- a timeless, one-act rescue By Liz Amadio

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### **CHARACTERS**

	HARMONY DESTINY	A black woman in her 40's. Her significantly younger sister.
Time	The Present/1930.	
Place	A hiking trail/A 19th century warehouse.	

Production notes: The building can be designed as a set element or represented by an image projected on the US wall. Lighting shifts are notated to accentuate its *other worldly* quality. An oddly shaped tree, preset USR along the path, *disappears* just prior to/concurrent with the first lighting shift and can be accomplished by the stage crew in full view of the audience (as fairies, hooded forest dwellers, etc.)

This play was developed in Cosmic Orchid's *The Voire Dire Project 5.0: Images in Sepia*, with the collective creativity of the cast, inspired by an art photograph, entitled: *The Window* by Mark Fernkas. It premiered at Theater for the New City on November 4, 2021 and was directed by Liz Amadio. The cast was as follows:

HARMONY	Carmela Davis
DESTINY	Courtney Vinson

*Two sisters, DESTINY and HARMONY, are hiking on a wooded trail. Both carry backpacks.* 

**DESTINY.** That guy. He couldn't wait until she was dead? **HARMONY.** Mommy said she approved of it.

**DESTINY.** She - who? Who approved of it?

HARMONY. Miss Williams.

**DESTINY.** She's got Alzheimer's! How can she approve of him bringing in a live-in lover?

**HARMONY.** Mommy said that she wants him to be happy. **DESTINY.** That poor woman thinks his young plaything is her nurse.

**HARMONY.** (Silence for a moment, as if contemplating where to walk, not what to say.) Maybe you're right.

**DESTINY.** I am right. You can't possibly think -

**HARMONY.** - He was always a little... (*Gestures a hand shrug.*) ... when I was growing up.

**DESTINY.** What, letchy? He didn't do anything to you - **HARMONY.** - No. Nothing like that.

**DESTINY.** Then what? I always thought he was a nice, old man.

**HARMONY.** He was much younger when I was a teenager. **DESTINY.** So, what did he do to you?

**HARMONY.** Nothing. He just always seemed a little too friendly with Tasha's friends.

**DESTINY.** Tasha was already long gone when I was a teenager.

HARMONY. Destiny, you don't remember that?

**DESTINY.** Would you stop? Just because we grew up in the same house doesn't mean we had the same experiences. **HARMONY.** Must you always throw that age gap in my face?

**DESTINY.** I don't. You're just touchy. We're friends now, aren't we? *(Pause.)* All I'm saying is he was already showing his age when I was coming up.

**HARMONY.** He was quite the charmer when I was a kid. **DESTINY.** Still is. He's got some retirement gig now, driving a truck for the parks department. You still friends with Tasha?

**HARMONY.** Only up until she went away to college. When she came back, she went all debutante on us.

**DESTINY.** So, what did he do?

**HARMONY.** Nothing really. He was just always hanging around with the girls when we were there. Never Miss Williams. Always him. He'd fix snacks for us, wearing this frilly, little apron.

**DESTINY.** Well, she had her business to tend to. Wait! You're not saying he's gay.

**HARMONY.** Daddy never hung out when I brought my friends over to the house.

**DESTINY.** *(Laughs.)* Daddy couldn't run fast enough when my girlfriends came over. He used to say: "Maxine,

Destiny's expecting her girl posse. It's best I get the car detailed." How many times can you detail a car? **HARMONY.** That was code for going over to the club to hang with his buddies. But that's what I'm saying. Daddy didn't stick around. That guy made it a point to be in the middle of us girls. *(Lighting shift. Odd tree disappears. Harmony and Destiny suddenly find themselves in front of a building - all brick - with one window that casts a long, diagonal shadow.)* 

**DESTINY.** Whoa! What is this place?

HARMONY. I don't know.

**DESTINY.** Let me see that trail map.

(Harmony digs out the map and gives it to Destiny who studies it.)

**HARMONY.** Be my guest. I can't even read this thing, let alone figure out where we are on it.

**DESTINY.** Seriously?

**HARMONY.** Blueprints I can read. Architect's drawings, no problem. But these little trail maps...

DESTINY. We're right about here...but I don't see -

HARMONY. (Hovers over map.) - Where?

**DESTINY.** (Points.) Here.

HARMONY. We can't be here. There's no building.

**DESTINY.** (Looks harder at the map. Looks at the

*building, up and down the trail.)* Hey, wait a minute. That building isn't on this map.

HARMONY. See? You can't read it either.

**DESTINY.** No. I mean this building isn't on the map anywhere!

**HARMONY.** What do you mean? (*Grabs the map from her.*) That's impossible.

**DESTINY.** So weird. Come with me...

(Lighting shift. Destiny & Harmony start to walk away from the building down the path from where they came.)

**DESTINY.** Maybe he was just being a nice dad. That doesn't make him letchy or gay.

HARMONY. Who?

**DESTINY.** Tasha's father. Mr. Williams.

**HARMONY.** You're the one that's complaining about him bringing in his young thing.

**DESTINY.** That's different. You can be a womanizer and not be a letch.

HARMONY. I never said letch - you did.

**DESTINY.** You made it sound like he was gay with that apron.

**HARMONY.** He's West Indian! A lot of those old, West Indian men are real eccentric. *(Destiny circles around, seems to be looking for something.)* 

HARMONY. Pay attention! I'm agreeing with you.

**DESTINY.** I'm confused now. Let's turn back around. I thought I saw a tree. I know I saw a tree.

**HARMONY.** We're walking on a path with nothing but trees!

**DESTINY.** No, I meant - never mind. (*Takes a snack from her backpack and shares it with Harmony, as they walk.*)

**HARMONY.** Wait a minute. Wasn't there a gift shop at the entrance?

**DESTINY.** I don't know about a gift shop. But there was that building with the bathrooms in it. *(Lighting shift. Harmony and Destiny arrive at the brick building again.)* 

**HARMONY.** Can this be the back of that building? Because that building *is* on the map.

**DESTINY.** That's a good twenty minutes from here. Are you telling me we walked all this way and got nowhere?

**HARMONY.** You know how these winding roads are. Maybe we curved around and ended up right behind the hospitality.

**DESTINY.** And what happened to all the people? **HARMONY.** What people?

**DESTINY.** Well, that old couple walking behind us.

**HARMONY.** That guy with the goofy hat? They probably got tired and turned around.

**DESTINY.** What about those two women wrangling that toddler?

**HARMONY.** Maybe they gave up and went to the snack bar.

**DESTINY.** Listen! Complete silence. We're alone here. That doesn't freak you out? It's freaking me out. Let's get

the fuck out of here!

HARMONY. Relax. It's fine. We're fine.

**DESTINY.** Look at this place!

HARMONY. There's no lintel.

**DESTINY.** There's no what?

**HARMONY.** Lintel. Header. At the top of that window. There's barely a sill at the bottom.

**DESTINY.** It looks like that window was painted on the place. Maybe it was built before they used them.

**HARMONY.** They've been using lintels since the Greeks in the first century BC. It might have a recessed support but still, this wasn't built anytime in the last century.

(Harmony & Destiny walk upstage and interact with the building.)

**DESTINY.** I've never been on a path like this - with things appearing and disappearing like some magic show. Where did you get this map? I mean, who told you about this place?

HARMONY. (Pause.) Well, I...I've had it.

**DESTINY.** You said your friend, Nellie, from your job, gave it to you.

HARMONY. Did I? Well, I had it.

**DESTINY.** You said that already. What do you mean, you had it?

HARMONY. I found it.

**DESTINY.** You had it or you found it. And, if you had it because you found it, how long have you had it and where did you find it?

**HARMONY.** (*Pauses then blurts abruptly.*) I found it on the floor, in the back of Grace's closet.

**DESTINY.** What? Did you show it to the cops?

**HARMONY.** No. I didn't show it to the cops because I hadn't found it until just last week.

**DESTINY.** Why didn't you tell me? Why didn't you contact the detective?

**HARMONY.** That's exactly why I didn't tell you because I knew you'd want to bring the cops into this.

**DESTINY.** You're damn right I want to bring the cops into this. How could you not tell me?

HARMONY. I thought we could just come here -

**DESTINY.** - And what, play I-Spy? I'm calling the cops right now. I've still got Lovelace's cell saved. *(Pulls out her phone to make a call.)* 

HARMONY. Don't!

**DESTINY.** Look. I get it. She's your daughter. But she's my niece and that's the closest thing I have to a daughter. If this place has something to do with her disappearance -

**HARMONY.** - I don't know that it does. I just thought it was worth coming here.

**DESTINY.** But not worth telling me that this might be the place Grace went missing?

HARMONY. Sorry. I should have told you.

**DESTINY.** *(Fiddles with cell.)* You don't have to worry because I don't have any service.

**HARMONY.** Can't we just look around?

**DESTINY.** This place is eerie. I guarantee you that if this map has anything to do with Grace's going missing, this place has something to do with it.

HARMONY. How can you be so sure?

**DESTINY.** I swear we've been down this path at least once before and this building wasn't here.

HARMONY. That's crazy. How can that be?

**DESTINY.** All I know is that tree - that weird tree down there. (*Points.*) Well, I don't see it now...I saw it when we were first walking the path. And there was a pond at this spot here. Now there's a meadow.

**HARMONY.** You're saying this building just appeared out of thin air?

**DESTINY.** Yes!...Maybe.

HARMONY. You realize that sounds insane.

**DESTINY.** Well, this thing looks like it's from the olden days. You said so yourself. It's like something out of -

**HARMONY.** - The Gilded Age. *(No response.)* It's another name for the industrial revolution.

**DESTINY.** How do they build a park with a walking path right around it and it's not on the map?

HARMONY. Maybe we're missing a piece of the map.

**DESTINY.** You're reaching. Look at this thing. It's not some pirate's treasure map with a piece missing. *(Looks at* 

it. Pauses.) I'll tell you what I think it is. (Says nothing.)

HARMONY. Well, what do you think it is?

**DESTINY.** You're going to think I'm crazy.

HARMONY. I already think you're crazy.

**DESTINY.** I think this is a...

HARMONY. Spit it out.

**DESTINY.** I think we're in a time warp.

HARMONY. A time warp! What the -

**DESTINY.** - I think we jumped back in time.

**HARMONY.** You've got to stop watching those old sci-fi shows on Hulu.

**DESTINY.** I mean it. Listen. It makes sense. We walk by here once and nothing. We walk by again and here's this building.

**HARMONY.** You say we walked by here once. I'm not convinced we did.

**DESTINY.** See? You always complain that I call you old and yet you always treat me like a child.

**HARMONY.** Ok, let's say you're right. Let's say we did pass this way before. Why didn't the time warp happen the first time?

**DESTINY.** I don't know. Maybe it has to do with the direction we approached it from. Or with an exact spot we stepped on.

HARMONY. I think you've completely lost it.

**DESTINY.** What were you thinking we'd find here today? *(Silence.)* Do you know if Grace ever even came here? **HARMONY.** I have no idea.

**DESTINY.** Did you actually think we'd find her here two years later?

**HARMONY.** I don't know what we'd find. I just know that something compelled me to come - even just to eliminate the possibility. That if I don't explore it, I let her down again.

**DESTINY.** You didn't let her down, Harmony.

**HARMONY.** And I knew if I told you, you'd insist on calling that Detective Lovelace.

**DESTINY.** I think we should go back to the beginning of the path - where that hospitality place is - so we can get a signal and call him right now.

**HARMONY.** Detective Lovelace. If I were going to call the cops, he's the last person I'd call. You know how those white cops are. "Are you sure she didn't just run away?" "Does she have a boyfriend?" "Was she on drugs?" "Into

prostitution?"

**DESTINY.** We can call the precinct and get that woman detective.

**HARMONY.** You mean Benson? They pulled her off, soon as they saw she was taking the case seriously.

**DESTINY.** Benson! She's in my contacts. I'll just text... *(Texts.)* It's not going through. Come on. I know there's a signal back there. I had four bars in the parking lot.

**HARMONY.** Wait! How will we get back through the portal? *(Pause.)* The portal, the direction, the spot. I don't even know what I'm talking about - however we got here in the first place!

**DESTINY.** So, you believe me now.

**HARMONY.** All I know is that...this place does not look like it belongs here. Not in the present time. I'm willing to go with your crazy theory if it gives us any clues.

**DESTINY.** (*Pauses, then cautiously.*) I never said this before, but I know that Grace is alive.

**HARMONY.** How do you know that?

**DESTINY.** A gut feeling I've had from the beginning. **HARMONY.** I did, too. I still do.

**DESTINY.** I know the experts say after 72 hours that a missing person is likely dead. But I just never believed it. I used to... Well, I still do...

HARMONY. What?

**DESTINY.** Text her. I text her phone. (Doesn't want to get her hopes up.) I never get a response. But still...

HARMONY. ... I go in her closet to meditate. I don't know how it started. I used to go in there and look through her stuff - for clues, you know. Then one day, I decided to sit. *(Sits, as if reenacting, slow reflection.)* Next thing I know, I'm chanting. And I've been doing it ever since. I... communicate with her. I sense her spirit. She's alive.

**DESTINY.** The only other explanation is that she was abducted. But I -

**HARMONY.** (Jolted out of her reflection. Jumps up.) - She's too smart for that. I taught her better than that.

**DESTINY.** I know how hard you trained her when she started high school. You went with her those first two weeks, just to make sure she got some street smarts.

**HARMONY.** Three. Three weeks. And I got her mace. And plugged my number in under ICE on her cell phone. And I gave her a long lecture about the white van.

**DESTINY.** She's not dead and if she wasn't abducted, it's possible -

**HARMONY.** - She slipped through the time warp? (*Harmony and Destiny stay silent, as they try to digest the plausibility of this.*) **DESTINY.** If we're willing to believe we stepped into a time warp, maybe she did, too.

**HARMONY.** I found this old New York Times article back there, too. In the bottom of the closet. *(Goes in her backpack, pulls out the article, hands it to Destiny.)* It's about a girl who was abducted.

**DESTINY.** It's from 1930.

**HARMONY.** One day, just before she went missing, Grace came to me asking questions about our family.

**DESTINY.** (*Stops reading. Distracted, puts article in her backpack.*) Like what?

**HARMONY.** About our names - where Mommy came up with our names. And how I came up with hers.

**DESTINY.** Did you tell her that Mommy was a hippie? And that they were big pot smokers back in the day?

**HARMONY.** I gave her Mommy's mantra: A message to the universe - (*Harmony and Destiny extend their arms, float them down in unison, as they speak.*)

**HARMONY & DESTINY.** - about being in harmony with our destiny.

**DESTINY.** Still makes no sense to me - if we were twins, maybe. But she names you Harmony, then names me Destiny twenty years later?

**HARMONY.** Eighteen! Why do you do that? You always make me older.

**DESTINY.** I'm just saying that's some long-ass message to the universe. *(Pause.)* What did Grace say? Why did she ask about our names?

**HARMONY.** She wanted to know why I gave her such an old-fashioned name.

**DESTINY.** Grace is beautiful. I don't think it's old-fashioned.

HARMONY. You're not a teenager.

**DESTINY.** Do you think that had something to do with the article?

HARMONY. When I saw the article, I just grabbed it. I must have been in that closet a million times. I swear it wasn't in there before. How could I not have seen it? I scoured through all her stuff. It's like it just appeared out of nowhere. That and the map. Then I remembered her asking about her name. That abducted girl was also named Grace. **DESTINY.** But what does it have to do with this trail? HARMONY. I didn't think it had anything to do with it. I just thought it was research for one of her short stories. **DESTINY.** She does love to write about news articles. HARMONY. But we can't rule anything out. **DESTINY.** If we could just find out what this place is... HARMONY. Look at that window. See the shadow it creates? (Harmony walks in front of the building - looking up from different angles. Destiny does the same.) **DESTINY.** It's weird.

**HARMONY.** No matter what angle you look at it from, that shadow never changes.

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