

THE WALKING DEAD

"Rot"

Written by

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TEASER

FADE IN:

EXT. THE KINGDOM - SCHOOL GARDEN - DAY

Kids, no more than six or eight at the oldest, are playing together. Their parents talk to each other, not paying attention.

One man, BROCK, smiles. He's clean-shaven and casually dressed.

BROCK

And then I said, 'potatoes? No way,  
I got plenty of spuds!'

The other adults laugh with him.

BROCK (CONT'D)

I got plenty of dad jokes to spare,  
guys, don't worry!

His wife, GINGER, approaches.

GINGER

Hey, can you do something real  
quick for me?

BROCK

Yeah, sure, what's up?

GINGER'S KID occupies herself with playing with the other children, laughing and having fun.

Someone pokes her in the arm, and she turns to see a BRUNETTE KID.

BRUNETTE KID

Hey, your arm looks bubbly!

Ginger's kid looks, and discovers that she is indeed sporting a red arm with some odd blisters on them. It stands out on her normally pale skin.

She wanders away and approaches Ginger, patting her leg. Ginger turns to look at her.

GINGER

What is it, sweetie?

GINGER'S KID

Mommy, I think I got a rash.

GINGER  
Let me take a look...

Ginger's kid offers her arm for her mother to look at. She goes wide-eyed and gasps in shock.

GINGER (CONT'D)  
Oh no...

INT. THE KINGDOM - SCHOOL BUILDING - DAY

RICK walks alongside EZEKIEL.

RICK  
Not going to lie, seeing that herd's probably going to be a major problem.

EZEKIEL  
They always are. But we can take them. We just need to go about it carefully, as we usually do.

RICK  
You'd think after all this time, we'd be able to have a normal world again.

Ezekiel looks puzzled.

EZEKIEL  
This *is* our normal world now. The old normal is gone, Rick. You know that.

Rick gives a nod.

RICK  
I know, you invited me to see how the place is doing, not to bellyache.

Ezekiel looks out a window, and stops. Rick turns to see him staying still.

RICK (CONT'D)  
What's up?

EZEKIEL  
I think we may have an issue. Look.

Rick walks over and follows Ezekiel's gaze. He spots Ginger and her child from before, looking alarmed and distressed.

RICK  
Is that...?

EZEKIEL  
We'll need to check it out.

The two move outside.

EXT. THE KINGDOM - SCHOOL GARDEN - DAY

Rick and Ezekiel head outside, approaching Ginger and her child. The child is tearing up, obviously stressed.

She looks up, and sees Rick and Ezekiel.

GINGER'S KID  
Mommy, it's Ezekiel and Rick, look.

She points. Ginger looks over, and nods, having a grim look.

RICK  
Hey, everything okay?

She shakes her head.

GINGER  
Not really. See this rash?

She points at her kid's arms.

Ezekiel leans in to get a closer look, careful to avoid actually touching it.

EZEKIEL  
I don't believe I have seen something like this before.

GINGER  
Me neither. She's had rashes before, but this one... it scares me.

RICK  
How long has she had it?

GINGER  
She was perfectly healthy yesterday, I think it just cropped up today.

She addresses her child.

GINGER (CONT'D)  
Honey, where'd you get that rash?

GINGER'S KID  
I-I was out, playing near the bushes yesterday, and I got stuck with a weird thing touching my arm.

GINGER  
What kind of weird thing?

GINGER'S KID  
Dunno. Felt scratchy. Really scratchy. But it didn't hurt. But now I'm all itchy. And my arm feels hot.

Rick and Ezekiel look at each other.

EZEKIEL  
Very concerning...

Ezekiel faces Ginger.

EZEKIEL (CONT'D)  
We'll think of something, don't worry. I promise you.

GINGER  
Please do.

EZEKIEL  
Rick, follow me.

Rick and Ezekiel walk away, speaking as they move.

EZEKIEL (CONT'D)  
I can't say for sure, but I have a feeling I know what this means. I can't put my finger on it, though.

RICK  
Well, whatever this is, we'll deal with it, like we always do. We have to.

EZEKIEL  
Got a plan yet?

RICK  
Working on it.

END OF TEASER

ACT ONE

INT. THE KINGDOM - EZEKIEL'S THRONE ROOM - DAY

Rick paces back and forth, deep in thought. Ezekiel rests comfortably in his throne.

He glances over at the spot where Shiva used to be, sighing.

EZEKIEL  
Miss you, girl.

RICK  
(mumbling)  
Can't be, can't be.

Ezekiel looks up at Rick.

EZEKIEL  
Speak up.

Rick stops in front of Ezekiel and faces him.

RICK  
I was thinking about what we saw.  
The idea of something like that  
spreading around...

EZEKIEL  
It's not good, whatever it is.

RICK  
I'm wracking my brain on what to  
do, but I'm drawing a major blank.  
If--

FOOTSTEPS are heard behind them. Rick turns and Ezekiel looks over.

Ginger stands at the door leading to the room. She's by herself.

She gives a little wave.

GINGER  
Hey.

RICK  
Hi. Did you need something?

GINGER  
I got something you guys could  
probably use.

RICK  
We're listening.

Ginger steps closer.

GINGER  
I think I know a way to deal with  
this rash. There's an old hospital  
a few miles north. It's got a bunch  
of walkers keeping people out.

RICK  
How do you know this?

GINGER  
Overheard one of our supply runners  
talking about it. He said he had to  
haul ass to avoid the walkers  
following him.

Ezekiel frowns.

EZEKIEL  
Where are you going with this?

GINGER  
He told me that he saw some fancy  
vials or something stashed away in  
one of the rooms. He tried to get  
them, but he had to run.

Rick nods.

RICK  
I see. Well, if it's our best shot,  
can't hurt to give it a try.  
Thanks.

Ginger smiles.

GINGER  
Sure thing. Just, please be quick.

Rick nods.

RICK  
We will. But there's something we  
need you to do as well.

GINGER  
Uh, and what would that be?

RICK

Quarantine your kid, keep her away from anyone else. We don't know if that rash of hers is contagious, and it's best to lock it down.

Ginger goes wide-eyed.

RICK (CONT'D)

I know it sounds harsh, but--

GINGER

No, I understand. It's just...

She sighs.

GINGER (CONT'D)

She's scared. Scared of what it'll do to her. And I know she trusts me, but if I do that, she might interpret it as--

Ezekiel holds up a hand. Ginger goes silent.

EZEKIEL

You know what is best for the Kingdom, Ginger. I'm sorry.

GINGER

The emotional side of me wants to scream at how unfair this is, while the logical side of me knows it's right. Ugh. Being a parent sucks.

RICK

It can be difficult, yeah.

GINGER

Don't worry, I'll try my best to keep her under wraps. Are you going to tell anybody else?

EZEKIEL

I will admit, saying nothing or making an announcement both have consequences that can't be undone.

RICK

Everything does.

EZEKIEL

Give us a moment, if you would, Ginger.



Ginger nods and makes her exit. Rick approaches Ezekiel.

RICK

To be honest, I advocate for letting everybody know what's going on.

EZEKIEL

That may cause a panic, and perhaps more stress for Ginger's child. I know my people, but sometimes it's hard to predict how one reacts.

Rick looks to the side, in the direction Ginger left in.

RICK

So you're saying we should just keep them in the dark instead?

Ezekiel frowns somewhat.

EZEKIEL

Something like that. At least until we can take care of this before it spreads, not just around here, but to the other communities.

RICK

Shit, didn't even think about that.

EZEKIEL

Rick.

He beckons Rick to come closer. Rick stands next to his throne. Ezekiel stands up and puts a hand on Rick's shoulder.

EZEKIEL (CONT'D)

Being leaders means we have to collaborate and think five steps ahead, and sometimes risk one thing over another.

Rick gives him a look.

EZEKIEL (CONT'D)

Let me ask you a question. Do you think we'd have gotten this far without having others to back us up?

Rick shakes his head.

RICK  
 No. Not at all. I'm still grateful  
 for you guys coming together  
 against Negan.

Ezekiel gives a smile.

EZEKIEL  
 And that is one big reason why we  
 triumphed. Together, we became  
 titanic. Alone, we would have been  
 annihilated.

RICK  
 I get it.

EZEKIEL  
 Do you?

A nod from Rick.

EZEKIEL (CONT'D)  
 Glad to hear it. Now, why don't we  
 get going? The sooner, the better.

RICK  
 Yeah, let's head out. We'll take  
 one of the cars to get there  
 faster.

EZEKIEL  
 Sounds like a plan.

INT. THE KINGDOM - HOUSE - BEDROOM - DAY

Ginger approaches her ill child, who is currently sitting in  
 bed. Her child looks up expectantly.

GINGER  
 Hey, sweetie. You feeling okay?

GINGER'S KID  
 Yeah, arm's still burning. Are you  
 alright, mommy?

GINGER  
 Just fine.

Ginger strokes her child's hair.

GINGER (CONT'D)  
 There's something you need to do  
 for me. It's really important.

GINGER'S KID

What is it?

Ginger hesitates, before sighing softly.

GINGER

You're going to have to stay in this room for a while, at least until we can get you medicine.

GINGER'S KID

Why, mommy?

The kid looks upset.

GINGER

Other kids will get sick if they touch you, and it'll be bad. Don't worry, it won't be for too long, medicine will come later.

GINGER'S KID

Okay.

GINGER

You got your toys in here, right? You should be okay.

GINGER'S KID

Yeah, I do.

Ginger smiles.

GINGER

Good girl.

KNOCKING is heard at the door.

GINGER (CONT'D)

Oh, that must be your father. I'll go talk to him, okay?

Her child nods.

Ginger gets up and leaves the room.

INT. THE KINGDOM - HOUSE - HALLWAY - DAY

Brock stands there, waiting for Ginger to come out. He smiles and waves at their daughter before the door closes.

BROCK

Hey.

GINGER

Hey.

BROCK

How is she?

GINGER

Calm. She's alright with being stuck there for a few hours.

Brock nods, and leans against the wall, running a hand over his face.

BROCK

Jesus, she's only eight, and she's caught... whatever the hell this is.

Ginger nods solemnly.

GINGER

I know. But we have to remain calm. If only so that Rick and Ezekiel don't come back to a mess.

BROCK

They're going out?

GINGER

I think so. I let them know about that hospital one of our guys tried to get stuff from earlier.

BROCK

The one with a shit ton of Walkers around it?

GINGER

Yeah.

Brock looks up.

BROCK

Well, let's hope that everything turns out alright. It's the best we can do at this stage, I guess.

Ginger reaches to take his hand, and kisses his cheek.

GINGER

I'm sure it'll be okay. Long as we're together.

Brock smiles, and gives her a kiss in return, on the lips. He rests his forehead on hers and squeezes her hand.

BROCK

Long as we're together. Yeah. We faced those mangy walkers. Some random rash thing? We can take care of it.

INT. HILLTOP COLONY - MANSION - DAY

MAGGIE looks out from her bedroom window. She gazes upon the residents of the Hilltop who are hard at work.

She smiles softly.

MAGGIE

One day at a time.

There's a KNOCK on her door. She turns to look at it.

MAGGIE (CONT'D)

Come in.

The door opens. ALDEN walks in, looking concerned.

ALDEN

We got an issue.

Maggie sighs.

MAGGIE

Since when do we ever not have any? Alright, lay it on me.

Alden clears his throat.

ALDEN

One of our scouts hasn't been back in hours. He was supposed to be back with info about that old farm up the road, but...

MAGGIE

But what?

ALDEN

I think he's trapped. If we don't get him out, he's probably gonna die. And we'll never know if that farm will be a good place to use.

Maggie runs a hand over her face.

MAGGIE  
So we'll have to rescue him.

Alden nods.

ALDEN  
Yeah. I'd rather not risk sending  
another and end up making our  
runners dwindle.

MAGGIE  
I get it.

She glances out the window again.

ALDEN  
We should, uh, probably go by foot.  
I heard there were walkers over  
there too, don't want to make them  
all come gunning for us.

MAGGIE  
I understand.

Maggie faces Alden now.

MAGGIE (CONT'D)  
Let's go.

The two of them quickly leave.

EXT. ALEXANDRIA SAFE-ZONE - STREET - DAY

DARYL is on patrol, crossbow slung over his back. He looks left and right occasionally, keeping an eye on things.

He passes by members of the community. He doesn't address them, he simply walks past. He doesn't say a word.

He notices some odd water trail on the concrete before him.

DARYL  
That's weird.

He follows the trail.

It brings him to a woman, ROCHELLE, hauling a large water barrel in her arms. It's leaky and is responsible for the trail that he's found.

DARYL (CONT'D)  
What the?

Rochelle freezes. She slowly turns her head to see Daryl behind her.

ROCHELLE  
Well, shit.

Daryl quickly walks toward her.

DARYL  
Hey, you. You need that water for something? Doing a poor job conserving it with that leak you know.

Rochelle doesn't respond. She has a deer-in-the-headlights look.

DARYL (CONT'D)  
Hey, I'm talking to you. Answer my question.

Rochelle still doesn't move. Daryl moves within touching distance.

ROCHELLE  
Um. I need this for a...

She pauses.

ROCHELLE (CONT'D)  
A friend.

He moves an arm back to reach for his crossbow.

DARYL  
A friend wants you to deliver a leaky water barrel?

She nods.

DARYL (CONT'D)  
You do realize we're running low on the stuff, right? We need every drop we can get.

Rochelle bites her lip.

Daryl frowns.

ROCHELLE  
This looks bad, I know.

DARYL

There something you're not telling me?

Silence. Rochelle takes a step forward.

DARYL (CONT'D)

Don't you walk away. I ain't done with you yet.

Rochelle stops. She looks tense.

ROCHELLE

Just leave me alone. I told you, I'm just--

DARYL

Nope. A lady like you acting suspicious over something we need? That's ringing all sorts of alarm bells.

He moves to grab her arm.

DARYL (CONT'D)

Now, you're going to come with me. We're gonna be having a little chat.

More silence. Daryl tugs her arm.

DARYL (CONT'D)

You hear me? I'm not fucking around.

ROCHELLE

Oh, screw this.

SLAM! Rochelle abruptly turns and drops the barrel of water in front of Daryl. He moves back to avoid getting hit.

Rochelle makes a run for it, sprinting like mad.

DARYL

HEY! GET BACK HERE! I'M NOT FINISHED!

Daryl sprints after her while a few community members look on in surprise.

MALE BYSTANDER

Oh shit. Someone chose the wrong time to try that.



FEMALE BYSTANDER

I think that's an understatement.

MALE BYSTANDER

One way or another, that lady is screwed.

EXT. ROAD TO HOSPITAL - DAY

Rick is at the steering wheel, driving the car he and Ezekiel are in.

INT. RICK'S CAR - DAY

Ezekiel looks concerned while in the passenger seat.

EZEKIEL

I don't know if my people have the resources to contain this... whatever her child has.

RICK

It's real concerning, yeah. I agree. I just hope it's not the case in the other communities.

EZEKIEL

The last thing we need is an outbreak when we're still recovering from that battle.

RICK

I know, man, I know. Hopefully Ginger's info is accurate. We can put this behind us if it is.

Rick looks out the windshield, before putting his foot on the brakes. The car rolls to a stop.

RICK (CONT'D)

Shit.

EZEKIEL

What is it?

RICK

Well, she wasn't wrong. This is the hospital.

EXT. HOSPITAL - PARKING LOT - DAY

It looks like a war zone. Corpses lie scattered about, some human, some walker. There are some cars strewn about, all damaged in some fashion.

At the front entrance is a massive walker horde, stumbling about. They haven't spotted the two men yet.

Rick steps out, a knife tucked in his belt, as does Ezekiel, who carries a larger blade. Both have rifles slung over their backs.

Rick looks long and hard at what they have to deal with, and sighs.

RICK

She wasn't wrong about the walkers either.

EZEKIEL

Damn it. They're right where we have to go.

Rick looks around to see if there's any other access points. In the distance, one of the walkers turns and spots them, groaning.

RICK

We need to move.

EZEKIEL

Where?

Rick keeps looking. He spots a broken fence on the side of the building. No walkers are there.

RICK

That way. Lets be quick about it.

They keep away from the horde that's slowly becoming aware of their presence. They arrive at the fence, and climb through it.

EXT. HOSPITAL - BACK AREA - DAY

They move to head towards the back of the hospital. Behind them, the GROANING sounds are growing louder.

EZEKIEL

They're gaining!

RICK  
Gotta be something to block them  
off!

They make it to the back entrance. Against a wall is a  
dumpster.

Rick points to it.

RICK (CONT'D)  
Let's use that.

Nodding, the two men drag the dumpster over to where the  
backdoor is. They shove the door open, before pulling it in  
front of the door.

INT. HOSPITAL - BACK ENTRANCE - DAY

Walkers start to pile in and quickly swarm the dumpster, but  
they can't get in with it in the way. Ezekiel closes the  
door.

EZEKIEL  
Close one.

RICK  
Let's keep moving. We should search  
around to see what we can find.

END OF ACT ONE

ACT TWO

EXT. FARM ROAD - DAY

Maggie and Alden make their way to the farm, carrying blades. Maggie stays in front, while Alden is in the back.

MAGGIE

You sure this is where our runner went?

ALDEN

Positive.

They keep walking.

They come across what looks like a struggle - black tire marks on the ground, leading to a car that's been crashed into a tree. Smoke rises from the engine. Some walker corpses are lying around, but there's no driver.

There are also shoe imprints leading away from the car.

ALDEN (CONT'D)

I think that's one of ours.

MAGGIE

Yeah, I recognize it. I watched it get driven around sometimes. And now it's screwed.

ALDEN

Let me see if I can figure out what happened.

They move closer. Maggie checks on the dead walkers, stabbing their heads so they stay dead, while Alden investigates.

Alden inspects the inside of the car, as well as the dead walkers, and pauses to think.

ALDEN (CONT'D)

Let's see... he must have...

MAGGIE

Figured it out?

ALDEN

I think so.

MAGGIE

Alright, hit me.

Alden looks at the battered car.

ALDEN

Our runner was driving when he encountered a problem. Looks like the shift stick broke somehow so he couldn't change gears. Guess the brakes broke too.

MAGGIE

Uh huh.

ALDEN

That must have been when he crashed. Not sure what made him do it, but either way, it probably got the attention of walkers.

MAGGIE

I can see that.

ALDEN

He took a few out, looks like. I guess from there...

They look up.

MAGGIE

Hey, that must be the farm.

ALDEN

Yeah, he must have decided to go there. This far out, away from Hilltop, that was probably his only option.

Maggie gives a sigh of relief.

MAGGIE

Well, that's good. Means he's probably still alive. But we better hurry. If there's dead walkers here, who knows how many are up ahead?

Alden nods.

ALDEN

Yeah, let's stay sharp.

They head onward.

EXT. OLD FARM - GATE - DAY

Maggie and Alden approach, and find that there are indeed walkers wandering around. They wander aimlessly, not noticing the two yet.

MAGGIE

Looks like I was right, shit.

ALDEN

We should cut through them and check all areas. Barn, house, you know.

MAGGIE

Let's be quick about it.

They head onward. Maggie sneaks up behind a walker and slashes its head off from behind, while Alden stabs one through the face.

EXT. ALEXANDRIA SAFE-ZONE - STREETS - DAY

Daryl is in hot pursuit. He chases after Rochelle in an intense sprint. He's very close to catching her.

DARYL

Get back here, lady! Or you're gonna regret it!

Rochelle looks back quickly, before bringing her eyes forward again. She keeps running.

Daryl snarls.

DARYL (CONT'D)

Son of a bitch.

The chase continues before it brings them to an alley.

EXT. ALEXANDRIA SAFE-ZONE - ALLEY - DAY

Daryl finally corners Rochelle, and brings his crossbow out, racking an arrow in the chamber. She finds herself stuck with nowhere to go.

Rochelle turns and presses her back against the wall, glaring at him.

Daryl points his crossbow at her.

DARYL

Do I need to repeat myself? Because  
I really hate doing that.

Rochelle says nothing still. It's at this point that Daryl realizes something while looking at her.

DARYL (CONT'D)

Wait a sec. I don't recognize you.  
You're not one of us, are you?

Rochelle doesn't speak still, before she finally sighs.

ROCHELLE

Okay, yeah, I'm not. And I was  
taking the water. I lied.

Daryl frowns and keeps his crossbow aimed at her head.

DARYL

Had a hunch that was it. Nice to  
know I'm right.

ROCHELLE

Look, what do you want?

DARYL

An excuse to not split your skull  
open, that's what. Who sent you?  
Why are you really stealing that  
water? And for how long?

Rochelle laughs.

ROCHELLE

Don't you get it? The Saviors  
didn't die. We're just waiting for  
our moment of rebirth.

DARYL

The hell are you yammering about?

ROCHELLE

If Negan were still in charge,  
you'd be on my side, wouldn't you?  
You'd let me go without question,  
wouldn't you?

Daryl remains still as a rock. He gains a confused expression.

DARYL

Did you say Negan?

Rochelle nods, smiling.

ROCHELLE  
Yeah. I did.

Daryl slowly lowers his crossbow. It points down at the ground.

Rochelle reaches behind her and finds a loose brick sticking out of the wall. She maintains her stance.

DARYL  
You said something about rebirth.  
What do you mean?

ROCHELLE  
The thing about rebirth, is that  
you have to go dormant...

She wiggles the brick out from its slot, and holds it in her hands behind her back.

ROCHELLE (CONT'D)  
In order to truly be reincarnated.

Daryl tilts his head.

DARYL  
That ain't exactly--

Rochelle lifts her arms up and chucks the brick at him mid-sentence. It nails him in the shoulder and makes him fall down.

DARYL (CONT'D)  
Gah!

Rochelle takes the chance to sprint away while Daryl is down.

Daryl gets to his feet, groaning while rubbing his shoulder.

DARYL (CONT'D)  
Bitch ain't getting away.

He keeps his crossbow out while running after her again.

INT. ABANDONED HOSPITAL - BACK ROOM - DAY

Rick and Ezekiel discover that it's just as bad outside as it is inside - chairs strewn about, dust and rubble everywhere, and what looks like a trail of dried blood on the ground.



RICK

Am I wrong for not expecting it to be that bad?

EZEKIEL

I won't lie, I am also caught off-guard by this. Looks a bit old, however.

RICK

Yeah, seems like.

Rick kneels down to look at the blood. He sniffs, before standing back up.

RICK (CONT'D)

Blood's definitely old. Whatever happened, must have taken place a while back.

EZEKIEL

We should be cautious just in case.

RICK

I know. Let's check for wherever they keep the medicine and stuff. Odds are that'll be it.

Ezekiel nods, and the two search the back room, before heading out into a hall.

INT. ABANDONED HOSPITAL - HALL - CONTINUOUS

It's also a mess in here. They spot their first corpse with a syringe through the eye. It's also quite dusty and decayed.

Rick carefully steps over it along the way. Ezekiel does the same.

INT. ABANDONED HOSPITAL - JUNCTION - CONTINUOUS

They stop when the hall diverges into other halls. There's another body, with its head missing. It looks much more fresh, however.

Rick stops to inspect it.

RICK

This one looks fresh.

He prods the chest of it with his hand.

RICK (CONT'D)

Still a bit warm, too. Can't have succumbed to something, somebody obviously decapitated it. Which means...

FOOTSTEPS ring out behind them. Rick quickly stands up and draws his knife, as does Ezekiel. The footsteps come closer.

Silence between the two men as they get ready to fight.

Out from the corner comes a disheveled man, CHEN, looking afraid and carrying a cleaver. He jumps as he spots Rick and Ezekiel.

CHEN

O-oh shit!

Rick fixes his gaze upon the man.

RICK

Easy, easy. We're not looking for a fight.

He lowers his weapon, and gestures for Ezekiel to do the same. Ezekiel slowly complies.

CHEN

Jesus, you guys scared me. I heard shouting out there and thought some poor bastards came here on accident.

EZEKIEL

This your handiwork?

He gestures to the headless corpse.

CHEN

Y-yeah, I did that. Been doing it ever since those walkers decided to pay the place a visit. Thought I saw another guy, but...

RICK

That'd be one of ours. What's your name?

CHEN

Uh, Chen. You?

RICK

I'm Rick Grimes. This man here is Ezekiel.

EZEKIEL

It's a pleasure.

Chen sags in relief, and lowers his weapon.

CHEN

Oh, thank Christ. I thought I wasn't gonna get out of here.

RICK

Wait a second. We're not leaving just yet. We're looking for something here.

CHEN

And, uh, what would that be?

EZEKIEL

My community's got a kid sporting a strange skin rash. Makes it look like she's got bubbles on the skin, and she feels hot there too.

Chen goes wide-eyed.

CHEN

Oh no.

EZEKIEL

Yes. Her mother said that we could find something to perhaps cure her condition with. Do you happen to know where?

Chen nods.

CHEN

Yeah, I think so. I know there's a stash of the more important medicine and all that stashed a few floors up. Door's locked, though.

Rick looks out towards the empty halls.

RICK

We can bash it open if we have something heavy.

CHEN

There's, uh, also a few walkers that like to go near it for some reason.

The pair stare at him.

RICK

What?

CHEN

Yeah, I know. There's other walkers in here who like to congregate around that room. No idea why, they can't get in.

EZEKIEL

Is there a way to draw their attention?

Chen laughs softly and bitterly.

CHEN

Man, I've been trying ever since I got stuck here. Every time, they either ignored me, or just looked at me before getting back to the locked room.

His face becomes crestfallen.

CHEN (CONT'D)

God, if I didn't need that stuff so badly...

EZEKIEL

You have it too?

Chen shakes his head.

CHEN

No, sister does. She's theorized she has similar, and it's not good. I remember her telling me about the stages.

RICK

Something tells me we aren't gonna like what we hear.

CHEN

It's... bad. First stage is the rash and heat around it. Second stage is nausea and vomiting. Final stage...

He hesitates.

RICK

Go on.

CHEN

Final stage is... final stage is  
total organ shutdown. Basically,  
death.

Ezekiel and Rick look shocked.

RICK

You're shitting me.

END OF ACT TWO

ACT THREE

EXT. ALEXANDRIA OUTSKIRTS - AFTERNOON

Daryl continues the chase with Rochelle, keeping his crossbow at the ready. With her having a headstart, he's lagging behind.

He takes a detour and ducks through a few trees.

Rochelle looks back, and sees Daryl isn't there.

An arrow flies through the air and pierces Rochelle's leg. She falls in a heap with a pained yell.

Daryl comes out from a few trees, racking another bolt into the crossbow.

DARYL

I am done messing around.

He comes closer and points the weapon at Rochelle's head again.

ROCHELLE

Wait, please, don't.

DARYL

Unless you plan on spilling the beans, I'm afraid you might as well give up.

Rochelle looks at her wounded leg, then back up at Daryl.

ROCHELLE

Alright, alright, you win. I stole the water because... because...

She groans in pain due to the arrow. Daryl looks at it, then back to her.

ROCHELLE (CONT'D)

We...

DARYL

You know what?

Rochelle looks up at him.

DARYL (CONT'D)

I got an offer. I spare you, and help you get patched up so you don't go dyin'. But you gotta answer questions later. Got it?

Rochelle nods.

ROCHELLE

Y-yeah, I got it.

Daryl keeps his crossbow trained on her. He then puts it away and helps her up.

DARYL

You better be having answers for me.

He leads her back to the Safe-Zone.

EXT. OLD FARM - FIELD - AFTERNOON

Maggie and Alden keep walking through the field, approaching the farm house. A trail of walker corpses is visible behind them.

So far, they're in the clear.

MAGGIE

We start here, then check the barn.

ALDEN

Got it.

MAGGIE

Stay alert.

EXT. OLD FARM - HOUSE FRONT PORCH - AFTERNOON

They come across the front porch, and find it to be barren. The windows are broken and the door is left ajar.

They head inside.

INT. OLD FARM - HOUSE LIVING ROOM - AFTERNOON - CONTINUOUS

Maggie and Alden begin their search. They check the living room, and find only dust and cobwebs on the abandoned furniture.

They move on to the dining room.

INT. OLD FARM - HOUSE DINING ROOM - AFTERNOON - CONTINUOUS

They don't find anything still.

MAGGIE

Don't think he's around here.

ALDEN

Yeah, this place looks empty. That just leaves the barn.

MAGGIE

Then we head there next.

They leave.

EXT. OLD FARM - HOUSE FRONT PORCH - AFTERNOON - CONTINUOUS

They exit the house to find walkers still wandering around, though their numbers have lessened.

Alden winces as they look at the barn.

ALDEN

Got a bad feeling about this.

MAGGIE

Won't know until we find out.

They stealthily approach the barn, evading walkers. Maggie stabs one through the back of the head. Alden decapitates another.

INT. ABANDONED HOSPITAL - JUNCTION - DAY

Rick and Ezekiel are reeling from the news.

RICK

How long until that happens?

CHEN

Uh... sis mentioned it's fairly fast. First stage takes about twelve hours, second stage is five after, and third stage, one.

RICK

Then we need to get going, now.

Chen nods his head.



CHEN

I can lead the way, follow me.

He moves past them, with the other two staying close. Rick keeps his voice low as he speaks to Ezekiel.

RICK

Hope this guy's telling the truth.

EZEKIEL

I have a feeling that he is.

RICK

He better be.

The two men follow him to a staircase, and upwards.

INT. ABANDONED HOSPITAL - SECOND FLOOR HALLWAY - DAY

The trio come across more corpses, some missing heads, others arms. Chen strikes each one with his weapon to confirm they're dead.

EZEKIEL

So, Chen. How long have you been stuck here?

CHEN

Uh, I've lost track of the time. Best estimate's like... ten hours, eleven tops.

EZEKIEL

That's a long time to be spending here.

CHEN

I'd leave, but, you know.

GROANING is heard, along with FOOTSTEPS. They all halt as a live walker comes out from a corner.

CHEN (CONT'D)

It's not looking our way. I can take care of it.

RICK

Be careful.

Chen nods and approaches the walker from behind. He raises his weapon and slams the cleaver into the back of its head.

He yanks it back out, and the walker collapses in a decayed heap.

CHEN

I got it.

Ezekiel and Rick flash thumbs up at him and catch up.

CHEN (CONT'D)

The locked room is up on the third floor. What are we gonna do about the walkers around it?

Ezekiel and Rick look at each other.

RICK

I'll admit, didn't think that far.

EZEKIEL

Perhaps a distraction with one of us actively drawing their attention?

CHEN

Uh, you sure that's a good idea?

RICK

Got any better ones?

CHEN

No.

RICK

Right.

They continue onto another staircase and head up.

INT. ABANDONED HOSPITAL - THIRD FLOOR HALLWAY JUNCTION - DAY

Chen comes up, and beckons for the other two to hurry.

They come up behind him and look past to see that Chen was telling the truth - a good-sized group of walkers, clawing and scratching at a locked door.

A corpse lays near them, unblemished, but they ignore it completely.

CHEN

See? They won't even touch a perfectly good body there.

RICK  
That's really weird, yeah.

Chen turns to face them.

CHEN  
So who's gonna be the bait?

EZEKIEL  
I will.

RICK  
No, I can do it.

EZEKIEL  
The Safe-Zone doesn't need to lose  
its leader, Rick.

RICK  
The Kingdom can't lose its king  
either.

Rick and Ezekiel look at each other, before Chen raises a hand. They look over at him.

CHEN  
I, uh, I think it'd be best if I  
did it.

EZEKIEL  
Are you certain you wish to risk  
your life?

CHEN  
Better me than you guys, you got  
your communities. 'Sides, I know  
this place like the back of my  
hand.

RICK  
Alright... just don't get cocky,  
okay?

CHEN  
Won't let you down, sir.

EZEKIEL  
We'll wait here until the coast is  
clear.

The other two hide behind the corner near the staircase as Chen moves forward.

Chen comes within range, raises his weapon. He smacks it against the wall to make noise.

CHEN  
HEY! ASSHOLES! OVER HERE!

The group of walkers ignore him.

CHEN (CONT'D)  
COME ON, YOU SONS OF BITCHES!

Chen throws his cleaver at one of them, nailing it in the back.

They finally turn towards him, letting out a cacophony of GROANS.

CHEN (CONT'D)  
YEAH, FOLLOW ME!

He waves his arms at them. The walkers start to shuffle his way. Chen keeps waving and hollering, scooting down a different hallway.

RICK  
He's crazy.

EZEKIEL  
It's working, though.

The group of undead soon shuffle out of sight, still going after Chen. Rick and Ezekiel wait until the noise goes away, before slipping out and heading towards the locked door.

A large padlock is on the scratched, somewhat bloodied door. It looks old and rusty.

RICK  
Okay, stand back.

Rick uses the hilt of his blade to slam on the padlock. It clanks, but holds.

He gives it another hard slam. It cracks.

A third slam. It finally breaks apart.

The door steadily CREAKS open...

...and reveals the inside: An old, rotting mess of a corpse, guts hanging out, eyes missing, maggots crawling all around it.

Rick and Ezekiel recoil, before reluctantly stepping inside.

INT. ABANDONED HOSPITAL - STORAGE ROOM - AFTERNOON

They take care to avoid disturbing the decayed corpse, before searching around the shelves.

RICK

Keep your eyes peeled for anything that might be what we're here for.

EZEKIEL

Got it.

They rifle through some boxes, finding old, expired pills, unused syringes, and other miscellaneous medical materials.

RICK

If it's not here...

EZEKIEL

We'll find it. Don't worry.

Rick keeps looking, before coming across what looks like a sheet of paper with writing on it, on top of a box containing strange vials.

RICK

I think... this might be it.

Ezekiel comes over to have a look. Rick pulls the sheet out.

Written on it is a description of a disease detailing symptoms of the disease Ginger's child has. Chen's description of it was correct.

RICK (CONT'D)

Yeah, this is it!

EZEKIEL

Open it up.

Rick shoves the pointed end of his blade into the box flaps to wedge them open, before looking inside.

The vials appear to be small, containing neon yellow liquid within. There are only three vials in total.

RICK

Looks like they forgot to fill it up all the way.

FOOTSTEPS are heard outside, and they turn. Chen appears again, panting, but relatively unscathed.

CHEN

Holy shit, you guys got in! And...  
oh, god.

He puts a hand on his mouth as he notices the decayed corpse.

RICK

Yeah, bit smelly. Anyway, we found  
what we're looking for, I think.

He gestures to the box. Chen comes closer and looks in,  
nodding and smiling.

CHEN

Yeah, this is it, I think. This is  
perfect!

RICK

Came with this, too.

Rick hands the sheet of paper to Chen. Chen looks it over.

His excited demeanor turns grim as he reads a passage.

CHEN

Children are susceptible to the  
worst of it, and for full  
effectiveness, two vials are  
recommended.

He lowers the paper, looking at them.

EZEKIEL

Chen.

CHEN

I... I don't...

RICK

Hey, hey, calm down, okay? Calm  
down.

Rick puts a hand on Chen's shoulder. Chen sniffs.

CHEN

My , she... she needs this. If she  
doesn't get it, she'll...

RICK

I know, kid, I know. It's a shit  
deal.

EZEKIEL

Much as I'd prefer not to interrupt, we should probably discuss this someplace else.

As he speaks, the GROANING of walkers is heard from outside.

EZEKIEL (CONT'D)

Because our walker friends are coming back.

RICK

Shit... we should take the box and figure stuff out later.

EZEKIEL

I can carry it. You two lead the way.

The other two step aside to let him carry it in his arm, and they leave quickly.

INT. ABANDONED HOSPITAL - THIRD FLOOR HALLWAY JUNCTION - AFTERNOON

The trio move towards the staircase, but the walker group is standing right there. The walkers turn to face them, and the groans get louder.

CHEN

Shit! Not that way!

RICK

Which way then?

CHEN

Over here!

He sprints in the opposite direction, away from the approaching horde.

Ezekiel and Rick hurry to catch up.

RICK

Kid, you better know what the hell you're doing.

END OF ACT THREE

ACT FOUR

INT. OLD FARM - BARN FLOOR - AFTERNOON

Maggie and Alden slip inside, walker blood on their weapons. GROANING is heard all around.

Bales of hay lay scattered about, but there are no animals present.

MAGGIE  
(whispering)  
Crap, they're in here too.

ALDEN  
Yeah, I hear'em. Stick together?

MAGGIE.  
Yeah, stay together. Let's start at the bottom, then try the top. Cover all the bases.

ALDEN  
Got it.

The duo start their search.

They come across a walker wandering in front of them. Alden sneaks up and lops the head off cleanly, sending it down with little noise.

MAGGIE  
Good kill.

She stays close. The pair swivel their heads around, seeing just hay all over the place.

ALDEN  
Going to take forever finding our guy at this rate.

MAGGIE  
We just need to keep looking.

They continue on.

CHEWING noises fill the air nearby. The two stop cold, and look at each other.

MAGGIE (CONT'D)  
Sounds like... eating.



ALDEN

I didn't see any animals or  
anything in here. You don' think?

They keep walking, the noises growing louder. They round a corner...

And see three walkers feasting upon a decidedly deceased man, his abdomen torn open to reveal his intestines and guts. An empty, rickety crate lays on a bale nearby.

The walkers are focused on their meal, paying no mind to the two humans watching.

ALDEN (CONT'D)

Oh Jesus, it's him.

Maggie pulls him away, right as one of the walkers turns its head to look behind it. It stares at the empty space, before returning to the feast.

Alden looks very unnerved. He shakes, holding a hand to his mouth.

MAGGIE

I know, I know, it looks awful. It  
doesn't get better, trust me.

Alden only nods quietly.

MAGGIE (CONT'D)

You sure that's our guy?

Alden takes his hand off of his mouth.

ALDEN

Yeah, that's him. I recognize that  
shirt of his. Poor bastard.

Maggie peaks over the corner to see the trio of walkers still ravenously gorging themselves, oblivious to their surroundings.

She pulls back and faces Alden.

MAGGIE

It's too late to save him, but we  
can at least stop them from  
defiling him further.

ALDEN

I think he'd appreciate that.

They draw their blades again and round the corner, approaching the walker trio.

Alden stabs the head of the one on the far left, removing his blade quickly. The one on the right is decapitated by Maggie.

The one in the middle remains. It looks up at them and gives a low growl, before leaping at Alden.

ALDEN (CONT'D)

Shit!

He jumps back, narrowly avoiding the attack. However, he slams into the crate, which falls over and lands on the floor, CRASHING into pieces.

Maggie quickly head-stabs the one that lunged for Alden, but it's too late. The contents of the crate turn out to be large weights of some sort, which make SLAMMING sounds that echo around.

Silence between Maggie and Alden. The ambient walker sounds get louder in response.

MAGGIE

We have to go.

Alden nods quickly. He heads over to the dead supply runner and rummages in his pocket, for managing to find an old photo of himself in his pocket.

He stows it away in his own back pocket, before starting to run with Maggie away from the scene, heading towards the barn doors.

ALDEN

No time for stealth?

MAGGIE

Don't need it!

The walkers in the barn have noticed them now, and they're now GROWLING once their targets are sighted. They start shambling their way.

Maggie and Alden sprint towards the barn doors and escape. Alden narrowly dodges a claw reaching for his arm.

ALDEN

Why do things always go shitty?

INT. ABANDONED HOSPITAL - THIRD FLOOR HALL - AFTERNOON

Rick, Chen, and Ezekiel are in a full on dash, the walkers in hot pursuit. They're staying ahead, but they're running out of room to flee.

RICK

Chen, you got any idea where we can go? Running out of road here!

CHEN

There's, there's an elevator shaft near here! I know there's a ladder to climb down to the first floor!

RICK

Then lead the way!

The trio reach a turn with a broken door, and head to the right.

INT. ABANDONED HOSPITAL - THIRD FLOOR SECOND HALL - AFTERNOON  
- CONTINUOUS

The walkers are gaining. But at the end of the hall is an empty elevator shaft.

EZEKIEL

Is that it?

CHEN

Yeah, that's it!

Rick sees a large shelf full of dusty objects along the way. He lags behind, grabbing it and knocking it right in front of the walkers.

The distraction holds them back, crushing a few in front and knocking over some of the rest. The ones in the back have difficulty getting past and fall over.

RICK

Bought us some time!

Rick hurries to the shaft with the other men. Chen's already climbing down, lowering himself onto a ladder that reaches deep into the darkness below.

RICK (CONT'D)

Ezekiel, you follow him. I'll catch up.

EZEKIEL

Will do.

Ezekiel follows suit. Rick turns around, seeing the downed walkers getting up.

Rick reaches back to feel for the rifle slung on him, and frowns.

RICK

Screw it.

He puts his blade away and draws the rifle, loading it with some bullets. He takes aim, centers it on the one that's coming right at him.

BANG. Headshot. The damaged walker's head gains a hole in it while it falls backward.

BANG. BANG. BANG. Rick keeps popping heads, until he hears a CLICKING sound from the rifle. He quickly slings it over his back again and races into the shaft, quickly getting onto the ladder.

INT. ABANDONED HOSPITAL - ELEVATOR SHAFT - AFTERNOON

Rick descends along with Ezekiel and Chen, with the last at the bottom of the chain.

CHEN

What was all that loud noise?

RICK

I bought us a bit more time!

CHEN

Is that what the gunshots were for?  
You just woke up the whole place,  
man!

RICK

Just keep going down!

The group descend further, with barely any light around them.

A loud MOAN is heard, until it abruptly stops. Rick glances down and sees a walker falling down into the shaft.

EZEKIEL

They following us?

RICK  
Yeah, but they're just falling  
down. They won't stick the landing.

More walkers come flying down. Wet SMACKS come up from the bottom of the shaft.

Chen looks down and sees a light at the end.

CHEN  
Hey, I think we're near the first  
floor! Almost there!

RICK  
Keep going! Not out of this yet!

As they descend, they approach the bottom of the shaft. The corpses of walkers falling to their doom are piled up, blocking the way a little.

EZEKIEL  
Don't stop, keep moving.

Chen is the first to reach the floor. He moves past the pile of dead and gets out of the shaft.

Ezekiel joins him soon after.

Rick is still on the ladder. He's almost there, but then, a CREAKING sound is heard.

Rick stops.

RICK  
What the?

The ladder SQUEALS as it breaks apart, falling towards the walker pile.

EZEKIEL  
RICK!

Rick moves fast. He jumps off the ladder, landing in the hall the two are in. He slams down in a heap, GROANING in pain.

INT. ABANDONED HOSPITAL - FIRST FLOOR EMPTY HALL - AFTERNOON

Rick sits up slowly, grabbing his shoulder.

RICK  
Shit, bad idea.

CHEN  
H-holy shit. That was like, super  
badass!

Ezekiel helps Rick to his feet.

RICK  
Feels like I shoulder-charged a  
rhino.

EZEKIEL  
You'll live.

RICK  
Yeah, I've had worse I guess.

Chen turns away from them, looking out into the hall. It's  
totally empty, besides rubble and debris on the ground.

CHEN  
Okay, okay... coast is clear, I  
think. Dunno if the whole place is  
awake, though.

Rick nods, GRUNTING as he brings out his blade again.

RICK  
Still gotta be cautious.

CHEN  
Yeah, yeah. You got the box,  
Ezekiel?

Ezekiel holds it up with a smile, showing it's still intact.

EZEKIEL  
No harm has come to it.

CHEN  
Oh, thank God. Okay, we need to  
hurry.

RICK  
Can you bring us to the front  
entrance?

CHEN  
Yeah, I can. Should be clear now.

RICK  
Then by all means.

They move down the hallway with Rick and Chen in front,  
Ezekiel in back.

INT. ALEXANDRIA SAFE-ZONE - HOUSE LIVING ROOM - AFTERNOON

Daryl stands at a table. Rochelle has her arms tied behind her with a length of rope. Her leg has a large bandage wrapped around it.

Daryl's crossbow lies propped against the fireplace.

Daryl paces in front of her.

DARYL

So. You were stealing water.

ROCHELLE

Yes, that's right.

He puts a hand on his chin.

DARYL

You do realize we need that, right?  
Summer's coming and we need all the  
fresh, pure water we can get.

Rochelle shifts where he sits, but says nothing.

DARYL (CONT'D)

So basically, you're stealing to  
try and murder us. Ain't that neat?

He faces her now.

ROCHELLE

Can I at least explain myself?

DARYL

Yeah, you sure can. And you better  
tell me about what you meant with  
Negan.

Rochelle sighs.

ROCHELLE

Right. Okay. So the Saviors are  
gone.

DARYL

Yep, we beat'em.

ROCHELLE

Except you didn't.

Daryl stares.

DARYL

Come again?

Rochelle smiles.

ROCHELLE

You didn't beat us. We're just kinda dormant at this point. And we will rise again.

Daryl comes closer and leans in, face near Rochelle's.

DARYL

Dormant, huh. Had a feeling it wasn't actually the end for you guys. Still a bit of a shock.

ROCHELLE

And the water... well, we can't be reborn if we're not fully hydrated, know what I mean?

Daryl pulls back, standing up straight.

DARYL

So, you're tellin' me, you're trying to start another war with us. That right?

ROCHELLE

Well, not yet. We're not dumb, you know. It's called picking your battles.

DARYL

I know that all too well.

Daryl sits across from her on an empty chair he pulls up, hands in his lap. He fixes her with a steely gaze.

DARYL (CONT'D)

You mentioned Negan. What's that all about?

ROCHELLE

He was our leader, remember? The big bad guy to you?

Daryl simply nods.

ROCHELLE (CONT'D)

We can't be reborn without someone holding the torch.



DARYL

Spare me the bullshit and give me an actual answer. I'm not in the mood for cryptic crap.

Rochelle rolls her eyes.

ROCHELLE

Alright, fine. We need Negan to lead us again. And as crazy as it sounds, I want to ask you something.

Daryl says nothing.

ROCHELLE (CONT'D)

Can you help us? Can you free Negan, and... well, save the Savivors?

Daryl shakes his head.

DARYL

No can do. Sorry. War's over. We still got shit to do.

ROCHELLE

So do we. Everyone's got shit to do. But we can truly make the world a better place.

DARYL

Heard that one before.

ROCHELLE

I'm serious. We had it just fine until you guys wrecked everything.

DARYL

I came here for answers, not to pick a fight with some random chick.

Rochelle looks away, sighing.

ROCHELLE

Well, I tried. Best I can do I guess.

Daryl stands up, arms folded.

DARYL

Yeah, well. You're not going anywhere, lady.

(MORE)

DARYL (CONT'D)

I'll be keeping an eye on you until  
Rick and Michonne deal with ya.

Rochelle hangs her head.

ROCHELLE

Damn it.

Daryl looks at her, and his tone softens.

DARYL

Hey.

Rochelle looks back up.

DARYL (CONT'D)

Thanks for not trying to weasel  
your way outta my questions. Was  
expecting you to just put your head  
in the sand.

ROCHELLE

I'm screwed either way, so I might  
as well just get it over with.

DARYL

Uh huh.

He looks away, staring out the window with a thoughtful look  
on his face.

EXT. OLD FARM - FIELD - EVENING

Maggie and Alden rush across the field, avoiding walkers  
trying to get them. Maggie shoves one aside along the way.

MAGGIE

We have to keep going!

ALDEN

Back the way we came!

MAGGIE

Yeah!

They continue their sprint.

EXT. OLD FARM - GATE - EVENING - CONTINUOUS

Maggie and Alden are about to escape. Alden leaps over the  
gate, and Maggie follows. Walkers move to pursue.

They're stopped by the gate and fence getting in their way. Soon, the duo are free from danger.

EXT. FARM ROAD - EVENING

Maggie and Alden continue to run, soon approaching the wrecked car from earlier. There's still smoke billowing from it, but much less than earlier.

They come to a stop, panting heavily.

ALDEN

Okay, I think we lost them.

MAGGIE

Thank god for that.

Alden sniffs.

ALDEN

I should have stopped the runner. I could have kept him from dying. I could have prevented that.

He runs a hand over his face. Maggie faces him and comes closer, putting a hand on his shoulder.

Alden looks at her.

MAGGIE

Alden, it's not your fault. He may have died, but not in vain. We know about the farm now.

ALDEN

What, with it being infested with walkers?

MAGGIE

Yes, but we also know of his fate. For that, we've made sure his job was done. And we can come back with the info.

ALDEN

I guess.

He pulls out the photo of the runner that he picked up.

ALDEN (CONT'D)

At least his family will still have something to remember him by.

MAGGIE

You managed to get that?

ALDEN

Yeah, swiped it before we left.

MAGGIE

You're a good man, Alden. His family will thank you.

Alden smiles.

ALDEN

Yeah... I feel a bit better.

MAGGIE

Come on, let's go home.

They walk down the road towards the Hilltop.

INT. ABANDONED HOSPITAL - LOBBY - EVENING

Rick, Chen, and Ezekiel make it to the lobby. There's no signs of life around, and the parking lot is visible from the front door.

CHEN

Hell yes, we're nearly there.

RICK

Stay on your guard.

The trio step through the various pieces of rubble on the ground, soon heading to the parking lot.

EXT. ABANDONED HOSPITAL - PARKING LOT - EVENING

They find that the walkers have left, allowing them to leave freely.

EZEKIEL

Hey, there's our car.

He points to their vehicle a ways away.

CHEN

You guys came in a car?

RICK

Yup.

CHEN  
Man, wish I had one.

EZEKIEL  
Hold it. We still have something we  
need to decide on.

He gestures to the box of vials.

Chen sags.

CHEN  
Oh. Right.

RICK  
Chen, was it?

CHEN  
Uh, yeah.

Rick opens the box to look at the vials. All three are  
present and accounted for.

RICK  
How many did you say your sister  
needed?

CHEN  
Well, she's like sixteen or so, but  
I don't know if she'll be able to  
get by with just one.

EZEKIEL  
Our community will need at least  
two for the one child.

Chen hesitates, looking down.

CHEN  
Oh, she's going to hate me for not  
getting all she needs.

RICK  
Hey. Look at me.

Chen looks back up. Rick smiles at him.

RICK (CONT'D)  
You're a good kid, Chen. I'll be  
honest, I was kind of iffy on you  
at first, but I can see you're  
still good.

CHEN

You do?

RICK

Yeah. Tell you what. You take one of these, go back to your sister, and we'll take the other two for Ezekiel's community.

EZEKIEL

Rick?

RICK

Just a sec. If you want, you can come find us back down south. You can join the Kingdom. Strength in numbers, yeah?

Chen stares... and smiles.

CHEN

You'd let us in?

EZEKIEL

I think I agree on this decision. Yes, you can join us.

CHEN

T-that's great! Thank you!

He takes one, while Ezekiel keeps the other two.

CHEN (CONT'D)

You guys are great. Thank you.

RICK

No worries.

Rick and Ezekiel walk away towards their car.

EZEKIEL

Think he'll be alright?

RICK

Pretty sure. He sat in a hospital for hours, he should be able to handle himself. And by the way.

EZEKIEL

Yes?

RICK

Thanks for tagging along.

EZEKIEL

Anything for our people.

They hop into the car, with Rick starting the engine. The car rolls out and heads toward the Kingdom.

END OF ACT FOUR