



C. Edward Wheaton

Adapted from the Oz novels by L. Frank Baum

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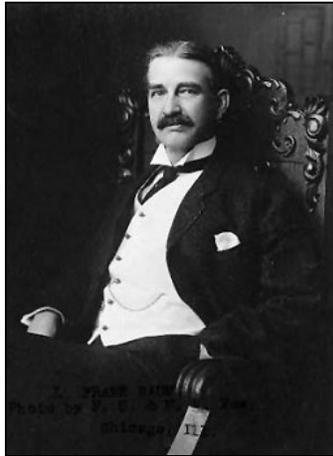
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BIG DOG PUBLISHING
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Return to Oz

CLASSIC. Adapted from the Oz novels by L. Frank Baum. Dorothy is back in Kansas, but it doesn't take long before she inadvertently winds up in Oz once again. This time, Dorothy and her friend Millicent are swept up in a tornado and arrive inside a packing crate to the Land of Ev, where they encounter Woot the Wanderer. They soon learn that the ill-tempered Nome King has joined forces with the Whimsies, the Phantasms, and the Growleywogs to capture and destroy the Emerald City and retrieve a magic belt. Dorothy insists that they travel to the Emerald City to warn the Scarecrow, who is now the ruler of the Emerald City. Along the way, they meet many fanciful creatures and must find a way to cross the Deadly Desert without their flesh turning to dust. Witty and whimsical, your audiences will love this fresh, original adaptation, which incorporates elements from several of Baum's Oz novels.

Performance Time: Approximately 75 minutes.



L. Frank Baum (1856-1919)

About the Story

Lyman Frank Baum was born in Chittenango, NY, and grew up on his family's large estate, where he was the seventh of nine children. Baum did not like his first name, Lyman, so he went by his middle name Frank. Baum was 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. Baum wrote 14 novels set in the Land of Oz as well as numerous short stories, poems, and novels before he died in 1919. Baum's final book, *Glinda of Oz*, was published in 1920, one year after his death.

Characters

(8 M, 8 F, 18 flexible, extras)

(With doubling: 7 M, 5 F, 15 flexible)

DOROTHY GALE: Lives in Abilene, KS, but returns to Oz in a packing crate; female.

MILLICENT WILLAMS: Dorothy's friend who travels with her to Oz; female.

EMILY: Millicent's cousin from Madison, WI; female.

IMOGENE CARTER: Doesn't believe that Dorothy ever went to Oz; female.

WHEELER: Lives in the Land of Ev and isn't as scary or dangerous as the sign says; wears roller skates; flexible.

WOOT THE WANDERER: Lives in Oz and is a wanderer by profession; wears a hat and carries a walking stick; flexible.

MOMBI: A witch who lives in Gillikin Country; wears an apron; female.

TIP: Escaped from Mombi the witch who wanted to turn him into a marble statue for her flower garden; male.

JACK PUMPKINHEAD: Escaped with Tip from Mombi who was going to stick him in the middle of her vegetable garden to scare away the birds; has a pumpkin for a head with a smiling mouth; male.

KALIKO: Former Nome king who refused to go along with Ruggedo's plan to conquer the Emerald city; has a very long beard; male.

RUGGEDO: Present ill-tempered Nome king who deposed Kaliko and wants to conquer the Emerald City and take back the Nomes' magic belt; has a long beard; male.

ROQUAT: A Nome who serves as Ruggedo's chief counselor; flexible.

BLUG: A Nome who serves as Ruggedo's general; flexible.

GUPH: A Nome who is 850 years old and detests happy people and those who are content and prosperous; helps Ruggedo with his plot to take over the Emerald City; has

white whiskers so long that they must be tied around his waist to prevent him from tripping over them; male.

LONG-EARED HEARER: Works for Ruggedo and has excellent hearing; flexible.

PAGE: Nome that works as a page for Ruggedo; flexible.

GUARD 1, 2: Nome guards who work for Ruggedo; flexible.

SCARECROW: Current ruler of the Emerald City but doesn't like it because there is too much thinking involved, which causes him to suffer from headaches; male.

GUARDIAN: Guards the gates of the Emerald City; flexible.

ROYAL HISTORIAN: Historian of the Emerald City; flexible.

CHAMBERLAIN 1: Chamberlain who works for the Scarecrow; flexible.

OZ SOLDIER: Tall soldier who constitutes the entire royal army of Oz; wears a green uniform, has long green whiskers that come down to his knees, and carries a long green rifle; male.

COURTIER: Plays ring toss with the Scarecrow; flexible.

JOHNNY DOOIT: Carpenter extraordinaire who builds a sand boat to cross the Deadly Desert; wears a leather apron and has a carpenter's toolbox slung over his shoulder; male.

FIRST AND FORMOST: Leader of the Phantasms from the mountain of Phantastico; working with the Nomes to take over the Emerald City; flexible.

GENERAL: General of the Phantasms army; flexible.

CHIEF OF THE WHIMSIES: Leader of the Whimsies who is working with the Nomes to take over the Emerald City; flexible.

GRAND GALLIPOOT: Leader of the Growleywogs who has joined in with the Nomes to take over the Emerald City; flexible.

GLINDA: A good witch and ruler of the Land of the Quadlings; female.

CAPTAIN: Captain of Glinda's army; flexible.

CHAMBERLAIN 2: Chamberlain who works for Glinda; flexible.

OZMA: Lost princess who was handed over by the Witches of the East and West to Mombi, who transformed her into a boy; the rightful queen of the Emerald City; wears the magic belt; female.

ATTENDANT: Glinda's attendant; nonspeaking; female.

EXTRAS: As Nome Soldiers and Girls in Imogene Carter's entourage.

Options for Doubling

NOME GUARD 1/CHAMBERLAIN 1 (flexible)

NOME GUARD 2/CHAMBERLAIN 2 (flexible)

MOMBI/IMOGENE (female)

OZMA/EMILY (female)

CAPTAIN/ROYAL HISTORIAN (flexible)

JOHNNY DOOIT/WHEELER (male)

COURTIER/ATTENDANT (female)

Setting

Various locations in the Land of Oz.

Sets

Note: Sets may be as simple or as elaborate as your budget allows.

Nome King's throne room. There is a throne and a gong.

Throne room, City of Oz. There is a throne.

Vacant lot or alley in Abilene, Kansas. There is a tall wooden fence with three posters on it: a circus poster; a political poster that reads, "Elect Teddy Roosevelt"; and an advertising poster that reads, "Lydia E. Pinkhams Pure Vegetable Compound." A packing crate large enough to contain Dorothy and Millicent is in front of the fence.

Forest in the Land of Ev. There are seven roads leading in all directions. There is a signpost with finger signs pointing down the roads but there is nothing written on the signs. A sign on top of the post reads, "Choose One." At DSL, there is a sign on a tree that reads, "Beware the Wheelers!"

Road to the Emerald City. Trees, shrubs, and rocks are present. There is a fake rock that is large enough to sit on.

Edge of Deadly Desert. There is a sign that reads, "All persons warned not to venture upon this desert, for the Deadly Desert sands will turn any living flesh to dust in an instant. Beyond this barrier is The Land of Oz."

Yellow Brick Road. Bushes and a large rock are present. There is a sign that reads, "Nine Miles to the Emerald City." The bushes are large enough for Tip and Jack to hide behind.

Gates of the Emerald City. Gates can open and there is a bell cord.

Audience chamber of the Scarecrow. A backdrop of an opulent room can be used.

Audience chamber of Glinda the Good. A backdrop may be used.

Palace grounds of the Emerald City. The Forbidden Fountain is SR and there is a bush SL.

Synopsis of Scenes

ACT I

Scene 1: Throne room of Ruggedo, the Nome king.

Scene 2: Throne room of the Scarecrow.

Scene 3: Vacant lot or alley in Abilene, Kansas.

Scene 4: The Land of Ev, a forest.

Scene 5: On the road to the Emerald City.

Scene 6: Edge of the Deadly Desert.

Scene 7: Winkie Country.

Scene 8: Throne room of Ruggedo.

Scene 9: Yellow Brick Road.

Scene 10: Throne room of Ruggedo.

Intermission, opt.

ACT II

Scene 1: Gates of the Emerald City.

Scene 2: Audience chamber of the Scarecrow.

Scene 3: Audience chamber of Glinda the Good.

Scene 4: Throne room of Ruggedo.

Scene 5: Audience chamber of Glinda the Good.

Scene 6: Palace grounds of the Emerald City.

Drops

Gong	Broken pieces of the sand boat
Walking stick, for Woot	Sign that reads, "Winkie Country"
Ring toss game	Sign that reads, "Nine Miles to the Emerald City"
Large history book	Rock large enough to sit on (can be fake)
Map	Bread and cheese
Sign that reads, "Beware the Wheelers!"	Satchel, for Tip
Sign that reads, "All persons warned not to venture upon this desert, for the Deadly Desert sands will turn any living flesh to dust in an instant. Beyond this barrier is The Land of Oz."	Long green toy rifle, for Oz Soldier
Wooden wagon that contains assorted carpenter's tools and materials	Gold box
Carpenter's toolbox	Hand truck
Hammer	Gold necklace with a single pearl
Saw	Small bag with drawstrings with powder inside
Sand boat (wooden boat on wheels)	Small bottle
	Jeweled belt

Sound Effects

Wind	Sound of bodies thumping on the ground
Sound of hammering	Sound of a bell
Sound of sawing	Witches cackling
Swooshing sound	Cloud of dust (powder)
Crash	Splashing water

**"To be angry
once in awhile
is really good fun
because it makes
others miserable."**

—Ruggero

ACT I

Scene 1

(AT RISE: The throne room of Ruggedo the Nome king. Ruggedo is pacing back and forth. He stops, goes to the gong and bangs it. Page enters.)

PAGE: (Bows.) Yes, Your Majesty?

RUGGEDO: Send me my Chief Counselor.

PAGE: Yes, Your Majesty.

(Page bows and exits. Ruggedo begins pacing again. Roquat enters.)

ROQUAT: (Bows.) You wanted to see me, Your Majesty?

RUGGEDO: Of course, I do! That's why I sent for you!

ROQUAT: Ah, I thought so. That is why I came. Now that you have seen me, is there anything else I can do for you?

RUGGEDO: I am angry.

ROQUAT: Of course you are.

RUGGEDO: Every time I want to do something magical, I find that I can't because I need the magic belt. That makes me angry, and when I'm angry, I can't have a good time.

ROQUAT: At least you have your health.

RUGGEDO: Bah! I summoned you here to give me some advice. Now what do you advise?

ROQUAT: Being angry is nothing to get upset about. Some creatures actually enjoy getting angry.

RUGGEDO: But not all the time. To be angry once in awhile is really good fun because it makes others miserable. But to be angry morning, noon, and night, as I am, grows monotonous and prevents my getting other pleasures in life.

ROQUAT: Well, didn't you take pleasure in deposing the former king, Kaliko?

RUGGEDO: (*Muses, a sinister smile comes over his face.*) Yes. That was very pleasurable, indeed. Too bad he escaped the slicing machine. But that was a long time ago.

ROQUAT: That was just last week.

RUGGEDO: (*Shrugs.*) Well, now I want to do magic.

ROQUAT: If you are angry because you want to do magical things and can't, and if you don't want to get angry at all, my advice to you is to not want to do magic.

RUGGEDO: Do you think me a fool? (*Roquat stands silent.*) Well?

ROQUAT: I only think what Your Majesty wants me to think.

RUGGEDO: Have you no sympathy for me? Why are you so contented when your monarch is unhappy?

ROQUAT: Maybe it is because I take pleasure in your being unhappy.

RUGGEDO: What?

ROQUAT: We find our pleasures where we can...

RUGGEDO: You are of no help to me at all!

ROQUAT: I do my best, Your Majesty.

RUGGEDO: I'm warning you, if you don't start dispensing advice I can use, you are apt to find your contentment elsewhere. (*Pause.*) If you survive the slicing machine.

ROQUAT: You do make a very good point, Your Majesty.

RUGGEDO: Get out of my sight! (*Roquat starts to exit. Calls.*) Roquat!

ROQUAT: Yes, Your Majesty?

RUGGEDO: Send General Blug to me.

ROQUAT: Yes, Your Majesty.

(Roquat exits. Ruggedo begins pacing. General Blug enters. Ruggedo stops pacing.)

RUGGEDO: (*To Blug.*) Ha! So you're here!

BLUG: So I am.

RUGGEDO: Do you know why you're here?

BLUG: Because you sent for me, Your Majesty?

RUGGEDO: Yes. Yes. I am extremely unhappy. And the reason I am unhappy is because I want to do magic. Are you with me so far?

BLUG: Yes, Your Majesty. You are unhappy because you want to do magic.

RUGGEDO: And to do magic, I need a certain belt. That is where you come in. You are a cruel, desperate commander...a terrible fighter. Fifty thousand Nome soldiers are at your command.

BLUG: Yes, Your Majesty.

RUGGEDO: I command you to march your army at once to the Land of Oz, capture and destroy the Emerald City, and bring back to me my magic belt.

BLUG: I am sorry, Your Majesty, but I cannot.

RUGGEDO: What's that? Do you dare disobey a royal command?!

BLUG: It is apparent that you have not quite thought this out. In the first place, we cannot march across the Deadly Desert to the Land of Oz. Even if we could, there is still enough magic in Oz, even without the Wizard, to render my army helpless.

RUGGEDO: What, that Scarecrow he left to rule instead? That Scarecrow has nothing but straw for brains! I'll make a rag carpet out of his outsides and stuff some sofa cushions with his insides!

BLUG: Had not the belt been lost, we might have had some chance of victory.

RUGGEDO: *(Jumping up and down.)* I want that belt! I want it! I want it! I want it! *(Pause.)* Well?

BLUG: I'm sorry, Your Majesty. But it can't be done.

(Ruggedo bangs the gong. Guards 1, 2 enter.)

RUGGEDO: *(To Guard 1, 2, indicating Blug.)* Take this fool out and throw him away!

GUARD 1, 2: *(Bowling.)* Yes, Your Majesty.

(Guard 1, 2 take Blug by the arms and drag him off.)

RUGGEDO: *(To himself.)* I am surrounded by fools! *(Pause. Guph enters.)* What do you want? I didn't send for you!

(Guph seats himself on the throne.)

GUPH: Perhaps you should have.

RUGGEDO: How dare you take such liberties with your monarch! *(Guph is unfazed.)* Do you not tremble before your king?!

GUPH: No.

RUGGEDO: Give me one good reason why I shouldn't have you immediately taken away to the slicer?

GUPH: Because if you do that, you will never get your magic belt back.

(Pause.)

RUGGEDO: *(Interested.)* Go on...

GUPH: You want to conquer the Emerald City, and I'm the only Nome in your dominions who can accomplish it.

RUGGEDO: *(Bursts out laughing.)* You?!

GUPH: That's right.

RUGGEDO: Look at you! You must be at least 800 years old!

GUPH: *(Correcting.)* Eight hundred and fifty. *(Pause.)* I was a young Nome when King Krewl was forced to give up the belt by King Pastoria of Oz.

RUGGEDO: Yes. Yes. We all know the story. How King Krewl kidnapped the royal family of Ev and how King Pastoria—with the aid of Glinda the Good and her magic carpet—crossed the Deadly Desert and rescued the family and forced King Krewl to give up the belt. But that doesn't get me any closer to getting it back.

GUPH: Do you know what is wrong with these young Nomes? No imagination.

RUGGEDO: And you have this imagination?

GUPH: A very vivid one. I see all of Oz conquered, the Emerald City in ruins, and you, my king, ruler over it.

RUGGEDO: Well, that is a very vivid imagination you have. But that's all it is.

GUPH: All great things begin with imagination.

RUGGEDO: All right, just for the sake of argument, how do you plan on accomplishing that?

GUPH: There are two ways for Nomes to get to the Land of Oz without traveling across the Deadly Desert.

RUGGEDO: (*Eagerly.*) What are they?

GUPH: One way is over the desert, through the air.

RUGGEDO: No. No. I'm afraid of heights. What is the other?

GUPH: The other way is under the desert, through the earth.

RUGGEDO: Guph! You're a genius! Under the desert! Of course! I'll make a secret tunnel under the desert to the Land of Oz and come right up into the Emerald City! Splendid!

GUPH: And when you get there, then what?

RUGGEDO: Why, I conquer the entire Land of Oz and become its ruler!

GUPH: Conquer with what?

RUGGEDO: My entire army consisting of 50,000 Nomes, you idiot!

GUPH: Without the aid of the magic belt, you are doomed to failure.

(*Pause. Ruggedo ponders this.*)

RUGGEDO: Why am I listening to you?

GUPH: Because as I said...I am the only Nome in the kingdom who can conquer the Emerald City. (*Pause.*) You are not laughing.

RUGGEDO: First, you tell me that you can conquer Oz by tunneling under the Deadly Desert, then you tell me when I get there I can't conquer it.

GUPH: You are going to need help. Nomes are not strong on magic. Without the belt, the greater part of your power is gone from you. Without help going up against the Scarecrow, your Nomes would be no show at all. All the Scarecrow need do is call on Glinda the Good—

RUGGEDO: Glinda the Good! Glinda the Good! You would have me dig a useless tunnel only to be stopped by Glinda the Good?! This is your brilliant plan?! (*Goes to bang the gong.*)

GUPH: I have a much better plan. A plan that will succeed.

(Ruggedo lowers the gong hammer.)

RUGGEDO: *(Interested.)* I'm listening...

GUPH: I propose to obtain the power we need. There are a good many evil creatures that have magic powers sufficient to destroy and conquer Oz...creatures that would like nothing better than to destroy Oz. We will get them on our side, band them together, and take the entire country by surprise. It is all simple and easy when you know how. Alone we would not succeed, but with the aid of the evil powers we can summon, we shall surely succeed.

RUGGEDO: And whom did you have in mind?

GUPH: The Whimsies for one.

RUGGEDO: *(Astonished.)* The Whimsies?!

GUPH: That's right. The Chief of the Whimsies just so happens to be a particular friend of mine. With our combined strength, the destruction of Oz is ensured.

RUGGEDO: Then go to them at once. (*Guph starts to exit.*)

Guph! Before you leave, I have a question.

GUPH: What is it?

RUGGEDO: Why are you so eager to see the destruction of Oz?

GUPH: I detest happy people. I'm opposed to those who are contented and prosperous. Just knowing that they exist gives me a headache. (*Exits. Blackout.*)

[END OF FREEVIEW]