

# Carriers

By: D. Brent Holland



*Riley, Sienna and Cricket searching for Carriers*

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**Cast List:**

**Males**

**Barrett:** A male survivor and leader of a scouting party.

**Brynn:** An excellent fighter and musician.

**Rabbit:** A trained scout. Brave.

**Carver:** Rabbit's best friend.

**Faulk:** Another male fighter, charismatic

**Clipper:** Faulk's travelling companion.

**Females**

**Riley:** Captain of an 8 women war party. Well liked and well suited for command.

**Sarell:** Riley's 2<sup>nd</sup> in command, prone to anger, not well liked.

**Cricket:** Riley's Scout

**Sienna, Amelia, Krista:** Soldiers under Riley.

**Dani, Trace:** Guards

**Commander Brindle:** Regional commander.

**Siria:** Brindle's right hand.

*This show was produced for a three night run at E.A. Laney High School in October of 2013. It was our competition piece and won awards for best fight choreography and ensemble acting.*

*The original cast is as follows:*

**Barrett:** Matt Lewis

**Brynn:** James Stewart

**Rabbit:** Quinshon Kilgore

**Carver:** Jacob Register

**Faulk:** Iteig Ellis

**Clipper:** Daniel Crawford

**Riley:** Taylor Panaccione

**Sarell:** Imani Johnson

**Cricket:** Rebekah Alexander

**Sienna:** Laura Broadley

**Amelia:** Katie Bernard

**Krista:** Savannah Dougherty

**Dani:** Nikki Dinkins

**Trace:** Carrie Mills

**Brindle:** Maddi White

**Siria:** Savannah Bower

*(As Barrett describes the following scenes, they will be re-enacted as freezes in the background by the supporting cast.. The motif for the opening scene is that of a group staring into the heavens.)*

**Barrett:** At first, there seemed to be no affects from the fire that ran across the sky shortly after the harvest. Peace had reigned for more than a century and when the night sky lit up and the metallic dust started to fall, there was talk of the end of the world. But when life returned to normal and nothing had changed, it passed.

*(Time passes)*

**Barrett:** A couple of months passed and Darion the counselor became sick. He lost weight and slowly started to lose touch with reality. He began to believe that others in our small town were after him. He believed earnestly that his friends and family were trying to kill him and he started acting out. Our healers were unable to do anything to help him and eventually he went completely mad. He had to be restrained in order to keep not only himself, but everyone else safe.

*(Scene shift to an overview of chaos, of men fighting, of the destruction of buildings and villages)*

**Barrett:** But he was only the first. Before long, Salorio, the butcher, started showing signs of the same condition. Fever, followed by weight loss and the inability to eat. Then what seemed like a reprieve...only to be followed by the first signs of madness. The first year was a nightmare as no caste or profession seemed spared from the affliction.

*(Shift to scenes of men leaving town, saying goodbyes to family and friends, and of others dying and suffering alone)*

**Barrett:** The thing was, this new plague only affected the men of our area. While the speed that the disease took varied from person to person...with some lasting months while others only hung on to sanity for days. The one unchanging fact was apparent, women of all ages were totally immune. Some men could not face this future and ended it themselves, while others could not risk harming their wives or children, so they left with the promise to return in a year, or however long it took to be sure that they were not going to share the fate that so many men had already faced.

*(Scene shifts to scenes of insane men ripping through towns and having to be subdued or killed by female guards)*

**Barrett:** The men that remained eventually were expelled from their homes when it became obvious that the safety of all was compromised by having them in the city walls. In some cases, their families left with them... many of those were never heard from again, but in most cases the men left on their own.

*(The scene shifts to two separate areas... the men are shown living primitively, surviving and trying to find a cure, while the women are shown fortifying and training)*

**Barrett:** The men eventually gathered out of desire for company, and to pool resources together in order to find a cure, or in some cases to end it for those who had become lost. The disease seemed to have a different time line for each victim with no way to know when your time had come. We tried herbs, fasting, and prayer, but for the longest time, there seemed no way to slow or stop the symptoms once they started.

*(Lights shift to the female village weapons training in progress)*

**Barrett:** While the men focused on survival and finding a cure, the women fortified to keep their walls safe. They learned to fight, to hunt, and to kill without question. When King Barrister fell to the condition, his daughter sent out a decree that all men were to be exterminated. They were to be hunted and each town would have a trained guard, who would specialize in finding the remaining men hiding and ending the threat. Some men would be kept alive so that our species could continue, but all others were to be brought down like animals.

*(All scenes, but Barrett's are now black)*

**Barrett:** That was six years ago. Some of us survive, mostly in isolated groups, hunting by night and living in fear of the Black Command. It's impossible to trust anyone, the madness can come so suddenly, but to live alone is suicide.

*(Background scene... a freeze of a sword fight between Brynn and a female combatant. There is already a female slain on the floor)*

**Barrett:** In the years that followed the Night of Fire, we focused on survival and finding a cure to a certain death, while the women plotted their cure through total extermination. They trained to fight and to kill and eventually, we were forced to do the same.

*(The Freeze turns into a full motion fight with Brynn victorious over his black command assailant.)*

*(The Scene shifts to an impromptu camp. There is a fire and general camp supplies. When the lights come on, Barrett is sitting at the fire with Carver and Rabbit.)*

*(Brynn enters the camp, He throws the sword he took from his rival into the firelight)*

**Barrett:** A scout?

**Brynn:** Two. Apparently they are closer than we thought. *(As he sits, Brynn takes a wooden flute out of his pack)*

**Carver:** How far?

**Brynn:** I found that one on the other side of Wayland's crossing.

**Carver:** And they were alone?

**Brynn:** Well, I didn't have the chance to ask them, but as far as I could tell they were alone. Even so, it won't be long before they are missed. *(He plays a few short notes)*

**Rabbit:** So should we break camp and head back?

**Brynn:** I don't know. It might be better for us just to press on.

**Barrett:** I wish you could have taken one alive.

**Brynn:** Yeah, yeah., I know. Remember that the next time one of them is swinging their blade at your neck.

**Rabbit:** So what's our move?

*(Brynn starts to play quietly under the conversation)*

**Barrett:** I don't see any reason to turn back at this point, their companions are probably at least a day's ride behind her.

**Carver:** Maybe two.

**Barrett:** Maybe.

**Carver:** So we continue north in the morning?

**Barrett:** North, then east. With any luck we will be able to sneak around to the outside and miss the group entirely. Get some sleep. Tomorrow's going to be a long day.

*(As the other three start to bed down, Brynn continues to play into the black out and through the scene change)*

*(In their camp, in the mountains. When the scene opens, Riley, Sarell, Amelia, and Krista, are breaking camp. )*

**Riley:** We can't wait any longer for Katsana and Pigeon. They are never late. Something must have happened.

**Sarell:** I don't think these caves are hiding any more Carriers. Sienna says that the paths are clear... no signs of anyone we haven't already found.

**Riley:** We have enough water to move south, and if Sienna says these holes are empty, then they are.

**Sarell:** How long has she been with you?

**Riley:** She was in my first command and has been with me ever since.

**Krista:** All ready, Captain.

*(Sienna and Cricket enter)*

**Sienna:** The last sweep is done. I know about where Pigeon must have been headed. Is that our path?

**Riley:** Of course. Are we ready?

**Cricket:** So you think the Carriers are in the south then?

**Riley:** Something's in the south.

**Sienna:** We'll find them. We always do.

*(The men are in the mountains, Rabbit enters)*

**Rabbit:** The holdout we found last summer has been cleaned out. There is no one left. It looks recent, but you can't be sure.

**Barrett:** Did it look like a fight?

**Rabbit:** My gut says yes... but like I said, you can't be sure.

**Brynn:** There were a dozen men there last summer. They would not have just left without giving some idea where they went.

**Rabbit:** I'm just telling you what I saw.

**Barrett:** Any tracks?

**Rabbit:** Yeah... there was an effort to cover them, but there were tracks. They were recent.

**Carver:** Were they BC's?

**Rabbit:** Most likely and most likely within a day's walk of where we are right now.

**Barrett:** How many?

**Rabbit:** I can't be sure, but I would say no more than six or seven.

**Barrett:** Thanks Rabbit. Take Carver with you back to the holdout and take anything worth keeping. Meet us next to the creek by the

foot as soon as you have cleared the cave. We are going to check along the banks and see if we can figure out where they went.

*(Carver starts to get his pack)*

**Brynn:** And be careful.

**Rabbit:** *(grinning)* I'm always careful.

**Barrett:** Carver, make sure Rabbit is careful.

**Carver:** *(laughing)* yeah, yeah. Come on Rabbit.

*(They exit)*

**Brynn:** That holdout was the only one we knew of that had a supply of Tea Root.

**Barrett:** I know.

**Brynn:** And if there isn't any there? What if they took it?

**Barrett:** Then I guess we'll have to figure something out.

**Brynn:** Figure something out? Craddock says it only works with Tea Root and that's why we came all this way, isn't it?

**Barrett:** *(impatiently)* I know Brynn.

**Brynn:** We haven't lost a man since we added Tea Root to the mixture. Not a single man! I know it seemed to be working before, but I think that Craddock finally got it right this time.

**Barrett:** What do you want me to say Brynn? If the holdout is empty, then it's empty. Our only other option would be to...

**Brynn:** Would be to try to sneak into Preston Stronghold or one of the other cities and steal some in the market. That's suicide.

**Barrett:** And it's basically suicide not to. Let's just pray that Rabbit finds it.

*(The scene shifts to the women, Riley, Sarell, Amelia and Krista are talking)*

**Amelia:** *(Reporting)* Nothing at the top of the pass, do you want us to search down by the bank?

**Riley:** Not yet. Sienna and Cricket should be back any time.

**Sarell:** Are you sure the tracks are fresh?

**Riley:** Sienna said they are fresh, so they are fresh.

**Krista:** Do we set camp?

**Riley:** No. There are still a few hours of light left... once we know where they are headed, we still have some time to chase.

*(Sienna and Cricket enter)*

**Sienna:** Up in the lower cave we cleared out... there are new tracks. Fresh... a day at the most. We don't have anyone else in this area, do we?

**Riley:** No. No one else in the mountains to my knowledge.

**Sienna:** By the tracks, I would say they are carriers... probably scavengers or looking for a handout from the group we cleared out of there.

**Sarell:** Do you know where they went?

**Sienna:** East. I followed their trail for a bit, but turned back to report first.

**Riley:** Ok. Let's head that way. Take me to the cave and then we will go east from there. We leave now. Go. Be my eyes.

**Sienna:** Yes, captain *(Sienna leaves to go scout ahead)*

**Riley:** *(to the group)* Ok. So we are not finished here after all. Let's move. Keep your eyes open. We are headed in the same direction that Pigeon and Katsana were off in when they disappeared. Don't let them catch us sleeping.

**All:** Yes, Captain.

**Riley:** Ok, Clear out and stay in ear shot. Krista, you have our backs.

**Krista:** Yes, Captain. *(Krista falls back)*

*(Scenes shifts inside of the cave, where Carver and Rabbit are taking what is left to salvage)*

**Carver:** *(looking around)* Not much left, this has already been picked through.

**Rabbit:** Maybe. I don't know. I mean, there's still some things left. Doesn't make sense. Most things are gone, but why is anything left at all? Do we leave things behind when we clean a place?

**Carver:** Of course not. Never know what might be useful eventually.

**Rabbit:** Exactly. *(Holding dishes)* Food, drink, most anything valuable seems to be gone, but this stuff...the cups, some skins, still here. Whoever hit this cave, didn't need a lot.

**Carver:** That's not a good sign.

**Rabbit:** No it isn't. Hold on, did you hear that? *(Both take cover)*

*(the other half of the stage is now lit. Brynn is sitting on a rock, flute out. Barrett is standing, looking.)*

**Barrett:** *(concerned)* They should have been here by now.

**Brynn:** Relax.

**Barrett:** We should have gone with them.

**Brynn:** Then we wouldn't have found out everything we did by coming down here.

**Barrett:** We didn't find anything.

**Brynn:** Indeed. But we get to spend the afternoon here by the stream, while Rabbit and Carver climb down the mountain. *(He starts to play as the lights dim, but don't go out on their scene)*

*(On the other half of the set, Lights as all six Black Command's enter the cave. A slow motion fight sequence takes under blue lighting as Brynn plays his flute by the river. Barrett looks nervous. During the fight, Rabbit kills Amelia and Carver injures Cricket before Riley strikes him down. Rabbit is disarmed and captured.)*

*(Lights out)*

*(Lights come up with Barrett and Brynn in the cave. Carver's body is still on the floor)*

