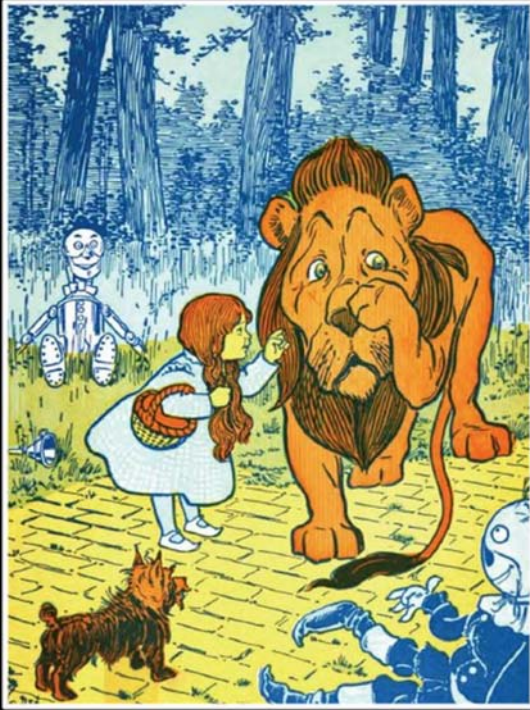


The Wonderful Wizard of Oz



Adapted from the novel by L. Frank Baum

Tracy Wells

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Norman Maine Publishing

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*For Carrie
Thank you
for all of your love and support
over the years.
It means more to me
than you could ever know.*

The Wonderful Wizard of Oz

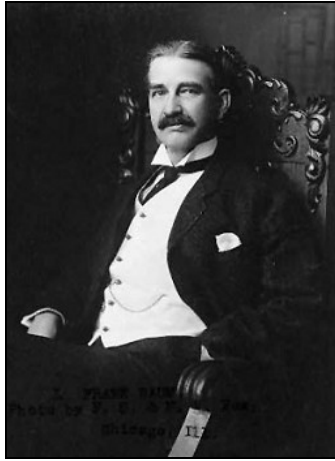
CLASSIC. Adapted from the novel by L. Frank Baum. Introduce your audience to the original story and characters of this timeless classic. After Dorothy's house falls and accidentally kills the evil ruler of the Munchkins, the Good Witch of the North gives Dorothy a pair of silver shoes and tells her she must travel down a path of yellow bricks to get to Emerald City, where she can seek help from the Wizard of Oz. At the Emerald City, Dorothy, the Scarecrow, the Tin Woodman, and the Cowardly Lion meet the enigmatic Wizard of Oz, who appears as a large green head to Dorothy, a lovely lady to the Scarecrow, a hairy beast to the Tin Woodman, and a fireball to the Cowardly Lion. The Wizard agrees to help Dorothy and her friends but only if they kill the Wicked Witch of the West, who rules over Winkie Country. This adaptation features the back stories of the Scarecrow, Tin Woodman, and Cowardly Lion and some characters not included in the movie including Mr. Joker and the Princess of China Country.

Performance time: Approximately 90-120 minutes.

For another L. Frank Baum classic, check out the Big Dog adaptation of *The Patchwork Girl of Oz* by John I. Baker III.

The Wonderful Wizard of Oz

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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

(9 M, 11 F, 14 flexible, opt. extras)
(With doubling: 6 M, 8 F, 7 flexible)

DOROTHY GALE: Orphan girl who is being raised by her Aunt Em and Uncle Henry on a farm in Kansas and has a little dog named Toto; wears a gray-and-white gingham dress in Kansas; wears a blue-and-white gingham dress in Oz; female.

AUNT EM: Dorothy's aunt; wears a turn-of-the-century gray farm dress; female.

UNCLE HENRY: Dorothy's uncle and a farmer; wears gray farm work clothes; male.

WIZARD OF OZ: Circus ventriloquist and balloonist from Omaha who accidentally landed in Oz in a hot air balloon and has convinced the citizens of the City of Emeralds that he is a great and powerful wizard; male.

SCARECROW: Talking scarecrow who wants the Wizard of Oz to give him brains; stuffed with straw and has blue eyes with one eye bigger than the other; flexible.

TIN WOODMAN: Woodman made of tin who 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.

WICKED WITCH OF THE WEST: Meanest, most despicable witch in all of the Land of Oz; wears a black dress and green face makeup; female.

WITCH OF THE NORTH: Good witch who is a friend and protector of the Munchkins; wears all-white gown; female.

GLINDA: Good witch who is the most powerful of the witches and rules over the Quadlings in a castle on the edge of a vast desert; wears all-white gown; female.

BOQ: Munchkin mayor of Munchkinland who makes the Scarecrow; wears blue clothes and a tall blue hat; can be played by an adult or child; male.

BOOGIE: Munchkin who encounters the Cowardly Lion while hunting; wears blue clothes and a tall blue hat; can be played by an adult or child; male.

BUMBLE: Munchkin who helps Boq make the Scarecrow; wears blue clothes and a tall blue hat; can be played by an adult or child; flexible.

BONNY: Munchkin girl who the Tin Woodman fell in love with and works as Bertha's maid; wears blue clothes and a tall blue hat; can be played by an adult or child; female.

BERTHA: Bonny's grumpy boss who didn't want her to marry the Tin Woodman; wears blue clothes and a tall blue hat; can be played by an adult or child; female.

GATEKEEPER: Keeper of the gate into Emerald City; flexible.

GRETA: Assistant to the Wizard of Oz; dressed in all green and wears glasses with green lenses; female.

GEORGE: Assistant to the Wizard of Oz; dressed in all green and wears glasses with green lenses; male.

WINGED MONKEY KING: Leader of the Winged Monkeys; male.

WINGED MONKEYS 1, 2: Monkeys controlled by the Golden Cap; flexible.

YALDO: Winkie guard controlled by the Wicked Witch; has yellow skin and wears a yellow uniform and holds a spear; flexible.

YANCY: Winkie guard controlled by the Wicked Witch; has yellow skin and wears a yellow uniform and holds a spear flexible.

YOLIE: Winkie guard controlled by the Wicked Witch; has yellow skin and wears a yellow uniform and holds a spear flexible.

CHINA PRINCESS: Fragile princess from the land of china figures who is afraid of falling down and breaking; female.

MR. JOKER: Fragile clown who always tries to stand on his head and is broken in many places and considerably cracked in his head, which makes him act rather foolish; male.

RUBY: Quadling assistant to Glinda; dressed in all red; female.

ROXY: Quadling assistant to Glinda; dressed in all red; female.

POPPIES 1-3: Poisonous flowers along the yellow brick road; wear poppy costumes; flexible.

FIGHTING TREES 1, 2: Grumpy trees along the yellow brick road; flexible.

WOODMAN: Tin Woodman when he was human; male.

EXTRAS (opt.): As Winkies, Munchkins, Poppies, Quadlings, Fighting Trees, Winged Monkeys, and Citizens of the City of Emeralds.

Options for Doubling

UNCLE HENRY/WIZARD OF OZ (male)

AUNT EM/GLINDA (female)

BOQ/WINGED MONKEY KING (male)

BOOGIE/GEORGE (male)

BUMBLE/ GATEKEEPER (flexible)

BONNY/GRETA (female)

BERTHA/CHINA PRINCESS (female)

WINGED MONKEY 1/FIGHTING TREE 1(flexible)

WINGED MONKEY 2/FIGHTING TREE 2 (flexible)

YALDO/POPPY 1 (flexible)

YANCY/POPPY 2 (flexible)

YOLIE/POPPY 2 (flexible)

MR. JOKER/RUBY (male)

Setting

Early 1900s, Kansas and the Land of Oz.

Sets

Aunt Em and Uncle Henry's farm. The exterior of a small drab gray house is SL with a gray picket fence next to it.

Munchkinland. Small, oddly shaped blue houses are present. A yellow brick road runs down the center of the stage. An optional backdrop depicts the Emerald City far off in the distance. Dorothy's gray house is off to one side and has a pair of feet wearing silver shoes sticking out from under the house. Along the center of the stage are large brightly colored cutouts of flowers, toadstools, bushes, etc., which the Munchkins hide behind.

Yellow brick road. The road runs down the center of stage.

Interior of the Wicked Witch's castle. The walls are stone with yellow banners and yellow décor. There is a table CS. A window is optional.

Outside the gates of the Emerald City. Gates are large and painted in shades of green. Two large eyes are in the center of each gate, which can be opened like a window. There is a bell to ring. Above the gates, a backdrop depicts the sparkling green buildings of Oz.

Wizard of Oz's chambers. Large doors are CS with "Oz" written on them. Behind the doors is a green throne. Behind the throne is a green curtained area.

Forest of Fighting Trees. There are many trees and/or a backdrop of trees.

Glinda the Good Witch's throne room. Same interior as the Wicked Witch's castle but there are red banners and décor instead of yellow. There is a throne CS. The throne from Oz's chamber can be used if changed to red.

Synopsis of Scenes

ACT I

Scene 1: Aunt Em and Uncle Henry's farm in Kansas.

Scene 2: Munchkinland in the Land of Oz.

Scene 3: Yellow brick road. On one side are cornstalks. Scarecrow is in front of the stalks and appears to be suspended on a post.

Scene 4: Yellow brick road. On one side are trees and a stump.

Scene 5: Yellow brick road. Trees are on both sides.

Scene 6: Wicked Witch of the West's castle.

Scene 7: Yellow brick road. Poppies line one side of the road.

Scene 8: Gates of the Emerald City.

Scene 9: Wizard of Oz's throne room.

Intermission

ACT II

Scene 1: Wicked Witch of the West's castle.

Scene 2: Forest of the Fighting Trees.

Scene 3: Wicked Witch of the West's castle.

Scene 4: Wicked Witch of the West's castle.

Scene 5: Wizard of Oz's throne room.

Scene 6: Gates of Emerald City.

Scene 7: Glinda the Good Witch's throne room.

Scene 8: Aunt Em and Uncle Henry's farm in Kansas

Props

Basket	Pen
Stuffed dog	Comb
Laundry basket	Bow, for Dorothy's hair
2 Buckets	Large green head on a stick
Silver shoes, for Dorothy	Hairy beast costume (with 5 eyes, arms, and legs, opt.), for Oz
Prop legs, for the Witch of the East	Lovely lady costume, for Oz
Broomstick, for Wicked Witch of the West	Whistle
Cap, for Witch of the North	Broken piece, for Mr. Joker
Apple	Net
Burlap head for scarecrow	Chain
Paintbrush	Mop
Cornstalks	Bucket
Axe	Bucket of "water" (blue confetti or glitter)
Oil can	Ball and chain
Large bouquet of flowers	Brush
Large cat	Microphone
Bow	Large bag
Arrows	Jar labeled "Pins and Needles"
Yellow bowl	Box labeled "Bran"
Large plastic or rubber eye	Heart-shaped clock
Golden cap with rubies and diamonds	Bottle labeled "Courage"
Large red flowers	Bell
Pollen (glitter)	Large basket with strings (so it can be pulled offstage)
Box	Assorted laundry
8 Pairs of glasses with green lenses	Shovel or rake
Hair and makeup kit	
Clipboard	

Special Effects

Low wind	Green light (used in
Stronger wind	Emerald City once the
Dog barking	characters put on the
Thump or crash	green glasses)
Sound of a tornado	Large "fireball" (lighting
Crash	effect)
Flash of green light	Sound of wolves snarling
Flying axe (plastic axe	and howling
suspended with fishing	Sound of crows squawking
line)	Sound of bees buzzing
Sound of squeaking mice	Sound of a bolt sliding shut
Intricate chime	Door slamming shut

*"I'm a really very good man.
I'm just a very bad wizard."*

—Oz

ACT I

Scene 1

(AT RISE: Aunt Em and Uncle Henry's farm in Kansas. Dorothy enters, skipping. She is wearing a gray and white gingham dress and carrying a small basket with a stuffed terrier sticking out.)

DOROTHY: (Holding basket up to her face. To dog.) Oh, Toto, isn't it a beautiful day? (Looks around with a quizzical expression.) Well, maybe it's not a beautiful day exactly. (Kicks ground.) Everything is so gray and dusty here in Kansas. I think that's why Aunt Em and Uncle Henry hardly ever smile. It's hard to stay cheerful when everything is so drab and dreary. But I have you, Toto. And as long as I have you by my side, I know I will never lose my smile! (Looks around.) What this place needs is some color! (Carries the basket to the house and puts it down. Runs to CS.) Wouldn't it be wonderful if we had a beautiful flower garden right over here? (Runs to house.) And wouldn't it be grand if we could paint our house a bright shade of blue? (Runs to fence. Optional: She climbs the fence and walks on it like a tightrope.) And we could even paint this fence to look just like a rainbow!

(Excited, she loses her balance. Note: If she doesn't climb and walk on the fence, she leans on the fence, it gives way, and she falls. Uncle Henry enters, carrying two buckets. He drops the buckets and rushes to Dorothy.)

UNCLE HENRY: (Sternly.) Dorothy! What were you doing on that fence? [Or, "What were you doing?"]

DOROTHY: I was just trying to imagine what our farm would look like with a bit of color, Uncle Henry.

HENRY: Our farm is just fine the way it is, child. (*Picks up the buckets and starts to exit.*) Now take that little mutt of yours and go play out in the field. I have cows to milk.

DOROTHY: But, Uncle Henry, you're always busy milking the cows, or feeding the chickens, or harvesting the grain. You never have any time to play with me.

(Henry turns his back to Dorothy, crouches down, and pulls her to him.)

HENRY: There is nothing I would like to do more than to stop my work and play with you, Dorothy. But there are chores that have to get done to keep the farm going. If I can't keep the farm going, then who's going to buy you pretty dresses?

(Dorothy picks up the hem of her dress and looks at it scornfully.)

DOROTHY: I don't think "pretty" is the best word to describe my dress.

(Henry stands, picks up the bucket, and starts to exit.)

HENRY: Your dress looks fine to me. Now, go play before your Aunt Em finds you and puts you to work.

(Henry exits. Dorothy crosses to the basket.)

DOROTHY: Uncle Henry's right, Toto. We'd better get out of here before Aunt Em finds us.

AUNT EM: *(Calls loudly.)* Dooorrthyy!

DOROTHY: *(To Toto.)* There's Aunt Em now. We'd better hurry.

(Dorothy rushes opposite the house. Aunt Em enters, carrying a laundry basket.)

EM: (*Sharply.*) Dorothy! There you are. I've been looking everywhere for you. Didn't you hear me calling you?

(Dorothy puts her basket down near the house and pushes Toto inside the basket and out of view of the audience.)

DOROTHY: (*Angelically.*) You were calling me, Aunt Em?

EM: You were probably dreaming again. I don't think I've ever met a child with an imagination quite as active as yours.

DOROTHY: (*Gushing.*) Isn't an imagination the greatest thing in the whole world? I could just sit out here all day and imagine myself away to the most wonderful places!

EM: I bet you could. But you will have to put your imagination away for now, Dorothy. (*Looks up at sky.*) A storm is coming, and it looks like it's going to be a big one.

DOROTHY: I hate storms. Kansas may not have much color, but it has plenty of storms.

(Em hands Dorothy the laundry basket.)

EM: Hurry up now and get those clothes off the line. That storm is picking up awfully fast.

(Henry runs on. A low wind is heard.)

HENRY: We'd better get down into the cellar. The storm will be here any minute.

EM: Give me that basket, Dorothy. We'll just have to get the laundry later. (*Looks at the sky, scared.*) Oh my! I think I see a twister coming this way. Hurry! We have to run if we're going to make it to the cellar in time!

(Wind gets stronger, louder. Em and Henry start to exit.)

DOROTHY: (*Running toward house.*) I just have to get Toto!

EM: (*Shouts.*) Hurry, Dorothy! Hurry!

(Em and Henry run off. Dorothy opens the basket and can't find Toto.)

DOROTHY: *(Upset.)* Toto, where are you? The storm must have scared him. *(Looks around frantically, calls.)* Toto! Where are you? Oh, my sweet little dog, where are you? *(Barking is heard from inside the house.)* You've run into the house! Silly dog, a house isn't safe in a twister. We have to get to the cellar! *(Wind gets louder and lights flicker. Enters house. From inside the house, frantically.)* Toto, we have to get out of here! The door won't open! Now the house is lifting off the ground! Oh, no Toto! What are we going to do?

(Wind gets louder. Dorothy screams. Blackout. Wind stops and a loud thump is heard. Blackout.)

Scene 2

(AT RISE: *Munchkinland. Small, oddly shaped blue houses are present and there are many brightly colored flowers. A yellow brick road runs down the center of the stage. An optional backdrop could depict the Emerald City far off in the distance. Dorothy's gray house is off to one side and has a pair of feet wearing silver shoes sticking out from under the house. Shaky, Dorothy exits from house, carrying her basket with Toto sticking out. Her dress is now blue-and-white gingham. Along the center of the stage are large brightly colored cutouts of flowers, toadstools, bushes, etc, behind which Boq, Boogie, Bumble, Bonny, and Bertha are hiding. All Munchkins are wearing entirely blue clothes and tall blue hats.*)

DOROTHY: (*Looking around, confused.*) Oh, my! Where are we, Toto? (*Steps farther away from the house and twirls around.*) It's so colorful! And so beautiful! I don't think this is Kansas, Toto.

(*Unseen by Dorothy, Boq pops up.*)

BOQ: Kansas? Did someone say "Kansas"?

(*Boq hides as Dorothy turns in his direction.*)

DOROTHY: What was that?

(*Boogie pops up unseen by Dorothy.*)

BOOGIE: What's a "Kansas"?

(*Boogie hides as Dorothy turns in his direction.*)

DOROTHY: Who said that? I thought I heard a voice.

(*Bumble pops up unseen by Dorothy.*)

BUMBLE: I think Kansas is a type of stinky cheese.

(Bumble hides as Dorothy turns in his direction.)

DOROTHY: Did you hear that, Toto?

(Bonny pops up unseen by Dorothy.)

BONNY: I think Kansas is a beautiful dress.

(Bonny hides as Dorothy turns in her direction.)

DOROTHY: What's going on here? *(Rubs her head.)* Maybe I hit my head when we landed. I think I'm hearing voices.

(Bertha pops up unseen by Dorothy.)

BERTHA: *(Agitated.)* Quiet, all of you! Kansas is obviously that mangy beast hanging out of the little girl's basket.

(Bertha hides as Dorothy turns in her direction.)

DOROTHY: Toto is not a mangy beast! *(Looks around.)* Who said such an awful thing? Come out, all of you! *(Munchkins slowly reveal themselves. Note: They stay behind flowers, etc. so as to appear short. Or Munchkins can be played by children.)* My goodness, it's a group of small children!

BOQ: *(Insulted.)* Hey! We're not children!

BOOGIE: We're Munchkins!

DOROTHY: Oh, my! I'm sorry. I didn't mean to offend you. It's just...I've never seen a Munchkin before. Come to think of it, I've never even heard of a Munchkin before. What is a Munchkin?

BUMBLE: We are the people who live here in Munchkinland.

DOROTHY: I'm afraid I've never heard of Munchkinland. You see, my house got picked up by a terrible tornado, and I

believe I've traveled far from home. I don't know where I've landed.

BONNY: Why, you are in Munchkinland, in the easternmost part of the Land of Oz.

DOROTHY: The Land of Oz?

BERTHA: (*Grumpily.*) That's what she said.

BOQ: (*To Dorothy.*) You are welcome, most noble Sorceress, to the land of the Munchkins. We are so grateful to you for having killed the Wicked Witch of the East and for setting our people free from bondage. I am Boq, the mayor of Munchkinland.

DOROTHY: You are very kind, Mr. Boq, but there must be some mistake. I have not killed anyone.

BOOGIE: Your house did. And that is the same thing as if you had killed her yourself.

BUMBLE: (*To Dorothy, points to the house.*) See for yourself.

BONNY: (*To Dorothy.*) Those are the witch's feet sticking out from under your house.

(Dorothy turns and sees the feet sticking out.)

DOROTHY: (*Gasps.*) Oh, dear! Oh, dear! The house must have fallen on her when we landed. Whatever shall I do?

BERTHA: There is nothing to be done.

DOROTHY: But who was the Wicked Witch of the East?

BOQ: The Witch of the North will explain everything to you.

DOROTHY: (*Looking around, scared.*) Another witch?!

BOOGIE: She is our protector and our friend. And here she comes now!

(Witch of the North enters, wearing all white.)

WITCH OF THE NORTH: (*To Dorothy.*) Hello, my child. You must be the sorceress who killed the evil Witch of the East.

DOROTHY: I am not a sorceress. I am just a girl. My name is Dorothy.

WITCH OF THE NORTH: Either way, the witch is dead and you are responsible, my dear.

BUMBLE: And we couldn't be more grateful to you, noble Dorothy.

BONNY: (*Shouts.*) Three cheers for Dorothy!

MUNCHKINS: (*In unison.*) Hip, hip, hooray! Hip, hip, hooray! Hip, hip, hooray!

DOROTHY: (*To Witch of the North.*) I don't understand why they're cheering. I didn't mean to kill her.

BERTHA: Good riddance to her!

WITCH OF THE NORTH: You must understand, Dorothy, the Witch of the East was quite wicked. She has held all the Munchkins in bondage for many years, making them work for her night and day. Now they are free and grateful to you for the favor.

DOROTHY: But you are a witch, too. Aren't the Munchkins afraid of you?

WITCH OF THE NORTH: (*Chuckles.*) Heavens, no! I am a good witch, and the people of Munchkinland love me. Unfortunately, I am not as powerful as the witch who ruled here, or I would have set the Munchkins free myself.

DOROTHY: But I thought all witches were wicked.

WITCH OF THE NORTH: Oh, no. That is a great mistake. There are only four witches in all the Land of Oz, and two of them—those who live in the North and the South—are good witches.

BOQ: (*To Dorothy.*) They are, indeed.

BOOGIE: (*To Dorothy.*) Sooooooo good!

BUMBLE: (*To Dorothy.*) It's true!

WITCH OF THE NORTH: I know this is true, for I am one of them myself and cannot be mistaken. However, those who live in the East and West are, indeed, wicked witches and are very bad.

BOQ: They are, indeed.

BOOGIE: (*To Dorothy.*) Soooooooooo bad!

BERTHA: Cut it out, Boogie! Must you be so dramatic?

BOOGIE: Soooooooooooooorrrrrryyyyyy, Bertha!

(Angry, Bertha crosses her arms and turns away from Boogie.)

BERTHA: Hmmph!

WITCH OF THE NORTH: Now that one is dead, there's only one wicked witch in all the land...the one in the West.

BONNY: *(To Dorothy.)* The Wicked Witch of the West is the meanest, most despicable witch in all of the Land of Oz!

DOROTHY: We don't have witches in Kansas, where I come from.

WITCH OF THE NORTH: I do not know where Kansas is, for I have never heard that country mentioned before.

BOQ: Neither have I. Have you heard of a country called Kansas, Bumble?

BUMBLE: I should think not. Only a few moments earlier I thought it was stinky cheese.

WITCH OF THE NORTH: *(To Dorothy.)* Is this Kansas of yours a civilized country?

DOROTHY: Oh, yes!

WITCH OF THE NORTH: Then that accounts for it. In the civilized countries, there are no witches left, nor wizards, nor sorceresses, nor magicians. But the land of Oz has never been civilized.

BERTHA: You can say that again! Just look at Boogie and Bumble!

WITCH OF THE NORTH: *(To Dorothy.)* The Land of Oz is cut off from the rest of the world, so we still have witches and wizards.

DOROTHY: Who are the wizards?

BOQ: Oz, himself, is the Great Wizard.

WITCH OF THE NORTH: *(To Dorothy.)* He is more powerful than all of the rest of us put together.

BOOGIE: *(To Dorothy.)* He lives in the City of Emeralds.

BONNY: *(To Dorothy.)* You should go see the City of Emeralds. It's so beautiful!

DOROTHY: I'm sure it is, but I really just want to go home. I am anxious to get back to my Aunt Em and Uncle Henry, for I am sure they will worry about me. Can you help me find my way?

BOQ: We would if we could, but none of us knows where Kansas is.

BUMBLE: *(To Dorothy.)* Or what it is! For all we know, it could be stinky cheese!

BERTHA: *(To Dorothy.)* It is not a breakfast cereal! Geez! Doesn't anyone listen around here?

BOOGIE: *(To Dorothy.)* Besides, the Land of Oz is surrounded on all sides by a vast desert.

BOQ: *(To Dorothy.)* No one has ever been able to cross it and survive to tell the tale.

BONNY: Oh, no! How terrible! Now Dorothy will never be able to go home!

WITCH OF THE NORTH: I don't know about that, Bonny. There must be some way we can help Dorothy. We shall think. *(Crosses to the house, picks up the Witch of the East's silver shoes, and hands them to Dorothy.)* The Witch of the East loved these shoes. They are yours for your journey back to Kansas.

[END OF FREEVIEW]