

THE PATCHWORK GIRL OF OZ



John I. Baker III

Adapted from the novel by L. Frank Baum

Illustrations by John R. Neill

BIG DOG PUBLISHING

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*To
Carol, Courtney, and John W.,
without your support
this script would never have come to be.*

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THE PATCHWORK GIRL OF OZ was first presented at the Yorkshire Playhouse, June 24-27, 2010: John I. Baker III, director; Rachel Mayfield, assistant director; and Landon Roseberry, student intern.

OJO THE UNLUCKY: Cody Pariset
UNC NUNKIE: Ben Baltzer
DAME MARGOLOTTE: Mariah Ruhl
DR. PIPT: Conner Mogul
GLASS CAT: Liz Fillman
SCRAPS THE PATCHWORK GIRL: Rebecca Brauer
PHONOGRAPH: Hannah Anderson
WISE DONKEY: Riley Osentowski
FOOLISH OWL: Rebekah Larson
WOOZY: Taylor Papstein-Novak
SCARECROW: Hannah Hotovy
WOODEN SAWHORSE: Kimberlin Ruhl
SOLDIER WITH GREEN WHISKERS: Charlie Briggs
OZMA: Kaelyn Janzen
COWARDLY LION: David Fillman
HUNGRY TIGER: Hali West
DOROTHY: Ann Wilton
HEAD TOTTENHOT: Alyssa Charron
TOTTENHOT/FENCE: Mara Coates, Thomas Ivey, Dalton Mogul, Riley Nigh, Mason Tritt, Cameron Turner, William Wilton
MISTER YOOP: Jonathan Postier
CHAMPION/EMERALD CITY PERSON: Mercedes Kuil
HOPPER 1/EMERALD CITY PERSON: Paige Cradick
HOPPER/EMERALD CITY PERSON: Baileigh Ivey, Elle Kreifels, Te'a Kreifels, Alyssa McElheny, Mackenzi McElheny, Paige Thomas, Julie Tremaine
JAK HORNER/EMERALD CITY PERSON: David Jinright
HORNER 2/EMERALD CITY PERSON: Clare Wilton

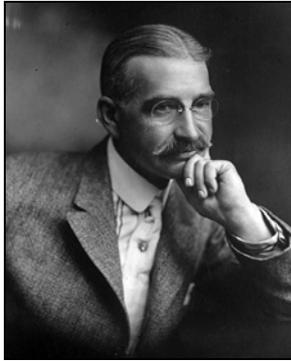
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HORNER/EMERALD CITY PERSON: Sarah Anderson,
Hannah DeHart, Kinsley Flynt, Schuyler Hellerich, Ann
Magner, Trini West
TIN WOODMAN: Alex Hotovy
WIZARD OF OZ: Jonathan Larson

THE PATCHWORK GIRL OF OZ

CLASSIC. With only two loaves of bread left on their bread tree, two Munchkins, Ojo and Unc Nunkie, must leave their home and travel to Munchkin Country. On the way, they stop at the house of Margolotte and Dr. Pipt, a magician who practices magic without a license. When Dr. Pipt sprinkles the Powder of Life on a patchwork doll, she comes to life and accidentally knocks over Dr. Pipt's Liquid of Petrification on Unc Nuckie and Margolette, turning them into marble statues. To save Unc Nunkie and Margolotte, Ojo must travel through Oz to collect the five items Dr. Pipt needs to make an antidote: a six-leaved clover, the left wing of a yellow butterfly, water from a dark well, three hairs from the tip of a woozy's tail, and a drop of oil from a live man's body. Audiences of all ages will love this adorable play, which features favorite characters from the *Wizard of Oz* as well as a host of new fantastical creatures including the Patchwork Girl, Mr. Wise Donkey, Miss Foolish Owl, the Glass Cat, a Woozy, a giant named Mister Yoop, and even some Hoppers, Horners, and Tottenhots!

Performance Time: Approximately 100-120 minutes.



L. Frank Baum, 1911

ABOUT THE STORY

Influenced by the Brothers Grimm, Hans Christian Anderson, and Lewis Carroll, children's author L. Frank Baum (1856-1919) published his most famous work, *The Wonderful Wizard of Oz*, in 1900. *The Patchwork Girl of Oz* was first published in 1913 and is the seventh novel set in the Land of Oz. Baum considered it one of his two best books, the other being *The Sea Fairies*. Baum's final Oz book, *Glinda of Oz*, was published in 1920, one year after his death.

CHARACTERS

(7 M, 4 F, 14 flexible, extras)

(With doubling: 5 M, 3 F, 14 flexible)

OJO: Loyal, generous Munchkin who is known as “Ojo, the Unlucky” because he was born on a Friday on the 13th day of the month, has a wart under his right arm, and is left-handed; short; flexible.

UNC NUNKIE: Ojo’s uncle who is known as “the silent one,” and who is the descendant of the former kings of the Munchkins before this country became a part of the Land of Oz; short with a beard; male.

DR. PIPT: A magician who used to be a friend of Unc Nunckie’s and is known as “the Crooked Magician”; lives high atop a mountain and practices magic without a license; hunched over and bald; male.

MARGOLOTTE: Dr. Pipt’s wife who wants her husband to transform a patchwork doll into a household servant; female.

SCRAPS: Patchwork doll who was brought to life by Dr. Pipt to work as a household servant; has a brightly colored patched face, quilted clothing, and is stuffed with cotton; female.

GLASS CAT: Conceited and disagreeable glass cat that was brought to live by Dr. Pipt and refuses to catch mice; has green eyes, pink pebbles for brains, and a ruby heart; flexible.

PHONOGRAPH: Dr. Pipt’s phonograph who was accidentally brought to life and thinks his name is Victor Columbia Edison; annoying and tends to be a bother due to the fact he plays dreadful music and sings terribly; flexible.

MR./MRS. WISE DONKEY: His advice doesn’t cost a thing unless you follow it; flexible.

MISS/MR. FOOLISH OWL: Foolish owl who recites silly poems; flexible.

WOOZY: Due to his affinity for eating honeybees, the Munchkins have driven him into the forest and built a fence around him; extremely hungry square animal with thick skin and paws who can shoot “fire” from his eyes and has a meek growl; flexible.

OZMA: Princess and ruler of the Land of Oz who has outlawed picking clover in Oz; lovely and kind and tries to help anyone who is trouble; female.

DOROTHY: Kind-hearted Princess of Oz and best friend to Princess Ozma.

SCARECROW: Prince of Oz and servant to Ozma; stuffed with straw, which tends to bunch up on him; male.

SAWHORSE: Horse made of wood and the Scarecrow’s mode of transportation; flexible.

TIN WOODMAN: Ruler of the Winkies; has a heart that was given to him by the Wizard of Oz; male.

COWARDLY LION: Lion who serves as Ozma’s personal guard; flexible.

HUNGRY TIGER: Tiger who serves as Ozma’s personal guard and has sworn to not eat meat; flexible.

HEAD TOTTEHOT: Head of the fun-loving Tottenhots, who sleep in the daytime and emerge at night from their kettle-shaped rocks to frolic and play; small in stature, hair stands straight up like wires and is brilliant scarlet; wears animal skins for clothing and ankle bracelets, wrist bracelets, and females wear large pendant earrings; flexible.

MISTER YOOP: Large, hungry giant who lives in a cave; has a deep voice; dressed all in pink velvet with silver buttons; wears pink leather boots decorated with pink tassels and a hat decorated with a large pink feather; male.

CHAMPION: A champion wrestler and a Hopper who lives inside a mountain with the other Hoppers; has long arms and only one leg, which is used to hop about; portly; flexible.

HOPPER 2: A Hopper who lives inside a mountain with the other Hoppers, who are at war with the Horners; has long

arms and only one leg, which is used to hop about; portly; flexible.

JAK HORNER: A Horner who lives inside the same mountain as the Hoppers; loves bad jokes and has one horn in the center of his head that is used for fighting; male.

HORNER 2: A Horner who lives inside the same mountain as the Hoppers; loves bad jokes and has one horn in the center of his head that is used for fighting; flexible.

SOLDIER: Works for Princess Ozma; wears a uniform and has green whiskers; flexible.

WIZARD OF OZ: Assistant to Glinda the Good appointed to set things right in Oz; male.

EXTRAS: As Tottenhots, Hoppers, Horners, and Emerald City Citizens.

NOTE: For flexible roles, change script accordingly.

SUGGESTIONS FOR DOUBLING

MR. WISE DONKEY/WIZARD OF OZ (male)

MISS FOOLISH OWL/DOROTHY (female)

MISTER YOOP/SAWHORSE (male)

SETTING

The Land of Oz.

SETS

The sets can be as simple or as elaborate as your budget allows.

Unc's home in the woods. There is a kitchen/dining room. In the kitchen, there is an empty cupboard with a stool under it as well as a kitchen table and chairs. There is window and a garden backdrop depicting a bread tree with only one loaf of bread hanging on a limb.

Crooked Magician's laboratory. There is a rack filled with blue glass bottles that contain all types of magical powders and a chair or two. There is a large wooden door leading to the outside courtyard, and a smaller wooden door that leads into the house. A curtain divides the room with a stool on each side. There is a bench on Dr. Pipt's side of the curtain.

Outside the Emerald City. A backdrop depicts the great walls of the Emerald City with the ground covered in clover.

Plains before a mountain range. There is a backdrop depicting a plain covered with black dots that look like kettles turned upside down. Several large kettle-shaped houses are open from the top and are large enough to hold an actor.

Inside a mountain. There is an entrance at one side with many mysterious rocks casting shadows. A white picket fence separates the cave into two sections. There is a sign posted on the fence that says, "War Is Declared."

Tin Woodman's waiting chamber. The walls are covered with tin.

Princess Ozma's throne room. There is a throne for Princess Ozma and an advisor's chair for Dorothy.

SYNOPSIS OF SCENES

ACT I

Scene 1: Unc's home in the woods.

Scene 2: Crooked Magician's laboratory.

Scene 3: On the way to the Emerald City.

Scene 4: Outside the Emerald City.

Intermission

ACT II

Scene 1: Princess Ozma's throne room.

Scene 2: The flat plains before a mountain region.

Scene 3: The Unnamed Mountains.

Scene 4: Inside a mountain.

Scene 5: Tin Woodman's waiting chamber.

Scene 6: Princess Ozma's throne room.

PROPS

Loaf of bread	Bread
Blue glass bottles	Cheese
Powder	Tree
4 Kettles	Backdrop depicting a grove of tall and stately trees through which the Yellow Brick Road winds in sharp curves
Needle and thread	Backdrop depicts the great walls of the Emerald City with the ground covered in clovers.
4 Wooden ladles	Magic Picture
Shelf labeled "Brain Furniture"	Handcuffs
Bottle labeled "Obedience"	Prisoner's robe
Bottle labeled "Cleverness"	Hood with eyes cut out
Bottle labeled "Judgment"	Golden flask
Bottle labeled "Courage"	Backdrop of mountains and a plain covered with black dots that look like kettles turned upside down
Bottle labeled "Ingenuity"	2 Kettle-shaped rocks that open and are large enough for actors to hide in
Bottle labeled "Amiability"	Sign that reads, "Look out for the Yoop!"
Bottle labeled "Learning"	Sign that reads, "Beware of the captive Yoop!"
Bottle labeled "Truth"	Backdrop of a cave/cavern in a mountainside
Bottle labeled "Poesy"	
Bottle labeled "Self- Reliance"	
Funnel	
Full-length mirror	
Blue book of spells	
Gold bottle or vial	
Sign that reads, "Miss Foolish Owl and Mr. Wise Donkey: Public Advisers"	
Cutout of a Owl and Donkey's house	
Gate	
Sign that reads, "Beware of Woozy"	
Basket	

Sign that reads, "Mister
Yoop—His Cave, etc."
(See pg. 79)
Chain

Fake rock large enough to
sit on
Fake rocks
Sign that reads, "War is
Declared"

SOUND EFFECTS

Classical music from a well-worn record

Firecrackers exploding

Trumpets

Horrid song

“IF YOU STAND ON YOUR LEGS,
AND YOUR LEGS ARE UNDER YOU,
THEN YOUR LEGS
ARE YOUR UNDER-STAND-ING.”

—JAK



ACT 1 SCENE 1

(AT RISE: Unc Nunkie's dining room. There is an empty cupboard in the kitchen with a stool under it. In the garden there is a bread tree with only one loaf of bread still hanging on the limbs. Unc Nunkie and his nephew Ojo the Unlucky are sitting at a table with a loaf of bread between them.)

OJO: Where's the butter, Unc Nunkie?

UNC: *(Looking out the window and stroking his beard.)* Isn't.

OJO: Isn't any butter? That's too bad, Unc. *(Stands on a stool and looks in the cupboard.)* Where's the jam then?

UNC: *(Shakes head.)* Gone.

OJO: No jam, either? And no cake...no jelly...no apples. Nothing but bread?

UNC: *(Still stroking his beard.)* All.

(Ojo sits at the table and begins to eat bread.)

OJO: Nothing grows in our yard but the bread there, and there are only two more loaves on that tree. They're not even ripe yet. Unc, why are we so poor?

UNC: Not.

OJO: I think we are. What have we got?

UNC: House.

OJO: I know, but everyone in the Land of Oz has a place to live. What else, Unc?

UNC: Bread.

OJO: I'm eating the last loaf that's ripe. When that's gone, what will we eat?

UNC: Don't know.

OJO: *(To himself.)* Of course, no one starves in the Land of Oz, either. There's plenty for everyone. Only, if it isn't just where you happen to be, you need to go where it is.

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(Excited, jumps up.) We must go where there is something to eat, or we'll grow very hungry and become very unhappy.

UNC: Where?

OJO: I don't know, but you must know, Unc. You must have traveled. All I've ever seen of the great Land of Oz is the view of that mountain over in the south where they say the Hammerheads live—who won't let anybody go by them—and that mountain at the north where they say nobody lives.

UNC: One.

OJO: Oh, yes, one year you told me about them. *(Sighs.)* I think it took you a whole year. The Crooked Magician, Dr. Pipt, and his wife Margolotte...they live high up on the mountain. And the good Munchkin Country, where the fruits and flowers grow, is just on the other side.

UNC: Yes.

OJO: *(Excited.)* Then let's go away and visit the Munchkin Country and its jolly, good-natured people.

UNC: Too little.

OJO: I'm not so little as I used to be. I think I can walk as far and as fast through the woods as you can, Unc. And now that nothing grows in our back yard that is good to eat, we must go where there is food.

UNC: *(Gestures for Ojo to follow him.)* Come.

(Unc and Ojo exit. Blackout.)

SCENE 2

(AT RISE: The Crooked Magician's laboratory. There is a rack filled with blue glass bottles that contain all types of magical powders. There is a large wooden door leading to the outside courtyard, and a smaller wooden door that leads into the house. A curtain divides the room separating the Crooked Magician from the rest of the room. The Crooked Magician is fast at work on his Powder of Life. He is sitting on a stool stirring four different kettles at the same time, two with his hands and two with his feet. Wooden ladles are strapped to his feet. In another corner of the room, his wife, Dame Margolotte, is sitting on a stool sewing the final touches on a Patchwork Girl. A rap is heard at the door. Startled, Dr. Pipt looks up with a grunt and continues to stir. Dame Margolotte ignores the door and appears not to have heard the knock. Another knock is heard.)

DR. PIPT: Would you get that, my dear? I'm rather busy at the moment.

MARGOLOTTE: Get what?

DR. PIPT: The door. Didn't you hear the knock?

MARGOLOTTE: No. Was there a knock?

DR. PIPT: Yes. *(Another knock is heard.)* Did you hear that?

MARGOLOTTE: Oh...I guess there was a knock.

DR. PIPT: Would you get it?

MARGOLOTTE: If you're so concerned, why don't you get it yourself?

DR. PIPT: I'm busy.

(Margolotte looks through the curtain at Dr. Pipt for a second.)

MARGOLOTTE: Oh, why, so you are. I'll get the door.

DR. PIPT: Thank you.

(Margolotte opens the laboratory door. Ojo and Unc are standing in the doorway.)

MARGOLOTTE: (*To Ojo and Unc.*) Yes, may I help you?

OJO: (*Tongue-tied.*) Ah...ah...you must be Dame Margolotte, the good wife of Dr. Pipt.

MARGOLOTTE: I am.

OJO: May we see the famous magician, madam?

MARGOLOTTE: (*Shakes her head.*) He is very busy just now. But come in and rest, for you must have traveled far in order to get to our lonely place.

(*Ojo and Unc enter.*)

OJO: We have. However, we have come from a far lonelier place than this.

MARGOLOTTE: (*Surprised.*) A lonelier place? And in the Munchkin Country? Then your lonelier place must be somewhere in the Blue Forest.

OJO: Yes, it is.

MARGOLOTTE: Dear me! (*Looks at Unc.*) You must be Unc Nunkie, also known as the Silent One. (*Looks at Ojo.*) And you must be Ojo the Unlucky.

UNC: Yes.

OJO: I never knew I was called the Unlucky, but it's really a good name for me.

(*Margolotte leads Ojo and Unc inside and has them sit on a bench across from where Dr. Pipt is hard at work.*)

MARGOLOTTE: Well, you were unlucky to live all alone in that dismal forest, which is much worse than the forest around here. Perhaps your luck will change, now that you are away from it. If, during your travels, you can manage to lose that "un" at the beginning of your name "Unlucky," you'll then become "Ojo the Lucky," which is a great improvement.

OJO: How can I lose that "un"?

MARGOLOTTE: I don't know...but you must keep the matter in mind, and perhaps the chance will come to you. (*Awkward pause.*) Now, do you wish to see Dr. Pipt on business or for pleasure?

(*Unc shakes his head.*)

OJO: We're traveling, so we stopped at your house to rest and refresh ourselves. I don't think Unc Nunkie cares very much to see the famous Crooked Magician, but for my part, I'm curious to look at such a great man.

MARGOLOTTE: I remember that Unc Nunkie and my husband used to be friends many years ago, so perhaps they will be glad to meet again. (*Seriously.*) The Magician is very busy, as I said, but if you'll promise not to disturb him, you may come into his workshop and watch him prepare a wonderful charm.

(*Ojo stands.*)

OJO: I'd love to.

(*Margolotte leads Ojo and Unc across the room and pulls back the curtain, revealing Dr. Pipt.*)

MARGOLOTTE: (*To Dr. Pipt.*) You have visitors, my dear.

(*Dr. Pipt looks up at the group as they enter. Dr. Pipt recognizes Unc, but is unable to shake hands since both hands are busy stirring his mixture. Unc Nunkie steps forward to greet his old friend, but not being able to shake either his hands or his feet, he pats Dr. Pipt's bald head.*)

UNC: (*Pointing to the kettles.*) What?

PIPT: Ah, it's the Silent One, and he wants to know what I'm making. (*Proudly.*) Well, when it's quite finished, this



compound will be the wonderful Powder of Life, which no one knows how to make but myself. Whenever the powder is sprinkled on anything, that thing will at once come to life, no matter what it is. I've worked several years to make this magic powder, and I'm pleased to say it's nearly done. You see, I am making it for my good wife Margolotte, who wants to use some of it for a purpose of her own.

UNC: Oh!

PIPT: Why don't you sit down and make yourself comfortable, Unc Nunkie, and after I've finished my task, I'll talk with you.

MARGOLOTTE: (*Upset.*) You must know that my husband foolishly gave away his first batch of the Powder of Life to old Mombi the Witch. Mombi gave to him a Powder of Perpetual Youth in exchange, but she cheated him, for the Powder of Youth was no good and could work no magic at all.

OJO: Perhaps the Powder of Life couldn't, either.

MARGOLOTTE: The first lot we tested on our glass cat, which not only began to live but has lived ever since.

OJO: (*Astonished.*) A glass cat?!

MARGOLOTTE: Yes, she makes a very pleasant companion but admires herself a little more than is considered modest, and she positively refuses to catch mice.

PIPT: (*To Ojo.*) Then I made her some brains, but they proved to be too highbred and particular for a cat, so she thinks it is undignified to catch mice. She also has a pretty blood-red heart, but it is made of stone—a ruby, I think—and so is rather hard and unfeeling.

OJO: If you please...what do you intend to do with this new Powder of Life?

MARGOLOTTE: I want it to bring my patchwork girl to life.

OJO: A patchwork girl? What is that?

[END OF FREEVIEW]