

DEE GALE & THE ROAD TO WEST

Written by  
Justin Best

Inspired by  
"The Wizard of Oz"

By  
L. Frank Baum

Justin Best  
Bxbstudios.com  
Justinmbest@gmail.com  
917.363.0721  
Los Angeles, CA

EXT. OUTER SPACE

Thousands of stars slowly drift through the vast blackness of space. One, not particularly distinguishable from any other, becomes highlighted.

SUPER: PLANET (68141) 2123 OZ2 aka THE OZ.

EXT. DESERT - NIGHT

Sand. And lots of it. The top of a HUGE SPACESHIP, rusted and forgotten, pokes through a dune. Just past the ship - more sand. But past the sand...

A WALLED DESERT COMPOUND. A mad scientist's castle of armageddon. Electricity crackles. Flames burst and disappear. Muscular, armed guards walk the walls. Some carry guns. Others more makeshift spears and swords. Below the walls...

Two shadows sprint through the darkness, press themselves against the compound's walls.

One of these shadows is DEE GALE (30s). Tough. Spunky. A charming oasis of light in this dead desert world. She wears the uniform of the apocalypse: leather, scavenged military garb, and whatever else she could scrounge up. On her back, a small backpack. In her hand, a crumpled picture.

IN THE PICTURE - A smiling happy, slightly futuristic suburban-type family. Mom. Dad. A dog. And two sisters in happier times. One is Dee. The other is...

WEST (V.O.)

Will you put that away?

Next to Dee is WEST (20s). Similar dress. Across her back - two metal sticks. If Dee's too hopeful, West more than makes up for it. She's as cynical and hard as they come.

DEE

This. This is why we're doing this.

WEST

It's nostalgic BS. Waste of time.

Dee crumples the pic, puts it back in her pocket.

DEE

Just boost me up.

West boosts Dee up to a SMALL GRATE, just big enough for a young woman to wriggle through. WATER trickles out.

INT. PIPE - CONTINUOUS

Claustrophobic. Barely wider than the women's shoulders. They slide through the wet, watery tunnel, Dee in front of West.

DEE

It's really true, huh? Pipt has a formula to make water.

WEST

I told you. Dee, we get this formula, we can change this planet.

DEE

We get this formula, we take it to Auntie Empire, and we're done.

WEST

You really think once we give Auntie Em Pipt's formula - a formula that will alter the whole planet - she's gonna let us go? Just like that?

DEE

Yes. She's always been good to us. She's the only family we got here.

INT. TUNNEL - CONTINUOUS

A dark, damp tunnel, almost sewer-like. Dee pushes her pack out, tumbles from a pipe opening in the wall. Gets up and helps West into the tunnel. Both women are wet and dirty.

WEST

We're her slaves. The only family we've got here is here.

She points to herself and West.

DEE

Fine. But we get this formula to her, she won't need us anymore. She'll send us home.

They turn a corner, water up past their ankles.

WEST

Why don't you ever listen to me, Dee? There's no home to go to.

DEE

You don't know that.

WEST

I do! That's why we left!

DEE

It could still be out there.

WEST

Listen to me for once: With this formula, we'll control the water supply. We'll own this planet.

DEE

Em, Pipt, The Wizard - they own this planet. I just want off.

WEST

With this formula, we'll be stronger than all of them. We can make this our home.

Dee looks to West.

DEE

C'mon.

They navigate deeper into the tunnels, water waist-high.

WEST

You know I'm right, sis!

DEE

I know you should have told me there was gonna be so much water.

They stop. Above them, another larger GRATE. Light and water pour down.

DEE (CONT'D)

These boots are ruined. And they're brand new. I had to trade--

WEST

It's not like you're gonna melt.

West pushes the grate away, climbs up.

DEE

Hey! Where are you--

But she's already through and into...

INT. DR. PIPT'S COMPOUND - CONTINUOUS

West pours herself through the grate in the floor, as water pours down. Dee follows her in. Both are soaking wet.

All around water pours over walls and into different drainage grates on the floor, including the one the sisters just climbed out of.

DEE

Now, you listen to me, little sis. I know you want to prove yourself, but I'm in charge here. It's my plan and we're--

WEST

Your plan? I'm the one who told you about--

DEE

Just once I wish you'd listen. I'm in charge, and we're doing it my way. We get into Pipt's lab, blow open the safe, and we take it back to Em. That's it.

West gives a mocking salute.

WEST

Aye-aye, captain.

DEE

Let's go.

Dee climbs up a metal ladder and into...

INT. DR. PIPT'S COMPOUND - FACTORY - CONTINUOUS

A kind of water processing plant, jury-rigged machines, flashing lights, odd levers, metal stairs. The sisters walk on a metal catwalk. Below, different canals filter the water.

DEE

What is this place?

WEST

I don't know. You're the one in charge.

Dee shakes her head, crisscrosses through the walkways.

INT. DR. PIPT'S COMPOUND - FACTORY - OFFICE - CONTINUOUS

The metal catwalk opens into an office full of scientific equipment. Formulas on the wall. A table covered with diagrams. And, in the corner - a SAFE.

Dee heads toward the safe, pulls EXPLOSIVES from her pack.

DEE  
Help me out with this.

WEST  
Finally.

DEE  
Light this up and get back.

But then...

DR. PIPT  
Oh, little girls...

The women turn and see DR. PIPT (50s), half mad-scientist, half carnival barker in a wheelchair. Two guards follow him.

DR. PIPT (CONT'D)  
Whatever makes you think you know  
what you're doing?

Pipt's anorexically thin body bends in many creepy, unnatural ways, including his leg twisting completely BEHIND HIS HEAD.

DEE  
Pipt. Why is it every time I see  
you, you're a little more  
disgusting?

Dee reveals a match.

DEE (CONT'D)  
We're taking your formula.

DR. PIPT  
And do what exactly? Kill yourself?  
You couldn't even comprehend it.

DEE  
I comprehend enough to know it's my  
ticket off this rock.

DR. PIPT  
Do you comprehend enough to know  
that if you light those explosives  
we'll all be blown sky-high?

Dee hesitates.

WEST  
Are you willing to die for this  
formula, Pipt?

The doctor's crooked teeth get deadly serious.

DR. PIPT  
There's enough flammable material--

WEST  
Light the match, Dee. Light it.

DEE  
Just shut up and let me think.

Pipt's guards move closer.

WEST  
Forget this. Gimme the match.

West grabs the match, lights the explosives.

DEE  
Stop!

Dee and West grapple over the explosives as the fuse grows shorter and shorter.

DEE (CONT'D)  
What the hell are you doing? Gimme  
those! We have to get them out of--

WEST  
This is our chance! Let me do this!

The fuse grows shorter. They fight until Dee knocks the explosives into the air, somewhere between the safe and West.

BOOM.

A FIREBALL fills the room and...

Metal, rock, water - all splatter. But the brunt of the blast is split between the safe and West.

Dee's battered and charred, but mostly ok, except for...

DEE  
Oh, c'mon!

Toes stick out of each shoe. Her new boots are ruined!  
(Which, all things considered, is pretty fortunate).

Less fortunate is West. She slowly climbs to her feet.

DEE (CONT'D)

Sis? You ok?

She's pretty friggin' far from ok. HALF OF HER FACE IS GONE. Burnt. Blackened. An empty hole where her eye was. Pieces of metal stuck in her cheeks. She catches her reflection in a piece of broken glass.

WEST

What did you do?

DEE

West, I'm... I-

WEST

You always think you know everything!

DEE

I'm sorry! I just--

WEST

Just shut up and find the formula.

She digs through the rubble, as Pipt and his men come to.

DR. PIPT

Stupid girls. Ruined everything.

West and Dee ignore him. But they can't ignore: CRACK!

DEE

What was that?

A large crack slowly forming through the walls.

DEE (CONT'D)

We've gotta go.

WEST

No. I'm done listening to you. This won't be for nothing.

Meanwhile, Dr. Pipt reaches into his jacket and pulls out a VIAL. His bent fingers fumble to open it.

DR. PIPT

Everything I've worked for.

Finally - open! He clumsily downs the liquid inside.

Back to Dee as she watches the wall CRACK again.



DEE

West, c'mon. We can't stay!

West continues her search, until...

WEST

Go! I'm not leaving without - yes.

She finds a small, half burnt DIARY. She flips through it: charts, diagrams, Pipt's formula for water.

WEST (CONT'D)

There you are.

As West celebrates, Dr. Pipt TRANSFORMS, his body rotating in increasingly unnatural angles, until... He becomes strong. Tall. Like a jacked-up stilt-walker.

Dee is awed and terrified by the transformation.

DEE

This was definitely not part of the plan.

The wall CRACKS again, but West doesn't hear. Doesn't hear Dee. Doesn't see Pipt. She can only focus on the diary.

DR. PIPT

You have no idea what that is. What I did for it.

She turns to Pipt, stares through him.

WEST

Oh, I know what this is. This is life. This is power. This is--

BOOM! The walls finally burst, unleashing a tsunami of water, swallowing everything in its wake. Dee, West, Pipt, and the guards bob and flail under the water's power.

Dee reaches out trying to grab something! Anything! Finally she finds the METAL RAILING of one of the catwalks.

West tumbles past her, almost out of reach...

...But not quite! Dee GRABS her hand at the last moment. West, unfeeling, stares at her. She holds Pipt's diary.

WEST (CONT'D)

Dee! Take this.

Dee has one hand on West and one hand on the rail.

DEE  
Kinda got my hands full.

Dee's grip on the rail is slipping.

WEST  
Let me go and take the formula.

Slipping...

WEST (CONT'D)  
Take the book. Use it to show them  
who we really are!

Dee looks to her hand, back to West, sighs.

DEE  
I don't need you...

She tightens her grip back on the rail.

DEE (CONT'D)  
...to tell me who I am.

And PULLS herself AND WEST against the force of the water,  
back up to the railing. Back to safety.

INT. DR. PIPT'S COMPOUND - CATWALK - CONTINUOUS

The women cough and sputter as Pipt and guards approach.

DR. PIPT  
Oh good. I was afraid you'd gone  
off and died.

The guards charge the sisters!

WEST  
I told you to let me go.

Water pounds down around them. The two women rush DOWN A SET  
OF METAL STAIRS, guards following.

DEE  
Hey, no problem. You're welcome.  
Happy to help. Glad to be here.

More guards appear. Dee and West fight them off. West grabs  
the TWO METAL STICKS from her back and pounds the guards.

The women keep running and fighting Pipt and his guards,  
until one guards pulls a BIG KNIFE and STABS Dee in the leg.  
She screams in pain!

West goes on a furious rampage, destroying the guards.

WEST  
Hurry up, Dee!

She limps behind.

DEE  
I'm coming. I'm coming.

But Pipt, with his EXTRA LONG ARMS AND LEGS is gaining.

DR. PIPT  
You really thought you could get  
away with this?

Pipt reaches out, grabs Dee from behind.

DR. PIPT (CONT'D)  
A couple of Em's desert scum rats.  
You're nothing!

West CHARGES at Pipt, knocks him toward the edge of the railing, but he holds onto Dee. Dee and Pipt struggle, as water rushes below.

DEE  
West! Help!

West looks to Dee and Pipt, then back behind where more of Pipt's guards are coming. Finally, to the diary.

WEST  
I'm not going back, Dee.

DEE  
West!

Dee tussles with Pipt. The guards are closing in now.

WEST  
I'm sorry.

West charges and PUSHES BOTH PIPT AND DEE INTO THE WATER BELOW, screaming as the rapids carry them away. Pipt's guards stop, unsure where their boss has gone. West runs into the darkness.

EXT. DESERT - DAY

A large drainage-style pipe. Water slowly trickles down onto Dee's nearly unconscious body, lying in a heap of wet sand.

Nearby, the FAMILY PICTURE floats in a small puddle. Dee can barely move, but she grabs it unconsciously.

Boots approach. Two of Pipt's guards grab Dee and drag her, toes etching the sand. Dee mumbles.

DEE  
West... wait... West...

INT. PRISON - SOLITARY CELL - DAY

Dark. Hot stone walls. A cell long forgotten. Even the Spanish Inquisition would think, "This is a little harsh."

The guards toss Dee in the cell, slam the door, walk out.

INT. PRISON - SOLITARY CELL - LATER

MUNCH (50s), a guard with a gut as big as his ego, enters. He carries a bowl.

In the bowl - sawdust, maggots, and a tiny bit of what once might have been rice. Dee eats it greedily as Munch laughs.

DEE  
Just let me talk to Pipt. I'm sure  
that we could work something--

Munch spits on her feet, brown spittle oozing between her toes. Gross. He walks out. The hallway door slams.

Dee releases a feral animal scream of anger. She turns to the cement wall and PUNCHES it. Immediately grabs her hand.

DEE (CONT'D)  
Ow!

INT. PRISON - SOLITARY CELL - DAY

SUPER: ONE YEAR LATER.

Dee, still dirty and dressed in the same clothes, leans against the bars as Munch enters. He throws the maggot rice bowl on the floor, spits brown juice on her feet.

DEE  
What was that for?

Munch walks out. Dee punches the wall again.

DEE (CONT'D)  
Ah! I hate this place!

SUPER: ...ANOTHER YEAR LATER (TOTAL = TWO YEARS).

Dee leans against the wall. Munch tosses in the maggots rice.

DEE (CONT'D)  
I don't mean to complain, but the  
service here has been--

Munch spits across the room, spittle landing on Dee's toes.

DEE (CONT'D)  
Oh, c'mon!

She hits the wall again, shakes her hand, but says nothing.

SUPER: ...AND A YEAR AFTER THAT (TOTAL = THREE YEARS).

Munch tosses in the bowl of food.

DEE (CONT'D)  
Lemme guess? Maggot rice? It is!

Munch spits.

DEE (CONT'D)  
Of course.

She punches the wall, just as hard. But says nothing.

SUPER: ...YET ANOTHER YEAR LATER (TOTAL = FOUR YEARS).

Dee doing pushups on the floor. She's dirty, sweaty, tired.

DEE (CONT'D)  
...Two... Thr--

She falls to the floor, exhausted.

DEE (CONT'D)  
Two-and-a-half.

Munch tosses the food in the cell. He stares at her; Dee  
stares back. Finally, he laughs and spits on her sweaty feet.

He walks out. Dee closes her eyes, opens them, and they have  
changed. Not afraid. Not funny. DETERMINED.

She punches the wall again and again and again.

SUPER: ...AND ONE MORE YEAR AFTER THAT (TOTAL = FIVE YEARS).

A noticeable indentation in the wall from years of punching. Dee's knuckles are scarred and calloused.

Dee stops punching the wall, returns to her hardcore prison workout: Pushups. Sit-ups. Dips. She's ripped now, body and mind hard from years of this life.

Plus, she's still dressed in the clothes from five years ago, including the holey boots. You can practically smell her.

MUNCH watches her, cigar hanging from his lips.

MUNCH

Lookin' like another hot one today.

No response.

MUNCH (CONT'D)

Whatdya say, Dee? Maybe today's the day I help you cool off.

She stops her workout, wipes away the sweat.

DEE

No.

Munch smiles, dirty brown teeth.

MUNCH

You know there's a game me and the guards used to play. "Yes, and." I ask a question, you answer with "yes, and". Gets everyone on the same team. Builds rapport.

Dee stands up, walks over.

DEE

Yes, try and touch me. And I'll break that thing you call a face.

Munch takes the stubby cigar out and spits on Dee's toes, which are now black from years of this.

MUNCH

I don't know why you're even still alive. As soon as the order comes, I'm going to gut you myself.

Dee leans down so she's eyeball to eyeball with Munch.

DEE

Is this how the game usually works? Because I don't feel much rapport.

Dee smiles. Munch, angry, flicks the cigar, bouncing it off Dee's forehead. Still smiling, Dee wipes the ash away.

MUNCH

Watch yourself, girl. Orders or not, I run things down here. And accidents can always happen.

Dee and Munch stare tensely, until...

THE WIZARD (O.S.)

Indeed. Take yourself for example.

Munch turns to see THE WIZARD (40ish), although he doesn't know that. To him, she's just a hooded woman who moves fast and speaks faster, as if Munch is the one interrupting her.

MUNCH

What?

THE WIZARD

Accidents. Your mother and father... never mind. Move along, please. I must speak with Ms. Gale.

She produces a document, as if that's the end of discussion.

THE WIZARD (CONT'D)

Alone.

Munch looks the document over. Struggling.

THE WIZARD (CONT'D)

Do you need help? Or--

MUNCH

I can read it.

He uses his finger to scan through it.

MUNCH (CONT'D)

Some of it...

THE WIZARD

That is a direct and contractual, proprietorial, and quite informational agreement, between myself and your direct boss, Dr. Hieronymus H.

(MORE)

THE WIZARD (CONT'D)

Pipt, owner and director of Pipt Industries, LLC., stating that I am entitled to one - one!- confidential meeting with a Ms. Dee Gale for at least, but not limited to, five minutes, at which time I shall--

MUNCH

Did you say the boss? I haven't heard anything from the boss in--

THE WIZARD

Sir, if you insist on arguing with me, then we'll just have to go and speak with Dr. Pipt directly.

MUNCH

No.

That's not something he wants to do. A dilemma. Finally...

MUNCH (CONT'D)

Five minutes.

THE WIZARD

Thank you. Now, please, move along.

Munch walks out of the room, confused. The Wizard turns to Dee and pushes back her hood, revealing a proper face that belies an intensity. One might get the sense that The Wizard could be your best friend or your worst enemy.

She smirks in disgust at Dee's living conditions.

THE WIZARD (CONT'D)

Not exactly a royal palace, is it?

Dee stares at her. They've met before.

DEE

It's not much, but it's home. What brings the great and powerful Wizard down here?

THE WIZARD

I'm here because I want you to know that I'm serious. I know we haven't always been on the best terms, but I'd like to offer you an accord.

Dee says nothing, goes back to her workout.



THE WIZARD (CONT'D)  
An entente. A covenant. A deal.

Dee switches from one exercise to the next.

DEE  
Why would I ever work with you?

THE WIZARD  
To start, I'd get you out of here.

DEE  
Not interested.

THE WIZARD  
They're going to kill my girl, Dee.

DEE  
Sucks. Not interested.

THE WIZARD  
And when I say they, I mean, West.

Dee stops, stands, stares at The Wizard.

DEE  
What did you say?

THE WIZARD  
Your sister's made quite a name for herself since you last saw her.

DEE  
Now she's after you and Pipt?

THE WIZARD  
Pipt? He's been dead for years.  
West killed him, right after  
your... misadventure.

Dee grabs the bars.

DEE  
Pipt's dead? Then what the hell am  
I still doing in here?

THE WIZARD  
As far as anyone knows, you're  
dead. You were very hard to find.

Dee processes this. Shock. Rage. She punches the wall. Hard.  
The Wizard, surprised.

THE WIZARD (CONT'D)

Yes, exactly. West left you here to rot. I'm quite possibly the only person who knows you're alive.

DEE

I've been sitting here for nothing.

The Wizard shrugs.

THE WIZARD

This is your chance to show West. To prove that she was wrong.

DEE

Why me? Why not just use your goons to get her back?

THE WIZARD

Why not you? Seeing you alive - that could be the thing that breaks West's will. And I don't have many "goons" left these days. Your sister saw to that.

DEE

I've been locked up for five years, and you think I can find her?

Dee thinks it over. The Wizard stands to leave.

THE WIZARD

If you'd prefer, you can stay here for five more. Or the rest of your life. That'd make West very happy.

DEE

Wait. I can do it.

The Wizard stops.

DEE (CONT'D)

You get me outta here. I'll get your daughter.

They stare at each other through the bars.

DEE (CONT'D)

But I want West.

The Wizard smiles, knowingly.

THE WIZARD

You get my daughter, and West is  
all yours.

Dee holds her hand out for shaking.

DEE

Good. Then we have a-- What did you  
call it?

The Wizard stares at her filthy hand, doesn't take it.

THE WIZARD

An accord. Good.

She walks away. Dee yells through the bars.

DEE

So when do I get outta here?

THE WIZARD

Soon.

DEE

How will I know?

THE WIZARD

You'll know.

DEE

Will there be a sign?

Munch re-enters as The Wizard is walking out.

MUNCH

What did you say your name was  
again? Because I looked through--

The Wizard produces a KNIFE from her cloak. Munch sees it.

MUNCH (CONT'D)

What's that?

THE WIZARD

It's a knife, idiot.

MUNCH

What for?

THE WIZARD

To kill you.

Munch laughs. He pulls out a gun, points it at the Wizard.

MUNCH  
Who's the idiot now?

THE WIZARD  
That would have been a better idea.

DEE  
I can see why you need my help.

Munch smiles, cocks the pistol.

MUNCH  
I haven't had an opportunity to  
fire this in five years.

DEE  
Hey, Munch!

Dee throws herself into the bars, her arms extending through  
as far as they can. And she ALMOST reaches Munch. Just short.  
Her fingers wriggle inches from his head. He turns.

MUNCH  
You two are really bad at-- agh!

The Wizard CHARGES into Munch, stabs him with the knife. He  
gurgles in pain and dies. She grabs the keys from his belt -  
and Munch's gun. She unlocks Dee's cell.

DEE  
So was that the sign?

THE WIZARD  
There will be transportation  
waiting for you at the front in  
five minutes. I suggest you--

As she speaks, a LAWYER GUARD enters the hallway.

LAWYER GUARD  
Hey, boss, I've examined this  
agreement and I don't think it's--

Lawyer Guard looks to The Wizard and Dee, to Munch's body.

THE WIZARD  
It's not what it looks like.

DEE  
It's kind of what it looks like.

The Wizard steps forward, points Munch's gun. Lawyer Guard  
squeezes his eyes shut, awaits his fate. The Wizard pulls the  
trigger! And - nothing happens.

THE WIZARD

What the? C'mon!

She looks closer at the gun. It's rusted and useless from five years of non-use. No way it's firing.

Lawyer Guard drops the paper, runs out of the room. The Wizard struggles with the keys, until finally the door opens.

DEE

Munch was right; this is not a good plan. Only someone from this planet would think this is a good plan.

THE WIZARD

And what was your plan? To sit here? We have to stop that guard before he--

WHOOT! WHOOT! Loud noises. Flashing lights.

DEE

Sounds the alarm?

THE WIZARD

Just follow me.

The two women run out the door and right into...

INT. PRISON - MAIN FLOOR - CONTINUOUS

...the main level. Gen pop. More rows and rows of long forgotten souls. Dee runs through, just in time to see A GUARD WITH A CLUB appear.

GUARD WITH A CLUB

Hey! What are you two doing?!

The guard approaches, swings at Dee. She dodges, deftly steals his club, and BASHES him in the head. No effect.

GUARD WITH A CLUB (CONT'D)

Us guards got hard heads.

She bashes again. It does nothing.

THE WIZARD

They have hard heads. You have to--

Dee hits the guard a third time. He falls down, unconscious.

DEE

I heard him the first time.

Dee drops the club, tosses the keys to a prisoner.

DEE (CONT'D)  
Here. You take these.

The prisoner shocked, goes to work on the door to his cell.

Dee and The Wizard twist and turn through the prison. Left. Right. Left again. They search for an exit.

DEE (CONT'D)  
I thought you knew the way out!

THE WIZARD  
I got a little turned around, and  
now I'm not sure-- Is it that way?

DEE  
Did I mention this is a terrible  
plan? Like really bad.

THE WIZARD  
This way!

The Wizard gets her bearings and there it is! The prison's  
MAIN ENTRANCE! Just a few bars between them and freedom.

THE WIZARD (CONT'D)  
See? I told you. Easy as...

When, out of the wings, an ARMY OF GUARDS appears.

THE WIZARD (CONT'D)  
That. That's not good.

They both hightail it in the other direction...

BACK PAST THE CELLS

Where escaped prisoners battle with the guards. It's a full  
blown riot. They take off...

UP A SET OF METAL STAIRS

TO THE SECOND LEVEL

Where a guard with a SHOTGUN stands. Look out! BOOM!

They dive for cover! Instead of getting split in two, the  
blast knocks an iron-barred window loose behind them.

THE WIZARD (CONT'D)  
Oh sure! That guy's gun works!

The guard comes around the corner, reloading. Dee surprises him, takes the gun and points it right at him, smirks, and pulls the trigger! The gun MISFIRES, blowing her back.

DEE

You just had to say something.

She brushes herself off, just in time to see the guard approach The Wizard with a BIG KNIFE. She takes the shotgun and hits the guard in the head with it. It does - nothing.

DEE (CONT'D)

Oh, right. Hard heads.

She hits him two more times in succession and he falls. She drops the gun and - There it is! The iron-barred window. She and The Wizard try to shake it loose.

DEE (CONT'D)

C'mon! C'mon!

They shake the bars and shake and yes! Success! The bars come out. Just in time too because behind them....

GUARDS

Let's go! Move it! Go!

THE WIZARD

Hurry up! Jump!

Dee looks OUT THE WINDOW. Nothing but sand below. Too far.

DEE

Do you know how far it is?

The guards are getting closer...

THE WIZARD

Do something!

She looks out again. Above - the edge of the roof. Grabs it.

DEE

Ow! Hot! Hot! Hot!

She fits herself through the small hole and pulls herself up to the roof. She pulls The Wizard behind her.

EXT. PRISON - ROOF - CONTINUOUS

They roll on their back. Briefly closes their eyes. Then...

DEE

THE WIZARD

Still hot! Too hot!

Ow! Hot! Hot!

A DOOR ON THE ROOF - Guards explode through, firing and screaming at the women. They run and

LEAP FROM ROOFTOP TO ROOFTOP

Of the different buildings in the prison complex. Guards chase them. More guards shoot at them.

DEE

I hate this planet!

They jump again and again, changing levels until they

LEAP DOWN TO THE LOWER ROOF AND

RUN DOWN A SET OF METAL STAIRS TO...

EXT. PRISON - MAIN GATES - DAY

They've made it! The only thing left separating them from freedom: A barred gate, locked solid.

DEE

Oh! C'mon! It's right there.

THE WIZARD

Hurry up! Where are they?

Guards surround them. Looks bad. The GUARD LEADER speaks up.

GUARD LEADER

This was your plan? It's terrible.

DEE

I think I may have mentioned that.

The Wizard beats her head against the metal gate.

THE WIZARD

We gotta get out. We got-- Finally!

In the distance, like a mirage: a small, fast-moving blip. Closer now. And closer. And faster. And it's not stopping. The blip becomes a SPEEDING POST-APOCALYPSE CARGO VAN.

The guard towers fire at the van, but it keeps coming.

The Wizard backs up.

THE WIZARD (CONT'D)

Dee. You should move.



GUARD LEADER  
Hold it! Hold it!

But the women aren't listening. They're moving.

GUARD LEADER (CONT'D)  
I said--

BOOM! The van plows THROUGH THE FRONT GATES and SCREECHES to a halt, a wave of sand burying everyone. Van doors fly open; PUNK-ACOLYPSE REBELS emerge, firing automatic weapons.

The leader of this group: CROW (30s), a tall, lean woman dressed in paramilitary gear. She carries a machine gun and chews incessantly on a piece of straw. She often speaks in a combination of TV slogans, movie quotes, and text-language.

CROW  
C'mon down! Tell 'em what they won!

Crow fires like a maniac. It's fair to say she might not be the sharpest crayon in the box. Dee spits out sand.

DEE  
What the hell?

THE WIZARD  
That's Crow. She can get a little intense.

Crow mows down guards. Reloads. Shoots more.

CROW  
When you care enough to send the very best!

DEE  
Intense? She's lost her mind!

Bullets rain down all around Crow, but she doesn't move. She just keeps blasting.

THE WIZARD  
You might say that. Or you might say you're glad she's on our side.

The two dip and dodge the blasts, dive in the van. Crow fires a few more shots.

CROW  
Alright, alright, alright! Time to fly the friendly skies!

Crow jumps into the van, as FROM THE OTHER DIRECTION, the PRISONERS storm out of prison, beating the guards with fists and weapons. Crow turns to Dee, conspiratorially.

CROW (CONT'D)  
Uh-oh. Did you do that?

The prisoners unleash years of pent-up fury on the guards.

THE WIZARD  
Crow! Get us outta here!

CROW  
Don't worry, boss! Friends don't  
let friends drive drunk! Let's go!

The Wizard smiles at Dee.

THE WIZARD  
See? We got out. Great plan!

DEE  
Maybe the cell wasn't so bad.

TIRES spin and sand spits and we move to...

EXT. DESERT - HIGHWAY - DAY

...a long, deserted highway. The sand blows across the highway so it almost, kinda looks... yellow.

EXT. DESERT - BAR - DAY

The last rest stop for a million miles. Cars parked outside that would make George Miller say, "That's a little crazy."

The van slams into a spot, knocks over a motorcycle or two. Dee, The Wizard and Crow exit the car. Dee has a SUITCASE.

DEE  
Nice driving.

They walk to the bar's door. A short DWARF, obviously drunk, stumbles out of the bar, into Dee.

DEE (CONT'D)  
Hey! Watch where you're--

BLEGH! The dwarf pukes on Dee's feet.

DEE (CONT'D)  
Are you kidding me?

The dwarf stumbles a few more steps and falls face first into the sand, passed out. Dee whips the puke off her feet.

DEE (CONT'D)

You know what I'm gonna do? I'm gonna find your girl. I'm gonna kill West. And then I'm gonna get the hell off this planet.

THE WIZARD

You're sure this is gonna work?

DEE

It'll work. If anyone knows where your girl is, it's her.

INT. BAR - DAY

A real juke-joint dive bar shithole, home to some of the worst scum alive on this planet. A dirty bartender pours a dirty drink into a dirty glass as our crew enters.

Proverbial needle-scratch as everyone stares, including a BIG, muscular man wearing animal-pelt pants. No shirt. Not a guy to be messed with. This is DANDY (20s).

Next to him a similarly dressed badass woman named TIGRE (20s). She wears a pink ribbon and cat's ears. Both look unimpressed with Dee.

CROW

They check in, but they don't check out.

THE WIZARD

Indeed.

DEE

Just let me handle this.

Dee leads the way through the bar, as everyone stares her down, all the way to the back where the worst of this bad lot reside. There, sitting at a table is...

EASTER (40s). A post-apocalyptic biker cowboy. Small time smuggler. Big time asshole. If this apocalypse was caused by an ugly bomb, she took the full blast.

DEE (CONT'D)

Easter.

Dee tosses the case on the table. Easter leans forward.

EASTER

Well, I'll be a monkey's uncle. It really is Dee Gale. We heard you was dead.

Behind her stand the "MUNCHKINS." They're more like a biker gang. Leather. Chains. Tats. And they're not short. One of them sucks on a lollipop.

LOLLIPOP MUNCHKIN

Nah, boss. She weren't dead.

Easter turns to him, smirks.

EASTER

I can see that now.

Dee takes a seat across from Easter. Wiz and Crow stand. Crow and Wiz eye the Munchkins.

CROW

Are those the...

THE WIZARD

Yes. I thought they'd be...

Lollipop Munchkin stares at her, cracks down on his lollipop.

THE WIZARD (CONT'D)

...more friendly.

Easter leans back.

EASTER

We also heard West left you to rot in one of Pipt's prison. Weren't exactly sure which was true.

A FEMALE MUNCHKIN speaks.

FEMALE MUNCHKIN

The one about her being left to rot. I think that was the true one.

Easter stares daggers at her.

EASTER

Thank you.

Easter notices Wizard and Crow.

EASTER (CONT'D)

And look at that - the great and powerful Wizard. Should I bow or curtsy?

Easter reaches to a bottle on the table, pours herself a drink. Inside the bottle - a snake. It MOVES as she pours.

THE WIZARD

I'm always amazed that even with the extremely limited water supply here, you find ways to drink.

EASTER

Where there is a will, there is a way, Ms. Wizard.

Dee reaches for the bottle to pour herself a drink. The snake LUNGES forward, it's face stopped by the bottle. She changes her mind.

DEE

We've come to make a deal.

Easter leans back, lights a smoke between her black teeth and props her feet on the table, revealing some badass SILVER METAL BOOTS.

EASTER

Lemme guess. It's got something to do with this case. And something to do with her little girl.

THE WIZARD

Do you know where she is?

SOLDIER MUNCHKIN wears the remnants of a uniform he scraped off some dead soldier. He speaks up, proudly.

SOLDIER MUNCHKIN

'Course we know where she--

Easter reaches back, punches him in the gut.

EASTER

We might have an idea.

DEE

You tell us where she is. You can take that case.

EASTER

Oh, can I?

Easter looks to the case, drags it in front of her, opens it. It gives off a faint GREEN GLOW.

DEE

That should make you happy.

Easter closes the case, hands it to a MUNCHKIN.

EASTER

You know what'd make me happy? If I just took this case, and you got the hell outta my bar.

DEE

E, look. I get it. We're not friends. We don't have to be friends. But can we at least agree that, as women in a traditionally male dominated industry, we need to help each other out here?

EASTER

Did you think about it a lot?

DEE

What?

EASTER

What West did to you? Did you think about it when you were locked up? Or did you just let it go? Water under the bridge, so to speak.

Easter and her crew laugh at this. Aren't they clever? Dee taps her pistol nonchalantly. Crow and the Munchkins tense.

THE WIZARD

Just tell us where my girl is.

EASTER

Or what? Maybe you got Dee here fooled, but we know you don't account for much these days. You ain't so great anymore. Don't nobody out here do nothing without West's say so.

Easter leans forward.

EASTER (CONT'D)

Nobody. 'Cept me.

Lollipop MUNCHKIN speaks up, proudly.

LOLLIPOP MUNCHKIN  
And The Wicked Forest, boss.

EASTER  
Shut up!

He shrinks back.

THE WIZARD  
Listen here you little witch. I'm  
still great enough to squash some  
low-level, wanna-be woozy like you.

Easter leaps to her feet. Everyone reaches for weapons,  
except Dee, who stands between Easter and The Wizard.

DEE  
Whoa! Hey, everyone calm down.  
C'mon Easter. We can make a deal.

Easter leans forward, gets right in Dee's face.

EASTER  
Here's the only deal you'll get:  
Get the hell out of here or I'm  
gonna feed you to the Monkeys.

Dee stares right back, fingers tapping her hip holster. The  
Munchkins tighten their grips on their own weapons.

DEE  
Just tell us where she is.

EASTER  
Get out! Before I change my mind!

Dee looks a little confused, a little mischievous.

DEE  
Before you change your mind, and  
tell us where the girl is?

Easter's eyes wide with rage, she pulls her pistol. Dee  
brings up her gun. Each fires, and each blocks the other's  
shot, sending bullets flying through the bar. Wizard ducks!

The women go back and forth, shooting at close range, each  
shot making a new hole in a wall or a bottle or a Munchkin,  
until finally Dee KICKS Easter away, and IT'S ON.

A full-on bar room brawl!

Crow pulls out her guns, fires. Munchkins fire back!

Other patrons join the ruckus, including Tigre (whom we met earlier). She leaps on people with long razor-sharp claws, while Dandy, quietly melts into the background, not fighting.

Back to Dee! A munchkin pulls out a MACHINE GUN, fires!

Bullets, bottles, and blood fly through the bar. Dee jumps...

BEHIND THE BAR

...Where she finds The Wizard and the bartender, hiding.

THE WIZARD

You said this would work!

Dee stands up, fires a few shots.

DEE

It's working! We're just negotiating right now.

The bartender doesn't say anything, just covers his ears.

Dee emerges from behind the bar, fires back, until...

In her face - A Munchkin. Dee pulls the trigger. Click! Shit. No bullets. Munchkin smiles, pulls the trigger on his weapon. Also click! His smile disappears.

Dee tosses her gun IN THE AIR, ROLLS OVER THE BAR, and kicks the munchkin away. All in time to catch the gun and reload.

A munchkin knocks Dee's pistol away with a spear and sweeps her to the ground. He holds the spear above her, ready to stab it down when...

Tigre LEAPS across, knocking the Munchkin away and stabbing him with her claws. Tigre stands, covered in blood.

DEE (CONT'D)

Are you ok?

TIGRE

Don't worry; this isn't my blood.

Tigre leaps into another pile of munchkins.

Dee turns, just in time to see Easter speed toward her. Both go tumbling THROUGH THE FRONT WINDOW. Classic defenestration.



EXT. DESERT - BAR - CONTINUOUS

Dirty and bloody, Easter sits on top of Dee, throws tired punches down at Dee's face. As Easter is punching, Dee, half-conscious, speaks.

DEE  
Just tell me...

PUNCH!

DEE (CONT'D)  
...where...

PUNCH!

DEE (CONT'D)  
...the Wizard's daughter is...

PUNCH!

DEE (CONT'D)  
...and we can stop this.

Dee spits out a bloody tooth. Easter stops punching, laughs

EASTER  
You never know when to quit do you?

Behind them, the bar cracks, starts to lean. All those gun blasts have compromised the structure.

EASTER (CONT'D)  
Where's the last place you'd expect  
to see The Wizard's daughter?

Dee spit out blood, while she thinks. The bar cracks again.

DEE  
The Wicked Forest?

EASTER  
See? You're not as dumb as you  
look. Just too bad you won't make  
it there.

Dee's tired. Beaten. Still, she smiles through bloody teeth.

DEE  
I'm really gonna miss our  
conversations, E.

EASTER

What are you talking about? I'm  
going to kill you, you dumb b-

Dee flips Easter around. Now, Easter is on her back and Dee is on top. The bar leans. Cracks. With one last CRACK! The bar collapses, right on Easter's face, JUST MISSING DEE.

Dee sits back, wipes the dust from her eyes and sees...

...Sticking out from under the bar, Easter's awesome boots.

Dee, breathing heavy, comes down from the high of the fight. Destruction. Easter's dead body. Realizes what's she's done.

DEE

Oh, boy.

The Wizard and Crow walk up.

THE WIZARD

Yeah, that's bad.

LOLLIPOP MUNCHKIN (O.S.)

Real bad.

Dee and Wiz turn to see the Munchkins surrounding them.

LOLLIPOP MUNCHKIN (CONT'D)

You killed Easter.

Dee backs up, preparing for a fight.

TIGRE (O.S.)

Hey!

Tigre approaches, covered in blood and sweat. Dandy is with her, looking as clean as before the brawl began.

TIGRE (CONT'D)

You wanna fight you short, gumpy  
flatheads? Let's do it.

FEMALE MUNCHKIN

Who are you calling a flathead you  
little--

DEE

Whoa! Guys, c'mon! Do you really  
wanna fight over Easter?

The Munchkins all look at each other.

FEMALE MUNCHKIN  
I mean, she was kind of...

SOLDIER MUNCHKIN  
Really mean.

LOLLIPOP MUNCHKIN  
Maybe we should have done this a  
long time ago.

They all look to each other, shrug. Dee sits nearby, puts on  
Easter's silver boots.

DEE  
I'll say this about her. She has  
good taste in footwear.

DANDY  
Where ya'll headed now?

Dee sighs, looks around. Nothing but desert and the one road.

THE WIZARD  
We're going to get my daughter.

DEE  
Before West does.

TIGRE  
West, huh? Sounds fun. We're in.

DEE  
You're in? No one invited you.

DANDY  
She's right babe. No one--

Tigre gives him a look.

DANDY (CONT'D)  
I mean, we're in.

THE WIZARD  
What's your beef with West?

TIGRE  
She exists.

DANDY  
And what better way to show the  
world Tigre and Dandy then to knock  
off the biggest witch around?

TIGRE

And you three look like you need  
all the help you can get.

Dee, Wiz, and Crow look at each other, shrug.

DEE

Fine. Get in.

CROW

We're off to the Wicked Forest.

LOLLIPOP MUNCHKIN

The Wicked Forest, huh? To get to  
their, all you've gotta do is  
follow the yell--

DEE

We know where it is.

They hop into the van and put the pedal to the floor as  
spinning tires spit dust and gravel into the air.

EXT. DESERT - HIGHWAY - DAY

A masked and goggled figure trudges along the highway, pelted  
by grains of sand from a violent sandstorm.

In the distance - two headlights. As the headlights get  
closer, a TOW TRUCK takes shape. The figure sees the  
headlights, sticks out its thumb. Hitchhiking.

The truck drives by. The figure throws up its hands.

The truck stops. The figure runs, as much as it can, forward,  
climbs into the truck.

I/E. TRUCK - MOVING

The figure removes its goggles and hood to reveal a young  
woman: OZMA (20s). Young. Soft. Not aware of exactly what  
she's done. Dressed in leathers and other scavenged garb.

OZMA

Oh my god. I'm glad you came by.  
It's windy as a muffruff out there.

The truck moves.

OZMA (CONT'D)

So, where ya headed?