

**Positive
Stories
For
Negative
Times**

Season 5
2026/27

Presented by

**WONDER
FOOLS**

Pirate Play

by Xhloe and Natasha



CAST OF CHARACTERS

DUCK - A professional stowaway. Cocky and brash but a good friend

CLEMENTINE - A traveler with no voice. A good friend. Clever.

FIRST MATE - The first mate of the S. S. Essessess, strict, rude, power-hungry

COOK - The cook of the S. S. Essessess. Not a very good cook. Regular hungry.

LOOKOUT - The eye-patch clad lookout of the S. S. Essessess. Not very good at his job.

WITCH - A witch

CAPTAIN - The rule loving captain of the S. S. Essessess. Grumpy and strict but reasonable

INTERN - The intern of the S. S. Essessess. Here for university credit

INTERN 2 - Their replacement

INTERN 3 - Their replacement

INTERN 4 - Their replacement

INTERN 5 - Their replacement

THE RATS - The Rats that live below deck of the S. S. Essessess. Maybe they all are from New York. They live in fear.

THE TROLL - The Mythic Deep Sea Toll Troll

THE NAVY - The Navy. Loves a Holiday. Between 3 and 30 people

THE NAVY COMMANDER - Head of the Navy

CASTING NOTE

All characters can be played by actors of any gender, and pronouns can be adapted as you see fit. All Interns should be played by the same person. Depending on cast size, the Rats can double as the Navy and the Troll. If your cast is small, anyone can double as anyone even in an obvious and comical way, like changing costume pieces on stage. (N) after a line denotes the line is narrated to the audience by the actor, not the character speaking.

SCENE 1: DUCK, DUCK, CLEMENTINE

(Maybe the stage is empty, or sparsely decorated, maybe this is in front of the curtain on the apron of the stage. DUCK and CLEMENTINE enter in a theatrical way. Maybe there's even a spotlight, maybe all the lights are off and some of the cast point flashlights at them. DUCK is only wearing one shoe. They're both wearing hats. Probably not pirate hats)

DUCK (Narrating to the audience. Herein (N))
This is the story of two friends

CLEMENTINE (Narrating to the audience. Herein (N))
Unlikely friends

DUCK (N)
Unlikely in the way that they were unlikely to ever meet

CLEMENTINE (N)
Not unlikely in the way that they would not likely be friends

DUCK (N)
They were both, after all, very friendly

CLEMENTINE (N)
And by friendly we mean keen to make friends

DUCK (N)
Not that they had a lot of friends

CLEMENTINE (N)
Because they didn't

DUCK (N)
Especially not Clementine

(DING! CLEMENTINE hits a character tableau for a moment. Maybe there's even a musical sting or song that represents them)

CLEMENTINE (N)

Clementine was on a journey

DUCK (N)

They were searching

CLEMENTINE (N)

They're the type of guy to always hold the door open for you

DUCK (N)

And always put their left sock on before their right

CLEMENTINE (N)

They are allergic to shellfish

DUCK (N)

And a lover of peppermint tea/ but

CLEMENTINE (N)

But! Most importantly

DUCK (N)

As in it is most important for you to know,

CLEMENTINE (N)

Not that it is the most important to Clementine

DUCK (N)

Most of all-

CLEMENTINE (N)

Most importantly-

DUCK (N)

More specifically

CLEMENTINE (N)

Clementine hadn't yet found their voice

(Beat)

DUCK (N)

And Duck

(DING! This time DUCK poses to their own
sting)

hadn't yet found Clementine.

(Splash. Some way or another CLEMENTINE is
now "in the water" clinging onto a floating
shoe. Maybe it's a real shoe, maybe it's a
giant prop. DUCK begins to sneak their way
across the stage, moving with extreme
caution. The PIRATES begin to fill the
stage, though we don't know who they are
yet, they begin to assemble the pirate ship
and help to narrate the story)

CLEMENTINE (N)

Duck was, in a lot of ways, very similar to Clementine

DUCK (N)

And in very many ways not similar at all

FIRST MATE (N)

One of the most notable ways is that Duck has a backpack

COOK (N)

And Clementine has no backpack

CLEMENTINE (N)

A backpack can sometimes be called a rucksack

WITCH (N)

Or in this case a ducksack, if you will

LOOKOUT (N)

But we certainly won't

INTERN (N)

What's inside Duck's rucksack is not important for now

CLEMENTINE (N)

Duck is VERY busy

DUCK

He has a job

COOK (N)

The type of job that doesn't pay him money

FIRST MATE (N)

Some might not call that a job at all

LOOKOUT (N)

Perhaps more of a trade

(DUCK and CLEMENTINE halt swimming and sneaking, and realize they're wearing each other's hats. They trade.)

DUCK (N)

Duck was a stowaway

CLEMENTINE (N)

A professional one

COOK (N)

The word stowaway can be used as a noun or a verb

WITCH (N)

Duck is a noun

DUCK (N)

Meaning he is a person who hides aboard a vessel, or in its cargo, without the consent of the owner, master, or captain to obtain free transportation

FIRST MATE (N)

He loved going places

DUCK (N)

But he didn't like paying for it

CLEMENTINE (N)

Duck had verb stowed away as a noun stowaway on vessels all over the world

LOOKOUT (N)

The only problem is that most captains don't like stowaways

CLEMENTINE (N)

The word stowaway can also sometimes be a verb that means to hide

DUCK (N)

Which is exactly what Duck was doing

FIRST MATE (N)

When he saw something peculiar in the water

DUCK (N)

Like we said, Clementine was out searching

CLEMENTINE (N)

And somehow their search led them to the ocean

DUCK (N)

Clementine had found their way to a floating shoe just off of port 251

CLEMENTINE (N)

We know what you're thinking

DUCK (N)

How was a shoe able to keep Clementine afloat?

CLEMENTINE (N)

But don't worry, it wasn't! Clementine was keeping the shoe afloat!

INTERN (N)

Clementine was hoping to catch a ride on a passing vessel

FIRST MATE (N)

They were hoping to hitchhike

DUCK (N)

Right

LOOKOUT (N)

Which usually means to hitch a ride with a passing car or truck

COOK (N)

But in this case means to hitch a ride with a passing ship

CLEMENTINE (N)

The S. S. Essessess

DUCK (N)

Which Duck was stowing away on

CLEMENTINE (N)

Verb!

DUCK (N)

What did you call me?

CLEMENTINE (N)

Duck saw a funny looking person floating in the water giving him a thumbs up

DUCK (N)

When hitchhiking, a great way to signal to cars or trucks/ or boats

CLEMENTINE (N)

Or boats!

DUCK (N)

That you want to travel with them is to hold your arm out and stick up your thumb

(CLEMENTINE does, proudly sticking their thumb out, desperately asking for help. DUCK

misunderstands gives a cheerful thumbs up
back)

CLEMENTINE (N)

Duck didn't know that

DUCK (N)

In this case, when Clementine stuck their thumb up they meant to say " I want to go with you" not "great job" or "I'm okay" as a thumb sticking up can sometimes mean.

CLEMENTINE (N)

But that is what Duck thought

DUCK (N)

Right, Duck had assumed Clementine meant great job

CLEMENTINE (N)

But Duck didn't

DUCK (To CLEMENTINE)

Didn't what

CLEMENTINE (To DUCK)

What?

DUCK (To CLEMENTINE)

Duck didn't do a great job?

CLEMENTINE (To DUCK)

No

DUCK (To CLEMENTINE)

Oh

(DUCK gives a thumbs up, CLEMENTINE does it
back. They both get confused)

Wait

LOOKOUT (N)

The ship passed right by

INTERN (N)

Just as every ship that had left port 251 had done before

COOK (N)

When suddenly Duck noticed the shoe

DUCK (N)

His own shoe!

WITCH (N)

In the water with Clementine

DUCK

That's my shoe!

INTERN (N)

He yelled

DUCK (N)

And then a big wave came

(There's opportunity here for a wave to begin being embodied by an ensemble of people, whether it's the shape of a wave or like a stadium wave people do at sports game)

CLEMENTINE (N)

(Looking out to sea)

Oh no

DUCK (N)

No, Duck gave Clementine a big wave

(If the wave was embodied it can abruptly stop and leave, DUCK waves his arms frantically over his head)

CLEMENTINE (N)

Clementine was too far to hear him

DUCK (N)

(He does)

He thought quickly and quickly thought to motion to Clementine
to throw him the shoelace

CLEMENTINE (N)

(They do)

Clementine was very familiar with motioning, and quickly threw
the lace

DUCK (N)

(He does)

Which Duck quickly caught

CLEMENTINE (N)

It all happened quickly

DUCK (N)

(Pulling)

Duck pulled Clementine aboard

CLEMENTINE (N)

With great difficulty

(DUCK exaggerates the difficulty)

DUCK (N)

(While pulling or mime pulling CLEMENTINE
all the way across the stage)

You might be thinking, how was the shoelace long or strong
enough to be pulled all that way?

CLEMENTINE (N)

But don't worry, it's just theatre

(The entire shoelace sequence could be with
an ensemble helping move CLEMENTINE as the
ocean or as stage hands because DUCK is too
weak, consider the ways someone can be
dragged across a stage, make it unusual,
make it interesting. With one final pull
DUCK hoists CLEMENTINE onto the ship. Or the

stage. CLEMENTINE hands him his shoe which he puts on.)

DUCK (N)

Woah. I was looking for that.

(Beat)

Where'd you say you were goin?

(Maybe the ensemble (if you used them) is out of breath now from the effort of getting CLEMENTINE to DUCK)

SCENE 2: WELCOME TO THE S.S. ESSESSESS

(The lights come up on the whole stage. DUCK knows this means trouble, he grabs CLEMENTINE and they scurry off stage undetected. Music begins, it could be a true piratey tune, it could be an upbeat pop song, it could be "For The Longest Time" by Billy Joel. The stage erupts into action. Seagulls chirp, waves lap up the side of the ship, this is the S.S. Essessess. The crew finishes assembling the ship on stage, bringing on crates and nets and ropes, they all move swiftly. Every now and then the ship rocks and they rock with it. There's a mix of actually assembling the set and mimed pirate business, tossing materials over their heads, pulling anchors up, climbing and peering out at sea. If there is additional pirate ensemble beyond the named characters, this is when they could enter.

At some point we see DUCK and CLEMENTINE sneak across, weaving through the action as to not be seen. The crew are gross, they're rough and tumble, spitting, slapping each other on the back. Maybe it even turns into a dance. It should be theatrical, maybe they even acknowledge the audience watching. If anyone can do a cool acrobatic trick now would be the time. The song comes to an end, the stage, now a bustling pirate ship, is full of a cast of diverse pirates, hitting tableau.)

FIRST MATE (N)

Welcome to the S.S. Essess

COOK (N)

No the S. S. S

LOOKOUT (N)

I thought it was 3

COOK (N)

I did three

LOOKOUT (N)

S. S. S. S. ... S

FIRST MATE (N)

The S. S. Essessess was the finest pirate ship this side of port 47. And the First Mate

(DING! Pose)

Was 2nd in command though he wished he were in charge.

COOK (N)

The first mate oversees everything the captain doesn't want to oversee over these seas

FIRST MATE

(Reading off of a clipboard)

Has the deck been swabbed?

COOK

Yes!

FIRST MATE

Has the flag been risen?

LOOKOUT

Aye!

FIRST MATE

Has my handkerchief been pressed?

INTERN

(Nervous)

Uhh

FIRST MATE

Walk the plank!

COOK (N)

Only the Captain can tell people to walk the plank

INTERN

(to the FIRST MATE)

Only the captain can tell people to walk the plank

FIRST MATE (N)

It's true

COOK (N)

Every ship needs a cook

(DING! Pose)

To keep everyone fed and happy

INTERN

And they were definitely... fed

(The INTERN vomits off the side of the ship)

LOOKOUT

What's on the menu today Cook?

COOK

For breakfast? Slop. For lunch? Mush. And for dinner? I'm still deciding between a nice garden salad and slop.

(He slaps the INTERN on the back who vomits again)

INTERN

Someone who wasn't quite used to sea life was the Intern

(DING! Pose. Gag)

I'm hoping to get credit for university

(The FIRST MATE hands the INTERN a crate)

FIRST MATE

Take this to the bow of the ship

(The INTERN heads off confidently in one direction)

The bow.

(They switch directions)

WITCH

Lookout!

(The lookout ducks and grabs their spyglass)

LOOKOUT

Where?

FIRST MATE

No it's your turn

LOOKOUT

Oh, the ship also had a lookout

(DING! Pose)

And also a lookout

(DING! Points up to the crow's nest)

You see lookout can be a noun or-

(The WITCH pushes them out of the way)

WITCH

I'M THE WITCH

(The crew stares and blinks at her. After a moment,)

FIRST MATE

Right-

(With a flourish of her hand, the WITCH pulls a coin out of the LOOKOUT's ear)

WITCH

Heheheheheh

(She backs away. They watch. Another moment)

FIRST MATE (N)

And that's pretty much everyone-

(The CAPTAIN enters and shoves the FIRST MATE out of the way. Maybe he bumps into someone else who bumps into someone else like dominos. The INTERN rushes back on the FIRST MATE's freshly pressed handkerchief)

CAPTAIN

Rule number 78, the captain's handkerchief is always the first handkerchief pressed each morning

(The FIRST MATE grabs the hanky and hides it from the CAPTAIN's sight)

FIRST MATE

Aye captain

(DING! The captain poses)

CAPTAIN (N)

The captain was-

INTERN (N)

Grumpy

CAPTAIN (N)

And the captain was-

FIRST MATE (N)

Boisterous

CAPTAIN (N)

But really he was

COOK (N)

A little bit hungry

CAPTAIN (N)

Will you let me?

(The crew steps back)

The Captain of the S.S. Essessess was a man of many rules

FIRST MATE (N)

And everyone knew them

WITCH (N)

And everyone followed them

LOOKOUT

Rule number 18: The captain eats first

COOK

Rule number 137: Do NOT drink the sea water

INTERN

(Has definitely drunk the sea water)

Wait

WITCH

Rule number 54: Always wear SPF 50 at minimum!

CAPTAIN

And rule number 1