

MOMUN 2026



The Emerald City Accords
Directed by Maddie O'Rourke

Character Guide

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Glinda Upland

Glinda is a socially powerful, beloved figure in Oz, born into privilege and trained to be charming, proper, and endlessly presentable. She thrives on public approval and is used to getting her way with her charming personality rather than confrontation. Beneath the sparkle, she is insecure about herself and terrified of losing her powerful influence or being seen as “bad.” She must decide whether to maintain a carefully created image of goodness or risk it all by siding openly with justice, unpopular opinions, and Elphaba.

Her main objective is to maintain her “good” status and public persona in Oz. She has to manage the fallout of scandals around the Wizard and Elphaba without personally taking the blame. She aims to guide Ozians to a resolution that restores stability in Oz and preserves her heroic public narrative. She wants to quietly correct the worst abuses of the regime, so that she can believe her own myth of goodness and maintain her “good” status. She also aims to preserve the relationships in her life that validate her personality; this includes Elphaba and her own family.

Glinda’s allies include the social elites, those who benefit from the current order: Pfannee, Shen Shen, Miss Coddle, and Glinda’s Father. She can ally with the Wizard and Madame Morrible if they let her speak about their deranged policies. She may also form a reconciliatory alliance with Elphaba if she can be convinced that the public opinion will not destroy her sense of self

Glinda has a quiet rivalry with Madame Morrible, as she is viewed as a tool by her. There is political tension with Elphaba as her bluntness and rejection of mainstream views can threaten Glinda's carefully controlled narrative. She may conflict with Dorothy if her simple moral clarity exposes Glinda's compromises.

Glinda's power and resources include her connections with the Wizard, her father, and her "good" status in Oz.



The Wizard of Oz

The Wizard is a charismatic and powerful ruler of Oz, hiding the dark secrets of animal abuse. He yearns for admiration and fears if he doesn't seem important, he will be revealed as small and ordinary. He prides himself on "useful" solutions, justifying manipulative and authoritarian tactics as necessary for stability. His deepest fear is losing control of the narrative and being unmasked as a fraud. He has no innate magical abilities and rules through propaganda and fear. His power is only as strong as the people's belief in it.

The Wizard's objective during the committee is to maintain his position as the undisputed ruler by portraying those who go against his values as threats to peace. As well, he aims to implement measures and practices that put him in positions of power. He also aims to dismantle allegations about animal oppression. The Wizard wants to form a legacy of the beloved creator of Oz's golden age, build institutions, laws, and security forces so that those who challenge his system feel weak and inferior. As well as rewrite Ozian history to ensure that all opposers of his views, especially Elphaba, is remembered as a wicked extremist.

The Wizard is close friends with Madame Morrible, his chief of narrative and control. His potential allies are Glinda and the social elites who enjoy the stability of his regime. He may also partner with Pfannee or Governor Thropp, if they promise to support him and his influence.

His main rival is Elphaba, as she threatens to expose his lies and abuse of the oppressed animals. As well, he views Dr. Dillamond and Christery as dangerous because they have animal autonomy and threaten his plan to have the utmost power through animal oppression. The Wizard is suspicious of Dorothy and the Lion because they are unpredictable wild cards who may not respect or follow his illusions.

The Wizard's power and resources come from his ability to control Oz, his rule over Oz, and his allyship with Madame Morrible.



Madame Morrible

Madame Morrible is a powerful sorceress and headmistress of Oz. She has become the Wizard's assistant commander-in-chief, who enjoys shaping the fate and reputation of Ozians. She is ruthless and convinced that a tightly controlled Oz is safer than chaotic freedom. She sees Ozians as pawns on a chessboard, useful for their roles rather than their feelings. Her inner conviction is that she alone understands what is necessary, making her resistant to guilt or doubt.

Her main objective is to protect the Wizard's regime by managing information, finding Ozians to blame for the Wizard's wrongdoings, and other narratives that may threaten the Wizard's position of power. Madame Morrible aims to neutralize Elphaba and other Ozians who could put forward meaningful opposition. As well, she wants to direct the committee toward false security to expand surveillance over Oz and repression. Madame Morrible also wants to create a society where disagreement with the common narrative is unheard of because the story of Oz never shows alternatives. Madame Morrible's main goal is to establish her influence as a norm through laws and education, so her vision outlives her

Her principal ally is the Wizard, as she helps shape and sustain his power. Madame Morrible could work with Glinda as a beauty front, if she remains controllable. She may use loyal students or minor Ozian officials as informants to Oz or foot soldiers.

Madame Morrible's main rival is Elphaba as she is viewed as dangerously uncontrollable and must be destroyed. She doesn't trust Glinda's independent popularity and views Ozians like Dr Dillamond and Dorothy as threats to her complex oppressive narrative.

Madame Morrible's power comes from her alliance with the Wizard and her ability to influence Ozian society.



Boq

Boq is a Munchkin student who has grown up feeling small, socially, politically, and literally. He is constantly overlooked by the powerful figures like the Wizard and Madame Morrible. Boq desires recognition and romantic approval, especially from Glinda, and often makes dumb choices to impress them, like letting his jealousy guide him, behaving recklessly or makes hasty promises. He is kind but insecure and easily swayed by stronger personalities or promises of status. His inner conflict is between doing what is right for his people and chasing the acceptance he has always been denied.

His main objective is to gain visibility and respect as serious political player, not just a background Munchkin. He fights for fair treatment of the the animals and for them to have their own autonomy. Boq must navigate powerful parties without getting forgotten, while trying to gain the admiration of those that he idolizes. Boq's main goals are to help free the animals and show that they belong in Ozian society. He uses his allies to help him in this campaign for animal freedom. Boq ultimately wants to make a positive change in society and ensure equal treatment of everyone, especially the animals.

Boq's allies are the Munchkins, Elphaba and Dr Dillamond. He could potential be in allies with Glinda, if she gives he attention or the time of day. Boq is drawn to whoever treats him as valuable rather than disposable.

Boq's enemies are the social elites, like the Wizard and Madame Morrible, who ignore and mock him.

He may clash with Governor Thropp if bigger Ozian policies sacrifice Munchkinland interests. He could also turn against Elphaba or anyone else if he feels betrayed or used.

Boq's power and resources come from any real relationships that he has in his life, whether socially or romantically.



Nessarose Thropp

Nessarose is Elphaba's younger sister, who is physically disabled and all her life has been overprotected, praised, and pitied, shaping her rigid and entitled view of the world. She succeeds her father, Frexpar Thropp, as Governor of Munchkinland, she is strongly drawn to authority as a way to prove her worth and independence. She loves Elphaba but hates living in her shadow and fears being abandoned by her. Nessarose's inner conflict is between her need for control and her desperate desire to be truly loved and respected.

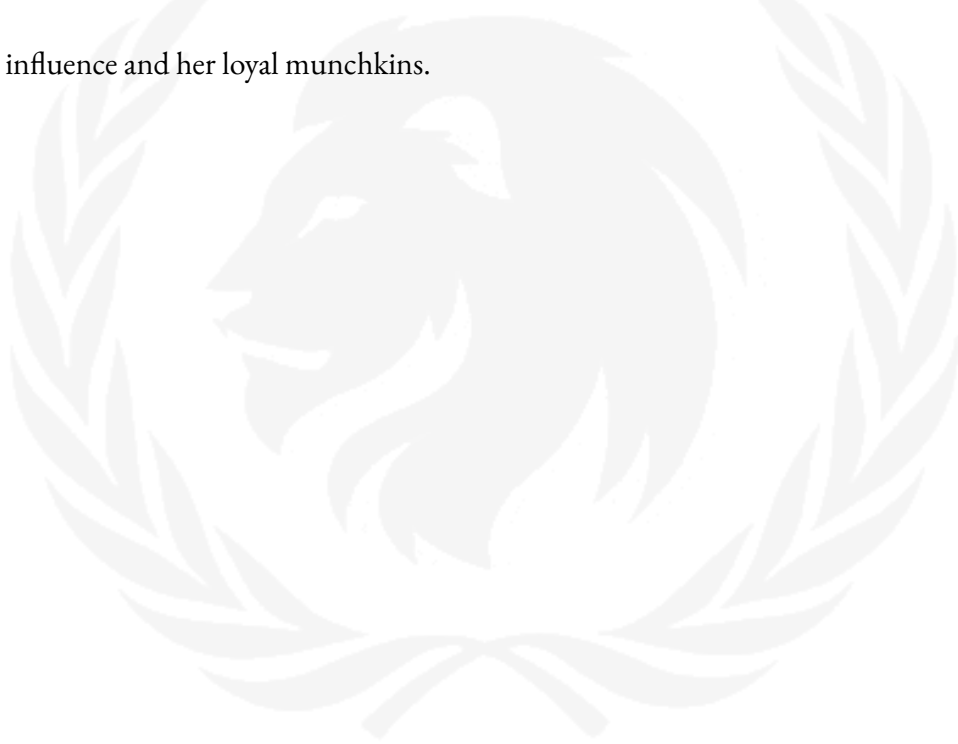
One of Nessarose's goals is to assert her authority over Munchkinland and define herself as the official leader. She demands that the Munchkins are loyal and will follow her ruler in "her" territory. She will try to build a stable and obedient Munchkinland that cannot and will not rise against her. Nessarose also seeks public validation that she is a just and capable leader, not a charity case. Nessarose wants to ensure that everyone in Munchkinland sees her as a powerful focal point that can cause great change and have a big impact in society. She doesn't want to be looked down upon or treated less than because of her status or abilities.

Nessarose is an ally with Frexspar Thropp, as he is her father; it may be superficial, but they are family and political partners. She may also side with the Wizard or Madame Morrible if they validate

her control over Munchkinland. She could be sympathetic to Boq or other Munchkin delegates who deem that they will be loyal to her.

Her main enemy is Elphaba, as her beliefs and outlooks threaten Nessa's tight grip of Munchkinland. Munchkin, whom she rebels against, she views as ungrateful and dangerous. Nessa may also come into conflict with Glinda if she questions her power and influence in governing Oz.

Nessarose's power comes from her rule as the Governor, being able to work with the Wizard to increase her influence and her loyal munchkins.



Prince Fiyero

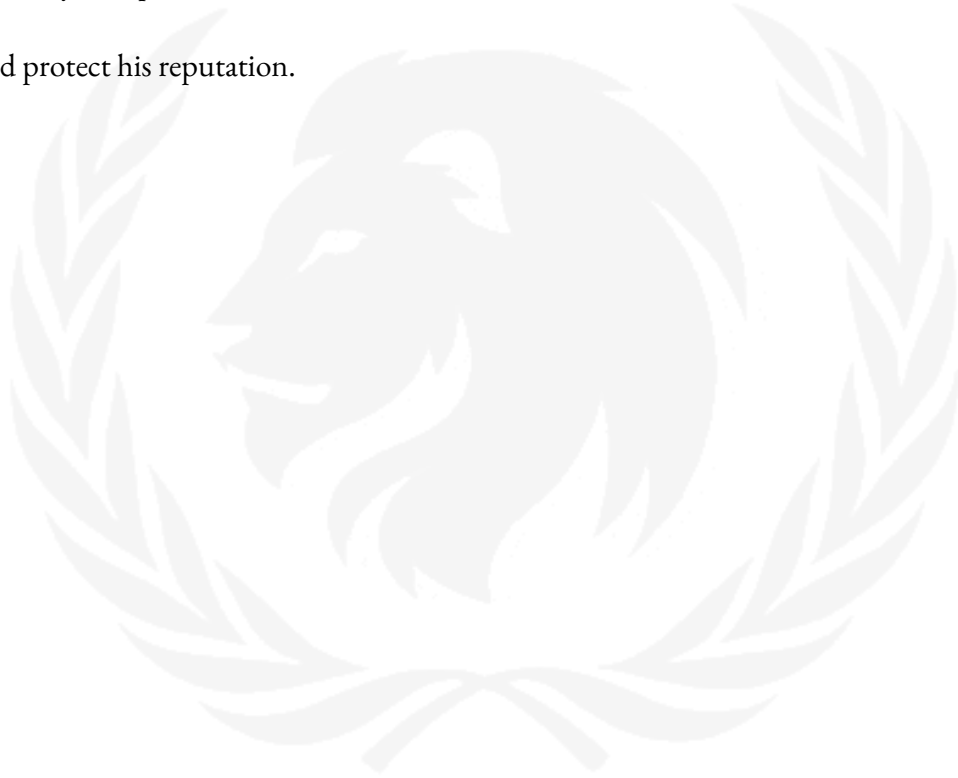
Fiyero is a carefree prince who has long used charisma, partying, and nonchalance to avoid responsibility. He puts on a facade of shallow Playboy royalty, but has a growing conscience and a deepening curiosity about the injustices around him. His feelings for both Glinda and Elphaba pull him between comfort and conviction. He struggles to decide whether to continue dancing through life or stand up for something that might cost him his royalty, acknowledging the Wizard's wrongdoings, including animal oppression.

Prince Fiyero's objective is to avoid being caged into a rigid role and still look competent and princely. He aims to quietly protect Elphaba and Glinda from facing the worst political and public fallout. He must figure out where his kingdom's interests lie amidst Ozian power struggles. Fiyero also must try to help steer Oz away from oppressive and cruel government rule without plunging it into chaos.

Fiyero's allies are Glinda, Elphaba, and others who know and see him for more than just his looks and charm. He may also ally with the Lion or Dorothy as they could see and respond to his growing sense of courage. He can partner with delegates who also want to make political change without violence.

Extremists like Madame Morrible distrust Fiyero, as he is seen through their eyes as unreliable and sentimental. He could clash with the Wizard's forces if he targets those he cares about, like Elphaba or Dr. Dillamond. Fiyero can cause jealousy or resentment among those who climb the social ladder or who follow strict traditions, which may cause rivalry.

Prince Fiyero's power comes from his charisma and nonchalance, he uses his charm to get what he wants and protect his reputation.



Dr. Dillamond

Dr. Dillamond is an elderly and respected Goat professor who has become a symbol of Animal intellect and dignity in Oz. He is scholarly, gentle, and has strong morals and values. He believes that education is the path to understanding and equality. The increasing discrimination against Animals has turned him from a quiet academic into a reluctant and vocal activist. He is conflicted between following his instinct for cautious scholarship and the urgent need to confront injustice.

Dr Dillamond's goal is to draw attention to the systemic oppression and depletion of Animal rights and freedoms. He aims to secure protection for speaking, teaching, and living animals. He also wants to prevent animals from being experimented on and their further disappearance. Another big objective of Dr. Dillamond is to achieve full legal and social recognition of Animals as equal persons under Ozian law and change Ozian culture so that de-animalization becomes unthinkable.

Dr. Dillamond is a close ally with Elphaba, Chistery, delegates focused on making change, and the Munchkins. He could be an ally of Dorothy, who could be touched by simple fairness. Dillamond could get closer with delegates if he connects injustice to their self-image.

Dr Dillamond is heavily opposed by the Wizard's government and Madame Morrible, who see him as a dangerous symbol. He is distrusted by those who benefit from Animal exploitation.

Dillamond may also frustrate more radical allies who want faster, harsher action.

Dr Dillamond's power and resources stem from his alliances with Elphaba and the other animals who help him in protecting the animals.



Pfannee

Pfannee is a fashionable, harsh-toned, and high-class Ozian from Glinda's school circle, stellar at gossip and social maneuvering. He has very little patience for sincerity or "drama" that threatens his comfortable world. Pfannee cares deeply about his status and association in Oz and prefers to be as high-value and glamorous. His inner conflict is whether to remain a shallow observer or to engage when the stakes become real, especially if it may threaten her social status.

His objective is to stay close to people in power, especially Glinda, while avoiding direct blame for issues. He almost hides behind Glinda to avoid taking responsibility. He uses this committee to strengthen his own influence in elite circles. Pfannee aims to keep the committee events entertaining and dramatic as long as he is not putting himself at risk. A longer-term objective is to obtain a highly valued societal role, perhaps as a spouse to someone important. As well as avoiding future marginalization or association with losers, those who don't have status.

His friends include Glinda as long as Glinda stays glamorous and powerful. He is comfortable with Shen Shen and Miss Coddle as they share her priorities. Pfannee could be convinced to join the Wizard's team if they look like they are winning.

Pfannee heavily looks down on outsiders and radical socialists like Elphaba and earnest Munchkins. He may view Dorothy as a naive competitor for attention and resent anyone who calls him out for being superficial or cruel to lower-class Ozians.

Pfannee's power and resources come from her relationships with Glinda as well as Glinda's connections with other social elites. Her associations with these people give her access to resources she otherwise wouldn't have.



Miss Coddle

Miss Coddle is a woman in charge of domestic and medical arrangements at Shiz University.

She is often an overbearing and nosy woman, who always wants to be of use. She prides herself on manners, propriety, and keeping appearances tidy, sometimes at the expense of truth. Miss Coddle genuinely believes that well-ordered lives make for a well-ordered society. Her inner conflict is whether to acknowledge that her beliefs about appearances and being proper are harming vulnerable people.

Her objective in this committee is to ensure decorum and civilized behaviour is maintained in the face of rising tensions. She supports policies that keep youth and society “on the right path” and avoid being involved in scandals that reflect badly on the institutions she represents, like the well-established Shiz University. Miss Coddle’s goal is to achieve a social order where elders and educators remain respected moral authorities and form future generations to accept these existing hierarchies as good and normal.

Miss Coddle’s allies are Glinda’s Father, Madame Morrible and other guardians of those who agree with her “standards”. She could be drawn to the Wizard’s animal oppression if they present themselves as upholding social order. She could cooperate with Glinda if she seems like a good role model for etiquette and social order.

Her enemies are voices like Elphaba and Dr. Dillamond as they challenge the traditional order. She may view Dorothy and the Lion as disruptive and bad influences on youth. Miss Coddle resents any Ozians who openly disrespect elders or institutions.

Miss Coddle's powers and resources are from her alignment with individuals who have the same moral values as her so that she can work with them and achieve social order.



Shen Shen

Shen Shen is another of Glinda's fashionable friends, combining genuine wit with a sharp instinct for upholding her self-value. She enjoys being at the center of social attention, using teasing and irony to keep others slightly off-balance. She is less cruel than she comes off as and often hides discomfort with injustice behind her jokes. Her inner conflict is whether to keep hiding behind sarcasm or admit that animal oppression is no longer a laughing matter.

Her objective in this committee is to have close relationships with influential figures and avoid becoming anyone's target. She will use humor to defuse tensions that threaten her or her circle, as well as gather information as ammunition through casual conversation or out of pocket remarks. Shen Shen aims to maintain her place as a clever insider and avoid any path to justice that requires explicit heroism or self-sacrifice. Shen Shen's goal is to get ahead on the social ladder and increase her social status by agreeing with Glinda and the opinion of other social elites.

Shen Shen's allies include Glinda, Pfannee, and others with high social status. She may also stand with the Wizard if his side remains socially dominant. She might quietly support smaller acts of change against animal oppression, if they don't cost her too much.

Her enemies include those who are skeptical of the Wizard's regime and passionate changemakers like Elphaba or Dr. Dillamond. She distrusts anyone who refuses to play along with social games and may mock or undermine figures like Boq if they get too bold.

Her power comes from her relationship with Glinda as this gives her insider information about what she is planning to do before it becomes public knowledge.



Glinda's Father

Glinda's Father is a wealthy, politically connected gentleman who has long benefited from Oz's stable and hierarchical order. He is very protective of his family's widespread admiration and respect. He views politics as a matter of managing the risks and does not think twice about morals. He loves his daughter but expects her to uphold their class's interests and beliefs in her life. Glinda's father is conflicted between his parental love for Glinda and the fear of losing the legacy that his family has built.

He aims to protect and preserve the social and economic privileges of his class. His focus is on keeping Glinda safe, respected, and close to power. He will also back a regime, possibly the Wizards', if it is predictable, even if it is not totally just. Glinda's father will try to steer decisions away from huge changes that risk bending the status quo, like animals having the ability to speak.

His friends are high-class Ozians, including Madame Morrible and the Wizard. He is in support of Glinda, so long as she has an equal amount of compassion and caution. He could work with delegates who believe in changing Oz for the animals, if they protect core privileges.

His enemies include those who challenge his power and legitimacy in Oz. He is cautious of Elphaba and vocal animals like Dr. Dillamond because they are suspicious radical advocates for animal

rights. He is cautious of those he believes to be popular or strong social leaders who might end the central government, like Prince Fihero. He could see Dorothy, The Lion, and The Tin Man as destabilizing unknowns to his powerful influence.

Glinda's Father's power comes from his political connections and his family's social and economic status.



Dorothy Gale

Dorothy is an ordinary girl from another world (Kansas) who has been thrown into Oz's politics almost by accident. She is honest, straightforward, and guided by a simple, strong sense of right and wrong. She struggles to understand Oz's complexities but refuses to ignore obvious cruelty or deception. Her inner conflict lies in balancing her desire to go home with the responsibility for the chaos swirling around her.

Dorothy's objective is to find a clear path to return home safely and protect her friends, including the Lion, the Tin Man, and the Scarecrow. She aims to uncover the truth behind conflicting stories about "good" and "wicked" figures, as well as determine whose view is correct regarding the locking up of the animals. Ultimately, she wants to leave Oz knowing she helped make it better, not worse, and ensure that those being wronged get justice.

Her friends include the Lion and she is an ally with Dr Dillamond, Elphaba and the Animals that she sees are suffering. She could win over Glinda or Fiyero with her sincerity and get support from ordinary Ozian delegates who are tired of being manipulated and lied to.

Dorothy is mistrusted by the Wizard and Madame Morrible as she is an unpredictable outsider. She could clash with social elites, who view her as naive or disrespectful of the Wizard's protocol. She may be easily manipulated, due to her naivety, into opposing Elphaba depending on what she is told.

Her power comes from her brutal honest and care about morals. She will use this to prove the rights and wrongs of Ozian society and achieve justice for vulnerable groups.



The Lion

The Lion is a talking Animal who has taken Oz's expectations of bravery to heart, but feels constantly afraid and inadequate. He yearns to be truly courageous, not just seen as such, and is heavily sensitive to other Ozians' suffering. His fears make him hesitant, but his conscience pushes him toward acts of unexpected bravery. His inner conflict is choosing whether to run from danger or stand firm for what he believes is right.

The Lion's main objective is to stay close to Dorothy for emotional support and guidance. He wants to ensure that the Animals who do like and trust him are not further oppressed or silenced and that they do not live in fear. He tries to find situations that show he has real courage and become someone he can be proud of. The Lion's main goal is to help his fellow animals in whatever way he can and prove to himself and other Ozians that he has more bravery and perseverance than he thinks.

The Lion's closest friend is Dorothy, and he is also allied with Dr Dillamond, Elphaba, Chistery, Dulci Bear, and other Animals. He can inspire or be inspired by Fiyero and Glinda when they choose courage, as that is a trait he is trying to build.

The Lion's enemies are those who terrorize Animals, especially the Wizard and his allies. He is intimidated by Madame Morrible and other authority figures. He could also mistrust those who belittle him for being scared and cowardly.

His power comes from the validation of other people to build his confidence and fit in with the crowd and do what is societally acceptable, while using his alliance with Dorothy to feel protected.



Dulci Bear

Dulci Bear is a caring stuffed bear or toy-like figure associated with comfort, childhood, and innocence in Oz. She appears gentle and cute, which leads many to underestimate her awareness and feelings. She observes more than she speaks and analyzes the emotional state in the room. Her inner conflict is whether to remain a passive symbol or insist on being treated equally as an Ozian.

Dulci Bear's objective is to make sure that animals like her are seen as not harmful and deserving of respect in Oz. She must advocate for humane treatment of the animals and other Ozians who may be vulnerable. She also should avoid being dismissed as a "mascot" while remaining nonthreatening. Ultimately, she aims to make Oz a kinder place where innocence is protected and not exploited, as well as have the animals be recognized as actual Ozians and adequate members of society.

Her friends are Dr Dillamond, Chistery, the Lion and Dorothy. She is close with Ozians who are compassionate and empathetic. Dulci Bear is allies with Glinda, Fiery and Boq and is defended by Munchkins and other gentle souls.

The Wizard and Madame Morrible are enemies of Dulci Bear as they play a massive role in the animal oppression happening in Oz. Governor Thropp is an enemy of Dulci Bear due to his coldness and neglect of Elphaba (Dulci Bear took Elphaba into her care when her parents gave her up for adoption due to being green).

Dulci Bear gets her power from helping and working with other animals members like the Lion, Chistery and Dr Dillamond.



Munchkin 1, Ojo the Lucky

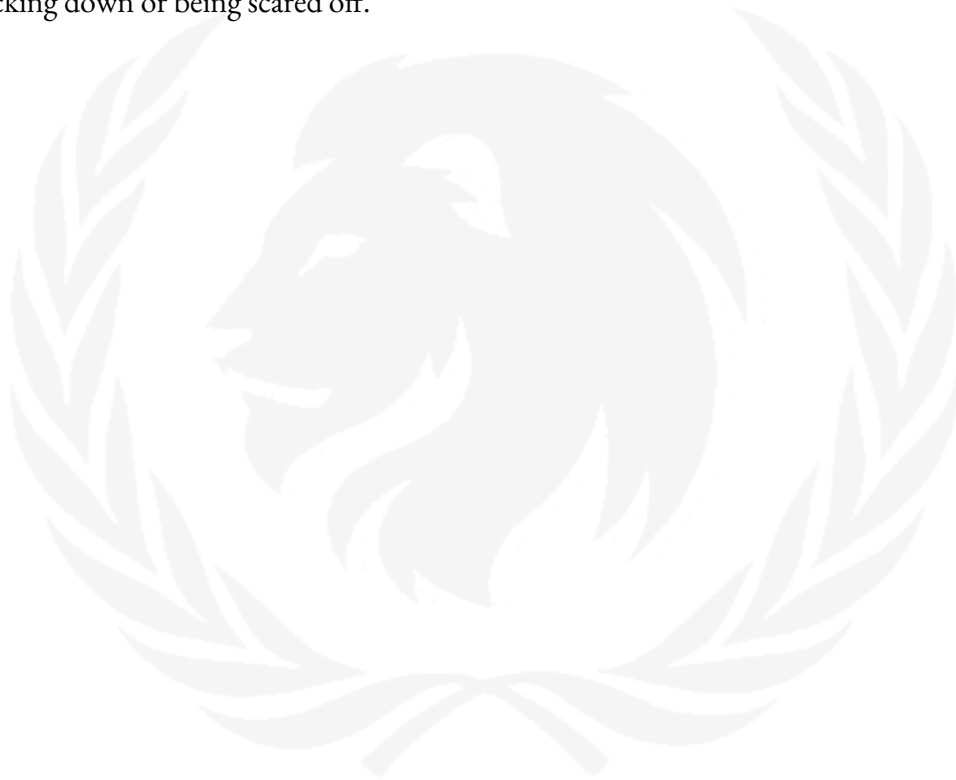
Munchkin 1 known as Ojo the Lucky, is a young community organizer from a Munchkin village, outspoken and impatient with both Ozian elites and their own local leaders. Ojo and Uncle Nunkie, Munchkin 2, are given a new house to live in near the Emerald City and is renamed as Ojo the Lucky. They are brave but sometimes reckless, more interested in justice than procedure. They want justice for Ozian animals and for them to be seen as equals. They carry stories of everyday hardship that rarely reach the Emerald City. Their inner conflict is learning when to compromise without feeling like they are going against their own morals and values.

Ojo's objective in this committee is to show that Animals and Munchkins deserve to live in Oz and are equal members of Ozian society. She aims to achieve full autonomy and rights for all and to ensure that big decisions are made with animals and Munchkins are included in the discussion. She also tries to build alliances that give animals and Munchkins real leverage and inspire them to speak up. As well, Ojo will also try to challenge societal norms of higher status and power to ensure that everyone in society has equal treatment and voice.

Ojo is an ally with her Uncle Nunkie as they have a close relationship and work together. She is supported by Dorothy and the Lion as well as other Munchkins. Ojo can coordinate with Dulci Bear to represent vulnerable communities, the animals.

Ojo is against Nessarose and Governor Thropp when they act against Munchkin and animal interests. She distrusts elites like Glinda's Father and the Wizard because of their views on Munchkin and animal rights. She is also skeptical of Pfanne and Shen Shen because they are close friends with Glinda and often mock Ozians for caring about the animal oppression.

Ojo's power comes from her outspoken nature and ability to stand up to authority figures without backing down or being scared off.



Munchkin 2, Unc Nunkie

Unc Nunkie is an older shopkeeper or guild member, cautious and worried about economic survival. He is Ojo's uncle. He values stability and are aware of dramatic change, but they also see firsthand how laws hurt ordinary people. They tend to speak in practical terms rather than grand ideals, so that general Ozians can understand. Their inner conflict is balancing fear of chaos with recognition that the current system is unsustainable.

Unc Nunkie's primary objective is to protect Munchkins and animals from neglect and exploitation, along with ensuring their safety and fair treatment. He strives to achieve representation for Munchkinland, including the animals, in central decision-making and create conditions where families and the animals don't have to live in fear. He may also work with Ojo to strengthen his societal influence and to further create change for the animals and greater Ozian society. Ultimately, he wants to live in fair society where everyone is treated equitably.

Unc Nunkie allies are Boq, Dulci Bear, Dr Dillamond, Ojo, Jinjur and Elphaba. He stands with those that want change in Oz. He can work with Glinda or Fiyero if they have concrete guarantees to protect the Munchkins.

One of his rivals is the Wizard as he is suspicious of his policies that increase his control without actually benefitting the greater good of Oz. He is frustrated by Nessarose's inflexibility to change her policies around Munchkin and animal freedom when it hurts their safety.

Unc Nunkie's power and resources comes from relationships with the Ojo and Jinjur as well as the other animals to help strengthen his voice in society.



Munchkin 3, Jinjur

Jinjur is a young Munchkin who grew up hearing stories about Elphaba and the Wizard's rule. She's clever, outspoken, and not afraid to challenge authority. Though she doesn't hold an official position, she has become a voice for ordinary people who feel left out of Oz's decisions. Her inner conflict is choosing when she should speak her truth about her disagreement with the Wizard's regime or keep quiet.

Jinjur's main objective is that she wants equality for everyone in Oz, from Munchkins, Animals, and humans. She strongly believes the Wizard's government treats smaller, marginalized groups unfairly, especially the animals, and wants Munchkinland to have a real say in what happens. Her goal is to stop the government from silencing people and to prove that size or birthplace shouldn't decide someone's worth. As well, she wants to ensure the long-term equal treatment of marginalized members of society, especially the animals and the Munchkins.

Jinjur is allied with any Ozian who wants equitable treatment and freedom for the animals. She will work with advocates and activists who go against the common belief and status quo. She looks up to Elphaba as someone who resists injustice and respects Governor Thropp when he shows kindness toward his people. Jinjur is also friends with all animals of Oz, including Dr Dillamond, Dulci Bear, and the Lion, among others.

Jinjur is against anyone who is tied to the Wizard's regime of locking up the animals. She despises those who promote anti-animal laws or want to punish Elphaba for speaking out. She frequently butts heads with guards and high-class citizens who call her naive or dangerous.

Her power comes from her determination to stand for what is right and what she believes in, as well as her relationship with like-minded individuals, to form alliances



Melena Thropp, Elphaba's mom

Melena is a noblewoman from Munchkinland and the wife of Governor Thropp. She carries deep guilt over her daughter Elphaba's difficult childhood and eventual rejection by society. Once proud and elegant, Melena has grown quiet and introspective as politics in Oz become crueler. She is conflicted between standing up for what she notices is wrong or cruel, even if it may be controversial, and retaining her nobility

Her main goal is to protect what's left of her family's reputation and try to repair her relationship with Elphaba from a distance. She secretly supports more freedom for Animals but cannot say so publicly without risking her status. She wants peace but struggles between her heart and the rules of her world. As well, Melena will probably silently work with marginalized members of society if there is something in it for her that will benefit and improve her social status, as well as make her feel less guilty about how she treated her own daughter. Ultimately, Melena strives to achieve an equitable world for all but is quiet about it to not clash with the Wizard's views.

Her closest confidants are private servants and a few sympathetic nobles who pity her situation. She sometimes finds unexpected empathy from Glinda's mother, Alena Fearn, who understands the

pressures of Ozian society. Melena is allied with Elphaba and Nessarose, though their relationship is strained and weak.

Melena faces pressure from the Wizard's officials, who see her as a possible traitor because of her daughter's actions. Her own husband sometimes acts more like a political partner than a companion, which adds to her sense of isolation. She was also horrified by her daughter, Elphaba, having green skin, leading them to have a cold, strained, and adversarial bond rather than a nurturing mother-daughter relationship.

Her power and resources come from working with Alena Fearn, who shows her sympathy towards her situation. She will use this relationship to increase her societal influence and create a more equitable Oz.

Alena Fearn

Alena Fearn is a glamorous socialite from the northern region of Gillikin and Galinda's proud mother. She represents the wealthiest and most privileged families of Oz, always concerned about presentation and proper conduct. She believes she knows what's best for her daughter, even if that means making political compromises. Alena pushes her own views of appearance and manners on Glinda, almost wanting her to follow in her beautiful footsteps.

Alena's goal is to keep her family at the top of Oz's social ladder. She wants Galinda to be seen as the perfect daughter and future public figure; she hopes that she will become involved in ruling Oz as their leader. She supports the Wizard's government mainly to maintain order and protect her investments. Alena often focuses on appearances rather than morality; however, deep down, she worries Oz is drifting toward cruelty, especially for the lives of animals. She is slightly suspicious of the Wizard's ideas and doesn't agree with all of them; however, she will stay silent until it affects her directly. Essentially, she cares more about herself than all of society.

Her friends include Governor Thropp and his wife, Melena, especially when she is socially benefits from the interaction. This could be to become more powerful or popular. She is also connected to the Wizard's court through formal gatherings and trade. Alena keeps a comfortable distance from him for financial reasons.

Her rivals are Elphaba and anyone who challenges the class system. She is suspicious of social advocates like Jinjur and Dr Dillamond and views them as disruptive to “proper” society. Privately, she sometimes disagrees with the Wizard’s oppression of the animals but is often too afraid to speak up about them.

Alena’s power comes from her daughter, Glinda’s role in society. She will use Glinda’s status to implement her own ideas that she personally believes Oz would benefit from.



Chistry (Leader of the Wizard's Monkey Guards)

Chistry is a winged monkey who was magically altered to serve the Wizard. Once a free, joyful creature, he now leads the squad of monkey guards who patrol on the Wizard's orders. He's brave but conflicted. He must decide if he wants to continue being loyal out of duty and is troubled by how Animals like him are treated. Chistry sees the oppression of the animals in Ozian society and has to consider the consequences of speaking out against his leader, the Wizard.

Chistry's main goal is survival and understanding his place in a world that treats him as less than Ozian. He wants to protect his fellow monkeys and earn respect, but he's torn between following orders and helping Elphaba, the only one who ever showed him kindness. He must try to go against the grain and save his fellow animals, while trying not to be targeted or locked up himself. Chistry wants equity in Ozian, and he works to hopefully have all the animals treated as equal members of society.

He trusts other monkeys under his command and remembers Elphaba fondly. As unrest grows, he quietly connects with Animals who dream of freedom, though he must keep those ties

secret. Chistery can also get along with those who want to change Ozian rules and promote freedom for animals.

His biggest rival is the Wizard himself, though Chistery can't openly defy him as he is a loyal monkey. He also clashes with human guards who mock or mistreat the monkeys, making him a reluctant participant in a system he dislikes. He opposes those who support the Wizard and his regimes and those who benefit from him being in power, like Madame Morrible and Alena Fearn.

His power and resources come from his drive to help the marginalized members of society, especially Elphaba. He will use these relationships to empower himself and others to stand strong against powerful societal members.

Frexspar Thropp

Frexspar Thropp is was the previous ruler of Munchkinland, father of Elphaba and Nessarose, and used to be one of the most powerful political figures outside Emerald City. He passed on his leadership to Nessarose. He is cold, cruel and neglectful of Elphaba due to her green skin causing her to look different. Thropp holds deep hatred and prejudice towards Elphaba. He is serious, proud, and constantly under pressure to balance his duties as a father with his responsibilities as a governor. He is the husband of Melena Thropp.

He wants to maintain peace in Munchkinland and avoid conflict with the Wizard. However, he secretly struggles with guilt and confusion about how his own laws have helped cause inequality. He is torn between protecting his family and protecting his power. He wants to find a way to protect Munchkinland from rebellion and possible punishment by the Wizard while also quietly influencing policy toward fairness. He sometimes imagines a compromise, allowing animals limited citizenship or rights, as a middle ground.

Frexspar Thropp maintains alliances with powerful political families like the Fearn, who help him and his family keep status and stability. He often confides privately in Melena, his wife, who reminds him of their daughter's compassion and challenges his rigid thinking. He is relatively close

with people sympathetic to Animals, trying to decide whether a policy change could succeed without destroying his legacy.

He has complicated feelings toward Elphaba, both angry and proud of her. He sees Jinjur and other activists as threats to order. At the same time, the Wizard's loyalists doubt his trustworthiness because of his daughter's rebellion.

His power originates from his previous rule of Munchkinland. He may use this status to influence Nessarose's current rule to be aligned with what he believes is right and gain more societal importance and respect.

Piebald Deer

Piebald Deer is one of the graceful and intelligent animal creatures of Oz. She is known for her patchy brown and white fur coat. Ozians believe that this symbolizes the blurred line between animals being oppressed and living as civilized members of society. She works closely with Dr Dillamond and is part of the Animals affected by the growing discrimination in Oz. She stands for equal treatment of Animals and the preservation of their voices and rights in the face of the Wizard's suppression.

Her main objective is to protect the natural lands of Oz and speak up for the Animals who cannot or will not speak for themselves. She aims to guard the rights and freedom of Animals who are being pushed out or silenced. Piebald Deer strives to create a version of Oz where the Animals are treated as people and not property or threats. Overall, she represents the demand that Animals should be able to live freely among Oz and remain fully independent members of Ozian society.

Piebald Deer's allies are the other Animals who are caught up in the Wizard's discrimination. These Animals include Dulci Bear, Dr Dillamond, the Lion, Ojo, Unc Nunkie, and Jinjur. She stands with those who are trying to preserve Animal dignity and equality and keep them visible in Oz. She is in support of Elphaba because Elphaba supports the Animals and opposes the Wizard's anti-Animal policies.

Piebald Deer's enemies are the Wizard, Madame Morrible, Miss Coddle and Governor Nessarose Thropp. These are individuals who are in support of the Wizard's anti-animal narrative and discrimination.

Piebald Deer's power comes from working with those who have the same views. This will help her have a stronger voice because of power in numbers; she will use anyone who will stand with her to improve Ozian society for the good of all groups.

