



## Tracy Krauss

Inspired by *The Wonderful Wizard of Oz* by L. Frank Baum

BIG DOG PUBLISHING

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**BIG DOG PUBLISHING**

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## DOROTHY'S ROAD TRIP

**COMEDY.** Inspired by *The Wonderful Wizard of Oz* by L. Frank Baum. After Dorothy and Toto crash-land in Munchkinland, the Police Chief tries to arrest Dorothy for “flying” without a license, but she is heralded as a hero by the Mayor for landing on the Wicked Witch of the East. Eager to return home, Dorothy journeys to the Emerald City to seek the assistance of the Great and Terrible Wizard of Oz. When Dorothy, the Scarecrow, Tin Man, and Lion reach the Wizard’s palace and finally meet the Wizard, he calls the Scarecrow “nothing but a poor excuse for a crow’s nest,” the Tin Man an “overgrown tea kettle,” and deems the Lion “the most pathetic yet.” After suffering the Wizard’s insults, Dorothy and her friends are tasked with journeying to the Wicked Witch’s castle to steal her magic wand and bring it back to the Wizard. Bored with turning princes into frogs and visiting torture chambers, the Wicked Witch and her bumbling minion, Watson, are happy to “host” the new arrivals. Easy to stage and perfect for teen actors.

**Performance Time:** Approximately 75 minutes.



L. Frank Baum (1856-1919)

## ABOUT THE STORY

L. Frank Baum was born in Chittenango, NY, and grew up on his family's large estate. Influenced by the Brothers Grimm, Hans Christian Andersen, and Lewis Carroll, Baum's best-selling children's novel, *The Wonderful Wizard of Oz*, was published in 1900 and was the basis for Baum's 1902 musical *The Wizard of Oz* and the 1939 film adaptation featuring Judy Garland. In the novel, Baum's description of Kansas is thought to be based on his experiences living in drought-ridden Aberdeen, SD, where he owned a store. Baum wrote 13 more novels set in the Land of Oz as well as numerous short stories, poems, and novels before he died in 1919.

**(CHARACTERS)**

**2 M, 5 F, 15 flexible, opt. extras**  
**(With doubling: 2 M, 4 F, 13 flexible)**

**DOROTHY:** Modern teenager who crash-lands in Munchkinland; wears modern teen clothing; female.

**MAYOR:** Mayor of Munchkinland; flexible.

**SERGEANT:** Munchkin who tries to arrest Dorothy for flying without a license; flexible.

**SCARECROW:** Talking scarecrow who is afraid of fire; wants the Wizard of Oz to give him brains; flexible.

**TIN MAN:** Woodman made of tin who was caught chopping wood in the rain and rusted solid; wants the Wizard of Oz to give him a heart; male.

**LION:** Cowardly lion who wants the Wizard of Oz to give him courage; wears a lion costume; flexible.

**WIZARD OF OZ:** Masquerading as the "Great and Terrible Wizard of Oz" but is just a regular guy; male.

**MAID:** Wizard of Oz's assistant; acts like a bored French maid who is more concerned with doing her nails than anything else; female.

**GUARD 1, 2:** Stationed at the gate of the Wizard of Oz's palace in the Emerald City; flexible.

**WICKED WITCH:** Wicked Witch of the West who wants Dorothy to give her the ruby slippers; female.

**WATSON:** The Wicked Witch's Igor-type sidekick; wants to turn the Wicked Witch's castle into a resort hotel; flexible.

**WINGED MONKEY 1-8:** Wicked Witch's minions; nonspeaking; flexible.

**GLINDA:** Sickeningly sweet Good Witch of the North and the Wicked Witch's cousin; female.

**GLENDIA:** Good Witch of the South; wears a southern belle outfit and speaks with a southern accent; female.

**EXTRAS:** As additional Munchkins and Emerald City Residents.

## OPTIONS FOR DOUBLING

GUARD 1/SERGEANT (flexible)

GUARD 2/MAYOR (flexible)

GLINDA/GLENDA (female)

MUNCHINS/MONKEYS (flexible)

EMERALD CITY RESIDENTS/MONKEYS (flexible)

## COSTUMES

Characters wear typical Oz costumes, except for Dorothy, who wears modern teen clothing.

## SETTING

Land of Oz.

## SETS

**NOTE:** The sets may be as elaborate or as simple as your budget allows.

**Simple set:** Three-sided flats may be used to change scenes. Four 18" wooden blocks may be used for all furniture, seating etc. and are easily moved around for each scene change. Three entrances (SL, SR, and CS) work best.

**Elaborate set:** An actual castle-like structure with functional doors may be used. Moveable trees may be positioned downstage for forest scenes. A curtain on a moveable clothes rack may be used for the Wizard of Oz to hide behind or he can crouch behind some blocks.

**Munchkinland.** A backdrop may be used.

**Field.** A backdrop may be used. There is a wooden pole for the Scarecrow.

**Forest.** There is a backdrop of a forest and two tree stumps large enough to sit on.

**Outside the Wizard of Oz's palace.** There is a large gate in front of the Wizard of Oz's palace. A backdrop may be used.

**Inside the Wizard of Oz's palace.** An interior palace backdrop may be used. Eerie green lighting. There is a screen or curtain for the Wizard of Oz to stand behind.

**Inside the Wicked Witch's castle:** An interior castle backdrop may be used. There is a chair for the Witch to sit on.

**Outside the Wicked Witch's castle.** Moveable trees may be positioned downstage.

**Castle hotel:** Backdrop of the castle. There is a reception desk with a reception book and bell on it.

## SYNOPSIS OF SCENES

### ACT I

**Scene 1:** Munchkinland, Land of Oz.

**Scene 2:** Field, Land of Oz.

**Scene 3:** Forest, Land of Oz

**Scene 4:** Forest, Land of Oz, that evening.

**Scene 5:** Outside the Wizard of Oz's palace, Emerald City.

**Scene 6:** Inside the Wizard of Oz's chambers, moments later.

Intermission, opt.

### ACT II

**Scene 1:** Inside the Wicked Witch's castle.

**Scene 2:** Forest outside the castle.

**Scene 3:** Inside the Wicked Witch's castle.

**Scene 4:** Outside the Wizard of Oz's palace, Emerald City.

**Scene 5:** Inside the Wizard of Oz's chambers.

**Scene 6:** Inside the Wicked Witch's castle, which has been renovated into a hotel.



## PROPS

Stuffed dog, for Toto  
Stuffed legs, for Witch of the East  
Ruby slippers, for Dorothy  
2 Magic wands  
Whistle, notepad, and pen, for Sergeant  
Pole for Scarecrow to be "tied" to  
Oil can  
Bell, for Guard  
Duster or nail file, for Maid  
Broom  
Microphone, for Wizard  
Spyglass  
Straw stuffing, for Scarecrow  
Watering can  
Squirt gun  
Screen/curtain for the Wizard of Oz's chamber  
Large bag for silly items  
Random silly gag items (rubber ducky, etc.)  
Scroll/diploma, for Scarecrow  
Heart-shaped clock with a chain  
Warranty  
Large medal of honor, for Lion  
Reception book  
Reception desk  
Bell for reception desk  
Suitcase, for Glenda  
Bellman's cap, for Monkey  
Southern belle outfit, for Glenda

## SPECIAL EFFECTS

Sound of a storm  
Thunder  
Sound of wind  
Dog barking  
Dark eerie lights, for forest  
Eerie green lighting, for interior of Wizard of Oz's palace  
Flash of light, for Wicked Witch of the West's entrances/exits  
Lion's roar  
Loud sound/gong, for Wizard's entrance  
Lighting effects, for Wizard  
Monkey sounds  
Smoke  
Crash (or another sound)  
Eerie lighting for forest outside Wicked Witch's castle

"I'LL GIVE YOU A GOOD CORPORATE RATE  
IF YOU EVER COME BACK!"

—WATSON

ACT I  
SCENE 1

(AT RISE: Sounds of a violent storm (thunder, wind, etc.). Sounds subside as lights come up. Munchkinland. Dorothy's house has landed on the Wicked Witch of the East. Her legs and the ruby slippers on her feet are visible. Dorothy is lying on the ground.)

DOROTHY: (To herself.) Oooh...my head. (Rises. In a daze.) What just happened? I must be dreaming. Okay, take a deep breath. (Takes a deep breath.) This is only a dream. My house did *not* just get blown to who-knows-where by some tornado, did it? (Behind the house, Toto barks. Calls.) Toto! Is that you? (Retrieves Toto from behind the house. To Toto.) There you are! Maybe this isn't a dream. At least you're safe. But where are we? I have a feeling we're not in Kansas anymore.

(Loud police whistle. Sergeant rushes on.)

SERGEANT: Hold it right there, Miss! Do you know how fast you were going?

DOROTHY: (Looking around, confused.) Uh, are you talking to me?

SERGEANT: Of course, I'm talking to you. (Points to the house.) Is that thing even licensed?

(Mayor of Munchkinland enters.)

MAYOR: Relax, Sergeant. She has diplomatic immunity.

DOROTHY: I do?

MAYOR: Welcome, most noble witch, to Munchkinland.

DOROTHY: Who are you?

MAYOR: I am the mayor of Munchkinland in the Land of Oz.

DOROTHY: Munchkinland? Land of Oz? Am I anywhere near Kansas?

MAYOR: Kansas? I don't know any Kansas. But we, the citizens of Munchkinland, wish to honor such a great and powerful visitor.

DOROTHY: Thanks, but I think you've got me confused with someone else.

MAYOR: But your power must be very great! You killed the Wicked Witch of the East.

DOROTHY: Whoa, wait a minute! I didn't kill anyone!

SERGEANT: *(Takes out a notepad and pen.)* Hmmm, let me just get this down... *(Starts writing.)*

MAYOR: *(To Dorothy.)* Your house did. It landed right on top of her. Take a look. *(Points to Wicked Witch of the East's legs.)* Quite flattened her, I'm afraid.

DOROTHY: Oh no!

MAYOR: That is your house, isn't it?

DOROTHY: Yeah, well...look, it was totally an accident.

SERGEANT: I'd like to see your license and registration, please.

DOROTHY: Really! I didn't mean to hurt anyone!

MAYOR: Hurt anyone? Hurt anyone?! We are grateful to you, oh great and powerful witch. You have set us free from her power! *(Calls.)* Everyone, you can come out now! The Wicked Witch is dead!

*(Munchkins enter, cheering. [Note: They can perform a choreographed celebration dance, if desired. Glinda swoops on.]*

GLINDA: What a glorious day for Munchkinland!

MAYOR: *(Indicating Dorothy.)* This great and powerful witch has set us free!

DOROTHY: *(Insulted.)* Hey! Watch who you're calling a witch! Witches are old and ugly.

GLINDA: I'm a witch, and I'm not old or ugly.

DOROTHY: (*Confused.*) You're a witch? But...but I thought I killed the witch.

GLINDA: You did. That was the Wicked Witch of the East. I am the Good Witch of the North. You may call me Glinda, the Good.

DOROTHY: This is getting more confusing by the minute. Look, it's been nice, but can you just point me back to Kansas?

GLINDA: I'm afraid I've never heard of such a strange place.

DOROTHY: Great! Now what am I supposed to do? My Auntie Em is going to be furious if I miss my curfew again.

GLINDA: Perhaps I know someone who can help you...the great Wizard of Oz, who resides in the Emerald City. He may know a way back to your country.

DOROTHY: Yeah? And how do I find this Oz?

GLINDA: The road to the Emerald City is paved with yellow brick. You can't miss it. Just follow the yellow brick road!

DOROTHY: That sounds easy enough.

GLINDA: But beware! It is a long journey, fraught with many dangers along the way. You will need protection. Come! (*Approaches the feet of the Wicked Witch of the East.*) You must take these ruby slippers from the feet of the Wicked Witch of the East. As long as they are on your feet, no harm may befall you.

*(Dorothy removes the ruby slippers from the Wicked Witch of the East's feet and puts them on.)*

DOROTHY: (*Apprehensive.*) I don't know about this. I've got a funny feeling—

*(Suddenly, there is flash of light and the Wicked Witch of the West appears. Munchkins scream and scatter. Glinda remains calm.)*

WITCH: Who did it? Who killed my sister! (*To Mayor.*) Was it you? (*To various audience members, points.*) You? Or you?

DOROTHY: *(To Glinda, stage whisper.)* I thought you said she was dead!

GLINDA: That was the Wicked Witch of the East. This is her sister, the Wicked Witch of the West. She is even more terrible than her sister!

WITCH: That's right, Cousin Glinda, and don't you forget it! Just wait till I get my hands on— *(Notices Dorothy for the first time.)* And who do we have here? Somebody new in town?

*(Glinda steps between Dorothy and the Wicked Witch.)*

GLINDA: You have no authority here! Be gone!

WITCH: Awfully protective, aren't you, Glinda? What are you hiding?

DOROTHY: *(Blurts out.)* It was an accident! I swear!

WITCH: An accident? An accident?! So, you're the one who killed my sister! Wretch! Let me at her!

*(Witch attempts to grab Dorothy, but Glinda prevents her.)*

GLINDA: Away with you! Your evil sister, who once had control of this land, is dead. Dorothy has killed her and freed the good citizens of Munchkinland from her wicked grasp! You have no authority here.

WITCH: Dorothy, is it? Rest assured, I won't forget! You may be right. My powers are somewhat less...uh...effective here. *(To Dorothy.)* But the minute you leave Munchkinland, my pretty, you're mine! All mine! *(Cackles.)*

GLINDA: Ah, my dear cousin, you're forgetting something most important! Dorothy now wears the ruby slippers.

WITCH: *(Gasps.)* The ruby slippers?! Curses! Give them to me! They're rightfully mine! I must have those slippers! *(Tries to snatch the ruby slippers from Dorothy's feet but jumps back in pain. Screams.)* Aaahh! They burn!

GLINDA: *(Pleasantly.)* Tsk, tsk, Cousin. Have you forgotten the rules? No one else can touch the slippers once they're

on. As long as Dorothy wears the slippers, your magic simply won't work on her.

DOROTHY: *(To Wicket Witch, frightened but gaining confidence.)*

Um...yeah. So back off!

WITCH: You may think you've won today, my sickeningly sweet cousin, but I'd watch my back, if I were you. I'll be biding my time, and when that time comes...bam! Look out! And as for you, "Little Miss It Was an Accident, I Swear," I'll be watching you...and your little dog, too! My cousin is right. I can't touch you when you're wearing those ruby slippers. That is...as long as you're alive! *(Cackles.)*

GLINDA: *(Bored.)* Really, Cousin, you're so tiresome. Why don't you just hop on your little broomstick and fly back to wherever you came from.

WITCH: Why, you candy-coated little—! I should take that perfect face of yours and turn it into—!

GLINDA: *(Wagging her finger.)* Uh, uh, uh. You have no power here, remember? Now, shoo! Shoo!

WITCH: *(Threateningly.)* Just wait, Glinda! Just wait! *(Thunder, light flash. Disappears. Offstage, shouts.)* I'll get those ruby slippers yet!

DOROTHY: *(To Glinda.)* I don't think she likes me.

GLINDA: Not only did you kill her sister, but now you wear the ruby slippers as well. You've made quite a formidable enemy.

DOROTHY: So now what am I supposed to do?

GLINDA: You must hurry to the Emerald City. If I know my cousin, she's probably at her castle right now hatching some diabolical plan. You won't have much time. But once you've reached the great Wizard of Oz, he should have a solution to all your problems.

DOROTHY: And if I get lost?

GLINDA: You won't get lost. Let the ruby slippers guide you. Now, make haste, my dear! There is no time to lose! Just follow the yellow brick road.



DOROTHY: Okay. Follow the yellow brick road...follow the yellow brick road...

*(Lights fade to black as Dorothy exits.)*

## SCENE 2

(AT RISE: A field in the countryside, Land of Oz. Scarecrow is standing, "attached" to a pole with his arms extended. Dorothy enters, reciting, "Follow the yellow brick road.")

DOROTHY: (To herself.) Just follow the yellow brick road—  
(Stops suddenly.) Man! Just my luck! There's a fork in the road up ahead. I wonder which way I should go.

SCARECROW: (Points.) That way is nice. (Points in another direction.) Or maybe that way. (Points in several directions. Finally, he crosses his arms and points both ways at once.) Or you could try that way.

DOROTHY: Did...did you just speak to me?

SCARECROW: Yep, that was me. At least, I think it was. Sometimes I'm not sure.

DOROTHY: But you're a scarecrow. Scarecrows can't talk!

SCARECROW: They can't?! Oh, sorry. I didn't know.

DOROTHY: But you did!

SCARECROW: Did what?

DOROTHY: Talk! You did talk, silly!

SCARECROW: I did? Oh, good. I thought I was losing my mind there for a minute. But then I don't have a brain, so I guess I don't have a mind to lose.

DOROTHY: Wow. That's trippy. I'm Dorothy...from Kansas.

SCARECROW: How do you do? (Shakes her hand.) I'm...uh...hmmm. I don't really know what my name is, but then again, I don't know much.

DOROTHY: What do you mean?

SCARECROW: Well, I don't have any brains. So it makes it kind of hard for me to think. Say, do you think you could help me down from here? I'm kind of tired of the view. Same cornfield, same crows. It never changes.

DOROTHY: Sure.

(Dorothy unties Scarecrow and helps him down from the pole.)

SCARECROW: Ah! That's better! *(His knees buckle and he falls.)* Whoops!

DOROTHY: Are you all right?

*(Scarecrow gets up and wobbles a bit before standing.)*

SCARECROW: Sure. It doesn't hurt. I'm stuffed with straw, after all.

DOROTHY: Oh, yeah. I suppose that's true.

SCARECROW: Yep! But now that I'm getting my bearings, I'll be good to go. *(Falls.)*

DOROTHY: Oh, dear! This won't do at all.

*(Dorothy helps Scarecrow up.)*

SCARECROW: Why not?

DOROTHY: Well, I can't leave you here like this. But I'd hate to put you back up on that pole. I don't know what to do.

SCARECROW: Why? Where are you going?

DOROTHY: I'm on my way to the Emerald City to see the Wizard of Oz. He's going to help me get back home.

SCARECROW: I've always wanted to see the world. *(Sighs.)*

DOROTHY: Well, why don't you come with me?

SCARECROW: Me go to see the Wizard? I don't know about that!

DOROTHY: Why not? Are you afraid?

SCARECROW: Oh no, I'm not afraid of anything...except maybe a lighted match.

DOROTHY: What's wrong, then?

SCARECROW: *(Bashfully.)* Well...I think...well, no, I've been told that the Wizard is very smart. He'd take one look at me and think I was a fool.

DOROTHY: Don't be silly! Why would anyone think that?

SCARECROW: I already told you. I don't have any brains!

DOROTHY: Exactly why you should come with me! If the Wizard is even half as powerful as they claim he is, he could give you some brains!

SCARECROW: Do you really think so?

DOROTHY: Why not? It's worth a try, isn't it?

SCARECROW: Hmm, maybe you're right. Okay! I'm convinced! *(Turns to exit and falls again.)*

DOROTHY: You'd better watch where you're going first! *(Helps Scarecrow up.)* Now, which way did you say to go?

*(Scarecrow points in several directions before throwing up his hands.)*

SCARECROW: I told you I don't have any brains!

DOROTHY: Hmm. Glinda said, "Let the ruby slippers guide you." Let's see... *(Looks around, points.)* Let's go this way.

SCARECROW: Okay. *(Stumbles.)*

DOROTHY: Watch your step! Come on. Just follow the yellow brick road...

*(Dorothy exits. Still wobbly, Scarecrow follows her off. Wicked Witch and Watson enter.)*

WITCH: *(Calls.)* That's right! Watch your step! And I'll be watching you! One false step, and I'll swoop down to claim those ruby slippers! *(Cackles.)*

WATSON: You're so wonderfully evil, Your Ladyship.

WITCH: Shut up, you overgrown warthog!

*(Wicked Witch "bonks" Watson on the head with her magic wand.)*

WATSON: Sorry, Mistress.

WITCH: Come along, Watson. I plan to watch every move that little impostor makes.

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*(Wicked Witch exits with Watson following at her heels. Blackout.)*

## SCENE 3

(AT RISE: A forest, Land of Oz. Tin Man is standing stiffly off to one side. No longer skipping, Dorothy and Scarecrow enter. Scarecrow is still wobbly. Tired, Dorothy is dragging her feet.)

DOROTHY: (To Scarecrow.) I feel as though I've been walking for hours! Let's stop for a little rest over there.

SCARECROW: Okay, Dorothy, whatever you say. You're the one with brains, after all. (Scarecrow and Dorothy sit on tree stumps. With his mouth stuck shut, Tin Man makes muffled noises. To Dorothy.) Pardon me, what did you say?

DOROTHY: I didn't say anything.

SCARECROW: Oh. Must be my lack of imagination playing tricks on me again. (Tin Man makes muffled noises.) Yes? What did you want?

DOROTHY: I said, I didn't say anything!

SCARECROW: Oh, okay. I'll sure be glad to get those brains. (Tin Man makes muffled noises. Shouts.) What?! What do you want?

DOROTHY: What is with you? I didn't say anything!

SCARECROW: I don't think that's very nice of you to make fun of a guy just because he's cognitively challenged.

DOROTHY: What? I'm not making fun of you. (Dorothy and Scarecrow argue. Tin Man continues to make muffled noises. Dorothy and Scarecrow stops arguing.) Wait a second. Did you hear that?

SCARECROW: Hear what?

(Tin Man makes muffled noises.)

DOROTHY: That! (Points at Tin Man.) It's coming from over there. (Dorothy and Scarecrow creep slowly toward the Tin Man. Tin Man stands quietly until they are close to him and then makes muffled noises again. Startled, Dorothy and Scarecrow jump back.)

*Scarecrow falls down and Dorothy helps him up.*) That noise!  
(*Points at Tin Man.*) It was from him!

SCARECROW: I think he's trying to tell us something.

DOROTHY: Do you think he's alive?

SCARECROW: I'm not sure. Let's find out. (*Approaches Tin Man. Calls into his ear.*) Hello! Is anybody in there?

(*Tin Man makes muffled noises.*)

DOROTHY: Well? What'd he say? What'd he say?

(*Tin Man makes muffled noises. Scarecrow listens carefully.*)

TIN MAN: (*With mouth closed but more clearly.*) Oil can.

SCARECROW: (*To Dorothy.*) Well, I'm not exactly sure, but I think it could be interpreted as "oil can."

DOROTHY: Oil can?

SCARECROW: Sure. Oil can, like this one here. (*Picks up an oil can at the feet of the Tin Man.*)

DOROTHY: Why would he be saying "oil can"?

(*Tin Man makes frantic, muffled noises.*)

SCARECROW: I don't know. Why don't we ask him? I'll just oil his mouth a little bit here so he can talk.

(*Scarecrow "oils" the Tin Man's mouth.*)

TIN MAN: It's about time! (*Startled, Scarecrow drops the oil can.*) I thought you two would never figure it out!

DOROTHY: (*To Scarecrow.*) He can talk!

TIN MAN: Of course, I can talk! And I can walk, too, if you'd be so kind as to oil the rest of me.

DOROTHY: Oh, of course!

*(Dorothy picks up the oil can and hands it to the Scarecrow, who proceeds to "oil" the Tin Man's joints.)*

TIN MAN: *(To Scarecrow.)* Aaaaaah! That feels much better already! Oh! Just a little more right there on my elbow! *(Scarecrow "oils" his elbow.)* Ah, yes! *(Stretches his arm out stiffly back and forth. [Note: This continues as each joint is "oiled."])* Good, good! A little more to the left. No, to the right. There, that's it! Now my knee, please. That's right. And the other one...

DOROTHY: You poor thing! How did you end up like this?

TIN MAN: I was out chopping wood when it started to rain. I rusted solid before I could get to shelter. I've been stuck like this for...oh.... *(Thinks.)* ...a year, at least.

DOROTHY: A whole year?! That's terrible! And nobody came to help you in all that time?

TIN MAN: Nobody heard my cries for help until you two came along. What a relief! I feel like a new man already!

SCARECROW: That should do it! *(Sets the oil can down.)* Why don't you try and go for a walk?

TIN MAN: Great idea! Here goes!

*(Slowly and stiffly, Tin Man begins to walk. He almost falls once or twice, and Dorothy and the Scarecrow keep him balanced.)*

SCARECROW: You're doing fine! Just fine!

TIN MAN: Do you really think so?

SCARECROW: Sure thing. You should have seen me back there.

DOROTHY: *(To Tin Man.)* Ah, maybe you should sit down.

*(Relieved, Tin Man and Scarecrow sit.)*

TIN MAN: *(To Dorothy and Scarecrow.)* Thank you very much. You've been very kind to me.

DOROTHY: It was the least we could do.



TIN MAN: Of course, I really don't know much about kindness or anything like that. I don't have a heart.

SCARECROW: What a coincidence! You don't have a heart, and I don't have a brain!

TIN MAN: Oh, I know I don't need a heart for pumping blood through my body. A little oil now and again keeps me going just fine. But I would like a heart so I'd know how it feels to care about somebody. I've always wondered what it would be like to be in love... *(Deep sigh.)*

DOROTHY: You should come with us to see the Wizard!

SCARECROW: That's a great idea, if I do say so myself.

TIN MAN: The Wizard? What wizard?

SCARECROW: The Great and Powerful Oz. He's going to give me a brain.

DOROTHY: *(To Tin Man.)* And he's going to help me get back to Kansas. I'm sure he could find you a heart somewhere.

TIN MAN: Do you really think so? If I had a heart right now, I think I'd be feeling very happy! *(Jumps up.)*

DOROTHY: Come on, then! This way to Emerald City! *(Starts to go the wrong way.)*

SCARECROW: Um, Dorothy, don't you mean that way? *(Points.)*

DOROTHY: Oh right, silly me. Let's go!

*(Dorothy exits. A bit wobbly, Scarecrow follows her off. Still a bit stiff, Tin Man follows. Wicked Witch and Watson enter.)*

WITCH: How sickening! Did you see that, Watson? All this happiness is making me feel ill! I need those ruby slippers! But how? That Dorothy is such a do-gooder! She'll do just as Glinda said and never take them off. And those annoying friends of hers are bound to get in my way. Hmm...unless... *(Gets an idea. Cackles.)* Ooooh, I'm having positively wicked thoughts!

WATSON: Oh, good! I like it when you have wicked thoughts!

WITCH: Shut up! (*"Bops" Watson on the head with her magic wand.*) I must go home and consult my book of incantations!  
Come along, Watson!

*(Wicked Witch and Watson exit. Blackout.)*

## SCENE 4

(AT RISE: Forest, evening. Dark eerie lights. Dorothy, Tin Man, and Scarecrow enter. Note: Dorothy isn't carrying Toto. Toto has been positioned onstage.)

DOROTHY: (To Scarecrow and Tin Man.) This forest is awfully dark. It's kind of spooky.

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

(Lion's roar is heard. Dorothy, Tin Man, and Scarecrow stop and look around.)

TIN MAN: (To Dorothy.) What was that? You heard that, right? Did you hear a noise?

DOROTHY: Be quiet and listen!

(Lion's roar is heard.)

SCARECROW: I'm not exactly sure, since I don't have a brain and all, but that sounded very much like... (Lion leaps out and roars loudly.) ...a lion!

(Scarecrow, Dorothy, and Tin Man scream and huddle together.)

DOROTHY: Oh, no! Toto! Where's Toto?

LION: (Snarling, acting overly confident.) Toto? What's a Toto? I probably ate him for breakfast!

DOROTHY: What? (Suddenly no longer afraid, she breaks away from the Scarecrow and Tin Man. To Lion.) You did what?!

LION: (Losing confidence.) Um...I said...I...uh...ate him for breakfast. Roar?

(Dorothy "slaps" the Lion.)

DOROTHY: (*Shouts.*) You terrible beast! How dare you?! Poor little Toto is half your size. He is just a poor, helpless little dog.

LION: (*Starts crying.*) Whaddya do that for? I never hurt anybody!

DOROTHY: (*Confused.*) What? But you said—

LION: (*Crying.*) Never mind what I said. I was only joking. You didn't have to slap me! It stings!

DOROTHY: Quit making such a fuss! I hardly touched you! Besides, that wasn't a very funny joke! My little dog Toto is missing and you said you ate him.

LION: (*Sniffing.*) Naw...I'm too much of a coward for that. I think I saw him over there...

*(Lion points to where Toto is hidden onstage. Dorothy finds Toto behind a tree or some other suitable hiding place.)*

DOROTHY: (*To Toto.*) You poor little doggy. I'm so glad you're safe. (*To Lion.*) If you knew where he was all this time, why did you lie about it?

SCARECROW: (*To Lion.*) Lying isn't very nice. Even I know that.

LION: I know. It's a matter of survival. A lion is supposed to be the king of the forest. Everyone is afraid of a lion, even a cowardly lion like me. I figure as long as I keep everyone running away from me, they won't realize that I really don't have any courage.

TIN MAN: That's really heartbreaking. I mean, it would be, if I had a heart to break, that is.

SCARECROW: (*Philosophical.*) That is quite a paradox: a cowardly lion. It could almost be called an oxymoron, I suppose.

DOROTHY/LION/TIN MAN: (*Confused.*) Huh?

SCARECROW: An "oxymoron." You know, "two opposing words used together"? Oh, never mind.

DOROTHY: *(To Lion.)* I wonder if the Wizard of Oz could give you some courage...

TIN MAN: *(To Lion.)* That would be very nice, don't you think?

DOROTHY: *(To Lion.)* We're on our way to the Emerald City to see him now.

SCARECROW: *(To Lion.)* I'm getting some brains!

TIN MAN: *(To Lion.)* And I'm getting a heart!

LION: *(Hesitant.)* I don't know. I'm kind of afraid of cities...too much hustle and bustle.

DOROTHY: Oh, come on! It's the chance of a lifetime!

LION: Well, I'm kind of afraid of crowds, too.

DOROTHY: We'll protect you, won't we, fellas?

*(Tin Man and Scarecrow nod affirmatively.)*

LION: *(Sarcastically.)* Great! Now I feel completely confident!

DOROTHY: Quit being such a big pussy cat! Wouldn't you like to have some courage...to stand up for yourself?

LION: *(Hesitant.)* Well...yes, I suppose. But what if we run into something scary along the way?

DOROTHY: Toto can chase them away.

LION: *(Hesitant.)* Well...I'll think about it.

SCARECROW: *(To Tin Man, indicating Lion.)* He can do that. He's got brains.

TIN MAN: *(Indicating Lion.)* Yeah, and he probably has a heart, too.

DOROTHY: *(To others.)* Come on! We don't have all day! Glinda said we had to hurry. There is no time to waste!

SCARECROW/LION/TIN MAN: *(Surprised.)* Who's Glinda?

DOROTHY: Glinda, the Good Witch of the North.

LION: *(Terrified.)* A witch?! Ahhhh! I don't know about this! Nobody said anything about a witch!

SCARECROW: As a matter of fact, Dorothy, I don't recall hearing anything about a witch before.

TIN MAN: *(To Dorothy.)* That was kind of heartless of you not to mention it, if you ask me.

DOROTHY: *(Rambling.)* Glinda is this good witch I met when my house, which was picked up in a tornado, landed in Munchkinland on top of the Wicked Witch of the East. And then—

SCARECROW: Wait a minute! Your house landed on a witch?

DOROTHY: Yeah, that's right. And then Glinda, the good witch, took the ruby slippers off the wicked witch because she was dead, and—

SCARECROW: Hold on! You killed a witch?

DOROTHY: Well...technically, yeah.

LION: You mean you're a...a murderer? Oh my!

DOROTHY: But it was totally an accident. And then, like I was saying, the good witch gave me these ruby slippers, but then her cousin, the Wicked Witch of the West, who also happened to be the sister of the other witch who I killed, came by and—

SCARECROW: Oh, boy! There are way too many witches in this story for me!

TIN MAN: *(To Dorothy.)* I'm not feeling very comfortable about this.

LION: *(Crying.)* I want my mama!

SCARECROW: *(To Dorothy.)* So, what you're trying to tell us is that you killed a wicked witch and now her evil witch sister is after you.

DOROTHY: Um...yeah. Something like that.

SCARECROW: And you want us to go with you to Oz...kind of like bodyguards to protect you from this evil witch.

TIN MAN: *(Annoyed.)* I'm beginning to feel used.

LION: *(Crying.)* I want my mama!

DOROTHY: You make it all sound so...complicated! Look, I'm on my way to the Emerald City to see the Great Wizard. He's going to help me find a way back home to Kansas.

Glinda, the Good assured me that the Wicked Witch can't touch me as long as I'm wearing these ruby slippers.

TIN MAN: I wondered about those shoes. They really aren't your color. I was thinking maybe something in taupe...

DOROTHY: *(Rolls her eyes, exasperated.)* I'm leaving now, okay? With or without you three. *(To Scarecrow.)* But if you were smart...you'd come with me. *(To Lion.)* And if you had any honor, you wouldn't let a helpless girl—far from home—travel to a strange city alone. *(To Tin Man.)* And you...you wouldn't go and hurt my feelings by not coming with me, now, would you?

TIN MAN: You're right, Dorothy. That was really heartless of me. I'm sorry.

SCARECROW: *(To Dorothy.)* Me, too. I don't know what I was thinking! Oh, yeah! I guess I wasn't... 'cause I don't have a brain.

DOROTHY: *(To Lion.)* Well? And what about you? Are you coming to find your courage or not?

LION: *(Sucking his thumb.)* I'm still deciding.

DOROTHY: Well, don't be too long about it. *(To Scarecrow and Tin Man.)* Come on, guys, let's go.

*(Dorothy, Scarecrow, and Tin Man link arms and skip off. Lion thinks for a moment, trying to decide. He looks around fearfully. Suddenly, he jumps up.)*

LION: *(Calls.)* Hey, guys! Wait for me!

*(Lion runs off after Dorothy, Scarecrow, and Tin Man. Wicked Witch and Watson enter opposite.)*

WITCH: *(Calls.)* That's right. Run away before I make you into a rug! *(Cackles. To Watson.)* Such silly fools! If they were truly smart, they'd stay away from that Dorothy girl. But as it is, they shall fit perfectly into my plans.

WATSON: What plans, Great One?

WITCH: *(Sweetly.)* Why, my plans to use them as pawns.

WATSON: Pawns, Your Wretchedness?

WITCH: Yes, Watson...pawns. You see, life is a giant chess game, and some of the pieces are expendable. All that really matters in the end is that I win!

*(Wicked Witch cackles. Glinda sweeps on.)*

GLINDA: What are you doing here, Cousin? Go back to your own domain. I rule this part of Oz.

WITCH: No need to rub it in. Besides, I'm not hurting anyone.

GLINDA: That may be true now, but I know your evil ways. You don't waste any opportunity that presents itself. You're spying on Dorothy, aren't you?

*(Note: During the following, Glinda and the Wicked Witch circle each other, with Watson getting in the way.)*

WITCH: Spying? Cousin, how could you accuse me of such a thing?!

GLINDA: I have been watching over her as well. You'll have no opportunity to take the slippers as long as she remains within my domain. You might as well give up and go home to that damp and dingy dungeon you call home.

WITCH: Give up?! You know me better than that! I'll never give up!

GLINDA: My patience is wearing thin! Leave this place before I turn you into a...a...a butterfly!

WITCH: Ewww! A butterfly! How disgusting! A toad maybe, or a lizard, but a butterfly?!

WATSON: *(To Glinda.)* Could you turn me into a dragon?

WITCH: Quiet, you bumbling barnacle!

*(Wicked Witch "bonks" Watson on the head with her magic wand.)*



GLINDA: I'm warning you...be gone!

WITCH: Oh, all right, no need to get huffy. (*Starts to exit, turns.*) But you'd better keep an eye on your precious Dorothy and company. The moment one of them so much as puts a little toe into my territory, I'll be ready.

WATSON: (*To Glinda, pleading.*) Just a little dragon...with wings?

WITCH: Come on, you idiot!

(*Wicked Witch drags Watson off.*)

GLINDA: (*To herself.*) I hope the Wizard can help Dorothy. It's true, my wicked cousin can't harm her as long as she wears the ruby slippers, but I fear for her friends... (*Sighs and exits. Blackout.*)

## SCENE 5

*(AT RISE: The gates to the Wizard's Palace, Emerald City. Guards 1, 2 are supposed to be guarding the gate but are asleep, snoring loudly. Emerald City residents, including the Mayor and Sergeant are milling about. Dorothy, Scarecrow, Tin Man, and Lion enter.)*

DOROTHY: *(To Scarecrow, Tin Man, and Lion.)* Finally! We've reached the Emerald City at last! *(Looking around.)* Not bad.

TIN MAN: *(Looking around.)* I don't know. The color scheme is so...monochromatic.

LION: "Mono" what?

SCARECROW: "Monochromatic." It means, "all the same color."

LION: Oh. Well, I think it's kind of scary. Too many tall buildings.

DOROTHY: Come on! This must be the entrance to the Wizard's palace. Maybe those guards can let us in to see the Wizard. *(They approach Guards 1, 2. To Guards 1, 2. Clears her throat.)* Ahem! Excuse me, but we'd like to see the Wizard.

*(Guard 1, 2 continue to snore. Dorothy, Lion, Tin Man, and Scarecrow look at each other questioningly.)*

SCARECROW: Let me try. *(To Guards 1, 2.)* Excuse me. We've come a very long way to see the Wizard. Is he available?

*(Guard 1, 2 continue to snore. Lion and Tin Man approach the Guards. Lion lets out his best roar. Guard 1, 2 continue to snore.)*

LION: *(Dejected.)* Oh, well. I guess I shouldn't have expected them to be scared of me.

*(Lion turns away, dejected. Tin Man snaps his fingers in the faces of Guard 1, 2. Guard 1, 2 continue to snore.)*

DOROTHY'S ROAD TRIP  
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TIN MAN: That's strange. No reaction.

DOROTHY: *(To Guard 1, 2, frustrated.)* This is ridiculous! Listen, Glinda the Good sent me here with the ruby slippers to see the Wizard of Oz. We haven't come all this way – with the Wicked Witch of the West hot on our trail – without at least getting an appointment!

*(Suddenly, Guards 1, 2 wake up.)*

GUARD 1, 2: *(Looking at each other, surprised.)* Witch?!

GUARD 1: *(To Dorothy.)* Why didn't you say so!

GUARD 2: *(To Dorothy.)* I'll ring the bell!

*(Guard 2 rings a bell. The Wizard's Maid enters and opens the gate. Guard 1, 2 stand at attention.)*

MAID: *(To Guards, bored.)* You rang?

GUARD 1: Yes! These travelers wish to make an appointment with the Wizard.

GUARD 2: *(To Maid, stage whisper.)* They're being chased by a witch!

MAID: Well, excuse me while I check the Master's schedule.

*(Maid closes the gate and exits. Long pause.)*

DOROTHY: *(To Tin Man, Lion, and Scarecrow.)* What's taking her so long!

TIN MAN: It's really not very polite to keep people waiting.

LION: *(To Dorothy.)* I have half a mind to smash right through that gate and see what's going on!

SCARECROW: *(To Dorothy.)* Well, if you'd like to know what I think... *(Thinks.)* ...um...what were we talking about again?

*(Maid enters.)*

MAID: *(To Dorothy.)* I'm sorry. The Wizard of Oz is far too busy to see you. Goodbye.

DOROTHY: What? But we've come all this way! He can't just tell us he's too busy! I demand an audience with the Wizard!

*(Lion, Scarecrow, and Tin Man adlib, "Yeah," "That's right," "You tell him, Dorothy," etc.)*

MAID: *(Sighs.)* All right. I'll go ask again, but I don't think it will work.

*(Maid exits. Dorothy, Lion, Scarecrow, and Tin Man wait impatiently. They pace back and forth, tap their toes, fiddle their thumbs, etc.)*

DOROTHY: *(To Lion.)* I can't believe he said he wouldn't see us.

LION: Yeah, he's got some nerve!

*(Maid enters.)*

MAID: *(To Dorothy.)* He said, come back tomorrow.

DOROTHY/LION/SCARECROW/TIN MAN: Tomorrow?!

MAID: Yes, tomorrow.

DOROTHY: Now, you listen here! I didn't go through all of this for nothing. I'll have you know, I killed the Wicked Witch of the East!

LION: *(To Maid.)* Yeah, that's right! She's a witch killer!

SCARECROW: *(To Maid.)* So you'd better let us in to see the Wizard. There's no telling what she might do next.

MAID: Well, okay. I'll go ask the Wizard one last time.  
*(Exits.)*

GUARD 1: *(To Dorothy.)* Did you really kill the Wicked Witch of the East?

DOROTHY: Yes, I did...even though it was an accident.

LION: *(To Guard 1, 2.)* She's very brave.

GUARD 2: All of you are very brave, if you ask me. Nobody requests an audience with the Great and Terrible Wizard of Oz.

DOROTHY: What do you mean *nobody*?

GUARD 1: No one has actually seen the Wizard.

GUARD 2: *(To Dorothy.)* But he has appeared as many strange things.

LION: *(Frightened.)* Strange things? What kind of strange things?

GUARD 1: He can turn himself into almost anything...an elephant, a mouse, a flaming ball of fire—

LION: You're scaring me! I want my mama! *(Begins to suck his thumb.)*

DOROTHY: Quit being so silly. *(To Tin Man and Scarecrow.)* We're not afraid, are we?

SCARECROW: Speak for yourself. I'm not so sure about that whole flaming ball of fire thing—

*(Maid enters.)*

MAID: His magnificence, the Great and Terrifying Wizard of Oz, will see you now.

DOROTHY: Oh, good! I knew he'd let us in!

SCARECROW: *(Scared.)* I hope he doesn't appear as anything to do with fires.

LION: Let's just say we forget the whole thing and go on a little picnic, huh?

SCARECROW: Picnic? I don't have a stomach.

TIN MAN: Me, either. Let's go. I can't wait to get my heart.

LION: *(Scared.)* Uh...well...I was thinking...maybe I should stay out here and help guard the door...

DOROTHY: Oh, no! We didn't come all this way for you to back out now.

MAID: The Wizard won't be pleased if you keep him waiting.

DOROTHY: *(To Lion, Scarecrow, and Tin Man.)* Come on. There's no time to lose. *(As they approach the gate, the Lion turns and goes the other way. To Lion, shouts.)* Not so fast! Come on!

*(The Lion struggles as Dorothy pulls him toward the gate.)*

LION: But I think I hear my mama calling! I might be late for dinner! *(Calls.)* Mama!

*(Lion continues to protest as Dorothy drags him through the gate. Dorothy, Lion, Scarecrow, and Tin Man exit. Blackout.)*

## SCENE 6

(AT RISE: Inside the palace chamber of the Wizard Oz, moments later. Eerie green lighting. There is a curtain or screen for the Wizard of Oz to hide behind. Maid enters with Dorothy, Scarecrow, Tin Man. Lion is last to enter.)

MAID: (To others.) Here we are.

LION: (To Dorothy.) I don't like this! Let's get out of here!

DOROTHY: Stop whining.

LION: But I like whining. I'm very good at it.

SCARECROW: (To Dorothy.) He has a point, you know.

MAID: (To others.) Wait right here, and I'll see if His Magnificence is ready to see you. (Exits.)

SCARECROW: (To Dorothy.) What do you suppose he'll look like?

DOROTHY: I guess we'll just have to wait and see—

(Lighting effects and a loud noise is heard [e.g. thunder, resounding gong, etc.], and the Wizard of Oz appears. [Note: For the following, the Wizard of Oz uses a microphone to make himself sound powerful.] Dorothy, Lion, Scarecrow, and Tin Man look out into the audience as the Great Oz speaks.)

WIZARD: (To Dorothy, Tin Man, Scarecrow, and Lion.) I am Oz, the Great and Powerful Wizard. How dare you enter?

DOROTHY: Glinda the Good sent us. She said you could help us. She said—

WIZARD: Silence! What are your names?

DOROTHY: I'm Dorothy, from Kansas.

WIZARD: Is it true that you killed the Wicked Witch of the East?

DOROTHY: Yes, it's true.

WIZARD: Can you prove this claim?

DOROTHY: I'm wearing the ruby slippers. They were on her feet before I killed her.

WIZARD: The ruby slippers, eh? Hmm...what do you ask of me?

DOROTHY: (*Rambling.*) Well, you see, as I said, I'm from Kansas. Only I don't know how I'm going to get back home because a big wind came and picked up my house, which is how I killed the witch in the first place, when my house fell on top of her. And I know that my poor Auntie Em will be worried sick by now, and I really don't want to get in trouble again for being late—

WIZARD: Enough! Who's next?

SCARECROW: I guess that'd be me. (*Steps forward.*)

WIZARD: And your name?

SCARECROW: I'm not really sure what my name is because I don't have a brain. I was kind of considering "Socrates" or "Plato." "Aristotle" might be a nice—

WIZARD: Quiet, fool! Get to your request!

SCARECROW: (*To Dorothy, Lion, and Tin Man.*) See? I knew he'd think I was a fool!

WIZARD: (*Annoyed.*) My patience is wearing thin...

SCARECROW: Oh, right! Well, you see, sir...I'd really like some brains. After all, I don't have any.

WIZARD: Ha! That's obvious! You're nothing but a poor excuse for a crow's nest!

TIN MAN: (*Admonishingly.*) That didn't sound very kind. Is it really necessary for you to be so rude?

WIZARD: You dare call the most powerful wizard in all of Oz rude?! What is your name, you overgrown tea kettle?! Speak!

TIN MAN: I'm sorry, sir. I'm the Tin Man, and I guess I wouldn't be so rude if I had a heart. I'd be much more considerate of your feelings.

WIZARD: Hmph. A heart? Why should I trifle with such a pitiful request?

TIN MAN: Because I'm sure you have a heart, sir. Just think how it must feel to be heartless.



WIZARD: Step back! Such drivel! And you, Lion! Step forward.

LION: *(Trembling.)* Ohhh! I can't! My legs won't move.

WIZARD: You would dare disregard the command of the great and terrible Oz?

DOROTHY: *(To Tin Man and Scarecrow, indicating Lion.)* Help him, quick!

*(Dorothy, Scarecrow, and Tin Man push Lion forward.)*

LION: *(Terrified.)* Whaaaaa! I want my mama! I promise I'll be a good little cub!

WIZARD: Speak before I unleash my wrath!

LION: *(Terrified.)* Ohhh!

TIN MAN: Go on! You can do it.

WIZARD: *(To Lion.)* Speak!

DOROTHY: Isn't it obvious? He needs courage.

*(Lion nods his head vigorously and shoves his thumb in his mouth.)*

WIZARD: Is this true...a lion with no courage?

LION: *(Terrified.)* Ye-ye-yes, Your Greatness.

WIZARD: You're the most pathetic one yet!

TIN MAN: Hey! That's not very nice! You really shouldn't make fun of people, you know!

WIZARD: I am Oz! I can do whatever I please!

DOROTHY: Then, please, help us!

*(Tin Man, Scarecrow, and Lion adlib, "Yes!" "Please!" "Pretty please!" etc.)*

WIZARD: And why should I?

DOROTHY: You are the great and powerful Oz. Everyone looks up to you. You wouldn't want people to start thinking that you couldn't do it. You know how rumors start.

WIZARD: Hmm. When you put it that way...I will grant your requests.

DOROTHY/LION/SCARECROW/TIN MAN: *(Shout.)*  
Hooray! Hooray!

*(Dorothy, Tin Man, Lion, and Scarecrow start dancing around, giving each other high-fives, etc.)*

WIZARD: Be silent!

DOROTHY/LION/TIN MAN/SCARECROW: Sorry.

WIZARD: I will grant your requests under one condition. First, you must kill the Wicked Witch of the West and bring her magic wand back to me as proof.

DOROTHY: Kill the Wicked Witch of the West?! But that's not fair!

*(Scarecrow, Tin Man, and Lion adlib, "Yeah, that's not fair," "You can't do that," etc.)*

WIZARD: Quiet! You killed the Wicked Witch of the East, did you not?

DOROTHY: Well, yes, but that was an accident.

WIZARD: Oz has spoken! Bring me the Wicked Witch of the West's magic wand, and I shall grant your requests. Now, be off with you before I change my mind!

*(Lighting effects and a loud noise is heard [e.g. thunder, resounding gong, etc.], and the Wizard of Oz disappears.)*

DOROTHY: *(To Tin Man, Scarecrow, and Lion.)* I can't believe he would do such a thing!

TIN MAN: I can't believe he would be so heartless!

SCARECROW: It doesn't seem very fair.

TIN MAN: You can say that again.

SCARECROW: It doesn't seem very fair.

*(Dorothy, Tin Man, and Lion give Scarecrow a look. Scarecrow shrugs.)*

LION: If I had my courage now, I'd teach that Wizard a thing or two! *(Snarls.)*

DOROTHY: But that's just the point. You don't have your courage. *(To Scarecrow.)* You don't have your brains. *(To Tin Man.)* You don't have your heart. And I'm no nearer to Kansas than I was this morning.

*(Maid enters.)*

MAID: Excuse me, but I'm going to have to ask you to leave now. The Wizard does not want to be disturbed again today.

LION: *(Sighs, shrugs.)* Oh, well. We might as well go home, then.

*(Lion turns to exit. Dorothy grabs him by the scruff of the neck.)*

DOROTHY: And just where do you think you're going?

LION: Well, she said we had to leave, so I guess I'm going home.

DOROTHY: You're just going to quit...give up? Just like that?

LION: You're...you're not thinking of doing it, are you? Of going after the Witch?

DOROTHY: Of course, I am! What else am I supposed to do...stay here for the rest of my life? No offense, but—

TIN MAN: *(To Scarecrow and Lion.)* Dorothy's right! We've got no other choice. I'm willing if you are, Dorothy!

DOROTHY: That's the spirit!

SCARECROW: Well, I really have no opinion on the subject since I don't have any brains. But it seems like the most logical idea to me.

DOROTHY: Yes! *(They all turn, in unison, and stare at the Lion. To Lion.)* And...?

LION: *(Sheepishly.)* Mama?

MAID: *(Clears her throat loudly.)* Ahem! I really hate to interrupt this touching little scene but... *(Gestures for them to exit.)*

DOROTHY: It's settled, then! *(Grabs the Lion's arm and drags him along.)* Come on, everybody!

SCARECROW: Uh...I realize that I don't have any brains, so this is probably a stupid question, but—

TIN MAN: What is it?

SCARECROW: How do we get to the Witch's castle?

LION: *(To Dorothy.)* See? We don't even know the way! I guess we can't go, after all.

*(Lion turns to go the other way but Dorothy grabs him by the arm.)*

DOROTHY: Not so fast! We'll think of something. Let's see... *(Thinks.)*

TIN MAN: Maybe someone has a map.

SCARECROW: *(To Dorothy.)* Why not just ask for directions?

DOROTHY: Good idea! *(To Maid.)* Excuse me. Would you happen to know the way to the Wicked Witch of the West's castle?

MAID: Does this mean you're finally leaving?

SCARECROW: We promise!

MAID: Well, I'm not exactly sure, but rumor has it she lives to the west...beyond the land of the flying monkeys.

LION: *(Scared.)* Flying monkeys? Oh, dear!

DOROTHY: *(To Maid.)* Thank you! *(To Lion, Tin Man, and Scarecrow.)* Come on, guys! We're heading west. We're gonna catch us a witch!

LION: *(Terrified.)* Mama!

**[END OF FREEVIEW]**