the time gone by quickly?

YOUNG HAP

(sadly but loud enough for the audience to hear him) I guess. (YOUNG HAP steps out of the spotlight and exits stage left and is replaced in the spotlight by HAP in a tabard that exactly matches YOUNG HAP's tabard in style and color - The audience needs to realize this is an older version of the same character - this is an excellent opportunity for similar appearing sibling actors of the right ages to play the two roles)

HAP

(continuing to speak as if he is still answering YOUNG BRIXTON's question) It is still hard. I miss Millicent every day. (turns toward YOUNG BRIXTON and YOUNG TEON) If it weren't for you two...

YOUNG BRIXTON and YOUNG TEON take hands and exit stage right to be replaced by BRIXTON and TEON (wearing medieval tabards in the colors of red, orange and/or yellow that exactly match the tabards of YOUNG BRIXTON and YOUNG TEON) who enter from stage right holding hands and separate and take their places in the spotlights. Enter the remaining ARANTZA VILLAGERS silently but poised to begin the festivities for Millicent Day. The set should not include any letters or signs. There is no written language in Arantza. There is no fire, metal or weapons.

TEON

We love you Hap!

HAP

Thank you, Teon. I love you both so much. You have helped me with my grief. I just - (lowers his head)

## ACT ONE SCENE TWO

TEON

(seamlessly continuing into ACT ONE SCENE TWO) And even with all that grief (lights begin to come up on the set of the village Arantza and the spotlights fade and ARANTZA VILLAGERS begin to move about) you still found it inside yourself to organize Millicent Day. (BRIXTON and TEON cross the stage to be with HAP)

BRIXTON

(still addressing the audience) Every year on the day she left us, all of Arantza celebrates her life. (looks around admiringly) Teon always has such a good time remembering our friend and celebrating her short life. In many ways we are celebrating what could have been. (looks lovingly at TEON who smiles at BRIXTON)

Enter CROWNED HEAD 1 and CROWNED HEAD 2 wearing their crowns and royal capes with fur collars.

Everyone performs The Royal Bow (an exaggerated bow that is very distinctive and memorable to the audience that will be a plot point in ACT ONE SCENE FOUR and be used again in ACT ONE SCENE FIVE) when they first encounter CROWNED HEAD 1 or CROWNED HEAD 2 as they traverse the stage.

CROWNED HEAD 2

Hap. Sweet Hap. We share the loss of our daughter with you.

CROWNED HEAD 1

We are so thankful to you for coming up with all of this (gestures about the festivities) to celebrate our daughter's life. (puts her arm around CROWNED HEAD 2) Millicent would be so pleased.

HAP

I am honored by your trust in me. (to the entire village and the audience) Everyone! Thank you all for coming today to honor Millicent. I know you share with me this profound sense of loss, but also a sense of community and the possibilities of what could have been...To start our festivities, let's sing our song! This year, everyone sing! Please, join me in singing our tribute to Millicent. (as an aside to CROWNED HEAD 1 and CROWNED HEAD 2) We have been practicing.

**Millicent's Song** is sung as a tribute to Millicent. This could be arranged a cappella. As the song is concluding, several ARANTZA VILLAGERS begin to cough. As the song ends DOCTORS enter who check on coughing ARANTZA VILLAGERS. DOCTORS wear black long sleep shirts and black leggings under a black tabard with a black rope belt in addition to a medieval plague bird mask, a black hat and black gloves. A few of the ARANTZA VILLAGERS collapse as the song concludes. There is coughing and there are more collapsing ARANTZA VILLAGERS and murmuring in the crowd. No more than about a third of the crowd of ARANTZA VILLAGERS should collapse at this point.

HAP

What's going on?

CROWNED HEAD 2

I don't know, Hap. Doctor? Doctor?!? (speaking to the side of the stage from which the DOCTORS enter) (then, to one of the DOCTORS) Doctor, what is going on?

A DOCTOR approaches CROWNED HEAD 1 and CROWNED HEAD 2. After being informed (inaudible to the audience and conveyed by gestures) by the DOCTOR, CROWNED HEAD 1 gets everyone's attention for an announcement.

CROWNED HEAD 1

Everyone! I'm sorry. We must cut our festivities short. I have just been informed by the doctor that a plague has come to Arantza.

ARANTZA VILLAGERS murmur and look worried.

CROWNED HEAD 2

We will split up and take some of you with us to The Landing in the hope that some of us may survive this plague and allow Arantza to continue...(searching for the right word) existing.

CROWNED HEAD 1

If you are not one of those coming with us to The Landing, go home. Stay inside until it is safe again.

ARANTZA VILLAGERS murmur

CROWNED HEAD 2

Hap! Where is Hap?

HAP

Here!

CROWNED HEAD 2

Gather up the royal belongings and several villagers to help you. We will take the royal belongings and some of the villagers with us to The Landing in the hopes that the fresh air will spare some of us from...(pointing to people coughing and collapsing and with worry) *this*. And, hopefully, we will still have a village when this plague is over.

HAP very quickly runs around approaching members of the ARANTZA VILLAGERS who demonstrate their willingness to help and are not coughing. HAP returns to be next to CROWNED HEAD 1 and CROWNED HEAD 2. HAP chooses no more than half of the ARANTZA VILLAGERS who are not coughing.

HAP

(to CROWNED HEAD 1 and CROWNED HEAD 2) We need to get you out of here. (to the selected ARANTZA VILLAGERS) Come on! Let's get going to The Landing to save Arantza and our crowned heads!

All hastily exit in different directions. HAP and his group exit together in the same direction. Some ARANTZA VILLAGERS remain lying on the ground until blackout to indicate they are dead or dying. Just prior to exiting, CROWNED HEAD 1 pauses center stage and coughs vigorously several times in a way that the audience will clearly note this happening. CROWNED HEAD 1 looks worried and then exits.

**BLACKOUT AND SILENCE.**

**SCENE CHANGE: ACT ONE SCENE TWO TO ACT ONE SCENE THREE**

As the scene changes on stage from the village of Arantza to The Landing (a rocky beach), TRAMMEL and AVONT appear from the back of the theater and are initially quite far apart from each other as if they exited The Rough Water pretty far apart. They appear right after the last scene ends. They wear the colors of dark grey and dark brown and are wearing medieval tabards with simple ropes tied around the waist. Their clothing should suggest they belong to a group of people related to the people of Arantza in that the clothes and language are nearly the same. TRAMMEL and AVONT are barefoot. TRAMMEL and AVONT are wet, dirty/sandy and miserable.



TRAMMEL has a bag with two axe heads in it (these will be used for the fasces in ACT ONE SCENE FIVE and must be displayed in a way that the audience will notice the reappearance of these axe heads). As they talk, TRAMMEL and AVONT get closer together and make their way to the area below the front of the stage during their dialogue. Simultaneously while TRAMMEL and AVONT are talking and making their way to the area below the front of the stage and the scene on stage is changed to The Landing, HAP enters stage right and repeatedly exits and enters stage right to bring the wood and plant crowns, fur collared capes, clothing (tabards), jewelry (precious stones on string in necklace and bracelets) and other rather humble riches onto a pile in center stage. HAP seems very anxious. HAP does not bring all of the riches on stage before meeting TRAMMEL and AVONT (some are needed for later in the scene). HAP stops bringing riches to the stage from off stage right and then is pacing back and forth nervously. HAP is speaking from the stage. TRAMMEL and AVONT start talking from the back of the theater as they make their way forward to the stage. At first HAP, TRAMMEL and AVONT are not aware of each other and cannot hear each other.

#### HAP

(to himself) What has happened? What has happened? (directly to the audience) No, really, what has happened?!? (looks nervously off stage right at the carnage and death of the whole royal party except him) If I'm not careful I'll start talking to myself. (looks out helplessly to the audience for comedic effect and then returns to pacing as TRAMMEL and AVONT deliver their lines as they move from the back of the theater to the stage)

HAP begins pacing back and forth as if lost in his own thoughts. If there are two aisles in the theater, AVONT and TRAMMEL should come down different aisles until they get close to the stage. HAP does not hear TRAMMEL and AVONT until they are on stage.

#### AVONT

(starting in the back of the theater, exasperated) Well, *that* was horrible.

TRAMMEL

(sarcastically and cruelly) You *think*?!?

AVONT

Why didn't you tie everything to the raft?

TRAMMEL

(angrily) I did. Just like *you* said we should. It all just sank. Maybe if we hadn't tied *everything* to the raft, we'd still have some of that stuff. (dreamily) That stuff was awesome. (angrily) What do we have now? (sarcastically waiting for an answer) Huh? I'll tell you what we have. (holds them up in demonstration but also as a kind of threat) Two axe heads. Two axe heads! I don't even have handles for them. That's what we are left with. (angrily) Two...Axe...Heads! I just happened to have them in this bag strapped to me. I'm lucky they didn't weigh me down and drown me!

AVONT

(dismissively) Oh, you're fine. (changing the subject) Look, we had to leave the last place. They were going to catch us and they already knew we took their stuff.

TRAMMEL

(reflecting for a moment and then regrettably, chuckling) Yeah. I guess you're right on that.

AVONT

(definitively) Right. If we hadn't left, they would have caught us and we'd be done.

TRAMMEL

Something always comes up. We'll just need to scope out this new place and see what we can find. How many times have we started over? Huh? (sarcastically waiting for an answer) Plenty.

AVONT

Plenty. Yeah OK. (looking around) What is this place?

TRAMMEL

I've never been here, but I heard they speak the same language as us.

TRAMMEL and AVONT have made their way to near the front of the stage at this point.

AVONT

I hope they do because I think I see our first opportunity. (points up at the stage at HAP obliviously pacing back and forth as if lost in his own thoughts)

TRAMMEL

See, I told you - (AVONT starts to enter the stage)

AVONT

I've got this.

TRAMMEL

(loudly whispering angrily) Wait!

Seamless transition into Act One Scene  
Three.

### **ACT ONE SCENE THREE**

The Landing, a rocky beach. AVONT enters the stage followed by TRAMMEL. AVONT approaches HAP first.

AVONT

(confidently and friendly) Well, hey there.

HAP is initially startled and then goes from despondency to joy when he sees AVONT and TRAMMEL. HAP rises and runs toward AVONT who is initially thinking this is an attack, but quickly realizes this is something else. HAP surprisingly gives AVONT a big, friendly hug.

HAP

I'm so happy to see you!

AVONT looks back to TRAMMEL confused. TRAMMEL smiles at the absurdity of it all.

AVONT

Oh, yeah, us too.

HAP

I was so worried I was the only one left.

TRAMMEL

What do you mean?

HAP

The plague. (points off stage right)

AVONT and TRAMMEL look off stage right and exaggeratedly recoil from the implied grotesque carnage for comedic effect.

AVONT

Wow. That...wow. (for comedic effect AVONT gags as if to almost vomit) (every time AVONT gags, TRAMMEL chuckles a little) Wow. That is wa- (gags as if to almost vomit) That, that is wa- (gags as if to almost vomit and then looks away from the scene and right at HAP) wa- (gags as if to almost vomit) (nauseously and swallowing hard) Uh, look, I'm Avont. (points at TRAMMEL) This is Trammel. We just came across The Rough Water to - (hesitates searching for a reason and gags a little)

TRAMMEL

- see if we could help you. Yeah. To help you. Because of the...(searching for the right word) plague.

AVONT

(points at the carnage off stage and gags just a little) Nasty thing that plague.

HAP

(responding to TRAMMEL) Oh, that is wonderful! I'm Hap and I was serving The Crowned Heads (points to the implied carnage off stage right and TRAMMEL and AVONT make faces like the scene is gross but AVONT is doing a little better) trying to save *some* of us from the plague. Instead, everyone is dead except me. They're all gone. I am so happy to see you (saying their names directly at them to make sure he has the names correct) Trammel...and...Avont.

TRAMMEL and AVONT start to pick through the riches including the crowns.

AVONT

Hey, Hal - (TRAMMEL rolls their eyes in an exaggerated fashion at the mistake)

HAP

Hap. (gently and with compassion) My name. It's Hap.

AVONT

Right. Hap. So anyway *Hap* (stares at TRAMMEL indignantly) what's all this stuff?

TRAMMEL and AVONT start to remove their wet, dirty tabards and try on some of the clothes in the pile but they do not put the crowns on their heads (yet).

TRAMMEL

You know, we are really wet and tired and these beautiful clothes are so dry and nice. Feel this material Avont.

AVONT feels the material and exaggeratedly luxuriates in the feel of the clothes.

AVONT

This stuff *is* nice. (AVONT looks off stage right and the priority of obtaining the stuff distracts AVONT from the horror) It looks like there is more of this nice stuff still over there.

TRAMMEL

Listen, Hap, (puts their arm around HAP) we are getting nice and warm here with these new clothes. If you go over there and get more of this stuff, we'll help you get everything back to - (looks around trying to figure out the name of HAPs village)

HAP

(helpfully) Arantza? (HAP points in the direction of the village Arantza)

TRAMMEL

Yeah, Arantza. (looks at AVONT) Of course, Arantza. We'll help you get everything back to Arantza.

HAP

That sounds great! I hope it is safe to go back up to Arantza now and I hope someone is still alive up there. You don't think the plague took them *all*, do you? (shakes off the thought of everyone being dead) I'll be right back!

HAP exits stage right to go get more of the riches.

AVONT

(calls out to HAP) Rest assured Hal. I'm sure Arizona is safe.

TRAMMEL stares angrily at AVONT for messing up the names. TRAMMEL and AVONT speak downstage left to avoid HAP hearing them.

TRAMMEL

(angrily) Can't you get anything right? His name is "Hap" and the place is "Arantza". Ugh! "Arizona"? Wow. (rolls their eyes) (joking to the audience) Who in their right mind would live in a place called "Arizona"? Come on, get real.

AVONT

(mockingly) Maybe it's the plague. Ooooooooo. (laughs) (dismissively) Come on. (conspiratorially) Listen, let's get rid of this guy and take all this stuff. Maybe we can go up to this (can't remember the name)...*place* (points toward Arantza) and sell this stuff. (AVONT tries on a crown and poses) What do you think it's all worth?

TRAMMEL

(TRAMMEL tries on the other crown) Hmmm. (TRAMMEL smiles and touches the materials) Not much, but there might be more in the whole village. (considers the plan for a brief moment) OK, let's get rid of him. What did you have in mind? You don't want to kill him, do you? We've been through *that* and getting caught is *not* something I want to go through *again*.

AVONT

No. No. Everyone he knows just died. (pauses considering the options) Look, he's so gullible we could just send him off to find something that doesn't exist.

TRAMMEL

I love it. Got any ideas?

AVONT

Yep. I've got this.

TRAMMEL

(sees HAP is returning) You better. Here he comes.

HAP returns to center stage and places more riches on the pile. The amount should be just about as much as he can carry. The pile should include clothing and jewelry and a satchel large enough to carry clothing and a large leaf. This is the satchel that HAP will take with him and becomes a plot point in ACT TWO SCENE TWO.

TRAMMEL and AVONT return to the pile of riches. At first HAP is oblivious to TRAMMEL and AVONT wearing the crowns.

HAP

There is still even more - (realizes they are wearing the crowns) Oh no! No, no, no. You are wearing the crowns. You are not allowed to do that. Only the crowned heads of Arantza can wear the crowns. You should take those off.

AVONT

Hey, what's the - (implied rest of the line is "the big deal" but AVONT is interrupted by TRAMMEL)

TRAMMEL

(raises a hand to silence AVONT) Sure, Hap. No problem.

TRAMMEL and AVONT glance at each other and take the crowns off but continue to hold them.

AVONT

Listen, *Hap*. (stares at TRAMMEL to emphasize the name was correct) We are worried about you.

HAP

You are?

TRAMMEL

Oh, yeah. We are worried...about...(not sure what to say)

AVONT

...about the plague getting you.

TRAMMEL

Yes. The plague. You are not safe.

HAP

I'm not?

AVONT

Oh, no. You need protection and only we know just how to help you. You see...when we were on our way here...we...went into that forest over there briefly and saw...

TRAMMEL

(unhelpfully) Yes, Avont, what was it that we saw?

AVONT

A...(as if the idea just occurred to them like a proverbial lightbulb going off) plant. Yes, a plant.

TRAMMEL

(mockingly) Of course, we saw a *plant*. (looks disparagingly at AVONT)

AVONT

Yes, a plant with...(tries to come up with some characteristic that shouldn't exist)...large rainbow colored leaves. We...ate some of it and that is what protected us from the plague. Otherwise...we'd be dead already.

TRAMMEL

But you haven't eaten any of the plant with large rainbow colored leaves, have you? (HAP indicates he has not) And, unfortunately, we ate all we had and didn't bring any with us. We would go get you some, but we are so *tired* from our trip across The Rough Water.

AVONT

Sure. After some rest we *could* go get you some. Or...

HAP

(like he came up with idea himself) Or I could go get it myself and let you two rest.

TRAMMEL

(mockingly proud of HAP) Yes. Yes you could. Good idea, Hap.

HAP

(to himself as if taking a mental note so he can remember) A plant with large rainbow colored leaves. (a sincere question to TRAMMEL and AVONT) I've lived here my whole life and I've never seen anything like that. (earnestly) Where would I find this plant? I think I should get some right away.

TRAMMEL and AVONT point in different directions (but not in the direction of Arantza and this should be done for comedic effect). TRAMMEL and AVONT stare at each other in frustration and sigh and each changes their direction of pointing but they are still not the same.



(depending on audience response, this schtick could be repeated a few times)  
Finally, TRAMMEL takes control.

TRAMMEL

(pointing) This way. You need to head off in *this* direction. For about -

AVONT

- about 5 hours.

TRAMMEL stares and gestures at AVONT to indicate this is maybe too much time and AVONT shrugs it off and smiles mockingly.

HAP

(naively and upbeat) Well, then. I guess I better get going. I'll need a few things. (HAP starts gathering things from the pile of riches) I saw how wet you were when I met you. I've never travelled outside of Arantza and The Landing. Those are the only two places I have ever been. I'm worried about this trip into The Forest. It is supposed to be scary in there and I have heard that anyone who goes into The Forest never return. But, you two went into The Forest and returned, so - (ponders the situation briefly) I better be prepared and bring extra clothes.

While starting to speak, HAP has grabbed up a satchel from the pile and put clothing from Arantza (with red, orange and yellow color scheme) into the satchel in a way that allows the audience to acknowledge that this is what he is doing. These are the clothes HAP will give to MILLICENT in ACT TWO SCENE TWO. The satchel is large enough to also hold a large leaf that he will pick up in ACT TWO SCENE ONE.

AVONT

Better get going. I wouldn't want anything to happen to you or have you get the plague. (glances off stage right very briefly) Nasty thing that plague.

TRAMMEL and AVONT watch as HAP exits the stage into the audience and makes his way to the back of the theater and exits the back of the theater.

HAP looks back oblivious to the mocking or the true plan. HAP exits the back of the theater.

TRAMMEL

(shouting to HAP as he is leaving) We believe in you! (starts laughing)

AVONT

(unsuccessfully stifling a laugh) You're doing great!

HAP will need to hurry to another entrance of the theater to appear during the next Scene Change. As HAP leaves from the back of the theater, TRAMMEL and AVONT laugh and finish taking off their outer layer of wet clothes and put on rich clothes from Arantza very deliberately putting the crowns back on their heads and wearing the capes with fur lined collars. (This will be important in ACT ONE SCENE FOUR). TRAMMEL and AVONT take long enough for HAP to be ready to re-enter the theater.

TRAMMEL

Amazingly, that went well. See, something always comes up.

AVONT

I liked Hal. I kind of feel bad...(thinks for a moment and then realizes their true feelings) Actually, no I don't. (laughs) Let's head on into the village and see what we can find up there. If everyone is dead, this could be really easy.

TRAMMEL

Oh, yeah. Absolutely. Let's go.

TRAMMEL and AVONT grab up as much as they can wear and carry with the crowns still on their heads and wearing the capes with fur collars. TRAMMEL needs to make sure they bring the axe heads. They exit toward Arantza (the direction HAP had pointed to previously).

**BLACKOUT AND SILENCE.**

# SCENE CHANGE: ACT ONE SCENE THREE TO ACT ONE SCENE FOUR

HAP should have already exited the theater through the back. TRAMMEL, AVONT exit the stage. The stage is changing scenes from The Landing to the edge of the village Arantza nearest The Landing. At the edge of the village Arantza there should be rocks or logs or trees large enough for TRAMMEL and AVONT to hide behind and boundary flags in the colors of Arantza (red, yellow and orange) to indicate the edge of the village. There should be no writing on these simple flags. There is no written language in Arantza. During this time, HAP reappears into the audience and interacts with the audience members. This will be an excellent opportunity for improvisation and engaging the audience. HAP will have his satchel with him and be carrying a comically large regular green leaf that is clearly not rainbow colored. HAP's interactions with the audience may be fairly brief if the set change doesn't take very long. The interactions should be comedic and not at all mean spirited. HAP should be sweet and naive. Suggested interactions and lines may include:

## HAP (SUGGESTED DIALOGUE)

1. Does this leaf look rainbow colored to you? I'm thinking if I look at it in just the right angle in the light...
2. Have you seen any plants with large rainbow colored leaves? I'm not sure this one is right.
3. (pretending an audience member has said something to him) What? You think Trammel and Avont were lying to me? Why would you think that? They are my new friends who are trying to protect me.
4. I seem to be turned around. Which way is The Landing? That's where I started, so if I could just figure that out...
5. The plague doesn't seem to have affected you. Are you feeling OK?
6. (if someone coughs or sneezes or clears their throat) Woah! (stage whispers to the rest of the audience pointing at the person who coughed) The plague. I'm going to go this way. (goes away from the coughing person)
7. No. Really. I haven't been traveling very long. I should be able to figure this out...
8. (pretending an audience member has said something to him) You are so nice. Thank you. (then rolls his eyes and does the opposite of what the person supposedly said)
9. (takes a bite of the green leaf and does a spit take) Oh, no, no, no! That was horrible! (pretends to offer some to an audience member) Here, *you* try this. (realizes an aftertaste) Wow! Yuck! (quickly pulls the leaf back before the audience member can touch it) Never mind. This can't be right. Oof!

After wandering through the audience and when the next scene is set, HAP exits through a different door than the one from which he entered at the beginning of the scene change to indicate the continuance of his journey and how lost he is becoming.

#### **ACT ONE SCENE FOUR**

The boundary between the route from The Landing to the village of Arantza.

AVONT and TRAMMEL enter from the direction of The Landing wearing the crowns on their heads and rich clothes from Arantza.

TRAMMEL

This stuff is kinda heavy.

AVONT

Look! (pointing at the flags indicating the boundary of the village of Arantza) Those flags are the same color as these clothes. This looks really good. I think we are almost there.

DUNNING and KRUGER enter and appear from the direction of the village of Arantza. They are speaking to each other but the audience can't make out what they are saying at first.

TRAMMEL

Good, because I don't think I can -

DUNNING

That's not true!

AVONT

(loud whisper) Hide!

TRAMMEL and AVONT hide behind some rocks or trees to avoid being seen by DUNNING and KRUGER.

KRUGER

It is too!

DUNNING

It is completely false. Horses do not *eat* each other during times of crisis.

KRUGER

Yes, they do. I've heard of this happening.

DUNNING

Yeah. OK. I believe you heard this, but there's no way you've ever seen this. (KRUGER looks crestfallen)

TRAMMEL and AVONT inadvertently make some noise (but **not** a cough or sneeze because this would mean they have the plague).

KRUGER

What was that?

DUNNING

I don't know. It sounded like it came from over there.

DUNNING and KRUGER rush over to the area where TRAMMEL and AVONT are hiding.

KRUGER

(sternly) I see you. Get up!

DUNNING

Who are you?

TRAMMEL and AVONT rise wearing the crowns on their heads and the capes with the fur lined collars in the colors of Arantza. TRAMMEL reaches for the bag with the axe heads, but AVONT touches TRAMMEL's arm to indicate that this is not needed.

AVONT

(to TRAMMEL) I've got this. (to DUNNING and KRUGER) Ah, yes. Good. I'm glad you are here. You see...we...(searching for the right words) are on our way to Arizona -

TRAMMEL

(terse whisper) Arantza!

AVONT

- Arantza and we are delighted that you are here to guide us the rest of the way to the village.

KRUGER

Wait a minute! What are you wearing?!?

DUNNING

Those look like the crowns from our crowned heads of Arantza. Only the crowned heads of Arantza can wear those. (disgustedly) How did *you* get them?

TRAMMEL

Good observation...uh...(gesturing toward DUNNING and waiting for DUNNING to say their name)

DUNNING

Dunning.

TRAMMEL

And you are...

KRUGER

Kruger.

TRAMMEL

Well, (pointing at each in turn) Dunning...and...Kruger we are wearing the crowns because...we...uh...

AVONT

(blurting out) We *are* the crowned heads of Arizona!

TRAMMEL stares with a burst of anger at AVONT at first and then realizes they have to go along with it. TRAMMEL tries to cover for AVONT and continue with the lie.

TRAMMEL

Uh, yes! Yes. (with fanfare) (with emphasis to correct AVONT) We *are* the crowned heads of *Arantza*!

DUNNING

If you are the crowned heads of Arantza, how come you don't know our names? (points to AVONT) Or the name of our village...which is Arantza by the way. We have worked for the crowned heads for years and you are not them.

TRAMMEL

(hesitates just a brief moment to come up with the answer) The plague has taken a lot out of us.

AVONT

Nasty thing that plague.

DUNNING

(suspiciously) The plague did that. (indignantly) The plague. The plague we just went through for all this time.

AVONT

Shouldn't you kneel or something?

KRUGER

No one kneels in Arantza. You should know that. It is too muddy. Do you mean perform the royal bow?

KRUGER seems conflicted or confused and  
starts to perform the royal bow and  
DUNNING stops them.

DUNNING

Kruger, hold on. How can *you* be the crowned heads of Arantza? You don't remember our names and you, quite frankly, don't look anything like the crowned heads of Arantza. We knew them well.

TRAMMEL

Yep, plague.

AVONT

Nasty thing that plague.

TRAMMEL

Right. The plague changed our appearance and our memory. (sarcastically and with a glance toward AVONT) *Especially* Avont.

AVONT

(shrugs and points at their head) That was one nasty plague.

DUNNING and KRUGER look at each other with an air of confusion.

TRAMMEL

(with mock concern) You seem confused and this is only natural. But, ask yourself, have you ever known a big event to change someone?

DUNNING and KRUGER think for a moment.

KRUGER

Well...

DUNNING

Yeah. Kruger, remember Everild? He was sick for like a year. He seemed to look way more than just a year older after being sick.

KRUGER

Yes. Everild! It was like we all aged one year and he aged like 10 years in just one year. He didn't look the same afterward.

AVONT

There you go. Yes. Just like that. We changed like that.

KRUGER

Oh, I thought of another one. This plague certainly changed my chickens.

DUNNING

What are you talking about?

TRAMMEL

Yes, Kruger, what *are* you talking about?

KRUGER

Before the plague my chickens were just normal chickens. And then all the craziness with the plague happened and the next time I checked on my chickens there were two foxes in the pen where the chickens used to be. Do you think the plague changed my chickens into foxes?

AVONT

(suppresses a laugh) Wh -



TRAMMEL

(quickly to cut off AVONT) Yes, Kruger. Just like that. Look at that remarkable transformation that your chickens went through because of the plague. Just like your chickens, the plague changed me and Avont.

DUNNING

Avont!?! But that's just it. That's not the name of one of the crowned heads of Arantza.

AVONT

The plague changed our names. Nasty thing that plague.

TRAMMEL

Right. And the plague changed my name to Trammel. Look, Kruger, you don't call the creatures in your pen chickens any more, do you? You call them foxes. See, the plague can change names.

TRAMMEL glances at AVONT for support

AVONT

Yes. It is like we are the foxes in your chicken pen.

TRAMMEL looks scoldingly at AVONT  
and AVONT shrugs

DUNNING

OK. I guess that makes sense. But you don't *sound* anything like the crowned heads of Arantza.

TRAMMEL

Plague.

AVONT

Nasty.

DUNNING

You are different sizes and appear to be different ages.

TRAMMEL

Plague.

AVONT

Yep.

DUNNING

So, let me get this straight. You don't remember our names, (points at AVONT) *you* don't know the name of our village, you don't look like the crowned heads, you are different sizes and appear to be different ages, have different voices and even different names and yet *you* are the crowned heads of Arantza because of the plague?

TRAMMEL

YES! You've got it! Well done!

AVONT

Right, so shouldn't you kneel or something?

DUNNING and KRUGER look at each other and since they can't refute this logic they go with it and perform the royal bow.

AVONT

That's better. I think you are great, Dunsford and Crewneck.

TRAMMEL sighs and corrects AVONT

TRAMMEL

Obviously Avont meant "Dunning" and "Kruger." (through gritted teeth) Didn't you, Avont?

AVONT

(Points at their own head and smiles) Plague. Nasty thing.

TRAMMEL

Seeing that you loyally serve the crowned heads of Arantza and *we are* the crowned heads of Arantza, we are obviously going to rely on you both to help us recover from the plague back in our comfortable living quarters in Arantza where there is plenty to eat and drink. Why don't you take us there now?

DUNNING

What happened to your entourage? Where's Hap?

TRAMMEL and AVONT look at each other nervously at the mention of Hap's name.

TRAMMEL

(hesitating every so slightly to come up with an answer) Sad. Very sad. They all died. *Especially* Hap.

AVONT

Hap is so dead.

TRAMMEL looks disapprovingly at  
AVONT.

TRAMMEL

Sadly, we are the only survivors. We are so fortunate to have found you two on our way home. Thank *you* Dunning. Thank *you* Kruger.

KRUGER

Oh, that is sad. Most of the younger people in the village lived. This plague took out the older villagers in Arantza. I guess you were right about splitting us up to save us.

AVONT

Yes. Our plan was to split us up and it worked! That is so good to hear. Listen, with your help, great things are going to come to Arizona (realizes the mistake), I mean Arantza. (smiles at TRAMMEL)

KRUGER

Of course. Follow us.

All exit.

**BLACKOUT AND SILENCE.**

**SCENE CHANGE: ACT ONE SCENE FOUR TO ACT ONE SCENE FIVE**

While the stage is changed from the boundary of Arantza to a meeting space in Arantza (which can be staged as indoors or outdoors), HAP appears again and interacts with the audience. This time should be rather brief. HAP should bring a rainbow colored rock with him this time and interact with the audience. HAP should use different dialogue than he did during the last scene change. The interactions should be for comedic effect and never mean spirited. HAP should seem a bit less naive.

HAP (SUGGESTED DIALOGUE)

1. Does this look like a plant to you? I'm thinking if I look at it in just the right angle in the light...
2. This is one of the heaviest plants I have ever encountered?
3. (pretending an audience member has said something to him) What? You think Trammel and Avont were lying to me? Why would you think that?

They are my new friends who are trying to protect me.

4. I seem to be turned around. Which way is The Landing? That's where I started, so if I could just figure that out...

5. The plague doesn't seem to have affected you. Are you feeling OK?

6. (if someone coughs or sneezes or clears their throat) Woah! (stage whispers to the rest of the audience pointing at the person who coughed) The plague. I'm going to go this way. (goes away from the coughing person)

7. OK, I've been traveling for a while. Still, I should be able to figure this out...

8.(pretending an audience member has said something to him) You are so nice. Thank you. (then rolls his eyes and does the opposite of what the person supposedly said)

9. Any idea how to eat this? I need to protect myself from the plague. What did you eat today? (to whatever response they give) Oh no! I'm a picky eater. I'm *not* eating with you.

HAP exits.

### ACT ONE SCENE FIVE

A meeting space in Arantza. This could be staged as indoors or outdoors. Enter several COUNCIL MEMBERS arguing amongst each other in a way that is unintelligible to the audience (an excellent opportunity for stage murmuring). Included in these COUNCIL MEMBERS are the three with trumpets. Enter BRIXTON and TEON. They are generally arguing about what DUNNING and KRUGER have told them about these newly "transformed" crowned heads. There is a pile of flags and 2 fasces in the room that will be accessed later in the scene. The blades for the 2 fasces are the axe heads that TRAMMEL had in the scene change before ACT ONE SCENE THREE.

Enter DUNNING and KRUGER wearing perceptibly nicer clothing than they were wearing previously. DUNNING and KRUGER are carrying riches in clothing and jewelry in their arms.

DUNNING

Quiet down, quiet down. Thank you all for coming.

KRUGER

Our crowned heads will be here soon so settle in.

DUNNING

As we all know, there have been many losses during the plague. This has meant that several members of the council, who were close to us, have died. And, although our crowned heads have been changed by the plague, they survived and have returned to us. Given these changes, they feel it is time for new leadership. Namely, you! Congratulations! Your loyalty to our crowned heads will not go unnoticed.

BRIXTON

Wait! Wait! You said the crowned heads have changed. What did you mean by that?

KRUGER

(rather sternly) Easy Brixton.

BRIXTON

(angrily) I don't think we should take it "*easy*" Kruger. In what *way* have our crowned heads changed. This seems like a big deal. And where is Hap?

TEON tries to calm BRIXTON down and looks concerned about him.

DUNNING

Sadly, Hap died at The Landing. Kruger and I have been grieving the loss. We knew him well. (BRIXTON and TEON are hit hard by the information of HAP's death. DUNNING takes in a deep breath and changes the subject) Before they get here, and they will get here soon, let me just say that the plague has changed their appearance, their voices, their memories, and their names. They will -

BRIXTON

Oh, come on. Their *names*? What is that about?

TEON again tries to calm BRIXTON down and looks concerned about him. BRIXTON remains mildly agitated.

DUNNING

(tersely continuing) - *they will* need our help to reacclimatize themselves to their duties. In fact, they have new plans to enrich Arantza beyond anything we could have imagined. It is exciting and I look forward to you sharing in this excitement.

COUNCIL MEMBERS murmur and become restless.

Enter TRAMMEL and AVONT with some fanfare.

DUNNING

Here they are. (regally and formally) Please rise and perform the royal bow for the crowned heads of Arantza.

Cue music. COUNCIL MEMBER TRUMPET 1, COUNCIL MEMBER TRUMPET 2, and COUNCIL MEMBER TRUMPET 3 play **Trammel and Avont Fanfare**.

COUNCIL MEMBERS, DUNNING, KRUGER and TEON perform the royal bow. TEON performs the bow reluctantly. Notably, BRIXTON does not perform the royal bow and stands tall and defiant. BRIXTON is large and imposing and this amplifies his defiance. TRAMMEL and AVONT clearly see BRIXTON not bowing and look at each other suggesting “this will be a trouble maker”. TRAMMEL shifts to an ebullient mood

TRAMMEL

Welcome! Welcome!

AVONT

Trammel and I are so glad to be back here home in...(clearly forgetting the name of Arantza then hesitantly) Arizo -

TRAMMEL

(hurriedly) Arantza! We are so glad to be back home in (with gritted teeth toward AVONT) Arantza! Avont and I know you probably have many questions -

BRIXTON

(with barely restrained anger) Oh, I have questions.

TRAMMEL

(unpleasantly) Yes. I suspected *you* would. (abruptly changes back to falsely pleasant)  
Ask anything at all. We are here to serve you, our loyal subjects.

BRIXTON

Are you expecting us to believe that the plague is responsible for all of these changes?  
How your appearance, age, height, voice, memory and even your names have changed  
because of the plague.

AVONT

Nasty thing that plague.

BRIXTON

None of these changes happened to anyone else. The rest of us either died or lived. No  
one else was transformed like you.

KRUGER

Trammel and Avont have explained everything to me and Dunning. I found their  
explanation quite convincing. Dunning and I have experience with these sorts of things  
and are very confident that is exactly what happened.

BRIXTON

And we are just supposed to trust you and (points accusatorially and dismissively at  
DUNNING) Dunning about this.

AVONT goes over to DUNNING and  
KRUGER and takes the riches from them so  
AVONT can pass the riches out to the  
COUNCIL MEMBERS while TRAMMEL  
is talking.

TRAMMEL

I understand how this can be confusing. But let me say that Avont and I have discussed  
our situation here in Arantza and have a wonderful plan. We will...(searching for the right  
word) *celebrate* the survival of Arantza by starting to reward our newly founded council,  
you, our friends, with some of the royal riches as reward for your loyalty and survival  
skills throughout the plague.

AVONT is passing out the clothing and  
jewelry to the COUNCIL MEMBERS.  
AVONT puts bracelets, necklaces and capes  
without fur collars on the COUNCIL  
MEMBERS.

TEON reluctantly takes the riches.  
 BRIXTON refuses. AVONT speaks while  
 passing out the riches.

AVONT

You see, being a member of the council will have many advantages. Surely there has been a great cost to you from the plague. As your crowned heads, Trammel and I hope this eases your pain and the pain of your family. (shakes their head in fake sympathy) Such loss.

TRAMMEL

Yes. We feel your pain with you. After all, our entire entourage that accompanied us to The Landing died from the plague.

BRIXTON

Yeah, we heard. It is “amazing” you were able to transform into (shows disgust) *this* and survive.

DUNNING

Watch yourself, Brixton.

TEON

(to BRIXTON while taking his arm) My beloved, be careful.

KRUGER

You should be punished for talking this way to our crowned heads.

DUNNING and KRUGER approach  
 BRIXTON with a vague physical threat.  
 BRIXTON, who is much larger, stands  
 strong.

AVONT

(quietly) No. (louder) No!

DUNNING and KRUGER stop and turn  
 toward AVONT.

AVONT

Your name is Brixton?

BRIXTON

Yes.



AVONT

(points at TEON) And who is that with you?

TEON

I'm Teon and I can speak for myself.

AVONT

(to TEON with a kind of angry sensuality) Feisty. I like that. (to TRAMMEL) I've got this. (to the whole room) No, Dunning. No, Kruger. Brixton and Teon should be rewarded for their strength and not punished for having minds of their own. I like these two. They should be rewarded.

BRIXTON softens his stance a bit.

TRAMMEL

(unhelpfully) Yes. Do tell us your plan, Avont. I can't wait to hear you tell us all.

AVONT

We have reacquainted ourselves with our home here and have noticed we have resources that are quite...(searches for the right word)...limited. What we need is a new era of...(trying to think of the right word) exploration. Yes. Exploration.

COUNCIL MEMBERS murmur.

TRAMMEL

And, in order for this exploration to take place, what will we need? Hmm. (mockingly waiting briefly for an answer) Explorers!

COUNCIL MEMBERS nod agreement and murmur about "explorers"

AVONT

Yes. Explorers to go into The Forest to find other villages to...to conquer them and take their wealth. Trammel, can you think of anyone you would want to be our explorers?

TRAMMEL

Why yes I can. You there, Brixton. You have the right kind of...(searches for the right word) *energy* to explore beyond our village of Arantza and find new resources for us. We know The Forest has much to offer and you are just the right person for this important...(searching for the right word) task.

BRIXTON

What? Me? Why? The Forest is dangerous and scary. Everyone knows that. Anyone who has ever gone into The Forest never returns.

TRAMMEL

Oh, that is just nonsense. Avont and I went into The Forest prior to coming back home. It is just fine. You look so strong and have the right kind of...(searching for the right word) energy to get the job done for us. It will be fine and you will serve us all well.

BRIXTON

No way am I doing this for *you*.

TRAMMEL

It is not for me or or even us (points to AVONT as the other part of “us”) as your crowned heads. It is for all of Arantza. (to the room) Council members! Don’t you think Brixton is the right person for the job?

COUNCIL MEMBERS demonstrate general approval for having Brixton be the explorer and general fear that it will be one of them who is sent away if it is not BRIXTON. They also demonstrably appreciate their rich new clothes and jewels.

BRIXTON

No. Just no.

TRAMMEL

Well, if that is how you feel...Dunning! Kruger! Come here so we can discuss this...(searching for the right word) issue.

DUNNING, KRUGER, TRAMMEL and AVONT convene in a small group off to the side on stage and discuss BRIXTON’s refusal.

TEON pulls BRIXTON aside on the other side of the stage and up stage to include the audience in their conversation.

TEON

Brixton, I am afraid. Whether they are the crowned heads or not, look at everyone in this council. They are all in favor of this. Look, we can go on this *together* as an adventure.

It will be a great opportunity for us to be together and go on a trip *together*. We can make this wonderful. We will be *together*...away from all of *this*.

BRIXTON

(quickly) I don't know. (with tenderness and consideration) Teon, you always look out for us. I love you. If this is what you want to do, I will do it.

TEON

Thank you, Brixton.

DUNNING, KRUGER, TRAMMEL and  
AVONT conclude their discussion and turn  
toward the COUNCIL MEMBERS and  
BRIXTON and TEON.

TRAMMEL

Well, (with disdain) Brixton -

BRIXTON

I'll do it.

AVONT

(truly surprised) What?

BRIXTON

I'll do it...with Teon. We'll do it. (takes TEON's hand) Together.

TRAMMEL

Excellent. Everyone! Give your support to our explorers!

COUNCIL MEMBERS, DUNNING,  
KRUGER, AVONT, TRAMMEL all cheer  
and clap for BRIXTON and TEON.  
KRUGER encourages the audience to clap  
and cheer too. TRAMMEL does not start the  
next line until the clapping and cheering dies  
down.

TRAMMEL

(acknowledging the clapping and cheering) Thank you! Thank you! (with new confidence) Well, Brixton and Teon, our new explorers, we don't want to keep you from your journey. Go and make your preparations, get your supplies, and be on your way.

BRIXTON and TEON exit hand in hand.  
 BRIXTON looks back at TRAMMEL and  
 AVONT with disdain.

AVONT

(too loudly) Well, I'm glad *that's* over.

TRAMMEL looks at AVONT with  
 frustration and caution.

TRAMMEL

(to AVONT) Ready? (AVONT nods agreement) (to the room) Everyone. Everyone! Since our rebirth from the plague, Avont and I have been looking toward the future. Feel the richness of your new clothes. You are the *true* people of Arantza. You are *our* future. Look around you. (COUNCIL MEMBERS look around at each other and start nodding while TRAMMEL speaks) Like minded people of Arantza who want a better future. Rejoice in our community!

COUNCIL MEMBERS rejoice.

AVONT

(calmly) Quiet down. Quiet down. Trammel and I have developed a three point plan that *we know* will bring us prosperity and greatness. The first part is *believe*.

TRAMMEL

(steps to center stage) That's right, Avont. You need to *believe* in us as your crowned heads. You need to *believe* Arantza can be more than it is right now. You need to *believe* in our greatness as the people of Arantza. You need to *believe* that we can conquer other villages and increase our power and wealth. Say the word "*believe*" to let me know you understand. What do we do?

COUNCIL MEMBERS, DUNNING,  
 KRUGER AND AVONT

(with great enthusiasm and in unison) **BELIEVE!**

AVONT

(steps to center stage) Excellent! Well done everyone! For this second part we need gifts. Kruger, are these our gifts? (points to the pile of flags and 2 fasces - the fasces are bundles of doweling that are 4 to 5 feet long using the two axe heads from ACT ONE SCENE THREE with pointy wooden ends and wrapped in red leather straps - that were previously piles on the floor at the beginning of this scene)

KRUGER

Yes, Avont. Just as you requested.

AVONT

Excellent! Loyal Dunning and Kruger, you have done the most to help me and Trammel during our rebirth. (TRAMMEL goes and gets the fasces one at a time and hands one to DUNNING and one to KRUGER while AVONT speaks) You have kept us safe. We ask you now to keep us *all* safe. (pointing at the fasces) (to DUNNING and KRUGER) We hope these will serve you well. (to the whole group) Now, the second part is *obey*. Because we are the only ones who can help you and have you rise up to become something greater than you are now, you must make sure everyone *obeys* us and follows our directions. We *believe* in you. We *believe* you will *obey*. Dunning and Kruger will help the rest *obey*. (DUNNING and KRUGER stand proudly and hold their fasces proudly). What do you do?

COUNCIL MEMBERS, DUNNING,  
KRUGER AND TRAMMEL

(with great enthusiasm and in unison) **OBEY!**

TRAMMEL

(steps to center stage) Fantastic! We have more gifts for the rest of you. (AVONT passes out large red flags with the symbol of fasces on them to the COUNCIL MEMBERS) There are our new flags. They represent the new Arantza. Wave them proudly! (COUNCIL MEMBERS unfurl the flags and begin enthusiastically waving the flags demonstrating that they understand “*believe*” and “*obey*”). When the time comes to take over another village, we will *fight*. We will *fight* in whatever way is necessary to make Arantza into the most amazing and dominant village in the whole world. What do you do?

COUNCIL MEMBERS, DUNNING,  
KRUGER AND AVONT

(with even greater enthusiasm and in unison) **FIGHT!!**

DUNNING

(rallying everyone) **Believe! Obey! Fight!**

COUNCIL MEMBERS, DUNNING  
AND KRUGER

**Believe! Obey Fight!**

TRAMMEL and AVONT beam with great  
big smiles and enthusiasm

COUNCIL MEMBERS, DUNNING,  
KRUGER, AVONT AND TRAMMEL

***BELIEVE! OBEY! FIGHT!***  
***BELIEVE! OBEY! FIGHT!***  
***BELIEVE! OBEY! FIGHT!***

TRAMMEL

Excellent! Excellent! This is enough for today. Go and enjoy your new clothes. Share your new riches with your families. Go. Go! New riches await us all!

COUNCIL MEMBER DRUMMER 1 (or  
more drummers) Play **Believe! Obey!**  
**Fight!** throughout the exit.

COUNCIL MEMBERS, DUNNING, and  
KRUGER all cheer and wave their flags.  
TRAMMEL and AVONT bask in the  
adulation.

ALL EXIT.

## END OF ACT ONE - INTERMISSION

### INTERMISSION ACTIVITIES

During intermission BRIXTON and TEON appear outside the theater and stay in character to gather up supplies. If there is a concession stand, BRIXTON and TEON should have supplies there waiting for them. BRIXTON and TEON should talk about their trip and their preparations for it. BRIXTON and TEON return to backstage in preparation for Act Two Scene One.

### ACT TWO SCENE ONE

The scene is of a beautiful and very colorful forest with plants that make musical sounds, and beautiful colors on the rocks, flowers, bushes, and trees. Notably, there are several plants with large rainbow colored leaves clearly visible.

Cue music **The Beautiful Forest.**

BRIXTON and TEON enter holding hands and appear very much in love. They move about the stage in wonder and awe, rejoicing in the beauty and in each other.

BRIXTON

(while moving about in amazement with wonder and awe at measure 9 in the music)  
Look at this place!

Music ends

TEON

This doesn't look anything like that scary forest we just came through (points back to offstage). (with wonder and awe) This is just amazing. (lovingly) I'm so glad you were here with me for this journey. See, it is just an adventure for us to go on *together*. This place is so romantic.

BRIXTON

It certainly is.

BRIXTON takes TEON into his arms and holds her and looks into her eyes.

TEON

(breaking off the prolonged eye contact and stepping toward some plants) Look at these plants. They are beautiful.

HAP enters the back of the theater and starts making his way to the stage. HAP whistles or hums the tune to Millicent's Song to make his presence known to the audience.

BRIXTON

I can't believe no one from Arantza knew how beautiful this part of The Forest is. If more people were adventurous and curious about places beyond Arantza and The Landing, we could literally expand our horizons.

TEON

I know what you mean. This is amazing. These plants make music (touches plants that make a musical sound when touched or moved).

BRIXTON and TEON look at the plants in amazement. HAP enters the stage initially unaware of BRIXTON and TEON.

HAP

Oh, wow. This is cool!

BRIXTON

(utter surprise) Hap!?!

HAP

Brixton! Teon!

TEON

Oh, Hap!

HAP and BRIXTON and TEON embrace.

BRIXTON

We thought you died in the plague.

HAP

No. No. I was with the crowned heads at The Landing when everyone else died and I was left alone. I survived, but now I'm looking for...(sees the plants with large rainbow colored leaves)...that! I found it!

TEON

What did you find?

HAP

All this time I have been looking for a plant with large rainbow colored leaves to eat to protect me from the plague.

HAP takes a rainbow colored leaf and rubs it  
on his face and takes a bite and swallows it.  
HAP offers some of the leaf to BRIXTON  
and TEON who hold but do not eat any of  
the leaf.

TEON

(studying the leaf) Where did you learn that these plants were good for protecting you from the plague?

HAP

Two strangers, who are now my new friends, told me all about them and encouraged me to go find some to protect myself from the plague. I don't know what I would do without Trammel and Avont.

BRIXTON throws the leaf down in anger.



BRIXTON

(surprised and aghast) *What* did you just say?

HAP

The exact line is, (stiffly as if reading from a script and matching exactly what he just said) “Two strangers, who are now my new friends, told me all about -”

BRIXTON

NO! Did you just say “Trammel” and “Avont”?!!

HAP

(sheepishly like he inadvertently did something wrong) Yeah. Why?

BRIXTON

(begins pacing angrily) Oh Teon! What is happening here!? This is outrageous!

TEON

(gently with encouragement) Brixton, please. (to HAP) Tell us what happened at The Landing, Hap.

HAP will now re-enact the scene from The Landing but it will clearly be from his perspective and with comedic effect. CROWNED HEAD 1 and CROWNED HEAD 2 should appear as they did in Act One Scene Two with crowns on their heads and wearing royal clothing that is perhaps a bit exaggerated from the original. The ARANTZA VILLAGERS should be wearing typical clothing from Arantza in the colors of red, yellow, and/or orange. TRAMMEL and AVONT should appear in their original clothes from Act One Scene Three in dark grey and dark brown and be wet and appear more desperate and pathetic than they did in the original.

HAP

I will tell you what happened. Let me think for a moment.

Enter CROWNED HEAD 1, CROWNED HEAD 2 and a few ARANTZA VILLAGERS. It must be clear to the audience this is a memory. This is a good opportunity for exaggerated overacting.

HAP

The crowned heads and villagers had arrived with me down at The Landing. Several of them were getting sick.

Some ARANTZA VILLAGERS start to cough.

HAP

No, wait. I think all of them were sick.

All ARANTZA VILLAGERS start to cough.

HAP

And the crowned heads were getting sick too.

CROWNED HEAD 1 and CROWNED HEAD 2 also start to cough.

HAP

(questioning himself) Is that right?

CROWNED HEAD 1, CROWNED HEAD 2 and ARANTZA VILLAGERS stop coughing and look at HAP.

HAP

No, that's right. They were all getting sick.

CROWNED HEAD 1, CROWNED HEAD 2, and ARANTZA VILLAGERS start coughing again.

HAP

Oh wait. I think a lot of the villagers had died at this point.

About half of the ARANTZA VILLAGERS stop coughing and collapse to the ground. HAP walks over and joins the re-enactment scene.

HAP

(to BRIXTON and TEON) Even though they were getting sick, the crowned heads were very nice to me. I remember that.

CROWNED HEAD 2

(overly exaggerated) You have been so wonderful to us, Hap.

CROWNED HEAD 1

(overly exaggerated) Yes. You are the best. (coughs dramatically) We could not have been the crowned heads (coughs dramatically) without all of your help and support.

CROWNED HEAD 2

We love you (coughs dramatically) so much Hap. (coughs dramatically)

HAP

But then the crowned heads also died.

CROWNED HEAD 1 and CROWNED HEAD 2 immediately stop coughing and collapse to the ground quickly and with comedic effect.

HAP stays in the re-enactment but also talks to BRIXTON and TEON essentially breaking the fourth wall of the re-enactment.

HAP

(to TEON and BRIXTON) I remember being very brave. (back in the re-enactment and now with great bravado) With everyone dead, I will need to take control of the situation and handle everything from here on out.

Enter TRAMMEL and AVONT. They are quite pathetic and essentially groveling at Hap's feet.

TRAMMEL

Please, kind sir. Help us.

AVONT

We came across The Rough Water and are so lost.

TRAMMEL

And wet and cold. Can you help us?

HAP

(with bravado) Of course I will. I'm Hap and I will save you.

TRAMMEL

Oh, thank you. Thank you. I'm Trammel and this is Avont.

AVONT

Yes. We would die without you.

HAP

(to BRIXTON and TEON) Trammel and Avont were in pretty bad shape when I saved them. But they told me about this plant...

TRAMMEL

There is a plant you need. We ate some of it and it protected us from the plague. You should go get some.

AVONT

And quickly. We wouldn't want any thing to happen to you, our savior.

HAP pauses momentarily and savors his feelings of being a hero then snaps out of his reverie and returns to BRIXTON and TEON in the present. Exit TRAMMEL, AVONT, CROWNED HEAD 1, CROWNED HEAD 2 and ARANTZA VILLAGERS. Notably, the two crowns are left on stage with two royal robes.

HAP

And then I went off to find the plant with large rainbow colored leaves. I hope Trammel and Avont are OK.

BRIXTON

(angrily) They are more than "OK." (thinking to put it all together) They are now the crowned heads of Arantza!

HAP

How could that be?

BRIXTON

First I knew of them, they had convinced Dunning and Kruger that they were our crowned heads and somehow the plague had transformed them into their current bodies. (angrily at himself) I knew that whole idea was stupid. It didn't make sense. Although I think I'm getting a pretty good picture of what happened now.

TEON

They had the crowns and all of the royal clothing.

HAP

(as if remembering something) Oh no! When I left to go off into The Forest to find the plant with large rainbow colored leaves I left all of the riches including the crowns with Trammel and Avont.

Re-enactment TRAMMEL and AVONT rush back on stage and put on the crowns and royal robes and stand for a moment for the audience to register what is happening and then TRAMMEL and AVONT exit royally with an evil laugh that perhaps goes on a bit too long.

HAP

(waits for the laughing to die down) They must have - (evil laughter continues too loud and too long with BRIXTON and TEON unaware of the laughter like it was all HAP's memory) (once the laughter dies down) They must have taken the crowns and used them to trick people into thinking they *were* the crowned heads.

TEON

What are we going to do about this? You know, now that we know the truth.

BRIXTON

We should go straight back there and Hap can tell the true story of what happened and then we can get rid of (angrily almost spitting their names) Trammel and Avont.

TEON

(Calming and protecting BRIXTON) There are only three of us and you saw how The Council acted once they got a taste of those riches and promises for more. Dunning and Kruger sure fell for it all. I don't think Hap's story will be enough. We need something more.

HAP

What do you suggest? I'll help in any way I can.

BRIXTON

(after thinking momentarily) You're right Teon. (sheepishly and with tenderness) You are always so right. (contemplatively) OK. OK. Look at this beautiful forest. Maybe, just maybe, if we go deeper into the forest we can find someone to help us. Trammel and Avont thought we could go into The Forest to find another village to conquer. (increasingly excited) Let's turn this around on them and go find another village to help *us* conquer Trammel and Avont.

HAP

I'll lead the way.

HAP starts to head upstage like he might fall off the front of the stage. TEON physically stops him.

TEON

Hap, dear friend. You have been wandering around in The Forest for too long. I'll lead the way and together we will find the help we need.

BRIXTON, TEON, and HAP exit the stage into the audience. They continue talking during their walk to the back of the theater (and also on the return walk back to the stage).

### **SCENE CHANGE: ACT TWO SCENE ONE TO ACT TWO SCENE TWO**

BRIXTON, TEON and HAP walk from the stage to the back of the theater and back to the stage discussing their hopes for finding help. If there are two aisles in the theater they should go to the back of the theater down one and come back toward the stage up the other aisle. The stage is changed from the set for The Forest to the set for La Playa (a beautiful beach setting). The beach sound effects (waves and birds) begin quietly as the set is being assembled.

BRIXTON

(starting during their walk to the back of the theater) This part of The Forest is not as nice as that other part.

BRIXTON, TEON and HAP make their way from the back of the audience toward the stage.

TEON

We are still together on our adventure. And we now have Hap to join us on our journey. (takes Hap's arm in a friendly, supportive way)

BRIXTON

I hope we find someone soon. We have been traveling for quite some time.

TEON

(optimistically) We will. I just know it.

BRIXTON

You are always so positive. I love that about you.

TEON and BRIXTON look lovingly at each other.

HAP

I hope we find something to eat. I don't think that leaf is settling so well with me.

BRIXTON

(ignoring HAP's comment) Look, we've found a way out of The Forest. (points up to the stage)

TEON

Oh. It is beautiful.

HAP and TEON and BRIXTON enter the stage and this seamlessly moves to Act Two Scene Two.

## ACT TWO SCENE TWO

La Playa, a beautiful beach. There are wave and bird sound effects.

HAP and TEON and BRIXTON explore and marvel at the findings and look out at the sea.

Enter ALVAR and MENCIA who are wearing togas in the colors of La Playa which are sky blue and sea foam green and light beige like the beautiful colors of the beach and water.

ALVAR

(pointing at HAP and TEON and BRIXTON) (to MENCIA nonchalantly and without concern or caution) Mira. [\[Look.\]](#)

MENCIA

La situación es bastante rara. No recibimos visitantes por la tierra casi nunca. [\[This situation is truly unusual. We don't get visitors by land hardly ever.\]](#)

ALVAR

(to HAP and TEON and BRIXTON in a welcoming tone, friendly) ¡Hola! Bienvenido a La Playa. Soy Alvar y este es Mencia. [Hello! Welcome to La Playa! I'm Alvar and this is Mencia.]

MENCIA

¿De dónde eres? [Where are you from?]

HAP and TEON and BRIXTON look confused.

MENCIA

(repeated with kindness and understanding) ¿De dónde eres?

HAP

Hi! I'm Hap and this is (pointing at TEON) Teon and (pointing at BRIXTON) Brixton. We were hoping to find some help.

TEON

We are tired and hungry. Please help us.

ALVAR

(to MENCIA) No entiendo que están diciendo. [I don't understand what they are saying.] (turns to HAP and TEON and BRIXTON and speaks slowly and loudly) No entiendo que estás diciendo. [I don't understand what you are saying.]

MENCIA

(slowly and loudly) ¿Me entiendes? [Do you understand me?]

BRIXTON

(to TEON and HAP) It's like they are speaking a different language. (to ALVAR and MENCIA) We have traveled far and are looking for help. Help. Can you help us?

ALVAR, MENCIA, HAP and BRIXTON all shrug. TEON takes the initiative.

TEON

We have come a long way and need help to save our village of Arantza.

MENCIA

¿Arantza? ¿Qué hay de Arantza? [Arantza? What about Arantza?]



ALVAR

La única vez que he oído la palabra Arantza fue cuando Millicent dijo su cuento sobre de dónde ella vino. [The only time I have ever heard the word Arantza is when Millicent told her story of where she came from.]

HAP

Millicent!?!

ALVAR

Sí. Millicent de Arantza. [Yes. Millicent from Arantza.]

TEON

We are from Arantza and knew Millicent. How do you know about Millicent?

ALVAR

Sí. Millicent de Arantza. [Yes. Millicent from Arantza.] (to MENCIA) Debemos encontrar Millicent. Es posible que ella sepa como hablar con estos visitantes. [We should go find Millicent. Maybe she knows how to talk to these visitors.]

MENCIA

(clearly expresses this with helpful hand gestures) Espera aquí. Regresamos pronto. [Wait here. We'll be right back]

Exit ALVAR and MENCIA while HAP,  
TEON and BRIXTON stand looking  
confused.

BRIXTON

I guess we are supposed to wait here. That is so weird they know only the words “Arantza” and “Millicent”. The rest of it we just don’t seem to speaking the same language.

TEON

(with amazement about her experience) I’ve never heard anyone speak another language. We have all heard stories growing up but to actually experience people speaking another language is...extraordinary.

HAP

I hope they come back soon, I’m really tired and hungry.

BRIXTON

Here they come.

Enter ALVAR and MENCIA.

MENCIA

Ya encontramos a Millicent. Esperamos que ella pueda hablar con ustedes para entender mejor que está pasando. [We have already found Millicent. We hope she can speak to you and we can figure out what is going on.]

HAP

(to BRIXTON and TEON) Millicent. There is no way they mean *our* Millicent, right?

Enter MILLICENT, GASPAR and CRUS  
with LA PLAYA VILLAGERS who are all  
wearing toogas in the colors of La Playa  
(sky blue, sea foam green and light beige).

HAP

Millicent?!? (puts his hands over his mouth almost shaking with anticipation) Is it really you?

MILLICENT

Hap? (realizes this is real and HAP is standing there in La Playa by some amazing luck)  
Oh, Hap! I never imagined I would ever see you again.

HAP and MILLICENT embrace as if they  
are the only two people in the world.  
Lighting should momentarily place HAP and  
MILLICENT in an isolated spotlight. After a  
prolonged moment with HAP and  
MILLICENT staring into each other's eyes  
in disbelief, MILLICENT looks up and sees  
BRIXTON and TEON. Lighting returns to  
normal.

MILLICENT

Brixton? And, no, could it be, Teon?

BRIXTON, HAP, TEON and MILLICENT  
all embrace in a group hug.

MILLICENT

(to GASPAR and CRUS) Gaspar, Crus, ellos son los amigos que he mencionando muchas veces. (pointing at each) Él es Brixton y la joven es Teon y el otro es Hap. [Gaspar, Crus, these are the friends I have mentioned so many times. (pointing at each) He is Brixton and the young woman is Teon and the other is Hap.]

## GASPAR

Bueno, entonces él es Hap. El chico misterioso que amabas de niño. (to HAP while embracing him) Bueno, Millicent ciertamente te ha mencionado varias veces, jovencito. Estoy encantando de conocerte por fin. [Oh, so this is Hap. The mysterious boy you loved as a child. Well, Millicent has certainly mentioned you a number of times young man. I am delighted to finally meet you.]

## CRUS

(kisses Hap on the cheek and embraces him briefly as a greeting) Ah, mírate, Hap. Un joven tan guapo. [Ah, look at you. Hap. What a handsome young man.]

## HAP

Millicent, we all thought you were dead. Killed in The Crag. And, what is everyone saying? I can't understand much of anything except when they say a name like "Arantza" or "Millicent". This is a bit overwhelming.

## MILLICENT

It's OK Hap. (half hugging with one arm each when saying their names) This is Gaspar and this is Crus. They took me in and were my parents here in La Playa. I arrived here as a child and they were kind enough to take me in, feed me, raise me and teach me their language. (proudly) It is just like our language, but...different...and I learned it. Quite honestly, it feels strange to speak the language of Arantza. It has been so long.

## BRIXTON

What happened? It was the day of that big storm and you disappeared into The Crag. How could you possibly survive.

## MILLICENT

(to GASPAR and CRUS) Voy a contarles mi historia. [I'm going to tell them my story.] (GASPAR and CRUS smile to each other)

For this, there will be a re-enactment that will involve YOUNG MILLICENT, YOUNG HAP, YOUNG BRIXTON and YOUNG TEON who all start by entering the stage. The audience should be able to clearly understand this as a re-enactment.

## MILLICENT

As you probably remember, we were playing and that having so much fun and then that horrible storm arose.

YOUNG MILLICENT, YOUNG HAP,  
YOUNG BRIXTON and YOUNG TEON  
begin acting out playing joyfully with the  
bean bag and then thunder and lightning  
strike and they act out being in the storm  
with sounds effects and lighting changes to  
match.

BRIXTON

How could we forget!

MILLICENT

I remember Hap mentioned the birds were flying backwards. All of you left to go home  
and I went back for the bean bag.

Exit YOUNG BRIXTON, YOUNG TEON  
and then YOUNG HAP hugs YOUNG  
MILLICENT and exits the stage.

MILLICENT

When I went to get the bean bag, I noticed something amazing.

Firefly lights appear from offstage and  
YOUNG MILLICENT becomes entranced  
by them and starts following the lights as  
MILLICENT continues with the story.

MILLICENT

The lights, which are from here in La Playa are from bugs called luciérnagas. We don't  
have them in Arantza, but they are common here in La Playa. The storm must have gotten  
the luciérnagas all turned around and they ended up in Arantza.

The firefly lights lead YOUNG  
MILLICENT off the front of the stage into  
the audience.

MILLICENT

I was so entranced by them, they led me into a cave under The Crag. As night darkened I  
looked back to the entrance -

YOUNG MILLICENT looks back at the  
stage

MILLICENT

- and couldn't see it any more.

YOUNG MILLICENT looks scared and  
despondent

MILLICENT

I was scared and not sure what to do. I could hear the storm and couldn't see the entrance any more so I just followed the luciérnagas further into the cave. They lit the way forward for me and brought me all the way to here in La Playa where Gaspar and Crus took me in.

The firefly lights lead YOUNG  
MILLICENT to the back of the theater and  
then back to the stage and right to GASPAR  
and CRUS who embrace her together in a  
three person hug. They release the hug and  
YOUNG MILLICENT exits. The fireflies  
exit. GASPAR and CRUS emotionally  
return to the present.

MILLICENT

Since no one knew how to get me back to Arantza or really *where* I came from, I lived here and figured I would spend the rest of my life here. It is beautiful and the people are so nice. (smiles at GASPAR and CRUS who smile back at MILLICENT)

TEON

That's amazing! It is so beautiful here. I am so happy you are alive and doing so well.

MILLICENT

How is Arantza? How are my parents?

TEON

Um...(gasps a bit and covers her mouth)

HAP

(not sure what to say) Arantza is...

BRIXTON

(a little too abruptly out of fear, not malice) Honestly, Millicent, we don't have good news.

HAP

There was a horrible plague in Arantza.

TEON

Not all of us made it.

MILLICENT becomes silent and appears concerned.

BRIXTON

Your parents...

HAP

I was there when they...(starts to become teary)...when they...died from the plague.

TEON hugs HAP. MILLICENT puts her hands over her mouth. All pause for a reverential moment.

BRIXTON

Lots of people didn't make it.

MILLICENT

(to GASPAR and CRUS) Había una plaga en Arantza y mis padres...están muertos. [There was a plague in Arantza and my parents...are dead.] (the mood of GASPAR and CRUS becomes supportive and grieving)

CRUS

(to MILLICENT) Ay querida, lo siento mucho. Sé que estabas esperando verlos. Otra vez cuando encontramos una manera para mandarte a Arantza de nuevo. [Oh my darling. I'm so sorry. I know you were hoping to see them again when we found a way to get you back to Arantza.]

GASPAR

(to MILLICENT) Lo siento. [I'm so sorry.]

BRIXTON

(with bottled up anger) And Arantza is a mess. These (with disdain) *people* arrived and impersonated the crowned heads. They claimed to be your parents who have somehow have been transformed by the plague. But Hap saw them arrive and knows the truth. They lied. They just lied to everyone and pretended to be your parents.

HAP

It's true. Their names are Trammel and Avont and from what Teon and Brixton have told me, they are making a mess of everything in Arantza. (embarrassed) I've been, um...lost in The Forest.

BRIXTON

(excited to continue the story) They sent me and Teon into The Forest to get rid of us with a plan to find a village to conquer and pillage. We amazingly found Hap who had also been tricked by Trammel and Avont and was lost in The Forest. Hap told us the truth about them.

TEON

And so we decided to go deeper into The Forest to find someone to help us return to Arantza and take our village back from Trammel and Avont. Brixton and I have figured out how to travel in The Forest. We can get to Arantza through The Forest but it will take quite a few days.

MILLICENT

But I thought The Forest was scary and dangerous.

BRIXTON

It is amazing how the outer parts of The Forest look scary and dangerous, but the middle is so beautiful. Travel is a wondrous thing that teaches you so much about other places. But, admittedly, The Forest is big and takes a long time to travel through.

MILLICENT

(to GASPAR and CRUS) Hay problemas en Arantza y necesitan mi ayuda para que todo vuelva a estar bien. Voy a necesitar ir con ellos y ayudar a la gente de Arantza. No puedo creer que esté diciendo esto. Soñaba con este día, pero no quiero hacerte daño. [There is trouble in Arantza and they need my help to make everything right again. I'm going to need to go with them and help Arantza. I can't believe I'm saying this. I dreamed of this day and yet I don't want to hurt you.]

GASPAR

Siempre pensaba en este día y si iba a llegar. [I always wondered when this day would come.]

CRUS

Te amamos y siempre lo haremos. En mi corazón esperaba que este día nunca llegara y que vivieras con nosotros para siempre. Sé que esto es lo que tienes que hacer. Eres hermosa y fuerte y valiente e inteligente y tan maravillosa. Tus amigos tienen suerte de tenerte en sus vidas. [We love you and always will. In my heart I hoped this day would never come and you would live with us forever. I know this is what you need to do. You are beautiful and strong and brave and smart and so wonderful. Your friends are lucky to have you in their lives.]

MILLICENT, GASPAR and CRUS  
embrace. MILLICENT, GASPAR and  
CRUS all wipe tears from their eyes.

MILLICENT

(to GASPAR and CRUS) Te quiero mucho. Gracias por criarme, amarme y cuidarme. [I love you so much. Thank you for raising me and loving me and caring for me.] (to BRIXTON, TEON, and HAP) When do you think we should leave?

BRIXTON

We should probably leave as soon as we can. I can only imagine how bad things are going in Arantza.

HAP

What about going through the cave under The Crag. It sounds like it didn't take Millicent long to get here. Maybe...

MILLICENT

Maybe that would work. It is really dark in the cave, but we have learned how to carefully place luciérnagas in cloth bags as lights. Kind of like how I made that bean bag back when we were children. We could take some of these bags to light our way through the cave. If I made it through the cave by myself as a child, it should be safe enough if we work together.

BRIXTON

This is coming together as a pretty good plan.

TEON

(as the voice of reason and kindly, especially to BRIXTON) Wait, we are all tired and hungry. If they'll feed us and let us rest...

MILLICENT

Of course. (to GASPAR and CRUS) Necesitan comer y descansar. [They need to eat and rest.]

GASPAR

Sería genial tener ellos en nuestra casa. [It would be wonderful to host them here in La Playa.]

TEON

(clearly picking up on the sentiment) Thank you so much.

HAP

I have something maybe you could use, Millicent.

HAP pulls out Arantza clothing out of his bag and hands it to MILLICENT.



## MILLICENT

Oh, Hap. (hugs HAP a bit too long and then holds up the clothing) My old clothes from Arantza are long gone. I am proud to wear our colors on our way back to Arantza. (to LA PLAYA VILLAGERS) ¡Todos! ¡Escuchen! Ellos son Hap, Brixton y Teon, mis amigos de Arantza. Por favor, aliméntenlos y hagan que ellos se sientan cómodos. Nunca han probado nuestra comida deliciosa de La Playa. (LA PLAYA VILLAGERS murmur with pride and excitement) Hagamos la mejor comida para ellos. Necesitarán un lugar para descansar, busquemos un lugar para que estén cómodos. Por la mañana partiré hacia Arantza, un lugar que no he visto en mucho tiempo. [Everyone! Listen! These are HAP, BRIXTON, and TEON, my friends from Arantza. Please feed them and make them feel comfortable. They have never had our delicious La Playa food. Let's make them the best food. They will need a place to rest, let's find a place for them to be comfortable. In the morning I will be leaving for Arantza - a place I have not seen in a long time. I will miss all of you but I promise I will return.] (to HAP, BRIXTON, and TEON) Welcome to La Playa. Please make yourselves at home. We leave for Arantza in the morning!

LA PLAYA VILLAGERS start making preparations for HAP, BRIXTON, and TEON to stay with them. They approach them and speak Spanish to them which seems to confuse but amuse HAP, BRIXTON and TEON. MILLICENT, GASPAR and CRUS exit together as if they are also going to say their goodbyes and prepare MILLICENT for her trip through the cave under The Crag and to Arantza.

**BLACKOUT AND SILENCE.**

**SCENE CHANGE: ACT TWO SCENE TWO TO ACT TWO SCENE THREE**

Sound effects of a cave with water dripping and the sound of animals and snake rattles. With just enough time for HAP, BRIXTON, TEON and MILLICENT to make their way to the back of the theater (from backstage without being seen by the audience) they enter the back of the theater as if they are traveling through the cave under The Crag. They each hold several glowing cloth bags full of fireflies (luciérnagas) to light the way.

During this time the stage is transforming into the village of Arantza that is in disarray with (initially silently) arguing ARANTZA VILLAGERS and general chaos that becomes clearer as HAP, BRIXTON, TEON and MILLICENT make their way to the stage. HAP, BRIXTON, TEON and MILLICENT start talking as they are making their way to the stage from the back of the theater.

BRIXTON

It is really intense and creepy in here.

HAP

I know, like is there water dripping somewhere?

BRIXTON

Honestly I hear it too. I hear wind, but I don't feel any on my skin.

MILLICENT

(ignoring HAP and BRIXTON's comments) It is really dark. I'm glad we have the luciérnagas bags with us. (holds a bag up to light the way better)

BRIXTON

This is really crazy. (after a brief moment BRIXTON slips a little) Be careful, the ground is really uneven and bumpy.

HAP

This ground is tough on my feet.

TEON

(optimistically) I just know we'll - (TEON slips and falls to the ground dropping her luciérnagas bag while something pokes her in the hand) - Ow!

BRIXTON

(with great concern and urgency) What happened? Are you OK?

TEON

(getting up while calming BRIXTON) I'm OK. Something poked me in the hand.

HAP

A rock?

TEON

I don't know. But...(rubbing her hand) it really hurts.

BRIXTON

(with concern) When we get to Arantza we'll have the doctors take a look. (a promise he will not keep)

MILLICENT

Let's keep going. I'm not sure how long it will take, but I made it without stopping when I was a child so it can't be much further.

HAP

I think I see the opening to the cave. (points up to the stage)

At this point HAP, MILLICENT, BRIXTON and TEON have made their way to below the stage and can look up onto the stage where they see the chaos that is now evident on the stage with people arguing, some people just running across the stage, some people pushing each other. TRAMMEL, AVONT, DUNNING and KRUGER are not on stage. HAP, MILLICENT, BRIXTON and TEON seamlessly transition to ACT TWO SCENE THREE.

### ACT TWO SCENE THREE

MILLICENT gives her bags of luciérnagas to HAP and puts her fingers to her lips and raises a hand to instruct HAP, BRIXTON and TEON to be quiet and stay where they are. MILLICENT, HAP, BRIXTON and TEON remain below the stage.

MILLICENT, BRIXTON and HAP are so wrapped up in the plan they forget and fail to notice that TEON is injured and becoming sick.

ARANTZA VILLAGER 1

No, *you* took *my* stuff and you need to give it back. (pushes ARANTZA VILLAGER 2) Right now!

ARANTZA VILLAGER 2

You said I could have it! (pushes ARANTZA VILLAGER 1)

ARANTZA VILLAGER 1

That's not true! Why would I say that to *you*?

ARANTZA VILLAGER 1 and ARANTZA VILLAGER 2 continue to fight over an object.

ARANTZA VILLAGER 3

(at ARANTZA VILLAGER 4) You are crazy! None of what you are saying is true!

ARANTZA VILLAGER 4

What are you talking about? This is ridiculous! (pushes ARANTZA VILLAGER 3)

ARANTZA VILLAGER 3 and ARANTZA VILLAGER 4 push each other and continue to argue.

ARANTZA VILLAGER 5

(runs across the stage yelling for unclear reasons) Aaaaaaaahhhhhhhhhh!

As the ARANTZA VILLAGERS continue to make commotion and argue, MILLICENT gestures again for BRIXTON, TEON and HAP to wait below the stage. MILLICENT enters the stage. As MILLICENT enters the stage, the ARANTZA VILLAGERS stop talking and stop arguing and stop moving and just stare at MILLICENT who confidently strides across the stage. This should act like a wave of calm flowing over the ARANTZA VILLAGERS. A few of the ARANTZA VILLAGERS whisper to each other in amazement. ARANTZA VILLAGER 6 steps forward.

ARANTZA VILLAGER 6

(softly and reverentially) Millicent?

MILLICENT

(matter of factly) I am back. And I hear there are some problems.

ARANTZA VILLAGER 6

(sadly) Your parents...

MILLICENT

(compassionately) I know. I know. Where are Trammel and Avont? I need to meet them.

Enter DUNNING, KRUGER, TRAMMEL and AVONT. TRAMMEL and AVONT are wearing the royal capes with the fur at the collar and the crowns. DUNNING and KRUGER enter with their fasces and initially approach MILLICENT aggressively. BRIXTON appears visibly upset by this mistreatment of MILLICENT and is not paying attention to TEON who is getting visibly sicker.

KRUGER

(aggressively) Who are *you*?

DUNNING

(aggressively) What are you doing here? (slowly coming to the realization that something is not right) And...why are you wearing our colors?

KRUGER

You look familiar? (looks at DUNNING)

DUNNING

Millicent?

MILLICENT

Yes. I have returned.

DUNNING and KRUGER look at each other and agree that this is true and both do the royal bow to MILLICENT.

TRAMMEL

Dunning what is this all about?

DUNNING

This is Millicent. (thinks for a moment)...*Your* daughter.

KRUGER

(to Millicent) You'll have to excuse your parents. The plague has changed them in so many ways.

AVONT

Nasty thing that plague. Nasty. Good to see you again *daughter*.

MILLICENT

*You* are *not* my parents.

TRAMMEL

Don't say that. It is so great to see you again.

TRAMMEL tries to go in for a big fake hug with MILLICENT but she backs up and puts up a hand to stop TRAMMEL.

MILLICENT

You are not my parents.

TRAMMEL

Why do you say that?

MILLICENT

(looks down to BRIXTON, HAP and TEON and waves them up to the stage) This is why.

BRIXTON, HAP and TEON enter the stage.  
TRAMMEL and AVONT look worried as they realize HAP is entering the stage.

BRIXTON

(angrily) You are not the crowned heads and you are not Millicent's parents. Hap told us everything.

ARANTZA VILLAGERS murmur worriedly. BRIXTON and TEON give HAP their luciérnagas bags. HAP, in turn, gives them to some ARANTZA VILLAGERS and whispers instructions to them.

These ARANTZA VILLAGERS move about to place the bags around the stage and kneel next to the bags to “open them” (in actuality just turning on prepositioned lights on stage - lots of little lights that should really have an impact on the audience) at the appropriate time.

TRAMMEL

Hi Hap. Good to see you again.

DUNNING

(angrily to TRAMMEL and AVONT) You said Hap was dead.

HAP

(excitedly) I’m not dead...(ashamed for saying he’s not dead) Just letting you know. I found TRAMMEL and AVONT at the landing. They had just come across the Rough Water from another land and needed my help. They stole the royal capes and the crowns.

DUNNING

They were wearing the crowns when we found them at the boundary of the village. Kruger, we were so wrong. How could we have come to this conclusion?

BRIXTON

Trammel and Avont, all you do is lie. You were not changed by the plague. You are just the worst. And you are *not* the crowned heads. You need to be stopped.

TEON continues to look increasingly ill and weak and pale. No one (except the audience) seems to notice because of the interactions with TRAMMEL and AVONT.

HAP

(to everyone) These are not our crowned heads. We must stop them. Millicent has returned and brings wonder from a far away village named La Playa. Look!

The ARANTZA VILLAGERS holding the bags “open the bags” and “release” the luciérnagas (lighting is changed to reveal small lights moving about all over the stage giving an eerie, otherworldly look to the stage that is appropriate as an effort to intimidate TRAMMEL and AVONT and appropriate for TEON’s death).

ARANTZA VILLAGERS murmur about the amazing lights and their support for MILLICENT, HAP and BRIXTON. The ARANTZA VILLAGERS appear to be visibly turning on TRAMMEL and AVONT.

BRIXTON

Give me those.

BRIXTON takes the crowns from TRAMMEL and AVONT and holds them up triumphantly. TRAMMEL and AVONT look worried. BRIXTON looks furious and also roughly takes their royal capes. TRAMMEL and AVONT cower from BRIXTON and sit down.

TEON

(looking very very sick, weakly) Brixton...(TEON steps up stage so the audience can see her very well and collapses)

BRIXTON

(in anguish) Teon!! Hap, get a doctor!

HAP runs to exit the stage and then HAP and DOCTORS enter and quickly approach the collapsed TEON. The attention of the entire village turns to TEON. During this time, TRAMMEL and AVONT go unnoticed and crawl to the edge of the stage and climb down into the audience and start heading to the back of the theater and exit out the back of the theater.

BRIXTON

Teon! My sweet! Don't leave me. (aggressively to the DOCTORS) Do something!!

BRIXTON holds TEON's limp body. The DOCTORS check TEON but shake their heads and reach out to console BRIXTON who is about to explode in anger.



HAP

(with hope and honestly trying to help) How about some of the rainbow colored leaf?  
(HAP takes some of the leaf and feeds it to TEON who swallows the leaf weakly and promptly goes unconscious and dies)

BRIXTON

NOOOO!! Teon! Teon! NOOOO! (cries in anguish) (turns to address TRAMMEL and AVONT) If it weren't for you two...you horrible...(looking around and not finding them)...you killed my Teon! (to the whole crowd) Where are they!?!

ARANTZA VILLAGERS look around  
furiously with panic. MILLICENT and HAP  
look around furiously as well.

BRIXTON

What is going on? Dunning! Kruger! Where are they?

DUNNING and KRUGER look sad and  
afraid and regretful and confused as they  
truly do not know where TRAMMEL and  
AVONT are.

ARANTZA VILLAGER 1

Brixton, we need leadership.

ARANTZA VILLAGER 2

Brixton, what do we do?

ARANTZA VILLAGER 4

Help us Brixton.

BRIXTON

(angrily with rage and grief) I'll tell you what we do. We crown Millicent and find Trammel and Avont and show them justice for killing Teon! If it weren't for them...Teon wouldn't have gone to La Playa and fallen and hurt her hand and...and...and...(a mix of fury and grief) Where are they?!?

BRIXTON takes a deep breath and places  
one of the crowns on MILLICENT's head.

MILLICENT

I can't do this alone. Hap?

HAP comes forward. MILLICENT lovingly looks at HAP and places the crown on his head. HAP initially mildly resists and then gladly accepts the crown from MILLICENT. MILLICENT and HAP kiss.

HAP

(to everyone) Let's find Trammel and Avont!

Cue music **Teon's Gone**. All except BRIXTON (and TEON) energetically exit. BRIXTON slowly walks toward TEON's body. A spotlight isolates them. BRIXTON tenderly holds TEON's body and strongly mourns this loss at her side. The spotlight slowly fades. End music.

**BLACKOUT AND SILENCE.**

#### **ACT ONE SCENE FOUR INCLUDING BOWS**

The stage should start to be emptied and be empty by the time TRAMMEL and AVONT arrive at the stage. TRAMMEL and AVONT appear in the back of the theater breathing heavily like they have been running a long distance to get away. TRAMMEL and AVONT are looking over their shoulders and looking back to see if anyone is following them. At first they are rather panicked and move quickly (run) and become more comfortable that they have successfully escaped as they eventually stand on the stage alone. They make it to the stage and enter the stage. They stand next to each other staring out into the audience with their hands on their knees like they are resting after rushing and running for so long.

AVONT

(a bit out of breath perhaps and still facing the audience as if looking for someone coming after them) Well, *that* was horrible.

TRAMMEL

(catching their breath after running, sarcastically and cruelly) You *think*?!?

AVONT

(recovering from exertion and facing the audience as if looking for someone coming after them) That was another close one.

TRAMMEL

A little too close this time. They got all worried about that sick girl that they didn't pay any attention to us.

TRAMMEL and AVONT look around to make sure no one is coming for them that they can see and take a deep breath.

AVONT

Now what?

TRAMMEL

I'm not going back across the Rough Water. Forget that. I almost drown.

AVONT

The Forest?

TRAMMEL

I don't know. (sarcastically) Look around. Do we have another choice?

AVONT

I guess not. What's his face and the sick girl made it through The Forest pretty well. And so did Hal!

TRAMMEL

(with frustration) Hap. His name was Hap. (reconsidering) And, well, you *are* right. Even Hap made his way through The Forest.

AVONT

OK. Let's give The Forest a try. I hope there is something to eat there.

TRAMMEL

It's a forest. Of course there will be something to eat. Something always comes up.

TRAMMEL and AVONT have developed a new positive attitude and exit.

The stage goes dark and four spot lights shine down just as they did in the transition between ACT ONE SCENE ONE and ACT ONE SCENE TWO.

This time the empty spot light is for TEON.  
 BRIXTON enters from stage right and  
 solemnly takes position in the spot light that  
 is furthest to stage right. HAP and  
 MILLICENT enter from stage left holding  
 hands. They embrace, release their hands  
 and separate to stand solemnly in the  
 spotlights on stage left with HAP in the  
 spotlight furthest to stage left.

MILLICENT

We miss Teon. Some time has passed, but her loss feels like an open wound.

HAP

Especially for Brixton. I'm worried he is broken. (MILLICENT and HAP look over at  
 BRIXTON who just stares forward into the audience like he is looking for something he  
 can never find)

BRIXTON

(finally looks over at MILLICENT and HAP after a moment - and then he speaks to the  
 audience directly) We have not found TRAMMEL and AVONT and I don't think we ever  
 will. I am having trouble seeing any future for myself...without Teon. I didn't realize that  
 with her in my life anything seemed possible. And now, it is as if there is a fog keeping  
 me from seeing tomorrow.

MILLICENT

We love you Brixton. You have a future with us.

BRIXTON

I know this, Millicent. And this is keeping me going. I just wish Teon were here with me.

From downstage and stage right Teon  
 appears in all white clothing including a  
 pure white tabard and addresses the  
 audience.

TEON

I wish I could heal Brixton, but it is too late for me. Brixton dragged himself through his  
 days and never truly recovered. For a long time Trammel or Avont seemed to get away.  
 But, eventually, Brixton bravely left Arantza for new adventures. But this is another story  
 for another day. Millicent and Hap were in love for many years and repaired Arantza to  
 the peaceful and wonderful place their people deserved. Thank you all for coming  
 tonight.

## BRIXTON, HAP AND MILLICENT

(with overlapping variations and gestures that would be natural for the actors) Thank you. Thanks! We appreciate you. So important to us that you came here tonight. Thanks.

Cue music **The Show's Over** with repeats to make the music last the most appropriate amount of time and BRIXTON, TEON, HAP and MILLICENT exit the stage so the cast can come forward and take their bows in an order that reflects an appropriate order for the cast. At the end, the entire cast is on stage and recognizes the musicians and technical crew and take final bows.

All exit.

**CURTAIN**