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ROBERT -

If you find yourself with a free minute or so in the next few days/week, I'd appreciate it el mucho if you could glance through this and let me know if anything strikes you offhand as having been overlooked, or if there are any new characters in scripts you're now working on that should be included.

And remember, now, this is for the washer/dryer and the trip to the Bahamas!

Joe

*PRELIMINARY
DRAFT*

HE MAN AND THE MASTERS OF THE UNIVERSE

UPDATE TWO

Straczynski

The second season of HE MAN AND THE MASTERS OF THE UNIVERSE was marked by the appearance of a wide range of characters (good and bad), situations and vehicles. Many of these may warrant further attention. For the purpose of this series is not just to provide isolated stories, but to form a complete picture of another world, another place and time, of which each individual story is but one thread in the tapestry. What distinguishes the show is that the characters not only have their own unique powers and skills, but their own histories, origins, plans and ambitions.


The characters and other story elements that follow have been selected for their potential for dramatic action and growth in future episodes of HE MAN.

And now the house lights dim and the spotlight flashes to life as the first of our parade of characters walks/stomps/skitters/crawls/wheels/scrabbles/leaps onto the stage

ALLIES

We all get by with a little help from our friends -- and when you're He Man, help can come from the most unexpected of sources. From on and off planet, from other dimensions, from the workings of Time itself . . . all of them dedicated to seeing the works of evil ended on Eternia.

Meet just a few of these allies against darkness



MEKANEK. A really nice guy. A heroic-type warrior with goggles that let him see a bit further and into other rooms, and a long, expandable neck which he can use to scout terrain or save someone dangling from a tree. Even with his computer-aided goggles (like a scanner screen), he isn't as powerful as He Man, or as fast as Teela, or as magical as Orko, but he gives it his all. He is always eager to be of assistance to He Man et al at the drop of a throat lozenge. MU #66079

KOL DARR. A fierce-looking armored warrior who has worked with He Man in the past (in episodes we haven't seen yet). His upper face is covered by a mask, and is highly muscled. He briefly was captured by Skeletor, who created a duplicate of him in an attempt to learn the secrets of Castle Greyskull. He is aided by his flying, Pegasus-type robot, SHADOW MASTER, who has the ability to blend in with shadows. His red eyes glow, and can emanate force beams, and he has a built-in side compartment from which an assortment of implements can emerge -- including ropes to snag baddies. MU #66111

THE GUARDIAN. Deep within the labyrinthian Castle Greyskull is The Guardian, a living statue -- a huge head and neck that protrudes into a corridor -- that guards the twin doors of the inner castle. Behind one is the Secret of Greyskull; behind the other -- the intruder's true nature. He can be used elsewhere to good purpose in stories concerning the mystic origins of the Castle.

MOSS MAN. Fungoid master of disguise. Can become any sort of plant, whereby he can eavesdrop on plots being hatched. He has a pleasant smell, is roughly man-sized and green as can be. MU #66116

INTERGALACTIC POLICE. Every so often on Eternia, there is a cop around when you need one. These interstellar cops rove in search of equally interstellar rogues, thieves, slavers and smugglers. They are crisp, efficient, polite, and carry holographic devices that function as wanted posters. MU #66109

SQUONGE. Orko's pal from Trolla, recently cured of his tendency toward exaggeration. At least, that's the theory. That's what he tells us, anyway. He travels around the galaxy in a pyramid-shaped ship, and can come in handy from time to time. MU #66109

THE GATEKEEPER. Deep below the surface of Eternia is the Gatekeeper, a literal gate (a round, stone gate with a hole in the middle) inhabited by the spirit of a wizened old man, who can send you anywhere and anytime you want to go. Trouble is, he hasn't talked to anyone in the last 600 years, and he's a bit rusty-- so finding what you want, and where you want, can be an exercise in trial-and-error. Can be used for comic as well as dramatic potential. MU #66121

STRIDOR. He Man's robotic horse. Piston legs and an iron will, combined with a nature that's more horse than robot. MU #66073

THE KEEPER OF TIME. Residing in Hourglass Mountain, the old Keeper monitors the Sands of Time in a huge hourglass, without which Time itself comes to a grinding halt. He is surrounded by clocks of all types. MU #66115

THE COUNCIL OF SEASONS. Miss Summer, Lady Spring, Old Man Winter, and Count Fall -- they supervise the Emperor of Simbar, allowing him permission to rule each year. They also rule and initiate the seasons on Eternia. MU #66115

VILLAINS

But with the good must come the bad . . . and among the worse folks on Eternia and off are some truly evil characters, armed with vast powers and ambitions against the forces of good. Their goal: enslavement, conquering every inch of land and mastering the people who work it.

These, then, are the agents for evil arrayed against
HE MAN AND THE MASTERS OF THE UNIVERSE

WEBSTOR. A black-armored villain who is closely associated with Skeletor. A spidor-like being, he can fire a grappling hook and is inordinately strong. MU #66066

ENERGY BEAST. A being composed of pure energy, from which lightning bolts comprise its limbs, head and torso. The Energy Beast has no set form, changing constantly as it mores and reacts to various situations and challenges. It can grow, and at one point became as tall as Mount Eternia itself, then filled the entire sky of Eternia. Curiously, the Energy Beast began as The Whispering Scroll. Roughly two feet tall, contained in a glass case, the Scroll was found in a cavern inside a glass case. The Scroll was able to move by itself, swaying like a cobra, and spoke with a mysterious male voice. MU #66067

BATROS. Leader of the Bat People, who reside on the dark side of Eternia. This leathery-winged baddie comes equipped with great strength, cunning, a radar sense that helps him to avoid nearly anything, and his favorite weapon: a bat-shaped boomerang. He can work only at night, since the sun is too much for him to take. He is susceptible to any bright light. His goal: to establish eternal darkness on Eternia. MU #66072

ICER. Another henchman of Skeletor, albeit part-time. Icer lives at the Top of the World, where the polar ice caps are. He's large, roughly human-shaped, but composed of articulated chunks of bluish ice, with bulging ice muscles. He conspired together with Skeletor to gain access to the Weather Station, and control Eternia's climate. MU #66076

WHIPLASH. A scaly villain, lizard-like, with a fearsome crocodile tail that he can use as a bludgen. He's a particularly mean type, and not as dim-witted as his appearance would seem to indicate. MU #66077

KOBRA KHAN. Lizard-like and sometimes teams up with Skeletor on one scheme or another. This humanoid snake can fire sleep gas from his face, is green and scaly, and tends to speak with a sibilant hissing. MU #66079

THE ENCHANTRESS. An evil sorceress, who wears an owl headdress and cloak. She is beautiful on the outside, but thoroughly wicked on the inside. MU #66098

DRUDE. The Enchantress's henchman. Drude is a frog-like creature with a Peter Lorre voice. Sometimes he walks on two legs, sometimes on four, depending on circumstances and his moods. He was last seen having grown to giant size, but could return as a normal-sized baddie once again. It should be noted that he reformed, and the Enchantress was put in his custody, but under her influence, there's no telling what his disposition might be when he shows up again.

MELBRAG. A tall, thin, con-man type, resembling (more or less) an Old West card shark. He wears a long black coat with a sparkling vest. He is good at minor tricks -- the old shell game, among them -- but his skill, and his usual route to defeat, lay in his ambitions to gain power. His biggest problem: he is a compulsive gambler, and his wagering can get him into even more trouble as he has to pay off debts in disagreeable ways. MU #66107

SPIKOR. Skeletor's human mace, a living weapon. He is several kinds of spiky; even his hands are weapons of sorts. He is strong, and may be considered dangerous. MU #66107

MODULOK. Formerly Galen Nycroft, evil scientist. He constructed a device while in prison to help him become the most deadly villain on Eternia, and emerged -- MODULOK! He comes with multiple arms, legs, two heads (when the social requirements call for it), and great physical strength combined with a scientist's intellect. He is aided from time to time by his ROBOT BIRDBAT, which looks just like it sounds like it would. MU #66123.

SLAVEMASTER. Interstellar dealer/capturer of slaves from a dozen worlds. He is tall, with a metallic face that looks like polished bronze, and wears a leather outfit and wide-brimmed hat. He rides in an armored hover chair with twin laser turrets, and his other accessories include a holstered laser device and a whip. A sure hit with the fashion crowd. MU #66109

JAWBREAKER. Slavemaster's henchman. Seven feet tall, wide, hulking, with a metallic body, a round head and visor-like eyes. His arms and legs can retract or extend into a variety of weapons. MU #66109

MORGOTH THE TERRIBLE. An ancient, giant wizard long ago imprisoned in another dimension by the Ancients. He is constantly trying to break through to Eternia and conquer. His symbol is a literal Wheel of Fire, and it took the combined efforts of He Man and the Sorceress to stop his last attempt. MU #66073

HEXON. An evil wizard who can shoot bolts of living energy from his hands. He captured the Keeper of Time and stopped Time for a while. MU #66115



ROYALTY

And where there are people, there must be good and wise rulers to lead them



KING PAW. King of the Cat Folk, who reside in the depths of the Vine Jungle. He resembles nothing more than a humanoid lion -- big, powerful, with a booming voice that commands your attention. He maintains a regal attitude, but at times can be just a bit comical. MU #66066

KING BARBO. King of Dark Moon. Rough but attractive, with the ability to look real mean when he gets mad. Something of a barbarian. MU #66080

SUBTERNUS. Leader of the Belots. Old, wise, with grey hair and a robe, in addition to his people's mole-like body hair and insectoid eyes. MU #66082

KING SALLAS. King of Sallasia, father to the then-wandering Prince Glitch, who became momentarily involved with Skeletor's gang. He has at his disposal huge -- really huge -- airships that can drop stalactites big enough to seal off the Palace itself. MU #66087

KING STEFAN. About whom we know little, except that he is father to Prince Dal, a hot-headed and impetuous youth, and that he is a tall, strong, Viking type, equipped with exotic armor and a flowing cape, who has had a long, running battle with the local Torcs, very similar to Orcs. MU #66090

TAMUSK. A large, barbaric man dressed in horned fur hat and skins, and carries a battle club. He may not look like much now, but he was King of Eternia thousands of years ago. MU #66097

KING MIRO. Father to King Randor, grandfather to Prince Adam, he is regal, ancient, with a white beard and a strong resemblance to King Randor. Missing for years, he was found under the control of the Enchantress, and freed. He now is somewhere on Eternia, wandering about, enjoying his freedom, but is one day to return to Eternos. MU #66098

EMPEROR KATHAR. Asian ruler of the kingdom of Simbar, with his daughter, Princess Kathay. Fancies himself a wise old fellow, fond of the occasional aphorism. MU #66115

PEOPLES

Eternia is a place of diversity, of different kinds and types of people coexisting (more or less happily) side by side. Since you can't tell the Belots from the Bibbets without a program, here follows a quick introduction to some of the newer peoples found inhabiting Eternia in Season Two



THE CAT FOLK. These humanoid felines are ruled by King Paw, and have many of the attributes of their name-sakes. Legendary in origin, they were stumbled upon via a secret passage leading down from the Temple of the Cat in the Vine Jungle. MU #66066

KROOMS. These orc-like creatures are distinguished by their piggish snouts, horned heads, hooved feet, devil tails and generally loathsome appearance. They carry spears, clubs, just about anything with the potential of stunning an enemy into next Tuesday. They largely communicate in unintelligible (to us) grunts, although the more gifted among them (and even these are hardly Einsteins) can dredge up the occasional word. They fly about on their riding beasts, called GEKS -- flying lizards, not at all like dragons. Any self-respecting dragon, on being compared to a Gek, would probably turn the one doing the comparing into something resembling very-well-toasted Rye Krisp. MU #66077

THE DARMI. Humanoid. They all tend to have an effete, intelligent look. They are very non-muscular, nearly wimpy, in a way. They are soft-spoken, and wear toga-like, high-tech fashion clothes, with triangular symbols as decoration. (The Eternian version of designer labels?) The kind of people who talk softly and can beat the pants off anyone at Trivial Pursuits. MU #66079

GOBLINS. Real nasty folk, not unlike the Orcs in "Lord of the Rings." They vary greatly even among themselves -- some are tall, fat, thin, whatever -- and can possess multiple arms, catfish-like whiskers, eyepatches, claws, and so on, together or in any combination. Their army is led by TATARAN, a general, fairly reptilian, with a huge jaw, tusks, red eyes, leather and bronze armor, a horned helmet, and fur-edged boots. Tataran would never be turned down for a VisaCard. Nobody'd dare. MU #66081.

BELOT. An underground-dwelling folk whose most prominent features are their mole-like hair, covering their entire body, and glowing, insect eyes. MU #66082

BIBBETS. Pygmy-like men, primitive, fond of war paint and long sticks with prickly briars on the end. At the top of the Bibbet pyramid is a leader, distinguished by a feathered headdress, and a shaman, who wears a robe adorned with magical symbols. MU #66098

TYCONS. Large, wasp-like creatures with some humanoid traits. Only recently revived, they are noted for their voracious appetite (often to unreasonable extremes), and stingers which can put an enemy to sleep for a while. They made lots of trouble for Buzz Off's people. MU #66103

MONSTERS

And introducing some of the furrer, shaggier, longer-toothed denizens of Eternia



GUARDIAN CAT. Before you can get to the Cat Folk, you've got to go through this overgrown feline. It resembles a panther, but is also marked with Insect-like eyes, multi-faceted, with a reptilian ridge on his/her/its head. On top of that, it can breathe flame and teleport itself from one place to another. It does not have the capacity for speech . . . but it usually gets its message across just fine, thank you. MU #66066

GRIMALKIN. Also associated with the Cat Folk. This cat-like demon can grow several times its normal size, its mass in a constant state of change. It boasts several cat-like heads and a number of large horns. Could decimate even a Titanium litter box. MU #66066

MALABEAST. A huge, hairy creature, sort of a cross between a bear and a Tazmanian devil. (Which would leave anybody cross.) It has an enormous mouth that's nearly all mouth -- and that mouth is filled with row upon row of immense, dagger-like teeth. MU #66068

BYTE. What a Malabeast turns into. Resembles the former Malabeast, but this one's made of pure energy. MU #66068.

GOLLY. A golliwog, a winged lizard that resembles a cross between a dodo, a duck-billed dinosaur, and a pterodactyl. It is parrot-like, and repeats back things it hears in the original voice of the speaker, or in its own voice.

THE LURKER. A very flexible creature, the Lurker has a tiger head, a bear body, spines up the back, a spiked tail . . . and can turn into a flying, giant manta-ray kind of creature. In both forms it has white fur and the power to shoot cold beams from its mouth. MU #66098

And others

RAVEN. Regular sized raven with a human face.

MOAK. Elephant-sized mole like creature.

GRAZZLER. Green, bear like creature with a horn on its head.

TALGOTH. Tall ape-like creature with taloned hands.

DRAT. Battlecat-sized rat with long needle nose.

CHATTERCHILLER. Large, white-furred caterpillar-type animal.

SCARG. Worm-like body, six scorpion-like legs and three whip-like feelers above its mouth. A lizard ridge runs down the top of the body.

CARROCK. Giant bird.

BARAKA. Bat like dragon.

WEREBEAR. Half human, half bear.

ATTACK FISH. Small, ugly green fish that look like Mer Man.

SLUDGE MONSTERS. Lumps of mud, swamp moss, reeds without specific shape; the product of sorcery.

SWAMP SERPENT. Giant serpent with a fan-like crest on its head.

VISITORS

In addition to its own peoples, rulers and diverse good and bad characters, Eternia is almost a crossroads of sorts, where characters from other worlds, other dimensions come and go like passengers at Grand Central Station.

Some of the more important and noticeable visitors



SH'GORA. This interdimensional being is foul-looking, bloated, and tentacled. It comes with one large eye that fires multi-colored magic bolts, and can call up all kinds creatures to do its bidding. MU #66075

SNOOB. A young Trollan wizard. He wears a weird, floppy green hat, a blue robe, and a purple scarf across his face. He has a snotty attitude . . . and a voice to match. MU #66077

OM. An ethereal being made of pure energy. It travels between the stars, appearing to others as a ball of light with a cluster of brilliance at the center -- looking like a ninety-foot-wide, floating brilliant eyeball.

SPACE PIRATES. They see, they land, they take. Space pirates have been an occasional pain in the neck for Eternia for a long time now. The most recent incident involved an attempt to steal all of a village's food by a number of pirates, including: STICKYFINGERS, leader of this group, a very large, fat human with extra-large size hands that can shoot tar from the fingers to immobilize his enemies; BATTY, Stickyfinger's bat-like pet, fond of perching on the obese pirate's shoulder; FROGMAN, a green, warty humanoid with a patch over one eye; LEO, a lion-like humanoid; HISSER, a reptilian pirate; and LAVAMAN, whose skin is black, shiny and creased like solidified lava. MU #66090

PRANKSTER. Another pain in the neck, the Prankster is from Orko's home world, Trolla, although there the resemblance ends. Prankster pulls one practical joke after another until someone tricks him into saying his name (Wokrapanwookie), which sends him

back to his own dimension. He is about Orko's height, with a pointed hat and almost jester-like clothes. He is accompanied by BLINKER, a floating robot orb which functions as his Yes-Man -- and as occasional scapegoat when something Prankster pulls goes awry. MU #66093.



MISCELLANEOUS

Finally, some of the finer locations at and on Eternia
(and not a Holiday Inn in the bunch), and some of the newer
inventions/devices/vehicles to find their way into Season
Two of HE MAN AND THE MASTERS OF THE UNIVERSE



AUTO-COOK. A futuristic microwave oven, which also sports a mechanical robot voice that responds to orders. MU #66068

BELLATRON. A big, gleaming, metallic robot gladiator. Rolling forward on tank-tread feet, Bellatron can call up a wide variety of high-tech weapons at his disposal. These include eyebeams, shells fired from his arms, steel coils around his chest that can be used to subdue opponents, and just about anything else. He has the additional power of flight by way of his boot thrusters. Though he did not speak in his debut, that does not mean that he can't talk in the future. He may just have had nothing worth saying at the time. MU #66079

MOLE MACHINES. Combination drill and transport vehicles used by the Belots. The front section digs into the ground, and there are seats for riding as well as compartments for carrying ore and/or food. MU #66082

SALLASSIAN WARSHIPS. Incredibly huge flying-saucer type things that can cast a shadow over most of Eternos. They are abristle with weapons, including a flashbeam that can transport people to and from the ship, and a ring of stalactites which can bombard a target, or seal it off (even the Palace itself) and provide a circular landing platform. MU #66087

NEGATOR'S MOBILE LAIR. A spider-like sand walker capable of digging and shooting out assorted rays. MU #66093