

SHE-RA™

Princess of Power™

"ABOVE IT ALL"

PP #67074

August 23, 1985

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PP #67074
Specific Revisions
Aug 27, 1985

ADD TAG

SHERA, PRINCESS OF POWERABOVE IT ALLPP #67074CAST LIST

ADORA/SHERA

SPIRIT/SWIFT WIND

MADAME RAZZ

BROOM

GLIMMER

BOW

SHADOW WEAVER

VULTAK (SEE PP #67038)

KOWL

HORDAK

CORY - see PP #67026.

**

ARIANE - see PP #67026.

**

MALE PEASANT - Ordinary peasant extra-type. A few lines.

THE SKYLANDERS - They look more or less like animated trees, about seven feet tall, with branches for hands, roots for feet, etc. Some of them have two hands and arms, some three or four. They have no mouths, but knots and twigs make up what look like "eyes" and a "nose". They all have small a pink flower growing in the palm of one hand, a telepathic blossom by which they can communicate. They should look tree-ish and unhuman, but not scary. Their children look like animated saplings. No dialogue.

AGROS - Chief of the Skylanders, older and grayer than the others, and slightly larger. His telepathic "mind-voice" is deep and filtered.

**



BOW

No.

(shrugs)

Well, maybe a little at first, but I figure that being afraid of the dark only means you have a good imagination. And if you have a good imagination, you can imagine good things.

**

**

2C CLOSE ON CORY

CORY

What did you think of?

**

2D CLOSE ON BOW

BOW

Oh, things like riding a sled down a long, snowy hill. And lying on my back watching the birds make lazy circles.

**

(now conspiratorialy)

But then something terrible happend!

**

2E CLOSE ON ARIANE

She sucks in her breath.

**

ARIANE

(softly)

What?

**

2F CLOSE ON BOW

BOW

My nose began to itch!

**

2G CLOSE ON KIDS

CORY, ARIANE, KIDS

(laugh of relief)

**

**

CORY

But you said it was something terrible.

**

2H CLOSE ON BOW
He nods.

**

**

** REVISSED
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BOW
 (mock seriously)
 It was! I told you it was dark.
 Well, it was so dark I couldn't
 find my nose to scratch it!

**

2I
 CLOSE ON CHILDREN

**

CORY, ARIANE, OTHERS
 (laughter)

**

2J
 CLOSE ON BOW

**

BOW
 Well, that nose kept itching and
 itching and my fingr kept missing
 and missing and it just about drove
 me crazy.

**

He demonstrates, broadly missing his face each time.

**

2K
 CLOSE ON CHILDREN

**

As they sit enraptured and giggling. (Nice touch if a
 couple scratch their noses.)

**

BOW (VO)
 So I had this big problem and I
 didn't know what to do! Now,
 who knows what to do when you
 have a big problem?

**

2L
 CLOSE ON CORY

**

CORY
 You talk it over with somebody!

**

2M
 CLOSE ON BOW

**

He smiles.

**

BOW
 Right, Cory. Well, there wasn't
 anybody there to talk to except
 my horse, Arrow. So I told Arrow
 my problem and before you knew it...
 well, I'll show you.

**

Bow looks OS and whistles.

**

BOW
 (calling whistle)

**

**
 REVISED
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**NEW PAGE

2N MEDIUM ON ARROW GRAZING - BOW'S OV **

Arrow's hed rears up. He turns and gallops off toward Bow. **

20 MEDIUM ON GROUP **

As Arrow charges in and faces Bow. **

BOW

Arrow, old friend, my nose is itching. **

Arrow SNORTS, then does a half circle so that his hindquarters are facing Bow. **

2P CLOSE ON BOW AND ARROW'S REAR **

Arrow's tail comes ;up and smartly brushes across Bow's nose. **

2Q REVERSE ON GROUP **

As they all laugh. **

CORY, ARIANE, GLIMMER, OTHERS
(laughter) **

Glimmer is laughing with the others when she looks ;up and stops laughing. She takes a small space age scope out of her pocket (?) and looks through it. **

GLIMMER

It's Vultak! **

The laughter stops. **

3 CLOSER ON ADORA AND GLIMMER

Glimmer hands Adora the spyglass, during:

GLIMMER

You have a look, Adora.

Adora takes the spyglass, looks through it OS upward.

4 ADORA'S POV THROUGH SPYGLASS

The cross-haired circle sweeps a lightly clouded sky, catches and centers on Vultak, circling in flight.

ADORA (VO)

You were right, Glimmer. That's Vultak, all right.

5 WIDER SHOT - ADORA, GLIMMER, KOWL, PEASANT, SPIRIT IN BG

Adora hands the spyglass back to Glimmer.

**

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GLIMMER

(puzzled)

But what's he doing so close to
Whispering Woods?

**

6

ON GLIMMER AND KOWL

Kowl is floating just behind Glimmer's shoulder.

KOWL

I wish we knew!

7

ON GROUP

Both women, Kowl, and the peasant react as Bow's voice comes
from OS.

BOW (VO)

Whatever he's doing here, he
isn't doing it alone! Look!

8

MEDIUM SHOT OF BOW

He is kneeling at the edge of the woods, holding aside some
bushes to SHOW beneath them the unmistakable tracks of
Horde Troopers. Adora, Glimmer, Kowl, and the peasant ENTER
SHOT, looking down at the tracks.

BOW

(grimly)

It's the tracks of Horde Troopers.
They must be in the area.

9

ANGLE ON GROUP

All react with concern. Bow stands up, looking grim.

PEASANT

That's why we sent for you! We've
been finding signs of the Horde for
days!

10

CLOSE ON ADORA

She frowns. Something about that bothers her.

ADORA

That's strange...

MADAME RAZZZ (VO)

Watch out!

11

WIDER ON GROUP

All look up as we HEAR MADAME RAZZ'S desperate VO.

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MADAME RAZZ (VO)
 (desperate screech)
 Look out below!

All duck and cover their heads as Madame Razz, on BROOM, zooms wildly THROUGH SHOT and OUT again upward, Madame Razz hanging on for dear life.

12 ON RAZZ AND BROOM

TRACK with them as they zoom upward into the sky again, Madame Razz hanging onto Broom with one hand and her hat with the other.

MADAME RAZZ
 (a little flustered)
 Dearie my! Let's try that landing again!

Broom antics, preparing for another dive.

13 AERIAL SHOT OF GROUP DOWN BELOW

They are all wildly waving warnings. Even Spirit is rearing and waving his fore feet.

MADAME RAZZ (VO)
 Don't worry, dearies, I've got my flight path all straightened out!

14 ANGLE ON GROUP - FAVOR ADORA

Adora points upward warningly.

ADORA
 Madame Razz, look out! Vultak!

15 ON RAZZ AND BROOM

Hovering in the air. Madame Razz leans forward, cupping her hand to her ear.

MADAME RAZZ
 Eh? What's that?

Broom happens to glance back OS and upward, REACTS violently with horror, pointing up OS.

BROOM
 (almost inarticulate with shock)
 Look out!

16 CLOSER ANGLE ON RAZZ AND BROOM

Madame Razz starts to look back over her shoulderething's amiss.

MADAME RAZZ

What...?

Broom dives OUT OF SHOT, almost unseating Madame Razz, who grabs desperately for a hand hold. A second later Vultak comes diving THROUGH SHOT, grabbing at them with his talons. He veers and plunges OS after them.

17 WIDE ANGLE

TRACKING after Madame Razz and Broom, who are zooming as fast as they can. They veer and swerve in MID SHOT as Vultak comes plunging down at them from OS above again, grabbing for them and getting a clawful of Broom's bristles. He hurls the bristles away furiously.

VULTAK

(snarling, half to himself)

I'll get you, you miserable witch!

He plunges down OS after them.

18 WIDE ON VULTAK, RAZZ, BROOM - FAST TRACKING SHOT

Vultak is gaining on them.

19 CLOSE ON RAZZ, BROOM

Razz is hanging onto her hat, her hair streaming out behind her.

MADAME RAZZ

(desperately)

Iskabol, siskabol, millet and rye,
Make my enemy fall in a pie!

BROOM

Sky! That should be sky, not pie!

20 ON VULTAK

He is plunging down for a power dive on them when a gigantic cream pie, at least twelve feet in diameter, materializes vertically in the air in front of him. He tries frantically at the last second to brake, and smashes right into the enormous confection with a loud SPLAT, splattering meringue everywhere.

21 ON MADAME RAZZ AND BROOM

Still diving earthward, the CAMERA TRACKING after them. Madame Razz turns around to see the effects of her spell, points back OS up toward Vultak.

MADAME RAZZ
 (satisfied)
 Best pie I ever--

Broom reacts with horror at something OS down below them.

BROOM
 Whooooaaa!

Just as Madame Razz turns back to look, the trees of the woods come INTO SHOT from below. They drive straight into them OS downward with a crash and a flurry of foliage.

20
 WIDE SHOT IN WOODS

Broom is lodged in a tree. Madame Razz is trying to scramble down, her clothes caught on the branches, her legs waving in an undignified fashion, while Adora, Bow, Glimmer, the peasant, and Spirit group below, laughing good naturedly.

ADORA, BOW, GLIMMER
 (good natured laughter)

Adora reaches up to help Madame Razz down.

ADORA
 You're getting better at your landings, Madame Razz!

53
 SAME SHOT, BUT SEEN FRAMED IN THE FACETS OF A BLACK CRYSTAL

Adora helps Madame Razz down out of the tree.

MADAME RAZZ
 Of course I am! I hit the exact tree I aimed for!

24
 EXT MOUNTAINSIDE - TIGHT ON SHADOW WEAVER

We SEE the black crystal is in the hands of SHADOW WEAVER. We no longer see the scene in the crystal, but faint light from it plays over her bony fingers and the edges of her hood, though it does not illuminate the darkness within. She laughs, softly and evilly.

SHADOW WEAVER
 (soft, evil laughter)
 So. They are all here now. Good.

With one hand she makes a magical pass over the black crystal.

25
CLOSE ON THE CRYSTAL IN HER HAND

As her fingers make the pass over it, the image of HORDAK appears in its facets.

SHADOW WEAVER (VO)

The leaders of the Rebellion are all near the village.

SHADOW WEAVER

When the Cave Of Winds is open, the winds will destroy the Whispering Woods and the rebels will have no place to hide.

HORDAK

Excellent. Open the Cave of Winds!

We PULL OUT. Shadow Weaver raises her arms. Wind begins to ripple her robes.

SHADOW WEAVER

(triumphant, gloating)
Nothing can stop us!

26
VERY WIDE ON SHADOW WEAVER

With a CRASH of THUNDER, lightning snakes down from the sky, blasts the ground in front of her feet, SHAKING the SHOT, and showering glowing boulders in all directions. The WHOOSH of the rising winds are all around her. She shouts over it.

SHADOW WEAVER

Unleash the Cave of the Winds!

27
REBELLION GROUP ON HILL TOP - ADORA, RAZZ, BOW, GLIMMER, KOWL, SPIRIT, PEASANT

They are looking around them and up at the sky, which is now storm dark and flickering with lightning. More thunder crashes. Wind begins to flutter at their hair and clothes.

GLIMMER

What's happening?

28
CLOSE ON KOWL AND BOW

Kowl looks up into the sky.

KOWL

I don't know. It's almost as if the Cave of Winds was opened.

29
ON THE REBELLION GROUP ON THE HILLTOP

They are clustered together. A huge FLASH of LIGHTNING illuminates them, followed by a BOOM of THUNDER.

ADORA

Get back to the village! I'll join you later.

30
WIDER SHOT OF GROUP

PEASANT

This way!

The peasant leads Bow, Glimmer, and Kowl OS at a run. Madame Razz mounts Broom and they go zooming erratically after.

31
ON ADORA

The storm dark sky is behind her. She draws her sword and holds it aloft.

ADORA

For the honor of Grayskull!

32
TRANSFORMATION SEQUENCE

Adora becomes SHERA.

SHERA

I am Shera!

She holds the sword toward Spirit. EFX shoot OS.

33
TRANSFORMATION SEQUENCE

Spirit becomes SWIFT WIND.

SWIFT WIND

(whinny)

34
ANOTHER ANGLE ON SWIFT WIND

Shera runs INTO SHOT, jumps into the saddle.

SHERA

Come, Swift Wind! They're going to need our help!

Swift Wind springs into the air, soars into the sky as we:

CUT TO:

35
WIDE ON SHADOW WEAVER ON MOUNTAIN SIDE

She is silhouetted against a black storm sky, a huge hole, at least a hundred yards wide, gouged into the earth before her by the lightning. The WHOOSH of winds and the ROAR of THUNDER BOOM in the bg as she cries:

SHADOW WEAVER

More winds! More! More!!

LIGHTNING STRIKES the hole again. The ground SHAKES, rocks flying in all directions. Then, with a CRASH, the ground in the hole is ripped apart, and from it streams a black torrent of wind, wind strong enough to blow enormous boulders as if they were bits of styrofoam.

36
ANGLE

Swift Wind turns to the black crystal, which glows. Hordak's image appears.

SHADOW WEAVER

The winds are unleashed. Send in the Horde Troopers.

WIPE TO:

37
HILLSLOPE IN FRONT OF VILLAGE - WIDE SHOT - ESTABLISHING

The Town Hall, a large stone building, stands in the foreground, other buildings group behind. Horde Troopers move up the slope toward the village. Near the top of the hillslope, leading to the village, is a huge pile of cut logs.

38
FAVOR THE PILE OF TREE-TRUNKS

Bow, Kowl and several peasants (both male and female) are standing nearby in a group.

BOW

We've got to stop them.

KOWL

(panting)

Those logs! If we cut them loose --

39
ANGLE - FAVORING BOW

BOW

Right. Let's go!

He moves OS. We HEAR the RUMBLE of the oncoming Horde tanks from OS. Kowl hovers by Bow's shoulders, looking nervously OS toward the Horde.

KOWL

Are you sure this is wise? We would be much safer using the wood to block the doors!

40 CLOSER ON BOW AND KOWL

BOW

(cheerfully)

This way they won't reach the doors!

(to peasants)

All right -- NOW!

41 WIDER ON PEASANTS, WOODPILE

Bow and the peasants all chop simultaneously through the ropes holding the piled logs -- the logs roll downslope OS.

42 ON THE ADVANCING HORDE ROBOT TROOPERS

With a loud RUMBLE, the logs come piling and rolling INTO SHOT down the slope toward them, knocking them back.

43 ON BOW, KOWL, PEASANTS IN BACKGROUND

Bow grins triumphantly.

BOW

By my good right arm, that was easy as...

Darkness covers the SHOT, as if huge clouds has covered the sun.

44 ANGLE - BOW AND PEASANTS

They look up and OS as a powerful wind blows at their hair. (SFX) ROARING WINDS.

BOW

That wind...it's so...strong...

45 ANGLE - WIDER

The wind increases, blowing rocks and atree branches THROUGH FRAME. Several of the villagers are blown OS.

46 ANGLE - BOW AND KOWL

The wind pulls Kowl toward the SIDE OF FRAME. He grabs Bow by the belt and hangs on for dear life as the wind picks up his body and blows it horizontal to the ground. Bow stands firm for A BEAT, then gradually backs OS.

47 ON THE HORDE TROOPERS WITH THE LOGS PILED IN FRONT OF THEM

The wind tears the logs up from the ground, blows them into the air like straws. The Horde Troopers give a CHEER, begin to storm forward once more.

HORDE TROOPERS

(ad lib cheers)

Hurray! Let's go! Yeah! We've got them!

48 ON BOW AND KOWL

FLEEING through the winds with the to the outskirts of the village. A dozen of the cut tree-trunks blow INTO SHOT, GAIN through it straight at Bow. He throws himself aside, but trips. The logs land in a pile just in front of him, pinning his leg.

49 ANOTHER ANGLE ON BOW

Kowl tugs futilely on the tree-trunk, clinging to it just to keep from being blown away.

KOWL

I hope you remember that I did warn you against using these logs!

BOW

By my grandfather's beard, I'll listen to you next time!

They both LOOK OS.

50 THEIR POV

A whole bunch of advancing Horde Troopers, looking like they mean business.

KOWL (VO)

If there is a next time!

51 WIDE OF SHERA ON SWIFT WJND

Flying through the air, buffeted by the wind, Shera looks OS down, does a DOUBLE TAKE with alarm as she SEES Bow's plight.

SHERA

Looks like we're needed, Swift
Wind! Hold steady, now!

Swift Wind spreads his wings as a brake against the wind.
Sera springs from his back.

52 TRACKING SHOT

CAMERA FOLLOWS Sera down as she tucks and rolls in the air,
then straightens out as she nears the ground.

53 ON BOW, KOWL

Bow is still pinned under the log. Sera ENTERS SHOT from
OS at top just as she uncurls, landing beside the mound of
timber that is pinning Bow's leg. She reaches down, picks
up the entire pile.

54 CLOSER ON BOW, KOWL

Bow scrambles to his feet.

BOW

Sera, you're the answer to a
prayer!

KOWL

Two prayers!

55 WIDE ON BOW, KOWL, SHERA

Sera is still holding the gigantic pile of cut logs in her
arms.

SHERA

Glad to help!

She flings the whole pile of logs OS.

56 ON THE ADVANCING TANKS AND HORDE TROOPERS

The lead tank skids to a stop just as the log drops INTO
SHOT from OS above. The log sticks into the ground like an
arrow. The tank cannot stop in time, and skids to SMASH
into the log. All the Troopers and tanks immediately behind
pile up into it.

57 ON SHERA, BOW, KOWL CLINGING TO BOW'S ARM

Sera grabs Bow's hand and helps him up.

SHERA

Let's get out of here!

58
WIDE ON VILLAGE, TOWN HALL

Shera and Bow, holding Kowl by the hands between them, dash INTO SHOT and into the Town Hall as windblown logs and stones go crashing around them and battering the Town Hall's walls. As they reach the door, Swift Wind comes down INTO SHOT from OS above, and through the door also before it slams shut.

WIPE TO:

59
MOUNTAINSIDE BESIDE THE CAVE OF WINDS

Shadow Weaver stands in the shelter of some rocks near the huge hole in the earth that is still spewing wind and boulders. She rubs her hands, during:

SHADOW WEAVER

No walls will stand up to the winds of underground. They will not save you from the Horde!

WIPE TO:

60
INSIDE THE TOWN HALL - ESTABLISHING

A big room that looks like it was once a council-chamber; stone walls and rafters overhead. The lamps on the rafters are swaying with the rocking of the building in the wind. The MOANING of the wind can be heard outside. Peasants are huddled in the background. Shera, Bow, Glimmer, Madame Razz, Broom, Kowl, and Swift Wind are gathered in a tight group. The CAMERA PUSHES IN on the group as Madame Razz speaks:

MADAME RAZZ

Galloping gallenules! This place won't stand up to much of this!

61
ANGLE ON GROUP

SHERA

It will if we can get help! Queen Angella's magic will be more than a match for this wind.

62
ANOTHER ANGLE, FAVOR BOW

BOW

If we can last that long!

63
ON SHERA, SWIFT WIND

Shera strokes the unicorn's cheek.

SHERA

Think we can do it, Swifty?

Swift Wind nods vigorously.

SWIFT WIND

Let's find out.

64
WIDER SHOT OF GROUP JUST INSIDE THE TOWN HALL DOORS

Bow and Glimmer are holding the doors, ready to open them. Shera springs onto Swing Wind's back.

SHERA

(to Bow)

You think you can hold off the Horde until we get back?

65
ON BOW

He grins gallantly, and slaps Swift Winds shoulder.

BOW

I guess we'll have to, won't we?
Good luck!

SHERA

Same to you!

66
WIDER ANGLE

Bow and Glimmer pull the doors open. Swift Wind and Shera plunge through.

67
WIDE ANGLE - OUTSIDE OF TOWN HALL

Shera and Swift Wind emerge from the doors. The sky is dark all around them and boulders and other debris are still whirling in the air and crashing into the walls of the building, which is starting to look pretty battered.

SHERA

Up, Swift Wind! Fly for
Bright Moon!

Swift Wind leaps skyward and spreads his wings. The wind makes him veer sharply, but he steadies and FLIES OS UP.

WIPE TO:

68
SHADOW WEAVER ON THE MOUNTAINSIDE

She shades her eyes with her hand, looking OS.

SHADOW WEAVER

So you think you can help, Shera?

69
VERY LONG SHOT OF THE VILLAGE

Swift Wind and Shera can be seen, very tiny, struggling to rise against the wind.

SHADOW WEAVER (VO)

My winds are stronger than your
steed's wings! You will never
reach Bright Moon in time!

CUT TO:

70
TRACKING SHOT - SHERA AND SWIFT WIND

They are being buffeted wildly by the wind, Swift Wind struggling against it with all his might and not making much headway. Dust and boulders swirl around them. Shera holds her arm in front of her eyes to shield them. Her voice can barely be heard over the HOWLING of the wind.

SHERA

Up, Swift Wind! Higher! We have
to get above the storm!

Swift Wind tries to fly upward, but is caught by mighty gusts of wind and veers and swerves.

71
VERY WIDE SHOT OF SHERA AND SWIFT WIND

Still struggling to make headway. Shera's voice sounds very strained.

SHERA

We must bring help in time!
They can't hold out against
the Horde for long!

72
MEDIUM SHOT AS SHERA AND SWIFT WIND RISE ABOVE THE STORM

The stormwinds are like a furiously churning sea of dust beneath them.

SHERA

Whew! Now I know what a kite
feels like!

73
TIGHT ON SHERA AND SWIFT WIND

We DON'T SEE above or behind them yet as:

SHERA

On, Swift Wind! On to--

Her voice breaks off as a huge shadow, like a cloud, passes over her, and she looks UP OS. She REACTS with startled disbelief.

74 HER POV - THE SKYLAND OF WINDBLOSSOM - ESTABLISHING SHOT

The Skyland of Windblossom is a small island floating in the sky. It is entirely covered with a thick forest of trees -- trees hang off over its edges, tree-roots and vines droop in thick tangles from its base. Many of the trees visible on it, though by no means all, are the glide-trees, with huge, round leaves about three feet across. Some of them are green and healthy-looking, others are turning brown and dead, but the whole feeling of the Skyland is weirdly majestic -- and a little threatening. The Skyland is slowly drifting TOWARD CAMERA.

SWIFT WIND (VO)

What is it?

75 ANOTHER ANGLE - WIDE SHOT - EDGE OF THE SKYLAND

Thick roots and vines dangle from its underside as it hovers just above Shera and Swift Wind. The vines reach out toward them.

SHERA

It's...it's like a floating island!

76 CLOSER ON SHERA, SWIFT WIND

The unicorn TURNS in the air and tries to FLY OS. Vines reach INTO SHOT from OS above, wrap around Swift Wind's body. Shera TURNS in the saddle, grabbing the view to pull it off.

SHERA

(reprovingly)

Oh, no, you don't!

77 CLOSE ON SHERA'S HANDS, VINES

She grabs the vines and pulls. They stretch like rubber bands, but do not break.

78 MEDIUM ON SHERA, SWIFT WIND

Shera reacts, looking surprised.

SHERA

That's funny, they don't break!

79 CLOSE ON SHERA'S HAND, VINES

The vine puts out a tendril and wraps around Shera's hand, wrist, and up her arm with lightning speed.

80 MEDIUM SHOT OF SHERA, SWIFT WIND

They are entangled with the vines, and more and more are reaching down from OS above INTO FRAME to grab them. Swift Wind's legs and wings are wrapped with them. Shera reaches with her free hand to try and tear the vines that are holding her other arm.

SHERA

I can't get away! They won't let go!

81 CLOSE ON SHERA'S HANDS

More tendrils grow out of the vine that wraps her sword arm and wind around her other hand and wrist as well.

SHERA (VO)

We've got to get loose!

82 WIDER ON SHERA AND SWIFT WIND

Both are pretty well wrapped in vines. Shera grits her teeth, brings her arms together, and then snaps them outward to break the vines -- only the vines don't break. They only stretch, and snap back together like rubberbands, wrapping her tighter than before. Swift Wind LOOKS OS behind them, and REACTS with surprise and alarm.

SWIFT WIND

Look!

Shera turns to look.

83 HER POV - THE SKYLANDERS

There are half a dozen of them, gliding by holding the big, round leaves of the glide-trees over their heads. They are obviously tree-people and look a lot like trees themselves, some with two branches for arms, some with three or four. They have faces, but non-human ones. They have no mouths, only an arrangement of knots and a twig that look like eyes and nose. Their hands, formed of branches, and their feet, formed of roots, are enormous and powerful-looking. They look totally non-human and weird, but not ugly or evil. They are led by AGROS, older, grayer, and slightly larger than the others.

84 ANOTHER ANGLE - SKYLANDERS, SHERA, AND SWIFT WIND

The Skylanders let go of the glide-tree leaves and grab onto the vines which hold Shera and Swift Wind. The vines begin to pull upward. CAMERA TRACKS UP with them as they pull Shera and Swift Wind and the Skylanders up toward the bottom of the Skyland which comes INTO SHOT overhead.

85 WIDE SHOT - SKYLAND JUNGLE - ESTABLISHING

Very thickly-wooded, tangled with vines and roots, not just on the ground but sticking out at all angles from the trees. In spite of the lushness of the foliage, it can be seen that some of it is dead or dying. Just a QUICK SHOT TO ESTABLISH, then

CUT TO:

86 CLOSE ON SHERA, SWIFT WIND, AND AGROS

Shera and Swift Wind are hopelessly tangled in vines.

SHERA

(grimly)

If we can just break out of this...

She contracts her muscles and has another try at breaking the vines, which stretch and snap back, as before.

87 ANOTHER ANGLE

Two other Skylanders come INTO SHOT, begin to drag Shera down off Swift Wind. She struggles, Swift Wind rears, as well as they can with the vines tangling them up.

SHERA

Please let me go! My friends are in danger!

She manages to grab one Skylander in each hand and tosses them OUT OF SHOT.

88 TRACKING SHOT

Of the two Skylanders as they go flying. They CRASH INTO the bushes at the foot of a glide-tree. The impact knocks the leaves off the glide-tree, and instead of falling, the leaves just hang in the air, shivering and fluttering, then settle very slowly to the ground.

89 ON SHERA, SWIFT WIND, AND AGROS

Swift Wind is rearing, Shera struggling to rid herself of the vines.

90 CLOSE ON AGROS

He grabs a vine, runs his hands along it.

91 CLOSE ON THE VINE AND AGROS' HANDS

Bright yellow flowers sprout out all over the vine, like little orchid-buds with their petals closed.

92 CLOSE ON SHERA AND SWIFT WIND

The vines wrapping them all sprout yellow buds, too. Shera pauses in her struggles, looks at them. She starts to struggle again.

93 CLOSE FLOWER

It pops open releasing pollen which moves in all directions.

94 WIDER SHOT - INCLUDE AGROS

All the flowers pop open, release clouds of glittery golden pollen around Shera's head. She gasps.

SHERA
I'm getting sleepy!

95 CLOSE ON SHERA

She is all tangled in the vines with their yellow flowers, the pollen a golden glitter around her head. She is struggling to keep from falling asleep but nodding, her eyes closing.

SHERA
Sleepy...

96 WIDER SHOT - SHERA AND SKYLANDERS HOLDING HER

She nods forward, and they catch her as she sinks down.

FADE OUT

END ACT ONE

PP #67074

SHERA, PRINCESS OF POWERABOVE IT ALLPP #67074ACT TWO

FADE IN:

97
UNNAMED VILLAGE - TOWN HALL

Wind is HOWLING around it, wind-driven boulders CRASHING into its walls, Horde tanks and Troopers surround it, firing at it with laser-cannons.

98
INT - TOWN HALL - MEDIUM CLOSE ON BOW, GLIMMER, KOWL, MADAME RAZZ, BROOM

There is a violent CRASH and a hole is smashed through the wall nearest them. All spring back from it, Kowl ducking behind Bow's shoulder and Madame Razz and Broom clutching one another.

99
ON THE HOLE IN THE WALL

Two gloating Horde Troopers smash through.

100
ON GROUP

They are looking OS at Troopers. Madame Razz springs forward, rolls up her sleeves, antics with hands getting ready to make magic gestures.

MADAME RAZZ

(dramatically)

Take that!

She points all her fingers dramatically OS toward the Horde Troopers. Glittery streams of brightly-colored EFX shoot from her fingers OS.

101
ON THE HORDE TROOPERS IN FRONT OF THE HOLE

The streams of EFX strike them. There is an explosion of glittery, colored EFX. The Horde Troopers stagger back momentarily under the impact and one Horde Trooper turns bright yellow with orange and purple polka-dots, the other, bright pink and blue striped. They look down at themselves for a moment, utterly baffled, then at one another, then back toward our heroes OS, and start to renew their charge.

102
ON OUR HEROES

Madame Razz looks as disconcerted as the Troopers did.

MADAME RAZZ

Oh, dearie my! That wasn't supposed to happen!

Glimmer springs forward past her, holds out her hand with its palm-jewel toward the Troopers OS. The jewel FLASHES a stream of light OS.

103
ON THE HORDE TROOPERS (STILL BRIGHTLY COLORED)

The Light-Stream of the jewel shoots INTO FRAME and hits them, bowling them back through the hole in the wall with a burst of SPARKLE FX.

104
ON GROUP

Bow claps Glimmer on the shoulder.

BOW

Good work!

He turns to smile at Madame Razz, and adds:

BOW

Both of you.

105
ON MADAME RAZZ AND GLIMMER

Razz antics, simpering. Glimmer looks worried.

GLIMMER

I don't know how much longer I can keep it up! My powers are weakening already!

106
ON GROUP - FAVORING BOW

There is another CRASH and the building SHAKES again. Bits of debris, roof-tiles and pieces of broken tiles shower down from OS above. Everyone ducks and covers their heads. Bow is the first to uncover his head and look up.

BOW

(trying to be reassuring)
Don't worry! Shera will bring help.

CUT TO:

107
SKYLAND JUNGLE

Shera is lying unconscious, surrounded by a wall of the vines but not actually entangled in them. All the vines have the yellow sleep-flowers on them now, and there is glittery pollen on the ground.

BOW (VO)

She's probably on her way back right now.

CAMERA PUSHES IN toward her.

CUT TO:

108
MEDIUM CLOSE ON SHERA

She stirs, raises her head, and rubs her forehead. There is a SPARKLE EFX of the pollen falling off her hair.

SHERA

(groggily)

Oh!

109
ON THE WALL OF VINES

All the vines REACT, turning their flowers toward her like heads.

110
ON SHERA

SHERA

I have to get out of here!

From OS there is a loud and furious WHINNY from Swift Wind.

SWIFT WIND (VO)

(whinny)

Shera REACTS, raising her head a little, suddenly tense.

111
ON THE VINES

They all REACT, swivelling their flowers like heads OS toward the sound.

SHERA (VO)

Swift Wind! He's in trouble!

112
EDGE OF THE SKYLAND - EST SHOT

Agros, Swift Wind, and two other adult Skylanders are near the edge of the Skyland. Grouped in the BG watching them are three or four Skylander children.

113 CLOSER ON SWIFT WIND, AGROS, SKYLANDERS

Agros and the two adult Skylanders are attempting to mount Swift Wind, who isn't having any of it. He is bucking and rearing angrily.

SWIFT WIND
(whinnies angrily)

114 ON THE VINES

Their flowers are still turned to "watch" the commotion.

115 WIDE SHOT OF SHERA - WALL OF VINES

Shera suddenly springs to her feet, bounds into the air, tucking into a ball as she sails over the vines. CAMERA TRACKS with her as she lands.

116 ON SHERA

Still drooping, appearing to be half-unconscious but watching the vines as she gets her hands under her.

117 WIDER SHOT OF SHERA, WALL OF VINES

Shera suddenly springs to her feet, bounds into the air, tucking into a ball as she sails over the vines. CAMERA TRACKS with her as she lands.

118 ON SHERA

Two Skylanders run INTO FRAME, reaching out to grab her. She ducks and rolls out from beneath their outstretched arms.

SHERA
Sorry, friends, but I've got
to run!

They collide and both sit down suddenly with a SWOOSHY CRASH of leaves.

119 TRACKING SHOT - SKYLAND JUNGLE

As Shera runs through the jungle. A huge vine strikes at her like an Anaconda, trying to coil around her. She leaps straight up out of its coil before it can tighten around her, grabs a branch overhead and swings OS.

120 ON SWIFT AND AND TWO SKYLANDERS

Shera leaps INTO FRAME from OS. The two Skylanders grab her, one by either arm.

SHERA

I'm sorry, but my friends are counting on me!

She goes into a spin, tossing them away in either direction.

121
ON A SECTION OF JUNGLE

Mats of vines, creepers, weeds hanging down from tree branches. Two Skylanders come sailing INTO SHOT, CRASH into this foliage backstop and slide harmlessly to the ground.

122
ON SWIFT WIND AND SHERA

She springs into the saddle.

SHERA

On, Swift Wind! To Bright Moon before it's too late!

Swift Wind rears, turns toward the edge of the Skyland, stops, both Swift Wind and Shera looking OS and REACTING with alarm.

123
THEIR POV

Three or four Skylanders, led by Agros, gliding down swiftly through the air TOWARD CAMERA, each holding a glide-tree leaf with one hand to stay aloft and spinning lassos of vines with the other hand (or, in some cases, two or three hands).

SHERA (VO)

Look out, Swifty! If those vines touch us they'll wind around and lock us up.

124
ON SHERA, SWIFT WIND

A huge lasso of vine FLIES INTO SHOT from OS. Swift Wind clamps his wings to his sides and dives through the lasso, landing on all fours.

SHERA

(encouragingly)

Nice going. Now let's get out of here!

125
ANOTHER ANGLE ON SHERA, SWIFT WIND

Swift Wind spreads his wings and springs into the air just as a second lasso of vine snakes INTO FRAME and catches him around the rear hoof. He snags, jerks in the air, and almost falls, catching himself on the ground again as Shera cries:

SHERA
 (despairingly)
 No! I've got to pull that off!

126
 CLOSER ON SHERA AND SWIFT WIND

Shera springs down and tries to pull the vine off his hoof.

127
 CLOSE ON SHERA'S HANDS, THE VINE, AND SWIFT WIND'S HOOF

The minute Shera's hands touch the vine, it spouts tendrils, entangling her hands.

SHERA
 I'm caught!

128
 WIDE ON SHERA AND SWIFT WIND

Shera stands up, trying to pull her hands free. The vine shoots out a tendril that wraps Swift Wind's other legs. Swift Wind rears, the vine stretching like elastic and then snapping back, pulling his legs together.

129
 ANOTHER ANGLE

The Skylanders glide INTO SHOT on the glide-tree leaves, let go of them and drop to the ground as they throw their vine lassos around Shera and Swift Wind. Two Skylanders grab Shera by the arms and drag her away from Swift Wind. Agros grabs Swift Wind by the bridle. The unicorn thrashes his head but his feet are too ensnared by the vines for him to rear or fight.

130
 CLOSE ON SHERA AND SKYLANDERS

The vines all sprout yellow blossoms again, which spurt glittery pollen all over her. Shera struggles, though weakened and dizzy from the pollen.

SHERA
 (gasps)
 Please, you don't understand!
 My friends are in danger! I
 have to get help!

131
 WIDE ON ALL

Agros, still holding Swift Wind's bridle, points OS. The Skylanders drag Shera OS, during:

SHERA
 (desperately)
 Can you understand me? It
 may be too late already!!

WIPE TO:

132 QUICK ESTABLISHING SHOT OF EXTERIOR OF THE TOWN HALL

It's in sad shape, battered by boulders, roof half torn off, Horde Troopers and tanks hammering at its walls.

133 INT - TOWN HALL - ON BOW, GLIMMER, MADAME RAZZ, BROOM, KOWL

Peasants still huddle fearfully in background. The room is littered with broken rafters and overturned benches and tables, and broken tiles fallen from the holes in the roof. Glimmer is looking exhausted and strained. She FLASHES a blast of light from her hand-jewel OS, but it isn't particularly strong.

134 CLOSER ON GROUP

Glimmer wipes the sweat from her face.

GLIMMER

(gasping)

I can't go on much more!

135 ON BOW AND GLIMMER, MADAME RAZZ IN BG

Bow puts his arm around her shoulders.

BOW

What we need is defense! Can you weave a wall of your power?

Glimmer shakes her head exhaustedly.

GLIMMER

I--I haven't enough power!

Kowl floats INTO SHOT.

KOWL

If you and Madame Razz worked together...

136 ON MADAME RAZZ AND GLIMMER

A look of enlightenment crosses both their faces as they look at one another again. There is another CRASH and more debris showers down from the roof overhead. Both REACT, looking up in alarm.

GLIMMER

It's our only chance! Let's try!

137 ANOTHER ANGLE - MADAME RAZZ AND GLIMMER

They look at the broken rafters, overturned tables and chairs, etc. all around them. Madame Razz stretches out her arms, rolls up her sleeves dramatically, waggles her fingers.

MADAME RAZZ

Now, for my very best housecleaning spell!

138 ANGLE ON THE ROOM - DEBRIS, JUNK, OLD BENCHES, TIMBERS

A GLITTER FX shimmers over the broken rafters, tables, debris, etc. They all shiver, and begin to lift from the floor.

139 ON MADAME RAZZ AND GLIMMER

MADAME RAZZ

Now take my hand, dearie.
Together we'll have more power.

They take hands. Glimmer's face is grim. She holds up her hand with its jewel and the LIGHT FX spring from the jewel and shoot OS. She raises her hand, weaving it, and the streaming light, back and forth.

140 ON THE ROOM

The beam of LIGHT FX from Glimmer's jewel touches each piece of furniture and debris in turn, lifting it, and weaving a net of light between the suspended pieces, making, in effect, a wall of glittering LIGHT FX and junk.

MADAME RAZZ (VO)

Our spell is working!

141 ANGLE ON ROOM

The wall of the room is smashed down and Horde Troopers storm through. They open fire with their lasers on the glittering wall.

142 ON THE "WALL" OF LIGHT AND JUNK

The laser-beams bounce harmlessly off it.

143 ON GLIMMER AND MADAME RAZZ

They are still holding hands. Glimmer's eyes are closed and her hand, with the light-beam shining out of her palm, is shaking. She wears a look of grim concentration. Bow and Kowl come INTO SHOT, Bow puts his arm around her shoulder.

BOW

(enthusiastically)
You did it!

Glimmer does not open her eyes. Her voice is very strained.

GLIMMER

But it isn't going to last,
Bow. My power is running out.

There is a violent CRASH and the building SHAKES again, more debris raining down on them. Glimmer never relaxes her concentration, but Bow and Madame Razz REACT, looking OS. Kowl ducks hastily behind Bow again, his eyes huge with fear.

144
THEIR POV

Across the room. The wall bulges, then crumbles under some terrific impact. The wind swirls through and standing in the huge hole in the wall, her arms upraised and the wind blowing in her robes, is Shadow Weaver.

CUT TO:

145
ON SHERA IN THE SKYLAND JUNGLE

She is leaning through a sort of "window" between two of the tree-trunks, looking out and down into space. She looks exhausted, her arms, feet, and body tangled with the flower-bearing vines. Against her face we see reflected the OS FLARE of evil lightning from below. A look of anguish come into her face.

SHERA

(softly, desperately)
My friends need me, and I can't
help...I know something terrible is
happening to them.

146
CLOSE ON SHERA'S FACE

She leans her head on one hand, with a flower-bearing vine draped around her wrist, closes her eyes with despair.

SHERA

(wretchedly)
What am I to do?

A tear tracks down her cheek. HOLD for A BEAT, then the huge, branch-like hand of Agros comes INTO SHOT, and with one crooked, branch-like finger, wipes away the tear. Shera looks up sharply, ready for another fight, her eyes still brimming with tears for her friends.

147
HER POV - AGROS

He is holding up the tear still clinging to his finger, looking at it curiously, his bushy, branch-like eyebrows screwing together with thought.

148 ANOTHER ANGLE - AGROS AND SHERA

Agros holds out his hand to her. In the center of his palm, we SEE a little pink flower. Shera hesitates. Agros holds out his hand closer to her, and, uncertainly, she reaches out and touches the flower.

149 CLOSE ON AGROS' HAND AND SHERA'S

As her fingers make contact with the petals.

AGROS (VO)

(filtered)

Tears.

150 CLOSE ON AGROS

He holds the tear up, clinging to his finger -- it catches a glint of light. Agros' eyebrow moves as his telepathic voice "speaks."

AGROS

(filtered)

You're crying.

151 ON AGROS AND SHERA

He turns his head from looking at the tear to looking at Shera.

AGROS

(filtered)

Is it possible that you are a being like us and can feel sorrow and love?

152 ANGLE ON AGROS AND SHERA

SHERA

(softy)

Of course.

AGROS

(filtered)

We thought you were just a fighting creature, like those that live down below.

He turns to the "window" between the trees, looks down into the empty spaces below the skyland.

AGROS

They don't feel love. They aren't human.

153 ON SHERA

SHERA

But they are. Some of them are my friends...and they're sweet and gentle.

She turns to look OS toward the opening in the trees.

SHERA (con't)

...and now something awful has happened to them -- because you wouldn't let me help them.

154 WIDER SHOT OF AGROS AND SHERA

The Skylander strokes the vines that bind her, and they obediently uncoil and slither way like snakes.

AGROS (VO)

(filtered)

I told the vines to stop you. But I only wanted your flying animal. You see, this Skyland will not last much longer.

He gestures OS.

155 SLOW PAN OF THE JUNGLES

We SEE many of the glide-trees brown and withered with blight.

AGROS (VO)

(filtered)

All the glide-trees that hold it up are dying. Soon we will fall.

156 PAN STOPS AT EDGE OF THE SKYLAND

Through a break in the trees can be seen the other Skyland, miles away in the air.

AGROS (VO, con't)

(filtered)

There is another Skyland out there, but it is too far away for us to reach by gliding. We thought your animal could carry our children to safety.

157 ON SHERA AND AGROS

She is still touching the pink flower in his palm.

AGROS (VO con't)
 (filtered)
 We never meant to cause sorrow
 to you, or harm to your friends.

158
 WIDE ON SHERA AND AGROS

CAMERA TRACKS with them as they hurry through the jungle, SHERA still touching the flower in Agros' palm. SHERA is running. Agros is striding along at her side, effortlessly keeping up.

SHERA
 But I must leave here and see
 if I can help my friends.

159
 EDGE OF THE SKYLAND

There are a couple of big trees beside the edge of the ground where it drops off into space. Swift Wind is tied to one of these trees, completely tangled up in vines and guarded by two Skylanders. The other Skyland is visible off in space beyond. SHERA and Agros ENTER SHOT. Swift Wind raises his head in surprise at the sight of SHERA.

SWIFT WIND
 SHERA!

160
 CLOSER ON SHERA, SWIFT WIND AND AGROS

Agros touches the vines tangling up the unicorn. The vines obediently slide off and crawl away. Swift Wind spreads and shakes out his wings, as Agros turns to SHERA.

AGROS (VO)
 (filtered)
 It is our fault that your friends
 are in such danger. Is there any
 help that we can give you?

SHERA looks around at the Skyland thoughtfully, then across at the other Skyland. We can just about see the wheels turning in her mind. Then she looks back at Agros.

161
 CLOSE ON SHERA AND AGROS

SHERA
 Thank you. Perhaps we can help each
 other!

WIPE TO:

162
INT - TOWN HALL

Most of the Town Hall is in utter ruins, the walls smashed down, the ceiling caved in. Wind HOWLS around outside. The barrier of light and assorted junk still stands. Shadow Weaver stands in front of it, Vultak and various Horde Troopers behind her. She points her fingers at the barrier. Black lightning SIZZLES from her hands, striking the barrier with FLASH FX and ELECTRICAL ZAP noises.

SHADOW WEAVER

I have you now! The Rebellion
is finished!

163
ON THE OTHER SIDE OF THE BARRIER

Glimmer and Madame Razz are still holding hands, Glimmer with her jewel still shooting LIGHT FX into the barrier, but the light is wavery and blinking like a flashlight with dying batteries. Bow is beside her, his arm around her, holding her up.

BOW

- Hang on, Glimmer! You can do it!

There is a FLASH and CRACKLE of energy in the barrier. Glimmer's LIGHT FX fade and blink, then come back on as her face contorts with concentration.

GLIMMER

(faintly)

I--I can't...My power is almost gone.
I...I was hoping Shera would come.

BOW

(softly)

And so was I.

CUT TO:

164
EDGE OF THE SKYLAND

Shera, Swift Wind, and Agros are tying one end of a huge coil of rope to the trees. Other Skylanders, many of them with children (who look like little animated saplings), cluster in the background. Agros reaches out to touch Shera's hand.

AGROS (VO)

(filtered)

It is good of you to help us,
Shera, but if your friends are
in danger, you must help them
first!

165
CLOSER ON SHERA AND SWIFT WIND

She tightens the rope around the trees.

SHERA

In helping you, believe me, I'll
be helping my friends!

She springs onto Swift Wind's back, holding the coil of rope.

166
WIDER ON SHERA, SWIFT WIND AND AGROS

We can SEE the cliff-like edge of the skyland. Swift Wind springs off it, spreading his wings.

SHERA

Come on, Swifty! We haven't any
time to lose.

They wing into the distance, the rope trailing out behind them.

167
THE EDGE OF THE OTHER SKYLAND

Noticibly different from Windblossom. All the trees are in flower here, the colors are brighter, greener. There is no sign of blight. Swift Wind flies up from OS below INTO SHOT, Shera on his back still holding one end of the trailing rope. The unicorn lands on the edge of the new skyland. Shera springs down, holding the rope, and pulls it taut.

SHERA

This will get them to their
new home a lot faster than
having you carry them!

She begins to pull.

168
VERY WIDE SHOT OF THE TWO SKYLANDS

The old Skyland of Windblossom is much farther down than the new one. The rope connecting them is like a tiny thread, but visible, as are Shera and Swift Wind on the edge of one Skyland, and Agros and his people on the edge of the other. Very slowly, the old Skyland is pulled up and across the distance separating it from the new.

169
ON SHERA

Shera, her feet braced, pulls the old one up until its edge touches the edge of the new.

SHERA

Welcome to your new home!

Skylanders and their children start running across onto the new Skyland, past Shera and Swift Wind, and into the forest.

170
CLOSER ON SHERA

A few Skylanders and Skylander children run past her, waving their arm/branches in glee. Agros comes INTO SHOT and stands next to her. He holds out his hand with the flower in his palm. Shera touches it with her fingers.

AGROS (VO)

(filtered)

How can we ever thank you?

Shera looks OS toward the old Skyland as another Skylander child runs THROUGH SHOT from that direction. Then she looks back at Agros.

SHERA

Well...are you through with the old Skyland? And if you are, can I have it?

171
ON ARGOS

He REACTS, raising his shaggy eyebrows in surprise.

WIPE TO:

172
INT - TOWN HALL

Shadow Weaver is pouring BLACK LIGHTNING FX into the defensive barrier. Horde Troopers cluster behind her.

SHADOW WEAVER

Rise higher, winds! Add your strength to mine!

HOWLING WIND SFX increase. The creaking of walls and ceiling grows louder and more frequent.

173
ON BOW, GLIMMER, MADAME RAZZ, BROOM, KOWL BEHIND BARRIER

All except Glimmer REACT to the stepped-up noise. Glimmer is half-fainting. CAMERA SHAKES and all except Glimmer look up at the ceiling as more debris showers down.

174
THEIR POV

Of the ceiling, as the wind tears huge holes in it, swirls dust, leaves, etc. through.

175
ON GROUP

Kowl peers nervously out from behind Bow's shoulder.

KOWL

I'm afraid I have to conclude
that we're doomed!

CUT TO:

176
VERY WIDE SHOT - SKYLAND OF WINDBLOSSOM

It is moving slowly down through the furious maelstrom of the winds. Boulders, debris, torn-up branches swirl all around it, but it is moving steadily down, as if it is being pushed.

177
MEDIUM CLOSE SHOT - REAR EDGE OF SKYLAND

Showing that it is, in fact, being pushed -- by Shera and Swift Wind! They are buffeted by the wind, struggling against it to push the Skyland downward.

SHERA

On, Swifty! We have to make it
down to the mountains if this is
going to work!

178
CLOSER ON SHERA AND SWIFT WIND

SWIFT WIND

(panting with exertion)
The closer we get to the Cave
of Winds, the stronger they are!

Shera points OS down.

SHERA

Look! There it is!

179
ON THE HOLE IN THE MOUNTAIN SIDE

The winds are still pouring forth, with debris, boulders, etc.

180
WIDE SHOT - ON A MOUNTAINTOP

Shera is standing on a little stone peak of a mountaintop, holding onto the roots that dangle from the bottom of the Skyland, which hovers over her head. Wind HOWLS around her. Swift Wind, a little ways down the mountaintop, leans into the wind, his mane streaming. Shera braces her feet, grabs the biggest dangling root, and starts to swing the Skyland in a circle like a lasso.

SHERA

Since the Skylanders don't
want this anymore...

181
WIDER SHOT

The tip of the mountain is visible, and Shera, very tiny, swinging the whole Skyland in a huge circle over her head.

SHERA (con't)

..let's just give it to
Shadow Weaver as a present!

Like a Scotsman throwing the hammer, she lets it go. It whizzes OS.

182
WIDE SHOT - THE HOLE IN THE MOUNTAINSIDE

The Skyland comes whizzing INTO SHOT from OS above, plows directly into the hole from which the winds have been pouring, plugging it up as neatly as a cork plugging a bottle. Hold for A BEAT, then:

CUT TO:

183
INT - TOWN HALL

Shadow Weaver is in front of the barrier, her hands upraised, Vultak beside her. The HOWL of the wind dies to silence. Sunlight comes down through the holes in the roof. Shadow Weaver hesitates in mid-gesture. Horde Troopers all look uncertainly at one another, then look up OS, REACT with shock.

184
THEIR POV

Shera and Swift Wind soaring down from the sky, Shera twirling a lasso of the Skyland vines around her head.

SHERA

Now that you've quit being such
a blow-hard, Shadow Weaver...

She tosses the lasso down OS.

185
ON SHADOW WEAVER

The Horde Troopers begin to run OS around her. The vine lasso snakes down INTO SHOT from OS above. The moment it touches her, it begins to sprout tendrils, wrapping her tightly in its coils. She struggles, furious, the vines stretching like rubberbands but never breaking. Vultak makes a move to help untangle her, she shouts at him: