

# **The Squonk**

By

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## **CHARACTER DESCRIPTIONS**

TAYLOR - Male, 14 years old

CHRISTIAN - Male, 13 years old, Taylor's tent-mate

JULIA - Female, 13 years old, friend to Taylor and Christian

## **SETTING**

TIME - Modern Day, Evening, August

PLACE - Summer Camp, Pennsylvania

Act 1. Scene 1. The stage is dark and nothing is seen except for an outline of trees.

VOICEOVER

Attention, all campers. It has recently been reported that a bear has been roaming near the camp. All campers must immediately report to the auditorium building. We will release you when all parameters of the camp are cleared from any potential danger. Again, all campers must report to the auditorium building immediately. Thank you.

Lights up. TAYLOR and CHRISTIAN are seen together near a tent.

TAYLOR

Christian, this is our chance! I bet the bear they're talking about is actually the legendary SQUONK! A Squonk could easily be mistaken for a bear! We have to go find it!

CHRISTIAN

Taylor, there's no such thing as a Squonk. There's a bear near the camp; we have to go, dude.

TAYLOR

It's not a bear. We've never had issues with bears before and it's the perfect time for a Squonk to be roaming around. Listen, I've told you Squonks aren't even aggressive. They're chill creatures. We'll probably even be able to walk up to it and touch it.

CHRISTIAN

It's not safe, Taylor. Besides, how would we even be able to sneak out when there's security patrolling the whole camp right now... because there's a BEAR.

TAYLOR

Easy, dude. There's hundreds of kids walking to the auditorium building right now. And I've secretly been planning to hunt the Squonk for over a month, so I already have the tools we need! We'll slip out of the camp real sneaky-like and then we're off to find the legendary Squonk.

JULIA enters.

JULIA

Oh my god, Christian, Taylor, I've been looking all over for you. It's a madhouse around here. Thank goodness all the people made it easier to get from the girls' camp to over here. Can you believe there's a bear near the camp?

(brief pause)

Why are you guys still over here? We're supposed to be going to the auditorium, right?

CHRISTIAN

Hey, Julia. Yes we are definitely supposed to be leaving right now, but Taylor is trying to convince me that the bear they saw is actually a Squonk... and that we need to go find it.

JULIA

Why?

TAYLOR

Because no one's ever been able to prove Squonks exist, and if we come back with one then we'll be the monster hunters of the century!

CHRISTIAN

Okay, but what if it's not a Squonk? What if it's an actual bear? Then we could get really hurt, and I'd rather not take that chance.

JULIA

Why don't you believe it might really be a dangerous animal?

TAYLOR

My dad always told me not to believe anything a person of power says! They could be lying right to our faces, and then what? We still follow directions! My dad says humans are a bunch of sheeple. But not me! That's why I'm going to find a Squonk and show everyone that not everything is as it seems... pretty cool, huh? Are you in?

JULIA

(brief pause)

I'll go if Christian goes.

CHRISTIAN

Are you guys crazy? You're willing to risk being attacked by a BEAR because you think there's some mythical little animal roaming around waiting to be captured? Nope, not for me. We need to go where the director told us until it's safe to be out here again.

JULIA

(to Christian)

Listen, I know there is no Squonk, but he's been talking about that thing all summer and, if we go to entertain him and don't find anything then he'll get over this whole legend thing. We'll bring supplies to defend ourselves just in case something does happen. They made us take a self-defense class in the girls' camp, so I could potentially get us out of a bad situation... It'll be okay, Christian. Do it for him.

CHRISTIAN

Fine, I'll go. But only if we're back before they secure the auditorium doors.

TAYLOR

Perfect. That gives us a good 10 minutes to scout the place out. Squonks don't move fast, so if someone saw it near the camp then it couldn't be very far at this point.

JULIA

So where do we go?

TAYLOR

I'll lead you. Everybody look natural. Don't look suspicious.

Lights dim and the silhouettes of TAYLOR, CHRISTIAN, and JULIA are seen moving. The tent disappears into the wings, leaving the group surrounded by trees. Lights come up slightly, and the kids have flashlights to aid in lighting the stage. TAYLOR pulls out a map.

TAYLOR

So we're here, and this is the whole perimeter of the camp. But we need to stay far away enough so no security guard can catch us. So I say we should end up about a quarter mile away from camp. That's a good scope of things, right?

CHRISTIAN

Sure. We just have to make sure we can get back into the camp in time to sneak into the crowd.

TAYLOR

Dude, I got you. You're freaking out about nothing.

A loud sound of tree branch cracking/ falling is startling.  
The kids are seen moving slowly through the trees as fog  
floods the stage.

CHRISTIAN

Still no sign of your precious Squonk, Taylor. I think it's time to go back.

TAYLOR

No, dude, we just got out here. The Squonk is somewhere, I know it.

JULIA

Where does a Squonk usually hide?

TAYLOR

They love the darkness, so this is a perfect area and time for them to be out. They hate to be seen; that's why no one's ever been able to get a good look at one before. But supposedly, if you listen *really* closely, you can hear the Squonk crying. That's how you know you're close.

JULIA

Interesting...

They all go quiet to listen for the Squonk. Sounds of the woods are heard but nothing out of the ordinary.

-- JULIA (cont.)

Are there any pictures of them?

TAYLOR

They're so illusive that no one's ever been able to snap a picture in time before it disintegrates into a puddle of tears. Isn't that so cool? We're going to be legends after we find one.

CHRISTIAN

What if it doesn't exist?

TAYLOR

It does exist! There's a million stories talking about it's existence! It's people like you that make me want to find one so bad. Just because you've never seen one doesn't mean it isn't real! Don't you believe in God?

CHRISTIAN

Woah, dude. That's a whole different thing. You can't compare God to a stupid Squonk.

TAYLOR

Squonks aren't stupid! There's just as much proof for a Squonk as any possible God!

There is another large cracking sound and then a shuffling of leaves. These sounds are louder than the one before.

JULIA

Guys! Stop your arguing! Do you even know where we are?

TAYLOR

Umm... We're umm... I think we're... here?

CHRISTIAN

You don't know where we are? Great. You were supposed to be the one leading us, remember, big monster hunting man?

TAYLOR

No, I know where we are! We're right... umm -

CHRISTIAN

That's it. I'm leaving, dude. I'm sick of putting up with your constant "Squonk this" and "Squonk that." It's not real, okay? It's a story! A legend! A spoof! It doesn't flipping exist!

TAYLOR

Did you just curse at me? How can you even say that? I thought we were friends -

JULIA

Taylor, Christian, please. We're lost. This is no time to have a screaming match. Maybe Christian is right. Maybe it's better if we just find our way back to camp before we get even more off track... Besides, it's getting difficult to see through all the trees. It's not safe.

TAYLOR

We can't go back yet! We haven't found a Squonk! It's here! I know it's here!

JULIA

We need to leave, Taylor. It's not worth it.

An even louder shuffling of leaves is heard. Another branch snaps. The sounds are close.

TAYLOR

Please, I can't go back without finding one. The summer is about to end, and I told my dad I would find one. I've been prepping for the night I could hunt it down, and I have to take this opportunity or I'll be nothing.

JULIA

Taylor, don't say that. It's really okay. There's next summer. We just can't be out here right now; I've noticed some strange sounds as we walked through. It doesn't feel safe.

Another loud crack.

TAYLOR

The Squonk is bigger than some foggy, weird-sounding trees. The Squonk is a legend that lives in these very mountains, and you guys are giving up the opportunity of finding one because it's what? Foggy? Dark? Scary? If you guys don't want to help me find one then fine! I'll find one on my own. I'll take all the glory! I'll be a legend! I'll be the coolest kid ever, and I'll leave you guys in the dust because you're a bunch of lame-ass, goody-two-shoes who can't have any fun!

JULIA

Stop being such a brat, Taylor! No one cares that you promised your dad you'd find a Squonk. We're not "lame" or "goody-two-shoes" or "sheeple" just because we don't believe in a fantasy monster.



— JULIA (cont.)

Your dad sounds like literally the worst, and I'm not willing to waste my time and put my life in danger because you want to make daddy proud, okay? It's dark, it's cold, and it's time to go back to camp! Time's up, Taylor!

Silence. The kids look at each other until the sound of an animal crying is heard. TAYLOR gasps. The crying continues.

CHRISTIAN

(whispers)

Oh my god...

TAYLOR

Is that... Is that what I think it is?

TAYLOR inches away from the group.

JULIA

Please, be careful. We don't know what made that sound.

TAYLOR

I do.

TAYLOR moves toward the sound of the animal. He becomes a silhouette the closer he gets. Suddenly, there's a crash of leaves, branches, etc. TAYLOR's silhouette falls to the ground and disappears. There's a scream. JULIA and CHRISTIAN yell in unison.

JULIA

TAYLOR!

CHRISTIAN

TAYLOR!

Lights dim, making CHRISTIAN and JULIA silhouettes.  
They run around the stage until they come to a stop.

CHRISTIAN

Oh my god... what just happened?

JULIA

I yelled at him. Oh my god, I can't believe I yelled at him and then he just... why did I do that?

CHRISTIAN

What do we do now?

JULIA

I don't know, Christian, he's gone!

(pause)

Ugh! Why didn't we convince him to stay at camp!

CHRISTIAN

Julia, we should go back. I don't think it's safe out here.

JULIA

What do we tell people?

CHRISTIAN

I don't know... c'mon, we need to leave before whatever that thing was comes back.

JULIA

(to herself)

A Squonk. There actually is a Squonk.

CHRISTIAN grabs JULIA, consoling her. They exit as  
lights fade to black.

Blackout.

END OF PLAY