



"ORIGIN OF THE SORCERESS"

MU #66073

JULY 31, 1984

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MASTERS OF THE UNIVERSE
MU #66073 - ORIGIN OF THE SORCERESS
SPECIFIC CHANGES
AUGUST 15, 1984

Page 32, Scene 163, changed hims to hers, in Sorceress dialogue.

HE MAN AND THE MASTERS OF THE UNIVERSE

ORIGIN OF THE SORCERESS

MU #66073

ACT ONE

FADE IN:

1 EXT CASTLE GRAYSKULL - ESTABLISHING

We PUSH THROUGH and

DISSOLVE TO:

2 INT GRAYSKULL - THRONE ROOM

Where we continue to PUSH IN toward the SORCERESS, who sits upon the high throne, eyes closed - not asleep, alert - possibly deep in thought.

3 CLOSE ON SORCERESS

As slowly, not with a start, her eyes open.

4 ANGLE ON WALL - HER POV

As there appears an image of a WHEEL OF FIRE (not really there, a vision of sorts). It spins, faster and faster, and a large, comet-like section splits off and heads toward her.

5 ON SORCERESS

As she holds up one hand and the comet-like object stops just in front of her palm, tail shipping. It doesn't even take any effort - it's just as though she batted a gnat.

SORCERESS

So...

6 ANGLE ON WHEEL OF FIRE

SORCERESS (VO, con't)

The Wheel of Fire returns.

7 ON SORCERESS

Looking thoughtful, almost sad.

SORCERESS

I had hoped this day would never come. But now, it is nearly time.

8 ANGLE ON WHEEL OF FIRE

PUSHING IN under:

SORCERESS (OS)
Time for the battle to begin
again.

As we PUSH IN on the Wheel of Fire,

DISSOLVE TO:

9 EXT TERRACE - PALACE

Where ORKO is pacing in a circle in the air, in a pattern similar to the Wheel of Fire in PREVIOUS SHOT (kinda like a match cut). PULL BACK to REVEAL ADAM sitting in a lounge chair kind of seat, CRINGER at his feet.

10 ON CRINGER

Watching Orko go round, and round, and round.

CRINGER
Y-you're making m-me seasick --
and we're n-not even near the
water! It's very c-confusing!

11 ON ADAM

Opening one eye, looking over at Orko.

ADAM
Cringers right, Orko. Relax.

ORKO (OS)
I can't help it, Adam.

12 ON ORKO

Still float-pacing.

ORKO
Man At Arms hasn't come out of his
laboratory for days, working on his
new invention. It must be something
really special.

13 ON ADAM

He smiles, hands clasped behind his head, quite relaxed.

ADAM
Just can't stand the suspense, eh?

14

ON ORKO

He starts to circle faster.

ORKO
Of course I can!

Circling now so fast, he turns into a BLUR of anticipation.

ORKO
Doesn't bother me at all!

MAN AT ARMS (OS)
Glad to hear it, Orko!

And Orko comes to a screeching stop.

ORKO
Man At Arms!

15

REVERSE ANGLE - ON MAN AT ARMS - NEAR DOORWAY

Man At Arms stands beside a huge, sliding door panel that leads to his laboratory. It is, at the moment, only partly open.

ORKO (OS)
Is it finished?

MAN AT ARMS
See for yourself!

*

And he pushes a button on the door panel. It slides away to reveal STRIDOR! Stridor the wonder horse! Stridor, the robot steed with piston legs and flashing eyes. That Stridor!

*

ORKO (OS)
Wow! It's a horse!

*

OUT

*

16-17

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18

ON ADAM

Who rises from his lounge chair, impressed, and starts toward Man At Arms.

ADAM

A robot horse.

19

WIDE ON MAN AT ARMS - INCLUDE STRIDOR

As Adam ENTERS FRAME

MAN AT ARMS

His name is Stridor. He has terrific strength and a computer system that can detect trouble quickly. The perfect companion for He Man.

20

ON CRINGER

Who starts up at this.

CRINGER

B-b-but, I'm the perfect companion.

21

ON ADAM AND STRIDOR

ADAM

(laughs)

Don't worry, Cringer -- nobody could ever replace you.

Then, abruptly, Stridor raises his head in a (SFX) NEIGH that could rattle windows in Azusa.

22

ON MAN AT ARMS

Hands over his helmeted ears, looking confused. He glances around.

MAN AT ARMS

I don't understand -- Stridor's only supposed to do that to warn us of some danger. But there's no danger here.

23

ANGLE ON ORKO AND CRINGER

As a shadow falls across them from somewhere high above. Orko and Cringer look up.

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ORKO

I wouldn't be so sure, Man At Arms.
Look!

24

ANGLE ON SKY

Where the same Wheel of Fire we saw earlier fades into sight, only much, much larger, far from them, revolving. Suddenly it shoots out a fiery meteor (as before).

ORKO (OS)

Uh-oh!

As the meteor suddenly explodes into many different, huge parts, all hurtling down.

25

WIDE - ADAM, ORKO, CRINGER, MAN AT ARMS, STRIDOR

ADAM

It's heading straight for the Palace! We've got to stop it!

MAN AT ARMS

Quick, everyone -- scatter!

And everyone but Adam and Cringer leaps OUT OF FRAME.

26

ON ADAM

Reaching for his sword. He holds it aloft. *

27

TRANSFORMATION SEQUENCE

ADAM

By the power of Grayskull!

Adam is transformed into HE MAN.

HE MAN

I have the power!

He points the sword OS.

28

ON CRINGER

Cringer is transformed into BATTLECAT.

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29

MEDIUM ON MAN AT ARMS

Standing on a ledge on the upper level of the Palace, pointing up OS.

MAN AT ARMS

Here they come!

30

ANGLE ON SKY

As the meteor fragments hurtle THROUGH and down OS.

31

WIDE ON HE MAN

With two successive WHACKS of his sword he pulverizes two of the fragments.

32

ON BATTLECAT

He leaps and butts one fragment with his armored headpiece, with the same result.

33

ON MAN AT ARMS

Firing from his wrist blaster.

ANGLE ON TWO FRAGMENTS

Speeding down when two of Man At Arms' blasts hit them, and they explode into harmless dust.

WIDE ON STRIDOR

With rapid fire blows of his hind legs he destroys two or three of the incoming fragments.

34

ON ORKO

He floats, one eye squinted, trying to think.

ORKO

Let's see...falling rocks so hard
and hot -- turn into...er...

35

ANGLE ON A FRAGMENT

Really big, with Orko's name (figuratively) written all over it.

ORKO (OS, con't)

Turn into...ah...

38

ON ORKO

He snaps his fingers, getting it.

ORKO

Turn into something safe and wet!

Magical EFX shoot OS.

39 ANGLE ON BIG FRAGMENT

As the MAGICAL EFX hit it, and it turns white, pulpy.

40 ON ORKO

As the fragment hits him, only now it's just one huge, wet, snowball. It GLOMPS down on him, covering him -- and he pokes his head out.

ORKO

Hey, how about that! I'm a snowman!

(looking up)

Yike!

And he just barely ducks as a final, big fragment rushes past and overhead, shooting diagonally THROUGH and OS past the spire on which Orko is perched.

41 ANGLE ON HE MAN

As he brings his sword back, flat side out.

HE MAN

Right back at you!

And swinging the sword like a baseball bat, he knocks the fragment up and OS.

42 ANGLE ON SKY

As the fragment sweeps up and hits the Wheel of Fire, and both disappear with a satisfying BANG!

43 ANGLE ON STRIDOR

Who neighs in triumph.

44 ON MAN AT ARMS

MAN AT ARMS

Whew! What was that all about?

45 OUT

45A WIDEN TO INCLUDE HE MAN

He Man sheathes his sword.

*
*
*

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HE MAN
I don't know. I've never seen
anything like it before.

SORCERESS (VO)
I have.

HE MAN
What? When?

46
OUT

ANGLE ON HE MAN

47
SUPERIMPOSE Sorceress' face, telepathy EFX.

SORCERESS (VO)
You must come to Castle Grayskull
immediately. I will explain then.

HE MAN
All right.

SORCERESS (VO)
One more thing. What I will tell
you must remain absolutely secret --
so you must come alone.

Telepathy EFX OUT.

48
ANOTHER ANGLE - HE MAN AND MAN AT ARMS

MAN AT ARMS
Sounds like trouble, He Man.

Orko flits INTO FRAME, followed by Battlecat.

ORKO
Anything we can do to help?

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DATE 8/7/80

49

ON HE MAN

Shaking his head at this.

HE MAN (OS)
No, not this time, Orko.

50

ON HE MAN

HE MAN
The Sorceress says I must come
alone, but...

51

ON STRIDOR - HE MAN'S POV

Clomping toward us.

HE MAN (OS, con't)
Hmmm. A robot like Stridor might come
in handy. *

52

ON MAN AT ARMS

Who nods.

MAN AT ARMS
Then take him, He Man, with my best
wishes. And good luck!

CUT TO:

53

EXT CASTLE GRAYSKULL

CAMERA PUSHES IN under:

SORCERESS (VO)
Thank you for coming, He Man.
The one responsible for the Wheel
of fire was called Morgoth the Terrible.

DISSOLVE TO:

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54 INT SORCERESS' MIRROR ROOM

Before He Man and the Sorceress is her viewing mirror, which is at enough of an angle to us that we CANNOT SEE yet what they are looking at, only a vague pulsation of color and light. Stridor is visible in the BG.

HE MAN

Was he a sorcerer?

SORCERESS

Yes, once. A very long time ago.

55 ANGLE ON VIEWING MIRROR

Where, as the Sorceress speaks, we SEE brief scenes fading in and out: MORGOTH (see Cast List) concealing a huge, black book under his flowing robes, along with a crystal orb and a staff. Morgoth on a high mountain, reading aloud from the book, as lightning flashes all around. Morgoth, now a giant, striding over hills and forests, and Morgoth disappearing into a huge whirlpool-like dimensional gate.

SORCERESS (VO)

He sought to rule Eternia, and the universe itself. He sought more power than any mortal should. He became a giant, immortal, with terrible powers. Just in time, the Ancients cast him into a prison zone, a dimension from which there would be no return.

ON HE MAN

Who nods, looking grim.

HE MAN

Until now, that is.

SORCERESS (OS)

That is correct, He Man.

56 CLOSE ON SORCERESS

SORCERESS

Once before, Morgoth tried to break through to Eternia, and I was able to stop him. This time, he will be prepared for me. But the two of us, together, might be enough to stop him.

58 TWO SHOT - HE MAN AND SORCERESS

HE MAN

So what's our first step?

As she answers, she raises her palms upward, and MAGICAL EFX radiate out in a circle.

SORCERESS

We must journey to Dark Mountain.

59 INSERT - FLOOR PANEL

Which slides back as the EFX hit it, and a crystal rises.

SORCERESS (VO)

For that, I must call up the Crystal of Allenar, which will allow me to use my powers and maintain my true form outside Castle Grayskull.

60 ON SORCERESS

As the crystal, fairly small, merges with the palm of her hand with a brief flash.

SORCERESS

The crystal will last for only one day and one night, and can only be used in the greatest of emergencies.

61 WIDEN TO INCLUDE HE MAN

SORCERESS

And now, we must go to prepare for the coming of Morgoth.

CUT TO:

62 EXT PLAIN BELOW DARK MOUNTAIN

Where He Man reins in Stridor, who is clomping his way across the plain, He Man astride him.

HE MAN

Whoa. So that's Dark Mountain!

63 ANGLE ON DARK MOUNTAIN - HE MAN'S POV

CAMERA PANS UP this mountainous monstrosity, this evil looking compilation of sheer bluffs, craggy rocks, and sharp spires - a Not Nice place. If there is a center of evil in the universe, and that place has a rear entrance -- this is it.

HE MAN (VO)
Looks like we've got quite a climb
ahead of us.

SORCERESS (VO)
(telepathic)
To the very top, He Man.

64

ANGLE ON SKY

As ZOAR flies INTO FRAME, hovers briefly.

SORCERESS (VO)
(telepathic)
There you will find the base of
Morgoth's power.

65

ANGLE ON HE MAN AND STRIDOR - FOOT OF MOUNTAIN

HE MAN
Well, let's go, Stridor. I think
you can handle it.

And Stridor nods, and begins clomping up the sharp angled
ridge.

WIPE TO:

66

EXT RUINS OF MORGOOTH

CAMERA PANS the ruins. We're talking old here.
Tumble-down stone figures, broken gargoyle types,
collonades, all like that (an elaboration on MU #66014).

HE MAN (VO)
Not much left, is there?

*

67

ANOTHER ANGLE - FAVORING HE MAN AND SORCERESS

Standing amid the ruins.

*

SORCERESS
No, but there is power here, even
after all these years. Power that
Morgoth will draw upon when he
tries to break through.

HE MAN
How long do we have to wait?

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DATE 8/7/72

68

CLOSE ON SORCERESS

Who cocks her head, thinking, remembering.

SORCERESS

Until dawn. We must keep watch
tonight, just in case. But Morgoth
is set in his ways. He will come at dawn. *

69

WIDER - INCLUDE HE MAN AND STRIDOR

SORCERESS

The last time we fought, I was still
new to the secrets of Grayskull, still
learning. This time he will find me
a more experienced adversary.

70

CLOSE ON HE MAN

HE MAN

You mean -- you weren't always the
Sorceress?

SORCERESS (OS)

No, He Man.

71

MEDIUM ON SORCERESS

SORCERESS

There was a time when I was a mortal,
just like anyone else. But then, one
day, something happened to change
all that. Here, let me show you.
Perhaps it will help us to pass the
time more quickly.

She turns and goes to a nearby wall.

72

ANGLE ON WALL - FAVORING SORCERESS

As she passes a hand across the surface of the wall, the
surface shimmers and an approximation of the Viewing Mirror
appears. The surface of the mirror shifts, runs with
colors, then steadies.

SORCERESS

My name then was Teela Na. *

There appears on the viewer a profile of the younger
Sorceress, then as normal as anyone else. CAMERA TRUCKS IN
toward the image, then

RIPPLE DISSOLVE TO:

REVISED
DATE 8/7/24

73

EXT OPEN AIR MARKET

Where a young Sorceress - same profile as seen earlier - is evident. As the CAMERA PULLS BACK we SEE that she is in an open air marketplace, chatting with two other women. They stand next to a large loom, ornate rugs and such like draped across lines for easy display. We DO NOT HEAR them as of yet. All MOS under:

SORCERESS (VO)

Our village of Nowella was quiet, peaceful. But it would not remain that way long.

*

*

73A

EXT DARK MOUNTAIN

Only now the ruins are in perfect shape. UNDER DIALOGUE we SEE a hole in the air appear, with much swirliness, and with a flash of light, a smaller version of Morgoth appears (man size).

*

SORCERESS

For we did not know that Morgoth had broken through in secret, determined to conquer Eternia. But this time, he would have help.

*

And Morgoth fires a powerbolt up OUT OF FRAME.

*

73B

ANGLE ON SPACE

*

As the powerbolt recedes into space.

*

SORCERESS (VO)

He betrayed our planet to an invading army then terrorizing hundreds of worlds.

*

74

ANOTHER ANGLE - THE VILLAGE

A few villagers stand beside huts, fruit stands, and the like, chatting amiably. We HEAR growing chatter.

SORCERESS (VO)

We had not known war for as long as anyone could remember. Perhaps that is why we fell so easily when the attack came.

And at a WHOOSHING sound the villagers all look up OS.

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75

ANGLE ON SKY

Where a Horde scout ship zooms INTO FRAME. (Not vital that the viewers know this. It could be any advance force - just so we know how it fits in.) It's angular, black, bat-like - ugly as all get-out. It hovers briefly.

76

INT HORDE SCOUT SHIP

Where FERROS, armored (early Horde period) and rat-like, sits at the controls.

FERROS
Commence firing!

77

ANGLE ON REPTA AND RACHNEY

Two other Horde soldiers, the first lizard-like, the other Arachnid-like, with two extra arms. They turn to their panels and hit buttons.

EXT SCOUT SHIP

As rays arc out, shooting down OS.

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79 ANGLE ON TALL HUT

The ray hits the hut, and it goes up in flames and explosion.

80 ANGLE ON TEELA NA (SORCERESS IN YOUTH) *

As the women near her turn and run, and Teela Na is momentarily too stunned to move, hand at her mouth, looking at the scenes of devastation. *

SORCERESS (VO)

The attackers were advance scouts sent by the army Morgoth had summoned. *

81 ANGLE ON HUTS

As they blow up, burn (no one is seen, no one is hurt). *

82 CLOSE ON BURNING HUT

CAMERA PUSHES IN under:

SORCERESS (VO)

In less than an hour, we were all taken prisoner -- to await whatever the advance force might decide to do with us...and Eternia.

DISSOLVE TO:

83 ON RACHNEY'S FACE

Too close yet to see where we are.

RACHNEY

I say we notify the rest of the fleet now! Invade now! In force!

84 WIDER

Revealing Repta and Ferros, sitting at an inn-like table.

REPTA

No! We don't need the others! We are strong here! I say we conquer Eternia for ourselves!

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FERROS

I agree!

MORGOTH (VO)

Do you, now?

They turn, look OS.

S4A

ON MORGOTH He steps into the room, looking menacing.

MORGOTH

I would remind you that I
summoned this scouting party!
And wht I say -- goes!

And he suddenly shoots out a ray OS at them.

85

OUT

INT ADJOINING ROOM

86

Where a bunch of captured villagers sit, most in darkness
and unmoving. Teela Na stands near another VILLAGER (male,
cowardly) who peers into the room through a crack.

TEELA NA

What are they doing in there?

VILLAGER

Trust me, you don't want to know.

INT INN

87

Repta and Rachney, dazed, pick themselves up off the floor.

MORGOTH (OS)

Any more bright ideas?

They both shake their heads in a emphatic "no."

88

ON MORGOTH

Who sits back down at the long table.

MORGOTH

Good. Now perhaps we can discuss
this more...reasonably.

INT ADJOINING ROOM

89

The Villager, shaking his head, steps away from the wall.

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VILLAGER

Listen to those three. If this is how they treat their own kind, we're lost!

20 ON TEELA NA *

TEELA NA *

No, we can't surrender to that traitor Morgoth. Not yet. Not as long as we can fight.

91 ON VILLAGER

Incredulous.

VILLAGER

Fight them? Are you out of your mind?! We haven't got a chance! *

OLD MAN (OS)

No -- there is a way.

And the Villager looks down OS at:

78 OLD MAN

Sitting in a corner, a single candle burning before him.

OLD MAN

There is...the Castle.

VILLAGER (O)S

Ha! Is that the best you can do?

93 WIDER - INCLUDE TEELA NA AND VILLAGER *

As Teela Na bends down beside the OLD MAN. *

TEELA NA *

What castle?

VILLAGER

Don't listen to the old fool. He's a teller of stories, none of them true. *

94 ON TEELA NA AND OLD MAN *

As she leans in close to him.

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TEELA NA

Tell me of the castle.

*

OLD MAN

No one has even been inside, but it is said that when the evil times come, and a fighter for good is needed, the Castle of Grayskull will open its great jawbridge.

TEELA NA

Well, these are pretty evil times. Where can I find it?

*

95

CLOSE ON OLD MAN

Trying to remember.

OLD MAN

How did it go? "In barren places find ye hope, and where no water springs, no plant grows, no wind blows, find all you need."

96

WIDER - INCLUDE ALL THREE

As Teela Na stands.

TEELA NA

Sounds like the wasteland.

*

VILLAGER

Sounds like madness to me.

She turns to him, turns on him.

TEELA NA

Do you have any better ideas?

*

VILLAGER

Yes. Surrender.

TEELA NA

Never!

And she turns and stalks away.

DISSOLVE TO:

97

EXT DETENTION HUT - NIGHT

As a figure appears from under the hut: Teela Na. She looks around and dashes OS under:

*

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SORCERESS (VO)

That night, with the old man's help,
I escaped from our captors. We dug
a hole beneath the wall, and I went
out alone. No one would come with me.

98

ANGLE ON REPTA

Half dozing out in the open, against a wall -- when suddenly
he's all alert.

REPTA

Hey! Prisoner escaping!

And he fires OS with a ray device.

99

ON TEELA NA

Dodging the bolts, then jumping over a small hill and out of
sight.

100

ON REPTA

As Rachney and Ferros ENTER FRAME.

REPTA

Quick! We've got to go after her!

FERROS

No! You fool! If we do, the rest
will escape, too.

101

CLOSE ON FERROS

Gloating confidently.

FERROS

Let the wasteland have her. We can
find out where she went from the
others. Besides, she is one woman --
alone -- she can do nothing to harm us.

SORCERESS (VO)

And that was their greatest mistake,
though by morning I might have
believed them.

DISSOLVE TO:

EXT SKY - SUN

Beating down mercilessly. PAN DOWN to the wasteland.
Nothing here lives -- but there are footprints. We FOLLOW
them until we SEE a figure far away, at the end of the long
line of prints.

102

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103

ANGLE ON TEELA NA

*

Waling virtually on autopilot. Hot. Tired. Weak.

SORCERESS (VO)

I do not know how long I walked.
One day...two. Finally, I could
walk no more.

And Teela Na collapses into the sand.

*

104

CLOSE ON TEELA NA

Out of it. She blinks, trying to focus, flat on her back.

TEELA NA

*

Help us...someone...my village...
someone...

And at that, there is a deep, awesome RUMBLING. She looks up for the source of it. We're talking terrific noise here. Something that would make the grinding of tectonic plates sound like a cap pistol.

105

HER POV

As first the air shimmers, and there appears Castle Grayskull, coming out of its invisible barrier. (It had one then, but later sold it. Think of this as the equivalent of the Bird of Prey uncloaking in "Star Trek III".)

106

ANOTHER ANGLE

Teela Na in the FG as she sits up a little. The jawbridge is coming down virtually at her feet. It slams down with a terrific BOOM! And from the darkened interior we HEAR an old, female voice:

*

KUDUK UNGOL (OS)

(reverb)

You who seek help, enter.

107

ON TEELA NA

*

Impressed, and maybe a little scared.

KUDUK UNGOL (OS)

(reverb)

But know you this: if you enter
the walls of Castle Grayskull,
you may never again be the
same as you are now.

*

TEELA NA
(nervous)
I...I understand.

*

And she begins walking forward, heading OS.

KUDUK UNGOL (OS)
(reverb)
No, you do not understand -- yet.

108

ANGLE ON JAWBRIDGE

As Teela Na crosses.

KUDUK UNGOL (OS)
(reverb)
But you will soon.

*

109

ANOTHER ANGLE - WIDER

As she crosses the threshold, enters, the jawbridge rising behind her.

KUDUK UNGOL (OS)
(reverb)
Or else all is lost...forever.

And the jawbridge slams shut with an impressive BOOM!

END ACT ONE

MU #66073

REVISED
DATE 5/7/75

HE MAN AND THE MASTERS OF THE UNIVERSEORIGIN OF THE SORCERESSMU #66073ACT TWO

FADE IN:

110
EXT DARK MOUNTAIN - NIGHT

CAMERA PUSHES IN on the craggy peaks. (A single bolt of lightning in the distance would be nifty.) All under:

SORCERESS (VO)

When I passed through the gates
of Castle Grayskull for the first
time, I didn't know if I would ever
come out again.

DISSOLVE TO:

111
EXT RUINS

Visible in the glow of a floating ball of light, He Man half
sits on a flat boulder near the Sorceress, who is standing
beside the wall cum viewing screen we saw earlier. On the
screen, momentarily frozen, is the same scene we saw before,
of the jawbridge closing. *

SORCERESS

But from the moment I stepped
inside, I knew I wasn't alone.

112
ON HE MAN

As we HEAR a series of menacing HOWLS. He looks around.

HE MAN

Sounds like we're not alone either.

113
THEIR POV

As in the darkness beyond their small light we SEE eyes
blinking, perhaps a dim outline of wolf-like animals.

SORCERESS (OS)

Night-walkers!

REVISED
DATE 7/7/77

114
ANGLE ON SORCERESS

SORCERESS

They are waiting for the return
of their master, Morgoth.

115
ON NIGHT WOLVES

Edging forward. Assorted growls.

HE MAN (OS)

Well, they'll have to wait somewhere
else!

116
ON HE MAN

As he draws his sword and goes to the ball of light.

HE MAN

Let's see if we can't shed a
little light on the problem.

He stands in front of the ball of light, bringing the sword
back like a baseball player.

HE MAN

By the power of Grayskull!

And the sword glows, and he slashes into the ball of light,
which explodes like a mass of Roman candles, mystical
fireworks shooting OS in all directions.

117
ON NIGHT WOLVES

As the brilliant bursts of light WHOOSH between them and
around them. In the brief bursts, we SEE them as (perhaps)
wrinkled, pasty-white creatures who have lived so long in
darkness that they have lost all color. They beat a hasty
retreat in the face of the onslaught, howling all the way.

118
ON HE MAN AND BALL OF LIGHT

As the ball of light returns to normal, He Man returns his
sword to its sheath.

HE MAN

That should take care of them.

SORCERESS (OS)

Only for a while, He Man.

REVISÉD
DATE 8/7/84

He turns to look OS in her direction.

119
ON SORCERESS

Standing by the wall/viewer.

SORCERESS

Once Morgoth has broken through --
if we can't stop him -- they will
return. That will be soon. Dawn
is not far off now.

120
ON HE MAN

HE MAN

Is there enough time to finish
your story?

SORCERESS

Yes, I think so.

121
WIDER

And she steps slightly to one side, allowing a clearer view
of the magical viewer, which still displays the exterior of
Castle Grayskull. CAMERA PUSHES IN toward the scene:

SORCERESS

As I said, I was no sooner inside
Castle Grayskull for the first
time when I realized that I was
not alone.

RIPPLE DISSOLVE TO:

122
INT CASTLE GRAYSKULL

Where Teela Na , Sorceress-to-be, walks through the gloom of *
the main chamber.

TEELA NA *

Hello? Is...is anyone here?

KUDUK UNGOL (OS)

I...am here.

And startled, Teela Na looks ahead OS.

123
ANGLE ON THRONE

Where two lights suddenly flare into existence on either
side of the throne. And there, sitting, waiting, is KUDUK *
UNGOL, the Sorceress. She is old, wise, and whereas the
Sorceress as we know her bears a resemblance to a falcon,
Kuduk Ungol resembles a hawk. She looks down at her with
great dignity, and careful concern.

REVISED
9/7/68

KUDUK UNGOL
Step closer, Teela Na .

*

24
ON TEELA NA

*

Looking just a touch nervous, she steps forward.

REVISED
DATE 7/7/8

TEELA NA

You...you know my name!

*

125
ON KUDUK UNGOL

Who nods sagely.

KUDUK UNGOL

I am Kuduk Ungol, the Sorceress,
keeper of the secrets of Castle
Grayskull -- and I have been watching
you for some time. Now, what has
brought you here at last?

*

126
ON TEELA NA

TEELA NA

My village is under attack by
invaders. If they are not stopped,
all of Eternia may fall to them.

*

KUDUK UNGOL (OS)

And you wish to help?

TEELA NA

Of course. They are my people.

127
ON KUDUK UNGOL

KUDUK UNGOL

Then I offer you a bargain. I
will give you all the power you
need to help yourself, and your
people.

*

128
ON TEELA NA

Who considers this briefly, and nods her head.

TEELA NA

I accept.

KUDUK UNGOL (OS)

Wait! Not so fast. You have not
yet heard the rest of the bargain.

129
ON KUDUK UNGOL

Who rises, and begins slowly to descend the steps from the
throne. She is even more evidently on her last legs
(feathers?) as we can see her working her way down the long
staircase.

*

KUDUK UNGOL

I have been Keeper of Castle
Grayskull for a...long...time.
My time here is nearly through,
but I cannot leave without first
finding someone to take my place.
I offer that position...to you.

130

ANOTHER ANGLE INCLUDES TEELA NA

They face one another, a wide gap of floor between them.

KUDUK UNGOL

It will not be an easy task, Teela Na.
You will fight many battles,
see great sadness, and great joy.
As Keeper of Castle Grayskull, you
must fight a constant war against
evil, and comfort those in need.
And you will never be mortal again.

*
*
*

She gestures OS.

131

OUT

*

132

INSERT - SHOT OF TWO POWERSWORDS

The other one is She-Ra's (a little extra to get the
viewers' minds working). They both hang on a far wall.

*
*

KUDUK UNGOL

Finally, you must preserve and protect
the Swords of Power, until the day
comes when they may be claimed.

133

ON KUDUK UNGOL

KUDUK UNGOL

Teela Na...I know your heart. I
know that you are worthy. But the
decision...is yours.

*
*
*

134

ON TEELA NA

Who thinks it over real hard, then stands tall and nods.

TEELA NA

I accept.

*

135

ON KUDUK UNGOL

He raises his arms to the ceiling, looking triumphant.

REVISED
DATE 5/7/66

KUDUK UNGOL

Then by the power of Grayskull,
let it be done!

And magical EFX shoot out of her hands and down OS. *

136

ON FLOOR NEAR THRONE

And the twin rays hit the floor between Teela Na and Kuduk Ungol. Where they hit, the floor parts. The trap doors swing up and open on either side. Beneath the opening, we can see a churning, brilliant pool. It needn't be water, exactly, just mist or such. *

KUDUK UNGOL (OS)

Enter the Pool of Power! *

137

ON KUDUK UNGOL

Arms still raised, still emitting rays.

KUDUK UNGOL

Only the purest, and the gentlest,
may have the Power of Castle Grayskull.
If the Castle accepts you -- you will
emerge changed. Enter!

138

ON TEELA NA *

Who nods, and dives into the pool. It churns as she vanishes from sight.

139

ON KUDUK UNGOL

Anxious. Waiting. Will it work?

140

ON POOL OF POWER

As suddenly there's a geyser that shoots up into the room, all asparkle with energy and brilliant lights.

141

ON TOP OF GEYSER

As suddenly there emerges ZOAR THE FALCON! The Sorceress transformed! She flies OS.

142

ON KUDUK UNGOL

Looking triumphant, clapping her hands together. *

REVISED
DATE 8/7/00

KUDUK UNGOL
(laughs)
A falcon! Excellent! Ever alert,
wise and quick!

43

CLOSE ON ZOAR

Joyed, but a little scared.

SORCERESS
(telepathic)
I can fly! But -- how do I turn
back? What do I do?

KUDUK UNGOL (OS)
Concentrate!

44

WIDE ON KUDUK UNGOL

The falcon swoops INTO FRAME before her. *

KUDUK UNGOL
That's it! Think! Change!

And Zoar transforms into the Sorceress, looking just as we
know her now. She looks at her changed appearance.

SORCERESS
I'm...I'm different!

KUDUK UNGOL
As I told you. From this day on,
you shall ever be...the Sorceress!

45

REVERSE ANGLE - HIGH

CAMERA PULLS BACK, looking at the Sorceress and Kuduk Ungol.

SORCERESS (VO)
As it happened, the change was
just in time.

WIPE TO:

46

OUT *

47

INT TOWN SQUARE

Where Ferros, Repta, and Rachney stand before the Old Man,
who huddles against the wall of a remaining hut.

REVISED
DATE 8/7/66

FERROS

For the last time, old man --
 where is the girl? We know you
 helped her escape. Now tell us
where she is!

148

CLOSE ON OLD MAN

Standing unbowed, unbroken.

OLD MAN

No! You...you vultures!
 Do what you want to me, but I'll
 not lift a finger to help you!

FERROS (SO)

Very well then. Perhaps you need
 some...encouraging.

149

ON FERROS AND REPTA

Where Repta holds a non-gun ray rifle.

FERROS

Let's give the old fool an example
 of what we have in mind.

He points up and OS.

FERROS

That falcon -- a good place to
 start. Show him what we can do.

REPTA

Yes, captain!

And Repta fires OS.

150

ON ZOAR

As she deftly avoids the ray incoming from OS and, wheeling
 TOWARD CAMERA, lets loose with two rays of her own, coming
 from her eyes.

151

ON REPTA

As the gun is shot out of his hands.

REPTA

Hey! That's not supposed to happen!

152

ON FERROS AND OLD MAN

As the Old Man looks on, beaming.

REVISED
 DATE 5/7/80

OLD MAN

It would seem, Captain Ferros,
that you are no longer the most
powerful force on Eternia!

FERROS

Impossible!

Which is all he has time to say before two ray blasts send
him scurrying OS.

153 ANGLE ON ROOF OF HUT

REPTA (OS)

Where is it? Where did it go?

Zoar lands and changes into the Sorceress.

SORCERESS

Invaders! I am ordering you off
the free planet Eternia! You
have no place here!

154 ANGLE ON SCOUT SHIP

The door to the cockpit open, where Ferros turns, sees her
as Repta and Rachney climb in behind him.

FERROS

We'll see how bravely you talk
when our troops arrive in force!

155 INT COCKPIT

Where Rachney is on the communicator.

RACHNEY

This is Scout Seven! This is
Scout Seven -- Aaaak!

As a ray bolt coming in the cockpit door blasts the
communicator.

156 ON FERROS

As Rachney sticks a head out the cockpit doors.

RACHNEY

The communicator's been destroyed!

FERROS

Then we'll make our report in
person. And when we return,
you'll regret this!

And he jumps into the scout ship, the door irisng closed behind him. A second later it roars OS.

157

ON OLD MAN

OLD MAN

You've got to stop them! Hurry!

158

ON SORCERESS

SORCERESS

Don't worry. They're not going anywhere. At least not where they think they're going.

And she claps her hands over head, with magical EFX emanating all around.

159

INT HORDE SCOUT SHIP

As Ferros, at the controls, looks up - and doesn't like what he sees.

FERROS

What the--? Turn about!

160

EXT SCOUT SHIP - SKY

As the ship surges into a rift in the sky, a hold (similar to the dimensional gates in the Castle) that shimmers and then closes behind them with a POP under:

REPTA (VO)

Too late!

161

ON OLD MAN

As the Sorceress comes up alongside him.

OLD MAN

Where...where did they go?

SORCERESS

Far away. By the time they find their way home, and report, we'll be ready for them.

*

MORGOTH (OS)

But are you ready for me?

*

And she looks OS.

*

REVISED
DATE 8/7/80

161A

HER POV

As Morgoth emerges from a hut to face her.

MORGOTH

You are no match for my magic!

SORCERESS (OS)

Perhaps not--

161B

ON SORCERESS

SORCERESS (con't)

But you have to be here to use it!

And with that she reaches high. Lightning seems to flash between her fingers and she shoots the rays OS.

161C

ON MORGOTH

As the rays spin around him, opening up the gate.

MORGOTH

No! No time to think--

SORCERESS (OS)

Back, Morgoth -- bck to your prison zone! Back!

MORGOTH

Nooooo!

And he vanishes with a flash.

161D

ON OLD MAN AND SORCERESS

OLD MAN

You...you did it! Thank you!

SORCERESS

(warmly)

No...we did it. Thanks to you, and your stories.

The Old Man looks at her hard.

OLD MAN

Do I know you?

REVISED
DATE 8/12

SORCERESS

(gently)

Once, a long time ago. Now I must go. Goodbye, and good luck!

And she turns into Zoar and flies off OS. The Old Man shakes his head and walks OS as well.

DISSOLVE TO:

162 INT CASTLE GRAYSKULL - SORCERESS' DEN

Where the Sorceress picks up a single, dark feather (same color as Kuduk Ungol's feathers).

SORCERESS (VO)

As for me, when I returned to the Castle, Kuduk Ungol was gone.

She goes to the window, looks out.

163 HER POV

As far below, a grey-cloaked figure walks slowly away, using a staff to support himself.

SORCERESS (VO)

I never saw her again, never had the chance to thank her.

**
**

DISSOLVE TO:

164 THRONE ROOM

Where the Sorceress ascends the throne, and sits.

SORCERESS (VO)

And that is how I came to be the Sorceress of Castle Grayskull!

RIPPLE DISSOLVE TO:

165 EXT RUINS - DAWN

Where the Sorceress dissolves the viewing wall-screen and He Man nods. Stridor is evident in the BG.

HE MAN

And it was a lucky day for us all, Sorceress. We've needed you more than I can ever tell you.

**

REVISED
DATE 8/15/84

REVISED
DATE 8/17/84

166
CLOSE ON HE MAN

Who looks up OS.

HE MAN

And I think we're about to need
you again!

167
ANGLE ON SKY

Where the Wheel of Fire appears again.

168
ON SORCERESS

Alert, ready.

SORCERESS

The symbol of Morgoth! It is
time!

169
ANGLE ON WHEEL OF FIRE

As suddenly it explodes, and in its place there is a gaping
hole in the sky, a darkness from which emerges the right arm
and head of MORGOTH THE TERRIBLE. The hole is too small for
him to come through all the way - and he's a giant. At the
same instant, a huge, truck-sized gem shoots out of the
opening TOWARD CAMERA.

MORGOTH

Ah, Eternia, at last! Now to
take up where I left off -- and
conquer!

SORCERESS (OS)

No, Morgoth! Not now or ever!

And he looks down to:

170
SORCERESS

Standing apart from He Man.

MORGOTH (OS)

You again! Foolish! I have spent
these years building up my powers.
You are no match for me now.
Surrender!

*

SORCERESS

Never!

171
ANOTHER ANGLE

Includes He Man as, in the distance, the huge gem touches
down gently, and begins to emanate an energy field.

SORCERESS

There, He Man! The gem is Morgoth's link to this world. Destroy it, and he cannot come through.

HE MAN

Then let's do it!

And he walks OS.

172 ON MORGOTH

Still only partly through the dimensional rift.

MORGOTH

Not this time, Sorceress. How about a little lightning to keep you busy?

And from his hand a bolt of lightning shoots out down OS.

173 ON SORCERESS AND HE MAN

As she deflects the incoming bolt with a mystic shield that appears in front of her hands. He Man backtracks a second.

HE MAN

Here, let me--

SORCERESS

No, He Man! I'll be all right! The gem! Destroy the gem!

And she deflects another bolt, this one staggering her a bit. He Man turns toward the gem.

174 ANOTHER ANGLE - INCLUDES GEM

As He Man tries to get near it, but runs into a force field.

HE MAN

Ooof! Force field!

He pushes at it, but it only gives slightly.

HE MAN

(with effort)
Can't...get...through!

MORGOTH (OS)

(laughs)

175

ON MORGOTH

More fully through now.

MORGOTH

Fools! Did you really think you could stop Morgoth? No living creature can pass the barrier I have put around the gem! No one!
(laughs)

By way of punctuation, he shoots another bolt down OS.

176

ON SORCERESS

Deflecting this bolt, getting tired.

SORCERESS

(breathlessly)
He Man! Keep trying! We've got to stop him!

177

ON HE MAN

Giving the force field everything he's got.

HE MAN

Got to...get...through!

178

ON STRIDOR

Eyes glowing, it steps forward.

MORGOTH (OS)

(laughs)

179

WIDE ANGLE - HE MAN

As Stridor comes up alongside him, meets some resistance, but pushes forward!

MORGOTH (OS)

(laugh fades to shock)
What?! What are you doing?!

180

ON MORGOTH

MORGOTH

Impossible! No living thing can penetrate that barrier!

REVISED
DATE 9/7/56

181 CLOSE ON HE MAN

HE MAN

But Stridor's not alive! He's a robot!

182 ON MORGOTH

Really steamed. He rears back one hand - still halfway between worlds - and lets loose with one heck of a bolt.

MORGOTH

No!!!

And it flies down OS.

183 ON STRIDOR

As the bolt slams into the robot, staggering him.

HE MAN (OS)

Stridor!

But the robot rallies, and presses on, head bent against the force field.

184 ON MORGOTH

Maybe a little scared now.

MORGOTH

You...will...stopppppp!

Another bolt flashes OS.

185 ON STRIDOR

As the second bolt hits the robot. And now it's smoking, sparks flashing. It falls to one knee.

186 ON HE MAN AND SORCERESS

HE MAN

A little further, Stridor!

187 ON STRIDOR

Looking spent.

HE MAN (OS)

You can do it!

And Stridor, only a few feet from the gem, picks himself up and staggers to the other side of the gem.

188 ON MORGOTH.
In a rage.

MORGOTH
No! No! Noooooooo!

He shoots a final bolt, bigger than all the rest.

189 ON STRIDOR

As it hits, at the very second that Stridor kicks the gem with his hind legs, knocking it OS, out of the force field.

190 ON HE MAN

Catching the huge gem, and looking OS, stricken.

191 HIS POV

Stridor falls.

HE MAN (OS)
Stridooooorrr!

192 ON HE MAN

And is he mad!

HE MAN
That's it, Morgoth! Everything has its fracture point...

193 ON MORGOTH

Aghast, fearing the worst, shooting rays down OS at He Man.

HE MAN (con't)
I've just reached mine--

194 ON HE MAN

Raising one karate-like hand over the gem, bathed in Morgoth's bolts, so determined tht he doesn't even feel the bolts striking him.

HE MAN (con't)
And you've just reached yours!

195 He brings the hand down and WHAMM, splits the gem in two!

ON MORGOTH

As the Wheel of Fire reappears all around him.

MORGOTH

No! You can't! I was so close!

196 ON HE MAN

Hefting the gem halves over his head, power glow from the gem all over him.

HE MAN

And don't...come...back!

And he throws them up OS.

197 ON WHEEL OF FIRE AND MORGOTH

As the gem strikes them, and everything vanishes with a blast of white light.

198 WIDE ON HE MAN AND SORCERESS

As she goes to He Man, who looks somewhat staggered by the forces that just washed over him.

SORCERESS

He Man! Are you all right?

HE MAN

A little weak, but alright.
What about Stridor?

199 She looks OS.

THEIR POV

Stridor shifts a little, but he's flat out in bad shape.

HE MAN (OS)

We have to get him back to the laboratory. Man At Arms can fix him up -- if we get there in time.

200 ON SORCERESS

SORCERESS

But how? I can fly back myself, but...

201 ON HE MAN

As he goes to Stridor, and physically lifts him up onto his shoulders!

HE MAN

Stridor carried me here. It's only fair that I return the favor.

202 WIDEN TO INCLUDE SORCERESS

Wide eyed.

SORCERESS

Can you manage him all the way
back to the palace? Shouldn't
you rest first?

HE MAN

No time. And after what Stridor
just did, I'd carry him to the
other side of the planet, if I
had to.

And he walks OS, the Sorceress following.

CUT TO:

203 EXT ROYAL PALACE

CAMERA PUSHES IN under:

HE MAN (VO)

Well, Duncan? Will Stridor be
all right?

INT MAN AT ARMS' LABORATORY

Where Man At Arms is disconnecting Stridor, on his feet and
looking quite nifty, thank you, from a monitor. Sorceress
stands nearby.

MAN AT ARMS

I think he'll be just fine now.

205 ON HE MAN

Approaching Stridor, patting the mechanical beast's neck.

HE MAN

Am I glad to hear that! We've
been through quite a lot, the
two of us. I wonder what he
thinks of it all.

MAN AT ARMS (OS)

One way to find out.

And He Man turns, looks OS.

206

MEDIUM ON MAN AT ARMS

Switching on another monitor with a TV-like screen.

MAN AT ARMS

This new electro-thought monitor I've developed should show us exactly what's on Stridor's mind.

And he pushes a button as He Man ENTERS FRAME.

207

ON THE MONITOR

As, under what follows, we SEE pictures of fields, streams, woods, hills.

MAN AT ARMS (OS)

Hmmm. Open fields, streams, forests, hills...

*
*

207A

ON HE MAN

HE MAN

What does it mean?

*

MONITOR (OS)

Free.

*

207B

INSERT - SPEAKER IN MONITOR

*

MONITOR

Free...Free...Free...

*

208

MAN AT ARMS

Looking up from the monitor (still beeping), puzzled, uncertain.

MAN AT ARMS

Free. But...what does a machine know about freedom?

209

ON SORCERESS

Approaching.

SORCERESS

I believe he is more than a machine now, Man At Arms.

REVISED
DATE 7/7/85

210

ON STRIDOR

Eyes flashing, standing tall.

SORCERESS (OS)

He may have been a robot when he went against Morgoth, but he is a living creature now.

211

WIDER - INCLUDE ALL AND STRIDOR

As Man At Arms reaches for another lever.

REVISED
DATE 7/14

MAN AT ARMS

Then he must be set free. It's wrong to keep anything that longs to walk free.

And, throwing the switch, a door opens, and Stridor, casting a last look at them, goes out under:

HE MAN

Besides -- I have a hunch that if we ever need him again, he'll be there.

And the door closes behind Stridor.

SORCERESS

Now I, too, must be going, He Man.

212 ON SORCERESS

Holding up her palm as the Crystal of Allenar we saw earlier fades from view.

SORCERESS

The Crystal that allows me to maintain my form outside Castle Grayskull is wearing off.

213 WIDEN TO INCLUDE HE MAN

As the Sorceress transforms into Zoar.

HE MAN
Before you go, I wanted to thank you for all you've done -- not just today, but for all those years you waited, protecting Castle Grayskull.

214 ON SORCERESS/ZOAR

SORCERESS

(telepathic)
It has been the highest honor, He Man, and it has been, and always will be, a joy for me to call you my friend.

215 ON SORCERESS/ZOAR AND HE MAN

As she gently grazes He Man's face with the tip of one wing.

SORCERESS

(telepathic)
And now, like the wind!

And she soars OUT OF FRAME.

216 WIDER - INCLUDE WINDOW

As Zoar soars past Man At Arms and out through the window.
He Man approaches, and they stand looking out the window.

MAN AT ARMS

She's a very special person,
He Man.

HE MAN

Yes, Duncan, she is.

217 EXT SKY

As Zoar soars, loops, and flies, triumphant, TOWARD CAMERA.

HE MAN (VO)

Very special indeed.

And with a graceful turn, she soars up, and up and away OS
with a falcon cry of joy unbounded.

FADE OUT

THE END

MU #66073

HE MAN AND THE MASTERS OF THE UNIVERSEORIGIN OF THE SORCERESSMU #66073THIRTY SECOND TAG

FADE IN:

ON HE MAN IN DUNCAN'S LAB

HE MAN

Today we learned about the
importance of taking responsibility.

SCENES FROM SCRIPT: SCOUT SHIP ATTACK, VILLAGER URGING
SURRENDER, LARA NEE AT THE GATES OF GRAYSKULL

HE MAN (VO)

When someone is in trouble, it's
everyone's responsibility. When
things go wrong, we can't just
walk away. It's up to all of us
to do whatever we can to help
someone in need.

BACK TO SCENE

HE MAN

Because, as we saw today, no matter
how big the problem, one person, or
one living creature, can make a
difference.

(BEAT)

See you next time!

FADE OUT

HE MAN AND THE MASTERS OF THE UNIVERSEORIGIN OF THE SORCERESSMU #66073CAST LIST

ADAM

HE MAN

SORCERESS/ZOAR

MAN AT ARMS

ORKO

CRINGER

BATTLECAT

STRIDOR - He Man's robot horse, creation of Man At Arms (see Mattel model). No dialogue.

TEELA NA - the young Sorceress, in the days when she was still an average, though attractive, mortal (perhaps available in MU #66006). *

FERROS - Rat-faced representative of the Horde, Captain of the Scout Ship, in charge of the expedition to Eternia.

RACHNEY - spider-like Horde soldier.

REPTA - ditto, only with the features of a lizard.

LITTLE GIRL - one line.

VILLAGER - Male, big but cowardly. A real loser.

OLD MAN - bearded, weathered, but strong of will.

KUDUK UNGOL - The Sorceress of Castle Grayskull in the years prior to the Sorceress. Like her, she is plumed but in the colors and configuration of a hawk. *

MORGOTH THE TERRIBLE - a giant sorcerer from Eternia's distant past. Very powerful, bearded, mean.

MONITOR - electronic voice. Two lines. *

