

# The Rememberers

Written by Laura Pasetti

*Actors asleep on the floor. Small piles of clothing scattered on the floor.*

VFX Monologues in video on the screen.

**GLENN** I am tired. I am tired of my solitude, my impatience, my intolerance. I have so many conflicts inside myself that I don't know who I am anymore. What am I doing here? Please someone tell me. My family, my friends refuse to listen to me... they prefer to buy the limited beliefs pushed by the media. I am lost, I am giving up.

**SIMON** My father came back again in my dream, he was crying. I never saw him crying before. You have destroyed our future he said. What about the children? Think of the children. I didn't know what to say. My heart is aching.

**RITA** I don't know who I am anymore. When did I begin to forget? I have a vague memory of the person I have been. It seems that only the bad things remained... I wish I could go back in time, be little again, and talk to my mother.

**LAURA** Too many nightmares... global warming, people that are fighting for food, people that are fighting for water. The Amazon forest is burning, I can hear the animals screaming. So much to do, and so little time. How did we manage to reach this point? How did we do it?

**DIANA** Lies lies always lies. The people in power don't listen! There is so much to listen to and they brush it off saying that there is nothing to worry about. But I am worried and I don't trust anybody anymore.

**JOANNA** I am always scared. Is climate change inner or outer or both?  
People say horrible things to each other, so many conflicts, so much separation... And I don't want to say what I think because I don't want to upset anybody. So I stay silent and I burn inside.

**RAFFY** I am terrified of making mistakes. I can't make mistakes, it feels like I am dying when I do. I don't know why. This is the way I am, you have to accept it. Too many expectations. My parents, my friends, even my dog. Leave me alone. I don't want you to count on me. I just want to play the piano all day long.

**WENDY** Sleepwalkers... this is what we have become. Sleepwalkers. We must remember our connection with all life before it is too late... We have to... I have to. Am I doing enough? Am I contributing enough? I need to have faith in myself that I may deliver what is asked of me.

**DAVID** I wish I could find someone or something to tell me what to do. What is right, what is wrong. The truth is that I don't trust, I don't trust humans. I trust animals, but humans... No thanks. And I don't want to try anymore! I tried... several times. I don't need people to be happy.

**SWAN** I am dying. I am not gonna make it. Soon it will be over. I don't know what to do anymore. I can't keep going like this. I followed the path of the heart, I gave all I could give. I can't give anymore, I gave it all.

**ROBIN** I have been feeling too sorry for myself. Now the world is lost and I have to do everything that I can to save what is possible. I will fast, I will pray. Like the Buddha who was enlightened by a tree, I will close my eyes and learn to listen.

**ROY** I know that I am intelligent, that I am generous... but I am not wise. I know I am not. Humans don't have innate wisdom. Do we learn from our mistakes? Very slowly. Perhaps the next generation, perhaps they will learn more quickly than us. They have to.

**JOAN** Occasionally I accept life just as it is and me just as I am. Most of the time I am judging, comparing, criticising. Have I passed or failed some test of being present, sensitive, aware? I wish I could stop overanalyzing... I am walking on the edge of heaven and hell. Which way will I fall?

SFX Music.

*Memory enters and puts a signboard on top of each pile of clothing. She exits. The people on the floor wake up.*

**VOICE** Welcome! You finally woke up! Can you hear me?

**DAVID** Where am I?

**SWAN** Am I dreaming?

**SIMON** This is a strange dream...

**JOANNA** It's is so crowded here.

**LAURA** What are you doing in my dream?

**GLENN** What are you doing in my dream?

**VOICE** This is a collective dream. I didn't have time to connect individually. I've been trying to connect with you in many ways. Many times. At the yoga lesson, during your walk in the woods, while you are meditating...But nothing. The more I tried, the more deaf you became.

**DAVID** Who are you?

**VOICE** I am your mother.

**RITA** Mother??

**VOICE** Mother of all of you. Mother Earth. I am coming to you in a dream because is the only way I could reach you and make you listen.

**RAFFY** But you said we are awake!

**VOICE** Yes the dream time is where you are most awake these days. The signal is very low though and I should hurry. It was not my idea to call you, but the trees, the trees insisted on it and your sisters, the geese.

**DIANA** The geese are our sisters?

**VOICE** Of course they are, and the volcanoes and the glaciers are your brothers. Older brothers, you are the youngest. This is why I spoiled you. Do you remember? Do you remember anything of your origins? *(Silence)*

I thought so. All your brothers and sisters agreed I needed to make one more attempt with you before it was too late. There is not much time left before the big change.

**SIMON** Yes, we are aware that we are destroying our planet.

**LAURA** Soil degradation

**JOANNA** Deforestation

**ROY** Plastic pollution

**RAFFY** We are so sorry you are dying Mother Earth... So sorry. Please, please forgive us...

**VOICE** Oh I am not angry with you, my child. I don't act through emotions like you. And I'm indifferent to death. I accept changes, I have no attachment you see... But you, oh... humanity never likes changing... and you have far too many attachments. If you don't reconnect with me, I'm afraid your time is limited. This is my very last warning. I am here to tell you: save yourselves. Save humanity.

**JOAN** How can we do this?

**VOICE** Remember who you are. Be part of me, of the whole. We are one life, you see?

**JOAN** How can we do this?

**VOICE** Do what you are good at! Do what only humans can do!

**ROY** Wars?

**VOICE** No, stories. Tell a story, reconnect with who you really are through a story. And be truthful. Stories are your tool, my human children, use them to remember!

**ROBIN** And who shall we tell a story to?

**VOICE** Well you could start with them. *(They see the audience, they are surprised)* If you wake them up hopefully there will be more stories and memory will come back to humans.

**DAVID** How can we make it? There are so many contrasts, so many conflicts among us!

**GLENN** Some of us don't see the urgency!

**LAURA** Some of us do!

**VOICE** Don't follow the rules of separation. Your heart smells of soil and your blood tastes of wood. This is all that matters... (SFX *disturbance, audio distortion*) Please try to remember.... (*signal gone, silence*)

**WENDY** Remember what?

*They look at each other. They don't know what to do.*

**JOANNA** And now?

*They look at the audience, reactions of embarrassment and awkwardness.*

**RITA** This is embarrassing...

**SWAN** This is exciting...

**DIANA** Is there anyone who knows a good story? Perhaps we could tell a story we already know.

**GLENN** I think it has to be original considering what's at stake.

**RAFFY** We tell a story where we go to find a way to save humanity.

**SWAN** And where do you want to go?

**DAVID** First we decide who we are and then we decide where to go.

*They look at the signboards on top of the piles of clothing.*

**ROY** Characters!

*They go towards the signboards.*

**DAVID** Warlock! This is going to be me.

**SIMON** *goes to the signpost of the Son without saying anything.*

**LAURA** Is this going to be me?

**SWAN** Hey! Who wants to be the prostitute? Nobody? It's Me then! (*she laughs*)

**DIANA** Oh this is going to be fun.

**GLENN** This is going to be challenging.

**RAFFY** Not sure...

**ROY** Shall I be naïve or shall I be trickster?

**WENDY** Naïve! I am Trickster.

**RITA** The Child? Ok! But I want to have a toy giraffe!

**JOAN** I don't know who I am, I don't know where to go...

**DAVID** This is definitely you then.

**JOANNA** And I guess this is me...

**ROBIN** Uh this is scary enough for me.

**RAFFY** Anyone want to swap?

**SWAN** I do!

**RAFFY** I think I am having second thoughts...

**DAVID** No more identity crisis? Let's grow into our characters then.

**JOAN** And how do we do that?

**DAVID** I suppose as we do with any role we take in life, we breathe into it, and we trust the process...

*SFX. Music – They wear the elements of costume left on the floor. When ready, they gather in a line at the centre of stage.*

**LIAR** And now?

**FATHER** Who is going to start?

*They push David in front.*

**DAVID** Once upon a time, wide awake in their dream, a group of 13...

**COWARD** 13 is a really bad number... can we call ourselves something different please?

**LEADER** But we are 13.

**PROSTITUTE** We should have a proper name..

**FATHER** What can we call ourselves?

**LIAR** What about the group of 31, it is a great number.

**COWARD** But it is a lie...

**LIAR** And?

**SON** We are on a journey to save humanity, what about The Savers?

**PROSTITUTE** We are on a journey to remember who we truly are.

**NAÏVE** What about the Rememberers then?

**WARRIOR** It is a great name. I like it.

**PROSTITUTE** I hate it.

**WANDERER** I don't care, shall we go?

**CHILD** Go!

**DAVID** Settled then. Once upon a time, wide awake in their dream, the Rememberers decided to go on a journey in search of their memory and their sense of belonging.

**COWARD** Do we have to?

**PROSTITUTE** And where shall we go?

*They break the line and spread a bit in the space.*

**WARLOCK** Who can help us to remember who we are?

**NAÏVE** I once heard that it was the trees that sung humanity into existence, and even Mother Earth mentioned the trees, perhaps we can ask the trees!

**PROSTITUTE** This is nonsense...

**SON** But what kind of trees? Beech trees? Oak trees? Scots Pine? There are thousands of species... and trees of Brazil? Of South America? Of Greenland?

**LEADER** There are no trees in Greenland.

**FATHER** Really...

**NAÏVE** I don't know which trees, perhaps the most ancient trees on earth.

**PROSTITUTE** And where are those ancient trees?

**WANDERER** I think we should go East!

**LIAR** I think we should go West!

**SON** I think... my father would have known.

**TRICKSTER** We need One to lead the way.

**PROSTITUTE** Yes! One to blame in case we do something wrong. This should be you, Leader.

**LEADER** No. I think it should be the Warrior. Any courageous journey needs a warrior.

**FATHER** I agree.

**WARRIOR** Ok. I will be your leader. And I decide to go... South!

**WANDERER** Why South?

**WARRIOR** Because it's warm. Because we need the light, at least at the beginning...

**TRICKSTER** I won't travel with you. I will come to you when I feel like it.

**BLIND** I won't join you either. You will find me when you need me.

**WARRIOR** Very well, we are finally ready to go.

*They leave the signposts and reach the centre of stage gathering in a group.*

**DIANA** Despite the doubts, the fear, the uncertainty of the destination...

**ROY** Despite the differences of opinion on everything... they knew inside that it was time to move forward. Facing the most fearful challenge, they left for the unknown.

*FSX Music of the journey. They move together.*

**JOANNA** They arrived at the shore of a vast sea. It was so big that they couldn't see the other side. It was the Sea of Ignorance. They looked astonished at the amount of ignorance in front of them. They named what they saw.

**PROSTITUTE** I see a huge lady in a supermarket filling her trolley with sweets and junk food.

**FATHER** I see people reading newspapers believing everything they read.

**SON** I see a crowd celebrating the opening of another oil pipeline.

**NAÏVE** I see a mirror reflecting only one perspective at a time.

**LEADER** I see... Nothing

**WARLOCK** I see a black hole sucking all the knowledge out of the planet.

**WANDERER** How can we cross this sea? We don't have a boat.

**LEADER** We will drown if we try to swim. It is too far.

**SON** My father would know what to do.

**NAÏVE** Warlock, can you use your magic to make a boat?

**WARLOCK** I can transform things, I cannot create from scratch.

**WARRIOR** Here! Use my cloak, make it into a boat.

*Warlock does his magic.*

**WARLOCK** It will be temporary but it will do.

*They all step on the cloak.*

**DAVID** As they started to cross the sea on their new boat, they soon realised that it was too small for all of them... The boat was slowly sinking.

**FATHER** We won't make it, we are too heavy.

**PROSTITUTE** There are too many of us.

**LIAR** We are going to be fine.

**COWARD** Liar.

**SON** One has to sacrifice.

**WANDERER** I can't sacrifice. That's not my way.

**COWARD** It can't be me, I am not ready.

**LEADER** It can't be me, I am too young.

**WARRIOR** It has to be me. *(he steps out of the boat)*

**LAURA** The Warrior decided to sacrifice herself for the group.

**PROSTITUTE** Good.

**SON** What??

**LEADER** Wait a minute: you can't do it. We need you.

**FATHER** We can't have the death of a lead role at the beginning of the plot! It is too soon.

**LIAR** Your character is essential in the story!

**WARRIOR** It has to be me. I always struggled with making decisions all my life. But now I know what I have to do. I have to serve my people and it has to be me to leave the boat. All we see in the Sea of Ignorance are people floating on the surface of survival. Life is more than survival. There has to be more to life than that. You have to cross the sea of Ignorance, you have to find the ancient tree and help them to remember.

**COWARD** We cannot face this journey without the warrior.

**WARRIOR** Perhaps then this is the time for the first twist in this story. All of you need to be the warrior now. Be your own warrior.

**LAURA** *(looking at audience)* And the Warrior gently slipped away, down, into the deep dark waters of the Sea of Ignorance. And she was light in the darkness until she disappeared to human eye.

**DIANA** That journey was the most silent journey of their lives.

SFX Music of the crossing. *They cross the sea of Ignorance in silence*

**JOAN** They reached dry land and stepped out of the boat. Grief had anchored them to reality and to each other. And now they were simply grateful to be alive.

**WARLOCK** *(getting the cloak)* We will carry his cloak in turns. All of us will be Warrior.

**PROSTITUTE** I will start. *(she takes the cloak)*

**SON** We should start looking around for those trees!

**WANDERER** I will wait for you here and look at the clouds. *(she sits on the floor)*

**FATHER** How do we recognize those trees?

**NAÏVE** I have found a tree! I think it is the right one! It looks old! And strange! So it must be wise.

*Child listens to the tree with a toy stethoscope.*

**LEADER** We need to connect. How do we do that?

**PROSTITUTE** You need to convince the tree to speak to us.

**LIAR** This is manipulation... I can do that.

**LEADER** Warlock?

**WARLOCK** I don't do trees, sorry. This is "elf territory" not mine.

**NAÏVE** Hi tree. I am Naïve. We are a group of people who...

**PROSTITUTE** What are you doing? Go straight to the point!

**SON** Shall we try to connect through meditation?

**COWARD** I am too anxious to meditate right now.

**PROSTITUTE** Wake me up when you get a sign. *(she joins Wanderer and sits on the floor)*

**WANDERER** We should breathe, breathe with the tree.

**NAÏVE** Be quiet. I am trying to listen! *(Pause)* I can't hear anything...I don't speak Tree.

**SON** My father would know what to do.

*Child is hugging the tree.*

**FATHER** Perhaps we should tune in to the tree...?

*They make a chain by touching each other with one hand. Naive is connected to the tree.*

**NAÏVE** This is not the right tree. Actually I think this tree is dead.

**COWARD** Why are you so negative?

**PROSTITUTE** We are wasting time. This is the wrong tree.

**LEADER** I think she is right. This is the wrong tree.

**NAÏVE** Sorry tree. Thank you anyway.

**WARLOCK** Where shall we go now?

**CHILD** West!

**LEADER** I don't know...

**CHILD** West!

**LEADER** I think we should try West!

**COWARD** Are you sure?

*They gather in the centre in a group, very close to each other.*

**RAFFY** The Leader didn't know the way. Being a leader was harder than he thought. And accepting disappointment was clearly not the main strength of the group of Rememberers. They went West in hope. *(Daughter goes to the Leader and offers him a candy)*. Thank you.

*Prostitute gives the Warrior's cloak to Leader. Leader gets his position in front of the group.*

**SFX** Music of the journey. *They move all together.*

**JOANNA** They were not walking for very long when they arrived at the Land of Truth.

**LIAR** What??

**TRICKSTER** But here they encountered a little surprise. It was not straightforward to cross this land. There was a border.

**LIAR** Shit! *(she steals the Cloak and hides underneath)*.

**TRICKSTER** This is the border of the Land of Truth, purpose of your visit.

**NAÏVE** We are in search of ancient trees.

**SON** We only want to cross your land.

**TRICKSTER** There are several ancient trees in this land, but nobody can enter without proving themselves to be truthful.

**LEADER** We are very truthful people.

**PROSTITUTE** We come from a spiritual community.

**TRICKSTER** Oh you won't have any problem being admitted then.

**FATHER** Admitted by whom?

**TRICKSTER** The native inhabitants of the land. They may or may not give you permission to enter.

**FATHER** How?

**TRICKSTER** You will be asked a question and you will need to answer truthfully.

**SON** This is not a problem.

**TRICKSTER** You will get three chances. If you fail you won't enter.

**COWARD** How difficult is this question?

**TRICKSTER** The question is easy. It's the answer that is difficult.

**FATHER** We won't fail. We can do this.

**TRICKSTER** Who is going to answer for the group?

*They step back and leave Leader alone in front.*

**LEADER** Oh... I suppose it has to be me... What is the question?

**TRICKSTER** The question is "Why are you here"?

*They feel relieved.*

**LEADER** This is easy. We are here because we are searching for an ancient tree.

**CHILD** This is not true... This is not true... This is not true...

*Everybody shush the Child.*

**TRICKSTER** Is it true?

**LEADER** Yes it is.

**TRICKSTER** Try to cross the border and let's see what the inhabitants think.

*Leader crosses the border. FXS Lion. He jumps back very scared. They all react to the Lion.*

**TRICKSTER** This is not the truth. Your answer is not approved.

**LEADER** But it is. This is why we are here!

**FATHER** Is it? *(he comes forward and get closer to Leader)* Is it not more true to say that we are a group of people trying to save humanity?

**PROSTITUTE** Yes, Father is right.

**TRICKSTER** This is your second chance. Who is going to answer for the group?

*They point their finger to Father.*

**TRICKSTER** Have you got the answer?

**FATHER** Yes. We are here because we are trying to save humanity.

**CHILD** But this is not the truth!

*They shish the Child.*

**TRICKSTER** Cross the border, let's see if you are truthful this time.

*FATHER crosses the border. FXS Elephant. He jumps back very scared.*

**TRICKSTER** This is not the truth! You cannot enter.

**PROSTITUTE** But this is the truth!

**COWARD** Clearly not.

**SON** My father would say that this is not the truth that lies in our hearts.

**PROSTITUTE** Your father is not here!

**COWARD** We have only one chance left. Let's be careful of what we say.

**WARLOCK** Let's check in our hearts.

**COWARD** Yes let's check.

*They all put their hands on their heart for a moment.*

**NAÏVE** I've got it. We are here because we are trying to reconnect with who we are.

**FATHER** This is definitely true.

**SON** Well said Naïve.

*They all look at Child. Child is ignoring them.*

**TRICKSTER** Is this true?

**NAÏVE** Yes? *(he looks to the others for approval)*

*They all nodd and hold arms with each other except Coward and Wanderer. They step forward.*

**TOGETHER** We are here because we are trying to connect with who we are.

*They cross together. SFX Dinosaur. They jump back in fear.*

**PROSTITUTE** This test is a joke! You are making fun of us!

**FATHER** Who designed this test? I want to see the criteria of selection.

**COWARD** Surely there must be a margin for error.

**WANDERER** It is totally unfair.

**WENDY** And here, ladies and gentlemen, the Rememberers gave the perfect example of human behavior when it is about admitting to have lost.

*They feel offended. They gather together in a circle discussing in secret. After a few seconds, they all look at Trickster smiling.*

**PROSTITUTE** We are terribly sorry Mr Keeper. I just wonder if there is anything that we can do for you... perhaps we can find another way...

**TRICKSTER** Are you trying to corrupt me?

**SON** How much do you want?

*SFX All the animals screaming. The group runs away terrified and exits.*

**TRICKSTER** Go away and never come back!

*Only the Liar remains on stage. He takes the Warrior's cloak off his head and moves forward.*

**TRICKSTER** You have a lot of courage to stand in front of this border, Liar, I can give you that.

**LIAR** I think I know why we are here. Can I try?

**TRICKSTER** You finished your chances. If you are wrong you will die.

**LIAR** Fair enough. Do I have to say it out loud.

**TRICKSTER** You don't have to. They can read your heart. You cannot cheat here.

*LIAR crosses the gate. SFX Cat miaowing.*

**TRICKSTER** Congratulations. You can enter the Land of Truth.

**LIAR** I can't. *(He steps back from the Land of Truth)* To know something is true doesn't mean you are ready to embrace it. And I am not. I am not...

*Liar runs away. The group re-enters on stage.*

**SON** I am out of breath. We need to rest a moment.

**COWARD** Why did you blow our chances Leader? The first answer was given without thinking. It was very selfish!

*Liar re-enters.*

**LEADER** Easy to speak up when you don't have the responsibility! Always ready to blame others you coward.

**WARLOCK** What are you doing with the Warrior's cloak? *He takes it from Liar.*

**WANDERER** And you stop patronizing everybody!

**WARLOCK** I am only half human and it is half too much!

**COWARD** And we wonder why we didn't pass through the Land of Truth?! All masters here. All with the truth in their pocket, pity you didn't take it out at the right moment.

**SON** Passive aggression.

**NAÏVE** Why are we arguing?

**PROSTITUTE** *(to Coward)* You are so angry because you are so lonely and you are so lonely because nobody can cope with your misery!

**FATHER** *(staring in front of him)* I think we have a big problem.

*The argument escalates. Everybody yells at each other except Father.*

**FATHER** Shut up! *(They stop arguing and look at Father)* We have a massive problem!

*They look in front of them.*

**ALL** Oh my god!

**SIMON** A huge mountain was rising in front of their eyes. It continued rising until the top was no longer visible from where they were. They had never seen such a high and steep mountain. It was the Mountain of Guilt.

**SWAN** The Mountain of Guilt? Who is doing this??

**COWARD** Warlock?

**WARLOCK** It is not me. I am not that sadistic, and I am not that powerful.

**SON** It is us. We did it! We never consider the consequence of our conflicts until it is too late.

**PROSTITUTE** Is this what your father would say?

**SON** No. This is what I say and what I know. I also know that it will be very difficult to climb this mountain without the right gear.

*Child gets the skipping ropes out of the cart.*

**COWARD** Guilt is heavy, we need to be light.

*Child gives skipping ropes to Wanderer, Naive, Coward and then the others.*

**NAÏVE** Wow! Are we so powerful?

**LEADER** We can't go back to the Land of Truth.

**FATHER** And there is no other way forward.

**COWARD** This is not the time for playing, Child.

*Wanderer is skipping.*

**NAÏVE** *(While skipping)* This is great! You should try!

*Prostitute laughs.*

**SON** Why do we always have to make it so difficult for ourselves? We have to be light and make use of the offer we've got. Do you remember when we were children and we use to make everything into something else?

**FATHER** We were capable of overcoming any mountain just by playing with what we had. No arguments in the middle of the game.

**SON** We accepted.

**FATHER** And we made it work. We can make one long rope with all the skipping ropes and help each other to reach the top. But we have to trust each other...ready?

*They tie the skipping ropes together and form one long rope.*

**FATHER** Child, you stay with me, I will protect you.

**SON** I will be in front.

**DAVID** With the help of the child, they were able to find a way to overcome the Mountain of Guilt and get one step closer to their goal. Tied to each other, they began to remember.

**PROSTITUTE** Your father would be proud of you. *Prostitute puts the Cloak of the Warrior on Son's shoulders.*

SFX Music of the journey: climbing the Mountain of Guilt.

**JOAN** With some efforts, and not without struggle, they reached the top of the mountain. The view was spectacular. Clarity was a wonderful achievement!

**NAÏVE** Look at the Sea of Ignorance over there!

**PROSTITUTE** The Land of Truth is very small..

**COWARD** We are very high...

**WARLOCK** Careful not to fall Wanderer!

**FATHER** What is that dark spot over there!

**LEADER** It looks like a forest.

**NAÏVE** Trees!

**FATHER** I bet it's full of ancient trees!

**WARLOCK** For sure.

**LEADER** That is North. Let's head North.

**COWARD** How do we get down now?

**PROSTITUTE** Not another struggle, please. I want to have fun.

**WANDERER** How about sledging down? *(She sits on the floor pretending she is on a sledge)*

**PROSTITUTE** Yes! *(she sits behind Wanderer)*

*They all join on the imaginary sledge.*

**COWARD** Is it dangerous?

**WANDERER** Yes, but necessary! Don't worry I will lead you down. I don't know what I am doing but I know what I am doing.

*Son puts Warrior's Cloak on Wanderer's shoulders.*

**FATHER** Shall we close our eyes?

**WANDERER** Oh no! Keep them wide open. And enjoy the ride until the end.

**COWARD** *(Terrified)* Until the end?

**WANDERER** 3,2,1 go! Left! Right! Bump! Fast! Break!

**GLENN** A bit bruised but happy, they reached the threshold of the North Forest. It was a very creepy place. Not particularly inviting. *(They show disappointment)*

**NAÏVE** *(Walking cautiously in the forest)* Plenty trees!

**COWARD** So tall!

**PROSTITUTE** Large branches!

**WARLOCK** Funny shapes!

**SON** They are very close to each other.

**WANDERER** But they are all different from each other..

**FATHER** Is there a particular one we should find? How do we recognise it?

**LEADER** Let's keep looking! It might become clear when we find the right one.

LFX dark. *Blind enters unseen.*

**NAÏVE** Who switched the sun off?

**SON** What's happening?

**LIAR** I can't see anything guys!

**COWARD** Where are you?

**FATHER** We have to stick together.

**LEADER** Can you hear me?

**WARLOCK** Can you hear me?

**BLIND** Shhh... You are so noisy, you are disturbing the peace of the forest.

**LEADER** Who's there? Who are you?

**BLIND** Someone with a lot of patience. Why did you take so long to arrive?

**NAÏVE** We got stuck... a bit.

**PROSTITUTE** Can you tell us how to get out?

**BLIND** To get in you mean?

**COWARD** It is so dark here.

**BLIND** Oh it is not so bad to be in the dark. In the dark you learn to stay still. And when you stay still, you learn to listen.

**LIAR** How do you know that?

**BLIND** Because I am blind. A long time to practice, you see.

**LEADER** We are looking for an ancient tree. Can you help us to find it?

**BLIND** I can help you to hear so that you can find it. Are you willing to learn?

*Naive, Warlock, Father and Liar say yes.*

**BLIND** Stay still then and tell me what you hear.

**NAÏVE** I am bored.

**BLIND** Pass the boredom.

**COWARD** I am lonely.

**BLIND** Pass the loneliness.

**LIAR** I am sad.

**BLIND** Pass the sadness. *(Pause)* You need to pass layers and layers of noises. And then, you will hear it.

**FATHER** What shall we hear?

**BLIND** You should hear the sound of One life.

SFX Sounds of humanity: motorcycle, opera, riot, football match. The “human” sounds cease, we hear one heart beating. The sound of the hear beat gets louder. Then the sound of birds singing fades in. The heart beat ceases. We hear only the birds.

LFX. Lights up.  
*Blind is gone.*

**NAÏVE** I think I know where an ancient tree might be.

**FATHER** I think we all know where an ancient tree might be.

**PROSTITUTE** At last.

**DAVID** In silence, but together, they went back to where it all started, where the voice of Mother Earth woke them up, where without much faith they chose a role to play in this story. They went back to the beginning, and to the end, full of expectations.

**NAÏVE** East?

**WARLOCK** East, where the sun rises.

SFX Music of the journey. *They move together. They are happy.*

**WENDY** Finally they reached their destination. It was dawn. The sun had just started to rise behind the Mountain of Guilt and above the Sea of Ignorance, the birds were singing and a man was admiring the result of his work with pride.

**NAÏVE** Good morning, good man. We are looking for an ancient tree. We know it should be close. Do you know where it might be?

**TRICKSTER** Do you mean one of the oldest tree on Earth?

**ALL** Yes!

**TRICKSTER** One of the trees than sang humanity into existence?

**ALL** Yes!

**TRICKSTER** One of the trees that can help you to remember who you are?

**ALL** Yes!

**TRICKSTER** It's gone!

**ALL** What!

**TRICKSTER** It was chopped down very early this morning. You are late. If you would have crossed the Land of Truth you would have probably arrived in time but, unfortunately, you are too late. All that is left is this box of matches. You can keep the box if you wish. As a memoir. Sorry for your loss.

*Trickster leaves. Naïve stares at the box. They are in despair. Father hugs Child.*

**SON** All for nothing!

**WARLOCK** We failed.

**WANDERER** What's the point of trying hard when you end up failing like we did!

**LEADER** The tree was our only hope.

**PROSTITUTE** What are you doing now? It was never about the tree! Can't you see? Did you not learn anything from this journey? Is it always going to be judgment, and guilt and self pity? This is our story. Our story! We made it! We must write a different ending! Is this the ending you are offering them! *(She indicates the audience)*

**FATHER** No, we can't. For the children we can't.

**SON** For the ancestors we can't.

**NAÏVE** And for the trees and the geese we can't.

**LEADER** And now?

**COWARD** And now we will do the only thing that we can possibly do: we will tell the truth. The one that is sitting in here (*she indicates her heart*) hiding under layers of excuses. And we will listen without answers to give, without expectations to hang on. It will be painful at times, but we will make it. Because it is our story.

*She takes off the Coward's costume. Memory starts singing. They all take their character's costumes off.*

I am scared. I am scared of dying. I am scared of being forgotten.

*Slowly they sit in a circle. One at the time. Memory starts singing.*

**ROBIN** (*Joining the circle*) It required some courage to open their heart, and it required even more courage not to judge, not to try to fix others, not to offer quick solutions.

**WENDY** (*Joining the circle*) They listened as the Blind man had taught them. They played as the Child had showed them. And they remembered.

*They open their heart to each other. They share their deepest fear, their sorrow, their hope. At one point they hug each other: expanding the physical contact, they begin to form a moving figure that looks like a tree.*

**LAURA** This is not the end of the story. This is when the story begins: when you leave the theatre, go home and choose to become a rememberer because your heart smells of soil and your blood tastes of wood.

AFX. Black out.