

The Marvelous Land of Oz

Adapted By

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From the Novel by Frank Baum

ACT I

Scene 1

Outside Mombi's Hut-Early Morning

An explosion is heard, followed by some yelling, inaudible cursing and screaming.

Lights up center. At right is Mombi's hut which is a small elfish type of building, bordered by a cornfield with a fence in front of it. There is a pile of pumpkins that sit in the grass in the front of the fence. A twelve year old boy is carrying a basket with ears of corn in them. He is laughing as he sits down to begin husking the corn.

The door opens to the little hut and Mombi, an old haggish woman appears in a cloud of smoke, coughing and gagging. She quickly hobbles to the boy shaking a small salt shaker at him.

MOMBI

Tippetarius, you horrid little boy! What did you do? What did you do?

TIP

(laughing)
What do you mean, Mombi!

Mombi pockets the shaker and picks Tip up by his ear.

MOMBI

You know exactly what I mean! What did you put in my pepper shaker?

TIP

(wincing in pain)
Pepper...I put pepper in the pepper shaker! What else would I put in there? Isn't that what you should put in that shaker?

Mombi releases Tip

MOMBI

Yes. Nothing more should go in there. Stay away from my spices, boy...if you know what's good for you! You know that I am particular about my cooking and my recipes.

(CONTINUED)

TIP

You mean your spells and witchcraft!

Mombi raises her cane to strike Tip, but suddenly she stops and smiles devilishly at him.

MOMBI

Now, my sweet Tippetarius, you know that witchcraft is forbidden in the land of Oz. You are foolish to think that I would **break** the law!

TIP

You are foolish for thinking that I would think otherwise.

MOMBI

Get to work, boy, and if I find you playing any of your evil little games with me again, you will find yourself black and blue! While I am gone, you will milk the cows, get more wood for the fire, weed the garden, and finish husking that corn....

TIP

Where are you going?

MOMBI

If you must know I am going to the store to pick up some things.

TIP

You mean you are going to see the old Sorcerer in the cave to get more potions and charms!

MOMBI

You watch your tongue, boy! People may think the wrong thing and...

TIP

They are already know what you do and they are scared of you!

MOMBI

I am a cook!

TIP

You are a witch!

Mombi grabs Tip by the ear and gets close.

MOMBI

You will hush, boy! Otherwise, I will make you disappear! Is that understood?

TIP

(quietly)

yes.

MOMBI

What?

She squeezes his ear harder.

TIP

(loudly and defiantly)

YES!

MOMBI

(thick sarcasm)

That's my Tippetarius. What did I ever do to be cursed with you.

TIP

Then, let me go!

MOMBI

You know I can't do that...

TIP

Why not?

Mombi turns to leave and as she passes the pumpkins...

MOMBI

(Ignoring the question)

Find a pumpkin for me and take it to the house so that I can make a pie tomorrow.

She exits.

TIP

(to himself)

She makes me so mad! One day, she will be sorry!

Tip walks over and picks up a pumpkin.
I will make her sorry for what she does! I will find a way to get even and...*Tip notices the pumpkin and an idea forms in his head.*

Wait...I know what I'll do. I'll scare Mombi. I am going to create a man. I'll create a jack o'lantern and make a man.

(laughing)

She'll squeal louder than the brown pig does when I pull her tail.

Tip sets the pumpkin down and runs into Mombi's hut. He returns outside holding a handful of clothing. Tip sits down at the pumpkin, takes out a knife and begins going to work on the head, as...

LIGHTS FADE OUT

Scene 2

Sorcerer's cave. Late evening.

Lights up on inside a very dark cave at L. Mombi enters with a lantern and begins looking around the Sorcerer's cave at the different potions and powders that are displayed. The Sorcerer appears unbeknown to Mombi.

SORCERER

Mombi,
my nasty one. What is it that I can do for you?

MOMBI

I need some supplies for some new recipes that I have been working on. You know, eye of newt, wing of bat, frog guts...that sort of thing.

SORCERER

Hmmmm....what recipes are you working with that would need those sort of things? You know that witchcraft is forbidden, by law...

MOMBI

Medicinal recipes...I have rashes! Are you going to give me what I need, or not?

SORCERER

Give me a moment. Let me see what I have....

The Sorcerer exits. Mombi begins smelling and tasting some of the different potions and spices that are in bottles, boxes and shakers. She picks up a special bottle and studies it.

(CONTINUED)

MOMBI

What is in this blue bottle, here?

SORCERER

(offstage)

The blue one?

MOMBI

Yes.

SORCERER

It's a special potion that I am working on that enables one to take on a different form.

MOMBI

Really? Interesting? Do you mean take on a different form, such as a person?

SORCERER

Yes, but it needs more testing.

Mombi grabs the shaker that reads "Powder of Life" on the label. The Sorcerer sneaks up behind her. Be careful with that!

The Sorcerer enters, and again startles Mombi who is holding the Powder of Life.

MOMBI

What is in this?

SORCERER

It's a little something that I have been working on. It has not been perfected and may prove to be dangerous, if not used properly.

The Sorcerer removes the shaker from Mombi's hand. He takes it and lays it down on the table. He picks up the bags of supplies and hands them to Mombi.

MOMBI

Thank you.

Mombi hands the Sorcerer some gold coins and he snatches them. Mombi lifts the bag of supplies, takes out a jar and eats from it and immediately knows that she has been cheated.

Wait! Do you consider me a fool, Sorcerer?

SORCERER

What do you mean, woman?

MOMBI

I know that times are difficult, but I specifically asked for frog guts...these are toad guts. I want what I paid for.

SORCERER

I should know better. Sorry, Madam.

The Sorcerer takes the jar of toad guts and exits. Mombi walks over to the table and picks up the Powder of Life and puts it in her bag. She digs into her bags from her market bags and pulls out another shaker. She puts the shaker on the table, as the Sorcerer re-enters.

(handing her the jar of frog guts)

Forgive me, Madam. It was truly my mistake.

MOMBI

I understand. Mistakes happen. But when one tries to be dishonest with me, I usually find a way to make up for it. Those that cross me, find themselves double-crossed.

SORCERER

Thank you, Madam.

MOMBI

Goodbye, Sorcerer.

LIGHTS FADE OUT

Scene 3

Outside Mombi's Hut - Midnight

Tip is setting a leg in place on the man that is sprawled out in the yard with a big smiling pumpkin head. He finishes and stands back to admire his work.

TIP

Now that is a really fine man and it ought to frighten several screeches out of old Mombi! He's all complete! Wait, something is missing. A name, he needs a name. So good a man must surely need a name. I believe I will name him Jack Pumpkinhead. Now, I need to get you ready for Mombi!

(CONTINUED)

Tip struggles picking up Jack. He drags him to the fence and tries to lean him on the fence post. He steps away, as Jack begins to lean. Tip runs to him and again props him against the fence. He slowly steps away and Jack begins to slide the other way. Tip runs to him and tries again to stand him up.

Mombi is heard approaching, singing.

Tip quickly places Jack against the fence and quickly lets go to grab the hoe. Just as Jack begins to slide, Tip places the hoe under the other arm, and it appears that he is stable. He hops over the fence and hides in the row of corn to spy on Mombi.

Mombi hobbles, passing Jack standing securely against the fence, and is not effected by the strange man.

MOMBI

Good evening, sir!

Mombi passes and immediately stops. She slowly approaches Jack and waves her hand in front of his face. Jack does not respond. She removes the hoe under Jack's arm and he begins falling forward on Mombi. She lets out a scream and pushes Jack against the fence again and replaces the hoe. That evil little cur has been playing tricks again! Very good! Ve--ry good! I'll beat him to a pulp trying to scare me!

In anger Mombi lifts her cane to strike Jack's head, but stops and thinks.

*A wicked smile appears on her face.
Why, here is a good chance to use my new powder.*

*Mombi removes the powder out of her bag.
Ah, here it is! And now let's see if it is potent. The stingy wizard didn't give me much of it, but I guess there's enough for a couple of doses.*

*She shakes the powder onto Jack. Then, Mombi lifts her left hand raising her index finger.
(softly)*

Weaugh!

She lifts her right hand with her right thumb sticking in the air.

(louder)
Teaugh!

*She lifts both hands, with fingers spread wide.
(yelling)*
Peaugh!

*Jack Pumpkinhead takes a step back and puts his
hands over his ears.*

JACK PUMPKINHEAD

Don't yell like that! Do you think I'm deaf?

*Mombi lets out a screech and begins dancing around
Jack.*

MOMBI

He lives! He lives!! He lives!!!

*Tip comes out of the cornfield and runs to Jack
Pumpkinhead, examining him. Mombis stops to see
Tip.*

*Seeing Tip, Mombi stops. She walks over to him
and grabs him by the collar.*

You wicked boy! I'll teach you to make fun of me and
spy on me!

TIP I wasn't making fun of you. I was laughing at old
Pumpkinhead, here. Look at him!

JACK PUMPKINHEAD

I hope you are not reflecting on my personal
appearance.

Mombi slowly approaches Jack.

MOMBI

What do you know?

JACK PUMPKINHEAD

Well, it's hard to tell. It will take some time to find
out if I am very wise or very foolish.

TIP

What are you going to do with him?

MOMBI

I will think it over. Tip, you poor boy. You have worked so hard. I bet you're hungry. Here try this!

SHIFT LIGHTS C
TO:

Mombi's Hut - Early Morning.

The room is dark and has an unhappy feel about it. There is a table and two chairs in the center of the room. At L there is a huge fireplace with a pot hanging over the fire pit. Different herbs hang from the ceiling, and over the fireplace there are spices. On the back wall at Center there is a door with bars on the window and a huge padlock on a latch. The door looks as if it could be the door to a cell. At R there is a door leading off to a bedroom. At L, there is a door that goes to the outside of the hut.

Mombi walks over to the door at center. She opens it and places Jack Pumpkinhead inside the small cell. She then walks over to the counter and grabs cheese and bread and takes it to the table. Tip stares at her.

Tip begins gathering the firewood and taking it to the fireplace. He lights a fire. Mombi takes a few bites of the bread and cheese and comes over the fireplace, pushing Tip out of the way. She adds some spices from the mantle into the pot that is over the fire. The pot begins to smoke.

(CONTINUED)

TIP

What's that for?

MOMBI

For you!

TIP

What'll it do to me?

MOMBI

If it's properly made, it will change you into a marble statue.

TIP

I don't want to be a statue!

MOMBI

That doesn't matter, when I want you to be one.

TIP

Then what good use will I be?

MOMBI

I don't need you anymore; you're too much trouble for me! I have Pumpkinhead to do all that work for me!

TIP

You can't do anything with a statue! Why not change me into a goat or a chicken?

MOMBI

I need an ornament in the middle of my flower garden, next spring. I wonder why I haven't thought of that before. You have been a bother to me for years!

TIP

Perhaps it won't work.

MOMBI

Oh, it will work. I seldom make mistakes. It has to be cool. We will do this in the morning!

Mombi takes the steaming pot and exits into her bedroom. Tip sits watching the fire.

TIP

(quietly, to himself)

She's wanted to be rid of me for years, she says. She doesn't need to turn me into a statue to do that. I'll run away, that's what I'll do!

Tip starts gathering his clothes and sees the food on the table.

He throws the cheese and bread into the bag. He notices Mombi's bag on the chair where she set it. He digs into it, pulling out the Powder of Life.

I may as well take this, so Mombi cannot cause any more mischief with it.

He puts the powder into his bag. He walks to the door and stops, looking back at Jack Pumpkinhead in the cell.

I don't like to leave Jack Pumpkinhead to the old woman, and Jack belongs to me! She may have brought him to life, but I made him. He's mine.

*He walks to the door and unlocks it.
Come on!*

Jack walks out of the cell.

JACK PUMPKINHEAD
Where to?

TIP

You'll know, as soon as I do! I guess we'll tramp until we get there.

JACK PUMPKINHEAD
Very well!

Jack and Tip exit Mombi's hut, as...

LIGHTS FADE OUT:

Scene 5

Road to Emerald City - Morning

Jack and Tip are walking down the road, and they are walking pretty slow. Everything is purple, as this is the color of the land of the Gillikans. Tip is looking back over his shoulder as they walk. They stop on a roadside, next to a sign that reads "This Way to the Emerald City". A Sawhorse is in the back, next to a pile of firewood with an axe. There are two big rocks, suitable to be used as chairs at the edge of the road.

Tip finds a big enough rock for him and Jack to sit on and takes some food out of his bag and offers Jack some.

JACK PUMPKINHEAD

I don't seem to be made the same way you are.

TIP

I know you're not, I made you.

JACK PUMPKINHEAD

Oh, you did?

TIP

Certainly, I did.

JACK PUMPKINHEAD

Why then, you must be my Father.

TIP

(laughing)

Yes, son, I believe I am!

JACK PUMPKINHEAD

Then, I owe you obedience and you owe me support.

TIP

That's it.

JACK PUMPKINHEAD

Who is your Father or Mother?

TIP

I...I don't know.

JACK PUMPKINHEAD

Is that old woman your Mother?

TIP

No! I never did like that old woman, and I don't know how I came to ever live with her!

JACK PUMPKINHEAD

Well, it doesn't matter anymore...we're family!

TIP

Yes, I guess you're right.

JACK PUMPKINHEAD

Where are we going from here?

TIP

I'm not sure exactly, but I believe if we stay on this road, sooner or later we will reach the Emerald City.

JACK PUMPKINHEAD

What is an Emerald?

TIP

It's a stone...a green stone.

JACK PUMPKINHEAD

Then, what is the Emerald City?

TIP

It's the center of Oz, and the biggest city in the country. It was built by the great and powerful Wizard of Oz, and everything there is green, just as everything here in the Gillikin country is purple.

Every land has a different color here in the land of Oz. In the land of the Munchkins everything is blue, and the land called Quadlings, all is red, and in the country of the Winkies, where the Tin Man rules, everything is yellow.

JACK PUMPKINHEAD

Oh, did you say a Tin Man?

TIP

Yes, he is one of the men that rescued Dorothy from the Wicked Witch of the West, and the Winkies were so grateful, that they offered him to be the new ruler of their land. Just as those in the Emerald City invited the Scarecrow to lead them.

JACK PUMPKINHEAD

Who is the Scarecrow?

TIP

A friend of Dorothy's

JACK PUMPKINHEAD

And who is Dorothy?

TIP

A girl from Kansas, which is a land in the Outside World. She got blown here by a cyclone, and the Scarecrow and Tin Man helped her.

JACK PUMPKINHEAD

Where is she now?

TIP

Glinda the Good, who rules the Quadlings was able to get her back home.

JACK PUMPKINHEAD

This is real confusing. (Jack sit down)

TIP

Okay, let me see if I can unconfuse you. (*dramatically*) Along with the Scarecrow and Tinman, Dorothy went to the Emerald City to ask the Wizard to send her back to Kansas, but the Wizard was unable to. They threatened to expose him as a fraud and the Wizard escaped in a big hot air balloon.

JACK PUMPKINHEAD (*clap*)

Now, that is very interesting, and I think I understand it.

TIP

I'm glad you do. Since the Scarecrow took over the Emerald City, I hear it's been real successful.

JACK PUMPKINHEAD

Are we going to meet him?

TIP

I think we may as well, unless you have something better to do.

JACK PUMPKINHEAD

Oh, no Father! I just fear if I keep walking I will surely wear out my wooden joints.

TIP

Hmmmm....let me think a moment...

Tip leans upon a sawhorse

JACK PUMPKINHEAD

What's that you are leaning on?

TIP

This is a horse.

JACK PUMPKINHEAD

What is a horse?

TIP

Well, there are two kinds of horses. One kind is alive and has four legs, a head, and a tail, and people ride on its back.

JACK PUMPKINHEAD

That's the kind of horse that you are on now.

TIP

No. This is not.

JACK PUMPKINHEAD

Why not? That has four legs, a head and a tail.

TIP

Yes, but it's not...

Tip stops and looks more closely at the horse.

TIP

Wait, this resembles more of a horse than I had imagined. But a real horse is alive, trots, prances and eats oats. While this is nothing more than pieces of wood.

JACK PUMPKINHEAD

But it would prance, trot, and eat oats if it were alive?

TIP

Well, prance and trot, maybe. But it would probably not eat oats. It will never be alive though...it's unfortunately made of wood.

JACK PUMPKINHEAD

So am I

Tip looks at Jack Pumpkinhead in surprise.

TIP

Yes you are! And the magic powder that brought you to life is right there in my bag.

*Tip goes to the bag and takes out the powder.
I wonder...*

JACK PUMPKINHEAD

If it comes to life, I could ride on its back! That would save these wooden joints of mine!

TIP

Let's try it! Let's get you on the horse!

Tip helps Jack Pumpkinhead on the horse and he sprinkles the horse with powder. He lifts up his left hand and index finger.

Weaugh!

JACK PUMPKINHEAD

What does that mean, Father?

TIP

I don't know.

*Tip lifts up his right hand and thumb.
Teaugh!*

JACK PUMPKINHEAD

What's that dear Father?

TIP

It means keep quiet!

JACK PUMPKINHEAD

How fast I am learning!

Tip lifts both hands with fingers spread apart.

TIP

Peaugh!

The sawhorse comes to life and begins bucking and spinning.

JACK PUMPKINHEAD

Whoa! Father, this horse is fast. Get on!

Tip attempts to get on, but is bucked off and the horse and Jack exit and run off, leaving Tip recovering on the ground. He stands and begins to run after them, but realizes that he can't catch up.

SAWHORSE

Get off me!!! Stop that!!!

TIP

Jack! Come back! Wait!....hey!

Tip realizes that he is alone again, and puts his head down.

Alone again...

Tip sadly continues his journey down the Road to the Emerald City.

LIGHTS FADE

Scene 6

Road to Emerald City

Tip is walking slowly, he looks weak. He sits on a rock to rest. He opens his bag and finds no food.

TIP

General JinJur appears dressed in a soldier's outfit. She carries a picnic basket, she sits down and begins eating a sandwich. Tip stands and moves closer watching her gobble the sandwich. She finishes and turns to Tip.

GENERAL JINJUR

She shoves the basket into Tip's chest, who takes it, and is surprised by the General's forcefullness.

Tip takes out an apple and begins devouring it, as they begin walking.

TIP

(with mouth full)

Excuse me! May I ask your name?

GENERAL JINJUR

I'm General Jinjur.

TIP

Oh, what sort of a General?

GENERAL JINJUR

I command the Army of Revolt in this war.

TIP

Oh, I didn't know there was a war.

GENERAL JINJUR

You weren't supposed to know it, our army is made up of entirely of girls.

TIP

Where is your army?

General Jinjur blows her whistle and the women soldiers arrive.

GIRL SOLDIER 1

Look at that boy!

GIRL SOLDIER 2

Be careful, He can't be trusted!

GIRL SOLDIER 3

General Jinjur has captured our first prisoner!

GIRL SOLDIER 4

Get him! Tie him up! Yeah, tie him up! Throw him in jail!

General Jinjur blows her whistle. All women halt.

GENERAL JINJUR

A Ten Hut! I don't believe he will do us any harm!

(to Tip)

Girls from all over Oz have joined together to overthrow His Majesty, the Scarecrow. They are waiting for me to give the command to charge!

TIP

Well, this is a surprise. May I ask why you want to overthrow the Scarecrow?

GENERAL JINJUR

We are tired of cooking and cleaning. Men have ruled the Emerald City for way too long! The Scarecrow has enough money in the treasury to buy each woman in our army a dozen new gowns.

TIP

But war is terrible!

GENERAL JINJUR

This war will be pleasant.

TIP

Many of you will be slain!

GENERAL JINJUR

Oh, no! What man would dare harm a girl?

TIP

Perhaps you are right, but the Guardian of the Gates of the Emerald City will not let the city be overthrown.

GENERAL JINJUR

Their army is old and feeble, the General with the long whiskers who used to be formidable is no match for me. We're not worried...You will see, Oz will be ours!

General Jinjur stands upon a stump and gets the girls attention.

GENERAL JINJUR

Friends, citizens and girls! We are about to begin our great revolt against the men of Oz!

All the girls hold up their knitting needles and yell approval.

It is time to overthrow the Scarecrow, acquire the precious gems, raid the treasury and obtain power over our past oppressors.

Again, all the girls yell in approval, holding up their knitting needles.

Are we ready?

*More yelling
Let's go! CHARGE!*

The army of girls run off, as Tip runs to catch up with them.

LIGHTS FADE OUT:

Scene 7

Emerald City Gates

The Sawhorse and Jack arrive at the gates of the Emerald City.

JACK PUMPKINHEAD

Whoa!

*The horse stops abruptly.
That was a fast ride, dear Father!*

*Not hearing a response, Jack Pumpkinhead turns to find Tip missing.
Father? Oh, dear!*

The gates open up and a short portly man appears dressed all in green.

GUARDIAN OF THE GATES

I am the Guardian of the Gate. Who are you and what business do you have here?

JACK PUMPKINHEAD

My name is Jack Pumpkinhead, and I haven't the slightest idea why I'm here.

The Guardian examines Jack.

GUARDIAN OF THE GATES

What are you? A man or a pumpkin?

JACK PUMPKINHEAD

Both, if you please.

The guardian walks over to the sawhorse & examines him.

GUARDIAN OF THE GATES

And this wooden horse, is it alive?

SAWHORSE *The horse kicks the Guardian.*

Yes

GUARDIAN OF THE GATES

OUCH! I'm sorry I asked that question, but the answer is most convincing
(To Jack)

I'm not sure what to do with you since you don't know why you are here.

(CONTINUED)

JACK PUMPKINHEAD

My father knows why, but I don't know where he is.

GUARDIAN OF THE GATES

This is very strange.

Guardian considers this a moment.

GUARDIAN OF THE GATES

Well, you seem lost and I'm not sure what to do with you...So, why not come in and we will try and figure this all out.

The gates open and all three of them enter the Emerald City.

ALL LIGHTS UP TO REVEAL:

Scene 8

Emerald City

The gates open to a beautifully sparkling green village. Munchkins dressed in all sorts of green come out to join their new visitors.

The Munchkins of the Emerald City, including Jellia Jam are saying hello and dance around their new friends.

The Sawhorse and Jack Pumpkinhead stand behind the Guardian, as the Soldier with the Long Whiskers enters and shuffles to them.

SOLDIER WITH LONG WHISKERS
What do we have here?

GUARDIAN OF THE GATES
This strange looking gentleman does not know why he is here or what business he has in the Emerald City.

SOLDIER WITH LONG WHISKERS
I must summon His Majesty, the Scarecrow.

GUARDIAN OF THE GATES
What will His Majesty do to him?

SOLDIER WITH LONG WHISKERS
That is His Majesty's affairs. I have too many troubles of my own.

The Scarecrow enters

SCARECROW
What is all this noise about?

JACK PUMPKINHEAD
It's the Scarecrow!

SCARECROW
Yes, it's me, and where on Earth did you come from and how is it that you are alive?

JACK PUMPKINHEAD
I fear I don't understand you.

SCARECROW
What is it that you do not understand?

JACK PUMPKINHEAD
You see, I come from the Land of the Gillikins, so therefore I am a foreigner.

SCARECROW
I myself speak the language of the Munchkins. So, do you speak the language of the Pumpkinheads?

JACK PUMPKINHEAD
Exactly, so it will be impossible for us to understand one another.

SCARECROW
That is unfortunate. I guess we will need an interpreter.
(to Soldier with Long Whiskers)

SCARECROW
(calling out)
Jellia? Jellia Jamb?

Jellia appears from the crowd.

JELLIA JAMB
Yes, your Majesty?

SCARECROW
Do you understand the language of the Gillikins?

JELLIA JAMB
Yes, your majesty. I was born in the land of the North.

SCARECROW

Then, you shall act as our interpreter. You can relay to the pumpkinhead what I am trying to say, and you can tell me what he says. Can you ask him what brought him here to the Emerald City?

Jellia Jamb walks over to Jack Pumpkinhead and is amazed at the creature.

JELLIA JAMB

You certainly are a wonderful creature. Who made you?

JACK PUMPKINHEAD

A boy named Tip.

SCARECROW

(eagerly)

What did he say? What did he say?

JELLIA JAMB

He says that your majesty's brains must have come loose.

The Scarecrow is taken back by the insult, but reaches up to head to check his brains, anyway.

SCARECROW

Ask him if he is opposed at being put in jail for insulting the ruler of the Emerald City?

JACK PUMPKINHEAD

Wait. I didn't mean to insult him.

SCARECROW

Ahh...wait until Jellia is able to translate my speech. That is why she is here!

JACK PUMPKINHEAD

Fine. Please translate, young woman.

JELLIA JAMB

His Majesty asks if you are hungry.

JACK PUMPKINHEAD

No. Not at all. It's impossible for me to eat.

SCARECROW

It's impossible for me, too. What did he say, Jellia?

JELLIA JAMB

He asked if you were aware that one of your eyes is painted larger than the other.

JACK PUMPKINHEAD
Don't you believe her, your Majesty!

SCARECROW
Oh, I don't.
(to Jellia)
Do you not speak the language of the Gillikins and the Munchkins?

JELLIA JAMB
(holding back a laugh)
Of course, I do, your Majesty.

SCARECROW
How is it that I understand them myself?

JELLIA JAMB
Because they are one and the same. There is only one language in the Land of Oz.

JACK PUMPKINHEAD
That is my fault your Majesty. I assumed that because we are from different lands, we must speak different languages.

SCARECROW
This should be a warning to you to never think!

Tip rushes in, out of breath.

TIP

Jack!

JACK PUMPKINHEAD

Good afternoon, noble parent! I'm glad to see you finally! That pesky sawhorse ran away without you!

SAWHORSE

Sorry.

TIP

I suspected that. Are you okay? Did you get hurt?

JACK PUMPKINHEAD

I am fine. His Majesty has treated me well.

Tip turns to the Scarecrow, and is quite concerned.

TIP Your Majesty, you are being conquered. You must look for safety.

SCARECROW

Who is conquering me?

TIP

A regiment of girls gathered from the four corners of the Land of Oz.

SCARECROW

But where was my standing army?

TIP

They were running, sir!

SCARECROW

Well, I don't actually mind them overtaking my throne. It's quite a job to rule the Emerald City. I just don't want to be injured in the process.

TIP

I heard them say that they intend on making a rug of your outside, and stuffing their sofa cushions with your insides.

SCARECROW

Then I am in danger! I shall look for a way to escape.
I don't wish for them to steal the money that the
Wizard of Oz had left me.

TIP

What money? Where?

*The Scarecrow reaches into his shirt and pulls out
a wad of money.*

SCARECROW

Here, boy. I have stuffed myself with all of the money
that the Wizard left me.

TIP

Then we must leave, now!

JACK PUMPKINHEAD

Where can you go?

SCARECROW

I know. I will go see my friend, the Tin Man, who rules
over the Winkies. I know he will protect me.

TIP

The city is already being captured.

SCARECROW

You're right. In the state of emergency, it is always
good to stop and reflect. I shall stop and reflect.

The Scarecrow ponders with hands on his chin.

JACK PUMPKINHEAD

I think we are all in trouble.

SCARECROW

Don't worry. If you remain quiet long enough, I can try and think of a way for all of us to escape...

General Jinjur and her Army arrive

TIP

It's too late, there's General Jinjur and her army, now!

SCARECROW

We shall escape at once! Follow me!

The Scarecrow, Jack Pumpkinhead, Tip, and the Sawhorse all leave, as the Guardian of the Gates steps up to General Jinjur

GUARDIAN OF THE GATES:

Hello, my dears. What can I do for you?

GENERAL JINJUR

Surrender immediately!

GUARDIAN OF THE GATES

Surrender? That's impossible! I've never heard of such a thing!

GENERAL JINJUR

We are revolting!

GUARDIAN OF THE GATES

You don't look it.

GENERAL JINJUR

But we are! We mean to take over the Emerald City!

GUARDIAN OF THE GATES

Go home my dears. It's a dangerous thing to conquer a city. Go home, make some bread or milk the cows.

GENERAL JINJUR

We are not afraid!

GIRLS:

We are not afraid!

More cheers from the girls (Open! open!)

GUARDIAN OF THE GATES

I guess I have no other choice.

The Guardian blows a whistle and the doors slowly open as the Soldier with the Whiskers appears. He stops and points his long rifle at the crowd.

(CONTINUED)

SOLDIER WITH LONG WHISKERS
HALT!

GENERAL JINJUR

(Sweetly)

Wait, you wouldn't shoot poor defenseless girls, would you?

SOLDIER WITH LONG WHISKERS
No, for my gun isn't loaded.

GENERAL JINJUR

Not loaded?

SOLDIER WITH LONG WHISKERS

No. For fear of **accidents**. **Therefore I have hid the shot and powder. When I find it, you will all be in trouble.**

GENERAL JINJUR

Did you hear that girls? The gun isn't loaded!

And both are immediately surrounded by angry girls poking at them with their knitting needles.

GUARDIAN/SOLDIER

Stop! Ouch! That hurts! Please Don't!

The women spread out to wreak havoc on the villagers, while a group of girls surround both the Guardian and the Soldier. Clothes are thrown from out of the mob, as they are both stripped down to their under clothes.

GENERAL JINJUR

Look what I have, girls! The keys to the Emerald City.

The Guardian of the Gates and the Soldier with the Long Whiskers run off, as all girls rejoice in their victory. Mombi enters.

MOMBI

(yelling)

Wait a minute!

All rejoicing stops.
What is all this joy and merriment about?

GENERAL JINJUR

(proudly)

Isn't it obvious? Emerald City is now ours!

MOMBI

You told me that I would find the boy here!

GENERAL JINJUR

It doesn't matter, for we are the rulers of this city!

MOMBI

You stupid imbeciles! You called me to help you gain control of Emerald City, in exchange for the boy!

GENERAL JINJUR

Well, it appears that your services are no longer needed.

MOMBI

Oh no?

GENERAL JINJUR

(laughing)

No.

MOMBI

Where do you think they went?

GENERAL JINJUR

I don't really care.

MOMBI

What if I told you that they will be back? What if I told you that they are headed to the Land of Winkies, where the Tin Man rules? What if I told you that they will be back here with the Winkie Army, and will take back what they feel is theirs?

General Jinjur's smile leaves her face. It is Mombi who now begins to laugh.

GENERAL JINJUR

You must help us!

MOMBI

Oh, I will help you! It will cost you! I want some of the riches from your Emerald City and when I set my trap by bringing them here, I want Tippetarius....alive or Dead!

Mombi laughs insanely, as...

LIGHTS FADE OUT

ACT 2Scene 1

Outside of the Wicked Witch's Castle

The sound of the Sawhorse galloping comes to a slow stop and the lights come up as Tip, the Scarecrow and Jack Pumpkinhead approach the doors to the witch's castle. The Scarecrow walks up to the big doors and knocks.

The doors to the castle open and an old feeble Winkie Gaurd appears.

WINKIE GUARD
Yes?

SCARECROW
Show us at once to your master, the Emperor.

WINKIE GUARD
I fear I must ask you to wait for a time. The Emperor is not receiving this morning.

SCARECROW
How is that? I hope nothing has happened to him!

WINKIE GUARD
Oh, no; nothing serious. It's his Majesty's day for being polished.

SCARECROW
Oh, I see! I can only imagine how important it is.

WINKIE GUARD
It is, indeed. The Emperor got himself nickel plated.

SCARECROW
Good Gracious!

WINKIE GUARD
We will tell him of your arrival
Oh-we-oh... wee-oh...

The Winkie Guard retreats back into the castle.

SCARECROW

How delighted I shall be to see my old friend the Tin Man again! I hope that he rules his people more successfully than I have ruled mine!

JACK PUMPKINHEAD

Is the Tin Man the Emperor of the Winkies?

SCARECROW

Yes, indeed. They invited him to rule over them soon after the Wicked Witch was destroyed; I am sure he has proved an excellent and able emperor.

Scene 2

Emperor's Throne Room

Tip, Scarecrow, and Jack Pumpkinhead follow the Winkie Guard into the Throne Room. The Scarecrow runs up to the throne and picks up the oil can on the table beside it.

The Tin Man appears.

TIN MAN

Well! Well! Well! What a wonderful surprise.

The Scarecrow runs to the Tin Man and they embrace. The Tin Man, without realizing his own strength begins crushing the Scarecrow as he falls limp into his arms.

My dear old friend! How delighted I am to see you once again!

The scarecrow begins to slide out of the Tin Man's arms and drops to the ground. The Tin Man picks him up and gives him a fluff.

TIN MAN

Now, tell me who are your companions and what brings you here to me.

SCARECROW

This is Tip, Jack Pumpkinhead.

SAWHORSE

Ah hmm

SCARECROW

And the sawhorse.

TIN MAN

You are certainly unusual creatures and therefore certainly a member of our select society.

JACK PUMPKINHEAD

I thank you, your Majesty.

SCARECROW

You look magnificent, friend.

TIN MAN

The nickel plate was my idea. It was necessary from the scratches and smudges that I had received in our last adventure with the Wicked Witch. (He points out the star on his chest)

TIN MAN (con't)

Scarecrow, Are your subjects happy and contented.

SCARECROW

I cannot say, as the women of Oz have risen in revolt and taken over the Emerald City **and** they have driven me out.

TIN MAN

Great Goodness! They surely are not complaining of your gracious and wise leadership?

SCARECROW

They say that

the males have ruled long enough. So, they captured **my** city, robbed the treasury of all it's jewels, and are running things to suit themselves.

TIN MAN Dear
me!

TIP

And I heard some of them say that they may be headed here to ~~to~~ capture **your** castle and city.

TIN MAN

Ah! Then we must not give them time to do that! We must return the Scarecrow to his throne.

SCARECROW

I was sure you would be able to help me. How big of an army can you assemble?

TIN MAN

We don't need an army. We have us four and my gleaming axe

SAWHORSE

And me!

Tin Man:

Riiigghht! Guards!

The top Commander of the Winkie Army appears.

The top Commander of the Winkie Army appears.

GUARDS

Yes, your Majesty!

TIN MAN

Take my friend the Scarecrow to the Imperial Laundry.
Take my friends the Pumpkinhead **and sawhorse** to the
Imperial Carpenter and have their joints repaired and
mended, and take my young friend, Tip and get him fed
and a warm bath. We have a busy day ahead of us.

Scene 3

Mombi's Room - Emerald City

*Mombi is at a table with a crystal ball, waving
her arms.*

MOMBI

Stop this group with my special powers, bring the
darkness with giant sunflowers!

Scene 4

FIELD OF SUNFLOWERS

*The Tin Man, Scarecrow, Tip, and Jack
Pumpkinhead, reach a field of sunflowers.*

The Tin Man scratches his head, puzzled.

TIN MAN

Something very curious has happened. I should know
every step of the way, and yet, I feel that we are lost.

SCARECROW

That's impossible! Why do you think we are lost?

TIN MAN

Why, here is a field of sunflowers, and I have never
seen this field in my life. The sunflowers are quite
thick, and they are so bright! I don't think we will be
able to pass.

TIP

Uh-oh. I think it's witchcraft!

TIN MAN

Follow me, I will clear us a path!

The Tin Man raises his axe to swing at the flowers, just as they begin to transform into little girls. Tip runs in front of the Tin Man's swing.

TIP

Wait! Stop! They're alive! They're girls!

GIRLS

No!! No!!

TIN MAN

(in amazement)

It would be heartless to chop down these beautiful creatures.

SCARECROW

The look strangely like the little girls from the Army of Revolt. I don't understand how they have found us so quickly!

TIP

It's witchcraft, I tell you! I've known old Mombi to play tricks like this before.

SCARECROW

She's changing the very path that we walk on!

Scene 5

FIELD ON THE WAY TO THE EMERALD CITY

*The Tin Man, Scarecrow, Tip and Jack
Pumpkinhead are walking down the road.*

TIN MAN

Wait. Who is that?

*Mr. H. M. Woggle-Bug, T.E., dressed in a suit and
wearing a tophat, enters as all of them slowly
reach their feet.*

SCARECROW

Thank you!

MR. WOGGLE-BUG

You're very welcome! My card.

He offers his business card to Scarecrow who reads it and passes it to Tip.

TIP

(reading)

Mr. H. M. Woggle-Bug, T.E.

JACK PUMPKINHEAD

Dear me!

TIN MAN

How strange!

SCARECROW

Are you really a woggle-bug?

MR. WOGGLE-BUG

Most certainly, sir. Is my name not on my card?

SCARECROW

It is. What does the H and M stand for?

MR. WOGGLE-BUG

H. M. means highly magnified.

SCARECROW

And are you highly magnified?

MR. WOGGLE-BUG

Doesn't it occur to you that I am a thousand times greater than any woggle-bug? Therefore, I am I not highly magnified?

SCARECROW

Pardon me. Would it be improper for me to ask what the T.E. stands for?

MR. WOGGLE-BUG

Those letters stand for my degree....thoroughly educated.

SCARECROW

Oh! You have to forgive us staring as your appearance is quite different.

MR. WOGGLE-BUG

Don't apologize. It pleases me to surprise people. I'm not like any of the other bugs.

SCARECROW

Yes, you can say that.

Everyone gathers around the Woggle-bug, who stands in the center of their circle.

I started out as a regular Woggle-bug. One day, I crawled near an old country school house, and was curious by the sound of children inside. I entered the school house through a loose piece of siding. I found the woodstove, burning and the warmth felt good. I found a home right near the stove, where I stayed for many months. Professor Knowitall is the most famous professor in Oz, and no one other than myself paid more attention to his lectures. This is why I put the TE at the end of my name....thoroughly educated. It is with great pride that there is no other Woggle-bug with my education.

SCARECROW

An education is the most important thing to have. No one understands this **more** than me, having my brains given to me by the Great and Powerful Wizard of Oz.

TIN MAN

Nevertheless, a good heart is much more desireable than education or brains.

JACK PUMPKINHEAD

I wonder if seeds could be **used for** brains?

TIP

(Sternly)

Keep quiet!

JACK PUMPKINHEAD

Very well, dear Father.

MR. WOGGLE-BUG

(continuing his story)

One day, something happened that changed my existence and brought me to the current state of greatness. The professor saw me within the floor boards. He picked me up. **And said** "My dear children, I have caught a Woggle-bug. Do any of you know what a Woggle-bug is?" They all replied that they didn't know. The professor put me under a magnifying glass for the class to examine me, and he began getting them acquainted with my habits and manner of life. Behold, he told them, the highly magnified Woggle-bug, one of the most curious insects in existence! All of the children gathered around me, **That** It is when I put a hand to my **chest** and bowed, all the children gasped. Two little girls screamed and **fell** back falling out of the window. When the professor went to check to see that they were okay, I made my escape out the door and into the woods.

JACK PUMPKINHEAD
Wonderful!

MR. WOGGLE-BUG
Yes, it was.

TIP
Where were you headed when you **saved** ~~met~~ us?

MR. WOGGLE-BUG
It was my intention to head to the Emerald City to give a lecture on the "Advantages of Magnification"

TIN MAN
We are bound for the Emerald City now. You are welcome to travel with us.

The Woggle-bug bows.

MR. WOGGLE-BUG
It would give me great pleasure to travel with such a congenial group as yourselves. **Shall we?**

JACK PUMPKINHEAD
We are as congenial as flies and honey.

MR. WOGGLE-BUG
It appears that everyone in this group is quite unusual.

SCARECROW
Not more so than yourself. Everything is unusual in life until you become used to it.

MR. WOGGLE-BUG
What rare philosophy!

SCARECROW
Yes, my brains are working well, today.

All head to the Emerald City

Scene 6

Road to the Emerald City

The group, including their new friend Mr. Woggle-bug continues to walk down the road.

TIP

How do you feel, Jack Pumpkinhead? Is the Sawhorse still in good shape?

JACK PUMPKINHEAD

I believe so, Father. However, there are many holes in the ground around here. I'm afraid that the horse could break a leg.

MR. WOGGLE-BUG

Remember, a horse is never of much use until he has been broken.

TIP

I beg your pardon, but your joke is old and not very clever.

MR. WOGGLE-BUG

Still, it is a Joke, and a Joke derived from a play upon words is considered among educated people to be eminently proper.

JACK PUMPKINHEAD

What does that mean?

MR. WOGGLE-BUG

It means, my dear friend, that our language contains many words having a double meaning; and that to pronounce a joke that allows both meanings of a certain word, proves the joker a person of culture and refinement, who has, moreover, a thorough command of the language.

MR. WOGGLE-BUG

I say that puns display genius. For instance, were I to ride upon this Saw-Horse, She would then be a horse-and-buggy.

The whole group moans, as Mr. Woggle-bug appears to be proud of himself.

SCARECROW

I have heard, my dear friend, that a person can become over-educated; and although I have a high respect for brains. I begin to suspect that yours are slightly tangled.

TIN MAN

This must be a village of the Field Mice. I wonder if my old friend, the Queen of the Mice, is in this neighborhood.

SCARECROW

(after a brief moment, thinking)
If she is, she may be of great service to us. See if you can call her, my dear Nick.

The Tin Man blows into his oil can like a whistle.

TIN MAN

Good day, your Majesty, I trust you are enjoying good health?

QUEEN MOUSE

Thank you, I am quite well. Can I do anything to assist my old friends?

SCARECROW

You can, indeed. Let me please take ~~an army~~ a dozen of your relatives with me to the Emerald City.

QUEEN MOUSE

Why?

SCARECROW

They will help me regain my throne.

QUEEN MOUSE

In that case, I will **join you with** my most intelligent family members.

The Queen Mouse makes a squeaking noise, and all of the mice run to her.

QUEEN MOUSE

They are ready to help you all.

The Tin Man and Tip begin picking up the mice and putting them into the Scarecrow's chest. Once they are done, the Scarecrow buttons up and stands up.

TIN MAN

Can you run ahead and show us the way, as I have a feeling that there is someone who doesn't wish us to get back to the Emerald City.

QUEEN MOUSE

I will do that gladly. **Come on!**

Scene 7

Mombi's Room- Emerald City

Mombi is again waving her hands over the crystal ball.

MOMBI

They think that they can outsmart me, do they? Well, I've got something more in store for them! Bring the wind and blow them down....bring the flood and make them drown...stop them all with heat and fire, but bring me the young one that I desire!

Scene 8

ROAD TO THE EMERALD CITY

The group, led by the Queen Mouse is walking on as it gets darker and the wind increases.

TIP

It's Mombi. She is not done.

QUEEN MOUSE

Continue to follow me, I know the way.

A downpour of rain comes down on the group.

TIN MAN

Oh my! Rain! I will surely rust in this downpour!

QUEEN MOUSE

Trust me! If you keep following me, you will not get wet!

Lightning flashes along with a sound of thunder.

JACK PUMPKINHEAD

That lightning has started a fire!

The Scarecrow turns to run away.

SCARECROW

If that fire reaches me I will be gone in no time! It's the most dangerous thing I ever encountered!

JACK PUMPKINHEAD

I too need to turn around, for I am made of wood, and so is the horse that I am riding on. (Sawhorse: Nay!) Oh, and is the fire dangerous to pumpkins?

MR. WOGGLE-BUG

You'll be baked like a tart -- and so will I!

Jack begins to steer the sawhorse around, and Mr. Woggle-Bug turns to follow him.

TIN MAN

(yelling)

Look at the Field Mouse! The fire does not burn her in the least. In fact, it is no fire at all, but only another deception. That woman's magic is quite strong.

The fire disappears as the Scarecrow, Jack, Mr. Woggle-bug and the Sawhorse stop and turn back around to join the Tin Man.

MR. WOGGLE-BUG

This is surely a most extraordinary adventure, for it upsets all the Natural Laws!

SCARECROW

Look - the gates of the Emerald City,

TIN MAN

Your Majesty, we are so thankful for you guiding us.

QUEEN MOUSE

I am always pleased to serve my friends.

The Queen Mouse exits. Tip steps forward, looking in the distance.

TIP

It looks as if there are two women guarding the gates of the Emerald City.

TIN MAN

I am not afraid. After all, how much can a couple of knitting needles do to me?

The group approach the two women guards at the Gates of the Emerald City.

Let us in! I have brought the true ruler of the Emerald City.

GUARD 1

You will not pass, by rule of General Jinjur.

GUARD 2

Yes, leave or you will regret it.

The Women guards begin to arm themselves with their knitting needles. The Tin Man swings his axe from over his head as it hits the ground directly in front of the guards. They shriek and run away.

GUARD

Right this way

TIN MAN

Let's go get your throne back!

The group enters through the gates of the Emerald City.

Scene 9

EMERALD CITY: Throne Room

General Jinjur sits in the throne, as the group approaches her.

SCARECROW

How dare you sit in my throne!

GENERAL JINJUR

The throne belongs to whoever is able to take it. I have taken it, as you see; so just now I am the Queen, and all who oppose me are guilty of treason, and must be punished by the law.

GENERAL JINJUR (con't)

Seize them!

The women begin surrounding the group. The Tin Man raises the axe over his head, as another woman guard grabs it from behind him. Soon after much scuffling, the women guards have over taken the group with knitting needles. General Jinjur approaches the Scarecrow.

SCARECROW

You may take the Emerald City, but you will never get its riches.

GENERAL JINJUR

You will tell me where all the money and jewels are.

SCARECROW

What makes you think that I will ever tell you.

GENERAL JINJUR

Maybe once I put a flame to that straw of yours, you will tell me anything.

SCARECROW

(laughing)

You have it all wrong. You see I am the one with the brains, for I'm not full of straw, I am full of money!

(realizing that he just told her where the money was)

GENERAL JINJUR

Ladies, let's get the money from our friend, here!

The girls surround the Scarecrow and take him down.

SCARECROW

Squeek...

Sounds of mice can be heard, as the girls begin yelling, screaming and running away.

GUARDS

Eeek, a mouse!

MR. WOGGLE-BUG

Thank goodness! We are saved!

The Scarecrow gets up and brushes himself off.

TIN MAN

For the time being, but I have a feeling that they will be back!

SCARECROW

It seems to me that the girl Jinjur is indeed the Queen, and if she is right and I am wrong, she is the rightful leader of the Emerald City.

MR. WOGGLE-BUG

But you were the King when she took it from you. It appears to me that she is the interloper and not you.

JACK PUMPKINHEAD

Especially since we just conquered her.

SCARECROW

Have we conquered her? Look out the window and tell me what you see.

TIP

The palace is surrounded by **girls**.

SCARECROW

We are still their prisoners.

TIN MAN

My friend is right. Jinjur is still the Queen and we are still her prisoners.

TIP

However, the Scarecrow still has the crown!

The Scarecrow touches the crown

SCARECROW

The former King, lost the crown to the Wonderful Wizard,
who passed it on to me. Now the girl Jinjur claims it

TIN MAN

We need to find a way out.

SCARECROW

Yes, it is time to think! Does anyone have anything we
can use to escape.

Tip

Ooh, look!

TIN MAN

What is this?

TIP

The Powder of Life, don't spill it, there's not much left.

SCARECROW

What is the Powder of Life?

TIP

It's a magical potion that Mombi got from the crooked Sorcerer. She brought Jack to life with it and I brought the Sawhorse to life.

SAWHORSE: Nay!

SCARECROW

It sounds precious!

TIP

It is!

SCARECROW

Well, give me a moment to get these brains to work and I will try to think of a way to get out of here.

The scarecrow gets into the throne and begins thinking.

JACK PUMPKINHEAD

So where is this Wizard of Oz?

TIN MAN

No one really knows, after he fled in a hot air balloon, no one has seen him since.

MR. WOGGLE-BUG

I wish I had a balloon right now! We could fly out of here!

At this statement, the Scarecrow looks up immediately.

SCARECROW

My brains work beautifully today. Now, listen! If we attempt to escape through the doors of the palace we shall surely be captured. There is only one other thing to be done. We must escape through the air! The Tin Man can build some sort of a machine, with good strong wings to carry us; and our friend Tip can then bring the Thing to life with his magical powder.

TIN MAN

We can use **this rug**.

SCARECROW

How will our creature hear us or know where he is going?

MR. WOGGLE-BUG

How about that **dragon** head on the wall?

TIN MAN

Exactly!

MR. WOGGLE-BUG

What will we use for wings?

They search the room. Suddenly, Tip runs to the fern plant in the corner.

TIP

These.

SCARECROW

Well, Tip, use the Powder of Life to see if we can get this creature off the ground!

Tip goes to the front of the creature. He performs the ritual for the Powder of Life.

TIP

(softly)

Weaugh!

He lifts his right hand with his right thumb sticking in the air.

(louder)

(MORE)

TIP (cont'd)
Teaugh!

*He lifts both hands, with fingers spread wide.
(yelling)*
Peaugh!

*The creature's head begins to bounce up and down
and the big fern leaves begin to flap.*

SCARECROW
Get on, Tip!

*Tip gets on the creature. The lights fade out,
with a spot on the creature, as it appears that
they are flying throughout the night.*

JACK PUMPKINHEAD
Where do we go from here?

SCARECROW
We shall head to the palace of the Glinda the Good. She will be able to help us! I know she will.

Scene 10

Glinda the Good's Palace

*The Gump lands as lights come up, revealing
Glinda's palace. They all get off of the creature.
There is a guard sitting at the door of the palace.*

SCARECROW
Good day! We have come to request an audience with your fair Ruler.

GLINDA'S GUARD
Glinda is now within her palace, awaiting you, for she saw you coming long before you arrived.

MR. WOGGLEBUG
That is strange!

SCARECROW
Not at all, for Glinda the Good is a mighty Sorceress, and nothing escapes her notice. I suppose she knows why we came as well.

GLINDA'S GUARD

I don't think she will be waiting very long, here she comes now!

Glinda appears. Guards get rid of dragon.

GLINDA

Good evening!

SCARECROW

Hello, your Highness! My Emerald City has been overrun by **an army** of girls with knitting-needles, who have usurped my throne.

GLINDA

I know.

SCARECROW

They also threatened to destroy me and my friends.

GLINDA

I know.

SCARECROW

Therefore I have come to beg your assistance.

GLINDA

I know! But the Emerald City is now ruled by General Jinjur, what right have I to oppose her?

SCARECROW

Why, she stole the throne from me.

GLINDA

And how came you to possess the throne?

SCARECROW

I got it from the Wizard of Oz, and by the choice of the people.

GLINDA

And where did the Wizard get it?

SCARECROW

I am told he took it from Pastoria, the former King.

GLINDA

Then the throne of the Emerald City belongs neither to you nor to Jinjur, but to this Pastoria.

SCARECROW

That is true, but Pastoria is now dead and gone, and someone must rule in his place.

GLINDA

Pastoria had a daughter, who is the rightful heir to the throne of the Emerald City. Did you know that?

SCARECROW

No, but if the girl still lives I will not stand in her way. It isn't much fun to be King, But where is **she** and what is her name?

GLINDA

Her name is Ozma, but where she is I have tried in vain to discover. For the Wizard of Oz, hid the girl and used a magic trick **to prevent her from being discovered even by so experienced a Sorceress as myself.**

MR. WOOGLE-BUG

That is strange, I have been informed that the Wonderful Wizard of Oz was nothing more than a humbug!

SCARECROW

Nonsense! Didn't he give me a wonderful set of brains?

TIN MAN

There's no humbug about my heart.

MR. WOGGLE-BUG

Perhaps I was misinformed, I never knew the Wizard personally.

SCARECROW

Unless he was a great Wizard how could he have hidden this girl Ozma so securely that no one can find her?

GUARDS

Your majesty, we found the magic book

GLINDA

This book magically recorded every action of the Wizard of Oz, we can read it to find the location of Princess Ozma.

Scene 11

MOMBI'S ROOM: EMERALD CITY

Mombi discusses her plans with General Jinjur.

MOMBI

Your "strong" army allowed a few mice to let them escape! We had them right where we wanted them!

GENERAL JINJUR

Yes, but I am still Queen of the Emerald City. They did not win!

MOMBI

You imbecile! Do you realize what you allowed them to do? They soon will be back with Glinda the Good! She will be here to help them get the throne back!

GENERAL JINJUR

(helpless whiney voice)

What will we do?

MOMBI

(mocking)
What will we do?

Mombi approaches Jinjur and looks her in the eye. You will let me handle things from here on out! I have one more trick in my bag (Pulling Jellia in) that will allow me to destroy our enemies and for the last time, will give me that boy back!

Scene 12

PALACE OF GLINDA THE GOOD

Jellia Jamb arrives and is stopped by the Glinda's Guard.

GLINDA'S GUARD

Who are you and what business do you have with Glinda the Good?

JELLIA JAMB

I have a message from General Jinjur! It's urgent!

Scarecrow

SCARECROW

Jellia! I'm so glad to see you! Is everything okay?

JELLIA JAMB

Mombi is trying to destroy the Emerald City with her evil magic! She says she will do great harm to the residents ~~and to the Emerald City~~, if you do not bring the boy to her at once!

SCARECROW

Oh my! I can't let this happen!

Glinda enters

GLINDA

We must go at once. We will restore order back to the Emerald City and take Mombi as our prisoner.

SCARECROW

Yes, your Majesty! Let's go, Tin Man...Jack...Tip...Mr. Woggle-Bug. **And Sawhorse.**

GLINDA

No! We will leave Tip here for his safety.

JELLIA JAMB

I will gladly stay with Tippetarius to keep him company.

At this, Tip looks suspiciously at Jellia.

GLINDA

Very well. Thank you, Ms. Jamb.

Glinda and Glinda's Guard Exits.

JELLIA JAMB

Get your stuff boy, we must leave here!

TIP

What? But where are we going? We were told to stay here.

JELLIA JAMB

We must hide from the Mombi! She is too powerful and she will destroy them! Come, Tippetarius! We will leave here and find safety!

TIP

Wait! Tippetarius...why do you call me that?

JELLIA JAMB

That's your name, isn't it?

TIP

There's only one person that calls me by that name...

JELLIA JAMB

(beginning to sound more and more like
Mombi)

Come, boy! You will not disobey me!

TIP

Oh, my! You are not Jellia at all! You are Mombi, and no, I will not go with you!

Tip begins to run, as Jellia grabs his arm and pulls her to him.

JELLIA JAMB

You will not leave me, this time!

TIP

Let me go!

JELLIA JAMB

It's over, Tip! You are mine, and mine is what will you always be!

TIP

No!

Jellia Jamb pushes Tip down on the ground and grabs a bottle out of her bag.

What is that?

JELLIA JAMB

You left me before I could give you this. I told you I wanted you to be mine forever, and having you as a marble statue will get the job done.

Jellia begins uncapping the bottle. She lifts it over Tip to pour it. Glinda appears, with the Scarecrow, Tin Man, Mr. Woggle-bug and Jack Pumpkinhead following behind.

GLINDA

Wait, Mombi!

MOMBI

Glinda!

GLINDA

You took me for a fool, Mombi!

MOMBI

It's over for the boy!

GLINDA

Seize her!

A couple of Glinda's Guards rush in and hold Mombi, as Jellia, who is back to her sweet self runs to the Scarecrow, where they embrace.

You are my prisoner, and it is useless for you to struggle any longer.

MOMBI

Why do you seek me? What have I done to you, to be so persecuted?

GLINDA

You have done nothing to me, but I suspect you have been guilty of several wicked actions; and if I find it is true, I intend to punish you severely.

MOMBI

I defy you! You dare not harm me!

GLINDA

Now, I want you to tell us why the Wonderful Wizard of Oz paid you three visits, and what became of the child, Ozma.

*Mombi is defiantly quiet.
Answer me!*

Mombi is still silent.

JACK PUMPKINHEAD

Perhaps, she doesn't know.

TIP

Quiet!

JACK PUMPKINHEAD

Very well, dear father!

SCARECROW

Well, what shall we do to make Mombi speak? Unless she tells us what we wish to know her capture will do us no good at all.

TIN MAN

Suppose we try kindness, I've heard that anyone can be conquered with kindness.

Mombi shoots the Tin Man an evil glare that has him step back.

GLINDA

You will gain nothing, by defying us. I am determined to learn the truth about the

(MORE)

GLINDA (cont'd)

girl Ozma, and unless you tell me all that you know, I will certainly put you to death.

TIN MAN

Oh, no! Don't do that! It would be an awful thing to kill anyone -- even old Mombi!

GLINDA

But it is merely a threat. I shall not put Mombi to death, because she will prefer to tell me the truth.

TIN MAN

Oh, I see!

MOMBI

Suppose I tell you all that you wish to know, what will you do with me then?

GLINDA

In that case, I shall cause you to forget all the magic you have ever learned.

MOMBI

Then I would become a helpless old woman!

JACK PUMPKINHEAD

But you would be alive!

TIP

Quiet!

JACK PUMPKINHEAD

You **have to** admit that it's a good thing to be alive.

SAWHORSE

I agree.

MR. WOGGLE-BUG

Especially if one happens to be Thoroughly Educated

GLINDA

You may make your choice, between death and the loss of your magical powers. But I think you will prefer to live.

Tin Man threatens with axe. After a brief pause Mombi weighs her options.

MOMBI

I will answer your questions.

GLINDA

That is what I expected.
(calling for her other guards)

Guards, please bring me the necklace of truth.

Two Guards bring a necklace and place it on Mombi's neck.

Now, I will ask my first question: Why did the Wizard pay you three visits?

MOMBI

Because I would not come to him.

GLINDA

That is no answer. Tell me the truth.

MOMBI

Well, he came to me to see how I make tea-biscuits.

GLINDA

You have told me a lie!

MOMBI

The Wizard brought to me the girl named Ozma, and begged me to keep her hidden.

GLINDA

And what did he give you in return?

MOMBI

He taught me all of the magic that he knew.

GLINDA

What did you do with the girl?

Everyone leans in closer to hear.

MOMBI

I enchanted her.

GLINDA
In what way?

MOMBI
I transformed her into...

GLINDA
Yes?

The crowd moves in closer

MOMBI
into...

GLINDA
Yes, into what?

The crowd moves in closer, still.

MOMBI
into...

EVERYONE
WHAT?

MOMBI
Into a boy!

EVERYONE
A boy!....A boy?

MOMBI
Yes, Ozma, is none other than...

*She points directly at Tip.
Tippetarius!*

TIP
I am **not a** girl!

Glinda goes over to Tip and takes his hand.

GLINDA
You are not a girl just now, because Mombi transformed you into a boy. But you must resume your proper form, that you may become Queen of the Emerald City.

TIP

(crying)

Let Jinjur be the Queen! I don't want to be a girl!

TIN MAN

Never mind, we will all remain your faithful friends just the same. And, to be honest with you, I've always considered girls nicer than boys.

SCARECROW

They're just as nice, anyway.

MR. WOGGLE-BUG

And they are equally good students.

JACK PUMPKINHEAD

But -- see here! If you become a girl, you can't be my dear father any more!

TIP

(laughing faintly)

No, and I shall not be, sorry.

(to Glinda)

But if I don't like being a girl you must promise to change me into a boy again.

GLINDA

Really, that is beyond my magic. I never deal in Transformations. I must ask Mombi to restore you to your proper form. It will be the last opportunity she will have to practice magic.

(to Mombi)

Let the transformation begin.

MOMBI: Weeaugh! Peeaugh! Teeaugh!

Glinda and Mombi accompanied by the two Guards exit. There is strums of music playing and a fog from where Tip was taken.

Glinda re-enters.

Princess Ozma enters dressed in a green dress. The crowd gasps in wonder at the beautiful princess. Entire cast comes in.

GENERAL JINJUR, and others....

All hail Princess Ozma

PRINCESS OZMA

I hope none of you will care less for me than you did before. I'm just the same Tip, you know; only -- only
--

JACK PUMPKINHEAD

Only you're different! **Mother!!!!**
