

SHE-RA: RISE OF THE LIGHT OUTLINE

ACT I

- **Prologue:** Castle Brightmoon burns in the distance, casting an eerie glow over the Etherian night. Glimmer crouches behind a ridge with a large group of survivors – rebels, wounded soldiers, and terrified civilians. Her eyes are locked on the throne room through a spyglass or a distant magical projection, trembling with emotion. One of the Brightmoon soldiers standing watch over the princess will whisper to her, “we have to move. The Horde will sweep the hills next.” “Just a little longer...”, Glimmer replies, keeping her watch steadfast. Through the glass, she sees Queen Angella pinned to the floor with a sword through the wing – flanked by Despera, Catra, and Lohni. Despera issues the sentence. The Hordemen begin marching Angella away in energetic manacles. “No...no, no, no –”, the princess surges forward, but Bow grabs her arm and pulls her back. “Glimmer, don’t! You’ll end up right alongside her or worse yet, dead! She stayed behind so you could get away!” Glimmer turns to her lifelong friend, “she’s my mother!” “And you’re the future! Look at these people! She gave herself up so you could save them – don’t waste that!”, Bow argues back. Glimmer turns back to face the castle and collapses into a kneel, barely holding back tears. Her fists glow faintly with pent-up magic, her breath shallow. “I swear to the moons...I’ll get her back. I don’t care who that monster is. I’ll burn the whole Horde to the ground if I have to”, the princess vows as the camera lingers on her face – grief hardening into resolve – as the survivors vanish into the boughs of the Whispering Woods, leaving the burning castle behind.
- **Shadow Weaver and the Sword of Power:** Shadow Weaver confesses to Adora that after she learned the true potential behind the Sword of Power’s capabilities, she had planned on claiming the Power of Grayskull for herself and using it to destroy and supplant Hordak.
- **She-Ra’s Hideout & Kowl:** When Adora first returns to Etheria, she fights her way through the Fright Zone in her She-Ra form, scouring her former home in search of Catra and Lohni. But she fails due to some oversight that will be directly linked to her character arc for this film. When she is forced to retreat, She-Ra will take sanctuary in the wild, setting up camp in the Whispering Woods, where she is visited by a curious and hungry Kolian in search of food. The Kolian will gently sniff at the bags on her belt before climbing up on Adora and tickling her with its nose as it clambers around her shoulders and smells her hair, even licking her at one point. Laughing softly, Adora will pick up the furry little creature and feed it some of her rations, which it doesn’t find all that appetizing. “I don’t blame you”, Adora comments flatly, adding that once she got a taste of real food, she couldn’t go back to eating Horde rations. Yet, at the same time, it’s all she has to survive on at the moment. The Kolian will then return to the forest to forage for food, climbing up trees and nibbling on some leaves, prompting Adora to follow its example and munch on the leaves like they are chips. The Kolian will have a cute moment with Adora where it sneezes on her face while she is holding it. “Sure. Why not?”, Adora

says as she wipes the Kolian's sneeze off her face, sighing as she holds the adorable little creature in her arms. She has a flashback of her playing with Adam when they were children, with Adora's astral form being projected to the prince's playroom so that she can interact with him. The two of them sit close together as Adam reads aloud a children's story – probably an Eternian fairy tale – from a holobook. Flash back to the present as Adora smiles fondly at the memory, glancing up as the Kolian decides to nestle in the tree above Adora's tent and fall asleep curled up on one of the overhanging branches. "You remind me of something...from when I was little. I think there was a story...or a picture in a book. A guardian owl", Adora says as she shrugs, pulling her cloak tighter, "Kowl. That sounds right".

- **Hordak Makes Moves:** Hordak – against Shadow Weaver's advice – will promote Catra to the station of Force Captain, succeeding Despera as the commanding officer of the 13th Vanguard Legion (Obsidian Fangs). Meanwhile, to ensure that the Horde is no longer plagued by more chaotic insurgencies within its own ranks, Hordak has the science division concoct a new formula known as the Elixir of Convergence. Which is essentially indoctrination fluid that is injected into the bloodstream of each of the organic members of the Horde, ensuring complete and total loyalty. If anyone tries to follow in Despera's footsteps and defect from the Horde, then the Elixir will activate, and it will kill the defector(s) within an instant. Hordak explains all of this in a speech as each of the Force Captains and Lieutenants are subjugated to a mandatory ritual where they are all ceremoniously injected with the Elixir.
- **Adora Meets Madame Razz:** Much like how Luke Skywalker first meets Yoda in *the Empire Strikes Back*, Adora will meet the legendary hermit Madame Razz when she shows up at Adora's camp (Adora at first draws her weapon to defend herself from an intruder, but relaxes her guard when she sees it is just as an old beggar woman) and the old woman begins causing chaos as she mischievously invades Adora's privacy and rummages through all of Adora's belongings, frustrating Adora to no end. Not wanting to hurt an old lady, Adora commands the senile old peddler to stop making a mess. Yet the elderly woman takes no heed as she continues to make herself at home, trying some of Adora's poor cooking and immediately spitting it back out, exclaiming, "oh, deary my" in shock and disgust. Kowl will immediately take a liking to the stranger, approaching her and reacting with affection when the old woman greets him warmly and fondly scratches his belly after he rolls over for her like a puppy. She greets Kowl like an old pet she hasn't seen in a long time. It isn't until Adora puts hands on the old woman that the hermit reveals she is a powerful magician, trapping Adora with a simple spell. Madame Razz will be surprised by the spell, as it wasn't the one she was trying to cast but shrugs her shoulders as it all worked out in the end. Giggling, the old woman will cheerfully introduce herself to Adora as Madame Razz, the Witch of the Whispering Woods. Adora is confused as she thought the legendary Witch of the Whispering Woods referred to a great and powerful sorceress, to which Madame Razz gets dramatically (yet humorously) offended at the remark, asking Adora what exactly she was expecting. Adora admits she was anticipating someone younger and stronger. Probably more beautiful and angelic. Madame Razz's binding spell over Adora will intensify as she corrects the warrioress and explains that strength and youth are not always synonymous. As far as age goes, Madame Razz believes she looks quite good for someone who is over a thousand years old, adding that she was quite striking in her younger years, as everyone in Etheria at one time used

to swoon over her. Raising Adora's ire even more, the strange peddler will pick up the Sword of Protection, whistling with admiration and complementing on how well-made and special the sword is, cryptically mentioning that Adora doesn't even realize just *how* powerful the sword truly is. Even though Adora forged the Sword herself with the power of the Goddess (something Madame Razz already knew inherently), Adora is not fully aware of the Sword of Protection's capabilities or true significance. Madame Razz will address Adora by name, to which Adora naturally follows up by asking how Razz knows her. The witch will cheekily respond that she knows many things that have long since been forgotten and faded into myth and secret, calling her, "Princess Adora Grayskull, Lost Heir to the throne of Eternos – or should I say, newly restored Heir" she adds with a wink and a warm smile. With Adora wincing and growing increasingly uncomfortable in the binding spell, Madame Razz explains that she will release Adora so long as she promises to behave herself. Adora agrees and she experiences great relief when the spell is lifted, and she is allowed to move freely again. Since Adora is such a helplessly poor cook, Madame Razz will invite her over for dinner. Adora acquiesces, defensively explaining that it's not her fault she doesn't know how to cook. She only ever ate military rations when she was with the Horde. Madame Razz will shake her head sadly, muttering "it's all a travesty really". At Madame Razz's cozy hut, the hermit witch will serve Adora and Kowl dinner (enlightening Adora to what a Kolian's diet consists of) while Razz's Broom gets fussy with their guest, irritably getting territorial when Adora accidentally sits in Broom's usual spot, and again when Adora moves, but doesn't realize she moved to where Madame Razz usually sits, vexing the condescending Broom even more. As she cooks, Madame Razz will accidentally cast the wrong spell to aid her in preparing her dish, which leads to a bumbling mistake that the witch quickly tries to cover up her error from her guest. Although it is quite obvious to Adora – and the audience – that Razz is kind of airhead. The tone of the conversation will get serious as Madame Razz will interview Adora, studying her through a series of questions, each one deeper and more personal than the last as she digs deeper into Adora's soul. Madame Razz is trying to discern Adora's heart and read her true character. Madame Razz asks Adora what she is doing back in Etheria, and when Adora answers that she came home to liberate Etheria from the Horde, Razz will counter that *Eternia* is her true home. Adora clarifies that while her family *lives* on Eternia, *Etheria* is the only home she's ever known. Razz asks why Adora chose to return to a war-torn land when she could have stayed and lived a life of luxury as a princess of Eternos. Adora will repeat the same motive she gave to her parents in the *Guardians of Grayskull*, where she explains that she is partially responsible for Etheria being a war-torn land to begin with. Her duty and honor demand that she returns to liberate the innocent people she helped conquer and enslave. She wants to atone for her past mistakes, confessing that she wasn't aware of the Horde's deception until recently and is seeking to use her newfound powers in making things right. Madame Razz asks what Adora's first step in her plan is, and Adora shares that she wants to find the remnants of the Horde's enemy – the Great Rebellion – and support them in overthrowing Hordak and restoring Etheria to the natives. Madame Razz counsels Adora that for all intents and purposes, her new allegiances have essentially made her a new player in this game of chess that the Horde is playing with the Rebellion. Adora is on unfamiliar ground. She's not used to playing as a rebel, and she needs to be very careful to ensure that her ignorance doesn't lead her to unintentionally endanger the other players

on her own team. Madame Razz offers to be Adora's guide since she is out of her element, but Adora's pride gets the better of her as she turns down the witch's offer. Mostly because she thinks Madame Razz is insane and doesn't entirely trust her to provide accurate or reliable information. "Whatever gave you that idea?", the witch will ask, and as if on cue - something behind Razz breaks and collapses as a result of her earlier spell backfiring. Adora stands, scooping Kowl up in her arm, as she thanks Madame Razz for her hospitality but thinks she's better off on her own. Madame Razz insists that Adora will need her help to find the rebels' camp, to which Adora responds, "I think I can manage".

- **She-Ra Finds the Great Rebellion:** After careful searching and tracking, Adora manages to find the Great Rebellion's secret hideout deep in the Whispering Woods, cloaked with a powerful shielding spell. Adora will notice that she is being watched, and she abruptly stops walking, boldly calling out for whoever is shadowing her to stop hiding like a coward and show themselves. In response, a patrol of hooded ranger-like rebels will slowly appear in the eaves above her, staring down at her ominously with their faces concealed by either masks or the shadows of their hoods. The watchmen will aim their bows and spears at Adora, greeting her with hostility as they inform Adora that they've been keeping track of her progress throughout the forest. The lead sentry demands that Adora reveal her purpose there, as she is trespassing on sacred ground and should not have been able to find this place without some kind of supernatural aid. "Or unless there is a traitor in your midst", Adora responds, causing an uncomfortable silence to follow as the watchmen glance at one another. Adora assures that she is no threat to anyone but the Horde, to which the lead sentry reply, "that's exactly what a Hordesman spy would say". It isn't until Madame Razz shows herself and vouches for Adora's character, beckoning the watchmen to let them enter the camp. The watchmen react with great reverence and respect towards Madame Razz, following her wishes at once. Humbled, Adora grudgingly thanks the old hermit for her help, and Madame Razz winks mischievously at the young warrioress as a way of saying "I told you so". Madame Razz insists that there will be time for her to rub it in Adora's face later, but for now, she wants Adora to save her words for the rebel leaders, instructing her to let Razz do the talking until Adora is called upon to speak.
- **Adora Meets Glimmer & Bow:** The lead sentry will escort Madame Razz and Adora to where the Rebellion's war councils are held. Along the way, everyone who catches sight of Madame Razz or passes her by acknowledges her with a bow, a kneel, a genuflect, or a reverent greeting, as if she were royalty or some divine figure. Madame Razz introduces Adora to Queen Tara and Princess Glimmer, the current leaders of the Great Rebellion – with Tara admitting that there isn't much about their rebellion that is "great" at the moment. The lead sentry remains for the meeting as well, and when prompted by the rebel leaders, he removes his mask and hood, introducing himself as "Bo".
- **The Rebellion's Plan:** To win the trust of the Rebellion as well as coordinate a strong offensive against the Horde, Adora boldly proposes going on the offense and taking the fight to Hordak. Tara and Glimmer explain that they don't have the means to carry out such an aggressive campaign. They don't have the numbers or the resources. That is when Madame Razz suggests reuniting the Six Queens of Etheria. They already have one of the queens – Tara – on their side. Now they just need to rally the other five. The first step in this plan would be rescuing Queen Angella and restoring her as the leader of the

rebel movement. With Angella back, they'd be able to call upon the support of the Mizari and bolster their ranks. Glimmer is in full support of the mission, eager to finally save her mother. While others remain skeptical at the idea, believing it to be too risky, or even worse, a trap. But in order for this path Adora has chosen to be a success, Madame Razz informs Adora that she must go through training. Adora at first resists, stating that with She-Ra's powers, she doesn't need anymore training. But Madame Razz corrects her, stating she is going to be providing Adora with a different type of training than she is expecting. Something a little more unconventional and challenging for a hardened soldier such as herself. Because if Adora were to try to rescue Queen Angella now, she would fail just like she did when she first attacked the Fright Zone and tried to rescue Catra and Lohani.

- **Bo and Tara:** After the meeting with Adora, Tara will speak with Bo about her and ask what he thinks of the newcomer. Here we establish that Tara is attracted to Bo yet he does not return her affections, being something of a heartthrob for the rest of the Rebellion.

ACT 2

- **Adora's Training:** Madame Razz will assign Adora empathy training to help her become a better leader, because as of right now, she is an excellent soldier and doesn't require any training in that area. She has a strong sense of honor and is incredibly disciplined and experienced with swordplay and combat. But she is severely lacking interpersonal and leadership skills. So, to help with that, Madame Razz will put Adora through a series of spiritual and magical lessons, helping Adora not only be more in tune with the planet of Etheria and all life that exists on it, but also be more in tune with herself and to quell the turmoil that plagues her heart. These lessons will include meditations of self-reflection, pilgrimages to ruins of the First Ones, lectures about the Six Queens of Etheria, etc. One of the lessons will be more comedic as Madame Razz hosts a mock debate between Glimmer and Bo with Adora having to act as the mediator. Yet, things will tend to get out of hand due to Glimmer's strong and abrasive personality, and Adora epically fails as the mock debate escalates into a serious yet still humorous argument as Glimmer accuses Bo of doing something minor and insignificant that got under her skin and Bo in turn gets defensive. Throughout this training, Adora develops a strong friendship with Glimmer and Bo, turning the three of them into a Power Trio as the newly-forged best friends bond and learn to grow and trust one another. Here, Bo may even begin to develop a secret crush for Adora. Another one of the lessons in leadership Adora can exercise is training the rebels in specific anti-Horde tactics, providing them with insider knowledge that the rest of them are unfamiliar with. Adora will also teach the rebels more advanced forms of physical combat, her goal being to build them up in a strong and united fighting force using the same principles and discipline she exercised as Force Captain of the Horde. Such as battle strategy, swordsmanship, marksmanship, etc.
- **Hiring Seahawk:** Following Adora's example and steering away from traditional war techniques, Bo will introduce Adora, Glimmer, and Tara to an associate of his – the pirate Seahawk and his crew of miscreants. They manage to convince Seahawk into accepting their contract and becoming a smuggler and arms dealer for the Rebellion in exchange. What finally sells Seahawk is when upon request, Adora transforms into She-Ra, proving

that the stories about the Horde defector are true. Seahawk smirks, saying that he senses a change in the wind, indicating that the tides are turning. Clearly attracted to She-Ra, Seahawk shakes hands with Bo, proclaiming that they have a deal.

- **Mini-Defeat:** Adora can experience a mini-defeat when she fails in one of her lessons and Madame Razz becomes deeply troubled, as she is disturbed by the darkness she sees in Adora. It reminds her too much of the darkness she once saw in her former proteges when she used to train the Six Queens of Etheria, and she contemplates ending Adora's tutelage out of fear of history repeating itself. Perhaps these former apprentices who had gone rogue were Entrapta and Scorpia? Possibly even Shadow Weaver or the realm of Mystacor?
- **Adora x Spirit:** Adora meets and befriends the unicorn named Spirit, who speaks to her telepathically. Spirit chooses Adora as his rider, and this becomes a pivotal moment in the eyes of both Madame Razz and the Rebellion as they see that Adora is fulfilling the Astravale of the Returning Star. This scene will draw reference from the scene where the White Hart bows before Snow White in *Snow White and the Huntsman*.
- **Midpoint/Queen Angella Rescue Mission:** She-Ra and her rebel allies manage to rescue Queen Angella, but at the cost of losing Lohni. She-Ra will convince Lohni to abandon the Horde and accompany her, but as they are leaving, the Elixir of Convergence within Lohni's bloodstream activates and she is killed, dying in She-Ra's arms.
- **Act 2B/Glimmer Learns the Truth:** Once they are all back safe and sound to the Rebellion's hideout in the Whispering Woods, Queen Angella will recognize Adora as Despera and expose her former identity to the rest of the rebels. This causes Glimmer to turn on Adora, feeling lied and betrayed to by someone she trusted. Despite being saved by her, Angella remains proud and aloof as Adora leaves the hideout and returns to self-exile. The Queen of Thaymor doesn't so much as say a word or try to stop Adora as she leaves. Bo – being the empathetic and reasonable one – will call Angella out on this, claiming that Angella owes her freedom to Adora and can at least show gratitude for that. But Angella haughtily states that Adora was also responsible for her capture and, not to mention, the Fall of Brightmoon, the Rebellion's current state of destitution, and the deaths of dozens of their fellow freedom fighters. As far as Angella is concerned, Adora has a long way to go before she can even come close to atoning for all of the atrocities she has committed against them and their cause. Madame Razz will likewise chastise Angella for her pride, quoting that Angella's superiority and lack of empathy is just as hurtful to the Rebellion's cause as Adora's actions as Despera were. The truth is, the Rebellion was hurting long before the Fall of Brightmoon – and will continue to suffer – because of Angella's stubbornness and her inability to form meaningful attachments. Angella's cold demeanor has a tendency of alienating potential friends and allies. But out of everyone who gets pushed away, her daughter experiences this most of all.
- **Reconciliations:** Queen Angella – stirred by Madame Razz's words – will sit down with Glimmer and have a heart-to-heart with her about their estranged relationship and how much of a toll the death of King Micah has had on Angella. The queen admits that she has allowed her grief to tear her apart so much that she has become blinded to the greatest gift Micah ever left her – their daughter. Angella promises to work on being more open with her daughter and to not be so controlling, ending the emotional conversation with a heartwarming embrace.

Disclaimer: This file is an unfinished work-in-progress and may contain rough ideas, incomplete information, and outdated/abandoned concepts.

ACT 3

- **Light Hope/Adora's Need:** When she's at her lowest, Adora will ride Swift Wind to the Crystal Castle and seek solace with Light Hope. Here, the very heart of Etheria itself will speak comforting words of reassurance and wisdom to Adora. Light Hope will help Adora acknowledge her Need and complete her character arc before returning to the fold as She-Ra.
- **Climax/Reclaiming Castle Brightmoon:**