City of Wine – A cycle in three trilogies by Ned Dickens

The Grape Trilogy

HARMONIA PENTHEUS THEBE

The Vine Trilogy

CADMEA ELIS JOCASTA

The Wine Trilogy

OEDIPUS CREON SEVEN

"Thebes is famous everywhere, for wine and welcoming."

City of Wine is a nine-play cycle telling the story of the Greek city of Thebes—best known as the home of Oedipus. It begins with the founding of Thebes by Cadmus and Harmonia and ends with the death of six of its last seven citizens on the battlefield of Troy.

The City of Wine cycle is a powerful portrayal of leadership and civic life. This contemporary epic breathes new life into these magnificent stories while portraying the citizens of Thebes as distinct yet familiar individuals, unique to playwright Ned Dickens' vision of this legendary city. — Brian Quirt.

Playwright's Note and Synopsis – Ned Dickens

City of Wine features great names: Zeus, Athena, Harmonia, Laius, Jocasta, Oedipus, Dionysus, and Tiresias, to mention only a few. Such names are so powerful that I felt I could not introduce fictional ones into the mix. At the same time, I very much wanted to find a new approach to the idea of the Chorus. I wanted to show a diversity of interacting personalities which, taken together, would represent the ordinary people—the citizens—of the *City of Wine*.

The result is a group of seven personalities (often related from play to play but not always the same individuals) who, although distinct and real, are never named. Throughout *City of Wine* they are always present, reacting to and affecting the actions of the Named.

The UnNamed are "the aching, dancing body of my town." In order to keep them straight in the text I gave them "tags" such as Bowl, Cloth, Blood, Water. The truth of my premise that names are powerful things is borne out by the fact that many people persist in thinking of these tags as names. You, of course, will not make that mistake.

The Grape Trilogy

Harmonia

This is the story of how Harmonia, daughter of the gods Ares and Aphrodite, and her mortal husband Cadmus, become the founders of the city that will become Thebes. In the kitchen of Ares' palace on Mount Olympus, surrounded by the desires and games of both gods and mortals, Cadmus wins the love of Harmonia but incites the fury of the gods. Harmonia gives up her immortality to pursue her love as she and her new husband are driven from Olympus. They vow to found a great city dedicated to equality and truth—and thus the city is born. "Nothing begins in history." As I scratched around for a point of entry into the story of Thebes I tripped over the idea that two gods would give Harmonia, their goddess daughter, to marry an enslaved mortal who had not only offended them but had failed at everything he had tried to do so far. Equally intriguing was that she might fall in love with him. "There has to be a story behind that!" I told myself, and here it is.

Pentheus

The second play introduces us to Harmonia and Cadmus' grandson Pentheus, who finds himself chosen king just as the city is undergoing an unexpected transformation. Also brought to life are the magical characters of Tiresias, the seer whose prophecies play a pivotal role in city's story, and Dionysus, the god whose gift of wine brings both joy and chaos to Thebes. In this alternative version of the events of *The Bacchae*, the tragedy of King Pentheus (and a hidden love story!) brings our city into a new era.

While *Harmonia* can be said to deal with the conception of the city, this play looks at its adolescence. It swirls with sexual infatuation, questions of emerging identity, and a tragic loss of innocence. Robert Graves (poet and scholar) suggests that the real root of all the problems which beset Thebes (called Cadmea at this point in the story) is the institution of patrilineal monarchy, the idea that the crown must pass from father to son. He argues that this idea offends the powerful female energy in the ancient world and sets off "the war of the sexes" with a bang. I have tried to show how, in context, that idea, called here Pentheus' Law, might make sense to a young man who unexpectedly finds himself on a throne for which he feels completely unprepared.

Thebe

The character and story of Thebe have grown organically over the years. Exploring and unpacking both was a huge part of the impetus behind the last expansion of *City of Wine* from seven to nine plays. In *Harmonia*, Poseidon, spurned by her, spits into Thebe's mouth (a particularly nasty assault that echoes the story of Apollo and Cassandra) and he decrees that her kiss will always give instant forgetfulness. The dynamic between memory and forgetfulness is central to our story, and storytelling. It also allows me to introduce narrative elements that have no basis in traditional versions, as long as I arrange to have them forgotten, such as Thebe's being the mother of Tiresias and, eventually, Laius.

The Vine Trilogy

Cadmea

The city has grown, but so has distrust and fear between the sexes. Lycus and Dirce rule in luxury while Laius waits impatiently to take the crown. Amphion and Zethus, the twin unacknowledged sons of Lycus, arrive. They use Laius to punish Lycus for his treatment of their mother, Antiope, unleashing assassination, riot, and massacre. Laius escapes into exile and the brothers arrange to be elected twin kings. Thebe fulfills the prophesy that she will be queen.

Fairly late in the 30+ year *City of Wine* writing process it occurred to me that the Theban plays of Sophocles et al. weren't Theban at all: they were created and celebrated in a city trying to be a democracy (Athens). They are stories about the horrifically dysfunctional monarchy, and military rival, next door. They are deeply political.

The city of Cadmea/Thebes is the protagonist of *City of Wine*, and her challenges, growth, triumphs, disasters, and her journey from an intentional settlement to a city state, take centre stage in the Vine Trilogy. Here she becomes a place familiar to a modern audience, shaped by familiar characters: grifters, schemers, dreamers, and traditionalists.

Elis

Elis is a nearby city in the mountains, where Laius has sought refuge in exile. Wine has also arrived in town and a disused slaughterhouse is becoming a tavern, with help from Bowl, one of the UnNamed that has taken a central role in the cycle. Laius festers in bitterness and self-pity, abusing the hospitality and the vulnerable son of his hosts until he, Laius, commits a crime that will haunt Thebes and its people for generations.

Elis is the middle play of the cycle and, like the first and last, it doesn't take place in Cadmea/ Thebes. Elis is a mountain city based heavily on cattle farming. Their main festival celebrates the semi-annual slaughter. Dionysus is the god of wine, of course, but he is also god of the theatre. One theory suggests that public theatre emerged as a way to contain and control the rites of the riotous god. The need for that containment shows when bacchanalia meets slaughter festival.

Jocasta

This play illuminates the story of Jocasta, one of the great figures of ancient mythology, familiar to us largely for her death scene in the play Oedipus. The exiled Laius returns to Thebes, marries Jocasta and she bears him a son. The first act of Jocasta traces the descent of the city, under King Laius' rule, into dictatorship and despair.

Act two brings with it a much-discussed moment in Greek mythology/legend: the magnetic first meeting between Jocasta and Oedipus. With no idea what their relationship portends (for themselves or Thebes) their happy marriage restores peace to the city.

Tragedy is often an architecture of unfortunate choices, many of which make sense in context, but which add up to disaster. The impulse to write this play (sixth in the cycle but the second written, after *Oedipus*) came from the realization that many of the critical choices which inform that story were made before it begins, by Jocasta and Laius, rather than by Oedipus.

I wanted to find out why, and what those situations may have looked like. The more I explored and imagined my way backwards into hypothetical time, the more enthralled I became with this extraordinary woman. Wanting to understand her is the seed crystal around which the entire *City of Wine* has grown.

The Wine Trilogy

Oedipus

Oedipus attempts to relieve Thebes of a plague, and the curse that brought it to the city, and in doing so brings the famous story of Jocasta, Laius, and Oedipus to its disastrous and horrifying conclusion. *Oedipus* was the first play written, and still marks the grand climax of the cycle. Much of the motivation for writing the larger project was rooted in a desire to fully contextualize what happens here. In the modern world we have tended to think of ourselves as moral singularities, responsible only for our own choices and actions. Seen through that frame, Oedipus becomes a victim of cruel and irrational fate, doomed to suffer despite his best efforts. I offer him rather as a point in a larger narrative curve, paying the cost of his father's crimes and his family's unfolding pattern of well-intentioned error.

Creon

On a pleasant evening, years after the events of *Oedipus*, a visiting stranger enters a peaceful tavern and acquaints himself with the Thebans savouring the local wine. His questions about their city and its history result in an impromptu and often comic reconstruction of the story of Antigone. Its controversial story about leadership is re-evaluated and the fate of Thebes is explored, disputed and reinvented. Once again, wine points the way, bringing both chaos and, finally, good cheer in its wake.

Throughout *City of Wine* the UnNamed are always present, responding to and influencing the actions of the Named, but in *Creon* they take over, and the cycle enters a new stage. Increasingly it is less about history and more about story. The character Bowl says "I have just listened to the stories that wounds tell." I wanted to look at how communities define, heal, and even re-create themselves through the sharing of narratives. I also wanted to introduce an element of suspense to an ancient tale. Since I have chosen to wander from the path of received mythology from time to time, in this play I decided to offer my characters the same opportunity, and then see where they would take the story.

Seven

During the siege of Troy, seven scruffy Theban citizens, all that remain of the city of Thebes, sit drinking around a campfire in their makeshift outdoor tavern. After receiving orders to go on a futile and certainly fatal mission the next morning, the seven spend their last night trying to make sense of their lives, their place in history and in memory.

Will wine offer insight or blindness?

How will they meet the challenge that dawn brings?

What will remain of Thebes after they are gone?

The Iliad is such a detailed account of the Trojan War that some scholars surmise that the author was actually present for the great events and not just passing on an oral tradition, thus marking a transition from myth to history. How stories, and through them societies, evolve and survive, or not, up to and then through such a massive transition fascinates me.

Theatre itself, in a way, sits on the threshold between written and remembered narratives. Indeed, it pushes backwards from written into oral narrative. Beyond all that however, I could not resist the temptation to spend one last night with the UnNamed.