

The Chronicles of Oz:
The Marvellous Land Of Oz

A six-part audio drama by Aron Toman

A Crossover Adventures Production
chroniclesofoz.com

EPISODE SIX

96 PREVIOUSLY

Recap of the previous episodes.

97 INT. PALACE CORRIDOR

Continued chaos as the allied forces mop up after the Munchkin invaders. Jinjur rushes down the corridor, out of breath and a little desperate.

JINJUR

It's down here. It has to be down
this way...

FARAMANT

(afar)
She went that way!

UGU

(afar)
Are you sure?

FARAMANT

(afar)
Yes, giddy-up!

JINJUR

No! Not yet. I won't give up so
easily!

She pushes against a rock and a secret passage slides aside. She rushes in and it replaces itself as Faramant and Ugu arrive riding the Sawhorse. It whinnies triumphant.

FARAMANT

Well I thought she went this way.

UGU

(weary)
Can we stop yet?

FARAMANT

I saw her dash around the corner.

UGU

I left my stomach somewhere around
the atrium.

FARAMANT

There's nowhere else she could have gone, it's a dead end.

UGU

Faramant...

FARAMANT

Yes, climb off if you have to.

UGU

Thank you!

He scampers off and kisses the ground.

FARAMANT

How did you ever survive living with the Wicked Witch?

UGU

The Wicked Witch never made me ride a crazy wooden horse without a stop button.

FARAMANT

She had a dragon!

UGU

And the Sawhorse is scarier.

FARAMANT

Right.

(he climbs off himself and examines the wall)

I don't suppose she went this way....

UGU

Through the wall?

FARAMANT

This is Oz, it's not unheard of.

UGU

If Jinjur was a witch she wouldn't need Mombi.

FARAMANT

There's any number of secret passages throughout the Palace. I once spent three days with a squad of Storkguards tracking down some Quadling infiltrators and we still couldn't find them.

UGU

Great. If she's in there we'll never find her.

FARAMANT

Maybe. Maybe not. Help me look, we need to find out how we can get this wall to open...

98 INT. THRONE ROOM

Continuation of the final scene in the previous episode.

TIP

No... no this is insane. I can't be a princess.

MOMBI

If the tiara fits.

TIP

She's lying. Obviously. She's just saying that to get out of telling us what really happened.

GLINDA

Tip --

TIP

Tell us Mombi, tell us the truth. What did you do with Ozma?

GLINDA

Tip, I believe what she says.

TIP

How?

TIN WOODMAN

Because even Mombi wouldn't make something up that weird.

TIP

But it's too weird! How --

SCARECROW

Tip, think about it. How long have you lived with Mombi? All your life?

TIP

She said she found me as a baby.

SCARECROW

And you'd be about the same age as
Ozma would be now.

TIP

That doesn't mean anything, she --
it can't be true. It just can't.

Mombi suddenly blasts out of her bonds with a burst of
flame. Everyone shrieks and jumps back.

MOMBI

I don't really care what you
believe now. I'm out of here. Be
seeing you Glinda!

GLINDA

Mombi, stop!

Mombi cackles, and with a whoosh of magic she transforms
into a beast -- a griffin.

SCARECROW

She's turned into a monster!

TIN WOODMAN

A griffin, it's a griffin!

SCARECROW

Oh great! Thanks for that! Now when
she destroys us all I'm not going
to die in ignorance!

GLINDA

Enough of this Mombi! This ends
now!

More magic, as Glinda herself transforms. The whole room
descends into chaos of magic and animal screeching. Then
everything fades to nothing as Tip is knocked out.

99 INT. VOID

We're in the mental voice over space that Ozma and Tip have
occupied since the start of the story. Their whole
conversation here has the same tone as their voice overs
(with the same effect) but is now played as a scene.

TIP

Where am I?

OZMA

Where you were, the Throne Room.
You're unconscious. Which gives us
a chance to finally talk.

TIP

Are we supposed to be able to talk?

OZMA

I don't see why not.

TIP

Right. So you're Ozma then.

OZMA

Yes.

TIP

The Lost Princess of Oz.

OZMA

And so are you.

TIP

Yeah, right. I'm a princess. I'm
not even a prince.

OZMA

That's also true. We're one and the
same. And also different.

TIP

So how does this work then? How
come I'm talking to you if you're
me?

OZMA

It's not quite as simple as that,
Tip. Magic never is. When Mombi
cast her spell on me all those
years ago -- on us -- she didn't
just change our form. She created a
whole new personality. A whole new
person.

TIP

She created me.

OZMA

I don't think even she knows how it
works. You know as well as I do
she's not the most talented of
witches.

TIP

How? How do you know anything about Mombi?

OZMA

I know everything you know. I've lived through everything you've lived. It's like... think of us as two sides of the same coin. You're Tip, on the outside, in control, taking on the world. And I'm Ozma, in here. An inner voice, guiding you along the way.

TIP

Glinda will be happy. She finally found you.

OZMA

I think she's had her suspicions about you for a while.

TIP

Now we just have to work out how to bring you back.

OZMA

You... you already know how we do that.

TIP

(realising)

Oh.

OZMA

There's really only one way. And you're not going to like it.

TIP

You're right. I don't.

OZMA

I wish there was another way, I really do but --

TIP

No, that's settled then. I hope you're happy staying an inner voice.

OZMA

Tip --

TIP

Forget it.

OZMA

It's how it's supposed to be.

TIP

Is it? Is it really? And you don't think maybe I get a say in that?

OZMA

You're not going to have the choice.

TIP

There's always a choice.

OZMA

Oz needs its ruler.

TIP

Then let them have the Scarecrow. Let them have Jinjur for all I care.

OZMA

Tip --

TIP

Leave me alone.

OZMA

I can't. I am you.

TIP

(shouting)

I said leave me alone!

100 INT. THRONE ROOM

Tip's previous line echoes into the scene as he wakes up with the Scarecrow and the Tin Woodman.

TIP

(shouting)

Leave me alone!

SCARECROW

We're never going to leave you, Tip. We're going to be right by your side whatever happens.

TIP

I... I wasn't talking to you.

TIN WOODMAN

Then who were you talking to?

TIP

It doesn't matter... what happened?

SCARECROW

Mombi turned into a griffin and escaped.

TIP

Yeah, she does that.

SCARECROW

She made a mess of my Throne Room.
Or I should say your --

TIN WOODMAN

Glinda's trying to catch her and bring her back to explain herself.

TIP

She won't be able to. Once Mombi takes griffin form she's impossible to catch.

TIN WOODMAN

You might be underestimating Glinda.

TIP

Until now I think I've been underestimating Mombi, given what she did to Ozma. I mean... me.

Pause

SCARECROW

Tip, are you ok?

TIP

No.

SCARECROW

Do you want to talk about it?

TIP

No.

SCARECROW

It can help to --

TIP

What's there to say? Look, what's done is done. Sure, twenty years ago Mombi turned a baby into me, well that's unfortunate but them's the breaks.

TIN WOODMAN

Glinda seems to think she might be able to break Mombi's spell.

TIP

Well I don't want her to.

TIN WOODMAN

I'm sure it won't hurt or anything. And we won't think any differently of you whether you're a girl or --

TIP

That's just it, it won't be me.

SCARECROW

Of course it will, you'll just be a girl, and that's completely ok.

TIP

No you don't understand. Ozma's not just me in a dress. She's... she's another person. She's in my mind, saying things to me like --

SCARECROW

She can speak to you?

TIP

Sort of. Now that I know she's there. It's ... hard to explain.

TIN WOODMAN

But you can sense Ozma in your mind?

SCARECROW

All that time I spent wishing for a brain. Looks like you've got two.

TIP

It's not like that either. But that's not the point. I can't let Glinda break the spell, I won't. Because you can't be my friends afterwards. Neither can Jack Pumpkinhead. Or the Woggle Bug or the Sawhorse.

SCARECROW

Don't be silly of course we will.

TIP

You might be Ozma's friends, sure. But not mine. Because if Glinda brings Ozma back, I'll be gone. Dead. I'll cease to exist!

SCARECROW

Oh.

TIP

Too right, 'oh'. I need to get out of here.

He starts to run for the door.

TIN WOODMAN

Tip, wait, where are you going?

TIP

Somewhere far far away, I just have to ... get out.

He rushes out.

SCARECROW

Well that just got a whole lot more complicated.

101 INT. FOUNTAIN CHAMBER

Vast chamber, deep underground. An ornate fountain trickles in the centre. Jinjur approaches it in awe.

JINJUR

The Fountain of Oblivion... For years I thought it was a myth. I thought it was yet another fairy story. And here it is. Deep beneath the Palace of the Emerald City, where the first kings of Oz left it all those centuries ago...

OMBY AMBY

Keep away from the Fountain.

JINJUR

(spinning around)

Omby Amby! Well you just never give up, do you?

OMBY AMBY

I said stay away.

JINJUR

Or you'll skewer me with that? Look at you, you're half dead, you'd never get that sword through my ribcage.

OMBY AMBY

Try me.

JINJUR

I'm never going to give in. Never. The Emerald City took everything from me. My army, my people, my birthright, my ... my father.

(pause)

I tried to avenge him. To follow in his footsteps. To do what he would have done, in the name of Munchkinland, and to honour the Lurline bloodline.

OMBY AMBY

I'm not going to ask again, step away.

JINJUR

Do you know what this fountain is, Omby? Of course you do, Mombi plucked it out of your tiny brain. Do you think it actually works?

OMBY AMBY

Jinjur --

JINJUR

You see, I did my research on this City. Long before we invaded, long before you executed my father, cause taking over from that ridiculous Scarecrow was always our next step. I knew about this place. The Fountain of Oblivion. You know why it's called that, don't you?

OMBY AMBY

Yes.

JINJUR

Because it brings oblivion. To everyone. To you. To me. To the people up there, everyone. The final solution. It's rather neat.

OMBY AMBY

Stop it.

JINJUR

You see, I know I've lost. You lot won. You came in with your storks and your Glindas and your Quadlings and Winkies and took back your precious Emerald City. Well good for you. Bravo. I applaud your efforts. But I can't let you walk away. Cause you won't let me walk away, will you?

OMBY AMBY

No.

JINJUR

Exactly.

OMBY AMBY

Because I'm going to kill you.

JINJUR

(laughing)

One last stupid Emerald City joke before the end. We could have been so marvellous together, you and I. No, Omby. You're not going to kill me. I'm going to kill everybody.

OMBY AMBY

Stand away from the --

JINJUR

If I can't have the City of Emeralds, then nobody can!

She presses a stone control on the fountain. An energetic hum begins to build. She laughs, her mind finally snapped.

Omby Amby lunges forward, sword outstretched, in agony from the effort of overcoming his wounds to do so. He stabs Jinjur through the back, who suddenly stops laughing. She gasps

JINJUR (cont'd)

(dying)

You did it... you killed me. I'm impressed. But at least... at least you all won't be long behind me...

She collapses on the ground, dead.

Omby attempts to deal with the fountain.

OMBY AMBY

No... no, I'm too late. She's started it...

Enter Faramant and Ugu who rush to Omby Amby's side.

FARAMANT

Omby!

OMBY AMBY

Faramant... get out of here.

UGU

How did you get down here in your condition?

(he gasps)

Is that her? Is she --

FARAMANT

What happened, Omby?

OMBY AMBY

No time. You have to get everyone out of here.

UGU

There's just us in here.

OMBY AMBY

No, not here. The City. Evacuate the Emerald City, now!

FARAMANT

Why?

OMBY AMBY

This... it's the Fountain of Oblivion.

FARAMANT

You mean it's real?

OMBY AMBY

Of course it's real! And she's activated it.

FARAMANT

(shock)

How long have we got?

OMBY AMBY

I don't know, the controls are ancient, can't read them.

UGU

I don't understand, what's the Fountain of Oblivion?

FARAMANT

No time to explain. Here, grab his arm I'll grab the other.

OMBY AMBY

Leave me, just go.

FARAMANT

Don't even start with me Omby.

Ugu and Faramant hoist up Omby between them and start carrying him out. A deep rumbling begins, as the walls begin to shake.

OMBY AMBY

It's already started...

UGU

Where are we going?

FARAMANT

Throne Room. We're going to need the King of Oz.

102 INT. PALACE CORRIDOR

The Tin Woodman and the Scarecrow walk the halls, looking for Tip.

SCARECROW

(shouting)

Tip!

TIN WOODMAN

(shouting)

Please don't hide from us!

SCARECROW
 (shouting)
 We can work something out, surely!

TIN WOODMAN
 (shouting)
 Running away isn't going to solve anything.

SCARECROW
 I'm pretty sure he doesn't want to be found.

TIN WOODMAN
 We have to keep trying. This isn't something anyone should go through on their own.

SCARECROW
 He's not on his own, is he? He's got Ozma.

TIN WOODMAN
 Pretty sure she doesn't count.
 (shouting)
 Tip! Tip!

The walls start rumbling.

SCARECROW
 Tin Woodman, what did you do?

TIN WOODMAN
 What do you mean, what did I do, I've been standing right here!

Jellia Jamb runs up.

JELLIA JAMB
 Your Majesty, your Grace, what's going on? The walls are shaking!

TIN WOODMAN
 Thanks, we can see that.

SCARECROW
 We're as in the dark as you are.

From the other direction approaches Omby Amby, Ugu and Faramant.

FARAMANT
 Your Majesty!

SCARECROW

Faramant! Ugu, Omby, what's happening?

JELLIA JAMB

Omby, you shouldn't be up!

OMBY AMBY

Tell me off later, Jellia. We need to run away now.

TIN WOODMAN

What?

FARAMANT

Jellia, take Omby with you to the communications room, he'll fill you in. You need to issue an emergency evacuation order.

JELLIA JAMB

For where?

FARAMANT

Everyone. The whole City.

JELLIA JAMB

Are you serious?

OMBY AMBY

Very. Come on, we haven't much time.

JELLIA JAMB

But the communications are down, Jinjur --

OMBY AMBY

The emergency systems have their own thing, just get on with it...

Jellia and Omby leave.

TIN WOODMAN

Ugu, what's happening?

UGU

Well Jinjur's dead --

FARAMANT

Not the headline, Ugu. We need to get you back to the cavern your Majesty.

SCARECROW

What? What cavern? Why are we evacuating?

FARAMANT

I'll explain Sire, but on the move. Come with us.

TIN WOODMAN

Why are you taking us further into the Palace when you've just ordered everyone evacuate?

SCARECROW

Faramant!

FARAMANT

Before she died, Jinjur activated the Fountain of Oblivion.

SCARECROW

So she's flooded an office or two. Of all the things she's done I think --

UGU

You don't understand, it's not just a fountain.

SCARECROW

What is it?

FARAMANT

The Emerald City's ultimate defence against an invading army.

TIN WOODMAN

Well we could have used that a few days ago.

FARAMANT

No, we really couldn't.

UGU

It'll blow everything up.

SCARECROW

What?!

UGU

Or bury us all. Possibly make us vanish, the myths are rather unclear.

FARAMANT

It was built by the original architects of the Emerald City, centuries ago. Infused with deep magic. We all thought it was lost.

UGU

Omby didn't.

FARAMANT

Omby's a nerd.

SCARECROW

I don't understand, how is a magic bomb a defence against an invading force?

TIN WOODMAN

What better way is there to finally defeat your enemies than by ensuring their complete destruction?

SCARECROW

But you'd blow yourself up too! That's insane.

TIN WOODMAN

If you'd been completely occupied and there was no hope for success... take your enemies with you.

FARAMANT

I think that's exactly what Jinjur had in mind.

SCARECROW

So what are we going back in for? We need to help everyone get out!

UGU

You need to turn it off!

FARAMANT

Omby says it's keyed to the Monarch, only the King of Oz can deactivate it.

UGU

And last we checked, you're still the king.

SCARECROW

Right, so I am.

(pause)

But I thought I --

The Emerald City alarms begin.

TIN WOODMAN

Let's leave your existential crisis about whether you want to be King or not for another time. You're still the King right now, let's go turn it off.

They all run away.

103 EXT. EMERALD CITY STREETS

The Emerald Citizens are in a panic. The rumbling continues, the danger builds, the alarm continues. Jellia Jamb's voice is heard over speakers.

JELLIA JAMB

(on speakers)

Please make your way to the nearest exit in an orderly fashion. Do not run, I repeat, do not run. This is not a drill, this is not a drill. Make your way to the nearest exit. And above all, remain calm.

The Emerald Citizens are not remaining calm.

104 INT. FOUNTAIN CHAMBER

The Scarecrow, the Tin Woodman, Tip, Faramant and Ugu rush in.

FARAMANT

There it is, your Majesty. Up on that pedestal.

SCARECROW

They don't make fountains like that anymore.

TIN WOODMAN

Ones that blow you and your city up you mean?

SCARECROW

Yeah. Right, so what do I do?

FARAMANT

I don't know. Press a button.

SCARECROW

You mean these rock things? They're not buttons. They're rocks.

TIN WOODMAN

It's ancient magic, Scarecrow. Look, this symbol means power, this one means peace...

SCARECROW

So which ones do I press?

TIN WOODMAN

(examining the controls)
Uhhh, that one, this one and then that one there.

UGU

That makes sense.

SCARECROW

It does?

UGU

Yes, you see that one indicates power, that one reflects a negative flow so --

FARAMANT

(shouting)
He doesn't need to know the theory!
(quieter)
I'm sorry, I'm sorry, but I don't know what the countdown is on this.

SCARECROW

Right. Ok...
(he presses the rocks in turn)
That one... this one... that one over there.

The rocks move as he presses them. Nothing happens.

SCARECROW (cont'd)

Did it work?

TIN WOODMAN

Try it again.

SCARECROW

That one, this one, that one there.
(pause)
Still nothing.

FARAMANT

Are you sure it's the right
sequence?

UGU

Positive.

TIN WOODMAN

It has to be, it can't be anything
else.

SCARECROW

Then why isn't it working?!
(he tries it again)
I'm the King of Oz, dammit!

UGU

No... No you're not.

SCARECROW

I have a crown!

TIN WOODMAN

Maybe it's one of those things
where you have to truly believe
you're the King first before it
will work, and Scarecrow's lost his
faith. Scarecrow, I believe in you.
You are a great king, and you can
lead Oz --

UGU

No, your Grace. Don't you get it?
It's a blood thing! You have to be
a member of the royal family. A
descendent of Lurline.

SCARECROW

Oh.

TIN WOODMAN

That's why Jinjur could activate
it. She's part of the Lurline
bloodline.

FARAMANT

Yeah, but barely.

UGU
Enough to count.

SCARECROW
In that case, then we really need
to find Tip.

FARAMANT
Him? Why him?

TIN WOODMAN
Because he's really Princess Ozma.

FARAMANT
Right.
(a beat)
Wait, what?

SCARECROW
We'll explain later. Everyone out,
we need to find that witch's
apprentice before we all die!

They all rush out.

105 EXT. PALACE STEPS

More chaos. People are trying to get out of the City. On the
Palace Steps rushes Tip, out of breath and upset.

TIP (V.O.)
I didn't really notice the
evacuating people. I was too busy
dealing with my own thing. My
desperate need to run away. Had I
been paying attention I might have
realised it was a desperate need we
all shared at that point, but my
reasons were entirely different.

Though wasn't completely ignorant
of the crowds of people making for
the Emerald City gates, cause it
was impossible for anyone to get
through. So I was looking for other
options. And it was in the
courtyard, just past steps of the
Palace, that I found that old
familiar collection of couches,
palm leaves and taxidermy.

TIP

The Gump! What are you doing in here, I thought we left you outside the south gate? Nevermind, lets see if you have any juice left in you.
Weaugh, Teaugh --

MOMBI

(walking up to him)
Peaugh! You learn quickly, boy. I only ever showed you that spell the once.

TIP

I never quite got it right. The Sawhorse and the Gump couldn't talk like Jack did.

MOMBI

That's what makes you an apprentice and me the witch.

TIP

Why didn't you tell me?

MOMBI

Yeah, that's a conversation that would have gone well over the dinner table. 'Go get me the pepperfeathers, and by the way you're really a princess.'

TIP

You could have said something.

MOMBI

The whole point was it was a secret! If you knew, I may as well have kept you as Ozma.

TIP

You should have. Never brought me into existence. Then I wouldn't be faced with this...

MOMBI

(mocking)
What, don't you want to be a princess, Tip?

TIP

I want to go home.

MOMBI

I know.

TIP

I want to label your anti-gemomantics, hunt Woozies for their tail feathers so you can take them to the Crooked Magician. I want to keep being your apprentice, learning about magic and... being me.

MOMBI

Of course you do. Come along, boy. You can show me how this Thing flies. All aboard.

TIP

No. No, you did this to me. You put me into this position. Why do I want to go with you?

MOMBI

It's part of the spell. The Ozma spell. It keeps you happy with your lot, with the world as it is.

TIP

Sometimes you don't want your world to change...

MOMBI

Otherwise you might have tried to run away, and I couldn't have that. You're very special to me. A special boy. And if I was to keep you hidden, you had to want to stay. Though trying to turn you to stone may have pushed you a tad too far, I admit.

TIP

(angry and upset)

Is... is any of this real? In my head? If even what I'm thinking just your magic, then who the hell am I?

MOMBI

Shh! It's all right, Tip. Don't think about it. We can go home, just you and me. Like it used to be. Like it always will be. I mean, not our old home, they'll find us

(MORE)

MOMBI (cont'd)
there. But I've heard good things
about Jinxland this time of year.

TIP
Like it used to be.

MOMBI
And nothing will change ever again.
I promise.

JACK PUMPKINHEAD
Dad!

TIP
Jack?

MOMBI
Oh that Pumpkinhead's back. Time I
sorted you out once and for all.

JACK PUMPKINHEAD
Dad, get away from her! That's
Mombi!

TIP
Jack, you don't understand.

JACK PUMPKINHEAD
She's a wicked witch, and she's
going to steal your Gump!

He rushes over and hits Mombi.

MOMBI
Ow!

JACK PUMPKINHEAD
Are you ok, Dad?

MOMBI
You hit me! You melon-headed moron,
you hit me!

JACK PUMPKINHEAD
Shut up, or I'll do it again!

TIP
Jack, I have to --

JACK PUMPKINHEAD
Have to go save the Emerald City! I
know! Everyone's running away and
scared, and I think I heard
Scarecrow calling for you before,
(MORE)

JACK PUMPKINHEAD (cont'd)
 so you'd better go. Come on, I'll
 take you!

He starts to rush off, Tip doesn't move.

JACK PUMPKINHEAD (cont'd)
 Dad?

TIP
 I can't stay here, Jack.

JACK PUMPKINHEAD
 But why?

MOMBI
 Don't meddle in things you have no
 possibility of understanding. Come
 on, Tip, onto the couch thing. Time
 we were going.

JACK PUMPKINHEAD
 But I need you, Dad! I can't
 survive in Oz without you! You're
 my Dad!

TIP
 I... I'm so confused...

JACK PUMPKINHEAD
 That's ok, I'm always confused!
 Let's be confused together!

MOMBI
 Tip, we haven't got much time...

TIP
 You're right. We don't.
 (pause)
 Goodbye Mombi.

MOMBI
 What are you doing, boy?

TIP
 Making the right choice. Sometimes
 you don't want things to change.
 But usually you don't get a say in
 it.

MOMBI
 Tip --

TIP

You destroyed an innocent baby's life, Mombi. And you've ruined mine. I can't go with you now. I want to -- oh Lurline I want to -- but that's just magic. And I'm better than that. I'm better than you!

MOMBI

You ungrateful --

TIP

You'd better leave. Glinda's still looking for you and I'd hate to be on the wrong side of her.

MOMBI

This isn't over. I'll be back for you, Tip. Or for Ozma. Whichever one is left standing!

She disappears with a cackle.

JACK PUMPKINHEAD

Ozma? Did we find Ozma? Is she back?

TIP

No, she's not. She's gone forever.

JACK PUMPKINHEAD

But you're staying, right?

TIP

That's right. You're stuck with me forever now, Jack. Just you and me! You, me, and the Gump -- get on!

JACK PUMPKINHEAD

We're going somewhere?

TIP

You betcha!

JACK PUMPKINHEAD

Yippee!

They climb onto the Gump.

106 INT. VOID

The end of the previous scene echoes into this one

OZMA

Do you really hate me that much?

TIP

Of course I don't hate you. This has nothing to do with you at all. But I can't sacrifice myself for you. Could you say you'd do the same if it were me?

OZMA

This is bigger than either of us now. Innocent people are going to die, and you can stop it just by --

TIP

And what about me? I'm an innocent too. Why should I have to die?

107 BALCONY

The Scarecrow and the Tin Woodman continue their search. The walls around them are shaking and they're in a panic.

SCARECROW

(shouting)

Tip! Please, Tip!

TIN WOODMAN

(shouting)

We're not kidding, we need you now, it's important!

SCARECROW

He's probably left the Palace.

TIN WOODMAN

I hope not, we'll never find him in that crowd.

SCARECROW

I think we need to give up and deal with the bigger problem.

TIN WOODMAN

He is the bigger problem, we find Tip and we can stop all this.

SCARECROW

The walls are shaking and there's still thousands of people in the City who can't escape! We have to be practical.

TIN WOODMAN

Wait, since when are you the practical one?

SCARECROW

Since I remembered I'm King of this place, that's when. We might never find Tip, we have to try something else.

TIP

(from outside the balcony)
Don't write me off just yet, your Majesty!

The Gump swoops up and hovers outside the balcony.

TIN WOODMAN

Tip!

SCARECROW

You found the Gump!

JACK PUMPKINHEAD

(from outside)
And me! He found me!

TIP

(from outside)
Couldn't help but notice the entire population of the Emerald City is making a run for it. Thought I'd offer you guys a lift.

SCARECROW

Oh, that's so thoughtful, thank you!

TIN WOODMAN

Scarecrow!

SCARECROW

Right! Yes, Fountain. Tip, fly in here and come with us.

TIP

Why?

TIN WOODMAN

Long story. Magic Fountain, going to blow up the City, only you can turn it off.

TIP

Ok, coming in.

The Gump lurches forward.

TIN WOODMAN

Wait! Look out for the --

CRASH, the Gump sideswipes the wall, cracking big chunks of things off the contraption. It lands.

TIN WOODMAN (cont'd)

-- wall.

TIP

Oops.

JACK PUMPKINHEAD

Where did you learn to drive, Dad?

TIP

Look, the Gump is so big and the balcony window is so big and I'd like to see you try better!

TIN WOODMAN

You've ruined its wings. Snapped in half.

SCARECROW

It doesn't matter, we've got another plan, so quickly, get off that thing and come with us to the Fountain.

TIP

What? The Fountain of Oblivion?

SCARECROW

You know about it?

TIP

No, but Ozma does. Sorta, it's --

TIN WOODMAN

Complicated, I know, weird double identity, we'll discuss the theory later, let's move!

TIP

I still don't understand --

SCARECROW

It needs someone with the blood of Lurline to turn it off, and that's you.

TIP

No, that's Ozma.

SCARECROW

And you're Ozma.

TIP

No, I'm not, that's what I keep telling you. I don't have Lurline's blood, I'm just ordinary. Just Tip.

TIN WOODMAN

Are you sure? Cause --

TIP

If I had the blood of Lurline I'd be able to access her magic, and I can promise you if I could have done that, this adventure would have gone very differently.

TIN WOODMAN

Right.

SCARECROW

So then... we need Ozma.

TIN WOODMAN

And Ozma is...

TIP

Unavailable.

OZMA

(whispering voice)

Tip... please. You know what you have to do.

TIP

Shut up.

SCARECROW

What?

TIP

Not you.

SCARECROW

Right. Ok, Tin Woodman, time for Plan B.

TIN WOODMAN

What Plan B?

SCARECROW

You know, Plan B, the one we had when we decided we couldn't find Tip, let's do Plan B.

TIN WOODMAN

Your brains have gone soggy, we never had a Plan B. Tip fixing everything was the plan.

SCARECROW

Well what have we got?

TIN WOODMAN

We have a broken Gump. Which we won't be able to repair.

SCARECROW

Ok. What else?

TIN WOODMAN

Nothing.

SCARECROW

We have to have something.

TIN WOODMAN

Nothing. No Gump, no witches, no Winged Monkeys, no Silver Shoes, no lippy girls from Kansas, nothing.

SCARECROW

You are not helping.

TIN WOODMAN

I know! I'm panicking! Everyone's going to die and I don't know what we can do about it!

JACK PUMPKINHEAD

(quietly)

Look at them all.

TIP

What?

JACK PUMPKINHEAD

All the people. They're all running, but going so slowly. They're like little ants!

Pause

TIP

How many people are there in the Emerald City?

SCARECROW

Nine hundred thousand residents, plus visitors, guests, tourists.

TIP

And how many exits?

SCARECROW

Four. Four gates.

TIP

They're never going to get out of here.

SCARECROW

No.

TIP

They're all going to die.

SCARECROW

We might... well we could.

TIP

You have a plan?

SCARECROW

I... I want to have a plan. I'm King of the Emerald City, I have a magnificent brain given to me by the Wizard of Oz. I'm supposed to have a brilliant idea that will save us all! But there's nothing. Nothing.

TIN WOODMAN

I'm blown away by your optimism.

SCARECROW

Shut up or contribute something!

TIN WOODMAN

I'm thinking!

The rumbling grows.

OZMA (V.O.)
 (desperate, begging)
 Please, Tip. Don't let our people
 die.

JACK PUMPKINHEAD
 Dad?

TIP
 Yes, Jack?

JACK PUMPKINHEAD
 Thank you.

TIP
 For what?

JACK PUMPKINHEAD
 For being my Dad. For making me.
 For bringing me to life. I've seen
 so much over the last couple of
 days, and it's almost always been
 scary -- but it's been exciting
 too. And if we're about to die, I
 didn't want it to end without
 saying thank you.

TIP
 (to himself)
 Sometimes you don't want your world
 to change.

JACK PUMPKINHEAD
 I know. But sometimes you can't
 help it. Like now. We're all going
 to die, and we can't do anything
 about it. But you can't stop
 change, can you?

TIP
 No... No we can.
 (to the others)
 We need her.

TIN WOODMAN
 Her?

SCARECROW
 Do you mean Glinda? I thought of
 that, and she's a powerful witch
 but I don't think even she can stop
 (MORE)

SCARECROW (cont'd)
the Fountain of Oblivion once it
gets going.

TIP
No, but Ozma can.

TIN WOODMAN
You mean --

TIP
We have to break Mombi's spell and
turn me into... and bring her back.

SCARECROW
But Tip, if we turn you back into
Ozma --

TIP
Then I'll be gone. I know.

SCARECROW
Then I'm not letting you do it.

TIN WOODMAN
Scarecrow --

SCARECROW
I can't let him sacrifice himself!

TIP
Look at them all! Nine hundred
thousand people! Do the maths --
it's one of me against all of them.

TIN WOODMAN
How would it even work? Do we need
Glinda or --

TIP
Ozma has magic. She's a descendant
of a Fairy Queen after all. And I
know enough magical theory to... I
think we can break the spell
together.

JACK PUMPKINHEAD
What's... what's going to happen,
Dad?

TIP
Jack, I'm going to go away. And
there'll be someone else here
instead, and she's going be
marvellous and amazing and she's
(MORE)

TIP (cont'd)
going to save us all. You'll like
her, I promise.

JACK PUMPKINHEAD
And what about you?

TIP
I'll be... I don't know. But what
you said before, about change. You
can't fight it, you have to accept
it. And... Jack, thank you too. For
everything. All of you, I can never
tell you what you mean to me.

SCARECROW
Tip, no!

TIP
I'm sorry, Scarecrow. But it's how
it's meant to be.

SCARECROW
And it's irreversible! Once you
break the spell you're gone
forever.

TIP
I know. But none of you will be.

Magic builds. The transformation begins

TIP (cont'd)
Goodbye. Don't forget me. Whatever
happens, please, don't forget me!

There's a blast of magic and Tip is gone. The others reel
back. Then the magic ends. A moment of silence.

OZMA
That was way more dramatic than I
was expecting.

SCARECROW
(uncertain)
Ozma?

OZMA
In the flesh.

TIN WOODMAN
I don't believe it.

OZMA

You don't believe it, and you're a man made of tin, best friends with a talking scarecrow. How about that?

SCARECROW

But you're wearing Tip's clothes, you're standing where Tip was --

OZMA

And I have Tip's memories and know what Tip feels... felt. Sorry, we'll have time to mourn later. We need to get to the Fountain.

SCARECROW

Right, of course.

TIN WOODMAN

This way, your Highness, follow me.

OZMA

It's ok, I remember the way!

They rush off, leaving Jack alone.

JACK PUMPKINHEAD

(quietly)

But Dad? What happened to my Dad?

108 INT. FOUNTAIN CHAMBER

Ozma rushes in, Tin Woodman and Scarecrow close on her heels.

SCARECROW

Wait, so you know all about what's been going on, with Jinjur and the invasion and --

OZMA

Everything Tip knew, I know. We were practically the same person. Except not really. It's complicated, Scarecrow and we don't have time. Right! Ancient giant stone controls.

TIN WOODMAN

You press that one and then --

OZMA

It's ok, I've got this. Wish me luck.

TIN WOODMAN

Good luck.

She starts pressing the stone buttons. Unlike the previous attempts, the Fountain reacts immediately. The shaking stops, and the power winds down.

OZMA

(still working the controls)

That's better. And now to initiate a proper shutdown sequence. And then locking it off to make sure nobody else I'm distantly related to can get any funny ideas.

SCARECROW

So it's true. You are the heir to Lurline.

OZMA

Last of the royal lineage. Phew. I need a sit down after that.

(she drops to the floor, exhausted)

For my first independent action since I was a baby, I sure hit the ground running.

SCARECROW

Tip said... he implied that you're here to stay. This isn't just a temporary thing and --

OZMA

Yes. Well, I think. I'm not a magic expert, Tip was more... No. This is for good.

SCARECROW

And we can never bring Tip back, can we? He's gone forever.

OZMA

He's... a part of me. If that makes any sense. He's part of who I am. But no, he can't come back like he was before. Looks like you guys are stuck with little old me.

TIN WOODMAN

Right.

OZMA

I hope that's going to be ok. I'm much the same as Tip, in a lot of ways. Only --

JACK PUMPKINHEAD

(entering)

Only you're different.

OZMA

That's right!

(she stands and approaches him)

Jack, I suppose this is going to be really confusing for you.

TIN WOODMAN

It's confusing to all of us, frankly. And we saw it happen.

JACK PUMPKINHEAD

I'm four days old. Everything is confusing to me.

OZMA

But I hope you know, Tip really cared for you. He didn't want to go, and --

JACK PUMPKINHEAD

But you're Tip. In a way. And he was you. You're still my Daddy.

OZMA

That's not quite... Yes. Yes, I am.

JACK PUMPKINHEAD

And I can still call you Dad?

OZMA

Well, you could maybe try calling me Mum instead --

JACK PUMPKINHEAD

No, I think I'm going to keep calling you Dad.

OZMA

(chuckling)

Whatever makes you happy, Jack Pumpkinhead.

SCARECROW

Then I guess there's only one thing left to do.

OZMA

Let the people know they don't have to flee the city anymore?

SCARECROW

Before that.
(he kneels down)
Princess Ozma.

OZMA

Oh don't kneel, please, it's --

SCARECROW

I hereby abdicate the throne of Oz in favour of you and your... your legitimate right to rule.

OZMA

Scarecrow, stop, you don't have to do this, not --

SCARECROW

I hereby give you the the throne. I'd give you my crown but it's sewn into my head.

OZMA

I'm honoured but... look, we can discuss this later. I've got no interest in taking the throne from you --

SCARECROW

And I've got no interest in keeping it.

TIN WOODMAN

She's right though, we've got plenty of time to discuss the constitutional line of succession once everything's back to normal.

JACK PUMPKINHEAD

Normal? Does Oz even have a normal?

OZMA

From what I've seen so far, I sure hope not!

109 INT. PALACE OFFICE

Jellia Jamb, Faramant and Omby Amby are sitting around a desk, some time later.

JELLIA JAMB

Ozma?!

FARAMANT

Apparently so.

JELLIA JAMB

Where did she come from?

FARAMANT

Well the King and Queen of Oz loved each other very much --

JELLIA JAMB

Don't make me beat you up, I mean I thought she was dead. Ancient history.

OMBY AMBY

Rumours of her death have been greatly exaggerated, it seems.

FARAMANT

I understand Mombi turned her into Tip long ago.

JELLIA JAMB

Who the hell is Tip?

FARAMANT

You've really been in your own little universe this whole invasion, haven't you?

JELLIA JAMB

I've been in my own little cell as a Munchkin prisoner, give me a break.

OMBY AMBY

Cry me a river, Jellia.

JELLIA JAMB

(realising her
tactlessness)

Sorry. You seem to be recovering.

OMBY AMBY

I'm getting there.

FARAMANT

Aren't you meant to be on bed rest?

OMBY AMBY

And leave running Oz to you two?
Lurline knows what would happen.

JELLIA JAMB

Lurline knows what's happening now.
So if Ozma's back, is she
automatically the Queen? What
happens to the Scarecrow?

OMBY AMBY

A very good question. There's no
precedent for this. I'm meeting
with a constitutional expert
shortly. We'll work out what our
options are.

JELLIA JAMB

She'll play favourably with the
public, at least initially. Long
lost princess coming back,
fulfilling all those stories of her
saving Oz at its time of greatest
need or whatever. If she's the real
thing.

FARAMANT

She turned off the Fountain of
Oblivion when nobody else could.

JELLIA JAMB

Which all of two people saw. Might
need more for everyone else to get
on board.

OMBY AMBY

And that's a challenge that I'm
sure you'll more than adequately
rise to. As Guardian of the People,
your job is to present the monarch
in --

JELLIA JAMB

Is she the monarch? Let's confirm
that bit first before we start
working the PR.

The Woggle Bug enters

WOGGLE BUG

Well thank goodness you engaged the services of a constitutional expert to help parse these complicated consternations.

FARAMANT

Oh no...

OMBY AMBY

I believe you both know Mr HM Woggle Bug, TE.

FARAMANT

Oh yes.

JELLIA JAMB

What did the Woggle Bug say?

WOGGLE BUG

Highly Magnified, Thoroughly Educated, at your service my dear. Now, let's knuckle down and see if we can make this little maid of Oz the current Queen of the Emerald City, shall we?

110 INT. PALACE CORRIDOR

The Scarecrow and the Tin Woodman walk down a corridor. There's a press conference starting at the end of the hallway and they're slowly getting closer to it.

TIN WOODMAN

You don't have to do this you know.

SCARECROW

I really do.

TIN WOODMAN

She's a reasonable girl. I'm sure --

SCARECROW

I'm not going to make a run for power when there's a perfectly legitimate, enthusiastic, rightful heir around. Especially when I was so bad at it.

TIN WOODMAN

Will you stop saying that?

SCARECROW

It's the truth!

TIN WOODMAN

It's not! Holy Lurline, it's really not! Scarecrow, you got dealt a terrible hand when it came to taking this job. You were a week old at the time -- barely older than Jack Pumpkinhead is now. You were dumped into the position with no help from the previous monarch who ran away, a country in crisis from everything else that went on that week, subjects who didn't really know who you were, let alone what right you had to be there --

SCARECROW

No different to what you had in Winkieland. Or the Lion in his realm. You two managed.

TIN WOODMAN

Your job was bigger. The Emerald City is bigger. You had an impossible job, and you still got through it. And when it came down to it, when everyone was in trouble, you were there for them. You reclaimed your City.

SCARECROW

I got the City in trouble in the first place.

TIN WOODMAN

Point me at any other king who could have stopped that. I couldn't have.

SCARECROW

That's -- really?

TIN WOODMAN

I've done ok in Winkieland because nothing much is happening out there! But if the Oogaboo Queen decided to expand her tiny little empire like Jinjur did, I'd be screwed. I'd want -- I'd need someone like you with me.

SCARECROW

Just like I needed you.

TIN WOODMAN

Right. Scarecrow, I think you'd still make a great king of Oz. But since you're determined to abdicate in favour of Ozma... then I'd hope you'd come back to Winkieland with me. And help me reign.

SCARECROW

Of course.

TIN WOODMAN

Once you've helped the new administration through transition of course, got them settled --

SCARECROW

Of course I'll come back with you. On one condition.

TIN WOODMAN

What?

SCARECROW

Well two conditions. First, you ditch this whole 'I'm an Emperor' stuff. It's silly.

TIN WOODMAN

Not going to happen. What else?

SCARECROW

Promise me that we'll still be able to keep having adventures.

TIN WOODMAN

(chuckling)

Just you try and stop us, old friend!

Glinda and Locasta approach.

LOCASTA

Well, look what we have here.

GLINDA

Four of the most powerful people in this magical land. Rulers of the North, South and West, and the King of the Emerald City.

SCARECROW
Not king for much longer.

GLINDA
Once a King in Oz, always a King in
Oz, Scarecrow.

LOCASTA
Oooh, isn't this exciting! Who ever
thought we'd ever see the day Ozma
would be taking the throne.

GLINDA
Well I had a hunch.

LOCASTA
(with a very slight edge)
Yes. Yes you did, didn't you, you
must be so happy.
(cheerful)
And we must begin preparations for
a formal coronation at once.

TIN WOODMAN
Why don't we get through her
official announcement first?

Omby Amby approaches.

OMBY AMBY
Your Majesties? I believe we're
ready for you.

SCARECROW
Right. Wish me luck.

GLINDA
We're right beside you, Scarecrow.

TIN WOODMAN
With you all the way.

They head out.

111 EXT. PALACE STEPS

Another crowd. The Scarecrow approaches a podium and gives his final speech as King.

SCARECROW

My loyal subjects. It is with mixed emotions that I come to you today. For this will be my final address to you as the King of the Emerald City and the greater realms of Oz. When the Wizard left us last year, he left a power vacuum which I was happy to fill, with your consent. But I am happier still to stand aside for one who has more right to this exulted position than I could ever aspire to. People of Oz, without further ado, I hereby announce that I must abdicate my throne, in favour of the rightful heir. I present to you now, Princess Ozma, the Lost Princess of Oz.

Applause as Ozma takes the podium.

OZMA

Thank you, Scarecrow. I... I don't know what to say. A lot of this is very new to me. As a baby I was stolen from this very Palace and hidden away in the form of someone else. A young man who... who will be sorely missed. His was one of the many sacrifices made these past few days, so that peace could be restored to our glowing city. We will remember them. And I would like to work with you to honour the memories, by creating a united Oz. Quadlings, Gillikins, Winkies and yes, even the Munchkins. All of us together, as Ozians.

My name is Ozma. I am the daughter of King Pastoria. I am the last heir of the Lurline bloodline. And while His Majesty the Scarecrow may say nice things about me being a rightful ruler, the truth is I have no more right to the throne than anyone else. Who my parents were doesn't matter. Where I've been for the last twenty years doesn't matter. But know that I will dedicate my life to keeping Oz safe. To keeping Oz a beacon of peace. To keeping Oz marvellous!

The crowd applauds.

CROWD

Ozma of Oz! Ozma of Oz! Ozma of Oz!

The crowd fades into the background as we hear Tip's voice over for the final time.

TIP (V.O.)

Sometimes you don't want your world to change. Not in an instant, not in a moment, a day, a year, or ever. Not at all. And there's nothing wrong with wanting things to stay as they are. But change is inevitable. You can't escape it. You can either accept what's coming, or spend your energy resisting it. And fighting change is doomed to failure every time.

Am I going to miss my old world? Of course I am. I'll miss Jack Pumpkinhead and the Sawhorse, and the adventures we never got to have together. I'll miss the Scarecrow, the Tin Woodman, the Woggle Bug, all of them. I'll even miss Mombi, the way she raised me, taught me magic, tried to turn me into stone. Good times.

OZMA (V.O.)

You'll never be truly gone, Tip. You'll always be a part of me. In the back of my mind, reminding me of what's right, what I should do. Keep telling me your story. Tell it to me from the start, again. Tell me how you saved the land of Oz. And as long as I live, I'll make sure we all remember the witch's apprentice who saved us all.

TIP (V.O.)

The boy who saved the Marvellous Land of Oz.

(a beat)

I can live with that.

CLOSING CREDITS