

The Chronicles of Oz:
The Marvellous Land Of Oz

A six-part audio drama by Aron Toman

A Crossover Adventures Production
chroniclesofoz.com

EPISODE ONE

1 INT. VOID

As in the previous season, we open with a voice over. TIP, 20 years old, addresses his audience.

TIP (V.O.)

Sometimes you don't want your world to change. Not in an instant, not in a moment, a day, a year, not ever. Not at all. I mean, is there anything wrong with wanting things to stay the way they are? Other people might talk about finding new places, doing new things, becoming new people or whatever. Everything you know blown away on a gust of wind. No. No, that's not for me. I don't want anything to change. I want everything to stay exactly the same. My world isn't perfect. Sometimes it's pretty damn awful. But it's mine. And I want to keep it that way.

2 INT. MOMBI'S HOUSE

It's spooky, damp, cold and uncomfortable. A cauldron bubbles in the background as MOMBI -- middle aged and cranky witch -- stirs it.

TIP (V.O.)

Cause in my world, I know who I am. I'm Tippetarius, apprentice to the witch Mombi, indentured to her service until... well Lurline knows. Forever, probably. Which is fine. Like I said, I don't want things to change. Oh, and everyone calls me Tip.

MOMBI

(off-mic)

Tip! Tip where the hell are you now, boy?

TIP (V.O.)

Just like that.

(MORE)

TIP (V.O.) (cont'd)

(pause)

Mombi's an ... interesting person.
And not as bad as you might think
when you first see her. I know that
in the past she's... Look, you
can't blame her, right? How would
you feel if you used to be the
Wicked Witch of the North and some
little old woman kicked you out and
forbade you from casting spells?
You'd be a little pissed off, yeah?
You know how they say power
corrupts? Well imagine how you'd be
if you had power, and you had it
stripped away and given to some
lady with a bubble fixation?

MOMBI

(off-mic)

Tip, I'm giving you ten seconds to
show yourself, then I'm coming
looking. One! Two!

TIP (V.O.)

You'd go a bit mad, really,
wouldn't you? Maybe a little crazy.
And maybe you do things you don't
mean. And if you just understood
where she was coming from you'd --

MOMBI

(entering)

Seven! Eight! Nine!

TIP

(in the scene)

You skipped some numbers.

MOMBI

Did I? Where have you been?

TIP

In here, just labelling potions.

MOMBI

Come when I call you.

TIP

Yes, Mombi.

MOMBI

What are you labelling?

TIP

Just the anti-geomantics. I saw the old ones were faded and don't want you saying 'Oh I need a potion to stop people finding me, but I can't read which anti-geomantic I need'--

MOMBI

Yeah, I stopped listening to you some time back. I have to go out for a while.

TIP

Cool.

MOMBI

A few days.

TIP

Ah.

MOMBI

I'm leaving you in charge while I'm gone.

TIP

(sarcastic)

Really? Wow! I'm so honoured.

MOMBI

Shut up.

TIP

In charge of all the other people in the house?

MOMBI

Enough.

TIP

I sure hope the power of all this authority doesn't go to my head while you're away, cause I mean, wow.

MOMBI

Don't you ever worry that one day you'll push me too far?

TIP

Where are you going?

MOMBI
Mind your business.

TIP
You're seeing the Magician again,
aren't you?

MOMBI
You're getting too clever for your
own good, Tippetarius.

TIP
Didn't he see you off for good the
last time you visited him?

MOMBI
Suddenly I feel like talking to you
isn't something I want to be doing
right now.

TIP
He'll run you out of his cottage
with fireworks again.

MOMBI
Well maybe I have something he
wants this time.

TIP
That's what you said last time.

MOMBI
Maybe I'll offer you up to him as a
trade!

TIP
Ha! You'll never get rid of me. I'm
too valuable to you.

MOMBI
With this much backchat, you wanna
bet?
(she makes for the door)
Right, don't get into mischief
while I'm gone. And stay out of my
spell chest!

TIP
Mombi --

MOMBI
Don't forget to feed the cow.

TIP
Mombi, wait!

MOMBI
Oh what?

TIP
It's... well it's the Festival of
Jac'acai this weekend...

MOMBI
I can read a calendar. What about
it?

TIP
I was wondering if you'd let me...
this year, I mean, I could...

MOMBI
Oh not this again.

TIP
I know you don't like them, but
they're traditional, and we've had
a lot more pumpkins in the veggie
garden this season, so it's not
like we'd miss one.

MOMBI
Oh, for Lurline's sake.

TIP
Please, Mombi!

MOMBI
Fine. You can make a Pumpkinhead.

TIP
Thank you!

MOMBI
If it'll stop your incessant
whining!

She leaves. Tip jumps in excitement.

TIP
Oh, this is going to be so great!

He starts gathering materials.

TIP (V.O.)

For those that don't know, a Pumpkinhead is a traditional figure of fun built in celebration of the Festival of Jac'acai. It makes no sense, and it's kinda stupid, but everyone does it. This time of year you see them everywhere, it's part of the season and it's just... I dunno. Fun.

Making a Pumpkinhead is straightforward. First, you find yourself the biggest, ripest pumpkin in your patch. Carve out a face, make it scary, then put it on a body made out of whatever rubbish you can find. The weirder the better. Then you dress it up in your most outrageous old clothes. And you end up with a sort of scarecrow, with a fruit as its head. Look, it sounds bonkers but trust me, everyone in Oz does this once a year just as winter begins. They stand outside your front door, their goofy grins making kids giggle, as they protect your home against the evil Jac'acai hobgoblins, the Awgwas, and the other dark spirits of winter.

Ha! maybe that's why Mombi never wanted me to make one?

Don't ask me why I wanted to do one this year. It just seemed like a good idea at the time. Something normal to keep up my spirits as winter started. Even I didn't know then how much I was going to need every inch of my spirits.

3 EXT. PALACE STEPS

A crowd has gathered to watch the execution of the Munchkin leader, MALIK. Armed guards stand at attention, the mood is solemn, as the event is watched by the SCARECROW and LOCATA. FARAMANT addresses their prisoner.

FARAMANT

General Malik of Munchkinland. You have been tried and found guilty for the following crimes against the people of Oz: the murder of over a thousand of your fellow Munchkins. The wilful encouragement of civil war. Refusing to accede to demands of your Sovereign King. And wilfully continuing to promote the ideals of a declared dictator. Before sentence can be passed, you have been brought to the Palace of the Emerald City for final judgement. You are in the presence of Locasta, Good Witch of the North, and his Majesty the Scarecrow, King of Oz.

Have you any final words to say in your defence?

MALIK

What I did, I did in the name of those who opposed the Witch of the East, for the honour and glory of the Munchkin people. And I will not be judged by any pretend king.

(to Scarecrow)

You're not a king. You're not even a man. You're made of straw.

FARAMANT

Is that all?

MALIK

Yes.

FARAMANT

Then with your permission, Majesty?

Tense pause.

SCARECROW

Do it.

FARAMANT

General Malik. By order of his Majesty the Scarecrow, with the consent of the Witch of the North acting in proxy for the remaining Ozian powers, by the laws of the land of Oz and in the name of Lurline herself, you have been sentenced to execution. This sentence will now be carried out. Storkguard, do your duty.

Malik is forced to his knees. He starts to get flustered.

MALIK

(struggling)

This isn't the end you know. The Munchkins will not tolerate another Emerald City dictatorship. They wouldn't under the Wizard and they won't under you. There will be consequences. The Munchkins will --

THWICK! The Storkguard slices his head off. The audience gasps.

FARAMANT

General Malik of Munchkinland is dead.

General cheers.

LOCASTA

Let us hope this brings an end to the Munchkin War at last.

The Scarecrow stands and walks away.

FARAMANT

Your Majesty?
(to Locasta)
Where's he going?

LOCASTA

Your Majesty!
(to Faramant)
It's all right, I'll speak with him.

4 INT. PALACE CORRIDOR

The Scarecrow rushes in, Locasta close behind him.

 LOCASTA
Your Majesty --

 SCARECROW
I couldn't stay out there, Locasta.

 LOCASTA
I understand. It's quite a
distressing business for everyone.

 SCARECROW
Everyone? You're the just Witch of
the North, you didn't have to order
the death of... of...
 (pause)
I'm sorry.

 LOCASTA
You had no choice, Scarecrow. It's
regrettable, but he had to die.

 SCARECROW
Did he?

 LOCASTA
With General Malik dead, the
Munchkin Civil War can finally come
to an end. He was the last of the
Generals, the only one perpetuating
the conflict. Without him, his
supporters will all dissipate.

 SCARECROW
And we can have peace again, so
everyone tells me. It's just...

 LOCASTA
It's not easy, I know.

 SCARECROW
There had to be another way.

 LOCASTA
There wasn't. If there was, I would
have found it for you. As you know,
I spent quite a lot of time in
Munchkinland after the Witch died,
working towards peace. I wouldn't
have recommended this course of
action if it wasn't the only way.

SCARECROW

I've got this wonderful brain, I should have been able to think of another way.

LOCASTA

If you had let him live, the Munchkins would have continued to kill each other under his leadership. You did a good thing, Scarecrow.

SCARECROW

I want to go there.

LOCASTA

To Munchkinland?

SCARECROW

Yes. I need to see for myself that it's all better now.

LOCASTA

Well, I wouldn't say it's all better, there's still quite a lot to be done. I'm returning there myself today, to help with the restoration and repair --

SCARECROW

Then I should be there. I'm the King, aren't I? Shouldn't a king be amongst his people?

LOCASTA

You are, in the Emerald City. You have people here too you know, and they need their leader.

SCARECROW

Yes, but... no, I need to go to Munchkinland. Thank you Locasta, I feel better now. But I need to speak with my Guardians --

He rushes off again.

LOCASTA

Good luck, Scarecrow. I hope you find your way.

5 INT. STUDIO

Radio reporter PREENA is interviewing the WOGGLE BUG about the events in the Emerald City.

PREENA

Welcome back listeners. For those of you just tuning in, we've just heard the execution of General Malik, the leader of the Munchkin Civil War and the one who has, arguably, been keeping the conflict going for so long. In the studio with me now we have Mr HM Woggle Bug TE, who has been taking a significant interest in the Munchkin War since it started six months ago. Mr Woggle Bug, welcome.

WOGGLE BUG

It's a pleasure to be here, Preena. As you're aware, I myself have spent quite a bit of time with the Munchkins these past months, so I feel perfectly placed to give a unique perspective on the predicaments.

PREENA

So talk us through the events of today. Does this finally mean an end to the Munchkin conflict?

WOGGLE BUG

Well we can only hope so. I don't think it's an understatement to say that the Munchkin situation is a complex one. For decades they've been living under the continuous rule of the Witch of the East, who for all her faults had her supporters as well as her detractors. Following her assassination six months ago, her people have been directionless, leaderless, with many individuals both within the Witch's collapsed government and from the rebel forces trying to take control.

PREENA

Of which Malik was the most powerful.

WOGGLE BUG

He definitely emerged as the leader with the greatest influence, as time went on, as other potential leaders were killed or removed. But he was by no means entirely popular, and unfortunately while he remained in power there was no other way for the conflict to end.

PREENA

So you believe the Emerald City was right to intervene?

WOGGLE BUG

I believe something needed to be done, yes, otherwise the conflict could have continued indefinitely. Or until the Munchkins were wiped out entirely.

PREENA

Indeed, and we've all seen the images circulating of the Storkguard army King Scarecrow ordered to invade Munchkinland a month ago.

WOGGLE BUG

Don't get me wrong, Preena. It's regrettable such action had to be taken. I was among those who hoped against hope that with the passage of time such things could have been resolved on their own and a natural leader could emerge that would calm the violence. But clearly this was not going to happen, and lives were being lost.

PREENA

There are some who have objected to the Emerald City intervening in the Munchkin affair, do they have a point?

WOGGLE BUG

Perhaps they do, I couldn't possibly comment. But as I said, I spent some time in Munchkinland, with some of the new Munchkin leaders, including Malik. I can honestly say, there could be no end to the fighting whilst they were in command.

PREENA

Which brings me back to my original question -- does the execution of General Malik mean peace for Munchkinland?

WOGGLE BUG

It's hard to say. Yes, the head of the beast has been cut off -- if you'll excuse the pun -- but it will be some time before normality will return to the east. Malik, like the Witch herself, still has followers who I can't imagine will take this lightly. What Munchkinland really needs now is a new leader. To unite them.

PREENA

And who do you recommend for this position?

WOGGLE BUG

Well what are your career plans, Preena?

They chuckle.

WOGGLE BUG (cont'd)

It's hard to answer that one I'm afraid. But perhaps Glinda the Good should choose someone for the role. After all, she's pretty much established a precedent.

6 INT. PALACE CORRIDOR

FARAMANT and JELLIA JAMB march down the corridor, arguing.

JELLIA JAMB

It's a good idea, Faramant!

FARAMANT

It's a terrible idea and you know it.

JELLIA JAMB

It sends all the right messages -- a united Oz under one King, we support the Munchkins on the road to restoration -- and so on.

FARAMANT

He'll be killed, we'll be in anarchy and I'm saying no.

JELLIA JAMB

I'm pretty sure there's not much that can kill him. He was ripped apart by the Winged Monkeys remember, and he walked away from that.

FARAMANT

Are you going to risk it?

JELLIA JAMB

Are you going to be the one to tell him no then?

FARAMANT

I --

JELLIA JAMB

Oh, wait, let me show you how it goes. You'll be all
(mimicking his UK accent)
'Oh your Majesty, you can't possibly go to the, ummm, err' and he'll be 'Yes, Faramant, go on, what is it?' and you'll be 'well, Sire, fact of the matter is, when it's all said and done, stutter stutter, fumble and stutter.'

FARAMANT

That's well out of line, Jellia. And a terrible accent.

JELLIA JAMB

Tell me I'm wrong. No, better yet, tell the King he can't visit his people in Munchkinland. Go on, I dare you.

OMBY AMBY

Rehearsing for the Jac'acai play already are we? Which one of you is playing a Knook and who's playing a Ryl?

JELLIA JAMB

Oh Faramant's definitely a Knook.

FARAMANT

Omby, I've heard about the King's plans to visit the Munchkin battlefields. I think it's a bad idea.

JELLIA JAMB

And I think it's a perfect opportunity to promote him as a viable leader of the Ozian people.

OMBY AMBY

I agree with Faramant.

FARAMANT

(snapping)

Oh for once Omby Amby, could you please support me and realise I actually know what I -- oh. You are supporting me. Sorry.

OMBY AMBY

Don't get too comfortable with it, I'm not.

JELLIA JAMB

Omby --

OMBY AMBY

Faramant has a point, Jellia. The King might feel like he needs to visit his people, but the situation is still far too volatile for a royal visit. I'm just going to inform his Majesty now.

JELLIA JAMB

Oh please. Let Faramant. He's on a dare.

OMBY AMBY

Things were so much easier when they only let me in the Throne Room...

He knocks on the throne room door.

7 INT. THRONE ROOM

Omby Amby, Faramant and Jellia Jamb enter. The Scarecrow is on his throne.

OMBY AMBY

Your Majesty.

SCARECROW

Hmm? Oh! Hi guys, thanks for coming. I wanted to talk about my trip into Munchkinland.

OMBY AMBY

Yes, Sire, about that --

SCARECROW

I was thinking we travel into the Munchkin City itself first, survey the damage. That's where all the worst of the battles happened, so they tell me. And I can have a look at Dorothy's house, I always wanted to see that.

FARAMANT

I understand there's not a lot left of that now, Sire. Not after six months of war.

SCARECROW

Oh. That's disappointing. Well I'm sure there's a lot of stuff I can look at. Ruins and what have you. Jelly-ah, you can get them taking pictures of me being thoughtful.

JELLIA JAMB

It's 'Jel-i-ah', Sire.

SCARECROW

Oh. Right, sorry. I'll get that right one day.

JELLIA JAMB

Well you haven't in six months...

OMBY AMBY
 (muttering)
 Jellia...

SCARECROW
 And then I thought we'd go out.
 Through the towns, the farms,
 talking to people, hearing about
 their experiences. I want to ask
 them if they're ok now. We can
 travel down the Yellow Brick Road
 and do a survey at the same time,
 cause I have to tell you, when we
 were travelling it last year there
 was a lot of damage that we should
 look into repairing.

OMBY AMBY
 Sire --

SCARECROW
 We'll have to look out for the
 Kalidahs though.

OMBY AMBY
 (loud)
 Your Majesty!

Pause

OMBY AMBY (cont'd)
 I'm sorry, Sire, that tone was
 inappropriate.

SCARECROW
 No, it's ok Omby. You wanted to say
 something?

OMBY AMBY
 It's just that... well when all's
 said and done, when it comes down
 to it...

FARAMANT
 Your Majesty, I'm afraid it just
 isn't safe enough for you travel
 into Munchkinland right now.

JELLIA JAMB
 Wow. I completely thought that
 would go a different way.

SCARECROW

But the people need to see their king, Faramant.

FARAMANT

I know, your Majesty, and I can see this is an important issue for you. Obviously, since you come from Munchkinland originally.

SCARECROW

It's not just that --

FARAMANT

And -- I'm sorry for interrupting, Sire -- but we've only just executed General Malik. He still has supporters out there. Not to mention supporters of the Wicked Witch who won't respond kindly to someone as closely associated with Dorothy as you are.

SCARECROW

But that's exactly why I need to go! To show them who I am, that I'm a good king! And that I can lead them better than any wicked old witch could.

JELLIA JAMB

For the record, Sire, I agree with you.

SCARECROW

Thank you, Jelly-ah.

Jellia sighs.

FARAMANT

I'm sorry, Sire, but as Guardian of the Gates, I'm responsible for your security. And the security of your entourage. I'm afraid not all of your retinue could walk away from a Winged Monkey attack like you can.

SCARECROW

In that case I'll go by myself. I'll pack a basket, ease on down the road --

OMBY AMBY

No, Sire, protocol won't permit that. The Monarch may never travel unaccompanied.

SCARECROW

(tantrum)

Well then what's the point of being King then if I have to stay in my Palace every day? When do I get to do some actual ruling?

FARAMANT

Your Majesty, I only ask for some patience while we --

SCARECROW

I've been patient, I've been waiting and now I want to go and...

He tails off. Awkward pause.

OMBY AMBY

Thank you Jellia, Faramant, can we have the room now please?

FARAMANT

Of course.

JELLIA JAMB

I have a briefing to get to.

The two of them leave.

SCARECROW

I only want to see the Munchkins, Omby.

OMBY AMBY

And you will, Sire. As soon as the area is secure, we'll take you to the city centre and Jellia can take as many pictures of you as she likes. But it's important we do this properly. If you go too soon, things will escalate.

SCARECROW

I know, I know. It's just... I thought this was going to be different.

OMBY AMBY

Thought what was, Sire?

SCARECROW

This. Everything, this crown
this... I used to have adventures,
once. With Dorothy, and the Tin
Woodman, and the Lion and... oh it
doesn't matter.

OMBY AMBY

Sire?

SCARECROW

It's fine. I'll stay put like you
say. It makes sense, even I can see
that.

OMBY AMBY

Thank you, Sire.

SCARECROW

So what do I need to do now then?
What other delightful delights have
you got planned for the King of Oz
today?

OMBY AMBY

Well, you have a meeting with the
former ambassador to Ix to discuss
re-establishing an embassy there.
After that you're meeting with the
young competition winners from one
of the local schools to judge
their... war crimes diorama? That
can't be right, I'll confirm that
for you, Sire. And finally I've got
Faramant briefing you on Storkguard
security. Then there's dinner.

SCARECROW

Fantastic.

FADE OUT

8 EXT. PIPT'S HOUSE

Mombi slams the front a door and screams at it behind her.

MOMBI

(screaming)

You never know when you've got a good thing going for you, Pipt! You and I could do wonderful things together you know! But you're a bent-up, ridiculous, impotent little magician with no redeeming features whatsoever! And that goes double for your wife!

(quieter)

Well, at least I got this out of that little transaction...

GLINDA

What have you got there?

MOMBI

Oh, just a little Powder of -- Glinda!

GLINDA

It's been a long time, Mombi. Powder of what?

MOMBI

(unnerved)

Oh, a powder for a little condition I have that I'm not comfortable talking about. A lady has to have her privacy.

GLINDA

You're not dealing in magic I hope. I understand the Witch of the North made the conditions of your living arrangements very clear --

MOMBI

(angry)

I'M THE WITCH OF THE... ahem, I mean, I'm behaving myself I promise. This powder is purely medicinal.

GLINDA

I'm sure.

MOMBI

And what brings you to the doorstep of the Crooked Magician? Or is Glinda the Good so above reproach her actions can go unquestioned?

GLINDA

You bring me here, as it happens. I was looking for you.

MOMBI

Oh?

GLINDA

I have to ask, isn't it dangerous travelling into Munchkinland, even now?

MOMBI

The fighting has mostly stopped, and it never made it into the mountains. What do you want, Glinda?

GLINDA

I want to ask you some questions.

MOMBI

Then hurry up about it, it's cold. What do you want to ask me?

GLINDA

Ozma.

Pause

MOMBI

(slightly rattled)
What?

GLINDA

So you know something?

MOMBI

Ozma disappeared decades ago, what makes you think I --

GLINDA

Oh, just a hunch. I've been doing some research and it turns out you might have some information as to her whereabouts.

MOMBI

Well, your research is wrong.
Haven't got a clue.

GLINDA

You're still a terrible liar,
Mombi. What do you know?

MOMBI

Nothing. Now I have to leave.

GLINDA

Mombi --

MOMBI

Tip's expecting me, I have to get
back to him.

She heads off into the distance.

GLINDA

I'm on a mission, Mombi. The truth
will be found out, and if you don't
help me now, you'll have to help me
later. Mombi! Mombi!

9 EXT. MOMBI'S HOUSE

Mombi stomps her way up to the door.

MOMBI

(muttering)

How can she know? She can't. Nobody
knew anything besides me and him,
and he's long gone. She's bluffing.
She has to be. But even so, I can't
take the risk she might know
something. I need to think. I need
to think, and make a plan to --
agghhg!

She screams and jumps back, seeing the Pumpkinhead on the
porch.

MOMBI (cont'd)

What the hell is that! TIP!!!!

Tip laughs as he approaches.

TIP

Do you like it?

MOMBI

It's hideous.

TIP

It's meant to be, it's a
Pumpkinhead.

MOMBI

It's cluttering up my front porch.

TIP

It's going to keep away the Awgwas.

MOMBI

It's going to be toothpicks. Stand
back.

TIP

No, stop, you promised!

MOMBI

I don't give a crap, get out of the
way.

TIP

Mombi, please! It's the Festival of
Jac'acai, let it live! Just until
the end of the festival!

MOMBI

Let it live? You sentimental little
twerp, why would I let...
(she drifts off, thinking)
Let it... live. Interesting.

TIP

What?

MOMBI

(pulling out the Powder
bottle)
This could be an opportunity to
test it. Keep back, boy, I'm
working.

She approaches the Pumpkinhead and starts scattering powder
over it.

TIP

Mombi, what are you doing?

MOMBI

Just a few sprinkles over the
subject he said. There we go. And
now...

(incanting a spell)

Weaugh! Teaugh! Peaugh!

Thunderclap! Magic spell whizzing as JACK PUMPKINHEAD is
brought to life. He starts to stand up, his stick-limbs
creaking.

TIP

Mombi...

MOMBI

Shh! It's working! He's coming to
life! I've brought the Pumpkinhead
to life! He lives! Holy Lurline, he
lives!

JACK PUMPKINHEAD

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

MOMBI

He even talks! That Magician isn't
as crooked as he looks!

TIP

Mombi, what have you done? What is
that stuff?

MOMBI

Powder of Life. Powerful stuff. As
you can see!

TIP

(amazed)

You're not wrong. Holy Lurline.

MOMBI

You!

JACK PUMPKINHEAD

Huh?

MOMBI

Pumpkinhead! Yes, I'm talking to
you! Don't stand there looking so
surprised, I know you can hear me.

TIP

I don't think he can help it, his
mouth is locked that way. Sorry,

(MORE)

TIP (cont'd)
 Pumpkinhead, if I knew she was
 going to do this I might have put
 more effort into carving your face.

JACK PUMPKINHEAD
 Why? Is there something wrong with
 it? Is... is my head bigger than
 yours? It feels like it's --

TIP
 It's a pumpkin.

JACK PUMPKINHEAD
 Right... What's a pumpkin?

MOMBI
 Oh, the thing's an idiot. And I've
 got enough of them around here as
 it is. Time to go back to sleep,
 Pumpkinhead.

JACK PUMPKINHEAD
 Ahhhh!

Tip stands between Jack and Mombi.

TIP
 Mombi, no!

MOMBI
 Get out of the way, boy.

TIP
 You can't kill him, not now.

JACK PUMPKINHEAD
 Yeah, don't kill me!

MOMBI
 What do you mean I can't kill him?
 You just watch me.

TIP
 It'd be cruel!

MOMBI
 Have you met me?

TIP
 He can help out around here. You're
 always saying I'm too slow getting
 things done, now I've got help.

JACK PUMPKINHEAD
 Yeah, I can help! I can...
 (whispering)
 What can I do?

MOMBI
 You, Tip, are too slow because
 you're a lazy twerp, that's why
 you're slow. Now there'll be two of
 you lazing around.

JACK PUMPKINHEAD
 I won't be lazy, I promise.

TIP
 See, Mombi, he promises!

MOMBI
 He's two minutes old, does he even
 know what promises are?

TIP
 I'll teach him.

MOMBI
 Will you?

TIP
 Well I made him, didn't I?

JACK PUMPKINHEAD
 You did?

MOMBI
 A Pumpkinhead isn't just for
 Jac'acai Night you know.

JACK PUMPKINHEAD
 You mean I can stay? Hooray!

Pause. Mombi thinks.

MOMBI
 Outside, you stay outside. I'm not
 having a pumpkin spoiling away in
 my house.

JACK PUMPKINHEAD
 Spoiling away? Is a pumpkin likely
 to spoil? Is that what pumpkins do?

TIP

It's ok, you'll be fine out here.
I'll... I'll come out and check on
you later.

JACK PUMPKINHEAD

Umm. Ok.

MOMBI

I'm getting soft in my old age. I
know it.

TIP

See, you really do have a heart,
Mombi.

MOMBI

Wash your mouth out, and don't make
me change my mind!

The two of them go inside.

JACK PUMPKINHEAD

I ... don't even know their names.
I don't even know my name!

10 INT. MOMBI'S HOUSE

TIP (V.O.)

I dunno. Maybe we should have been
friendlier. Or at least Mombi
should have. But she clearly had
other things on her mind. She
didn't speak at all as she
unpacked, didn't respond to my
stupid jokes at all. Usually I get
a basic 'shut up' and the
occasional threat to turn me into a
toad if I go too far, but tonight
she was quiet. She was thinking.

We had dinner, which was some sort
of soup thing I'd managed to cobble
together for us. Then Mombi got to
work. She did this most nights --
early evening spell-casting. Dark
magic works best as the sun sets --
and let's not be unclear about
this, Mombi only ever works in dark
magic. So she'd wait for the early
evening to begin her work. And I
would help her, as a dutiful
apprentice should.

MOMBI

Build the fire, Tip. And gather the milk and vinegar, please.

TIP (V.O.)

No, she wasn't cooking. She was spell casting. She consulted a little tiny piece of paper and called out ingredients for me to fetch.

MOMBI

Rosewood. Nettlebroth. Merrywizzle -- no, the powdered one, idiot, I need to grind it in. I think a pepperfeather would also do very nicely -- actually, grab two.

TIP (V.O.)

And this would go on. I'd bring her the things, she'd prepare them, pop them in the cauldron, stir, and then send me off for more. Sometimes she'd talk about what she was creating. It's how I'd learn about dark arts. But this time she was silent. She was focused on her preparations.

MOMBI

A pint of aconite, please. And some marble essence. Yes, that's going to work well...

TIP (V.O.)

It took me longer than it should have for me to work it out. What she was making. What all these things do when they come together. Pepperfeathers are used for transformative spells, she puts them in everything usually. Aconite is a magical sealant to ensure it doesn't auto reverse, merrywizzle helps the action-timing. And marble essence was obvious. Someone was getting turned into stone.

TIP

So, umm, who's this for Mombi?

MOMBI

What makes you think it's for anybody?

TIP

Well, you're making a potion so --

MOMBI

Too many questions. Get me some more water, it's boiling dry.

TIP (V.O.)

She was avoiding the question -- and that was what worried me the most. Mombi wasn't the sharing sort as a rule, but if she was turning the local postman or an annoying farmer into a statue she'd at least say so. Even if she had plans for the Pumpkinhead she'd rub it in. There was only one reason I could think of why she wasn't telling me what she was doing. She was saving it for me.

MOMBI

Are you getting that water or not?

TIP

(nervous)

Ah. Right. I'll just go get that. I need to...

MOMBI

What the hell's wrong with you now?

TIP

It's just... the water. There's only this bucket left.

MOMBI

Then go get some more from the well!

TIP

Right. Sure. I'll go to the well.

MOMBI

Give me what you've got first, I don't want to have to start over.

TIP

Oh. Sure. Here.

He passes on the bucket.

TIP (V.O.)

I had to think fast. I was certain the potion was for me, she was being too evasive for it to be anything else. And right here was an opportunity to get out of there. I could go to the well, then go past the well, and keep on going until I was far enough away from Mombi that she wouldn't be able to turn me into stone. Suddenly I had a plan, and my legs were already taking me to the door.

MOMBI

Tip! The bucket!

TIP

Right. Yeah that'd help I guess...

TIP (V.O.)

I was doing so badly at this. I walked over to collect the empty bucket -- and there it was, on the bench behind Mombi. The mysterious Powder of Life she'd used that afternoon to create the Pumpkinhead. The most powerful spell I'd ever seen Mombi cast.

I didn't really know what I was doing at this point. I saw myself reach for the bottle and slip it into my pocket. Then quietly and quickly, I made my way out of the door.

He exits the room, door closing behind him.

11 EXT. MOMBI'S HOUSE

Tip steps out the door. Jack Pumpkinhead is waiting.

JACK PUMPKINHEAD

Hi there!

TIP

(jumping)

Ahh!

JACK PUMPKINHEAD
I've been waiting! Just like you
said to!

TIP
(whispering)
Shh! Not so loud!

JACK PUMPKINHEAD
(whispering)
Sorry. Is this better.

TIP
Yes. No. I don't care. Excuse me.

He goes past him.

JACK PUMPKINHEAD
Where are you going?

TIP
I don't know. I --
(pause)
You'd better come with me, or she
might do something to you too.

JACK PUMPKINHEAD
We're going somewhere? Where are we
going?

TIP
Just away. We have to get as far
away from here as possible.

JACK PUMPKINHEAD
Why?

TIP
Because I don't want to be turned
into something else.

12 EXT. GILLIKIN MOUNTAINS

TIP (V.O.)
Winter comes early in the Gillikin
mountains, and the snow had already
risen up to my knees. I moved as
fast as I could away from Mombi's
house, but it was slow going. Even
slower with the Pumpkinhead with
me.

Jack falls over dramatically.

JACK PUMPKINHEAD
Oops! I fell over.

TIP
Here we go again.

JACK PUMPKINHEAD
Dad, can you help me up again
please! Dad!

TIP
All right, I'm coming just hold
still I'll -- what did you call me?

JACK PUMPKINHEAD
Dad.

TIP
Well don't.

JACK PUMPKINHEAD
How about Daddy?

TIP
No!

JACK PUMPKINHEAD
But you made me, didn't you? That's
what you said earlier.

TIP
Technically that's true but --

JACK PUMPKINHEAD
So you're my Dad then!

TIP
Please don't call me that.

JACK PUMPKINHEAD
What should I call you then?

TIP
My name's Tip, try Tip.

JACK PUMPKINHEAD
Tip... No. You're my Dad. I'm going
to call you Dad.

TIP
Look, fine, whatever, just stand up
will you.

JACK PUMPKINHEAD
And what are you going to call me?

TIP
I'm going to call you all kinds of things if you don't start trying to stand up.

JACK PUMPKINHEAD
I need a name, Dad. You can't just keep calling me Pumpkinhead.

TIP
Why not?

JACK PUMPKINHEAD
Because ... I don't know. What's a Pumpkinhead?

TIP
You are. You're a Pumpkinhead.

JACK PUMPKINHEAD
And what am I for?

TIP
It's for the Jac'acai Festival.
(shouting)
WILL YOU PLEASE STAND UP!

JACK PUMPKINHEAD
Ok! Ok, you get grumpy when you're running away from a witch.

He stands up, with Tip's help.

TIP
There.

JACK PUMPKINHEAD
What's a Jac'acai Festival?

TIP
I knew you were going to ask that.

JACK PUMPKINHEAD
What is it, Dad?

TIP
It'll take too long to explain.

JACK PUMPKINHEAD
It's ok. I can be patient.

TIP
Since when?

JACK PUMPKINHEAD
(whining)
Daaaaad!

TIP
Fine, the Jac'acai.... Jack? Look,
you want a name there it is. We'll
call you Jack.

JACK PUMPKINHEAD
Hooray!

TIP
Jack Pumpkinhead.

JACK PUMPKINHEAD
Oh.

TIP
Suck it up, and keep walking.

JACK PUMPKINHEAD
Where are we going?

TIP
I don't know.

JACK PUMPKINHEAD
And how long will it take to get
there?

TIP
Cut it with the questions, I don't
know!

JACK PUMPKINHEAD
You didn't plan this out very well,
did you Dad?

TIP
Shut up. I don't know what I'm
doing I just ... we have to keep
moving.

OZMA
(whispery voice, inside
Tip's head)
Go to the Emerald City.

TIP
What?

JACK PUMPKINHEAD
I didn't say anything. You told me
to shut up, Dad.

TIP
I thought I heard...

OZMA
(whispering)
Go to the Emerald City.

TIP
The Emerald City...

JACK PUMPKINHEAD
What's the Emerald City?

TIP
It's... yeah. Yeah, that'll work!
We'll go there. Come on Jack
Pumpkinhead, we're heading south!

13 EXT. CLEARING

TIP (V.O.)
Easier said than done. My newfound
son wasn't built for long term
travel. Had I known Mombi was going
to bring him to life I might have
designed him with a bit more care.
I'd have used stronger sticks and
reinforced his joints for one
thing, not to mention balanced him
properly against his giant head. As
it was, Jack kept stumbling around,
his legs twisting the wrong way,
and I was constantly stopping to
repair him. And I was very aware
that every time we stopped, we ran
the risk that Mombi would catch up
to us. Cause she had to have known
I was missing by now.

One of Jack's legs crack.

JACK PUMPKINHEAD
I'm sorry Dad.

TIP
It's not your fault.

JACK PUMPKINHEAD
 Maybe you need to build me more
 joints?

TIP
 I don't think we have the time. But
 we can't keep going like this.

JACK PUMPKINHEAD
 What if my legs wear out before we
 get to the Ennerald City?

TIP
 (correcting him)
 Emerald City. And you've got a
 point. Ok, let's stop here for a
 minute, let's see what I can do.

They stop and Tip starts inspecting Jack Pumpkinhead's legs.

JACK PUMPKINHEAD
 Oooh! That tickles.

TIP
 Stop it.

Pause

JACK PUMPKINHEAD
 Dad, where are we?

TIP
 How should I know? Middle of
 nowhere.

JACK PUMPKINHEAD
 With a bench.

TIP
 Yes, we're in the middle of
 nowhere, with a bench. Hold still.

JACK PUMPKINHEAD
 Odd looking sort of bench.

TIP
 You've seen many have you?

JACK PUMPKINHEAD
 Well no.

TIP
 Then shut up.

JACK PUMPKINHEAD
 Why is there a bench in the middle
 of nowhere?

TIP
 Oh, I don't know.
 (he looks)
 It's cause it's not a bench, it's a
 sawhorse.

JACK PUMPKINHEAD
 Right.

Pause.

JACK PUMPKINHEAD (cont'd)
 What's a --

TIP
 A sawhorse is a block of wood on
 stumps that woodcutters use to cut
 wood with.

JACK PUMPKINHEAD
 You read my mind!

TIP
 This place was probably a sawmill,
 once. A long time ago.

JACK PUMPKINHEAD
 Wouldn't it be good if this was a
 real horse?

TIP
 Sure would be.

JACK PUMPKINHEAD
 I wish it was a real horse.

TIP
 If wishes were horses, pumpkins
 would ride.

JACK PUMPKINHEAD
 Exactly! I could ride the horse to
 the Emerald City and you wouldn't
 have to keep repairing my legs!

TIP
 (thinking)
 Yes...

JACK PUMPKINHEAD

But I guess it can't. Cause it's just made of wood.

TIP

Just like you.

JACK PUMPKINHEAD

What is it, Dad? Have you fixed my legs?

TIP

No. Jack, move over for a second, let me have a closer look at this thing.

JACK PUMPKINHEAD

Ok.

He moves up. Tip examines the wood.

TIP

It's sturdy. The legs are thicker planks than what you're walking on, that's for sure. And if you squint, you can kind of imagine it to look like a horse.

JACK PUMPKINHEAD

You're right! This bit up here could be its head! And the little knots there are its eyes.

TIP

And the stick at the back could be a tail. You know what, Jack?

JACK PUMPKINHEAD

What?

TIP

The thing about magic is that the key ingredient is imagination. Imagining what you want to happen is half the job. Move out of the way.

JACK PUMPKINHEAD

Why, what are you doing?

TIP

(producing the Powder of Life)

I knew I stole this for a reason.

JACK PUMPKINHEAD
What's this?

TIP
The Powder of Life. It's what Mombi used to bring you to life. And I'm going to do the same to this sawhorse.

JACK PUMPKINHEAD
This is so exciting! But can you do it?

TIP
Jack, I have been a witch's apprentice for as long as I can remember. I think I know a thing or two about casting a transformation spell. Stand back...

He sprinkles the powder all over the horse.

JACK PUMPKINHEAD
Is it working?

TIP
Got to get as much of it covered with the powder as I can manage. There we go. And now...

JACK PUMPKINHEAD
Yeah? Now?

TIP
Now we do the spell. Hope I remember it right. Ahem... *Weaugh!*

JACK PUMPKINHEAD
What does that mean, Dad?

TIP
I don't know, shh! *Teaugh!*

JACK PUMPKINHEAD
What's that?

TIP
It means shut up. *Peaugh!*

The magic builds, exactly as before. The horse begins to whinny itself into life.

JACK PUMPKINHEAD
 Oh, you really are a clever
 sorcerer, Dad!

TIP
 Now we can really get moving!

14 INT. ARMY CAMP

The Munchkin army are mourning the death of their leader.

TIP (V.O.)
 I didn't think much at the time how
 easy it was to cast the spell. I
 was only an apprentice, I knew lots
 of theory but I can't do any actual
 magic. I suppose that was you,
 helping me bring the Sawhorse to
 life that night.

OZMA (V.O.)
 You could say I had something to do
 with it.

TIP (V.O.)
 I figured.

OZMA (V.O.)
 It was becoming obvious that you
 weren't getting very far, and I
 needed you in the Emerald City. The
 idea was yours though. Do you
 regret that I stepped in?

TIP (V.O.)
 To create the Sawhorse? No, you
 were right, and he's been a loyal
 steed. There's plenty more I regret
 since then.

OZMA (V.O.)
 Then continue your story, Tip.

TIP (V.O.)
 Right. Well, just as Jack and I
 were about to get moving, things
 were moving elsewhere in Oz as
 well. In Munchkinland, General
 Malik's followers were learning of
 the day's events in the Emerald
 City.

JINJUR

Dead?!

VICTON

I'm sorry for your loss, Colonel --

JINJUR

Save your pity, Lieutenant, and give me your report.

VICTON

Are you sure you want to know?

JINJUR

I want to know how the Scarecrow killed my father.

VICTON

Beheading, so the reports say. They tried him, and judgement was found to --

JINJUR

That's ridiculous. Tried under what authority? A straw man king with no more right to sit in that throne than the Wizard before him? What right has he to sign my father's death warrant?

VICTON

Ma'am, I --

JINJUR

My father is... was... a descendent of Lurline herself. Like the old King Pastoria. He had more right to the Emerald City than any stuffed...

(she takes a resolving breath)

Gather the troops, Victon. We march tonight.

VICTON

Colonel --

JINJUR

No, not Colonel. With my father's death, I am now the highest ranking member in the Munchkin army, and I am therefore promoted. And my orders are that we march on the Emerald City. Let them know that

(MORE)

JINJUR (cont'd)
the Munchkins are under the command
of General Jinjur, and we will not
tolerate any further interference
from the so-called King of Oz.

VICTON
Right away, Ma'am.

He scurries out.

JINJUR
And the Scarecrow will learn to
suffer for what he's done to my
family. And once he is gone, we
will finally make Oz marvellous!

CLOSING CREDITS