

THE WONDERFUL WIZARD OF OZ

Adapted by Diane Vanden Hoven

Copyright © MMXIX by Diane Vanden Hoven, All rights reserved.

ISBN: 978-1-61588-566-4

CAUTION: Professionals and amateurs are hereby warned that this Work is subject to a royalty. This Work is fully protected under the copyright laws of the United States of America and all countries with which the United States has reciprocal copyright relations, whether through bilateral or multilateral treaties or otherwise, and including, but not limited to, all countries covered by the Pan-American Copyright Convention, the Universal Copyright Convention and the Berne Convention.

RIGHTS RESERVED: All rights to this Work are strictly reserved, including professional and amateur stage performance rights. Also reserved are: motion picture, recitation, lecturing, public reading, radio broadcasting, television, video or sound recording, all forms of mechanical or electronic reproduction, such as CD-ROM, CD-I, DVD, information and storage retrieval systems and photocopying, and the rights of translation into non-English languages.

PERFORMANCE RIGHTS AND ROYALTY PAYMENTS: All amateur and stock performance rights to this Work are controlled exclusively by Heuer Publishing LLC. No amateur or stock production groups or individuals may perform this play without securing license and royalty arrangements in advance from Heuer Publishing LLC. Questions concerning other rights should be addressed to Heuer Publishing LLC. Royalty fees are subject to change without notice. Professional and stock fees will be set upon application in accordance with your producing circumstances. Any licensing requests and inquiries relating to amateur and stock (professional) performance rights should be addressed to Heuer Publishing LLC.

Royalty of the required amount must be paid, whether the play is presented for charity or profit and whether or not admission is charged.

AUTHOR CREDIT: All groups or individuals receiving permission to produce this Work must give the author(s) credit in any and all advertisement and publicity relating to the production of this Work. The author's billing must appear directly below the title on a separate line where no other written matter appears. The name of the author(s) must be at least 50% as large as the title of the Work. No person or entity may receive larger or more prominent credit than that which is given to the author(s).

PUBLISHER CREDIT: Whenever this Work is produced, all programs, advertisements, flyers or other printed material must include the following notice: ***Produced by special arrangement with Heuer Publishing LLC.***

COPYING: Any unauthorized copying of this Work or excerpts from this Work is strictly forbidden by law. No part of this Work may be reproduced, stored in a retrieval system, or transmitted in any form, by any means now known or yet to be invented, including photocopying or scanning, without prior permission from Heuer Publishing LLC.

HEUER PUBLISHING LLC

P.O. BOX 248 • CEDAR RAPIDS, IOWA 52406

TOLL FREE (800) 950-7529 • FAX (319) 368-8011

THE WONDERFUL WIZARD OF OZ

Based on the original novel by L. Frank Baum

Adapted by Diane Vanden Hoven

SYNOPSIS: In this beloved children's tale, Dorothy, her dog Toto, and their Kansas farmhouse are carried away by a tornado to a faraway country called Oz. It's a magical, fantastical land of Munchkins, Wizards, and Wicked Witches. But it's no place like home. Desperate to return to Kansas, Dorothy and Toto, and their newfound friends Scarecrow, Tin Man, and Cowardly Lion, set out on a perilous journey along the yellow brick road in search of the Emerald City. There they hope to meet the legendary and all-powerful Wizard of Oz, who alone has the power to grant them their every wish!

CAST OF CHARACTERS

(15 either)

CAST NOTE: All Characters can be played by any gender person. Character designations below show what the voice should sound like (male or female.)

DOROTHY (f) (345 lines)
 AUNTIE EM (f) (27 lines)
 UNCLE HENRY (m) (10 lines)

MUNCHKINS:

MAYOR (m/f) (9 lines)
 NIMMIE (m/f) (9 lines)
 OJO (m/f) (5 lines)

GLINDA (f) Good Witch of the North (46 lines)
 WICKED WITCH OF THE WEST (f) (48 lines)
 SCARECROW (m/f) (177 lines)
 TIN MAN (m/f) (149 lines)
 LION (m/f) (102 lines)
 MOUSE QUEEN (f) (17 lines)
 WINKIE GUARD (m/f) (26 lines)
 GATEKEEPER (m/f) (25 lines)

WIZARD OF OZ (m) (50 lines)

PROFESSIONAL AUDIO RECORDING AVAILABLE

Scan the QR Code below to purchase the professional Audio Recording of *The Wonderful Wizard of Oz*. GEORGIA CRAVEN as Dorothy, ELLIN WALLIN as Glinda the Good Witch, MARY ELLEN HERDER as the Wicked Witch of the West.



e

SCENE 1*OUTSIDE THE GALE FARM, KANSAS*

MUSIC: SPARKLING FANTASY MUSIC TRANSITIONING TO—

MUSIC: SLOW BANJO OR VIOLIN THAT EVOKES THE VAST LONELINESS OF THE AMERICAN PRAIRIES.

SFX: LOW WHISTLING WIND.

SFX: TOTO BARKING IN THE DISTANCE.

DOROTHY: Toto! Come here, boy. There's no one out there. It's just an old tumbleweed blowing in the wind.

SFX: TOTO BARKING, CLOSER, FRIENDLY.

DOROTHY: That's a good boy. Why are you getting so excited? There's nobody here but us.

SFX: TOTO PLAYFUL BARK.

DOROTHY: I don't know what I'd do if I didn't have you. There's no one else to play with. Auntie Em is always doing chores and Uncle Henry is running the farm. You're my only friend.

SFX: TOTO BARKS.

DOROTHY: Even if there was someone out there, it's so flat we'd see them coming a mile away. It sure would be nice to meet someone new. I wonder what other places are like. They're probably not grey and dusty as Kansas. I bet you they're full of interesting things and different kinds of people. Don't you think, Toto?

SFX: TOTO BARKS.

DOROTHY: Someday I'm going to go there, to a place like that; exciting and full of colour. How far do you think we'd have to walk?

SFX: TOTO WHIMPERS.

DOROTHY: Oh, I don't think anyone would miss me around here, they're all too busy. And I know I wouldn't miss being in Kansas.

SFX: WIND PICKS UP.

DOROTHY: Sure is getting windy out.

SFX: LOW RUMBLING THUNDER.

AUNTIE EM: (*From a distance.*) Dorothy! Dorothy! Come inside!

DOROTHY: Coming, Auntie Em! Come on, Toto, we'd better get inside before the storm comes.

SFX: TOTO BARKING AS HE RUNS.

MUSIC: SPRITELY RUNNING MUSIC.

SCENE 2*INSIDE THE GALE FARMHOUSE*

SFX: SCREEN DOOR SQUEAKS. BANG AS THE WOODEN DOOR CLOSES.

AUNTIE EM: Dorothy, how many times have I told you not to bang that door.

DOROTHY: Sorry.

AUNTIE EM: Scared the living daylights out of me. I don't know if I'll ever get used to having a child around.

UNCLE HENRY: Good thing you came in when you did. Best not to wander too far off.

DOROTHY: Auntie Em, do you ever wish you could see other places?

AUNTIE EM: I've got too much to do right here. Hand me that basket.

DOROTHY: But don't you ever wonder what it's like out there?

AUNTIE EM: I don't have time to daydream about those sorts of things.

DOROTHY: But don't you ever want to leave here and find out?

AUNTIE EM: Scoot out of the way, I got to get the dishes done.

DOROTHY: What about you, Uncle Henry? Do you know what other places are like?

AUNTIE EM: Hush now, don't bother your uncle. And try not to get underfoot.

UNCLE HENRY: I don't like the looks of it out there, Em. There's some mighty dark clouds blowing over. Looks like a witch's brew.

DOROTHY: A witch's brew?

AUNTIE EM: Oh Henry, don't go putting ideas in her head. There's no such thing as a witch.

UNCLE HENRY: The way that wind's blowing, it could be a cyclone.

AUNTIE EM: Do you think it's coming this way?

UNCLE HENRY: Better not to take any chances. I'm going to put the livestock in. You head out to the cellar.

AUNTIE EM: I'll just finish the dishes.

SFX: WIND WHISTLING OUTSIDE THE HOUSE. MUFFLED BANG OF WOODEN CRATE FALLING OVER.

UNCLE HENRY: If a cyclone hits us, there won't be any dishes.

SFX: FOOTSTEPS, SQUEAK OF SCREEN DOOR AS UNCLE HENRY LEAVES.

DOROTHY: What's a cyclone?

AUNTIE EM: It's a fearful wind that comes rushing across the prairie.
It's so strong it'll carry off anything in its path.

DOROTHY: Oh, my goodness. What are we going to do?

AUNTIE EM: Don't worry. Your uncle and I have been through
cyclones before. We just have to wait it out in the storm cellar.

DOROTHY: Can Toto come too?

AUNTIE EM: Of course, he can.

SFX: SCREEN DOOR BANGS OPEN. WIND RUSHES INTO
HOUSE.

AUNTIE EM: Maybe I'll leave these dishes for later.

SCENE 3

OUTSIDE THE GALE FARM

SFX: SHARP WHISTLING SOUND OF WIND. UNDERNEATH, THE
MOO OF A COW AND THE CLUCK OF CHICKENS.

AUNTIE EM: (*Loudly over sound of wind.*) Stay close to me, Dorothy.
The storm cellar is around back.

DOROTHY: What about Uncle Henry?

AUNTIE EM: He'll come once he gets the cows in.

UNCLE HENRY: (*In the distance.*) You get in there now, Bessie.

SFX: ANGRY MOO.

SFX: FRANTIC CHICKEN CLUCKING.

SFX: TOTO BARKS.

DOROTHY: Toto! Come back here. Leave the chickens alone.

UNCLE HENRY: (*Yelling from a distance.*) It's a twister, Em. Get in
the cellar!

SFX: LOUD THUNDER RUMBLING, ROAR APPROACHING LIKE A
FREIGHT TRAIN.

AUNTIE EM: Dorothy, leave the dog. We've got no time.

DOROTHY: I can't leave him, Auntie Em. Toto! Toto! Where are you?
Come back here!

AUNTIE EM: Dorothy! Where are you going?

DOROTHY: Toto's gone back into the house. I have to go and get him.

AUNTIE EM: (*Fading under the wind.*) Dorothy! Dorothy!

SCENE 4*INSIDE THE GALE FARM HOUSE*

SFX: SCREEN DOOR BANGING, MUFFLED SOUND OF HOWLING WIND.

DOROTHY: Toto? Toto? Where are you? What are you doing hiding under the bed? We've got to get to the storm cellar before the cyclone comes.

SFX: CRASH OF WINDOW BREAKING.

DOROTHY: (*Scream.*) Ah!

SFX: TOTO YELPS.

SFX: WIND RUSHING THROUGH THE HOUSE RISING TO A CRESCENDO AND THEN SILENCE.

DOROTHY: What happened? Are you alright, Toto? Oh my, I feel kinda dizzy. My legs are all wobbly. It's like the house is spinning.

SFX: COW MOO.

DOROTHY: Was that Bessie that went past the window? It can't be. Cows can't fly.

SFX: CHICKEN CLUCKING.

DOROTHY: Chickens can't fly either. You know what, Toto, I think we're up in the air. The cyclone must have lifted us off of the ground. We must be in the very centre.

SFX: TOTO BARKS.

DOROTHY: I don't know what to do. I guess we'll just have to make ourselves comfortable and wait until the cyclone stops. I hope it doesn't take us too far away from home. Auntie Em might worry about us.

SFX: CRESCENDO OF WIND AND WHISTLING.

DOROTHY: Oh no, we're falling. Hold on, Toto.

SFX: TOTO BARKS.

DOROTHY: Alright then, I'll hold onto you.

SFX: WHIRRING, LOUD THUMP AS HOUSE HITS THE GROUND.
FINAL CRASH OF PLATES BREAKING.

DOROTHY: Oof! Oh my goodness, we must have hit the ground. Auntie Em isn't going to be too happy about her dishes, but at least we're still in one piece. I suppose we should look outside and see where we've landed. I hope we don't have to walk too far—I've lost one of my shoes.

SFX: TOTO BARKS.

DOROTHY: It's just Kansas, Toto. There's nothing to be afraid of.
Come on.

SFX: FOOTSTEPS, SQUEAK OF SCREEN DOOR.

SCENE 5

MUNCHKINLAND

MUSIC: TRANQUIL MUSIC, BIRDS CHIRPING.

DOROTHY: We must have come a long way. This doesn't look anything like Kansas. Gosh that sun is bright and the grass sure is green. I've never seen trees so full of apples and pears before. And look at how pink and purple the flowers are. This might be the prettiest place I've ever seen.

SFX: TOTO BARKS.

DOROTHY: We can't stay in the house. We've got to go out. How else are we going to find our way back?

SFX: BANG OF SCREEN DOOR AS IT CLOSSES.

SFX: TOTO BARKS IN WARNING.

DOROTHY: It's alright, Toto. I see them coming down the road. They look like children. Wouldn't that be nice if we could play with them for a while? Maybe they can tell me how to get back to Kansas. They're getting closer. Why, they're not children at all, they're grown up folk, but they're no bigger than me. What funny outfits they're wearing.

SFX: TOTO BARKS.

DOROTHY: I wasn't being rude. I was just making an observation.

SFX: VOICES OF MUNCHKINS TALKING AMONGST
THEMSELVES AS THEY DRAW CLOSER.

MAYOR: I'd never thought I'd live to see the day.

NIMMIE: Is she really dead?

OJO: If she's not dead, she's very flat.

NIMMIE: You're the Mayor, did you send a message to the North?

MAYOR: Indeed I did, Mistress Nimmie. I said the miracle that we've all been waiting for has finally occurred, the Wicked Witch is dead.

DOROTHY: Witch? What Witch? What are you talking about?

OJO: Send the news throughout the land. We are finally free!

MAYOR: We will mark this day in history by building a statue to the one from the sky.

DOROTHY: Who, me?

MUSIC: ETHERAL MUSIC.

NIMMIE: Look over there, the glowing orb. She's coming!

MUSIC: MUSIC GROWING LOUNDER THEN STOPPING.

GLINDA: I came as fast as I could, my little ones.

DOROTHY: Does everyone drop from the sky around here?

GLINDA: Tell me; what has happened?

MAYOR: Behold, the Wicked Witch is dead.

GLINDA: You must be a very powerful witch.

DOROTHY: Who me? Oh, no, I'm not a witch. I'm Dorothy Gale, from Kansas.

NIMMIE: But look at your gown; it is blue and white. And only witches may wear white.

DOROTHY: This? This is just my old gingham dress with a sewn-up pocket.

GLINDA: Still, only someone with great power could have killed the witch.

DOROTHY: But I didn't kill anyone. Honest. My house was caught in the cyclone and it dropped me here.

GLINDA: Well, here you are and there she is under the corner of your house.

DOROTHY: What do you mean? Oh no! Oh my goodness. Oh my goodness!

MAYOR: All that is left is her legs.

NIMMIE: And her shoes.

DOROTHY: I didn't mean to kill her. This is terrible. What are we going to do?

GLINDA: There is nothing we can do.

DOROTHY: Who was she?

GLINDA: She was the Wicked Witch of the East. The Munchkins slaved for her day and night.

DOROTHY: What are Munchkins?

GLINDA: These little people you see before you.

DOROTHY: Are you a Munchkin?

GLINDA: Oh no, I am Glinda, the Witch of the North.

DOROTHY: But you are too young and beautiful to be a witch.

GLINDA: That's because I'm a good witch. Only wicked witches are ugly. But I was never powerful enough to defeat the Witch of the East and set the Munchkins free. That is why you must be a very great witch.

DOROTHY: But there's no such thing as witches.

GLINDA: Who told you that?

DOROTHY: My Autie Em, back in Kansas.

GLINDA: I have never heard of this "Kansas". Is it a civilized country?

DOROTHY: Oh, yes.

GLINDA: Then that accounts for it. There are no witches in civilized countries. Here there are four witches and one Wizard.

DOROTHY: A Wizard?

GLINDA: Oz himself, the Great and Powerful. He lives in the Emerald City.

SFX: CRACKLING FIRE, SIZZLING HISS AS THE WITCH OF THE EAST DISINTEGRATES.

NIMMIE: Ah! Look at that!

MAYOR: The Witch of the East has disappeared.

OJO: What's happening? Where did she go?

GLINDA: She has dried up under the hot sun. All that remains are her ruby shoes.

MAYOR: She never took those shoes off. She said they had a special magic, but we never knew what it was.

GLINDA: Now the shoes belong to you, Dorothy Gale of Kansas.

DOROTHY: Oh no, I couldn't take them.

GLINDA: But the possessions of a dead witch belong to the one who defeats her.

DOROTHY: Well, I did lose one of my shoes somewhere...and I may have to walk a long way to get back to Kansas.

SFX: MAGICAL CHIMES.

GLINDA: There, I have put them on your feet.

DOROTHY: Oh, they fit perfectly.

SFX: LOW RUMBLE OF THUNDER.

DOROTHY: That sounds like another cyclone.

NIMMIE: There's a dark cloud over there.

OJO: No, it's not a cloud, a flock of black birds.

MAYOR: It's not birds. It's something far worse.

SFX: RUMBLING THUNDER GROWS LOUDER.

NIMMIE: Hurry! We must hide!

GLINDA: Come back, little ones. Do not be afraid.

SFX: LOUD CLAP OF THUNDER, BOOM.

WICKED WITCH: What is going on here?

DOROTHY: (*ASIDE TO GLINDA.*) Who is that?

GLINDA: That is the Wicked Witch of the West. She is even more cruel than her sister.

DOROTHY: I thought she might be wicked. She's very ugly.

SFX: TOTO BARKS SOFTLY.

DOROTHY: It was just an observation, Toto.

WICKED WITCH: What are you doing here, Glinda? Did the North finally come to their senses and kick you out?

GLINDA: Did the swamp finally succumb to indigestion and spit you out?

WICKED WITCH: Where is my sister?

GLINDA: There she is under the house. Nothing but a pile of dust.

WICKED WITCH: No, no. How did this happen? Who did this?

DOROTHY: I'm very, very sorry. There was a cyclone and my house was lifted off the ground and then it dropped from the sky—

WICKED WITCH: How dare you? Do you know what you've done?

DOROTHY: It was an accident.

WICKED WITCH: I'll show you an accident. You'll pay dearly for what you've done. Wait. What's this? What are you wearing on your feet?

GLINDA: I do believe she is wearing your sister's shoes.

WICKED WITCH: What are you doing with them? They're mine.

DOROTHY: Of course, I'll take them off right away.

GLINDA: No, Dorothy, you must keep them on. They must be very powerful or she would not want them so badly.

WICKED WITCH: Give them to me or I'll take them myself.

GLINDA: As long as she wears those shoes, she will be protected from you.

WICKED WITCH: What do you know, you twittering little puff ball.

GLINDA: Better not stay in one place too long or a house might fall on you too.

WICKED WITCH: What? Where? Oh, you think you're so clever, don't you? You'll never get away with this. I'll go but you haven't seen the last of me. I'll bide my time and when the moment is right ... snap! I'll get those shoes. (*Menacing laugh.*)

SFX: CLAP OF THUNDER.

GLINDA: It looks like you have made a very powerful enemy.

DOROTHY: Oh my goodness, now I really have to get back to Kansas.
Can you tell me which way I have to go?

GLINDA: I'm sorry, I have no idea which way it is. The only thing for you to do is to go to the Emerald City and ask the Great Wizard of Oz.

DOROTHY: How do I get there?

GLINDA: The road to the Emerald City is paved with yellow bricks. It is a long journey, through a country that is sometimes pleasant and sometimes very dark, but as long as you stay on the yellow brick road you will be fine. When you get there, you must not be afraid of the Wizard, but tell him your story and ask him to help you.

DOROTHY: There's a basket in the house; I'll fill it with food and then I'll start off right away.

MAYOR: May you have a safe journey, Dorothy Gale of Kansas.

NIMMIE: Good luck.

OJO: Thank you for freeing us from the Witch of the East. You will forever be remembered here.

DOROTHY: Goodbye.

GLINDA: And don't forget, no matter what, you must stay on the yellow brick road.

DOROTHY: I will! Come on, Toto.

SFX: TOTO BARKS HAPPILY.

DOROTHY: Let's see where this road will take us.

MUSIC: UPBEAT MUSIC TO SET OFF ON AN ADVENTURE
SLOWING DOWN TO—

SCENE 6

THE ROAD NEAR A CORN FIELD

SFX: BIRDS TWEETING.

DOROTHY: It's not so bad walking on this road, is it?

SFX: TOTO BARKS.

DOROTHY: The sun is shining and the birds are singing. I think it will be a very pleasant journey to the Emerald City. I wonder how far we

have to go. By the looks of it, I'd say we're still in Munckinland. They must be very good farmers. Their fields are full of wheat and corn.

SFX: CROW CAWS.

DOROTHY: But it doesn't look like that Scarecrow over there is doing a very good job of keeping the crows away.

SCARECROW: Good day.

SFX: TOTO BARKS.

DOROTHY: Don't be silly, Toto. Scarecrows can't talk.

SCARECROW: How do you know? Have you ever spoken to a scarecrow before?

DOROTHY: I can't say that I have. Wait a minute—you're talking.

SCARECROW: Yes, I am. How do you do?

DOROTHY: Very well, thank you. How do you do?

SCARECROW: Not so good. You see, it's very boring hanging around here all day, trying to scare the birds away.

DOROTHY: Whatever you're doing, it doesn't seem to be working.

SCARECROW: I guess I'm not a very good Scarecrow.

DOROTHY: Can't you get down?

SCARECROW: No. You see, I have this pole stuck up my back.

DOROTHY: That must be terribly uncomfortable.

SCARECROW: Yes, it is. Maybe, if you had a moment, you could...

DOROTHY: Could what?

SCARECROW: I don't want to bother you, but maybe you could take the pole away. I would be very much obliged.

DOROTHY: I could give it a try. Just let me put down my basket and I'll climb over the fence.

SFX: CLOTHES RUSTLING.

DOROTHY: Alright, here it goes.

SFX: STRAW RUSTLING.

SCARECROW: That's it. Yes. A little bit more....

DOROTHY: Am I hurting you?

SCARECROW: Oh no, not at all.

DOROTHY: Whew! There we go.

SCARECROW: Ah, that's better. Thank you very much. I feel like a new man. I thought I would be stuck on that pole forever.

DOROTHY: I've never met a talking scarecrow before, but so many strange things have happened to me since I've arrived here that I'm not at all surprised.

SCARECROW: I've never seen anyone like you on this road before.

DOROTHY: My name is Dorothy Gale and I am going to the Emerald City to see the Wizard of Oz to ask him to send me back to Kansas.

SCARECROW: Please to meet you, Dorothy Gale. What is Kansas?

DOROTHY: That's where my home is.

SCARECROW: What's a Wizard?

DOROTHY: The Wizard of Oz is the most powerful person in the land. Have you never heard of him?

SCARECROW: I don't know anything. You see, I'm entirely stuffed with straw. I have no brains at all.

DOROTHY: I'm very sorry to hear that.

SCARECROW: Do you think this Wizard might give me some brains if I asked him?

DOROTHY: I don't know. But you can come along with me if you like. If the Wizard doesn't give you any brains, you'll be no worse off than you are now.

SCARECROW: I suppose you're right.

DOROTHY: We have to climb back over this fence and follow the yellow brick road.

SCARECROW: My legs aren't used to walking; I just have to... oh, oh...

MUSIC: LITTLE MUSICAL BUMP.

DOROTHY: Oh, my goodness that was a nasty fall. Did you hurt yourself?

SCARECROW: It's alright, I'm perfectly fine. Nothing can hurt me. Except the crows. Sometimes when they laugh at me that hurts. They know that I'm not a real man and they're not scared of me. If I had a brain, I could figure out how to keep them away. But my head is full of straw and I don't know what to do.

DOROTHY: I know how you feel. It's very frustrating not knowing how to work things out. The only thing we can do is ask the Wizard. Do you know how much farther it is to the Emerald City?

SCARECROW: I didn't even know there was an Emerald City.

DOROTHY: Then we had better get on our way.

SCARECROW: Let me carry that basket for you.

SFX: TOTO BARKS IN WARNING.

DOROTHY: Don't mind Toto, he never bites.

SCARECROW: Oh, I'm not afraid of him. There's only one thing I'm afraid of.

DOROTHY: What's that?

SCARECROW: A lighted match.

MUSIC: MUSICAL BUMP THEN MUSICAL TRANSITION TO—

SCENE 7

FURTHER ALONG THE YELLOW BRICK ROAD

DOROTHY: The sun is very high in the sky, it must be around lunchtime.

SCARECROW: I never learned how to tell time.

DOROTHY: It looks like the road goes into the woods.

SCARECROW: If the road goes into the woods, it must eventually come out of the woods.

DOROTHY: Anyone would know that.

SCARECROW: Of course they would, that is why I know it. If it took brains to figure it out, I never would have thought of it.

DOROTHY: Are you tired?

SCARECROW: I hadn't noticed.

DOROTHY: Let's have something to eat.

SCARECROW: I don't get hungry.

DOROTHY: I guess you don't, since you're made out of straw. But I'm a girl, so I need to rest and have a biscuit from my basket. There's some shade under that tree.

SCARECROW: It must be very inconvenient to have to eat and rest. But you do have brains, so that must make up for it.

DOROTHY: This looks like a good spot. The ground is nice and soft here.

SFX: LOW MOANING CREAK.

DOROTHY: What was that?

SCARECROW: Since I haven't got a brain, I have no idea.

SFX: METAL CREAKING.

DOROTHY: It's coming from over there.

SCARECROW: You're right. There's something shiny in those leaves. Here, let me pull the branches out of the way.

SFX: BRANCHES RUSTLING.

DOROTHY: It's a man! A man made out of tin.

SFX: TOTO BARKS.

DOROTHY: It's all right, Toto, he won't hurt us. At least, I think he won't.

SFX: METAL CREAKING.

DOROTHY: I can't quite understand you. What did you say?

SFX: METAL CREAKING.

DOROTHY: What can I do for you?

TIN MAN: (*Muttering.*) Oil can.

SCARECROW: I think he said oil can. Here it is, by the tree.

DOROTHY: He must want us to oil his joints. I'll do his mouth first.

SFX: SPURT OF OIL CAN, SQUEAK OF METAL EASING.

TIN MAN: Oh, thank you. I've been groaning for ages but no has come to help me.

DOROTHY: Then it's a good thing we came along.

TIN MAN: It certainly is. Do my arms next.

SFX: SPURT OF OIL CAN, SQUEAKING ARM JOINT.

TIN MAN: Ah, that's better. I've been holding that axe in the air since I rusted. Now do my legs.

SFX: SPURT OF OIL CAN, LEG JOINTS CREAKING. METAL FEET STAMPING.

DOROTHY: There you go. I'm Dorothy Gale from Kansas and this is my friend Scarecrow.

SCARECROW: How do you do?

TIN MAN: Much better now, thank you. I might have stood there forever if you hadn't passed by. Why are you in this forest?

DOROTHY: We're on our way to the Emerald City to see the great Oz.

TIN MAN: Why do you want to see him?

DOROTHY: I'm going to ask him to send me back to Kansas, and Scarecrow is going to ask him for some brains.

TIN MAN: Can he really do that?

DOROTHY: I hope so.

TIN MAN: Do you think he would give me a heart?

DOROTHY: You mean you don't have a heart?

TIN MAN: I'm entirely hollow on the inside. Listen.

SFX: THUMP ON EMPTY METAL BARREL.

TIN MAN: Completely empty.

SCARECROW: Nice tone, though.

DOROTHY: Why don't you have a heart?

TIN MAN: I had one once, when I was a man, but the Wicked Witch of the East put a curse on me.

SCARECROW: Why did she put a curse on you?

TIN MAN: I was in love with a beautiful Munchkin girl but her mother disapproved of me. She offered the Witch two sheep and a cow if she would stop the wedding. So the Witch turned me into tin and now I have no heart.

DOROTHY: What a sad story. If it makes you feel better the Witch of the East is dead.

TIN MAN: That is good news. What happened?

DOROTHY: My house dropped on her.

TIN MAN: You must have very good aim.

DOROTHY: It was entirely by accident. But now her sister, the Wicked Witch of the West, is after me.

SCARECROW: You didn't tell me that.

DOROTHY: I hope it doesn't scare you.

SCARECROW: I'm not smart enough to be afraid.

TIN MAN: And I wouldn't mind being chased by a witch if I knew that I was going to get a heart.

SCARECROW: All the same, I'm going to ask him for a brain instead of a heart; a foolish man wouldn't know what to do with a heart if he had one.

DOROTHY: I can't say for certain which one of you is right, I only know that I want to get back to Kansas.

TIN MAN: Will you allow me to join you?

DOROTHY: Of course.

TIN MAN: Would you please put the oil can in your basket. If I get caught in the rain, I'll rust again.

DOROTHY: We'll keep you away from water and the Scarecrow away from fire, and I'll stay away from the witch.

SCARECROW: That sounds like an excellent plan, I'd wish I thought of that.

DOROTHY: To the Emerald City!

SCARECROW and TIN MAN: And to Oz!

MUSIC: MUSIC RISES AND THEN FADES, TURNING INTO A LOW, EERIE SOUND.

SCENE 8*THE EDGE OF THE DEEP, DARK FOREST*

SCARECROW: Are you sure we're going the right way? These branches are making it very hard to walk.

TIN MAN: Maybe there's a way around this forest.

DOROTHY: This is the right way. The Good Witch of the North told me I had to stay on the yellow brick road if I wanted to find the Emerald City.

SCARECROW: It's getting very dark.

TIN MAN: It will probably get a lot darker before it gets lighter.

SCARECROW: I'm not afraid; nothing can hurt me.

TIN MAN: I'm fine as long as I have my oil can.

DOROTHY: But who will look after Toto?

SFX: DISTANT GROWL.

DOROTHY: What was that?

TIN MAN: I don't know.

SFX: LOW GROWL DRAWING NEAR.

SCARECROW: It's a good thing I don't have any brains or I might be scared.

SFX: LOUD ROAR.

TIN MAN: It's a lion!

DOROTHY: Watch out, Scarecrow!

SFX: SWISH AND THUMP OF STRAW HITTING THE GROUND.

SCARECROW: Don't worry about me; I only lost a little straw.

DOROTHY: Tin Man! Look out!

SFX: GROWL, SCREECH OF CLAWS DRAGGED ACROSS TIN, CLANKING METAL.

DOROTHY: Are you all right?

TIN MAN: It's just a scratch.

SFX: TOTO BARKS. LION GROWLS. TOTO YELPS.

DOROTHY: What are you doing? Don't you dare bite Toto.

SFX: SLAP.

LION: Ow! You hit me!

DOROTHY: You ought to be ashamed of yourself, a big beast like you biting a little dog.

LION: But I didn't bite him.

DOROTHY: You were going to. And look at poor Scarecrow, his straw is all over the road.

LION: Is he made out of straw? No wonder he was so easy to knock over. What about him? Is he stuffed too?

DOROTHY: No, he's made out of tin.

LION: That's why my claws are blunted. And that thing, is he stuffed or is he made out of tin?

DOROTHY: Toto? He's a dog.

LION: Now that I look at him, he is kinda small. No one would ever bite such a little thing—only a coward like me.

DOROTHY: But you're a lion; how can you be a coward?

LION: It's a mystery to me too. All of the other animals in the forest think I'm brave. And if I roar loud enough, they get scared and run away, but if they ever turned around and tried to fight me, I would probably be the one to run away.

DOROTHY: I thought a lion was King of the Beasts.

LION: You're right, I should be, but whenever there's danger, my heart beats faster and my paws get sweaty and I get a rash on my neck. See?

DOROTHY: Oh my, maybe you have heartburn.

LION: I wish that's what it was.

TIN MAN: At least that would prove you have a heart.

SCARECROW: Do you have any brains?

LION: I've never looked to see.

DOROTHY: What you need is a little courage.

LION: Where do I get that?

SCARECROW: How about the Great Oz? I'm going to ask him to give me some brains since my head is stuffed with straw.

TIN MAN: And I'm going to ask him for a heart.

DOROTHY: And I'm going to ask him to send me back to Kansas.

LION: I don't know what a Kansas is, but do you think he might give me some courage?

DOROTHY: I don't see why not.

LION: Could I come with you?

SCARECROW: I don't have any brains, but that might be a good idea. You could scare away the other animals.

LION: It wouldn't make me any braver because I would still know that I'm a coward.

DOROTHY: Sometimes it's good to be afraid of things.

TIN MAN: I'm afraid of rain because I might rust.

SCARECROW: And I'm afraid of fire.

DOROTHY: I'm afraid of the Witch of the West.

LION: Those are sensible things to be afraid of. I'm afraid of everything.

DOROTHY: Maybe if we all go together, we'll be a little less afraid.

LION: I never thought of it like that. You're right. I feel braver already.

SFX: TOTO BARKS.

LION: Ah!

DOROTHY: Shush, Toto. Lion is our friend now.

LION: He's not going to bite me, is he?

DOROTHY: Of course not. Come on, we just have to stay on the road made of yellow bricks. The Emerald City has to be close now.

MUSIC

SCENE 9A

DEEP IN THE FOREST

SFX: OWL HOOTING, LOW MOANING WIND

TIN MAN: Looks like I was right; this forest is getting a lot darker.

LION: And a lot scarier.

DOROTHY: We have to follow the road no matter where it takes us.

SFX: STRANGE GROWLING SOUND.

DOROTHY: What was that?

TIN MAN: Probably just another lion.

LION: I'm the only lion in the forest.

SFX: GROWLING.

SCARECROW: Whatever it is, it's getting closer.

LION: I thought you said if we stayed together it wouldn't be scary.

TIN MAN: I think I may know what it is. But I thought it was a myth.

SCARECROW: Hit or a miss, I still want to meet them.

TIN MAN: No, a myth, a legend.

DOROTHY: What do you think it is?

TIN MAN: The Kalidahs.

DOROTHY: Kalidahs?

TIN MAN: They're enormous beasts, far bigger than Lion.

DOROTHY: Oh my.

SFX: BRANCH BREAKING.

LION: Do... do... do they have claws long enough to tear you in two?

TIN MAN: I believe they do.

LION: And bodies like bears and heads like tigers?

TIN MAN: Most certainly.

SCARECROW: What should we do if we ever see one?

LION: Run!

TIN MAN: That's exactly what I was going to say.

LION: No, I mean—

SFX: BREAKING BRANCH, LOUD GROWL.

LION: It's right behind you. Run!

SFX: DEAFENING GROWL.

DOROTHY: Ahhh!

SFX: CLATTERING TIN, BRANCHES BREAKING, FOOTSTEPS RUNNING.

SCENE 9B

DEEP IN THE FOREST BY A RAVINE

SCARECROW: Stay together everyone.

DOROTHY: Where's Toto?

SFX: TOTO BARKS.

LION: (*Panting.*) Wait ... for ... me.

SCARECROW: Stop!

SFX: BODIES BUMPING, TIN CLATTERING.

TIN MAN: Oh no, it's a giant canyon.

DOROTHY: How will we ever get across it?

SCARECROW: We could jump.

TIN MAN: No, it's too wide; we would never make it.

LION: (*Panting.*) Oh boy, I'm ever glad we stopped. I need to catch my breath. Let me lean against this tree for a minute.

TIN MAN: We don't have time to rest.

SCARECROW: I may be a man with no brain, but what if Tin Man took his axe and chopped down that tree? Then Lion and I could push it over and it would fall across the ravine.

TIN MAN: For a man of no brains, that's a very good idea. Stand back.

SFX: AXE CHOPPING WOOD.

SFX: APPROACHING GROWL.

DOROTHY: Hurry, They're getting closer.

TIN MAN: Just a ... few more ... chops.

SFX: WOOD CREAKING.

SCARECROW: Lion, help me push it over.

SFX: TREE MOANING, BRANCHES BREAKING, TREE FALLING
AND CRASHING.

SCARECROW: You'd go across first, Dorothy.

DOROTHY: Come on, Toto.

SFX: TOTO BARKS.

TIN MAN: Scarecrow, you're next.

SCARECROW: All right.

TIN MAN: Now, you, Lion.

LION: No, you go, I'll hold them off.

TIN MAN: Are you sure?

LION: Yes, I can do it.

SFX: CLANKING METAL AS TIN MAN RUNS ACROSS.

LION: That's right Kalidahs, come on, show me what you've got.

SFX: GALLOPING OF KALIDAHS GROWS CLOSER. KALIDAHS
GROWL. LION ROARS. SILENCE.

LION: Ha! Who's King of the Forest now?

SFX: MIGHTY ROAR OF KALIDAHS

LION: Ahhhh!

DOROTHY: (*Yelling from across the ravine.*) Lion, run across the log.

LION: You don't have to tell me twice.

SCENE 9C

DEEP IN THE FOREST – THE OTHER SIDE OF THE RAVINE

DOROTHY: We have to do something. The Kalidahs are right behind him.

SCARECROW: Quick, Tin Man, cut the end of the log so it will fall into the ravine.

SFX: AXE CHOPPING WOOD.

DOROTHY: Hurry, Lion, hurry.

LION: (*Running in the distance.*) I'm running as fast as my paws can take me.

SFX: CHOPPING, CREAK OF WOOD BREAKING.

SCARECROW: Jump!

LION: Arrrrgh!

SFX: THUD AS LION HITS THE GROUND. FINAL CRACK OF TREE.

DOROTHY: The Kalidahs are only halfway across—there's no place for them to go.

SFX: HOWLING AS KALIDAHS FALL INTO THE RAVINE.

TIN MAN: That should be the end of them.

LION: Whew, that was close.

TIN MAN: I guess we're going to live a little while longer.

SCARECROW: I'm glad of that. It must be very uncomfortable to be dead.

LION: My heart is still racing.

TIN MAN: At least you have a heart.

DOROTHY: Oh no, we've gone so far into the forest, I think we've lost the yellow brick road.

TIN MAN: What should we do?

SCARECROW: I say we keep going. This forest has to end at some point. Maybe that's where the road is.

LION: Aw shucks, I thought you we're going to suggest we take a nap. I'm pretty tuckered out after all that running.

DOROTHY: Sorry Lion, but we have to keep walking until we find the road.

MUSIC

SCENE 10

A FIELD OF POPPIES

SFX: FOOTSEPS CRUNCHING THROUGH THE FOREST.

DOROTHY: There's light up ahead.

TIN MAN: Thank goodness, I thought the forest was going to go on forever.

SFX: BIRDS CHIRPING.

LION: It's a giant field.

SCARECROW: Perhaps the road is on the other side.

DOROTHY: Look at all the flowers, aren't they beautiful?

SCARECROW: They're very red.

DOROTHY: I think they're called poppies.

TIN MAN: We're surrounded by them.

LION: I always did like flowers, they don't growl at you or bite. But I've never seen flowers this bright before.

SCARECROW: I suppose if I had a brain, I would like them better.

TIN MAN: If only I had a heart, I should love them.

LION: Well, I have a nose and they sure do smell pretty.

SCARECROW: I wouldn't know, I can't smell.

TIN MAN: Neither can I.

SFX: TOTO BARKS.

DOROTHY: I know, Toto, I'm tired too. Maybe we can stop, just for a little while.

LION: See, I told you we should have taken a nap back there.

SCARECROW: But we can't rest. You said we have to find the yellow brick road.

SFX: TOTO WHIMPERING.

DOROTHY: Oh, look at poor Toto; he's fallen asleep. I should carry him but I'm too tired.

SCARECROW: Dorothy. Dorothy!

DOROTHY: I just want to close my eyes, (*Yawn.*) only for a second.

SCARECROW: No, no, don't close your eyes. You have to stay awake.

TIN MAN: Oh no, she's fallen asleep too. What should we do?

LION: (*Yawning.*) I think we should join her.

SFX: THUMP OF LION HITTING THE GRASS.

LION: (*Snoring.*)

TIN MAN: Oh no, now Lion is sleeping. This is terrible.

SCARECROW: We can carry Dorothy across the field, but Lion is far too heavy.

TIN MAN: We'll have to leave him here. Maybe he can find some courage in his dreams.

SCARECROW: I hate to leave him behind. He was a good friend, even if he was a coward.

TIN MAN: We have to think of Dorothy. If we link our hands together, we can make a little chair to carry her in.

SCARECROW: Don't forget Toto.

SFX: RUSTLING GRASS, CLANK OF TIN MAN WALKING.

SCENE 11

THE EDGE OF THE POPPY FIELD

SCARECROW: The field is clearing away; we must be getting near the road.

MOUSE QUEEN: Hey, watch where you're stepping.

SCARECROW: Did you hear that?

TIN MAN: Yes, but I don't see anyone.

MOUSE QUEEN: That's because I'm down here.

SCARECROW: Down where?

MOUSE QUEEN: On the ground. You almost stepped on me.

TIN MAN: Oh dear, I'm so sorry. You see, I don't have a heart and—

MOUSE QUEEN: Well, you certainly have big feet.

SCARECROW: It's just a little mouse.

MOUSE QUEEN: Little mouse? Little mouse? I am more than a little mouse. I am the Queen of the Mice.

SCARECROW: I beg your pardon, your majesty.

DOROTHY: (*Waking up.*) Where am I? What happened?

SCARECROW: We carried you out of the field of poppies.

SFX: TOTO BARKS.

MOUSE QUEEN: Ahhh!

DOROTHY: Stop it Toto. It's just a mouse.

SCARECROW: Be careful Dorothy, she's more than a mouse. She's the Queen of the Mice.

DOROTHY: Oh, I didn't know. In that case: How do you do, your majesty?

MOUSE QUEEN: Very well, thank you; when I am not being stepped on by giant Tin Men or growled at by hairy beasts.

DOROTHY: Wait a minute, where's Lion?

TIN MAN: We had to leave him behind.

DOROTHY: We have to go back to get him.

SCARECROW: You can't go back in the field, you'll fall asleep again. Lion is just too heavy for us to carry.

MOUSE QUEEN: We can get him.

SCARECROW: You?

MOUSE QUEEN: We are not affected by the poppies.

TIN MAN: But you're just a mouse, I mean, your majesty, you're very small.

MOUSE QUEEN: Small creatures can accomplish big things when they work together.

SFX: QUEEN MOUSE SQUEAKING. ANSWERING CHORUS OF SQUEAKS.

DOROTHY: Oh my goodness, look at all the mice.

SCARECROW: There must be hundreds.

TIN MAN: Thousands.

MOUSE QUEEN: (*Loud command.*) My loyal subjects, I charge you to go into the field and save the Lion.

SFX: SQUEAKING

SCARECROW: What are they saying?

MOUSE QUEEN: They're afraid the Lion will eat them.

DOROTHY: Oh no, he's far more afraid of you than you are of him.

TIN MAN: He's a coward.

SCARECROW: It's true.

MOUSE QUEEN: Well, then—(*Loud command.*) Loyal subjects, there is no need to be afraid of the Lion, so do your duty and save him.

SFX: MICE SQUEAKING AS THEY SCURRY AWAY.

DOROTHY: How long do you think it will take them?

SCARECROW: I can see the Lion now.

TIN MAN: He looks like a cloud of fur floating over the poppies.

DOROTHY: They certainly do move quickly.

SCARECROW: Here he comes.

MOUSE QUEEN: As promised, one sleeping lion.

DOROTHY: Lion, wake up.

LION: (*Mumbling sleepily.*) Just let me sleep little while longer.

SCARECROW: (*Yelling.*) Wake up!

LION: What? What happened?

DOROTHY: You fell asleep in the field of poppies but the mice rescued you.

LION: Mice? Rescued me? Aw shucks, I'm never going to live that down.

DOROTHY: Well, I'm very grateful that they did. Thank you, Mouse Queen, for all your help.

MOUSE QUEEN: Will you stay with us and celebrate?

DOROTHY: I'm sorry but we can't. We have to find our way back to the road made out of yellow brick.

MOUSE QUEEN: You're standing on it right now. The grass has just grown over this part.

SCARECROW: It's been right under our feet the whole time.

DOROTHY: Your majesty, do you know how far it is to the Emerald City?

MOUSE QUEEN: You're almost there. It's on the other side of the hill.

DOROTHY: Did you hear that? We're almost there.

LION: A hill is nothing, now that I'm rested.

TIN MAN: And the sun is shining, there's no chance of rain.

SCARECROW: Then what are we waiting for?

DOROTHY: To the Emerald City!

MUSIC: HAPPY MUSIC TRANSITIONING TO SINISTER MUSIC.

SCENE 12

CASTLE OF THE WICKED WITCH OF THE WEST

WICKED WITCH: What is it, guard? Do you have any news of the girl?

WINKIE GUARD: She is nearing the Emerald City.

WICKED WITCH: What? How can that be? That's not possible. How did she make it past the Kalidahs? How did she get through the poppies? If she makes it to Oz, I'll never get my sister's shoes. What to do... what to do? I can't go to the Emerald City; Oz is too powerful for me. I need a plan.

WINKIE GUARD: You could use the flying monkeys.

WICKED WITCH: I can't use the monkeys, you idiot. I've already used them twice to fight Oz; I only have the power to summon them one more time. You Winkies are my slaves, why do I even ask you for ideas? I'll figure out a way to get those shoes and then Oz will be mine. *(Cackling.)*

MUSIC

SCENE 13*THE GATES OF THE WIZARD'S CASTLE*

SFX: HUBBUB OF A CITY STREET, PEOPLE TALKING, HORSE HOOVES CLATTERING.

DOROTHY: The Emerald City sure is different from Munchkinland.

TIN MAN: The houses are green, the clothes are green.

LION: Even the animals are green.

SCARECROW: People here don't seem to be as friendly as the Munchkins.

TIN MAN: Why are they staring at us?

LION: It's like they've never seen a lion before.

DOROTHY: This must be the Wizard's castle. Look at how the walls sparkle in the sunlight. It really is wonderful.

LION: You know, now that we're here I might have been too hasty with the whole courage thing.

SCARECROW: Come on, Lion, we've made it this far.

LION: I'll wait for you out here.

DOROTHY: You're coming with us. We have to stick together, remember. We just have to get through the gate.

TIN MAN: I don't see anyone to let us in.

DOROTHY: What happens if we pull this rope?

SFX: DING DONG.

SFX: THUD OF SMALL WINDOW SLIDING OPEN.

GATEKEEPER: Who's there? What do you want?

DOROTHY: How do you do. We're here to see the Great Oz.

GATEKEEPER: No one sees the Great Oz.

SFX: THUD OF SMALL DOOR SHUTTING.

DOROTHY: Wait, come back.

TIN MAN: What do we do now?

LION: Like the man says, no one sees the Great Oz.

DOROTHY: But we have to.

SFX: DING DONG DING DONG.

GATEKEEPER: Who's there? Oh, it's you again.

DOROTHY: Please, we must get in to see the Wizard.

GATEKEEPER: What makes you think the Wizard wants to see you?

DOROTHY: He has to see us.

GATEKEEPER: He hasn't seen anyone in years. I warn you, if you have come on a foolish errand, he will destroy you instantly.

LION: See, I was right, we should forget about it.

DOROTHY: No, no. We're here on a very important errand. We were told that Oz was a good Wizard.

GATEKEEPER: He is.

DOROTHY: And we've come such a long way.

GATEKEEPER: Why do you want to see him?

SCARECROW: I want him to give me some brains.

TIN MAN: And I want a heart.

LION: I want some courage.

GATEKEEPER: What does he want?

SFX: TOTO BARKS.

DOROTHY: That's my dog, Toto, and we want to get back to Kansas.

GATEKEEPER: Where is Kansas?

DOROTHY: If I knew, I could get there, but I don't and that is why I need to see the Wizard.

GATEKEEPER: Oz can do anything.

SCARECROW: What does he look like?

GATEKEEPER: It's hard to say. He can take on any form—an elephant, a cat...

SCARECROW: Then how will we know it's him?

GATEKEEPER: Do you doubt the magic of great and powerful Oz?

DOROTHY: No, no. Please, sir...

TIN MAN: Pay no attention to Scarecrow. He doesn't have any brains.

SCARECROW: It's true.

DOROTHY: (*Crying.*) Oh please, we have to see him. I have to get home. My Auntie Em will be worried.

GATEKEEPER: Oh my, I never could stand to see a little girl cry. There, there, don't cry. I'll let you in to see you the Wizard.

DOROTHY: You will? Oh, thank you.

SFX: CLANK AND SQUEAK OF IRON GATE.

GATEKEEPER: Follow me.

MUSIC

Thank you for reading this free excerpt from:

THE WONDERFUL WIZARD OF OZ

By Diane Vanden Hoven

For performance rights and/or a complete copy of the script, please
contact us at:

Heuer Publishing LLC

P.O. Box 248 • Cedar Rapids, Iowa 52406

Toll Free: 1-800-950-7529 • Fax (319) 368-8011

WWW.HEUERPUB.COM