

**HUMAN ERROR**

Act One, Episode Five

*Roadblocks*

Written by Frank Zinsius and Ali Hylton

**CONTENT WARNING**

Human Error features characters in a hostile environment and is intended for mature audiences. Episode specific content warnings can be found in the episode's description and at the top of our transcripts. Please make use of them if you need to.

*Content warnings for this episode include:*

Gunshots

Screams

Discussions of an infectious disease

Near death experiences

Death of monsters

Someone passing out

Harsh Language

SCENE ONE.

*SFX: Truck driving down the dirt road. After a few seconds the truck starts to slow down. Outside we hear the wind, some birds, and insects.*

**JACE:**

The hell is that?

**GUS:**

Looks like cars blocking the road.

**JACE:**

Do you think it's bandits?

**GUS:**

Not sure. Not worth the risk to find out though.

*SFX: Back middle window sliding open. Gus turns around in his seat to talk to the others. We hear the wind blow and the truck sits idle.*

**EDEN:**

Why'd we stop?

**GUS:**

There's a road block up ahead; could be nothing but it looks suspicious.

**KYRA:**

It could be sirens or banshees; they're known for setting traps to capture humans.

**GUS:**

Yeah, maybe. Just to be sure I want everyone to put their ear defenders on while we try to find a way around.

*SFX: Various sounds of headphones getting put on. Hazel unzips her bag but struggles for a few seconds to get it open. When she finally does she is having trouble getting her ear defenders out. As she struggles the following scene plays out. The song Roadblocks begins to play.*

**HAZEL:**

*[mildly panicking]*

Shit, shit, shit!

**BILLIE:**

*[overlapping a bit]*

Let me help you-

**KYRA:**

*[yelling, overlapping Billie]*

Banshee!!

*SFX: A banshee screams in the distance.*

**BANSHEE:**

*[screams]*

**HAZEL:**

*[pained noise]*

**BILLIE:**

*[frightened, alarmed]*

HAZEL!

*SFX: Hazel drops her ear defenders onto the bed of the truck, trying to cover her ears but failing to do so in time. Waverly and Kyra pull out their guns and turn towards the surrounding area. A few gunshots go off.*

**HAZEL:**

*[Weakly, fainting]*

Motherfu...

*SFX: Hazel slumps over, unconscious.*

**BANSHEE:**

*[screams, closer now]*

*SFX: Billie rolls Hazel onto her back, trying to see if Hazel is unconscious. She is.*

**BILLIE:**

Shit! Hazel, wake up! Come on; wake up!!

*SFX: Billie shakes Hazel a bit but Hazel is out. Through the clearing of trees a banshee comes running. Behind it are other errors.*

**BANSHEE:**

*[screams]*

**ERRORS:**

*[error screams and cries]*

**JACE:**

FUCK!! GO GO GO GO!!!

**BANSHEE:**

*[screams again, getting closer]*

*SFX: Tires squeal on gravel and dirt as Gus turns the truck around. He stops suddenly. In the distance runners are running at them.*

**RUNNERS:**

*[excited hunting screams, general runner sounds]*

**GUS:**

Shit! RUNNERS!

*SFX: Tires squeal again as Gus turns into a field. Running over overgrown grass and dirt. Errors scream and run dangerously close to the truck, more coming from up ahead and towards them. Waverly, Kyra, and Billie are shooting at them.*

**BANSHEE:**

*[screams, though further away again]*

**BILLIE:**

Right side!

*SFX: more gunshots, and error noises. A runner makes it right up to the truck and is grabbing for them*

**RUNNER:**

*[runner cries, right next to the truck]*

**EDEN:**

*[Screams terrified as an error grabs them]*

**WAVERLY:**

EDEN!

**EDEN:**

*[screaming, terrified]*

WAVERLY HELP!!!

*SFX: Multiple gunshots from Kyra and Billie as Waverly sets her gun down and rushes over to help Eden.*

**WAVERLY:**

*[strained grunting as she pulls Eden back into the truck]*

*SFX: Eden is pulled back into the truck. More gunshots.*

**RUNNER:**

*[pained scream]*

*SFX: The runner falls to the ground.*

**EDEN:**

*[panicked heavy breathing, almost hyperventilating. Crying.]*

**WAVERLY:**

*[heavy breathing from pulling their sibling back into the truck]*

*SFX: Waverly holds Eden. A few more gunshots go off. Errors keep getting close to the truck. We move to the inside of it and hear Gus and Jace.*

**JACE:**

*[yelling]*

We have to get onto the road!

**GUS:**

*[yelling back]*

I'm trying!

*SFX: The truck swerves over the dirt and grass as Gus tries to find the road. More gunshots can be heard from the bed of the truck as errors scream and run at them.*

**RUNNERS:**

*[aggressive error sounds]*

*SFX: Another runner gets close to the truck, getting very close to Kyra.*

**KYRA:**

*[Screams and fights off the error that is trying to grab them.]*

**JACE:**

*[yelling]*

**GUS!**

**GUS**

*[Through gritted teeth, yelling, concentrating]*

I know!

*SFX: They continue to drive, the error eventually falling to the ground after being shot by Billie. Suddenly the tires bark as they hit a road. The tires squeal again as Gus turns down the road, and punches it. Scene fades.*



**SCENE TWO.**

*SFX: Scene fades in as the truck speeds down the paved road. Waverly holds Eden in her arms, who is still trying to calm down. Meanwhile Billie tends to Hazel again, who is unconscious still. The folks in the back of the truck take off their ear defenders.*

**EDEN:**

*[occasional sniffles, coming down from fear and crying]*

**BILLIE:**

Come on Hazel, wake up.

**KYRA:**

*[loud enough to be heard over the truck]*

Is Hazel okay?

**BILLIE:**

*[loud enough to be heard over the truck]*

I don't know; she won't wake up. She didn't get her ear defenders on in time.

*SFX: Kyra turns towards the still open window and bangs on the truck to get Gus and Jace's attention.*

**KYRA:**

*[Yelled, urgent]*

Hey, we need to stop somewhere. Hazel was taken out by the banshee.

**GUS:**

*[loud enough to be heard over the truck]*

Is she ok?!

**KYRA:**

*[loud enough to be heard over the truck]*

I don't know; she won't wake up. Billie's looking after her.

**GUS:**

*[loud enough to be heard over the truck]*

Ok, the first chance I get I'll pull off and we'll stop.

**KYRA:**

*[loud enough to be heard over the truck]*

Alright.

*SFX: Sliding window slides shut. We are inside the truck now. It continues to drive along the paved road.*

**JACE:**

*[beat]*

Shit.

**GUS:**

I know.

**JACE:**

*Shit.*

**GUS:**

Hazel will be okay.

**JACE:**

Will she?

**GUS:**

Most people recover within a day or so from banshee screams.

**JACE:**

It's weird that there was only one, right? Don't they usually hunt in packs?

**GUS:**

Yeah, they do.

**JACE:**

Then more are likely close by.

**GUS:**

Maybe, maybe not. It's not unheard of to find a banshee by itself.

**JACE:**

I know, but not with a whole fucking herd of runners behind it. Not around an obvious trap like that.

**GUS:**

Are you thinking it was a siren?

**JACE:**

Maybe? I don't know.

*[beat]*

It's possible.

**GUS:**

It's also possible a herd of banshees put the trap together without the help of sirens; they're definitely some... some of the smarter errors.

**JACE:**

And the likelihood of that being true?

**GUS:**

Couldn't tell ya; math was never my strong suit. I was an English teacher

*SFX: Jace leans back in her seat. A moment of quiet before Jace anxiously turns around and looks at the folks in the back of the truck.*

**JACE:**

*[worried and frustrated sigh]*

Fuck, this is bad.

*SFX: Jace faces forward again.*

**GUS:**

I know.

**JACE:**

Do we have any idea what Hazel's resistance level is?

**GUS:**

Low.

**JACE:**

How low are we talking?

**GUS:**

Well, she didn't go on field runs very much because she was a liability.

**JACE:**

Fuck...

*SFX: Moment of silence, both of them thinking. We hear the truck continuing to drive.*

**JACE:**

Up ahead, look. Looks like a house or a barn of some sort. It may not be very warm but we can at least stop and check on Hazel.

**GUS:**

Good eye.

## SCENE THREE.

*SFX: Truck goes from driving on a paved road to a dirt road. After a few moments the truck pulls to a stop. Car doors open and Gus and Jace get out, closing the doors behind them. Kyra lands on the ground and Waverly is climbing down, her feet landing in the dirt. Billie is sitting in the back of the truck, holding Hazel's head in their lap (yes I realize you can't hear this) and Eden is sitting with them.*

**GUS:**

How's Hazel doing?

**BILLIE:**

Her pulse is steady and she's breathing, but I can't get her to wake up.

**GUS:**

Alright, you and Eden stay in the truck and watch over her. The rest of us will go clear out the house and come get you.

*SFX: Gus, Jace, Kyra, and Waverly walk towards the house.*

**GUS:**

You three, make sure there are no errors in there as quietly and quickly as possible.

**JACE:**

Got it.

*SFX: Four sets of footsteps to the front. The door creaks open and they step inside onto the hardwood of the house. Right inside a biter comes at them from down the front hall.*

**BITER:**

*[Biter groans, trying to bite them]*

**JACE:**

I got it.

*SFX: Jace rushes forward and takes out a knife, a squishing stab sound as they stab it in the head. It falls to the ground, dead.*

**JACE:**

*[effort sound as they kill it]*

*SFX: Jace walks to the room on the right. After a moment another biter comes from around the corner on the left, a little more aggressive than the last one.*

**BITER:**

*[Biter groans, trying to bite them]*

**KYRA:**

*[urgently]*

Waverly, to your left!

*SFX: Waverly turns and with her knife stabs the error in the head. It falls to the ground.*

**WAVERLY:**

*[effort sound as she kills the error]*

*SFX: Jace walks back into the room.*

**JACE:**

Gus, come with me towards the back of the house. You two go check upstairs.

**WAVERLY:**

*[a little nervous]*

Got it.

*SFX: Jace and Gus walk down the hall. We follow Waverly and Kyra as they climb the stairs. They start walking down the hall. Broken Glass plays.*

**KYRA:**

You haven't seen a banshee before, have you Waverly?

**WAVERLY:**

No, I haven't. Eden and I have been in the Austin safe zone since all of this started.

**KYRA:**

Didn't you ever leave?

**WAVERLY:**

Not really; I worked by the front gates so I've seen errors before, but never up close.

**KYRA:**

You're not bad at holding your own for someone who hasn't left the safe zones before.

*SFX: They stop. Kyra nudges a door open which creaks on it's hinges. They step inside, look around, then back into the hall.*

**KYRA:**

This one looks clear.

*SFX: The two continue down the hall.*

**WAVERLY:**

So, um... I take it you've seen one?

**KYRA:**

Yeah, a few times. When I was a kid the settlement I was in got attacked by a pack of them.

**WAVERLY:**

Oh shit, how many people were killed?

**KYRA:**

Honestly, I don't know. Maybe twenty of our group? My mom and I left after the attack because it... it wasn't safe there anymore.

*SFX: They stop again. Waverly opens the next door and carefully walks inside. Her shoes crunch over broken glass from a window, the outside breeze blowing into the room. She walks over to a desk and picks up a picture frame.*

**WAVERLY:**

Hey Kyra, come look at what I found.

*SFX: Kyra walks in behind her, their feet crunching on broken glass.*

**WAVERLY:**

It's weird to think about what life was like before; people laughing together and going to parties.

*[she gives a sad laugh]*

My mom used to take me to pride every year. When I was eleven we actually got to march in the parade. I remember looking up as we passed the capital and being in awe of how big it was. Eden was too little to go to the parade, but during the day they were with our parents.

**KYRA:**

How old were you when the world fell?

**WAVERLY:**

I don't know exactly, maybe 14 or so? I was just starting high school so I remember what it was like before. I don't think Eden does though; they were only five.

*SFX: Waverly turns to Kyra.*



**WAVERLY:**

What about you? Do you remember before or were you too little?

**KYRA:**

I can remember bits and pieces, like when my mom would take me to the park or hiding in the clothing racks at stores. I was nine or ten when everything fell though so most of my memories are from afterwards.

*[beat]*

I do remember ice cream.

**WAVERLY:**

Oh man, I love ice cream. My neighbor back in Austin figured out how to make it again, but it isn't quite the same as before. Still, it was good.

*SFX: Waverly sets the photograph down.*

**WAVERLY:**

Well, we should get going and check the other rooms.

**KYRA:**

Alright, we can come back for the blankets on the bed once we're done clearing the rest of the floor.

*SFX: The two of them walk out of the room, their feet crunching on broken glass.*

SCENE FOUR.

*SFX: Music fades out. We are outside again. The wind blows softly through the trees and fields, birds chirp in the distance, and insects hum.*

**EDEN:**

How is she doing?

**BILLIE:**

She's breathing, and her pulse is still good. She feels a little warm though so she might have a fever? I'm not sure...

**EDEN:**

Don't y'all have medical supplies?

**BILLIE:**

Yeah, but that isn't going to help.

**EDEN:**

Why not?

**BILLIE:**

Have you ever seen someone affected by a banshee before?

**EDEN:**

*[they huff]*

No; Waverly wouldn't let me near anyone who had been affected by one. She said it was too dangerous.

**BILLIE:**

Well, if they were infected maybe. But being near someone who's unconscious because of them won't hurt.

*SFX: Eden scoots a little closer, looking at Hazel.*

**EDEN:**

Is she going to be okay?

**BILLIE:**

I hope so...

*SFX: The front door to the house opens. Gus and Jace walk out across the porch and onto the dirt driveway and over to the truck.*

**GUS:**

*[as he is walking over]*

It's all clear inside. Eden, go help Waverly set up somewhere for Hazel to lay.

*SFX: Jace reaches into the truck and pulls a bag over their shoulder.*

**JACE:**

Come on you two, help me get our bags. Gus can carry her in.

*SFX: The back of the truck is lowered and Jace grabs another bag. Eden throws two onto the ground and hops out.*

**EDEN:**

*[landing grunt]*

*SFX: Eden picks up the two bags. Meanwhile Billie helps maneuver Hazel to the edge of the truck bed for Gus.*

**GUS:**

*[reassuring]*

I got her, I promise.

**BILLIE:**

*[worried]*

O-okay.

*SFX: Gus picks Hazel up. Billie grabs two bags and jumps down.*

**GUS:**

*[slight effort groan as he picks Hazel up]*

**BILLIE:**

*[landing grunt]*

*SFX: The four of them walk over the dirt to the house. They walk through the door, which is closed behind them, and Gus takes Hazel into one of the front rooms.*

**WAVERLY:**

We found some blankets you can lay her on right over there.

**GUS:**

Sounds good, thank you.

*SFX: Gus lays Hazel down on a pile of blankets. Bags are placed on the ground. Waverly and Kyra are sitting already, Jace walks over to the window and sits in the window seat, Billie sits down next to Hazel, Gus and Eden remain standing.*

**EDEN:**

How long will she be out?

**JACE:**

Depends. She has a low resistance so she could be out for a day or so, or be out for a week.

**EDEN:**

What does having a low resistance mean? I've heard folks talk about it before in Austin but they never explained it to me.

**JACE:**

Your resistance level is dependent on how well you can resist a siren's call or a banshee scream. If you're hard of hearing or deaf like myself, your resistance is probably very high.

**EDEN:**

Like Waverly?

**WAVERLY:**

That's right, Eden; I have a high resistance to sirens because of my hearing loss.

**KYRA:**

As do I.

**GUS:**

Billie and I have moderate resistance, which means we don't fall under the siren's call too fast.

**EDEN:**

How come Hazel has a low resistance then?

**JACE:**

Varies from person to person. We think it might be genetic, but we aren't sure since, y'know, none of us are scientists. Some people just naturally have a lower resistance.

**EDEN:**

How do I know what mine is?

**BILLIE:**

You don't. Not until you face a siren or banshee without ear protection that is.

**WAVERLY:**

Which hopefully won't ever happen.

*SFX: Eden thinks for a moment.*

**EDEN:**

Is she turning into a banshee?

**WAVERLY:**

*[Admonishingly]*

Eden!

**EDEN:**

What?! I'm just asking.

**BILLIE:**

It's ok. That's not what's happening to her though.

**WAVERLY:**

Are you sure?

**BILLIE:**

*[A little too quickly and harshly]*

Yes!

*[After a beat]*

I'm sorry, it's been a day.

**KYRA:**

That's definitely putting it lightly.

**EDEN:**

So, how do y'all think it happens? Where do banshees come from?

**KYRA:**

How do you not know? You grew up in the apocalypse.

**WAVERLY:**

Well they're rare around Austin and Eden was still in school when we left.

**EDEN:**

They were just teaching us about how each error is made; we covered biters and runners but that's it.

**BILLIE:**

Banshees are formed when a siren starves. The longer a siren goes without feeding, the more monstrous they become. Their song turns into screams and every bit of humanity they might have left disappears.

*[beat]*

Once a siren turns into a banshee, there is no going back.

**WAVERLY:**

How do you know all of this?

**BILLIE:**

One of the groups I was with, before joining Gus and Jace, studied sirens and banshees a bit. Specifically where banshees came from. They figured if we knew more about them then we would know how to fight against them.

**EDEN:**

I don't think Austin ever really studied them. Maybe some of the scientists did, but none that I knew. That makes sense though-- where banshees come from.

**WAVERLY:**

How do you know what they knew in Austin?

**EDEN:**

Tommy told me some of the stuff they saw out on runs.

**WAVERLY:**

I told you not to bother them about their runs.

**EDEN:**

That's not fair! No one was telling us anything and now look! We are out in the real world, unprepared and ignorant to how it works.

**WAVERLY:**

Eden, that's not the-

**EDEN:**

*[getting increasingly angrier, cutting her off]*

Face it, Waverly. The only reason we are alive is because others saved our lives. Just look at what happened at the barn the other day! If Jace hadn't been there, you would have died. One day away from safety and you can't even take care of yourself.

**WAVERLY:**

I-

**EDEN:**

I'm going to take a walk.

*SFX: Eden storms out of the room and we hear the front door open and slam shut. Everyone else is left in tense silence.*

**GUS:**

I'll go find them; y'all get ready for the evening.

**JACE:**

Holler if you need something.

**GUS:**

Will do.



*SFX: Gus walks out of the room and opens the front door. He walks outside, the door closing behind him, and finds Eden sulking on the porch swing. The night air is full of crickets and other insects, a soft wind blowing through the fields. He walks across the porch over to them.*

**GUS:**

Hey uh, mind if I sit here, kiddo?

**EDEN:**

*[grumpy]*

Do whatever you like.

*SFX: Gus sits down next to Eden. They sit for a moment.*

**GUS:**

So tell me Eden, why'd ya snap at Waverly like that?

**EDEN:**

I dunno... She was getting on my ass and I'm tired of it. She's *always* like this.

**GUS:**

Sure, but do you think all that was really necessary?

**EDEN:**

*[they sigh]*

Waverly looks out for me, I get that, but she never let me live my life. I know she's scared of the world, scared of the errors and people, but her fear left us unprepared for anything. We were alive back in Austin but we weren't living.

*[beat]*

I didn't mean to hurt her...

**GUS:**

Maybe you can go apologize to her?

**EDEN:**

I guess... But I don't think I'm ready to yet.

**GUS:**

That's okay. We can just sit here until you're ready to go back inside.

*SFX: They sit, listening to the night air. Scene fades out.*

SCENE FIVE.

*SFX: Billie goans as they wake up and sit up.*

**BILLIE:**

*[wake up groan and yawn]*

**KYRA:**

*[quietly, signing as they talk]*

How'd you sleep?

**BILLIE:**

*[also being quiet, signing as they talk]*

Fine. Did Hazel wake up yet?

**KYRA:**

*[signing as they talk]*

No, not yet.

**BILLIE:**

*[signing as they talk]*

I'm gonna check on her...

*SFX: Billie stands and walks across the room, kneeling to check on Hazel.*

**BILLIE:**

*[signing as they talk]*

No change... I hope she wakes soon.

*SFX: Billie climbs to their feet.*

**BILLIE:**

*[signing as they talk]*

I'm gonna go outside for a second to, ya know...

**KYRA:**

*[signing as they talk]*

Sure, sure. Just be careful, okay? Yell if you need anything.

*SFX: Soft footsteps as Billie tiptoes towards the front door, open it quietly, step outside, and close it behind them. They begin to walk along the dirt road towards the truck. There's a rustle in the field off to their left. Billie stops walking.*

**BILLIE:**

What... is that?

*SFX: More footsteps on dirt, then on grass. There is an occasional brushing of corn stalks as they enter the field. An error's growl fades in and gets louder.*

**BITER:**

*[growls, not super aggressive]*

**BILLIE:**

What the hell? Who's using a biter as a scarecrow? And-and why?

**BITER:**

*[more biter sounds, still not aggressive]*

*SFX: Billie pulls a knife out. A sick squelching as Billie puts the error down with their knife. Two more errors race toward Billie from within the field.*

**BITER:**

*[aggressive growls and cries]*

**BILLIE:**

Shit!

*SFX: The first error comes at them. Billie shoves the Error away. They take off running and lead the other a short distance away and stab it through the skull with a knife. The other error is running through the field but Billie is able to catch it off guard and put it down.*

**BILLIE:**

*[Breathing heavily]*

I need to get back inside.

*SFX: Billie runs through the cornfield, and almost gets out of the field when a car door slams. Billie stops.*

**JOSIAH:**

*[laughing]*

Well well well, what do we have here.

**END CREDITS:****ALI:**

*Human Error* is a Shadow Network produced podcast and was created by Ali Hylton.

This episode features:

**CAST:**

Elissa Park as Billie Ryan

AlliMaria Dauphine as Hazel Nicole Jarrel

Allen Chan as Gus William Hill

Caroline Mincks as Jace Franklin

Mandy Moon as Waverly Wilson

Socks Whitmore as Eden Eli Wilson

Eleanor Grey as Kyra Jones

Josh Portillo as Josiah

**CREW:**

Written by Frank Zinsius and Ali Hylton

Script editing by Tal Minear and Brad Colbroock

Sound design by Adrian McQueen Parrish.

Consultation by Caroline Mincks

Music composed by Ali Hylton

**ALI:**

If you're enjoying the show, consider telling a friend about it or leaving us a review on your favorite podcast app. Visit our website at [humanerrorpod.wixsite.com/main](http://humanerrorpod.wixsite.com/main) and follow us on Twitter at HumanErrorPod for updates and more. And lastly, if you're enjoying Human Error then you might enjoy Hannahpocalypse. This comedy hopeful punk show is about Hannah, the last zombie on earth. This show is a lot of fun and seeing what the world became after an apocalypse is something I really enjoy, if you couldn't tell by our own show. I think you'll really enjoy it! Here is the trailer.

*[Static, sound of an out of tune radio]*

**HANNAH**

“So this is the end of the world. Pretty weird, right? I’m Hannah. I’m sure you’ve already noticed by now: I’m a zombie...! Might even be the last one.”

**TRAILER GUY**

“From the creator of Redmond Born and Cybernautica...”

**HANNAH**

“I can’t exactly control most of the things Zombie-Me does. I’m basically what amounts to a backseat driver in my own body. You learn to kind of just go with it after awhile I think. Like, do I feel bad for eating a family of four when I was new? You bet! Not exactly my favourite memory.”

*[Sound of a memory of a zombie attacking and man screaming, followed by Hannah shuddering]*

**TRAILER GUY**

“Hannah is ‘living’ her best life while unknowingly being on a crash course with Cali, an explorer desperately seeking to leave her mark on an American wasteland that seems to be all out of new discoveries.”

**CALI**

*[stressed out]*

“One might say that it’s the comics that got me into this but between you and me I’m going to blame the McSoda’s. No sense in ruining everything I like in one day.”

**TRAILER GUY**

“Together, this unlikely pair team up against the dangers of post apocalyptia.”

**CALI**

*[sound of pursuing robot, Cali is out of breath]*

“Okay... okay. This thing’s not playing around at all. Shit, incoming!”

*[robot fires pulse blaster, sound of dirt raining down after explosion fades out]*

**RICTOR**

“Sometimes I miss the old days. Killing zombies for upstart communities; now that was a lot more simple. A lot more ethical too. Wouldn’t you say so? Don’t you think it’s a little more ethical to kill a zombie... then just some stranger on the road?”

**TRAILER GUY**

“Hannahpocalypse! A story about love, death and robots... just not the Netflix kind.”

*[Radio tunes out as the the trailer fades]*