

HE-MAN

Outline

ACT 1

- **Prologue:** A siege on Virelia – the capital city of Eternos – rages and the fighting in the streets is vicious, desperate and dirty. (*Run to the Hills* by Iron Maiden will play throughout this entire prologue sequence, weaving in and out in between specific action beats and moments of dialogue. At different times, remixes of the song will play – such as a synthwave version, an epic version, a sad version, etc.) Hardly a single combatant is keeping honor in mind as they use every trick in the book to survive the chaotic war zone. The royal soldiers and battle mages fight alongside one another in the shared defense of their home city. Man-E Faces and the royal military are doing everything they can to push back an invasion force of monsters, ranging from skelcons to kobolds to goblins to gargons and bands of marauders and brigands. These abominations are known as the Dreadhost, their ground forces being led by Webstor. Man-E-Faces will slay a Jitsu – a Dreadhost swordsman – in single combat as he goes into Machine mode to face his adversary and defeat him using technical analysis to predict his next move. Wind Raiders are engaged in aerial battle against a flock gryphons led by Ra'qazz while also attempting to provide air support for the ground troops. Giants gleefully demolish buildings with their clubs and Stratos does his best to distract them. A giant tries to breach the gates of the palace but is cut down by AA turrets, with Mekaneck leading the gunners. Ra'qazz overwhelms the gunners with his gryphons until the Eternians on the wall are reinforced by their Man-at-Arms Dekker and a company of riflemen. They push the gryphons back, but at the cost of the AA cannons being ripped to shreds. Whiplash leads a squad of fellow Caligars with a metallic battering ram shaped like an actual ram to the front gate of the royal palace, providing her subordinates with a magical shield. Without the AA cannons, the gates are defenseless. Dekker orders the riflemen to fire down at the battering ram squad at will, but the majority of their shots are deflected by Lynn's shields of dark magic. The gate's ray shields are damaged when the wall takes a mighty blast from Lynn, leaving the wooden doors of the gate vulnerable. As the men struggle to hold the gates intact from the inside, Ram Man calmly strides through the ranks, and the soldiers begin to excitedly chant his name. Right before the gates are about to give in, Clamp Champ gives the soldiers the order to open them, allowing Ram Man to charge out and barrel head-first into the unprepared invaders. Ram Man tosses the Caligars and Lynn aside like rag dolls as he cuts a hole through their ranks and Clamp Champ and the rest of the soldiers come in behind him with battle cries. Trap Jaw and Tri-Klops lead a strike team over the gates, and they clear out the courtyard of enemies. Keldor enters astride Panthor and his Dreadhost goons nod and bow in his presence. Inside the Great Hall, King Randor and Duncan anticipate an attack with the royal guard at their back. The doors give in and Keldor rides Panthor inside, smirking as his men pour in and engage the last line of defense. Keldor demands that the throne of Eternos be surrendered to him as his birthright, but Randor declares that Keldor has no claim to the throne. Randor and Keldor duel while

Duncan engages Trap Jaw and the royal bodyguards contend with Panthor. The skirmish rages until Randor gains the upper hand and disarms Keldor. The Gar feigns surrender only to snatch up a wayward shell from an acid grenade launcher (perhaps Trap Jaw's) and he pulls the pin and attempts to throw it at Randor. But the two struggle and wrestle over the acid round as the timer continues to count down until the round detonates and the acid spills all over Randor's shield and Keldor's face, melting both. A great, blinding beam of light suddenly blasts down from the sky into the courtyard down below, sending all of the combatants sprawling. As the soldiers recover from the blast, the Eternians raise their weapons and cheer as they see the Sorceress hovering above them majestically. Just as the Dreadhost is about to seize the palace and retaliate, the Sorceress single-handedly routes the enemy forces and drives them back. Once the courtyard is cleared, the Defenders and the rest of the soldiers bow down on one knee in respect to the Sorceress. Inside the throne room, Keldor will writhe on the floor in torment with Panthor standing over him protectively as Duncan successfully manages to down Trap Jaw with a brutal swing of his mace, completely detaching Trap Jaw's lower jaw from his face. With Keldor and Trap Jaw grievously wounded, Lynn calls a retreat as she, Ra'qazz and Tri-Klops recover Keldor, Panthor and the rest of their compatriots and flee on either flying creatures or war vehicles. Cut to the Sorceress, King Randor and the Defenders of Eternos leading the Eternian army is chasing after the Dreadhost across the Light Hemisphere and driving back across the border to the Dark Hemisphere. The Sorceress will leave everyone in reverent awe as she generates a gargantuan magical barrier that encompasses the entire border, stretching out beyond land and covering the sea and sky as well. This is the Mystic Wall. Only a god should be capable of wielding this titanic level of power. Trembling, sweating, and crying out in pain, the Sorceress falls to her knees weakly as she overextends herself and passes out once the Mystic Wall is complete and the border is secure. Cut to Snake Mountain as Tri-Klops and Lynn desperately operate on Keldor as he convulses with agony upon the operating table, forcing the others to strap him down. The pain is so excruciating, Keldor begs for death. Lynn performs a dark and unpleasant spell – a forbidden ritual – out of desperation to save her love, refusing to allow him to die. The spell is ugly and disturbing (on the same level of sickliness as Ravenna's spell from *Snow White and the Huntsman* where she flies as a flock of ravens into a pool of tar and crawls out of it). Once the unholy ritual is complete, the entire front and top of Keldor's head is reduced to a skull, with only his skin and hair remaining intact in the back of his head, leaving him with a gruesome appearance. Yet, he's fully healed and restored as Tri-Klops announces that his vitals are stable and strong. Keldor looks into a mirror and has a complete mental breakdown at his new visage, cackling maniacally as the others watch him, alarmed.

- **18 Years Later:** King Randor's teenage son Prince Adam wakes up with a startle as his nap is interrupted by his tutor. Adam fell asleep in the middle of the lecture again, and the lecture was about the Siege of Virelia City and the end of the Great Unrest, the prologue that we just witnessed. The royal tutor Gwildor reprimands the prince for slacking off yet again. It's already bad enough that Adam has broken tradition by being the first royal to drop out of the Royal Academy of Science and Combat. But it's even more embarrassing and disgraceful that the king and queen have sought to

salvage Adams' education by hiring a private tutor for him, and Adam is still throw it all away and not take anything seriously. Adam lets the scolding go through one ear and out the other until he looks at the time and excuses himself, declaring that he is late for his sparring lessons. In the training grounds, Adam spars with Teela, captain of the royal guard, while Duncan and the Defenders supervise. Teela teases Adam for being a lazy student and for not putting any real effort into their fight. Duncan emphasizes that the prince needs to take his education seriously, Adam responds that there hasn't been a war in 18 years and that there's no need for him to learn how to fight. He dismisses himself from training to go prepare for the Skyball game that is playing tonight at the Grand Aetherium. There is some friendly banter between Philip – the royal bodyguard currently on his shift to watch over the prince – and her boss Teela, as Philip's shift ends and he prepares to go to the Skyball game with Adam. Grumbling, Teela takes over Philip's shift as promised, accompanying the two the Skyball as their royal escort. Through their interactions, we realize that Adam, Teela, and Philip are all around the same age and have been friends since childhood.

- **Skyball Game/Adam's Lie & Ghost:** Adam will also bring his pet tiger Cringer and the court jester Orko with him to the game, rounding out his entourage as they sit in a reserved VIP box. (We'll establish the fun tone of this scene by playing *Danger Zone* by Kenny Loggins). We find out that tonight's Skyball game is just the start of Adam's weeklong birthday celebration, as he has a whole cruise to the Golden Isles (the royal family's vacation home) planned out after his birthday party tomorrow. Teela is vexed by this news as she explains that she loves Adam like a brother but his whole birthday bash has thrown a wrench in her work schedule, since he requested that half of the royal bodyguards accompany him to his cruise, leaving Teela's crew short staffed for an entire week. Which she believes is a huge security risk. Adam brushes it off, telling Teela that she should be enjoying the game since she used to be the Captain of the Royal Academy's Skyball team when she was a cadet. It should bring back good memories. Philip reminds Adam that Teela's tenure as Skyball Captain often gets shadowed by the big bust she pulled off as a cadet, exposing a huge illegal scandal with other Skyball teams cheating. Teela beams with pride at the memory, recalling that she received a personal "thank you" from the king himself for disrupting such a large black-market operation. Adam rolls his eyes playfully at Teela's comment, calling her an overachiever and teasing her about how it wasn't enough to pull off such a big bust, but Teela had to go top it off by graduating from the Academy early and break the record by becoming the youngest Captain of the Royal Guard in history at the age of 19. Teela shrugs and says that they each break records and leave marks in their own way. Teela was the first cadet to graduate the Academy early, and Adam was the first prince to ever fail the Academy. Philip laughs at the burn as Adam reacts with mock offense. As they watch the game, Adam will remark that convincing his father to build the Grand Aetherium in Virelia was the greatest thing Stratos ever contributed to the kingdom – disregarding his long years of service as both an ambassador and Defender of Eternos. Teela gripes that Adam's ignorance still rivals his immaturity despite the fact that his 18th birthday tomorrow marks Adam's transition into adulthood. Philip tells Teela that it isn't worth wasting her breath trying to change Adam. The prince has been this way his entire life and there's really no one that can stop it besides his parents. Adam agrees with a

humorously vigorous shake of his head, justifying that he has no reason to try or put effort into anything if he already has a whole kingdom of people who will do it for him. Adam will then accidentally spill his drink on Teela, and she loses her patience, snapping at him to clean up both his mess and his attitude, scolding him like an older sister. Adam immediately complies, apologetic and cautious while sneaking a few mischievous snickers with Orko and Philip.

- **The Mystic Wall is Destroyed:** The next day, Adam's 18th birthday banquet is held yet he arrives late for his own birthday dinner because he was napping in his room, greatly vexing his father. Orko will entertain all of the guests with his comedic antics while the court enjoys good food, drink, and entertainment. Adam will have to be escorted back to his room after he gets drunk and embarrasses his parents by making a scene, earning the usual scolding from his father but what hurts even worse is when his mother Queen Marlena tells him that she is disappointed in him. Across the Light Hemisphere of Eternia, peace and prosperity reigns undisturbed. The Mystic Wall stands guard, separating the Light Hemisphere from the Dark. Within the Dark Hemisphere lies Snake Mountain, occupied by the Dreadhost. The Dreadhost's lieutenants Lynn, Trap Jaw, Tri-Klops, Ra'qazz and several others assemble a host of one-hundred imprisoned enemies. A conquered army. Above them, a convergence of suns and moons within their solar system are formed in the night sky as Skeletor dramatically arrives, unveiling his latest plan for destroying the Mystic Wall. Gloating to his prisoners (who are all rival warlords and marauders from the Dark Hemisphere), Skeletor will explain that he is going to sacrifice their souls on this very special night to help fuel his vengeance. The prisoners remain skeptical, mocking Skeletor that this latest attempt to crush the Wall will fail just as pathetically as all the rest. The prisoners are then tethered to the magical ley lines that sustain the Mystic Wall, and Skeletor and Lynn will utter a dark incantation in perfect unison as they join their magic. By invoking the ancient serpent god Serpos' name and offering him the bones of the prisoners, the two warlocks draw on Serpos' power to shatter the divine ward. The ritual harvests the souls of the prisoners, summoning a colossal ghost of Serpos out of the bowels of Snake Mountain itself. Pointing to a serpent sigil drawn on the Mystic Wall, the astral form of Serpos coils around a section of the Mystic Wall. The barrier begins to turn brittle and crack like glass with each squeeze from the serpent god. Shadows begin to leak out of the cracks like blood. The Dreadhost watch on in unmasked awe as Skeletor urges Serpos to use all of his might. With a final squeeze, Serpos crushes a large portion of the wall as the barrier folds into itself like collapsing glass, and with a pulse of inverted light, the Wall shatters. The astral form of Serpos slithers back into Snake Mountain, settling back into the stone. Skeletor cackles with victory as he and his horde are finally free! At the same time as Adam's birthday party, Skeletor breaches a hole in the Wall, which triggers an earthquake across all of Eternia. From within the haunted halls of Castle Grayskull, the Sorceress' meditation is disturbed by the tremors, and she immediately sends her old friend – the falcon Zoar – to investigate.
- **Recon:** In disguise, Skeletor, Lynn and Tri-Klops do some reconnaissance in the Light Hemisphere. They hack into an outpost stationed at Myrathorne – one of Eternos' border villages that is also an Elfhome (an Eldarin settlement) – and learn that a weeklong celebration is being held in Prince Adam's name. Skeletor contacts Snake

Mountain and mobilizes his men, preparing them to attack Eternos, knowing that the royal family's guard will be lowered for the birthday party. All the while, they are being monitored by Zoar.

- **Adam Rejects the Call to Adventure:** The Sorceress contacts Duncan telepathically through Zoar as the falcon flies through the window of Duncan's workshop. She instructs him to bring Prince Adam to Castle Grayskull immediately. Hungover, the prince is in the middle of packing for his cruise when Duncan drags him out. Adam brings Cringer along as he says that the tiger is getting a little fat in his life of luxury and needs to exercise. The entire time they drive through the Evergreen Forest, Adam believes he is going to be shown some kind of birthday surprise. He is admittedly creeped out when he sees Castle Grayskull for the first time. Multiple people attempt to reach Duncan through his communicator, but the magic within Castle Grayskull interferes with his signal. Cringer flinches and yowls at multiple booby traps and monstrous creatures that are awakened and unleashed within the castle, but Duncan reassures them that these are all just illusions meant to scare away thieves and intruders. Inside the throne room of the broken down and seemingly abandoned castle, Adam meets the Sorceress. She explains that she, as the Guardian of Grayskull, is charged by a sacred oath with protecting the secrets of Castle Grayskull. But, after going beyond her spiritual limits while creating the Mystic Wall 18 years ago, the Sorceress has become something of a magical cripple. She lost most of her original power and does not have the strength left to protect the secrets of Castle Grayskull by herself. She needs a new Guardian of Grayskull to join her and help her. Adam thinks this is some kind of interview for a magical internship, confessing that he cannot wield magic to the Sorceress and apologizing for disappointing her. But the Sorceress will humble Adam's impudence with a spell that intimidates him and puts him in his place. Sobering up, Adam asks the Sorceress why she wants him for this job. She reveals that an astravale – an ancient prophecy – has foretold that on the day of a traitor to the crown's return, and when the current Sorceress' magic will fail her, a descendant of King Grayskull would emerge to defend not only Eternos from the threat – but all of Eternia. Adam is finding a hard time buying the story and when the Sorceress informs him of the Wall's breach and the Dreadhost's return, the prince completely disregards the entire warning and decides to go back to the palace and continue packing for his cruise, saying that his father is more than capable of fulfilling the prophecy. Duncan agrees with Adam and tells the Sorceress that the astravale must be referring to King Randor and he promises to bring the monarch back to the castle once he returns the prince home. Once Adam and Duncan exit the castle, Duncan's service on his communicator returns and an amber hologram of Teela reports that Myrathorne is under attack by the Dreadhost. The Long Peace is over. War has returned to their lands. Duncan calls up King Randor, who informs his Man-at-Arms that they are mobilizing to meet the Dreadhost on the field and reclaim Myrathorne. Adam, Cringer and Duncan rush to the front line to rendezvous with the rest of the army at Myrathorne. The falcon Zoar follows them, once again serving as the eyes and ears of the Sorceress.
- **Inciting Incident/Battle of Myrathorne:** Adam looks on in shock at the bodies of the innocent and the destruction wrought upon Myrathorne. This is his first real experience with war and death as he combs the streets, witnessing Orko and a group

of healers and battle mages searching the rubble for survivors and treating the wounded. Duncan catches up with Adam and Orko reports that the king is fighting at the front, prompting Duncan to immediately charge into the fray to go aid his liege. Adam looks around in distraught, where everything seems to be crumbling around him just as Teela arrives and pulls Adam out of the way of falling debris. Prince Adam crouches behind a broken pillar, breathing hard. He's flanked by Teela and Mekaneck, both wounded but alert. Suddenly, a deafening mechanical whirring sound cuts through the smoke. From the haze emerges a hulking figure, shifting mid-stride like a glitching hologram. First, the smooth, cold Machine face – gleaming with expressionless focus. Then, with a guttural snap, the Machine-face rotates and is replaced by the Beast face, snarling as his muscles swell and his posture becomes more hunched. Startled, Prince Adam asks, “is that...Man-E-Faces?” Without turning, Teela answers grimly, “yeah...what's left of him, I suppose”. “You've never seen him in action, huh?” Mekaneck asks the prince. Adam shakes his head silently. “Just watch”, the scout answers. A Roton tank lumbers towards them and its turret locks on the group. Without hesitation, Man-E-Faces lunges forward, shifting into the Machine face mid-air. In slow motion, we see everything through the Machine's eyes as within milliseconds, his battle mode is engaged and he calculates a strategy, his online systems (similar to how Sherlock Holmes analyzes his strategies in slow motion in this scene

https://www.youtube.com/watch?v=f4UJd3vvGRY&ab_channel=Eru). In a cold, modulated voice, the Machine will say, “target acquired. Probability of lethal impact: 93% Countermeasure – deployed”. As the Machine, Man-E-Faces lands atop the tank, his arms transforming slightly – metal tendrils unfurling from beneath his armor, puncturing the cannon and disabling it. Back to real time, suddenly, the faces switch again and the Beast takes over. A roar escapes him, and Man-E-Faces rips the tank apart with his bare hands, flinging the gunner through the air. The group watches, half in awe, half in horror. Wincing, Mekaneck turns to Adam, “yeah...he's on our side. Most of the time”. Rather than rip the tank's pilot limb from limb, the Beast breaks his opponent's arms and legs, earning yelps and hollering cries of pain as he drops the crumbled form of the pilot to the ground. Man-E-Faces slows...his chest heaving. The faces shift again until the face of Alor Varis – the Man – settles into place. He stumbles slightly, then steadies himself. For a moment, he's...human. “Did we...win?”, Man-E-Faces asks in a soft voice. The group stands and Adam nods, “we did. Thanks to you”. Alor nods, trying to smile. His voice is quiet, haunted. “That was the Machine's doing. And the Beast's fury...I just...held on”, he says as he slowly walks away from the burning wreckage. “Three minds. One heart. That's all that keeps him whole”, Teela comments quietly to Adam as he watches Man-E-Faces. “Let's hope it's enough”, replies Adam before the three of them press forward, with Adam trying his best to calm his nerves. Randor and Skeletor engage in a duel, and it's not until Skeletor pulls back his hood that Randor recognizes him as Keldor. Adam fights his way through the Dreadhost – relying more on Teela, Philip, and the royal guard to protect him since he's a lousy fighter – to reach his father and aid him. This is the first time Adam has ever taken a life, becoming shellshocked after felling one of his Dreadhost attackers more on accident than anything else. Randor does his best to fight off Skeletor, but Skeletor's mighty pet feline Panthor overpowers him,

and Skeletor escapes with the king as his prisoner, leaving Lynn in command of the Dreadhost and charging her with the defeat of the Defenders. Adam is distressed upon seeing his father spirited away despite his best efforts to reach him. With nowhere else to go, Adam rushes back to Castle Grayskull under Duncan's encouragement, hoping that the Sorceress can help him save Randor. Orko and Cringer join Adam in his retreat. Teela mistakes Adam's abandonment from the battle as a sign of cowardice, as do the others. With Duncan assuming command of the military, the men's morale is boosted and thanks to their Man-at-Arm's strategic skills, they manage to route the Dreadhost and push them further back to the Mystic Wall.

- **By the Power of Grayskull/Adam's Want & Need:** On his sky-sled, Prince Adam flies recklessly fast back Castle Grayskull, with Orko and Cringer hanging onto a tow cable from the back of the sky-sled, riding it like a wakeboard. Adam returns to the throne room, where the Sorceress is watching the progress of the battle through her mirror, and asks that if accepting the prophecy will help him save his father. The Sorceress answers that there is no guarantee, but it is certain that Adam will have a much better chance at succeeding if he does embrace his fate. Adam submits and the Sorceress leads him through the inner maze of the castle and through all of the magical booby traps. She introduces Adam submits, Sword of Power and its all-powerful properties, and Adam remembers from his history lessons that the Sword's power originated from the Goddess herself and was first wielded by his ancestor King Grayskull. The Sorceress commands Adam to prepare himself as he is about to be anointed as a new Guardian of Grayskull. Adam tells the Sorceress that he just wants to hurry up and get back to his life of quiet comfort and doesn't plan on being the Sorceress' champion for long. He pretty much thinks that becoming a Guardian of Grayskull will just be a one-time thing. The Sorceress reprimands Adam for being a careless fool and tells him that life's problems will not leave him alone, regardless of how privileged he is. At one point or another, Adam is going to have to grow up and face life's challenges head-on. Transgressed, Adam keeps his mouth shut as the Sorceress instructs him on the magical phrase (or as Adam calls it, "a password") to turn into the Guardian – the words being, "by the Power of Grayskull". Adam undergoes a metamorphosis into a 7-foot-tall adult barbarian with super strength and endurance. As Adam is dumbfounded by his transformation, the Sorceress warns him that he must keep his true identity a secret because the power of Grayskull is not just a gift – it's a trial. If Adam can carry this burden in secret, he'll prove worthy of its responsibilities. Plus, the Guardians of Grayskull are meant to be symbols. Mortals can be slain. But legends will live forever, and their myths will continue to inspire people long after they're gone. So, she dubs him, "He-Man, Champion of Eternia", and swears Orko (who had been eavesdropping the entire time but was caught by the Sorceress) into secrecy of Adam's identity. Before sending him on his way, the Sorceress tells He-Man that in the days of old, King Grayskull rode a giant green lion named Battle-Lion into war, and to commemorate that, she helps him transform Cringer into a fearsome, fully-armored saber-tooth tiger named Battle-Cat.
- **Act 1 Climax:** Duncan and the royal military have made great progress in the battle and have managed to push back the Dreadhost all the way to the Dark Hemisphere. At the ruins of the Mystic Wall, a strange phenomenon occurs as a veil of wispy

black shadows swirl around where the Wall used to be, echoes of the deep magic that was once there, forever changing the land. But the Eternian military is suddenly met with a fierce counterattack as a tribe of giants storm in as reinforcements from Snake Mountain and surround them (Teela and Lynn will form their rivalry here while Duncan and Trap Jaw do the same). With the Defenders cornered and enemies at every turn, the battle starts to turn to the Dreadhost's favor. He-Man, Battle-Cat and Orko arrive on the scene and rescue the military from certain death. With his new powers, He-Man barrels through the strong but not particularly clever giants and heads straight into Snake Mountain to find his father, leaving the others to finish contending with Skeletor's pawns. But He-Man's carelessness with his strength leads to him setting off all kinds of traps within Snake Mountain. The traps pose no real threat to him due to his invulnerability, but they still alert the rest of the castle to his presence. Skeletor, who was in the middle of torturing Randor, pauses his interrogation to go confront He-Man in the throne room while the rest of Snake Mountain's guards arrive to watch the duel and cheer on their lord. While Skeletor is preoccupied, Orko sneaks in and tries to free Randor, but he is too insecure in his magical abilities to be of real use to the king. He-Man and Skeletor duel one another while Battle-Cat fights with Panthor. He-Man finds himself to be a much weaker swordsman than Skeletor and is quickly outmatched and disarmed. Even though he's got super strength, He-Man still sucks at fighting because Adam never took his combat training seriously. He-Man clumsily relies on his brute strength and supernatural endurance to keep up against Skeletor, relying on his new magical powers to keep himself alive as he remains on the defensive. Orko spirits He-Man's Power Sword away after it is knocked out of his hands by Skeletor, and the court jester uses it to liberate King Randor. Even though his new powers have granted him an edge in battle, He-Man is still too inexperienced as a warrior to really stand his ground against Skeletor, and he has to resort to dodging and hiding from the warlord in order to survive. Skeletor beats He-Man and is about to kill him when Randor and Orko use the Power Sword to make a last-minute rescue, and Battle-Cat ferries them all out of Snake Mountain before they can be executed. Once He-Man and the king are reunited with the battered and tired Eternian military outside, they pull back and return to Eternos. With both armies broken, Skeletor calls off any attempts to pursue his enemies and resorts to chuckling with victory as he watches his beaten opponents flee into the horizon. The war has begun anew.

ACT 2

- **The War That Woke the Sword:** King Randor and his remaining men rendezvous with reinforcements and a royal escort at Myrathorne, and upon the Sorceress' telepathic instruction, He-Man takes his leave of the group and bids his farewell. King Randor informs his rescuer that he is in He-Man's debt for saving his life and offers the mighty warrior a place in the Defenders since they could use a powerful warrior like him on their side. He-Man accepts the invitation but informs Randor that he must return to his home in the Vine Jungle and ensure that the people of his tribe are still safe from the Dreadhost, but swears that Eternos will always have his allegiance whenever he is called upon. Teela asks how and why He-Man had come to their aid now and had never revealed himself before. He-Man quickly conjures up the lie that

he is the chieftain of a tribe of secretive and distrustful people who are content with their isolation in the jungle, but the Sorceress had summoned He-Man to come to the people of Eternos in their time of need. Teela watches on in admiration as He-Man and Battle-Cat depart for Castle Grayskull. Once he returns to the ruined fortress, the Sorceress congratulates He-Man on his victory and shows him the basic functions of the Power Sword and how he can use it to change between Prince Adam and He-Man at will. Adam is distressed that today he actually spilled blood and killed some people, more so when he was He-Man than Adam. The prince admits to finding death distasteful, admitting that if it comes down to it, he will take a life in order to defend others. The Sorceress commends Adam for his sense of mercy and self-restraint. Now that he has the powers of a god, Adam wants to be careful with just how much power he dispenses and wants to focus on using his strength to protect and preserve the good things in the world rather than destroy them. Prince Adam is forced to admit that after his defeat by Skeletor's hands, he is in sore need of some training. The Sorceress agrees to arrange some lessons for Adam and for now, she instructs him to return home to his family and his people and enjoy the rest he has earned. For she foresees that he will not have a chance to rest in the near future, quoting that the elders will remember the upcoming conflict as the "War That Woke the Sword".

- **New Mentors:** Grateful, Adam and Cringer return to Virelia, only to be mocked by Teela, criticized by Randor and judged by the rest of the Defenders. Everyone believes Adam ran away during the Battle of Myrathorne but Duncan is the only one among them who knows the truth, and much to everyone's surprise, he of all people, comes to Adam's defense. Prince Adam finds it difficult to accept this amount of ridicule from his family and friends that he had just saved, but he finds it in himself to admit his faults to his critics, and he promises to start taking his education and his role as a future leader more seriously. Teela remains skeptical, so Duncan decides to see to Adam's training personally and the Man-at-Arms comes to an agreement with the Sorceress that he will provide Adam with lessons on swordplay, strategy and physical combat at the royal palace by day, while the Sorceress will secretly tutor He-Man in the ways of magic at Castle Grayskull at night.
- **Adam Counsels Man-E-Faces:** Alor Varis a.k.a. Man-E-Faces sits alone beneath an ancient tree in the garden of royal palace – a rare pocket of serenity within the fortress. His armor is scuffed; his face exhausted. Prince Adam approaches, limping slightly from the fight. He carries two cups of hot brew. "Mind if I sit?", Adam asks. "It's your kingdom", Alor says without looking up. Adam sits beside him, offering a cup. Alor hesitates, then accepts. "You saved lives today. Teela told me how you ripped that tank apart like it was paper." Alor sips then shrugs, "that was the Beast. I just watched from the dark". "I saw you too. In the way you held back. In how you didn't let the Machine finish that last soldier", Adam replies. Alor laughs bitterly, "mercy...glitch or miracle, who knows?". He pauses for a beat, "you ever wonder who you'd be if you couldn't control yourself, Adam? If your body and mind fractured – each piece pulling in a different direction?" Adam answers in a quiet voice, "more than I let anyone know". Alor turns to his prince, "then maybe you understand. People cheer for the Man With Many Faces...'Man-E-Faces'...like I'm some kind of war machine. But no one remembers Alor Varis. The actor. The man", he gestures to his mask, "this used to be a costume. Now it's the only thing keeping my mind

from...shattering". Adam steadies his gaze at Man-E-Faces, "you're not a monster, Alor. You're a man with monsters inside. That's not a weakness. Even without the mask, that just makes you normal like the rest of us. We all have demons. Parts of ourselves that we're not proud of. But you don't let your demons control you. That doesn't just make you a good soldier, it makes you a good man." Man-E-Faces shakes his head, "no. A good man *chooses* to be good. I don't get to choose anymore". "Not always", Adam admits, "but tonight, you – Alor – the man...chose to come back. You chose not to give in", the prince waits a beat before continuing, "that's more than most can say. Even kings." Alor stares at him, surprised. Then...a flicker of gratitude. "You sound more like your father every day", he says softly. Earning a half-smile from the prince. "I just hope I can carry the weight", Adam says. "Then let me carry some of it with you. While there's still a *man* left inside me", swears Man-E-Faces. They clink cups in solemn respect as the wind rustles through the leaves above.

- **Daring to Draft a Dragon:** Skeletor holds a war council with his lieutenants (Trap Jaw, Ra'qazz, Tri-Klops, Clawful, Whiplash, Webstor, Two-Bad, Evil Seed), and they all pitch different plans for invading Eternos and seizing the throne. Skeletor is displeased with all of the poor strategies that his generals propose, berating and insulting them for their stupidity before ending the meeting and kicking all of his cronies out in frustration. Lynn stays with Skeletor and soothes her angry lover. They share a tender moment and Skeletor notes that over the years of being trapped in the Dark Hemisphere and now with their most recent battle, the Dreadhost's numbers have been dwindled significantly, and they need more manpower if they are going to gain an advantage over Randor. While studying a map of Eternia, Skeletor comes up with a dangerous and risky idea; recruiting one the most powerful creatures in Eternia as an ally, a dragon. Lynn is afraid of trespassing into an unforgiving dragon's territory, but Skeletor reassures her to have faith in him. He then calls his lieutenants back into the meeting to give out their next assignments. Skeletor wants the Dreadhost to focus on recruiting more manpower now that they are no longer restricted to the confines of the Dark Hemisphere. He sends Ra'qazz to the Vine Jungle to tame more wild predators to use as war beasts, while Whiplash and Webstor are both deployed to Subternia to recruit more members of their respective species to their cause. Tri-Klops is sent to the criminal underworld of Eternos to hire more mechanics and engineers to help them build more war machines, while Trap Jaw and the rest of the sergeants are put to work with repairing the damages done to Snake Mountain. Skeletor will then turn to Lynn as he tells her to change into something cooler since the two of them are going to be travelling to the Sands of Time. Lynn asks why, and Skeletor replies that they're going to go on a little archeological field trip.
- **Adam's Training Montage:** Cut to a training montage where any of these 80's songs can play over it (*You're the Best* by Joe Esposito or *Edge of Seventeen* by Stevie Nicks). At the royal palace, Duncan trains Prince Adam on how to properly wield melee weapons like a sword, shield, and axe. And for occasions where he has no weapons like when he fought Skeletor, how to fight in hand-to-hand combat. Teela will put Adam through marksman drills, teaching him how to shoot. Even Adam's parents and the Defenders will come to respect the attention Adam is paying to his education and they volunteer to help Duncan. Randor – believing that the Battle of Myrathorne

was the wake-up call Adam needed – will give his son lessons on strategy and military tactics by studying the same historical battles every cadet learns about when they sign up for the Royal Academy, coaching Adam on the cost of leadership and the burden that comes with making hard choices in the heat of battle. And Marlena will teach Adam diplomacy by having him negotiate with Gwildor and a fellow professor from the Royal Academy (fun moment here as Adam learns Gwildor is a retired Defender and develops a newfound respect for the professor). Here and there, the prince will share a lesson with one of the Defenders that helps change the pace of his training routine. Clamp Champ will come up with a personalized diet and exercise plan for Adam to help get him in shape as fast as possible. Stratos can teach Adam the ins and outs of flying and how to pilot aircraft on a trip to the Mystic Mountains, even dropping Adam from the air to teach him trust before catching him. Man-E-Faces will teach Adam how to adapt through improvisation, a skill used by both soldiers and actors of great renown as the Defender tasks Adam to complete an evolving and everchanging obstacle course. Man-E-Faces will surprise Adam when he disguises himself as Skeletor to test the prince's instincts. Mekanek can show Adam how to read tracks in the Vine Jungle. Ram Man can show the royal heir the value of self-sacrifice and strength when they stop a group of bandits from raiding a village, with Ram Man sharing his own experiences of having been bullied by other giants in his younger years and saying, “sometimes your job is just to take a hit so someone else doesn't”. He helps Adam understand that a true protector puts others first – even at personal cost. Adam and Cringer will travel to Castle Grayskull, sometimes with Duncan and Orko, sometimes alone, to learn from the mysterious Sorceress. The Sorceress contacts King Randor and Queen Marlena through her magic mirror and receives their permission in training Adam in magic since she heard of the young prince's eagerness to learn how to be a warrior and points out it would be wise for him to understand how magic works considering Skeletor relies on it for much of his power. This is why Adam will sometimes arrive at Castle Grayskull sleepy and in his pajamas after having a long day of exercising and training with Duncan. He falls asleep in the middle of some of the Sorceress' lessons and she promptly keeps him awake by having Orko zap him with a spell every time he dozes off. Through her teachings, Prince Adam gradually grasps how magic works and explain to both Adam and the audience how the Eternians use the magic in coridite crystals – along with other sources of fuel – as batteries to power their advanced tech and weapons. But, Adam's magic works differently. Like the Sorceress, they both get their magic directly from the Goddess herself, so their magic is more divine in nature. She shows Adam the extent and limitations to what he can do as He-Man. The Sorceress will have Adam transform into He-Man and will spar with him or have him wrestle Battle-Cat to help him get more acquainted with his new body and understand it completely. (Make a short scene here where Orko will figure out that Adam has a crush on Teela, and Adam voices his uncertainty and isn't sure if he's good enough for her. Orko will give him some words of encouragement, and Adam will thank the jester for his friendship).

- **Building Roboto:** In his workshop, Duncan will show Adam, Teela and Orko a new prototype he's working on. In the corner, a deactivated robot stands in a neutral position. “Working on a new wind-up toy?”, Adam asks. Duncan keeps working as he

responds, “not a toy. A tactical companion unit. The Zeta facility dug up one of the original ark ships from humanity’s arrival on Eternia. Inside, they found a busted A.I. core. The king asked me to test it, see if it could be repurposed to help our cause. So I rebuilt it and adapted it for modern warfare. Codename: Roboto.” Teela crosses her arms, unimpressed, “let me guess...you named him *Roboto* because he’s a robot? Real creative, Dad.” Grinning, Orko chimes in, “did you build a dog and name it Doggy too?” Duncan answers dryly, “it’s an acronym”. “Of course it is”, counters Teela. Adam meanwhile becomes genuinely interested, “wait, really? What does it stand for?” “Reactive Ordinance-Based Observation Tactics Operator”, replies Duncan crisply. “Wow. That just *rolls* off the tongue”, Teela quips mockingly. “He’s basically a walking toaster”, Orko says as he hovers in front of Roboto’s face plate, prompting Duncan to shoo the Trollan away. “Hey, I think he’s kind of charming...in a terrifying metal doombot sort of way. Besides, everyone deserves a chance – even the ones made of spare parts”, the prince adds as he watches the Man-at-Arms tap a console just for the robot to twitch as its eyes flash faintly. “I thought you hated A.I.”, Adam queries. Duncan continues calibrating, “I do. But I also hate sending good men to their deaths. This new prototype could be the first of a new breed of soldier. Roboto doesn’t bleed. Doesn’t hesitate. Doesn’t question.” Adam studies the lifeless husk, “sound like he doesn’t *live*, either.” Duncan pauses, “maybe not. But maybe that’s what makes him...safe.” “Great. A walking weapon with unresolved identity issues. What could possibly go wrong?”, Teela snarks. “Teela, it’s just a machine. What do you have against it?” the prince asks defensively. “You remember the Drisdos Incident, right? One bad subroutine and half a battalion went down before we could yank the battery.” “Teela, we’ve been over this before. That was years ago and with an outdated processing system”, Duncan explains exasperatedly. Teela rolls her eyes as she walks away, “either way, if this thing so much as twitches funny - I’m pulling the plug.” Adam will look forlornly at the automaton, “don’t worry. I’ve been underestimated too.”

- **Meeting Moss-Man:** The Sorceress also takes the opportunity to educate Prince Adam on not just how to be a good warrior, but how to be a good ruler as well. For this to happen, Adam must first get a better understanding of the world outside his cozy lifestyle within the palace. The Sorceress will take Adam deep into the Evergreen Forest to meet Moss-Man, an ancient entity who is an old friend of the Sorceress’ and acts as the caretaker and farmer of all nature in Eternia, ensuring that every civilization harmoniously coexists with the land. From Moss-Man, Adam’s eyes are opened to the spirituality of nature and its significance to all of existence. Moss-Man notes the strong bond between Adam and Cringer and encourages Adam to forge that same healthy relationship with all of Eternia’s animals. This prompts a flashback of when a 6-year-old Adam found Cringer as an abandoned cub in the Evergreen Forest when he and his family were out on a picnic. Moss-Man and the Sorceress even give the prince the special privilege of being shown the Whispering Valley, a hidden magical glade within the forest tended to by a small community of Eldarin (reference Sanctuary from *Snow White and the Huntsman*). The Sorceress, Moss-Man, and the Eldarin introduce Adam to the Skytree, a gargantuan sentient tree that rises up to the clouds and is the oldest living being in all of Eternia. Along with caring for the rest of the forest’s flora, defending the sacred Skytree is Moss-Man’s mission – as he quotes

that Skytree is his oldest friend. Adam even gets the privilege of speaking telepathically with the ancient, celestial Skytree. After his conversation with the gargantuan tree and realizing just how heavy the burden is to be both the future king and a Guardian of Grayskull, Adam starts to question his qualities and doubt himself. He's unsure if he can be the champion that Eternia needs him to be.

- **Shadow Wing's Bargain:** Skeletor's minions have returned from completing their errands, restocking their numbers with fresh troops and fortifying their defenses. Webstor will return with a tribe of his kin from the Arachna colony of Subternia, while Whiplash does the same with his Caligars, restocking the Dreadhost's shock troops. Ra'qazz will replace the loss of the giants with his upgraded menagerie of war beasts from all over Eternia, having to expand the stables and build more pens and enclosures for all of them. Trap Jaw and his team will repair all of the fortifications of Snake Mountain while Tri-Klops has his crew of seedy mechanics that he hired from Drisdos serve as the maintenance crew for the Dreadhost's Rotons, Land Sharks and Fright Flyers. Returning from the Sands of Time with a hovering crate that remains sealed and is forbidden to touch, Skeletor returns to Snake Mountain and is pleased with the progress the Dreadhost has made. Now that all of the preparations are in order, Skeletor leaves Snake Mountain in the capable hands of Lynn and with Panthor, he leads a team consisting of Ra'qazz, Trap Jaw, Tri-Klops, Whiplash, Goat Man and Two-Bad into the Ice Mountains, the dominion of the dragons. They take with them Skeletor's mystery crate. After surviving an avalanche thanks to Skeletor's magic, the Dreadhost group is ambushed by a raiding party of Kulatuks riding Snow Beasts, but Ra'qazz is able to communicate with the Snow Beasts and compel them to turn on their masters, allowing Skeletor and his men to continue on their way while the Kulatuks are viciously mauled to death by their own mounts. Skeletor and his entourage approach Darksmoke, the citadel of Shadow Wing, the oldest dragon alive. Ra'qazz and the others are afraid of awaking a sleeping dragon, and so they remain outside while Skeletor and Panthor enter with a hovering crate. Shadow Wing reveals that he sensed the intruders a long time ago and having heard of Skeletor's reputation in the past, curiously observed his progress through the Ice Mountains. Skeletor opens the crate he brought with him, revealing the unearthed remains of the dragon Morningstar, an ancient rival of Shadow Wing's whose bones were buried beneath the Sands of Time. Presenting these bones from a hated enemy as both a tribute and a show of power, Skeletor requests an audience with the dragon. Amused with the gift, Shadow Wing accepts to hear Skeletor out. The warlord offers to strike a bargain with Shadow Wing, citing they both have a common enemy in the Line of Grayskull. Eons ago, members of the royal Grayskull family prevented Shadow Wing and the rest of the dragons from claiming the secrets of Castle Grayskull for themselves. Just as the Line of Grayskull denied Skeletor the throne of Eternos. Skeletor offers to share the powers of Castle Grayskull with the dragon if he helps put Skeletor on the throne of Eternos. Tempted yet aloof, Shadow Wing is haughty and proud and doesn't view the mortals or their conflicts worthy of his time or effort unless they bring him payment first. Shadow Wing agrees to lend the Dreadhost his mighty assistance if they complete the task of chopping down the Skytree, the only living thing in Eternia that is older than Shadow Wing and deliver its carcass to his

doorstep. But if Skeletor and his goons fail, then Shadow Wing will fly down to Snake Mountain and feast on the entire Dreadhost for disturbing his slumber.

- **The Anniversary Celebration:** While having a feast to celebrate the royal anniversary of the king and queen, Adam is finally able to take a break from all of his training as he is allowed the night off from both the Sorceress and Duncan. As always, Orko is fulfilling his duties as Court Jester by entertaining everyone with his haphazard magic tricks. Adam has a conversation with his parents where they talk about the progress of his training. King Randor pulls Adam to the side and Adam is about to talk to his father about some things he is unsure of. Like his capabilities as a leader and future heir. But King Randor cuts him off and tells his son that he heard of his participation in saving the village from bandits and that he's pleased to finally see Adam taking some initiative and accepting his responsibilities to his people. This is the first time Adam has received praise from his father, and it throws him off. He forgets about his concerns and is just grateful to finally get some love from his dad. Randor tells Adam to enjoy the rest of the night and leaves to go dance with Queen Marlena. Adam gets a chance to catch up with Teela when he sneaks away from the dance floor and finds her escaping from the party as well. They walk through the palace gardens and reminisce on their childhood and tease one another. Teela voices her frustration and disappointment at never having the opportunity to decide her own fate and explore her own potential, as her father had automatically chosen her career for her and inducted her into the military. While she does admit to enjoying her post as Captain of the Guard and is proud that she earned that title and didn't just receive it based on her relation to Duncan, Teela wishes she could have had the chance to see the world for herself. It becomes clear that Adam has feelings for Teela, and he tries to comfort her by reassuring Teela that sacrificing her career has enabled her to better the lives of so many people within the kingdom and that the commoners depend on brave and honorable warriors like her. Teela never thought of it that way since growing up in the palace distanced her from the common folk, and she is surprised to see that Adam really has been paying attention in his lessons. *Walking on a Dream* by Empire of the Sun will play as Adam reaches out to hold Teela's hand but is interrupted by the Sorceress, who telepathically summons him through Zoar. The falcon lands on a nearby ledge within Adam's peripheral vision, the Sorceress urgently calling Adam to the Evergreen Forest to help defend the Skytree from the Dreadhost.
- **Midpoint:** Adam relays the news of Skytree's threat to Duncan, who in turn rallies Teela and the Defenders and they all race towards the Evergreen Forest on sky-sleds. Orko naturally will tag along for the ride as well even though nobody invited him (Duncan will irritably tell Orko to stay out of their way so that he doesn't distract them). Midway through their trip, Adam splits off from the main group and says that he is going to get He-Man, with Teela making a snarky comment that He-Man would be more useful than Adam anyways. Once he's far enough away, Adam transforms into He-Man, leaves the sky-sled, and continues heading towards the forest on Battle-Cat. At the Whispering Valley, Moss-Man is busy contending with both Evilseed (this is where their rivalry is established) and the entire Dreadhost all by himself, leaving the Skytree vulnerable for Skeletor and his lieutenants to swoop in. The Defenders arrive to find Tullamore and the heads of the other Eldarin guardian's

heads mounted on spikes and Skeletor preparing to destroy the giant tree. The Defenders engage Skeletor's warriors, and we have another Duncan vs Trap Jaw rematch as the Defenders struggle to hold the line at the base of the Skytree. "We're losing ground!" Teela will call out. "Deploying backup!", Duncan responds, pressing buttons on his gauntlet. A sleek-drop pod slams into the dirt and the hydraulics hiss as Roboto steps out gleaming (*Mr. Roboto* by Styx will play here). Roboto will utter in a monotone voice, "Designation: Roboto. Mission: Observe. Adapt. Execute", as his HUD visor pinpoints all of the targets on the battlefield. Roboto gets a chance to prove Teela wrong as per Duncan's instructions, he begins single-handedly turning the tide of the battle using precision strikes, calculated shields, and covering fire for the wounded. "He's...kinda amazing", Ram Man admires in awe. But the victory is short-lived as Roboto malfunctions and shuts down, "I pushed him too soon...", Duncan will curse to himself. Yet there is hope as He-Man arrives to confront the disfigured warlord Skeletor and his witch. Lynn flirts with He-Man as she fights with him, toying with him and mistaking him to be the same clumsy warrior that Skeletor had beaten not too long ago. But this oversight allows He-Man to outsmart Lynn and defeat her. As He-Man moves on to Skeletor and the two begin to circle each other, they begin to argue over one another's ideologies and their motivations and moral alignment. Skeletor claims that Randor is a usurper and has taken much from him, including his face and all of his birthrights. When He-Man disregards this as a lie, Skeletor lowers his weapons and tells He-Man to ask the Skytree to show him the truth. At his beckoning, the Skytree shows He-Man the past, where it is revealed that Adam's grandfather King Miro had an affair with one of his servants, a Gar woman named Saryn, and impregnated her with Keldor, who would grow up to be Skeletor. King Miro had arranged for both mother and child to be shipped back to Anwat-Gar in order to cover up the scandal, and several years later his wife gave him a legitimate heir, Randor. He-Man is mortified to find out that he is related to Skeletor and the throne truly does belong to him, allowing Skeletor the opportunity to stab the emotionally distraught He-Man in the gut and weaken him. Even with his wounds, He-Man puts up a good fight and uses more brains than brawn this time around, impressing Skeletor but not enough to keep him from beating He-Man to a pulp. Teela rushes to He-Man's side but is tossed aside by a spell from the recovered Lynn, and she and Skeletor combine their magic to cut down the Skytree. Orko delivers a feeble attempt to stop them, but his spells are inefficient and He-Man, Moss-Man and the Defenders watch hopelessly as the Skytree falls, crushing a quarter of the Evergreen Forest underneath it.

- **Dark Night of the Soul/Adam's Need:** He-Man and the Defenders are forced to retreat back to the Drakymr Gorge with a traumatized Moss-Man. He-Man will provide him with a shoulder to lean on as he comforts Moss-Man and provides him with a new purpose to avenge the Skytree as a member of his team, the Defenders of Eternos. Moss-Man is grateful for the support and says he will consider the offer. For the first time, the others realize that Adam never made it back to them, and He-Man tells them that they were attacked by some of Skeletor's Dreadhost on the way to the Skytree and that He-Man had sent a wounded Adam back to the Sorceress for healing. Teela watches over a seriously injured He-Man with worried affection, and he asks to be dropped off at Castle Grayskull. There's a moment of tension as Teela

says she wants to go in and find Adam, but He-Man holds her off. He comes up with the excuse that the castle is haunted with magical booby traps and that he'll send Adam out once he's inside. After the Defenders oblige He-Man's wish, the Sorceress tends to He-Man's wounds, allowing him to transform back into his normal self. Adam has an emotional breakdown and gives the Sword of Power back to the Sorceress, telling her that he isn't qualified to stop the Dreadhost and that all he's ever done is fail Eternia. He tells her to find someone else who is more suited to be Grayskull's champion, somebody like Randor or Duncan or even Moss-Man. Adam is throwing in the towel. He's quitting because he legitimately thinks that he sucks at this job. The Sorceress gently sits Adam down as he cries with frustration and hopelessness. She tells the young prince that all of his problems that he faces in life will never leave him alone. In fact, *nobody's* problems *ever* leave them alone. Not even someone as highborn as a prince. Even if you choose to ignore life, life will never ignore you, and it will continue to beat you up over and over again until you decide to stand up and face your problems head on. She hands the Sword of Power back to Adam, and he gingerly accepts it before returning back home with Cringer, where instead of being met with criticism and ridicule like before, he is met with care and concern from his parents as they embrace him and are grateful that he made it out of the Evergreen Forest alive.

ACT 3

- **Shadow Wing is Unleashed:** We have a graphic match cut that is an homage to the original 80's opening titles where the skull on Castle Grayskull transitions to Skeletor's face as we switch the scene over to Skeletor's POV in the Ice Mountains. The Dreadhost transports the felled Skytree across Eternia up to the Ice Mountains. On the ground, the tree is tethered and pulled by a combo of Ra'qazz's war beasts and Land Sharks, pushed by Evilseed's vines and carried by any remaining warriors. Once they reach the mountains, the Fright Flyers, Rotons and Ra'qazz's flocks of gryphons lift the colossal tree with chains and carry it to Darksmoke, where they drop it at the foot of Shadow Wing's lair. Shadow Wing emerges, well pleased with Skeletor's victory, and agrees to fulfill his side of the bargain. He takes flight for the first time in years and heads straight for Eternos, with Skeletor, Lynn, and the rest of his Dreadhost not too far behind.
- **Climax/Dragon Battle Part 1:** Adam, Cringer and Orko are on their way to go train with the Sorceress at Castle Grayskull when they hear Shadow Wing's roar echo across the sky. The Sorceress commands Adam to intercept the dragon and although he is extremely intimidated by the powerful creature, Adam obeys the Sorceress and transforms into He-Man. He-Man, Battle-Cat and Orko meet Moss-Man at the Fields of Evermore, where they make their stand and hope to hold back Shadow Wing until the royal military can make it to support them. Galloping through the farming villages in Evermore like Nowella and Cathenay, He-Man shouts at all of the townspeople to set their animals loose and evacuate before they are consumed by the dragon. The panicked ranch hands and farmers scatter, allowing He-Man to breathe a sigh of relief. Moss-Man advises them that every dragon's weakness is their soft underbellies. Skeletor and his goons arrive to enjoy the show and watch the destruction from a safe distance. Moss-Man, still distraught about the death of the

Skytree, is hell-bent on revenge and abandons He-Man to try to kill Skeletor. The Dreadhost scatter and dodge Moss-Man's attacks, leading to Moss-Man and Evilseed having a rematch. Meanwhile He-Man and Battle-Cat do their best to hold back Shadow Wing alone. (*I Need A Hero* by Bonnie Tyler will play twice during this sequence; once when He-Man is on his way to confront Shadow Wing, and again when we cut back and forth between the Moss-Man vs Evilseed fight and the He-Man vs Shadow Wing fight.) He-Man picks up boulders and hurls them at the dragon, distracting Shadow Wing long enough for Battle-Cat to climb up the dragon's tail, run across his back and attack Shadow Wing's face. Shadow Wing is able to shake Battle-Cat off and fling him across the field, but not without getting his face torn up and a chunk of his neck being ripped by Battle-Cat's teeth. He-Man calls for Moss-Man's help and the forest guardian will manage to get the better of his rival and he vanquishes Evilseed in time to go aid He-Man. Together they utilize teamwork against Shadow Wing, combining their powers to gain some ground and do some damage to the ancient serpent. But it's not enough and they're not able to land a hit on Shadow Wing's vulnerable stomach. They start to tire and get worn out. Moss-Man's vine and root constructs keep on being burned to ash by dragon fire. The Fields of Evermore are burning, transforming the landscape into a charred and smoldering battlefield. Shadow Wing tosses Moss-Man around in his mouth and then turns around and swats He-Man with his tail, seriously injuring both of them and knocking them out.

- **Climax/Dragon Battle Part 2:** The royal military arrives with King Randor, Teela, Duncan and the Defenders at the head as they engage Shadow Wing. But the mighty dragon laughs at the meager resistance they pose against him, and he treats the fight like it's a fun game. He toys with the soldiers and taunts them as he propels the Stridors away with the beats of his wings, crushes the Battle-Rams beneath his paws, and eviscerates the Attack Traks and the Sky Chariots with his decaying shadow breath, rusting steel within seconds and crumbling stone to dust. He lets the surviving soldiers run away for a little bit before enveloping them in a billowing pillar of shadow breath, watching as his attack causes metal and living tissue to wither as the soldiers become consumed by entropic blackness, causing lifeless skeletons to collapse in rusted suits of armor. We can have a moment here where Mekaneck uses his retractable arms to save his son Philip and where Ram Man will bellow, "I AM RAM MAN!" charging headfirst into the dragon's flank and on manages to irritate the beast. The new and improved Roboto is deployed from Duncan's workshop, and the upgraded droid uses his new jetpack to fly himself to the battle, redeeming himself as he buys the heroes time to recover and uses his new features to take the pressure off them for a while (*An epic remix of Mr. Roboto* will play here). He even manages to save Teela's life with his new energy shields, earning her reluctant praise as she says, "Thanks...I guess you're more than just a walking toaster." Roboto will respond, "Correction: I have never made toast." Invigorated by Roboto's actions, Stratos rallies the pilots and leads an air assault against the dragon but that ends in disaster as well. It's useless as it becomes clear to them all that there is no hope left. He-Man, a bloody mess, groggily wakes up to see that they are losing badly and are on the verge of defeat. In a few seconds, Shadow Wing will completely decimate them and there seems to be no chance of stopping him. The Sorceress telepathically calls out to He-

Man and urges him to get back up and continue fighting. He-Man's spirit is broken, and he's lost all hope. The Sorceress begs He-Man to believe in himself. He-Man thinks of his loved ones: of Teela, Cringer, Duncan, his parents, his people. Suddenly, the Power Sword begins to call to He-Man, he reaches for it and is immediately seized with unimaginable power. (As we see this, we start to hear the instrumental version of *I Need A Hero* playing again, first low then steadily rising as He-Man recovers.) The energy transfers from the sword into his body, healing both him and Battle-Cat. He-Man rises and aims his weapon at the heavens, shouting "By the power of Grayskull!", summoning a lightning bolt to strike the blade of the sword and fuel it with divine magic (the beat to *I Need A Hero* climaxes here and starts to transition to a heavy metal remix of the song). The unexpected appearance of the lightning bolt grabs everybody's attention and Shadow Wing turns and narrows his eyes as he faces this new challenge. With this newfound strength, He-Man hops onto Battle-Cat and they race back into the fight, charging straight towards Shadow Wing as the old dragon gallops towards them (heavy metal version of *I Need A Hero* crescendos). The Defenders jump in and lend He-Man their assistance as well, helping distract the dragon while He-Man charges up his Power Sword. Shadow Wing realizes that he is in danger and takes to the skies, shaking off all of the Defenders who were previously grappled onto him. He-Man orders Stratos to lift him and fly him up after their enemy, with Duncan and the rest of the Defenders providing covering fire with sky-sleds and Wind Raiders. Shadow Wing rears back around and breathes fire down at them, He-Man orders Stratos to throw him and immediately dodge the barrage of fire. Stratos obliges and in mid-air, He-Man fires the lightning bolt from the Power Sword and cries, "I have the power!". It pierces straight through the torrent of flames and blasts Shadow Wing straight through the belly and out his back, killing the old serpent.

- **Victory:** Shadow Wing's corpse topples from the sky and is about to squish the remaining soldiers underneath him until a massive shield of roots, vines and thorns encase the heroes and protect them. King Randor turns to thank Moss-Man and is baffled to see Orko instead. Orko was the one who had cast the spell while Moss-Man is still lying unconscious and wounded. The king and the Defenders happily congratulate the ecstatic Orko on having finally cast a successful spell and the Defenders show the jester their gratitude by dogpiling him with friendly bear hugs. He-Man is caught in freefall by Stratos and before they can land, they spot Skeletor being absolutely floored by this unpredictable turn of events. He gazes upon He-Man with a newfound fear as He-Man and the rest of the Defenders – exhausted yet vigilant – stand together at the front of the Eternian forces and stare down the Dreadhost. He-Man will lift his sword and boldly call out a challenge for Skeletor to come and face him. Skeletor orders his cronies to wheel around and take flight for Snake Mountain. The battered and depleted forces of Eternos break out in cheers. Philip and Teela will both embrace their fathers as King Randor approaches He-Man and shakes his hand before saluting him, prompting the rest of the army who is surrounding them to unanimously salute their champion. He-Man is overwhelmed with joy at this reception, as the Defenders rush in to congratulate him with claps on the back, handshakes, and shoulder clasps (Ram Man will give him a playful noogie). Amidst the throng of warriors, Duncan will give He-Man a silent but knowing nod,

which He-Man responds with a beam of appreciation. Teela will then share an awkwardly cute moment with He-Man as she gives him her own congratulations, and we can tell that they are both attracted to each other but don't know how to appropriately convey it.

- **Resolution:** Adam and Cringer will return to Castle Grayskull and the prince will thank the Sorceress for not giving up on him and for being the first person in Adam's life to actually see his potential and believe in him. We cut to a montage of the heroes regrouping as they collect the dragon's corpse, the village of Myrathorne being rebuilt, Zoar returning to the Sorceress' arm as she watches from the walls of Castle Grayskull, and Skeletor miserably licking his wounds and recalculating his strategy in Snake Mountain. The last scene of the film will be an epic wide tracking shot of He-Man riding Battle-Cat across the vast and beautiful landscape of Eternia, with Prince Adam narrating an epilogue while either *Heroes* by David Bowie or *In a Big Country* by Big Country plays in the background. The narration will go something like this, "Funny thing about being a hero – you can have the best people in the world telling you what it means to be one. But in the end – you kinda have to just figure it out for yourself. When I was a kid, I thought heroes were invincible. Big swords. Bigger muscles. And no fear. But the truth is...sometimes heroes are terrified of what life throws at them. Sometimes they screw up. And sometimes...they just run when everything comes crashing down. I should know. Because I ran. But today – *today* – I didn't run. Not when it mattered. Not when the people I love needed me. I still don't have all the answers. I don't know what kind of king I'll be someday, or if I even want to be one. I don't know what Skeletor's planning next, or why the world feels like it's holding its breath. But I do know this. Being a hero isn't about being perfect. It's about showing up. Standing your ground. Even when you're scared out of your mind. And maybe – just maybe – that's enough to start with. Eternia is still standing. And so am I. So go ahead, Universe. Throw whatever you've got. I've got a magic sword, the powers of a demi-god, and the best friends anyone can ask for by my side. I'm ready to become the master of my own universe. Let's see what happens next." The final shot will be of He-Man looking boldly out into the horizon, the sun shining bright on his face as he closes his eyes and takes a deep breath, soaking it all in. He opens his eyes and exhales, lifting his chin with pride and giving a wistful smile filled with optimism as Battle-Cat gives a triumphant, celebratory roar.
- **The End**