

INT. CAPTAIN'S CABIN - MORNING

It is a dark sunrise. DAVID Souza wakes in a small bed that is little more than a wooden cubby and looks out the glassless back window. David is small for his age, and at 10, looks even younger.

He sees a rolling gray ocean where the low hanging clouds and dark water blur together on the horizon. But for the various shades of red and pink fingers reaching through the cloud banks, he would not be able to tell where the sun was.

He sits up so he can see down to the water. There is not much wake so he knows they aren't going very fast.

David rolls out of his cubby and searches for his clothes. He hears a man yelling at other men outside.

EMMANUEL (O.S.)  
Bring them in! Carefully! You've got  
too many men on deck!

Just then, the cabin door bursts open. David's father, CAPTAIN HENRI, enters.

Henri is a large man with thick dark hair and a beard. His Captain's uniform is weathered but in good order. He projects an air of authority.

He is returning his sextant to its case when he sees that David is up.

CAPTAIN HENRI  
Davito! Good morning.

DAVID  
Good morning, Papa. Did you get a good  
reading?

Henri's smile fades as his thoughts return to the ship.

CAPTAIN HENRI  
Unfortunately, no. I've been getting  
strange readings for hours. And now  
bad weather is coming.

Henri unrolls a map and David hurries next to his father to watch him mark their location. Henri marks the map just east the Caribbean island chains.

CAPTAIN HENRI (CONT'D)  
I think we're here, but I can't be  
sure.

DAVID  
Look how far we've come!

David traces his finger on the plotted points all the way back to Africa.

Henri rolls the map up and puts it away. Then he hugs his boy.

CAPTAIN HENRI  
Rough day, stay alert. And don't go  
into the hold again! Now, go see  
Emmanuel, he has food for you.

David beams. He loves his father and their ship.

DAVID  
Yes, Papa.

EXT. DECK OF POVO O VENTO - DAY

David steps out of the Captain's cabin to see the deck of a wide, tri-masted ship, the Povo O Vento, or just Vento as the crew calls it. It is their wooden floating home.

He sees many CREW at work bring down sails in anticipation of the coming storm. On the deck calling out orders is EMMANUEL, the first mate of fierce temper and immense knowledge.

EMMANUEL  
That's it! Wrap them tightly and don't  
foul any lines! They'll go back up  
soon enough.

David crosses to Emmanuel and clings to his leg. Emmanuel looks down and sees the boy and cracks a slight smile.

EMMANUEL (CONT'D)  
Davito. Thanks to Jesus you're here  
finally. We need your help!

DAVID  
Can I go into the rigging?

EMMANUEL  
Not yet. We're trimming all the sails.  
Are you hungry?

David nods vigorously. Emmanuel takes several crusts of bread from a pocket and hands it to David. Then, from another pocket, he takes out a long slice of cured meat.

EMMANUEL (CONT'D)  
I saved this for you. Don't let the men  
see.

David takes the meat and shoves it in his mouth. As he chews the hard but delicious meat, he sees the black CABIN BOY entering the below decks at the front of the ship. The cabin boy has a heavy bucket of water.

DAVID  
Can I help with the watering?

EMMANUEL  
Yes, but stay out of the hold. Do you understand?

David nods and starts to run towards the front of the ship.

As he passes, several of the crew call out "Davito!" and he smiles and waves.

David is a rare sight of joy in their otherwise brutal and work filled world and they love him. David waves and bows to them as he moves towards the front of the boat.

Peels of laughter and clapping come from the rigging as he makes a few funny faces as he passes.

EXT. FORWARD HATCH - DAY

David reaches the forward hatch and looks in. He barely see the black cabin boy in the dark below.

DAVID  
Hey! You there! Can I help you?

But the cabin boy is gone.

David sees another bucket of water on the deck beside the giant barrel of drinking water. He knows he isn't to go below deck, so he hesitates and checks to see if Emmanuel is watching. The temptation to help is so great!

He uses all his strength, lifts the bucket of water and heads down the ladder to the below deck.

INT. BELOW DECK - DAY

David struggles with the bucket of water as he comes down the ladder, and drops it on the deck below. He is still in the pool of light coming from the hatch, and his eyes take a moment to adjust to dark around him.

He hears the sound of others breathing. As his eyes adjust to the dark, he sees the racks along the walls. Each rack holds three decks of SLAVES. All are intensely watching him.

Just then, he sees the Cabin Boy coming down one side, scooping water from a bucket and handing it to each slave. Every slave gets one ladle full of water.

The cabin boy sees David with the bucket.

CABIN BOY

Go down the other side.

DAVID  
My father doesn't allow me down here.

CABIN BOY  
Then go.

David starts to leave, but he sees the slaves reaching out for water. He stares down at the bucket then back to the desperate captives. He must help.

He takes a deep breath, carries the bucket over to the racks and pulls out a ladle.

His hands are trembling as he hands the ladle to the first SLAVE. The man is thin and can barely hold the ladle.

DAVID  
My name is David.

The man does not answer, but hands the ladle back.

David repeats this process several times, until he reaches deeper in to the hold. A port hole towards the front of the hold provides a dim light.

He reaches a deck that only has one slave on it. This BIG MAN sits up and stares at David defiantly. David ladles up the water and holds it out.

The big man leans forward, takes the ladle, drinks his share, and holds the ladle out in such a way that David has to lean in to retrieve it.

When David leans in, the man grabs him by the wrist and pulls him close. The man's chains clank loudly as he moves.

David's eyes widen and his breath draws in with fear. His feet no long touch the deck and he is suspended by one arm.

The man brings his face inches from David's and stares intently into his eyes.

Suddenly, the man thrusts something in to David's hand.

BIG MAN  
Toto! Toto! Big magic. Toto!

With that, he lets go of David's arm, and David falls backwards on the deck. He stands and runs towards the ladder.

He passes the cabin boy and climbs the ladder as fast as he can.

EXT. FORWARD HATCH - DAY

David bursts on to the deck. His breath is heaving as he looks down at his hand. In his palm sits a detailed black carving in the shape of a fierce dog.

DAVID

Toto.

EXT. RIGGING - DAY

David sits in the crow's nest on the main mast. The skies are dark but it is calm.

He holds Toto closely and stares down at the men below. The crew are squaring things away in preparation for the storm.

David talks to Toto, pointing as he talks. He has anthropomorphized the talisman and turned it into a friend.

DAVID

The man with the tall hat is Mr. Emmanuel. He tells the others what to do. Behind him is Papa. He's the captain.

He sees the men tear the canvas cover off a lifeboat.

EXT. LIFEBOAT - DAY

David has climbed in to the lifeboat and is playing with Toto.

CAPTAIN HENRI

David! Come here!

David drops Toto, fearful that his father will ask where he got it and thus take it from him. He climbs down from the lifeboat.

EXT. DECK - DAY

A drum has been brought on deck, and a DRUMMER from the crew bangs out a rhythm. The crew are eating their meager rations. Some are sitting and some are standing but all cheer for David as he dances a jig for them.

David is all smiles and laughter, but out of the corner of his eye, he sees Emmanuel and his father looking ahead, and he sees traces of lightening in the distance.

The storm is closer.

INT. BELOW DECK - DAY

It is late afternoon and the storm has arrived. David sits on sacks of grain on crew deck with the men.

Several are laying in canvas hammocks staring upwards. Water drips through the decking so most everything is wet.

All gulp down their fear. It is a brutal wind that scours the ship. From the swaying of the hammocks, they can tell how far the boats rocks from side to side.

One of the man, a big man named FRANCO, notes David's concern. He is relaxed, seemingly unconcerned about the storm.

FRANCO

Don't worry, Davito. The Vento is a strong ship. She'll be fine.

David looks around at the other men. They aren't so sure.

DAVID

Have you ever been scared?

Franco laughs.

FRANCO

Truthfully, I don't feel much of anything. But, one time, a long time ago, when I was on another ship, I saw something that almost, almost but not quite, scared me!

David knows he is in for a story and smiles.

DAVID

What was it? A sea monster?

Franco sits up and leans forward.

FRANCO

Very close. It was a monster alright. I saw... Diabloito!

Some of the other men perk up. Obviously, Diabloito is a legend that they want to hear about.

FRANCO (CONT'D)

It was when I was in Her Majesty's Navy. We were on a small ship and Diabloito and his pirates surprised us. They took the ship, but Diabloito didn't just want the ship! He wanted to prove that he was the fiercest pirate on the seas. So, he challenged our Captain, who was a big man, to a fight. It was a fight to the death.

EXT. SPANISH NAVY SHIP - DAY

Franco's ship is seen, and the deck is lined with PIRATES while a few NAVY MEN, including Franco, kneel on the decks with Pirate cutlasses to their backs.

In the middle of them all stand DIABLOITO, a fierce, proud Pirate in flowing coats and a tall hat. Before Diabloito is the SPANISH CAPTAIN, who has just been handed a cutlass. The Captain is decked out in Spanish military garb and he cuts a fine figure as well.

Diabloito smiles as the Captain starts to circle him, looking for an opening.

Diabloito lunges forward and the fight between Diabloito and the Captain begins.

FRANCO

Diabloito told the Captain so that all could hear that if the Captain could kill him, his pirates would retreat, but if Diabloito won, his pirates would kill us all.

The fight continues. Diabloito is fast and aggressive, but the Captain is brave and larger and stronger. He pushes Diabloito back, but Diabloito is so fast that he evades the Captain and catches the Captain on the cheek. First blood has been drawn.

FRANCO (CONT'D)

Diabloito drew first blood, and the Captain could taste his own blood from the cut on his face, but the Captain...

INT. BELOW DECK - DAY

Just then, as Franco is telling his story, Emanuel appears at the hatch.

EMMANUEL

Everyone up! Everyone on the deck now!  
We're going ahull.

The men roll out of their hammocks and head up the ladder that leads to the deck.

DAVID

(to Franco)  
But what happened Who won the fight?

But Franco is gone up the ladder along with the other men. David follows behind the last man.

EXT. DECK - DAY

David pops his head through the hatch and looks across the deck. Beyond, he can see a heaving sea and towering waves.

He sees his father back at the wheelhouse with other men, and clearly they are struggling to hold the ship on course.

Others are being sent in to the rigging to bring down the few remaining sails. Emmanuel shouts at them over the howling of the wind.

Then David's eyes light on the lifeboat. He remembers that Toto is there.

He starts to come out of the hatch when a big wave sloshes across the deck. He retreats back a bit.

But after a moment, he springs forth and runs to the lifeboat.

EXT. LIFEBOAT - DAY

David peers over the edge of the lifeboat and sees Toto under a foot of accumulated water. He has to climb in to the lifeboat to reach him.

David brings his legs over the side and gets in to the lifeboat and retrieves Toto.

As he starts to climb out of the boat, he looks up and sees a massive wave, a huge gray all of water, about to break on the deck of the ship.

In a split second, he sees that his father, Captain Henri, has spotted him in the lifeboat and is yelling at him to duck down. His father's eyes project fear and panic.

David ducks down in to the lifeboat and draws Toto to his chest.

EXT. DECK - DAY

The massive wave hits the deck of the Vento with tremendous force. The water blasts across the ship, causing it to lean over.

The lifeboat disappears under the tsunami of water which presses mightily on the underside of the tiny boat.

When the wave finishes scouring the deck and the ship begins to right itself, the lifeboat is gone.

Captain Henri has seen this happen.

CAPTAIN HENRI

David!

He calls out, but it is too late. He sees the lifeboat just to the starboard of the ship, upright, but drifting rapidly away.



Just before the tiny lifeboat disappears in the massive storm, he sees David's tiny head pop up and he is able to see the fear in his boy's eyes.

EXT. LIFEBOAT - DAY

David looks over the side of the tiny boat. It is floating but nearly full of water.

He sees the Povo O Vento, but it is already receding in the mist and rain of the storm.

He calls out, but he can barely hear himself over the wind. In no time, the big ship is gone, and he is alone on the wild ocean in his tiny craft.

FADE TO:

EXT. OPEN OCEAN - DAY

The storm has passed, and David finds himself in a lifeboat on the open ocean.

The sun is shining as David continues to use his cupped hands to bail out the tiny boat.

After a moment, he sits and looks at Toto. He has positioned the dog on a forward bench.

DAVID

It will be OK, Toto, you'll see. Papa  
will come back for us.

David pokes his head up and scans the horizon, but sees no sign of Papa or the Vento.

DAVID (CONT'D)

You'll see...

With that, he lays down to go to sleep.

EXT. OPEN OCEAN - NIGHT

David sits in his boat and stares up at the sky filled with stars. From his perspective, it appears many are moving.

DAVID

Look, Toto! Watch them move!

He holds Toto up high.

EXT. BEACH ON OZ - DAY

The sunrise reveals a long, sandy beach. A solid line of tall coconut palm trees and other tropical brush is seen up from the wide beach. There is little surf and a light breeze.

The bow of David's boat is on the sand.

In the boat, David wakes to the sound of tropical birds and gentle waves. He has Toto tight in his grip.

David sits up and looks down the beach both ways. He takes in the tropical beauty, but sees no people.

Then he looks down at the water and his eyes go wide. He draws back in to the boat, but after a moment, looks over the edge of the boat again and down at the water.

He is staring at the face of a woman who is pinned to the sand by his boat. Her eyes are open and her expression is placid, but her stark white skin and a tiny trickle of red blood from her nostril indicates that she is indeed dead.

Curling around below her are the finned legs and fantail feet of a Mermaid. David leans down for a closer look and notes a necklace shaped like a fish around her neck.

After another moment of reflection and looking around, David jumps from the bow of the boat and on to the soft sand. He turns around and around, drawing in his location, staring out to sea, and down the beach,

But, he is alone, or so he thinks.

He walks towards the jungle tree line.

EXT. EDGE OF JUNGLE - DAY

David walks to the edge of the jungle and peers in to the dense green foliage and tropical trees. He hears birds, and monkeys, and the sound of wind rustling in tall trees.

But something is not right. He leans forward, trying to figure out what is strange with the image before him when he suddenly notices that some of the brush is held by tiny hands and there are eyes staring back at him.

The jungle is full of CHILDREN.

EXT. BEACH - DAY

David runs back to his boat as fast as he can and jumps in. He ducks down in the boat but he can hear the sounds of joyous children pouring out across the beach.

After a moment, he peaks over the edge of the boat and sees about 100 children of various sizes coming out of the jungle. They are dancing and singing and smiling.

They are joyously happy about something, too happy to harm him, so he sits up so he can see better.

But as the children come closer to his boat, he notes that these children are very unusual. They are children in size but their faces are somehow aged. They move like adults, and a few actually move stiffly as if they are very old.

The children converge on the boat and one of the older ones steps forward to speak.

OLDER BOY

Welcome kind and great sorcerer! We are so happy and thankful you have come and saved us all!

David is amazed and ducks back down. The boy is no bigger than he, but has the voice and pronunciation of a man.

OLDER GIRL

Please don't hide from us! We only want to welcome you and thank you.

David peaks over, then cautiously steps out of the boat. The children bow deeply to him.

He notes that many others have gathered around the woman trapped beneath his boat and after they see her, dance away happier than ever.

DAVID

My name is David.

OLDER BOY

Welcome great sorcerer David! We munchkin are forever grateful and in your service.

DAVID

Thank you but... I'm not a sorcerer. I'm lost.

OLDER GIRL

But you must be a sorcerer. You killed the Witch of the East, or your boat did.

DAVID

But I didn't mean to. I don't even know when it happened.

Just then, another cry of joy and excitement goes up from the munchkin. David notes they are pointing at a woman, an adult woman, walking towards them from the jungle

This is the WITCH OF THE NORTH, and she wears white flowing gowns that make it appear as if she is floating over the sand.

She reaches the boat where David is standing and sees the woman pinned beneath his boat.

WITCH OF THE NORTH  
So, I see it is true. The Wicked Witch  
of the Eastern Sea is dead.

A cry of joy goes up amongst the munchkin. She addresses them all.

WITCH OF THE NORTH (CONT'D)  
You are all free now. I would have  
defeated her myself, but she was my  
older sister, and far more powerful  
than I. May you all live in peace.

The munchkin begin to celebrate and dance as the Witch steps closer to David.

WITCH OF THE NORTH (CONT'D)  
You've done a great thing for these  
kindly souls. What is your name?

David gulps.

DAVID  
My name is David. I didn't mean to kill  
anyone. She was a witch?

WITCH OF THE NORTH  
Yes, she was, as am I. She was the  
Witch of the Eastern Seas, and  
mistress of the domain of the water.

David's eyes widen.

DAVID  
Emmanuel told me witches were evil and  
lived in the water.

WITCH OF THE NORTH  
Who's Emanuel?

DAVID  
He is first mate on my Papa's ship.

WITCH OF THE NORTH  
I see. Well, she was a bad witch, and  
she made servants of these children,  
and she was mean and cruel. Though she  
couldn't come on to dry land, she  
terrorized them when they went to the  
water to fish or play and demanded  
they feed her and do her bidding on  
land.

DAVID  
Are you the witch of the dry land?

WITCH OF THE NORTH

Our sister in the West is the master of the domain of the land she is also cruel and horrible to her subjects, but my sister to the South is kindly, and I am the Witch of the North, and not possessed of any bad intentions. You don't have to be afraid.

DAVID

I've never seen a real witch. Papa said that you aren't real.

WITCH OF THE NORTH

You must be from a civilized country where there are no witches or sorcerers or wizards. They have been banished from the civilized lands, but they are still here on Oz.

DAVID

Is that where I am? Oz?

WITCH OF THE NORTH

Yes, this is Oz.

DAVID

But how do I get home? My Papa will miss me terribly.

WITCH OF THE NORTH

Oz is surrounded by a great ocean that no one can cross. I don't know how you arrived here, but you'll have to live with us.

David's eyes fall, and for the first time, he starts to cry.

DAVID

But I have to get home to my Papa. He will miss me terribly. I can't let him down.

Just then, there is another cry from the munchkin who were looking at the Witch under the boat. David turns to look, and she is gone. All that is left is the fish necklace.

WITCH OF THE NORTH

She was so old that she didn't last long in the sun. Get the talisman of the fish from the water.

David picks up the fish talisman from the water.

WITCH OF THE NORTH (CONT'D)

Put it around your neck.

He does so.

WITCH OF THE NORTH (CONT'D)

This, and the kiss I am about to give you, should protect you on your journey to go see the Great Wizard of Oz.

When the munchkin hear her speak the name of the wizard, they become very excited.

DAVID

The Wizard of Oz?

WITCH OF THE NORTH

Yes. He is a powerful shaman and wise man who lives at the center of the island in the Emerald City. If anyone can tell you how to get back to your Papa, it will be he.

She leans in and gives him a kindly, motherly kiss on the forehead.

WITCH OF THE NORTH (CONT'D)

I can tell you are a good boy and pure of heart. Go see the great wizard, and if there is a way home, he will know it.

DAVID

But how do I get there?

The munchkin begin to call out together:

MUNCHKIN

The Golden Road! The Golden Road!

David is confused.

OLDER GIRL

The Golden Road leads to the Wizard. You can find it down the beach. You'll see the rocks lined with gold, and then you follow them in to the jungle and on to the great Emerald City!

DAVID

A street made of gold?

OLDER BOY

Yes, the Golden Road!

WITCH OF THE NORTH

The Golden Road was built long ago, by whom we do not know, but it was before the time of magic. Now, it lines the path to the Emerald City. It is sometimes hard to find, but it leads in the right direction.

David leans in the boat and grabs Toto, and starts to walk down the beach.

DAVID

This way?

OLDER GIRL

Yes, go until you see the rocks with golden streaks, then go in to the jungle and follow the path.

David waves to the munchkin and the Witch of the North and starts down the long beach which convergences on the horizon.

EXT. FURTHER BEACH - DAY

David finds himself alone now on a long stretch stark white beach. As he walks, he takes Toto from his pocket and holds the tiny dog up to the fish talisman from the Witch of the Eastern Seas. They are similar...

EXT. MORE BEACH - DAY

David is tiring, but he presses onward. He skips, counts steps, kicks sand, and spins around. He is not fearful.

But then a rock at his feet catches his eye. He stops and bends down to look at it. It is an ordinary rock except for one thing: it has a streak of gold in it.

David picks it up and looks closely at it. Then it spots another just further down, and he notes another.

As he looks down the beach at the scattering of gold lined rocks, he sees someone in the distance. It appears to be someone small, perhaps another munchkin, or another lost child.

DAVID

Hey!

Flush with excitement, he starts to run down the beach towards the person he sees.

EXT. SCARECROW BEACH - DAY

David runs as fast as he can down the beach, excited to see someone new and perhaps someone who can help.

As he gets closer, he notes the figure is, in fact, another kid like himself, dark skinned, and sitting on a large rock lined with gold. This is SCARECROW.

As he reaches the boy, he slows and stops. The boy is black, wearing tattered wool pants and a mere scrap of a shirt. He looks

up but doesn't get up. David notes that he looks a bit like the cabin boy on the Vento.

David stops, breathing heavy from his run, then sticks his hand out.

DAVID  
My name is David.

SCARECROW  
My name is Scarecrow.

The boys shake hands.

DAVID  
That rock you're sitting on is made of gold!

SCARECROW  
There's lots of rocks here made of gold. I seen hundreds of them.

DAVID  
You have? Can you help me find them? I'm looking for the golden road.

SCARECROW  
I can't help you do nothing. I don't have a brain. Ain't nothing up in my head but straw.

David is perplexed.

DAVID  
But... Where are you from? How did you get here? Did you get washed off a ship?

SCARECROW  
I don't have no brain so I don't know! My peoples was slaves, so we don't have no brains, just straw up in our heads. I don't know where I supposed to go so I'm just sitting here.

David knows this is not how it works, and he knows no one has straw in their head, but he lets it go for now.

DAVID  
Well, I'm going to see the Wizard. Have you heard of him? He lives in a place called the Emerald City.

SCARECROW  
Why you doing that?

DAVID



I'm hoping he can help me get back to my Papa. We live on a big ship.

SCARECROW

A ship? What kind of ship?

David hesitates again, and does not want to tell the boy that his father is the captain of a slaver.

DAVID

A very big ship, and I need to get back to him. I'm hoping the Wizard can help me to get home.

SCARECROW

Do you think this Wizard can get me a brain? If he's a wizard and all, maybe he can put a brain up in here and take out all the straw.

DAVID

Maybe he can. Do you want to go with me? We have to follow the golden road all the way to Emerald City.

Scarecrow jumps up.

SCARECROW

That golden road starts right over here!

David follows Scarecrow towards the line of palms that mark the entry into the dense jungle.

EXT. EDGE OF JUNGLE - DAY

David reaches the edge of the jungle and stops. Scarecrow runs right in and disappears in to the dense foliage, but David stops, afraid of what he is entering.

After a moment, Scarecrow appears at the edge of the jungle.

SCARECROW

What you waiting for? They more gold rocks that shows the road right in here. Come on! Ain't no Wizard coming to us!

EXT. JUNGLE - DAY

David and Scarecrow enter the jungle. After a few steps, Scarecrow points out the first golden rocks. They are covered over with vines.

SCARECROW

See, look there. Golden rocks, and  
they in a line pointing this way. Come  
on!

David follows Scarecrow further in to the forbidden interior.

As he steps cautiously on the ferns along the road, he becomes aware of the sounds of the jungle. Already the sounds of surf are gone and have been replaced with the hum of tropical jungle life.

EXT. EDGE OF THE GOLDEN ROAD - DAY

David follows Scarecrow to an opening where the road can be more clearly seen. It is mostly a clearing, several feet wide, but it is more or less lined with the golden rocks.

SCARECROW

See! I told you! I seen bit of this old  
road, but I never been down it. Never  
thought about where it went, but  
that's all on account of no brains.

Scarecrow skips down the road, pointing out rocks and getting far ahead of David, who is cautious and reserved. David is a child of the surf and sea, not the jungle.

SCARECROW (CONT'D)

Come on!

EXT. GOLDEN ROAD - DAY

The road has widened and, as Scarecrow and David move further in to the jungle, become more defined by big boulders lined in shimmering gold. The path is grassy, smooth and pleasant.

Suddenly, Scarecrow stops and points.

SCARECROW

Look there! That man dead standing up!  
Look!

David looks, and a few yards off the road he see a very large man, dressed in overalls. This is the FARMER.

The farmer has an axe poised over his head, but he is so still that leaves and dirt have settled on to his shoulders and hands. His eyes are closed and his skins so pale that is does, indeed, look like he is dead.

But David has seen dead, and the dead do not hold axes over their head, so he moves closer.

SCARECROW (CONT'D)

Where you going? It ain't right to  
stray close to no dead body.

DAVID  
He isn't dead.

David moves closer still, and when he is very close, he sees the big Farmer sigh heavily. Now he knows the big man is not dead. He also notes that the man looks a but like Franco from the ship, which makes him less afraid.

David reaches out to touch the man, but Scarecrow knocks his hand away.

SCARECROW  
What you doing? You don't know nothing about this big man, and you ain't supposed to mess with things you don't know about.

DAVID  
He's not dead. He's in a trance. I've seen men like this on my Papa's boat. If you touch them, they wake up. Watch.

Scarecrow back away, unsure what will happen next.

David steps closer, looks right in to the man's face, and then pushes the farmer off balance.

Whoosh! The big axe over the man's head starts to fall and David has to jump to get out of the way!

The big farmer opens his eyes, stumbles backwards and sits on a golden rock.

FARMER  
Oh, thank the Lord! My arms! They we're tired!

The farmer rubs his aching shoulders which held the giant axe aloft all that time.

SCARECROW  
He's alive! But he tried to kill you!

DAVID  
I told you he was alive, and of course he didn't try to kill me.

FARMER  
I didn't try to kill you. I'm very sorry about the axe. It's just that after years, it was getting very heavy.

DAVID  
Years? You've held that axe up for years?

The big farmer stands, and brushes the leaves and dirt off his broad shoulders and out of his hair.

FARMER

Surely it was years. There's aren't seasons here anymore, so it's hard to tell. It was a long time.

SCARECROW

Why you standing there so long? If you get tired, you can just lay down, like I do.

The big farmer sighs heavily again, and a look of great sadness crosses his face.

FARMER

I remember I raised my axe, and then I just couldn't remember why I had done it.

SCARECROW

You ain't got no brains either?

FARMER

I have no heart.

David and Scarecrow exchange glances. The Farmer picks up his big axe and examines the now rusty blade.

FARMER (CONT'D)

I had a heart, when I was younger. But no more. No heart and no love. Sometimes, my arms and legs, they just stop working and I can't remember why I'm alive. Well, thank you boys very much. Good day.

With that, the farmer heads back towards the road. David and Scarecrow follow.

SCARECROW

Ain't nothing wrong with your arms and legs, mister. It's up in your head full of brains. When I get a brain, I won't let things bother me like I seen others do.

DAVID

What do you mean, no heart? Haven't you got a family?

The Farmer turns, and David has sees he has said exactly the wrong thing. A big tear forms in the corner of the eye of the Farmer.

FARMER

I had a family once! But farming is very hard work, and I was younger

then. I was a sailer before that so I didn't know much about farming, really. I worked so hard to make the land produce, that my wife thought I didn't love her and she ran away. I wandered the land, looking for her because I missed her so much. But then, I stopped feeling anything at all when my heart died. Now, I no longer have a heart. I think I was chopping wood when I froze.

The Farmer composes himself.

FARMER (CONT'D)  
Thanks to you, I'm moving again.

DAVID  
Maybe the Wizard of Oz can get your heart back.

SCARECROW  
Yeah! If he can get me some brains, maybe he can get you a new heart.

FARMER  
I think that if I had a new heart, I would just break it again. I feel nothing now, and that's best. No, thank you, and good bye.

The Farmer reaches the road and starts to walk away.

SCARECROW  
See, now only someone with too much brains would say something like that.

David watches the Farmer walking away, and then runs to stop him.

DAVID  
Wait! Wait a minute.

EXT. GOLDEN ROAD NEAR A POND - DAY

David catches up to the Farmer near a lovely pond.

DAVID  
Wait a minute, sir! Sir! Can I ask you a question?

The Farmer keeps walking so David and Scarecrow must run to keep up with him.

FARMER  
What do you want to know? I'm busy. Lots of work to do, since I've been frozen there for so long.

DAVID

Did you love your wife?

FARMER

What kind of question is that for a child? You two move along now.

DAVID

I was just thinking that I would never want to stop loving my Papa. If I did, I would stop trying to get home. That's why we're going to see the Wizard, so Scarecrow can get a brain and I can go home. If you love your wife, come with us, get a new heart, and then you'll keep looking for her, and then you'll find her.

The Farmer stops.

FARMER

Why do you want me to come with you? What business is it of yours if I have a heart or no heart? You never knew my wife, and you only just met me.

DAVID

Well, sir... You're a grown up, and it would be better if maybe we had a grown up with us. We're only just two boys...

SCARECROW

And only one of us has a brain!

FARMER

So you're scared?

David looks down at his feet.

SCARECROW

I ain't scared.

For just a moment, the Farmer appears to take pity on the boy. The feeling turns him.

FARMER

Perhaps it would be best to have a heart. But I think I'll never see my wife again.

David smiles.

DAVID

Maybe you'll find another.

FARMER

I wouldn't know to love another  
without a heart, now, would I?

DAVID

No, sir, you wouldn't.

SCARECROW

Now, wait a minute. If you got to know  
stuff in your head with your brains so  
you can love with your heart... That  
don't make sense. Where does the love  
live?

FARMER

I don't know, Scarecrow, but I know  
this: it's a long walk to the Emerald  
City, and boys like you need walking  
sticks.

The Farmer crosses to a tree and with two swings of his mighty  
axe, he brings down two branches. With a few more light chops,  
he clears the leaves to create two perfectly sized sticks for  
the boys to carry.

FARMER (CONT'D)

There you are. Two proper walking  
sticks for the journey. Shall we go  
see the Wizard?

The boys smile and head down the path with the now gently smiling  
Farmer coming up behind them.

EXT. GOLDEN ROAD - DAY

The road has come to a darker denser part of the forest. The  
Farmer plows blithely onward, but David's head is on a swivel  
and he is alert. Scarecrow holds his walking stick with the point  
out.

DAVID

It's darker here, and cold.

SCARECROW

Feels good to me. No brains means that  
you don't even know to feel hot or  
cold. I guess when I get a brain, I'm  
going to have to get all new clothes,  
too. What about you, Farmer? You cold?  
Can a fella with no heart feel hot and  
cold?

The Farmer snorts.

FARMER

When you have no heart, you don't  
notice such things.

The continue on. David looks up and sees what he thinks are giant flying monkeys overhead, but it is hard to tell over the canopy of the forest.

EXT. DARKER PART OF THE GOLDEN ROAD - DAY

It has grown even darker and more dense. The Farmer walks along whistling, but David and Scarecrow are close together and right behind them.

David has taken Toto out of his pocket and holds the dog to his chest.

SCARECROW

I ain't never seen no part of the jungle like this. You must not need a brain to know this would be a good place for bush whacking.

DAVID

A bush whacking? What's that?

SCARECROW

You ain't never heard of a bush whacking? That's when someone hides in the bush and then when you come along, they whack you!

As if on cue, a PIRATE jumps from the bush and knocks Scarecrow off the path with a bold forearm.

He spins and slashes at the Farmer with his sword and rips open the Farmer's plaid shirt, causing the Farmer to jump backwards.

The he swings his blade around and levels it on David, who has been frozen in to place. The Pirate catches David in a steely glare, and brings the tip of his blade inches from David's nose.

David has a moment to take in the fierce Pirate. The Pirate has a hat, a long shirt, and many tattoos, as well as high boots and a long cutlass with scabbard.

Then David makes a desperate gambit: he drops his stick and holds Toto at the end of his arm.

DAVID

Stand back! This is my magical dog, Toto, and he can strike you dead with one glance.

To his surprise, the Pirate's eyes widen and he backs up a step.

PIRATE

He can?

David, seeing that his plan has worked, presses on.



DAVID

Yes... Yes, he can. He's very powerful, and he dislikes swords and people who bush whack!

PIRATE

People who what?

DAVID

Who bush whack!

Just then, the Farmer comes running at the Pirate with his axe held high.

FARMER

Ahhhh!

He swings at the Pirate, but the Pirate deftly dodges and spins, but then, he does a strange thing; he lowers his sword and nearly starts to cry.

PIRATE

I'm so sorry. Please, don't send your magical dog on me, or your crazy Farmer. I meant no harm, really.

The Farmer had recovered and was about to make another pass at the Pirate but he stops with the axe overhead.

PIRATE (CONT'D)

Please, I'm so sorry. I was only trying to scare you, I would never hurt you, really. I just couldn't. Please, accept my most sincere apologies.

FARMER

But, you're a pirate, are you not? A fierce bandit.

PIRATE

Oh, I was, yes, but not anymore. I haven't robbed or harmed anyone in a very long time. I don't what I was thinking today.

SCARECROW

Could have fooled me! You nearly knocked the straw out my head.

PIRATE

I'm so very sorry. Please, go along, I'll be leaving now, I'm very sorry.

The Pirate lowers his gaze and his cutlass, starts to walk away, but David calls to him.

DAVID

Wait a minute.

The Pirate turns to look and David can detect his fear.

DAVID (CONT'D)

We won't hurt you if you won't hurt us.  
My name is David. This is Scarecrow  
and that's the Farmer.

The Pirate turns and offers a deep and formal bow.

PIRATE

Very pleased to meet you. I am, as  
you've noticed, a Pirate. I used to be  
known as Diabloito, but no more. Now,  
no one calls me anything.

DAVID

You were Diabloito? I heard about you.  
You were the most fierce and fearsome  
Pirate of them all! And, the most  
daring and handsome!

PIRATE

Yes, yes, I'm sure you heard many  
stories. But, as you can see, those  
days are no more. Now, I am a coward  
with no courage even to rob children  
and land-lubbing farmers. I must be  
going.

FARMER

Hey, now wait a minute there.

DAVID

But wait. What happened? Why are you  
here?

The Pirate exhales, knowing his must tell his story once again.

PIRATE

My men dropped me here on this island  
when I lost my courage. I don't know  
why it happened. But after so many  
years of fighting and plunder, I just  
woke one day filled with dread. My  
courage and daring, my will to have  
and to take and to fight, it left me.  
Now, I wonder this godforsaken island  
of munchkin and witches. I haven't  
even seen the seas in many years. I am,  
in short, a broken man. Good day.

He turns again to leave, deeply ashamed.

DAVID

We're going to see the great Wizard.  
Scarecrow here wants to get a brain,

and the Farmer, he wants to get a new heart. Maybe the Wizard can give you back your courage.

The Pirate turns, intrigued with the idea.

PIRATE

The Wizard in the Emerald City? I'm told there is great treasure hidden there.

FARMER

This isn't a good idea. This brigand has already torn my shirt, and who knows what he may do.

SCARECROW

He'd a knocked more of the straw out my head if I hadn't seen him coming.

DAVID

He won't hurt us. Look at him. He's a coward now, aren't you, sir? You wouldn't hurt us.

The Pirate again hands his head in shame.

DAVID (CONT'D)

I'm sorry, I didn't mean it that way. I merely meant that you won't hurt us. You wouldn't, right?

PIRATE

I couldn't.

DAVID

See? We all have something we want, and he is no less deserving. I say he comes with us, and we all go together.

The Farmer and Scarecrow relent. They nod.

DAVID (CONT'D)

Good, it's settled then. You'll come with us to the Emerald City and get your courage.

PIRATE

What will you ask the Wizard for?

DAVID

I want to go home to my Papa, and when I do, I'm going to tell him all about how I made friends with Diabloito.

The crew head down the road towards the Emerald City together.

DAVID (CONT'D)

If you take back to the sea, you won't  
attack my Papa's ship, will you?

PIRATE

Why, if I could only get back to the  
sea, I will pledge my honor to protect  
your father's ship.

As they cross and hill and are about to go out of sight, a band  
of FLYING APES lands on the road. They are big and strong, and  
quiet. They quietly observe David and his friends, and then start  
to follow.

EXT. GOLDEN ROAD - DAY

So, they go onward. The now happy foursome press onwards.

As they walk along, Scarecrow and the Pirate take turns finding  
large chunks of gold lined rocks along the path. The Pirate has  
a habit of stuffing them in his pockets, only to find that his  
pockets are full already, so he must drop some rocks to carry  
other rocks.

SCARECROW

What you going to do with all that  
gold, anyway? It ain't like you going  
to take it to no store on this island  
and buy nothing.

PIRATE

Gold, my friend, is for the having,  
not for trading. The joy is in the  
gazing upon it.

SCARECROW

That don't make no sense. You can't  
eat it, you can't live in it, it won't  
keep you warm when it'd cold or cool  
when it's warm...

The band travels on but overhead, a swarm of Giant Apes is  
lowering in for an attack.

EXT. DEEP WOODS - DAY

The road has dropped into a decline where it is darker, cooler  
and the forest denser. David, Scarecrow, the Farmer and the  
Pirate walk merry along.

Suddenly, APES swoop in from above and land on the road. They let  
loose a horrible screeching as they land, closing off the road  
both ahead and behind.

David instinctively grabs the leg of the Farmer who raises his  
axe above his head. Scarecrow doesn't know how to react. The  
Pirate is stoic, no letting any emotion show.

The Apes start to close in, getting closer and closer, until suddenly, Pirate lunges forward and runs a giant ape clear through with his sword.

There is a second of silence as the Apes see one of their own fall.

PIRATE

My good gosh, what have I done! I'm so sorry!

But the Apes don't want to hear it. They launch in to a screech and are clearly about to charge when...

The WICKED WITCH OF THE WEST appears in the sky. She rides a broom, she has green skin, and she is all together ghastly as a wicked witch should be.

And, she is angry. Her wailing is supernaturally loud, and she swoops in, lands and jumps off her broom in one smooth motion.

She kneels by the ape, who is not moving, and then stands. Her terrifying glare lands on the Pirate, who is now quaking with fear.

WICKED WITCH

YOU! You killed my ape!

PIRATE

It was an accident.

WICKED WITCH

You killed my ape by accident? So, you're a fool as well as a bumbling coward.

PIRATE

Yes, indeed, yes, I am both. A fool and a bumbling coward...

WICKED WITCH

Silence! I'll tell you what you are. And the rest of you! I'll tell you what you are as well. You're mine! I rule the lands, and I'm here for something.

PIRATE

Something from me?

WICKED WITCH

No, not from you, you bumbling sniveling idiot! From him!

She points her long bony finger at David.

DAVID

Me?

The Farmer will have none of this.

FARMER  
Now, you just hold on...

WICKED WITCH  
Silence, Farmer!

She adjusts her finger and points at the Farmer who suddenly grabs his throat. She has put a spell on him, and he can neither speak nor breath. He clutches his throat.

WICKED WITCH (CONT'D)  
I can choke off your breath as easily  
as I can choke off your crops. Oh, I  
made it harder for you, Farmer, so  
that you're wife would see you working  
and tilling the fields for nothing...

She holds her hands out and simulated closing her fingers more, which causes the Farmer to struggle more with his breath. She is choking him.

DAVID  
You stop that!

The Witch lets her hold over the Farmer ceases and he gasps for breath since he can breath again.

The Witch steps close to David, so close that he can see the mole and the hair that grows from it on the tip of her giant nose.

WICKED WITCH  
You're a presumptuous troublesome  
little boy who's disappointed his  
father! I see my sister has given you  
a kiss, which is the only reason I  
don't strike you dead here and now.  
But I haven't come for you. I've come  
for this, which belonged to my sister!

Her withered hand reaches out and she grabs the talisman taken from the witch of the water.

But just as quickly, she yanks her hand back, and lets out a piercing scream.

WICKED WITCH (CONT'D)  
Ahhh! What you have done, you stupid  
child?

She holds her hand which is now smoking as if it's been burned.

DAVID  
I... I didn't do anything.

WICKED WITCH  
It's wet! Ahhh!

Her apes are agitated that David has hurt her and start to close in.

But just then, there is a low rumble of thunder and a flash off in the distance. Rain is coming.

Terror grips the ugly old Witch.

WICKED WITCH (CONT'D)  
Rain? Rain! Back to the castle.

With that, she is back on her broom and airborne. Her apes scoop up their fallen comrade and take flight with her and in a moment of shrieking and chaos, are following her westward as fast as they can...

David notes that the talisman is always wet.

The four gather on the path and watch as she and her apes fade in to the distance.

PIRATE  
She's not very nice at all.

FARMER  
No wonder this land is so hard to live in. With her in charge of it, no one will ever be happy.

SCARECROW  
If I had a brain, I'd figure out a way to dunk her in some water. She sure don't like it none.

DAVID  
We've got to see the Wizard before she comes back. Let's go.

And with that, they all start down the path again.

EXT. RIVER BANK - DAY

They reach a river, and ponder how to cross.

The Farmer has the axe so he cuts down some logs and starts to build a raft. Scarecrow says he's doing it all wrong; he's seen rafts before and knows the proper way to do it.

After some time, it is built and they cross.

EXT. EDGE OF A HUGE POPPY FIELD - DAY

The band crests a low hill and finds themselves staring at a huge field of neon red and yellow flowers and bulbs. The field covers a huge distance, almost to the horizon.

The golden road stops at the edge of the poppy field so they will have to walk through the poppies.

DAVID

Wow! Look how many flowers. And smell them! My Papa said there were flowers that smelled so good.

SCARECROW

I can't count that high, but they is a lot of them.

FARMER

So beautiful. My wife so love flowers. And they smell delightful.

But the Pirate is concerned for some reason.

DAVID

The path must pick up on the other side. Come on!

With that, David plunges in to the field of poppies and starts to make his way across. Scarecrow and the Farmer follow.

EXT. INSIDE THE POPPY FIELD - DAY

They are walking through the long field of poppies. To the Pirate's relief, as they have moved through, he can see the jungle on the other side.

But David and the Scarecrow have started to walk much slower, and David's eye lids are drooping.

DAVID

You know, I think I'm getting tired. It's been such a long day already.

SCARECROW

I don't know how long it's been since was sleeping. I don't know if I sleep at all.

The Farmer is starting to slow as well. The Pirate behind him is also showing signs of fatigue.

FARMER

Maybe this would be a good place for a nap. Sometimes a nap late in the day is just what a man needs to get a burst of strength at the end of the day.

PIRATE

Maybe we should get out of this field before we rest. If those monkeys return, we don't want to be out in the open.



FARMER

When you get your courage back, you  
won't worry about such things.

Just then the Farmer stops and sits. David and Scarecrow stop  
and sit as well. The Farmer lays back in to the flowers.

FARMER (CONT'D)

It's so comfortable here. I think this  
is the place for a nice little nap.

PIRATE

But we should at least get out of the  
open...

FARMER

Nonsense. You know, when I sleep, I  
don't miss my true love quite so much.

DAVID

That's a good idea. Let's just stop  
for a short time.

Scarecrow doesn't say anything, he just flops over, dead asleep.

The Pirate doesn't like this, but he sits as well. He grabs one  
of the flowers and brings it to his nose and breaths deep.

Suddenly, even as he is as desperate for sleep at the rest, the  
Pirate is aroused.

PIRATE

Poppies... I remember now. Hey, these  
are poppies. They smell so sweetly,  
but they will put us all to sleep  
forever. We have to move onward. Get  
up! You'll never wake from here...

The Pirate stands, but he sees that his companions are all deep  
in slumber.

The Pirate staggers forward, holding himself awake.

EXT. FARTHEST EDGE OF THE POPPY FIELD - DAY

The Pirate makes it out of the field. He staggers several yards  
away and stops, then breaths deep. The clean air starts to clear  
his head.

He looks back at the poppy field, and knows that his friends are  
there.

But, he is safe. And, going back in to the poppy field is  
dangerous, as he might fall asleep and never wake.

PIRATE

Diabloito! What are you thinking?  
Don't go back in there! You could die  
in there! You only just met those  
people! The Farmer, he is big and  
heavy as well as stupid. And the  
Scarecrow has a big mouth for such a  
tiny child. And the boy... His father  
is a ship's captain and would string  
up if he could find you.

The Pirate paces back and forth... He does not wish to risk his  
own life but he can't walk away either.

PIRATE (CONT'D)  
I'm so afraid! I can't do it. There is  
no way...

But suddenly, he takes a deep breath and runs back in to the  
field.

EXT. POPPY FIELD - DAY

The Pirate reaches the Farmer and the boys. He is trying to hold  
his breath and take in a little air as possible.

He grabs the giant Farmer under the arms and starts to drag him  
away.

PIRATE  
Ay! So heavy...

But he struggles away, taking the Farmer towards the safety of  
the jungle beyond.

EXT. FAR EDGE OF POPPY FIELD - DAY

The Pirate brings the Farmer clear of the poppy field and drops  
him, and lays down himself. He is breathing heavy, exhausted by  
the exertions.

After a moment of breathing clean air, the Farmer wakes. He  
shakes his head and looks around.

FARMER  
What happened? That was the least  
restful sleep I've ever had.

PIRATE  
You fool... It would have been your  
final rest had you stayed. Those are  
poppies, and if you sleep there, you  
sleep forever.

The Farmer thinks for a moment, then remembers the boys.

FARMER

Did you get the boys as well?

The Pirate shakes his head...

PIRATE

I don't know that I can go back in there.

FARMER

But we can't leave them!

Before the Pirate can protest further, the Farmer rushes back in to the fields.

EXT. POPPY FIELD - DAY

The Farmer finds the boys. He is getting sleepy but he fights to stay awake. He scoops the boys up and heads out of the fields.

EXT. FARTHEST EDGE OF THE POPPY FIELD - DAY

The Farmer exits the field holding the boys. He drops down beside the Pirate.

After a moment, the two slumbering boys start to wake.

Scarecrow sits up and looks back at the fields.

SCARECROW

Them was poppies.

PIRATE

Yes. If you sleep there, you never wake.

David sits up.

DAVID

What happened?

SCARECROW

If I had a brain, I would have known them is poppies. They got something in them that makes a fella sleep and never wake up. Some folks use them as medicine but in a field full, they won't make you better, they will make you dead.

DAVID

How did we get out of there?

FARMER

Thankfully, the Pirate realized what was happening and got out. Then he

came back for me, and when I realized you two were still in there, I came back for you.

SCARECROW

You come back for us? Why?

The Farmer thinks a moment.

FARMER

I couldn't let you two sleep forever. I'd miss you. Besides, it was the Pirate there that saved us. It took real courage to go back in there.

SCARECROW

It took a big heart to rescue two boys you ain't kin to.

DAVID

And it takes a brain to tell the difference.

There is a long silence as the group thinks these things through.

DAVID (CONT'D)

But I'm still not home with my Papa.

PIRATE

I will stay with you until you get home. And I have not the courage I once had.

FARMER

And I will help you, too. My heart is still wounded and small.

SCARECROW

And I ain't as smart as I look. So we still going to see that Wizard?

DAVID

You are all the best friends a boy could have. Come on! It can't be far now!

The each smile and get up and head towards the golden road which picks back in through the jungle.

EXT. HILLSIDE - DAY

The four press onward and are walking up an incline. It is later in the day and their shadows are starting to lengthen and the light is getting softer.

David and Scarecrow are still bounding along, but the Farmer and Pirate are struggling.

FARMER

We need to come to the city soon, or  
find a place to camp.

PIRATE

Oh, I can't sleep in the open.

Just then, Scarecrow reaches the crest.

SCARECROW

You all come on up here! I see it! I  
see the city!

David reaches the crest next.

DAVID

It's there!

Finally, Farmer and Pirate reach the crest and all are looking  
over the low rise at a the shallow valley below.

And in the center of it, marked by vine infested walls and lined  
with giant palm trees, is the Emerald City.

The Emerald City is a mismatch tangle of walls, buttresses and  
towers that have been covered in thick vines and creeping  
flowers. It is amazing, but beautiful and odd at the same time.

As it is late, someone in the city is lighting giant torches along  
the walls, and the group watches as another torch is lit.

DAVID (CONT'D)

It's beautiful.

SCARECROW

You think that's beautiful? It must  
take a big brain to know about them  
things. Looks to me like someone that  
didn't know what they was doing built  
that there city.

FARMER

We need to reach the city before dark.  
They won't let us in after sundown.

PIRATE

We must get inside. We must.

So they crest the hill and walk towards the high walls as more  
torches are lit and the glowing light spreads across the grassy  
areas around the walls.

EXT. GATE OF THE EMERALD CITY - DAY

The group reaches the front gate of the city. The gates of the  
Emerald City are high wooden fortress gates barely visible  
thought the tangle of vines that cover them.

Beside the gate is a port hole that allows people outside to speak to those inside.

The sounds of people are heard inside the walls.

PIRATE

Oh, quickly, please. We must get them to open these gates.

David reaches up high and knocks on the port hole. After a moment, when there is no answer, the Farmer reaches over with his giant ham hand and pounds on the port hole. From inside, they hear a voice.

GUARD (O.C.)

Hold on, for goodness sakes!

After another moment, the port hole swings open, and they see a munchkin GUARD through the opening. He is older, and wears an odd helmet.

GUARD (CONT'D)

Who calls there? It's late and the city is closed.

PIRATE

Oh, dear God, no...

DAVID

Good evening, sir. My name is David and these are my friends. We've come to see the Wizard on a very important mission.

GUARD

Really? What mission is that?

DAVID

Well, you see, Scarecrow here needs a brain, the Farmer needs a heart, the Pirate needs courage, and I need to get home.

GUARD

So, you've simply come here to bother our great Wizard with your petty requests? Be gone. Besides, it's late and the city is closed.

The guard starts to close the port hole.

DAVID

But wait! Sir, we've come an awfully long way, and we've had a very difficult time. First a Wicked Witch and her terrible monkey friends attacked us and then we nearly died in a poppy field...

GUARD

The Wicked Witch attacked you?  
Nonsense! You wouldn't be here if the  
Wicked Witch had attacked you! No one  
is set upon by that evil lady and lives  
to tell about it. You're a dishonest  
child and it's late, so good night...

He starts to close the port hole again.

DAVID

Wait! Sir, we were set upon by the  
witch, and she was very wicked, but  
she ran after she touched this.

David pulls the water talisman from around his neck and shows  
it to the guard.

DAVID (CONT'D)

She wanted it, but she couldn't have  
it. And so she ran, and..

The guard sees the talisman.

GUARD

Where on Oz did you get that?

DAVID

Well, sir, it was with another  
Witch...

GUARD

You're the boy that killed the Wicked  
Witch of the East? Of course you are!  
Hold on! Just stay right there!

The guard shuts the port hole and David hears much commotion  
beyond the walls.

Suddenly, the great gates to the Emerald City groan and then  
slowly start to open.

David and the others step back to allow room for the giant gates  
to swing. As the gates open, they can see the many MUNCHKIN who  
are pushing the gates outwards.

The gates continue to swing, and the view of the Emerald City  
grows wider. David's mouth drops open as he sees inside and  
observes the clusters of buildings that start on the ground but  
then move upwards in to the trees.

Scarecrow, the Farmer, and the Pirate also look on agog at the  
growing assembly of MUNCHKIN who are rushing towards the gates  
to see. They also note the streets, buildings, shops, tiny  
chairs, torches and even tiny bicycles that the Munchkin use.

Everything is wraps in dense thick vines that have been  
integrated in to the architecture of the city. It's as if a city

was purposefully build to seemly fade in to a jungle growth of huge thick trees and miles and miles of various sized vine-like cables.

It's magical, and because everything is green and lit with torches, the city does glow like an Emerald.

EXT. INSIDE THE EMERALD CITY - DAY

David, Scarecrow, the Farmer and the Pirate enter and are approached by hundreds of smiling Munchkin. Most want to touch David and thank him. They are clapping and jumping around like children.

GUARD

We are so happy and honored that you are here! We've heard about you, and it was said you might be coming our way, but we figured the Witch would stop you and that would be that!

SCARECROW

She done her best. But she ain't so tough when you get down to it.

GUARD

We dare not venture outside the city for fear of her and her monkeys. No one comes to visit the city because of the danger of traveling here.

DAVID

Is the Wizard available? We would like to see him right away if that's possible.

The assembled munchkin hush at the mere mention of the wizard.

GUARD

Well, are you so sure that's what you want to do? You should know, the great Wizard of Oz is very fierce, and he has a fierce temper. He is awesome, but really not very nice at all.

PIRATE

Oh, not good.

SCARECROW

Why is he in such a bad mood?

GUARD

We dare not ask or look to closely at our Wizard. He's been here before any of us and we serve him without asking any questions.



FARMER

Well, maybe you should ask him a thing or two.

GUARD

Or, maybe we shouldn't. He is fearsome. But, if you wish to risk it...

PIRATE

We don't. We'll be going now. Oh, but wait, we can't sleep outside... Did you have just a tiny room to spare, but not, you know, that tiny...

DAVID

We'll be very polite and we won't take much of his time. Can you show us how to get there?

EXT. WIZARD TREE - DAY

A large group of munchkin have followed David and his friends to the base of a huge tree. The tree is now lit with torches and goes high in to the faded light of day and out of sight.

At the base of the tree is a large set of wooden stairs that wind up the tree and in to a series of rooms and buildings that have been built in to the tree.

David stares in awe at this giant tree that has had homes and other various rooms built in to it.

DAVID

Wow!

SCARECROW

How they build them homes in to a tree?

FARMER

I couldn't cut this tree down no matter how hard I tried or how much heart I had.

PIRATE

Oh, dear. I really don't wish to go inside that tree.

DAVID

The Wizard is in there and so we must go.

David addresses the Guard that has followed them.

DAVID (CONT'D)

What do we do now?

GUARD

The Wizard lives in a large room at the top of the tree. Follow the stairs and enter the top room... And good luck.

The group looks at the munchkin faces, and then David sets his foot on the first step, and up they go.

In no time, they are several stories up and as they look down, they see munchkin waving at them.

EXT. STAIRS ON THE WIZARD TREE - NIGHT

Darkness falls as they climb the winding steps of the giant wizard tree. The Farmer has gotten behind the Pirate to coax him along.

The Pirate looks over the edge of the stairs at the ground that is now far, far below them.

FARMER

I told you, stop looking down.

PIRATE

I can't go on.

DAVID

I think I see the top.

PIRATE

I don't want to go to the top.

FARMER

You're going. You can do it!

SCARECROW

These steps ain't even. I don't think who ever built these here stairs did a very good job.

PIRATE

What? What do you mean? They might fall?

SCARECROW

They ain't put together right.

FARMER

Don't listen to him. Just keep moving.

They climb higher and higher in to the darkness.

EXT. DOOR TO THE HALL OF THE GREAT WIZARD - NIGHT

Finally, they reach a landing near the top of the tree. Ahead is a giant golden door, lit on both sides by giant torches. The entire building looks impossibly big to be in a tree, but, there it is.

Standing on both sides of the golden door are two giant Egyptian bull statues. They have giant bull heads and semi-human bodies. They project long shadows across the landing.

Suddenly, they hear a thundering loud voice that seems to come from nowhere.

WIZARD (O.C.)  
Who dares to approach the door of the  
Great and Powerful Oz?

This is enough for the terrified Pirate. He turns to flee.

PIRATE  
AAAHHH!

But he runs in to the Farmer who is at the top of the stairs. The Farmer holds him tight.

David steps forward slightly.

DAVID  
Excuse me, sir. But my name is David,  
sir, and we've come to ask if you could  
grant us just a few wishes.

WIZARD (O.C.)  
And WHO told you that the Great and  
Powerful Oz grants wishes?

DAVID  
Sir, it was the Witch of the East. She  
gave me a kiss, you see, and she sent  
me here because... I want to go home.

There is a pause, and then slowly, the giant golden doors swing open, and all can see the blackness beyond.

PIRATE  
There is no way I'm going in there.

David takes a step forward, and the other follow. Farmer is dragging the Pirate who struggles mightily to get away.

SCARECROW  
How they get them big doors to move  
like that?

The group slowly moves to in to the darkness of the Hall of the Great Wizard...

INT. HALL OF THE GREAT WIZARD - NIGHT

The group rounds a corner that can be seen by glowing firelight.

As they round the corner, they see a room that looks impossibly large. It is cavernous, and at the end of it is a giant throne. Across the back wall are many torches of impossible size that burn brightly with giant columns of fire.

David, Scarecrow, Farmer and the Pirate each take in the scene of power, grandeur and fear.

Sitting on the throne is the WIZARD. He is huge. If he stood, he'd be 20 feet tall, but even sitting, he dwarfs normal humans.

His head is especially large, and his fierce green eyes burn like fire. He has a long pointy beard, and a strong jaw. His hair hangs down to his shoulders. He is wearing a garment of silk that is blood red and hangs loosely. His giant hands hang over the arms of his throne chair, and his thick legs are covered in black reflective fabric that stops at his giant black boots.

He speaks in a strange amplified voice that seems to come from everywhere yet his mouth barely seems to move.

WIZARD

Who dares to come before me, and who dares to ask for special favors?

DAVID

It is I, David, who come before you, sir. And these are my friends. As I said, the good witch of the East sent us...

WIZARD

The Great Wizard knows who sent you! And yet, this minor figure, this good witch, she does not command the great wizard! How dare her to send such tiny figures before the great and powerful one! Surely she shall pay for her presumptuousness.

DAVID

Oh, please sir, she meant well. It was me! I want to go home, see?

WIZARD

And this rag tag bunch with you? I suppose they wish to go home as well?

SCARECROW

Uh, I ain't made of rags, mister, even if I got straw in my head.

WIZARD

Quiet! You'll speak when spoken too!  
You, boy, who are these others?

DAVID

Well, sir, this is Scarecrow, and he came to ask you for a brain. And this, this is the Farmer, and he came to ask you for a new heart since he lost the one he had. And this man, this is the Pirate. He came to ask you to return his courage, since a Pirate without courage has a very hard time in life.

The Wizard looks the others over, and finally sets his eyes on the Pirate.

WIZARD

(to the Pirate)

You. Come closer.

The Pirate does not wish to come closer. He is paralysed with fear. The Farmer pushes him closer.

WIZARD (CONT'D)

Come closer!

The Farmer pushes the Pirate forward, and the Pirate takes a couple of robotic steps.

PIRATE

You called, Sir Wizard, sir?

WIZARD

What is your name?

PIRATE

Ug, well, sir, I can go by any name you please...

WIZARD

What is your name!

PIRATE

Well, when I was on the seas, sir, I was called Diabloito, and...

Just then, the torches behind the Wizard flare and pop, letting out a flash of light and smoke. The Pirate screams and flees, but is caught by the Farmer.

The Wizard laughs.

WIZARD

You, Farmer!

The Farmer tries to smile, but he, too is afraid.

WIZARD (CONT'D)

Step forward, and tell me what you want.

The Farmer steps forward a step, but doesn't let go of the Pirate.

FARMER

Well, sir, I was hoping you would grant me a heart. I seem to have lost mine.

The Wizard suddenly smiles and starts to laugh even more. It is a snickering laugh meant to humiliate. The Farmer looks down.

WIZARD

Truly sad and pathetic.  
(To the Scarecrow)  
You! What do you want?

The Farmer steps back, ashamed, as Scarecrow steps forward.

SCARECROW

I want a brain. But, if you gonna just make fun of me, maybe I can go look for a brain somewhere else.

WIZARD

Silence!  
(Back to David)  
You're friends are weak, sad, and ignorant. But, your heart is true. So, I will grant your wishes IF you do something for me first.

David gulps. He wonders what he can do for the Wizard.

DAVID

What is it?

WIZARD

The Wicked Witch of the West is a blight on this land. Kill her, and your wishes shall be granted.

David looks down. This appears to be an impossible task.

DAVID

Is there anything else we can do? We've met her, and she's very mean.

WIZARD

She's evil. And killing her will not be easy. But, if you want your wishes to come true, kill the Witch! And then, you shall get what you want. Now, by gone from my sight!

The torches begin to glow brightly again, and it grows very hot and light in the room. David and his friends turn and flee.

EXT. STAIRS ON THE WIZARD TREE - NIGHT

The four come down the steps of the tree with the Pirate leading the way.

PIRATE

Well, that was truly unfortunate.  
Killing that Witch, it's impossible!  
I guess we'll just have to go home...

The Farmer bops him on his head for his thoughtlessness. David can't go home.

PIRATE (CONT'D)

I mean, you know, not our real homes,  
but you know, home as in somewhere  
else.

But David is too tired to protest or take offense. For the first time, he appears to be tired. He yawns widely, and then slows to a stop.

DAVID

I haven't been to bed in such a long  
time. This day has gone on forever. If  
I could just rest here for a moment,  
then I could think straight.

David stops and sits. He leans his head against a railing, and as the others watch, he falls sleep. In a short moment, he starts to gently snore.

The other three just stare at him for a moment. He has been the motivating force behind their group and now he is unavailable.

PIRATE

He'll be fine here. We should keep  
going.

FARMER

I never had kids of my own. Why should  
I care about this one?

SCARECROW

He ain't much like me. Our kin hates  
each other.

Slowly, the others walk away, unsure if this is the right thing to do.

EXT. WIZARD TREE - NIGHT

The Pirate, Farmer and Scarecrow reach the base of the stairs of the Wizard Tree and see a vast assembly of Munchkin. They have set a table of food under a tree and have even prepared beds for each of the four.

But as the Pirate, Farmer and Scarecrow reach the bottom of the stairs, the Guard looks perplexed.

GUARD

Oh, no! Has the Wizard detained the boy? Tell us what the Wizard said, and what happened to the boy!

A great cry goes up from the other Munchkin as they call out seeking answers about what happened to the boy.

The Farmer steps forward, but he is confused. Some emotion is stirring in his heart.

FARMER

We met the Wizard, and he was very wise. He is sending us on a very dangerous mission.

GUARD

But what about the boy?

FARMER

The boy... He's sleeping. We left him along the steps further up the tree.

GUARD

You left the boy alone? He's sleeping on the steps? He could fall.

The Farmer, Scarecrow and Pirate suddenly turn and start back up the steps.

FARMER

(to the Munchkin)  
We'll be right back.

He follows the others back up the steps.

EXT. STAIRS ON THE WIZARD TREE - NIGHT

The Pirate leads, taking the stairs three at the time.

PIRATE

He could be in danger!

Behind him is the Scarecrow.

SCARECROW

Them steps ain't made right, and he call fall over.

And him Scarecrow comes the giant Farmer.

FARMER

How could we leave him like that? He'd never do it to us!



But the Pirate rounds a series of stairs and arrives back to where David fell asleep and he finds the boy now laying flat on his back and sleeping soundly.

The Farmer scoops David up in his giant arms and heads back down the stairs, careful not to jostle him too much and interrupt the boy's restful slumber.

EXT. WIZARD TREE - NIGHT

Farmer brings the boy down and lays him in the bed that the munchkin have prepared.

The Munchkin are gathered round in the glowing torch light as the Farmer pulls covers up over David and gives him a fatherly kiss on the forehead and then steps back. Scarecrow takes David's hand for a moment, and the Pirate leans in and brushes David's hair out of his eyes.

GUARD

What did the Wizard say?

The Farmer sighs.

FARMER

He said he'll grant our wishes if we killed the Witch of the West.

A murmur goes through the crowd.

GUARD

What shall you do?

The Farmer looks at the Pirate and the Scarecrow for answers. Then, he decides.

FARMER

We're going to do it.

The munchkin smile and start to cheer but the Farmer indicates they are to be quiet as David is sleeping. David murmurs something, but rolls over. He is still asleep.

The excited munchkin start to drift away and when they are gone, the Pirate speaks.

PIRATE

What do you mean, we're going to do it? We can't kill that crazy witch! She'll kill us!

SCARECROW

Yeah, you sure you ain't thinking with that heart you don't have? She ain't the killed type.

The Farmer sighs and lays down.

FARMER

Look how far we've come.

And with that, he lays down to sleep. In a moment, he is out cold.

SCARECROW

How come I think we got ourselves a stupid plan and I'm the only one without a brain?

But the Pirate is getting in bed.

PIRATE

When I sleep, I'm not afraid. Good night.

And with that, the Pirate is gone.

SCARECROW

You all leave a fella alone with his thoughts on a night like this? That ain't right.

But after a moment, Scarecrow sits and leans on a tree and is gone.

EXT. WIZARD TREE - DAY

David slowly opens his eyes and looks around. A sea of munchkin are watching him, and a murmur goes out amongst them since he has opened his eyes.

David sits up and sees his friends around him.

DAVID

Farmer! What happened last night?

The Farmer is awake now, and the Pirate and Scarecrow are rising as well.

FARMER

Well, we met with the Wizard and all, and, uh...

DAVID

I remember that part, but what happened next?

The three look around at each other, none wanting to tell David they abandoned him for a time.

FARMER

You were very tired and fell asleep. These tiny people took care of us.

David stands on his bed and addresses them.

DAVID

Thank you all for your hospitality. If my father were here, he would thank you as well. You are a kind good people and we will never forget your kindness to us.

The munchkin clap and murmur and start to call out a single question:

MUNCHKIN

Will you kill the Witch?

David remembers back to the night before and what the Wizard asked of them. He glances at the others, and then addresses the crowd.

DAVID

The Witch is very strong, and I am just a boy.

There is a further murmur of disappointment that comes from the crowd.

DAVID (CONT'D)

But...

They fall in to silence.

DAVID (CONT'D)

She is only a witch! She isn't a God! And she has limited powers like everyone else. And, she's mean, and mean people don't have friends. They may have brains and hearts and courage, but they don't use them. I may be just a boy, but my father taught me to be smart and strong, and I have friends.

David glances at the Farmer, Pirate and Scarecrow, who are now standing.

DAVID (CONT'D)

Together, we will kill the Witch!

The munchkin burst in to applause and rush forward, They lift David on to their shoulders, and then others lift Scarecrow.

Joyous singing ripples through the crowd as they lift Pirate, but he clearly doesn't like to be carried. When a crowd of male munchkin try to lift Farmer, they are unable to get him very high, so he smiles and stands and walking along with the parade towards the front gate.

EXT. GATE OF THE EMERALD CITY - DAY

The giant gates close behind David, Farmer, Pirate and Scarecrow. The sound of the munchkin singing is instantly cut off as well.

FARMER

What now? How do we find her?

DAVID

She's the wicked witch of the west.  
The sun came up there...  
(points to the rising sun in  
the East and looks West)  
...so this way is west.

PIRATE

This is a terrible idea.

SCARECROW

I'm not so sure there is really an idea behind this. We ain't got no kind of plan, no thinking going on here.

DAVID

I think I want to go home. And if I have to kill a evil witch to do it, then that's what I'm going to do. Do you want a heart, or a brain or some courage? If so, this is where it can be found. If you're happy with what you have, go back where you came from.

David starts to walk off quickly. Scarecrow runs to catch up.

SCARECROW

Now, hold on. I didn't say we wasn't going to kill no witch. I'm going with you.

Farmer and Pirate follow.

SCARECROW (CONT'D)

I just said we ain't got a plan.

DAVID

We have a goal. Sometimes you have to start towards your goal even when you don't have a plan yet. We'll make up our plan as we go along.

They continue West. A storm is brewing in the direction they are headed.

INT. CAVE OF THE WITCH - LATE AFTERNOON

The Witch lives in a grand cave with a ceiling hundreds of feet high. Stalactites and stalagmites litter the floor and ceiling and she is illuminated by a raging fire.

She stands over a giant bowl of water and is staring straight at the surface. In the surface of the water, she sees David and the others walking. This is her gazing bowl and it is a sort of movie screen.

WICKED WITCH  
Yes... Yes! They are coming our way.  
That fool Wizard is offering them up  
to me!

Her CHIEF APE leans in to see what she is looking at but his breath causes a ripple across the water.

She swats him on the nose.

WICKED WITCH (CONT'D)  
Assemble your minions. We're going to  
send a welcome committee to the boy  
and his friends.

The Ape leaves.

The witch leans in a gently blows on the image in the water herself, causing the scene to zoom in. Using her breath, she zooms and focuses on the water talisman around David's neck.

WICKED WITCH (CONT'D)  
Come to me...

But just then, she hears the cracks of thunder which causes her cringe in fear.

INT. HALL OF THE GREAT WITCH - TWILIGHT

The Witch is standing in a table in a huge hallway lit by torches. In front of her are MANY APES. They are excited and hooting and preparing to fly away.

A long way down the tunnel that forms the cave, rain drops are seen falling and lightning strikes. Each bit of thunder causes the witch to shudder.

She raises her hands to quiet them.

WICKED WITCH  
Quiet! And listen well, my friends.  
For years, for longer than most of you  
have been alive, I have ruled over the  
land. Very few have defied me and  
lived long to tell of it. But, my rule  
ends at the water's edge, and even  
those on land who know my... my...

She pauses and looks down and have to force out the next words.

WICKED WITCH (CONT'D)

... my WEAKNESS! Yes, my weakness with water, they can flaunt me and mock and ridicule and make fun of me and I hate them! That boy, he has the talisman that will put an end to all that. It will make me invincible on land and over the seas. And therefore, I must have it. I must! So, you are to leave here and you are to bring the boy to me. Do it tonight, and do not THINK of coming back here to me without that boy or the talisman he carries.

She looks at the assembled apes and picks out one on the front row.

WICKED WITCH (CONT'D)  
YOU! Come closer...

The SCARED APE steps forward as told, but he doesn't look her in the eye. When he reaches her, she suddenly grabs his arm, and he begins to writhe as if being shocked. After a moment, he falls to the floor as a pile of dust.

WICKED WITCH (CONT'D)  
This is what awaits you all of you do not bring me that boy! Now go, and get him!

There is a moment of hesitation as the apes absorb what they have seen happen to one of her own. She rules via terror, not love or duty or even money, but this show of force is new, even for her.

WICKED WITCH (CONT'D)  
GO!

The apes shriek and rush of the hall and out the cave entrance at the far end and in to the rain.

EXT. CAVE OF THE WITCH - TWILIGHT

Flying Apes in great numbers leave the cave. Others join from the nearby trees, and a great shrieking can be heard.

EXT. WOODS - NIGHT

David, Scarecrow, Farmer and Pirate are huddled under a tree in the rain. Each looks totally miserable.

Suddenly, David stands.

DAVID  
Come on. We have to keep going.

FARMER

It's pouring. I just don't have the heart for marching to our doom in the rain.

PIRATE

I'm scared of the dark. And the rain and dark together, I'm twice as scared.

SCARECROW

I can't think of no way to beat that witch. There just ain't a way. We need to give up.

David is frustrated.

DAVID

So, that's it then. To wet, too scared, and too...

Scarecrow looks up, waiting for David to say it.

DAVID (CONT'D)

... too stupid to continue. I understand. I don't want to go on either. I'm scared of the witch. I had hoped the Wizard would be a kindly soul who would just give us what we wanted without asking anything in return. But, my father told me, nothing ever works out like that. I'm discouraged, I'm scared, I'm confused and I'm wet. But I have the love my father holds for me in my heart, and that gives me the courage to go on, and I'll learn as go along. Who ever didn't love you, I'm very sorry. You'll have to love yourself now.

The others watch as David wipes his eyes. In the rain, it's hard to tell if he's crying.

DAVID (CONT'D)

Now, I'm off to kill a witch. And nothing in this world or the next will stop me!

Then, in a flash, a huge flying Ape sweeps from the sky backed up by many others, and scoops David up by the arm pits.

DAVID (CONT'D)

Ahhhhhh!

David disappears in the dark, rainy sky in the briefest of moments and the other three are left, just seconds after David's words, with nothing.

INT. CAVE OF THE WITCH - DAY

David is standing in a corner in the cave. The apes are huddled around as well as the witch paces back and forth, eyes the talisman around David's neck and growling at him.

WICKED WITCH  
Well, you think you're quite something, don't you?

David doesn't move. He's terrified but putting up a brave face.

WICKED WITCH (CONT'D)  
Such a small boy to send on such a large mission. That foolish Wizard. He wanted to get rid of you!

The old witch paces back and forth. She is angry and enjoys seeing David's fear.

WICKED WITCH (CONT'D)  
He's an old fool. But you... You're young and tender hearted. You and I, we can make a deal. Give me the talisman, the one you took from the sea witch, and I will let you go. You can do as you please. You can come and go from my kingdom any time you want! I'll protect you myself. You see, I'm not so bad. I once wanted children for myself. But now, I want that talisman, now give it to me!

She reaches her bony hand out to him. But, David is resolute. He shakes his head no.

WICKED WITCH (CONT'D)  
What do you want with it? To you, it's just another trinket around your neck, but to me, it's power!

DAVID  
That's why I won't give it to you.

This send the witch in to an even further rage!

WICKED WITCH  
Oh, most petulant boy!

She leans in, her nose nearly touching his.

WICKED WITCH (CONT'D)  
The only thing standing between you and your doom is the kiss the lovely witch of the north gave you. But guess what, my child... While I can't kill you, or direct others to do so, if you



were to die by nature's hand... Well,  
it would be so unfortunate.

Just then, David juts his arm out at her face. In his hands, he holds Toto!

The witch jumps back when she sees the carved dog, and for a moment, she is perplexed. Then she leans in closer, and looks at the figure.

WICKED WITCH (CONT'D)

Well, you are just full of surprises aren't you? Another charm for your protection. But it won't help! When you are dead, it all comes to me!

She bangs her broom on the floor twice and in an instant, two Apes enter.

WICKED WITCH (CONT'D)

(to Apes)

Take him to the chair!

The apes roughly grab David by the arms and drag him from the room.

INT. WITCH CHAIR ROOM - DAY

David is seated in a large primitive throne. There are bands around his wrists, and a thick cable that runs from those bands up the back wall of the cave to a hole in the roof. Sticking out of the hole is a long iron rod. It is a lightning rod!

David looks up and hears the rumble of thunder and sees the distant flash of lightning. A storm is getting closer.

The witch stands well back as do the Apes. They are excited at seeing the chair in action, but do not wish to be close. The witch sees water trickling down the cables and running off the chair on to the floor. She will not get any closer.

WICKED WITCH

It isn't too late, boy! Give me the talisman of water, and you can keep the dog. I want no part of that black magic.

DAVID

My father says you never negotiate with evil.

WICKED WITCH

Well, your father is a fool! When that storm gets here, you're goose is cooked, and I will be the most powerful witch this land has ever known!

The apes start to hoot and holler. David notes that none are now guarding any part of the cave.

EXT. CAVE OF THE WITCH - NIGHT

Scarecrow, Farmer and Pirate have arrived at the mouth of the cave. They stay hidden, and from their hiding place, can hear the hooting and hollering and jeering inside.

FARMER

That doesn't sound good. What are they doing to him?

PIRATE

Something too horrible to find out. We'll wait here.

SCARECROW

Why ain't there no guards out here? It don't seems so smart of leave a big door to your cave unprotected like that. We could walk right in.

PIRATE

Yes, good thing we're too smart for that.

FARMER

That's exactly what we're going to do. I have my axe, you have your sword, and Scarecrow, you have... your mouth. Come on.

Farmer rises from his hiding place and runs for the mouth of the cave. Scarecrow pushes the Pirate forward and they follow.

INT. CAVE OF THE WITCH - NIGHT

Farmer, Pirate and Scarecrow enter the cave and look around. Everything is lit by giant torches and shadows bounce all over the walls.

Behind them, there is another flash of lightning followed by a crackling peel of thunder.

On this sound, they hear the Apes hooting and hollering again and can determine which direction to go.

As they run deeper in to the cave, a pounding rain begins to fall.

INT. WITCH CHAIR ROOM - NIGHT

Water falls through the whole in the roof and rains down on David. The water has made the witch back further in to the shadows but

the Apes are still watching intently, waiting for the lightning strike.

David is fearful, but he suddenly finds that one of his wet arms will now slip out of the cuffs that holds him to the chair. He wriggles his arm free and then looks up at the iron rod above him.

Just then, Farmer, Pirate and Scarecrow arrive at the room and rush in. In a moment, they take in the scene.

David sees them and begins to furiously work at the cuff that holds his other arm.

The witch takes in both the intruders and David's free hand.

WICKED WITCH

The boy is getting away. Drive them  
out and secure the child!

But Farmer raises his huge axe above his head and lets out a bellow! Pirate draws his sword and thrusts the closest ape, drawing blood which the others see.

Scarecrow runs to David and starts to untie him from the other restraints that hold him to the chair.

DAVID

Stay back! If lightning strikes,  
you'll be killed too!

SCARECROW

That's alright. We ain't getting out  
of here without you no how.

Scarecrow gets the restraints loose so that all that holds David now is the cuff. David looks up at the rod, and in an instant, feels the hairs stand up on the back of his neck. He grabs Toto from his pocket and places the figure in his cuffed hand.

DAVID

Get back.

David pushes Scarecrow away just as lightning finally finds the iron rod!

There is a blinding light and a loud boom as blue light travels down the coils to the cuffs...

David shuts his eyes and grits his teeth. The flash throws shadows of Farmer and Pirate against the Apes. The witch raises her broom to shield her eyes but the flash grows brighter.

In David's hand, Toto glows with a blue white light that fills the room with energy. The token has absorbs the energy of the lightning bold and fills the room with pure light and sound.

Then there is a loud thud as the light from Toto dims. The cuff has burned away leaving David free to move.

The Apes have been blinded by the light, but Farmer and Pirate have not. When they see David and Scarecrow run past them and right thought the stunned apes, they follow.

It is the witch who gets the apes to finally respond.

WICKED WITCH  
Go, you fools! They are getting away!

The Apes turn and give run though the opening where the other went.

INT. TUNNEL IN THE CAVE OF THE WITCH - NIGHT

David runs through the tunnel looking for the exit. Farmer, Pirate and Scarecrow are right behind.

DAVID  
Is this the way out?

SCARECROW  
It ain't the way we came in!

They hear the Apes coming up behind them.

INT. MOUTH OF THE CAVE OF THE WITCH - NIGHT

They burst from the tunnel into the large cavern that leads to the giant mouth of the cave.

But before they take many steps, the Witch, backed by several Apes, lands in front of them.

The back up, but in no time, the Apes that were chasing them catch up.

They stop. There is no way forward or back. It grows very quiet, and only another crack of thunder and burst of lightning breaks the silence.

WICKED WITCH  
Leaving so soon? Maybe not! And you have company? I bet they don't have magic to protect them. Give me the token, the one shaped like a dog. You can keep the trinket from the seas, it's nothing! I want the token of fire!

DAVID  
No.

WICKED WITCH  
Then your friends shall die!

The Witch smiles, and then she grabs a torch from the cave wall.  
She steps closer with the torch, and narrows her gage on to Scarecrow.

WICKED WITCH (CONT'D)  
I know your type, boy! They call you Scarecrow, right? Head full of straw, I hear. Care for a little fire?

FARMER  
Ahhhhhh!

Suddenly, the Farmer bursts forward with his axe and plows right in to the witch. He catches her in the middle with the axe head and lifts her up and drives towards the entrance of the cave.

Before anyone has time to react, he has ran out in to the driving rain with her.

She drops the torch and starts to writhe as the rain drops sear her. She smokes, and hissing with each drop.

WICKED WITCH  
No! You stupid Farmer! I'll get you!

But she pulls her cape over her face and drops to the ground. There is more smoke and hissing until all that is left is her robes with nothing under them. She has melted completely.

There is a long silence as the sound of the rain fills back in from the witch's walls. Lightning cracks and thunder rolls to mark a coda on her terrible life.

Farmer walks back in from the rain and to David. He looks at the Apes, who have been staring at the flattened wet cape that is still in the rain. It is dark, and as the mud and water fills in around the cape, even this last vestige of the witch is disappearing.

PIRATE  
Perhaps we should leave now...

But just then, the lead Ape brings his gaze back around to David. He stands taller, as do the others. Each Ape straightens up and turns to look at David.

PIRATE (CONT'D)  
Too late.

The largest Ape walks forward and stops before David and suddenly, he kneels. When he speaks, it is in perfect diction and he has the sound of one deeply well educated.

LEAD APE

Thank you. We are forever grateful for your service.

David smiles. They are safe and the witch is dead.

LEAD APE (CONT'D)

I remember now, how we were taken in by a charm put forward by the witch. We knew it, but we could not stop ourselves. She appeals to our baser impulses, but with her death, we are free.

DAVID

It wasn't me. Farmer did it.

The Ape turns to the Farmer, still on his knees.

LEAD APE

We thank you and are forever in your service.

He raises one arm, and the other Apes kneel as well to the Farmer.

The Farmer smiles, but he is embarrassed by the sudden attention.

FARMER

Oh, I'm sure anyone could drive a wicked old witch out in to the rain! It was nothing! Come on now, stand up, please. A handshake will do.

The Farmer steps forward and takes the Lead Ape by the arms and lifts him up and shakes his hand. The other Apes reach forward as well, and the Farmer shakes their shaggy hands one and all.

The Lead Ape turns to David.

LEAD APE

What can we do for you? You've done so much for us and this land. How can we repay you?

David crosses the room and picks up the broom that the witch dropped as Farmer was driving her out of the cave. He crosses back to the Lead Ape.

DAVID

There is something you could do. Can you give us a ride back to the Emerald City?

EXT. OVER OZ - DAY

David has a gigantic smile on his face as he rides on the back of the giant Ape. They are high in the air and flying over Oz as the sun is rising.

From the air, he can see the entire giant island of Oz and the ocean from where he came beyond that.

He looks behind him and sees other Apes carrying his friends.

Scarecrow rides on the back of another big Ape and is waving his arms around, clearly loving the experience of flying. He sees David smiling at him.

SCARECROW  
I'm flying, and I'm flying off to go  
get me a brain!

David laughs. Behind Scarecrow he sees Pirate, who is too big to carry on a Ape's back, so they have created a sling he can sit in. He looks terrified and does not open his eyes.

Behind him is the Farmer, who is also in a sling but it is a large one and takes four flying Apes to carry. Farmer is leaned back, looking at the ground below and smiling. He has a peaceful smile on his face.

David lifts his gaze back out to the ocean, and scans the horizon for ships. But there is nothing.

He takes Toto from his pocket and clutches it to his chest. That is his only piece of life from before he came to this crazy land.

EXT. GATE OF THE EMERALD CITY - DAY

Munchkin are going about their business when a KID MUNCHKIN points at the sky.

KID MUNCHKIN  
Monkeys!

The Munchkin go into a panic, running amuck and seeking shelter as the cloud of Apes descends.

By the time the Apes land, the lead with David, Scarecrow, Farmer and a quacking Pirate on their backs, the Munchkin has scattered and now peek out at the clear area in front of the gate from behind bushes and between shuttered windows.

David climbs down from the back of the Lead Ape. He is carrying the broom of the witch. He steps forward and holds the broom of the witch up high.

DAVID  
Hear me Munchkin! The Wicked Witch of  
the West is dead! The Witch is dead!

It takes a moment of murmuring and chatter amongst the Munchkin before they start to filter out.

In short order, they are dancing and cheering and running up to David and bowing before him.

EXT. STAIRS ON THE WIZARD TREE - NIGHT

Night has fallen and the team is headed up the stairs of the Wizard tree to see the Wizard. David leads and he holds the broom of the witch and confidently goes forward.

Each are excited about getting what they wish for.

EXT. DOOR TO THE HALL OF THE GREAT WIZARD

They reach the door to the hall of the Wizard and suddenly David stops. His face glows in the light of the giant torches on each side of the giant door. He sees the giant statues with the bull heads standing at the door.

Suddenly, he turns and faces the rest.

DAVID

I've just realized that when I get what I wish for, I'll never see any of you again.

The rest are suddenly silent.

DAVID (CONT'D)

I want to go back to my father, but I don't have friends like each of you.

FARMER

I didn't have any friends before you came along.

PIRATE

I had many men on my ship, but none were friends.

SCARECROW

I might have had friends but didn't know it. Now, I know what friends is.

Each takes a long moment to think about going on their own way.

DAVID

When you get what you want, you have to give up something, too.

David takes a deep breath and crosses to the door and holds the broom over his head.

DAVID (CONT'D)

Wizard! We've done what you asked of us and killed the witch!

They wait, but there is no response.

DAVID (CONT'D)

Wizard! We've killed the witch!



Still nothing.

David walks forward and uses the witches broom to knock on the door. Then he steps back.

Suddenly, they hear the thunderous voice of the Wizard.

WIZARD (O.C.)  
Who dares knock on the door of the  
Great Wizard??

David nervously takes a step back.

DAVID  
It is I, David. Uh, I've been here  
before. And I'm back, because we  
killed the witch as you asked.

There is a long pauses.

WIZARD (O.C.)  
You have proof of this deed?

David holds up the broom.

DAVID  
We have her broom.

There is another long pause and then the giant door opens. David looks to his friends, manages a smile and then enters. Farmer, Pirate and Scarecrow follows.

INT. HALL OF THE GREAT WIZARD - DAY

The group rounds the corner and enters again in to the cavernous hall. Slowly, they walk the dark floor towards the throne. The rooms glows red from the torches ringing the hall high up towards the dark ceiling.

Sitting on the throne is the Wizard. He has not moved.

His large head does not turn but his green eyes still burn like fire.

David and friends stop at a respectful distance. The Wizard looks at them but does not speak.

Finally, David walks forward a few feet and drops the broom on the floor.

DAVID  
There is proof. The witch is dead. We  
killed her as you asked. Now we'd like  
what we have asked for. Scarecrow  
wants a brain, Farmer wants a heart,  
Pirate wants his courage, and I want  
to go home.

There is a long silence before the Wizard finally speaks in his amplified voice.

WIZARD  
Come back tomorrow.

David blinks. This was not the response he expected.

DAVID  
Great Wizard, we did as you asked, but it wasn't easy. We killed the Witch. Farmer did it, really. We freed the land of a great curse and...

WIZARD  
Do not tell a Wizard of your great accomplishments! Go! Come back tomorrow.

DAVID  
But sir, we don't want to come back tomorrow. We've travelled a very long way to see you, and we've done what you asked. Now, Scarecrow would like to talk to you about a brain, and the Farmer about a heart, and the Pirate about courage and me, I'd like to go home to see my father.

With this, and for the first time, David cries. A tear rolls down his cheek.

DAVID (CONT'D)  
I've been away from my father for a long time, sir, and I'd like very much to go home.

Oddly, the tears seem to have made the Wizard uncomfortable and nervous.

WIZARD  
I am the great and powerful Wizard of Oz! I decide when to speak and to whom! That's what Wizards do, now be gone from here! Tomorrow!

David weeps, now more openly.

DAVID  
Sir, I just want to go home.

WIZARD  
I know very well you want to go home. You told me that already. But I can't do that right now! Be gone! Tomorrow!

The other are shocked and confused. Finally, the Pirate steps forward.

PIRATE

What kind of Wizard are you? You make promises, you tell us to risk our lives to kill that horrible witch, and when a boy comes before you, all you can do is yell "Tomorrow! Tomorrow!"

WIZARD

Silence!

PIRATE

You may be a Wizard, but I was a pirate, Diabloito, and when I made a promise, it was worth a piece of gold. You're my friend, is not worth the wood of the Witch's broom!

Pirate reaches down and scoops up the broom David laid on the floor and flings it like a javelin at the Wizard.

The broom makes a perfect arc through the air. It's as if the Pirate had trained all his life for this moment since the broom flies a perfect straight line and hits the Wizard right between the eyes on the forehead.

Pirate steps back, now fearful for what he has done. The others are speechless as well as they stare at the Wizard and anticipate his fearsome reaction.

But then, they see the head starts to lean backwards.

WIZARD

No! No! What have you done, you imbecile!

The giant Wizard head leans further and further back, further back and any neck can go and then with a pop and a cloud of white smoke, the head falls completely off the Wizard body and out of site behind the giant throne!

There is a long pause, as everyone takes in what they have just seen.

SCARECROW

Pirate man, you done killed the Wizard!

PIRATE

I... But...

David looks closer. In the smoke, he sees a small figure behind the remaining body of the wizard.

DAVID

Look. There's someone back there.

But then the Wizard voice returns.

WIZARD

Go! You've created a great deal of trouble! Now, leave me!

But David has seen that it is the small figure that is speaking, not a Wizard!

DAVID

It's that man back there. He's talking, and somehow, we hear it out here.

Farmer has seen the same thing, as has Pirate. They run forward.

Through the smoke, David watches as Pirate and Farmer corner the small figure. There is shouting and a struggle, but after a moment, Farmer and Pirate drag the older man forward.

David gets a good look at the man. He is obviously older and his head is bald except for a ring of white hair around his pate.

He squints and is slight in stature. He struggles against the burly Farmer and the aggressive Pirate, but is brought forward to David.

This is the SCIENTIST. He is a modern man, and his speech and manner are of the modern age.

SCIENTIST

You let me go, you know-nothings! I'll see you in court! I'm a PhD and a doctor and you have no right!

They drop him before David. After a moment of embarrassed weeping, he stands and straightens his lab coat.

SCIENTIST (CONT'D)

Well, young man, what do you have to say for yourself?

David's mouth hangs open a bit.

DAVID

What do I have to say? Is there no Wizard? Was it you behind a giant head the whole time?

SCIENTIST

Yes. And what of it? There was a Wizard, and technically, there still is. I'm the Wizard. And I'm more Wizard that you will ever be.

DAVID

But... But... You're just an old man. And you've been hiding behind that head this whole time?

Scarecrow chimes in.

SCARECROW

And, uh, I don't think that witch we  
done killed cause you asked us to was  
hiding behind a giant head neither.

The Farmer leans in close.

FARMER

You, my little old friend, have a lot  
of explaining to do.

PIRATE

Yes, you do, and perhaps you'd best  
talk slowly.

The Pirate draws his sword and places it at the Scientist's  
throat.

After a moment, the scientist sighs. He pushes the sword away.

SCIENTIST

OK, alright, then. I'll tell you  
everything, but I'm not sure how much  
you'll like what you hear.

The Scientist claps his hands twice and in an instant, lights  
come on overhead and reveal the chambers as a giant  
warehouse-like room. The torches go out, and it is seen that they  
are electric, not real flames.

Everything in the room is an illusion. David, Scarecrow, Farmer  
and Pirate are amazed at what they are now seeing.

Lights overhead control part of the illusion, and in the now  
bright light, they see the Wizard is really a giant mannequin.

Along one wall, they see tiny screens. These are computer  
monitors. They control the whole room as well as the giant tree.

As David walks forward, he sees that some of the screens have  
photos (video images) of the entire Emerald City. It's all under  
video surveillance.

DAVID

Can any of these mirrors see my  
father?

The Scientist smiles.

SCIENTIST

No. These images are just from around  
the city.

David looks closer and he sees Munchkin coming and going on the  
screens. The others have moved closer and are amazed as well.

They are seeing 21st century technology with 18th century brains.

The Scientist softens as he watches the others stare at a computer screens After a moment, he pulls free of the Farmer. Farmer barely notices since he also stares agog at the screens.

DAVID  
What is it? What magic?

SCIENTIST  
It isn't magic. It's really quite simple.

David turns to him.

DAVID  
Who are you? There is no Wizard, is there?

SCIENTIST  
No, there is no wizard. None at all. There is no magic. Everything has a logical explanation.

DAVID  
It was all an illusion.

SCIENTIST  
Yes, child, yes, like so much else.

DAVID  
But who are you?

SCIENTIST  
Does it matter what my name is? I'm a scientist. I study things and I came here from far in to the future. I came here from a time that has yet to happen. It's an invention of mine that allowed me to travel in time.

SCARECROW  
You come here from the future? Like from a time that ain't even happened yet?

SCIENTIST  
Yes, that's exactly right! Very good.

Another pause.

DAVID  
But why? What was wrong with your time?

SCIENTIST

I'm here to study this place. While what I do here in this room may be an illusion, Oz is most certainly not an illusion! There are things in this place that no one, at least not in my time, have ever seen. There is unexplained phenomenon! There are things no one knows how they happen or work, like flying monkeys and witches and mermaids! I came here to study all this and explain how it all works! I... but... I can't explain it. It's a mystery.

More silence.

SCARECROW

So, I ain't going to get no brain?

The scientist laughs.

SCIENTIST

Oh, young man! You have a brain already! If you had no brain, you couldn't form words, or see those lights, or move here and there!

The scientist walks over to one of the walls and hits a button and suddenly, a curtain draws back revealing a wall full of books!

SCIENTIST (CONT'D)

It's not having a brain that makes one smart! It's using the brain that you have. Look here.

(gestures at all the books)

Here is the accumulated wisdom of hundreds of people. Read it all! Fill up the brain you have with the thoughts of others and then add some thoughts of your own.

SCARECROW

I can do that?

SCIENTIST

Yes, yes you can!

Scarecrow walks forward and touches a book. He lifts a heavy book of physics off the shelf and opens it.

SCARECROW

This here explains why things fall out of the sky, and how the stars move around us!

The Scientist smiles.

SCIENTIST

You can know it all. Dig in! Feast your brain on the accumulated knowledge of man.

Scarecrow starts to pull down other books and scan the many, many titles.

Just then, the Farmer steps forward.

FARMER

But what about me? I have no heart.

SCIENTIST

Nonsense! You have a big heart. You wouldn't be alive without one pumping your blood around and feeding those big muscles.

The Scientist reaches on to a shelf and pulls about a stack of beautiful note books and pens.

SCIENTIST (CONT'D)

You, my big friend, have a broken heart, not a missing heart. And only those with a big heart can have it broken. Little hearts are made of stone. To heal your heart, you have to write down what has happened to you. Let it out, and with time, you'll see that the finer emotions, the things of the heart, will return to you.

He hands the Farmer the note books.

FARMER

Write it down?

SCIENTIST

Yes. Start with the first things you remember, about your family, and then move on to how you met your wife, and how you felt working your fields, and put it all in these notebooks. You'll see.

The Farmer smiles.

FARMER

I think I'd like that. I can write down everything that happened, and really think it through, and then maybe share it with someone!

SCIENTIST

Yes, you can do that.

FARMER



I can! I can do that!

The Farmer opens his first notebook and holds the pen up, ready to write.

PIRATE

But what about me, sir? I have lost my courage and I think, it will not return.

The Scientist things about this a moment.

SCIENTIST

Friend, I don't think it's a matter of what you've lost, and more a matter of what you've gained. Do you fear death?

PIRATE

Yes, yes, very much so. It's terrible.

SCIENTIST

But why? Why fear death?

PIRATE

Because... Because life is good. I want to stay alive.

SCIENTIST

Yes! You've not lost your courage! You've gained your conscience. You care about life. You want to live! For you, I have something very special.

The Scientist goes to a draw and takes out a metal star that says 'Sheriff' on it.

SCIENTIST (CONT'D)

This is a badge. The wearer of this badge swears to protect the weak, defend the defenseless, and uphold the rules that let everyone live. It takes a very special person to wear this badge. To uphold the good, and let protect others who can't protect themselves, it not for the meek. It is for the brave. It is for those who love life and care about the lives of others. Can you do this? Are you this person?

The Pirate looks at the badge, and his pride and resolve swell.

PIRATE

I can do it! I am Diabloito, defender of the good. Let those who would do evil fear for their very lives! They will change, or die.

The Scientist pins the badge on to the Pirate. Then, he turns to David.

SCIENTIST  
What about you, child? What do you want?

DAVID  
I just want to go home to my Papa, and sit at his knee and make sure he isn't disappointed in me.

The Scientist smiles.

SCIENTIST  
You're Papa is a very, very lucky man to have such a dedicated and resourceful child such as you. And home to him you shall go! I know how to travel from this land, and I think perhaps it's time for both of us to go home.

David beams.

EXT. EMERALD CITY - DAY

David, the Farmer, Pirate, Scarecrow and the Scientist are all standing on a platform that holds a giant contraption created by the scientist. It has a clear door and a single seat inside.

Gathered around them are hundreds of Munchkin who have not seen this Scientist, and how are murmuring with excitement.

David looks in to the machine, and only sees one seat.

SCIENTIST  
This is my most useful invention, the time and space continuum. It's amazingly simple to use, seems like magic but it really isn't. It uses the principles of quantum mechanics, and transfers our particles anywhere in the universe we care to go.

DAVID  
There is only one seat.

SCIENTIST  
Yes, we'll both have to squeeze in tightly, but we can both fit. From what you've told me, we have to go to the 18th century, to the Caribbean, which isn't far, by the way.

The Scientist climbs in, and the Munchkin start to murmur even more

SCIENTIST (CONT'D)

This will just take a moment...

The Scientist starts to adjust various knobs and switches and the contraption starts to hum.

David turns to his friends.

DAVID

I'm happy for all of you. I really am. Scarecrow, you were always smart, but you needed to get more knowledge. Farmer, you always had a big warm heart, you just got hurt. Mr. Pirate, you were always brave, but you didn't use your bravery for good. Now you all have what you wanted.

SCARECROW

And you'll have what you want, but we'll never see you again.

DAVID

No, I guess not.

SCIENTIST

Oh, no! Get in! Get in!

The contraption suddenly starts to whir and whistle and vibrate, which scares David. He steps back, but the Scientist holds his arms out.

SCIENTIST (CONT'D)

Hurry! I've set it in motion accidentally. I haven't used it in such a long time and... hurry!

But just as David starts forward, the contraption emits a horrible glow which causes everyone to shield their eyes. It lets out a whomp and then disappears.

The Munchkin are sent in to a panic and they hide, but David and his friends are still standing on the platform staring at the space where the contraption once stood.

DAVID

But... But, how will I get home now.

But then, as David casts his eyes to the ground, he becomes aware that the Munchkin are again in a tizzy about something.

SCARECROW

Look! Look up there!

David looks up and sees a glowing sphere descending out of the sky. It glows with a bluish light, and it moves slowly.

As it gets closer, the Munchkin come out of their hiding places and start to squeal with excitement. This tells David that whatever it is, it is not threatening.

The sphere grows closer and closer. David and the others can see that it is clear, like a bubble. A figure is seen inside.

It gets closer still, and David can now see that the figure inside the bubble is a female, a grown woman wearing a beautiful gown. Her face glows with radiance and goodness.

Finally, the bubble with the woman inside reaches the platform where David and the others are standing. When it touches the platform, the bubble pops without a sound and the woman is seen clearly.

She has glowing red hair, and a kindly face. She wears a beautiful gown of gold and silk, and she smiles kindly on David.

After a moment, she smiles upon the Munchkin. David hears them calling her name.

MUNCHKIN  
Glinda! Glinda The Good!

She waves to them and blows them all a kiss which sends them in to a spasm of ecstasy.

Finally, she walks to David, leans down, and gives him a gentle kiss on the forehead.

GLINDA  
David.

David looks up at her, his eyes full of tears.

DAVID  
I've seen so many strange things. Who are you?

GLINDA  
My name is Glinda. I am the Witch of the South. Now, my child dry your precious eyes. You've nothing to fear.

DAVID  
But.. The scientist left, and now, I can't get home.

GLINDA  
Of course you can. You can go home. Do you know all the good you've done here in our land?

DAVID  
I was only trying to get back to my Papa.

GLINDA

Yes. What a wonderful Papa you must have. His son has slain two witches, and now, peace has returned to Oz. Everyone's powers for good have increased. We will never forget you. Why, if you were my child, I would hold you forever. You, David, are a wonderful and brave boy, full of brains, heart and courage.

David smiles. She falls in to her arms. She kisses the top of his head.

GLINDA (CONT'D)

The power you seek to go home is with you. Do you have the totem? The tiny dog?

David takes Toto from his pocket.

DAVID

Yes, I still have it.

GLINDA

That is the talisman of fire, and it will take you where ever you want to go.

David looks at the tiny carved dog.

DAVID

But how?

GLINDA

Hold it close to your heart, and command it to take you home, then extend your arms, lift your eyes, and believe.

DAVID

Are you sure?

GLINDA

Yes, child, I'm sure.

David looks at his friends, back to the kindly witch, and then does as she tells him. He clutches the talisman to his chest, and whispers:

DAVID

Take me home.

Then he extends his arms outward and raises his eyes to the sky.

INT. CARIBBEAN PLANTATION - DAY

David suddenly wakes. He sits up and looks around. He is sleeping on pillows on the porch of a plantation house.

He looks around, and sees the sugar stalks in the distance. He sees the shimmering ocean beyond that.

Sound seeps in to his mind, and he hears the bird calls and rustle of wind in the palm trees around him.

David stands. There is a lot of debris on the ground, and though the sky is perfectly clear, it appears that there has been a storm.

Just then, he sees Emmanuel come around the corner of the house. Emmanuel is walking quickly, with a great sense of purpose.

EMMANUEL

David, there you are. Go meet your  
papa at the presses.

David rubs his eyes. He can barely believe it's true!

DAVID

Mr. Emmanuel you're here! You're...  
Where are we? Where is the Povo?

Emmanuel shakes his head.

EMMANUEL

You've been dreaming again. Go find  
your papa. And don't mention the Povo!  
You know how he is.

DAVID

Where is he? Where is Papa?

Emmanuel shakes his head again.

EMMANUEL

I told you. He's at the presses.

David looks in the distance and sees MEN gathered around a sugar cane press.

He smiles and starts running towards the men.

EXT. SUGAR FIELDS - DAY

David runs towards the sugar press, and as he runs, he passes OTHERS that works on the farm. He runs with the glee and spirit of a child full of love for life.

MEN, previously seen working on the ship, are moving equipment, some are handing other bundles of cane and others supervise SLAVES that are walking through the high cane stalks.

As he passes one row of cane stalks, a big man steps out and right in to David's path. David bounces off his leg.

David falls, but he quickly is grabbed by the collar and stood up. David looks up at the man, and sees that this man is the Farmer.

DAVID  
I... I'm so sorry.

FARMER  
No problem, master.

The Farmer goes on about his business.

DAVID  
It's you! You were there!

The Farmer looks at David, unsure what the boy means.

FARMER  
I was indeed here for the storm. It was a magnificent one, eh? A work of art as far as storms go!

DAVID  
No, I mean...

David stops. The Farmer smiles and goes on his way.

David looks ahead, and sees Scarecrow carrying debris towards a huge pile.

David runs to him.

DAVID (CONT'D)  
Scarecrow! You're here!

Scarecrow doesn't look up. When he speaks, it is with the sound of someone well educated.

SCARECROW  
Of course I'm here. Where else would I be?

DAVID  
But... Where have you been?

Scarecrow stops and look at David.

SCARECROW  
I was at the school. Remember? I live there. And it's in top shape. No damage at all. It's a miracle.

Scarecrow walks away. David smiles and then runs further towards the presses.

EXT. SUGAR PRESS - DAY

David sees his beloved Papa at the sugar press. Slaves are bring in stalks of downed sugar cane and stacking them up by the press.

DAVID

Papa!

David starts to cry as he runs full speed towards his father. As he gets closer, he sees that Papa is talking to a man in a uniform. As he gets closer, he sees that this is the Pirate, who is now dressed as an officer who enforces the law.

David reaches his Dad and jumps in to his arms.

DAVID (CONT'D)

Papa! I missed you! I had a grant adventure and I went away, and there was a big storm, and... And, there were flying monkeys...

His Papa smiles and sets him down.

CAPTAIN HENRI

Not now, child. Stay close to me today. The storm has pirates about, looking for places to raid.

David looks at the Pirate, who stares back at David. For a moment, David sees the former Pirate glare at him as if to suggest that David is to keep his secret safe.

PIRATE

Of course, any pirates that dare show their colors here will find themselves swinging from a rope. I'll protect you and your Papa.

David is so unsure of what is going on. He smiles slightly.

DAVID

Thank you, sir.

CAPTAIN HENRI

Go help bring in the downed cane. We're going to press it now, before it goes bad.

DAVID

OK, Papa.

David walks away from the press, and in to the fields.

EXT. SUGAR FIELDS - AFTERNOON



David gathers stalks of tall sugar cane and tucks them under his arm. As he turns to head back towards the presses, he sees the big slave that gave him the Toto talisman.

David drops the cane. He starts to walk towards the Big Man, who is chopping cane with a giant machete.

As he gets closer, he checks his pocket and to his amazement, he feels something there. He reaches in to his pocket and takes out the tiny carved dog statue

Finally, he reaches the big man. The man stops chopping and looks up at David. The man is jet black, huge, covered in sweat and holding a machete.

But David smiles.

DAVID

Do you remember me? My name is David.  
I was on the ship, the Povo. Do you  
remember?

The Big Man doesn't move. Nothing passes in front of his eyes. He is still as a stature himself.

DAVID (CONT'D)

Look. You gave me this!

David holds up the talisman. When the Big Man sees it, his eyes widen. He drops the machete and drops to his knees.

BIG MAN

Toto! Toto!

The man kneels over, bowing before the Toto talisman. He mumbles something in his language.

David is confused. This was not the reaction he expected. When the Big Man looks up, David holds Toto out for the man to have.

DAVID

Here. You can have it back. You gave  
it to me, and it saved my life. It  
brought me home. Thank you.

The Big Man stares at the carved dog, and then slowly reaches out his hand and takes it from David.

Then, slowly, the Big Man stands up. He towers over David, but he cradles Toto in his giant hands.

After a beat, he steps back. He then leans his head back and closes his eyes. He grips Toto in his right hand, and extends both hands out until his forms a sort of crucifix.

Then, to David's surprises, he starts to spin around. He spins himself around faster and faster and as he spins, he chants something in his native tongue.

At first, the man spun himself with his feet, but after a moment, the man starts to spin faster and faster. He spins faster than any human feet could spin.

David steps back and watches as the man starts spin so fast that he is blurring to David's vision. David can no longer see the Big Man's face as he sees the man start to lift up off the ground like a helicopter.

Then, in a flash, the Big Man lifts off, and streaks out over the ocean, faster than the eye can follow, he heads east, back towards his home.

The quiet of the fields returns. David picks up the Big Man's machete, takes one last look at the eastern sky, and walks away, back towards his Papa.