

SHE-RA™

Princess of Power™

"BOW'S MAGICAL GIFT"

PP #67084

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SHERA, PRINCESS OF POWER

BOW'S MAGICAL GIFT

PP #67084

CAST SHEET

GLIMMER

SHADOW WEAVER

GRIZZLOR

BOW

ADORA/SHERA

HORDAK

HORDE PRIME

SPRAG

SPOCKER

KOWL

1ST TROOPER

2ND TROOPER

CASTASPELLA

LOO KEE

SPOKESMAN - a villager. A few lines.

HOMEOWNER - also a villager. A few lines.

RADIO VOICE - couple of lines.

STAR SISTERS - See photos.

JEWELSTAR - one line.

STARLA - one line.

TALLSTAR - one line.

SHERA, PRINCESS OF POWER

BOW'S MAGICAL GIFT

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ACT ONE

FADE IN:

1 FOREST (NOT WHISPERING WOODS) - GLIMMER - DAY

CAMERA PANS with her as she walks through the forest.

GLIMMER

(to herself)

Ah, it's a nice day for a walk
in the forest...but it's about
time I started back to Bright Moon.

2 ANOTHER ANGLE ON GLIMMER

CAMERA PULLS BACK to REVEAL SHADOW WEAVER and GRIZZLOR
concealed behind some foliage, watching Glimmer in the BG.

3 TWO SHOT - SHADOW WEAVER, GRIZZLOR

Grizzlor points toward Glimmer OS.

GRIZZLOR

(whispering)

There she is! The Princess Glimmer.

Shadow Weaver raises a thin, cylindrical, evil-looking WAND
INTO FRAME.

SHADOW WEAVER

(whispering)

Hordak will be pleased with this
prize. This wizard's wand will
handle Glimmer easily.

4 ANGLE ON SHADOW WEAVER

The wand SHIMMERS in the FG as we HEAR a LOW ELECTRICAL HUM
(SFX).

SHADOW WEAVER (con't)

I'll circle behind her,
you get her attention.

5 ANGLE ON SHADOW WEAVER, GRIZZLOR

GRIZZLOR
(dully)
Uh...How?

SHADOW WEAVER
(sharply)
Think of something, fool!

6 ANGLE ON GLIMMER - TRACKING

She strolls through the forest.

7 ANGLE ON SHADOW WEAVER, GRIZZLOR

SHADOW WEAVER
She's close enough. Now!

Grizzlor RUNS OUT OF FRAME.

8 ANGLE ON GLIMMER

Hearing a ROAR, she looks OS.

9 ANGLE ON GRIZZLOR - GLIMMER'S POV

Grizzlor runs directly TOWARD CAMERA, an energy baton in his hand.

10 ANGLE ON GLIMMER

GLIMMER
(alarmed)
Grizzlor!

11 LOW ANGLE ON GRIZZLOR
He RUNS TOWARD CAMERA.

GRIZZLOR
We have you now!

12 ANGLE ON GLIMMER

GLIMMER
Maybe a little light will trip
you up.

Glimmer extends her jeweled hand and and brilliant BURST OF LIGHT FLASHES, FILLING FRAME.

13 ANGLE ON GRIZZLOR - TRACKING

His hands fly to cover his eyes as the brilliant FLASH OF LIGHT blinds him.

GRIZZLOR
(shouting)
Aggghh...I can't see!

Disoriented, Grizzlor spins around once, then stumbles OUT OF FRAME.

14 ANGLE ON VINES

A thick strand of vines are entwined with the forest trees. Grizzlor ENTERS FRAME and stumbles headlong into the vines.

GRIZZLOR (con't)
Oomph!

15 WIDE ANGLE - GLIMMER, GRIZZLOR

Stunned, Grizzlor slowly struggles to untangle himself from the vines as Glimmer watches several feet away.

GLIMMER
That should keep you busy
while I get out of here.

16 LOW ANGLE - SHADOW WEAVER, GRIZZLOR

Grizzlor works to untangle himself in the FG as Shadow Weaver, holding the wand, steps out of the foliage behind him.

SHADOW WEAVER
You're not going anywhere...
except Horror Hall.

17 ANGLE ON GLIMMER

She reacts to Shadow Weaver OS.

GLIMMER
(alarmed)
Shadow Weaver!

Glimmer begins to raise her jeweled hand.

18 ANGLE ON SHADOW WEAVER

She extends the wizard's wand, pointing it at Glimmer OS. The wand begins to SHIMMER and HUM (SFX) as it shoots a BEAM OS.

SHADOW WEAVER
There's no escaping my Wizard's
wand!
(nasty laughter)

19 ANGLE ON GLIMMER

The BEAM ENTERS FRAME and envelops Glimmer.

GLIMMER

(frightened)

That beam...it's holding me...

I...I can't move.

(calling out)

Help!

20 ANOTHER PART OF THE FOREST - BOW - SHERA

They are riding Swiftwind and Arrow through the forest.

BOW

Well, I'm glad we were able to save those boatmen from the Horde aquafighters.

SHERA

Yes...the Horde will think twice before they --

(she breaks off)

GLIMMER (OS)

Heelp!

21 CLOSER ANGLE ON BOW, SHERA

They react, looking OS.

GLIMMER (OS)

Help me...somebody!

BOW

That sounds like Glimmer!

SHERA

We'd better take a look.

They gallop OUT OF FRAME.

22 WIDE ANGLE - GLIMMER, SHADOW WEAVER, GRIZZLOR

Grizzlor struggles out of the vines as Shadow Weaver continues holding Glimmer in the wizard's wand BEAM.

SHADOW WEAVER

(to Grizzlor)

There...I told you this would be easy.

Grizzlor pulls a remaining vine off his clothing.

GRIZZLOR

(annoyed).

Yeah! Easy for you. You've got the wizard's wand!

23 ANGLE - WOODED AREA - SHERA, BOW

They rein to a halt and look OS.

24 THEIR POV

Grizzlor and Shadow Weaver, with Glimmer trapped in the wizard's wand BEAM.

SHERA (VO)

Two against one doesn't seem very fair.

25 BACK ON BOW AND SHERA

BOW

Maybe we can even the odds.

They dismount from Swiftwind and Arrow, then hurry OS.

26 ANGLE ON SHADOW WEAVER AND GRIZZLOR

They react to Shera and Bow OS.

SHADOW WEAVER, GRIZZLOR

(together - startled)

Shera!

SHADOW WEAVER

(angrily)

Get them!

27 ANGLE - WIDE - WITH SHERA, BOW, GRIZZLOR, AND SHADOW WEAVER

Grizzlor raises his energy baton and runs toward Shera and Bow, who are at the edge of the clearing. A tangled length of vine trails behind Grizzlor.

28 WIDE ANGLE ON SHERA AND GRIZZLOR

Grizzlor races toward Shera, raising the energy baton. Shera leaps into the air, somersaulting over Grizzlor and landing behind him.

29 ANGLE GRIZZLOR

Grizzlor, confused, comes to a halt as Shera moves INTO SHOT and grabs the vine which is trailing behind him.

SHERA

I think you need a change
of scenery.

Shera yanks on the vine, bringing Grizzlor to a halt.

GRIZZLOR

(dully)

Huh...?

30 ANGLE - FAVOR SHERA

Shera tosses the end of a vine up over a sturdy tall branch, catches it as it drops back down, antics, and gives it a powerful jerk.

31 FAVOR GRIZZLOR

The vine tightens and Grizzlor is yanked straight up OUT OF FRAME.

GRIZZLOR (con'to

Awwgghh!

32 ANGLE ON SHERA

Shera ties the vine to a tree trunk.

SHERA

There's a dandy view from up
here.

CAMERA TILTS UP to REVEAL Grizzlor dangling awkwardly above the ground from the vine attached to his pants.

GRIZZLOR

(furious)

Aaargh!

33 ANGLE ON GLIMMER

The BEAM still surrounds her as she struggles futilely.

GLIMMER

Somebody get me out of here!

34 ANGLE ON BOW

He reaches into his quiver, pulls out an arrow which has a line attached to it, and places it in the bow.

BOW

On my way!

Bow runs OUT OF FRAME.

35 ANGLE ON SHADOW WEAVER

SHADOW WEAVER

(to Bow)

On your way to a dungeon, perhaps.

With her free hand, Shadow Weaver sends several SHADOW BLASTS hurtling OUT OF FRAME.

36 ANGLE ON SHERA

Looking OS.

SHERA

(shouting)

Look out, Bow!

37 ANGLE ON BOW - TRACKING

Bow is running, his bow and arrow ready. The SHADOW BLASTS ENTER FRAME and Bow does an acrobatic dive between them all.

38 ANOTHER ANGLE ON BOW

He hits the ground on his feet and takes aim.

BOW

This lasso arrow should do the job.

He shoots the arrow OUT OF FRAME, its line trailing behind it.

39 ANGLE ON SHADOW WEAVER

The arrow ENTERS FRAME, spiraling around the wizard's wand and securing the line to it.

40 ANGLE ON BOW

Bow gives the line a strong tug.

41 ANGLE ON SHADOW WEAVER

The wand is pulled out of her hand, flying up and OUT OF FRAME.

SHADOW WEAVER

(dismayed)

Nooooooo.....

42 ANGLE ON GLIMMER

As the beam restraining her POPS OFF.

GLIMMER

I'm free!

43 ANGLE ON BOW

The wand falls INTO FRAME still attached to the line, and Bow catches it.

BOW

Got it!

Shera moves INTO FRAME alongside Bow.

44 WIDE - INCLUDE SHADOW WEAVER AND GRIZZLOR HANGING FROM TREE

Shera points at Grizzlor.

SHERA

You've got ten seconds to pick up your trash and get out of here, Shadow Weaver.

45 ANGLE - GRIZZLOR

GRIZZLOR

Trash? Me?

Shadow Weaver ENTERS FRAME, shaking her fist at Shera OS.

SHADOW WEAVER

(angrily)

You'll pay. You'll all pay!

GRIZZLOR

(pathetically)

Get me down!

46 ANGLE GRIZZLOR AND SHADOW WEAVER

Shadow Weaver shoots and ENERGY BOLT at the vine. The vine severs and Grizzlor drops heavily to the ground.

GRIZZLOR (con't)

Oomph!

47 ANGLE SHADOW WEAVER

With a wave of her hand, Shadow Weaver disappears in a FIREY EFX.

48 ANGLE GRIZZLOR

Looking nervously OS, Grizzlor RUNS OUT OF FRAME.

49 ANGLE ON GLIMMER

Bow ENTERS FRAME, followed by Shera. Bow still holds the wizard's wand.

SHERA
(to Glimmer)
Are you all right?

GLIMMER
I am now...thanks to you and Bow.

50 ANGLE ON BOW

BOW
No problem...

He looks closely at the wizard's wand.

BOW
I wonder how this thing works.

51 ANGLE - SHERA

SHERA
Be careful, Bow. I wouldn't
take a chance with anything
that belonged to Shadow Weaver.

Shera and Glimmer walk OUT OF FRAME. Bow follows slowly,
carefully examining the wand.

BOW
Hmmm...

DISSOLVE TO:

52 EXT ETHERIA (VIEWED FROM SPACE) - HORDE PRIME'S SPACE SHIP
The ship slips into orbit around Etheria.

53 INT HORDE PRIME'S CHAMBER - HIGH ANGLE ON HORDAK
A huge instrument console is in the FG.

HORDE PRIME
Send in Hordak.

RADIO VOICE
Immediately, master.

Hordak POPS ON. He stands on the gigantic console, looking
up at the shadowy image of Horde Prime.

HORDE PRIME
How goes it on Etheria?

54 ANGLE ON HORDAK

HORDAK
Uh, very well, your evilness.
We expect to capture Princess
Glimmer at any moment.

HORDE PRIME (VO)

Good...I have just opened a new factory, and I need many workers from Etheria. You will transport the entire village of Glenmar to Horde World.

HORDAK

(gulping)

Of course, horrible one...the entire village.

55 HIGH ANGLE ON HORDAK

The console in the FG.

HORDE PRIME (OS)

But I don't want this to get out, so keep it a secret!

HORDAK

Of course.

HORDE PRIME (OS)

So...what are you waiting for? Maybe this will help you!

A huge HAND ENTERS FRAME and punches a button on the console. Hordak POPS OFF in an EFX.

56 INT HORDAK'S THRONE ROOM

An EFX suddenly places Hordak, lopsided, in his throne. He straightens himself up.

HORDAK

(disgruntled)

I hate it when he does that.

SHADOW WEAVER (OS)

Hordak!

57 WIDEN as Shadow Weaver and Grizzlor hurry INTO FRAME.

HORDAK (con't)

(irritated)

What do you want?

SHADOW WEAVER

We have failed to capture the Princess Glimmer --

HORDAK

What?

GRIZZLOR

(interrupting)

It wasn't my fault!

58

ANGLE ON SHADOW WEAVER, GRIZZLOR

SHADOW WEAVER

We almost had her when --

GRIZZLOR

(interrupting)

Shera showed up!

Shadow Weaver turns menacingly toward Grizzlor.

SHADOW WEAVER

If you don't stop interrupting
me...!

GRIZZLOR

You don't scare me. And that
rebel Bow stole your wizard's
wand, too.

SHADOW WEAVER

That did it!

She raises her arm in a menacing gesture until she is
stopped by Hordak.

59

ANGLE HORDAK

HORDAK

(furious)

Idiots! Stop it! Horde Prime is
in Etheria.

60

ANGLE ON SHADOW WEAVER AND GRIZZLOR

As they stop cold.

SHADOW WEAVER/GRIZZLOR

(together - alarmed)

Horde Prime?!

61

ANGLE ON HORDAK

HORDAK

Yes. He's here to refill his
supplies and pick up workers
for his factory.

62

FAVOR SHADOW WEAVER, GRIZZLOR

SHADOW WEAVER

(nervously)

What kind of workers?

HORDAK

The entire village of Glenmar.

Shadow Weaver and Grizzlor look up at Hordak as we:

DISSOLVE TO:

63 EST SHOT - REBEL CAMP

A normal day.

64 ANGLE ON AXE

It is surrounded by a BEAM that extends OUT OF FRAME. The axe is floating, swinging through the air as if battling an unseen opponent. A tree stump is seen below the hovering ax.

BOW (VO)

Wow! This is great!

65 ANGLE ON BOW

He is standing in front of his tent, the wizard's wand GLOWING in his hand, its BEAM SHOOTING to the axe OS as we HEAR a LOW ELECTRICAL HUM (SFX). Bow manipulates the wand, constantly changing its angle. WIDEN as Adora ENTERS SHOT.

ADORA

(pleasantly)

Bow...what in the world are you doing?

BOW

This wizard's wand of Shadow Weaver's is fantastic.

66 ANGLE ON AXE

The axe swings down onto the tree stump, embedding its blade in the wood. The BEAM DISAPPEARS.

67 WIDER ON GROUP

As the Star Sisters ENTER SHOT.

JEWELSTAR

Bow! How did you do that?

Bow turns around, smiles at the sisters.

BOW

Hi, Jewelstar! Watch! I'll show you.

Bow turns, looks OS, then holds up the wizard's wand. It GLOWS and HUMS (SFX) as it shoots a BEAM OS.

68 ANGLE ON SPRAG, SPROCKER

The twiggets are sitting on a boulder. The BEAM ENTERS FRAME, surrounding the boulder and the twiggets. The boulder raises a few inches off the ground.

SPRAG
(startled)
Hey!

SPROCKER
(frightened)
Quick! Jump!

They both struggle to move but can't budge from the boulder.

SPRAG
I, I can't.

SPROCKER
Me, neither.

69 ANGLE ON BOW

Bow manipulates the wand.

BOW
Up we go.

70 ANGLE ON SPRAG, SPROCKER

The boulder floats upward, carrying the twiggets OUT OF FRAME.

SPRAG/SPROCKER
(together)
Awwgghhh...

71 TREE TOPS

The boulder, Sprag, and Sprocker float INTO FRAME and hover.

SPROCKER
Ooh...I don't like this.

72 ANGLE ON BOW, ADORA AND STAR SISTERS

Looking up at the Twiggets OS.

BOW
Look at this power. Not only
can it control the twiggets...
it can lift that boulder.

73 ANGLE ON TWIGGETS

SPROCKET
I don't like this at all...!

74 ANGLE - FAVORING ADORA

With a concerned look.

ADORA

Bow! Bring them down!

75 ANGLE - FAVORING STAR SISTERS

Starla turns to Tallstar.

STARLA

Quickly, Tallstar. Help them!

TALLSTAR

Right away, Starla.

76 ANGLE TALLSTAR

As she ACTIVATES HER MAGIC, and her legs and torso extend, making her thirty feet tall.

77 SHOT WIDENS

As Tallstar plucks the two Twiggets from the rock. She ACTIVATES HER MAGIC again, shrinks down to normal size, and safely releases the Twiggets on the ground.

78 ANGLE - THE TWIGGETS

The stagger around a bit, acting a little dizzy, as Bow RUSHES INTO SHOT.

BOW

Gosh, fellas, I didn't mean to scare you!

SPRAG, SPROCKER

(together, sickly)

Scared? Us? No...not scared at all.

They lean on each other for support.

SPRAG, SPROCKER (con't)

(together)

Uggghhh...

79 CLOSER ON TWIGGETS

SPRAG

But listen...next time you want to show off --

SPROCKER

Count us out!

SPRAG

Yeah...we could have fallen
from up there.

80 ANGLE - FAVOR ADORA

ADORA

They're right, Bow. Showing
off to have fun is one thing.
But showing off in a way that
can hurt someone -- that's not
so good.

81 FAVOR BOW

BOW

(impatiently)

I know that -- hey!

He looks closely at the wand.

BOW (con't)

Listen! Its sound is
getting weaker.

82 FAVOR WAND WITH ADORA AND BOW

Held in Bow's hand, the wand is GLOWING LESS BRIGHTLY.

ADORA

I think you're right.

83 ANGLE ON BOW, ADORA

Bow looks closely at the wizard's wand. He shrugs.

BOW

Oh, it's probably nothing!

KOWL (OS)

Adora, Bow!

Bow and Adora look OS and react. Kowl flies INTO FRAME AND
HOVERS.

ADORA

Kowl! What's wrong?

84 ANGLE ON KOWL

KOWL

(excited)

The Horde is what's wrong.
They've pulled a transporter
up to the warehouse and they're
stealing all the grain!

85 ANGLE - FAVOR ADORA

As he brandishes the wizard's wand.

BOW

(enthusiastic)

This is my chance to really see what this wizard's wand can do.

ADORA

That may not be a good idea.

BOW

(confidently)

Don't worry, Adora. I can handle it.

Bow hurries OUT OF FRAME.

86 ANGLE ON ADORA, KOWL

KOWL

(puzzled)

He's going by himself? With a wizard's what?

ADORA

It's a long story...but I think I'd better tag along with him... just in case.

DISSOLVE TO:

87 WIDE ANGLE - GRAIN WAREHOUSE - TWO HORDE TROOPERS, VILLAGERS

The warehouse is a large, dome-shaped structure constructed with typical Etherian materials. Piles of grain can be seen through the wide, open loading door. In front of this building is a large Horde cargo transporter, two Horde troopers armed with energy batons and a few concerned villagers. The transporter is parked next to a huge, open-topped vat of grain.

1ST TROOPER

All right, let's get this grain into the transporter.

88 ANGLE ON VILLAGE SPOKESMAN, 1ST TROOPER

The spokesman steps out from the group of villagers.

SPOKESMAN

(anxiously)

No! Wait! You can't. We'll starve.

89 ANGLE - FAVOR TROOPER

1ST TROOPER
(sarcastically)
Starve? Selfish fool! You
wouldn't want Horde Prime to
starve, would you? This grain
is for his ship.

BOW (OS)
That's what you think. Horde
Prime'll have to do his stealing
somewhere else.

Startled, the Horde Trooper turns to look OS and reacts.

90 WIDE ANGLE - BOW, ARROW, TWO HORDE TROOPERS, VILLAGERS

Bow, holding the wand, stands next to Arrow opposite the
troopers.

1ST TROOPER
(threateningly)
What did you say?

BOW
If anyone's going to be hungry
around here...it's Horde Prime.

CAMERA PANS AWAY from this SCENE to a nearby hill. CAMERA
MOVES IN TOWARD HILL.

91 ON NEARBY HILL - ADORA AND SPIRIT

They watch Bow OS from the hill.

ADORA
(to herself)
I hope Bow knows what he's doing
down there.

92 BACK ON BOW, TWO HORDE TROOPERS

1ST TROOPER
You dare to challenge a Horde
Battalion?
(to others)
Freeze him!

The two Horde troopers begin to raise their energy batons.
The wand GLOWS in Bow's hand and shoots a BEAM which
envelops the troopers. Bow raises the troopers off the
ground with a wand, then floats them OUT OF FRAME.

BOW
(to himself)
Wait until I tell Adora about this!

93

ANGLE ON TRANSPORTER

The top hatch of the vehicle is open. The BEAM floats the two Horde troopers INTO FRAME and drops them through the hatch into the cabin.

1ST TROOPER, 2ND TROOPER
(together)
Woaaaaah...

The hatch slams shut.

94

ANGLE ON BOW, TRANSPORTER

BOW
And now for your transporter.

Bow adjusts the BEAM so it surrounds the transporter. He lifts the transporter off the ground.

95

ANGLE ON TRANSPORTER - TRACKING

The BEAM carries the transporter over the grain vat, turns it upside down, and dumps the stolen grain back in the vat. The transporter is then turned right side up and dropped to the ground with a CLANG. The BEAM DISAPPEARS.

96

ANGLE ON BOW, VILLAGE SPOKESMAN, VILLAGERS

VILLAGERS
(they cheer)

BOW
I don't think they'll be
any more trouble.

SPOKESMAN
We're grateful for your help.

97

INT TRANSPORTER CABIN - TWO HORDE TROOPERS

Still shaking a bit as they sit at the controls.

1ST TROOPER
Let's get out of here!

The trooper punches a button and the transporter ENGINE (SFX) ROARS.

98

EXT TRANSPORTER

It begins to roll forward but suddenly starts to maneuver irrationally.

99 INT TRANSPORTER CABIN - TWO HORDE TROOPERS

They're tossed around with the erratic motion.

2ND TROOPER

What's wrong?

1ST TROOPER

Our controls are damaged!
I can't steer!

100 ANGLE ON ADORA

She looks OS.

ADORA

Oh, no. The transporter's out
of control. It'll crash into
the village!

Adora draws her sword, holding it aloft.

ADORA

For the honor of Grayskull!

101 TRANSFORMATION SEQUENCE

Adora becomes Shera.

SHERA

I am Shera!

Shera points the sword at Spirit and fires a bolt.

102 SWIFTWIND TRANSFORMATION SEQUENCE - WIDE ANGLE - SHERA,
SWIFTWIND

Shera leaps upon Swiftwind. Swiftwind leaps into the air
carrying Shera OUT OF FRAME.

SHERA

Up, Swifty!

103 ANGLE ON BOW, VILLAGE SPOKESMAN, VILLAGERS

The Spokesman looks OS and reacts.

SPOKESMAN

Look! That transporter's heading
right for us.

Everyone looks OS.

104 ANGLE ON TRANSPORTER

Seen over the heads of Bow and villagers, the transporter
careens TOWARD CAMERA, out of control.

105 ANGLE - BOW AND VILLAGERS

As he holds up the wizard's wand.

BOW

Clear out! I'll stop it.

The villagers run rapidly OS.

106 WIDE SHOT - TRANSPORTER, BOW

The transporter speeds toward the village and Bow. Carrying Shera, Swiftwind ENTERS FRAME. Shera jumps from Swiftwind's back to a position between the transporter and village as Swiftwind continues OS.

107 ANGLE ON SHERA

She braces herself.

SHERA

This thing isn't getting past me!

The transporter ENTERS FRAME and Shera takes hold of its front end. TRACK as the transporter pushes Shera backward. Shera gets a foothold and stops the transporter, its wheels throwing dirt.

108 ANOTHER ANGLE ON SHERA, TRANSPORTER

Shera picks up the transporter and flips it over. The transporter lands upside down with a CRUNCH (SFX), its wheels spinning wildly.

SHERA (con't)

The Horde just doesn't build transporters like they used to.

109 ANGLE ON BOW

Shera MOVES INTO SHOT.

BOW

Thanks, Shera! But you didn't have to. I could have handled it myself!

110 ANGLE - SHERA

SHERA

(kindly)
It wasn't you I was worried about.

BOW

It wasn't?

111 WIDER - BOTH

SHERA

No. The transporter was out of control because you slammed it to the ground.

112 CLOSE SHERA

SHERA

What if that transporter had gotten into the crowd? People could have been hurt.

BOW

Well, I, uh --

SHERA

(patiently)

Bow, now that you have greater power...you should have greater responsibility...not less.

113 ANGLE ON SHERA, BOW, VILLAGERS

BOW

Of course...but don't worry so much. Look! The villagers want us to take a bow.

VILLAGERS

(ad lib)

Hooray for Shera and Bow. Etc.

BOW

(enjoying the praise)

They're cheering us, Shera. You and me. I think this wand is going to make me famous.

Bow turns away from Shera to face the villagers. He holds up the wizard's wand and looks at it. After a BEAT, his look turns quizzical. He looks at the wand closely.

BOW

Hmmm...That humming sound is getting softer and softer...and it's not glowing as brightly.

114 ANGLE - SHERA

To SHOW her looking at Bow with a concerned look.

FADE OUT

END OF ACT ONE

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SHERA, PRINCESS OF POWERBOW'S MAGICAL GIFT

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ACT TWO

FADE IN:

115 EST SHOT - HORDAK'S THRONE ROOM - HORDAK, SHADOW WEAVER,
GRIZZLOR

Hordak sits on his throne. Shadow Weaver and Grizzlor stand before him. A MONITOR SCREEN is in view behind Hordak.

HORDAK

(angrily - pointing at
Shadow Weaver)
First, you lose the Princess
Glimmer...and your wizard's wand.

116 ANGLE - SHADOW WEAVER

Standing calmly, head down.

SHADOW WEAVER

True, but the wand's energy
is running out. It won't last
much longer.

117 BACK ON HORDAK

He gets up and paces.

HORDAK

That's no excuse!

He stops, turns, and points at Grizzlor.

HORDAK

And then you let that fool
Bow use the wand against my
troopers.

118 ANGLE GRIZZLOR

Looking around nervously.

GRIZZLOR

Uh, well, you see, uh, er --

119 FULL ON HORDAK

HORDAK

And it's your fault we lost the grain we were taking for Horde Prime.

120 WIDE - HORDAK AND GRIZZLOR

HORDAK

Out of my sight, you fool.

Hordak pushes a button and the trapdoor beneath Grizzlor opens, dropping him down and OS.

GRIZZLOR

Noooooooooooo!

(fades away - please record with perspective as dialing off on dubbing stage is not the same effect)

121 FAVOR HORDAK

The monitor screen behind him FLICKERS to life with shadowy IMAGES. Hordak swings around to face the monitor.

HORDE PRIME (OS)

(from monitor)

Hordak!

(BEAT)

I want to see you...now!

Hordak DISAPPEARS in an EFX.

122 INT HORDE PRIME'S CHAMBER - HIGH ANGLE

The huge console is in the FG. Hordak suddenly APPEARS in an EFX, standing in front of Horde Prime's console.

HORDAK

(gulping)

Yes, uh, yes...Horde Prime?

HORDE PRIME (OS)

You have failed me again!

123 ANGLE ON HORDAK

HORDAK

Uh, yes, I certainly have, your mightyness. It was a real failure all right.

124 ANGLE - HORDE PRIME'S CONSOLE

As it BLINKS VIOLENTLY and RUMBLES with ELECTRONIC DISSONANCE (SFX).

HORDE PRIME
(angrily)
Enough!

125 FAVOR HORDAK

Freezing in fear, eyes wide open.

HORDAK
Right! Enough! That's it!
Not another word! I won't say a-

HORDE PRIME
(interrupting)
Quiet! Here are my instructions.
Get them right this time!

Hordak nods his head up and down nervously.

HORDAK
I will...oh, I definitely will!

126 ANGLE FAVORING HORDE PRIME'S CONSOLE

HORDE PRIME
Make sure that the rebel Bow
knows about our plans to take
over Glenmar.

HORDAK
But you said it was a secret!

Horde Prime's console area VIBRATES as we SEE ANGRY FLASHING LIGHTS. Several laser beams ZAP DOWN INTO SHOT from overhead, forcing Hordak to dance awkwardly away from them.

HORDE PRIME
(angrily)
Well now it isn't! When Bow
hears it, he will be useful to us!

HORDAK
(confused)
Useful? How?

HORDE PRIME
The wizard's wand has made him
an overconfident showoff! When he
comes to stop the Horde, you will
capture him!

127 ANGLE - HORDAK

HORDAK
So far, so good. Then what?

128 WIDER - WITH HORDE PRIME'S CONSOLE

HORDE PRIME

Fool! Then the rebels will come
to rescue him...and you can
capture them! And you'd better!

129 ANGLE - HORDAK

Nodding his head in agreement.

HORDAK

I like it...I like it!

HORDE PRIME

Just don't make any more mistakes!

HORDAK

No...no way! No more mistakes --

The giant hand ENTERS FRAME and punches a button on the
console. Hordak DISAPPEARS in a BLAZE OF EFX.

DISSOLVE TO:

130 BOW'S TENT - BOW

Bow's bow and quiver lean against the side of the tent. Bow
is in front of the tent with the wizard's wand. It HUMS in
an erratic manner. He uses the wand to toss his lute into
the air, cuts the BEAM, lets the lute lower to his nose,
where he balances it. CAMERA PANS away from Bow to REVEAL
Adora, Glimmer, Sprag, and Sprocker standing nearby,
watching Bow OS.

GLIMMER

I wish he'd stop showing off.

SPRAG

He's just trying to impress us.

SPROCKER

(mischievously)

You mean he's trying to impress
Adora.

SPRAG, SPROCKER

(giggle)

131 ANGLE ON ADORA

She smiles thoughtfully.

ADORA

Maybe...but I agree with Glimmer.
I'm worried about Bow.

132 ANGLE ON BOW

He flips the lute off his nose and catches it in one hand.
Bow looks OS.

BOW
(proudly)
Did you see that, Adora? My timing's
getting a lot better.

133 ANGLE ON ADORA

As she joins Bow.

ADORA
Uh, huh...yes, but I want
to talk to you about the
wizard's wand.

Bow looks at it closely. It GLOWS as we HEAR a FAINT
HUMMING SOUND (SFX) as before, but FAINTER. It BREAKS UP
occasionally, like a radio whose battery is going dead.

BOW
Hmmm. Yes, that noise is getting
softer.

ADORA
That's not what I mean, Bow.
It's the way you've been
using the wand --

KOWL (OS)
(shouting)
Adora! Bow! Everybody!

They look OS and react.

134 UPSHOT - SKY - KOWL

He is flying downward.

135 WIDE ANGLE - ADORA, BOW, GLIMMER, SPRAG, SPROCKER

Kowl flies INTO FRAME and hovers.

SPRAG
What's wrong, Kowl?

KOWL
Bad news. Hordak's ordered
that all the people in Glenmar
be sent to Horde World.

GLIMMER
That's awful!

KOWL

He's going to make them his slaves.
Everybody's pretty upset.

136 ANGLE ON ADORA AND KOWL

ADORA

Everybody knows about this?

Kowl nods.

KOWL

Yes!

ADORA (con't)

That's very strange. Hordak
usually keeps plans like that
secret...so no one can interfere.

137 ANGLE ON ADORA, BOW, GLIMMER, SPRAG, SPROCKER, KOWL

BOW

It doesn't matter. Glenmar
needs my help and I'm ready
to go!

GLIMMER

I'll come along, Bow.

138 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

SPRAG, SPROCKER

(together)
Me, too!

BOW

(confidently)
Great. You can watch me!
(BEAT)
How about you, Adora?

139 FAVOR ADORA, KOWL

ADORA

(hesitantly)
Uh, no. I mean...you won't
need me.

Kowl turns to Bow.

KOWL

(to Bow)
What about your bow?

140

WIDER - WITH BOW

BOW

I don't need it. I've got this!

He holds up the wizard's wand, then moves OS with Glimmer, Sprag, and Sprocker.

141

ANGLE ON ADORA, KOWL

Adora looks at Kowl and frowns.

KOWL

Bow's not himself...leaving his bow behind for a wizard's wand.

ADORA

Yes...I think it's time to get some help from Shera.

Adora hurries OUT OF FRAME.

142

ANGLE ON ADORA

She draws her sword, holding it aloft.

ADORA

For the honor of Grayskull!

143

TRANSFORMATION SEQUENCE

Adora becomes Shera.

SHERA

I am Shera!

Shera points the sword at Spirit and fires a bolt.

144

SWIFTWIND TRANSFORMATION SEQUENCE - WIDE ANGLE - SHERA, SWIFTWIND

Shera leaps upon Swiftwind. Swiftwind leaps into the air carrying Shera OUT OF FRAME.

SHERA

Let's go, Swifty. We've got to help Bow, but first I'm going to find out about that wizard's wand.

145

EST SHOT - GLENMAR

Looking down on the typical Etherian village from a hilltop. CAMERA PULLS BACK to REVEAL Bow, Glimmer, Sprag, and Sprocker.

GLIMMER

It looks peaceful enough.

BOW

We've probably gotten here before
the Horde.

(BEAT)

Let's get down there.

14C FAVOR BOW AND SPRAG

Sprag looks concerned.

SPRAG

You mean we're just going to
walk right in?

BOW

Nothing to worry about. You're
with me. C'mon.

Bow MOVES OS as Sprag, Glimmer, and Sprocker look at each
other quizzically.

WIPE TO:

147 EST SHOT - CASTASPELLA'S CASTLE - INT MAIN HALL -
CASTASPELLA, SHERA

Shera stands with Castaspella.

CASTASPELLA

Yes, the wizard's wand is very
strong, but it loses power quickly.

148 ANGLE

SHERA

How can you tell when it's
weakening?

CASTASPELLA

It glows less brightly, and it
starts making noises and then --
it just stops!

149 ANGLE - SHERA

SHERA

Then that's what's happening
now...and if Bow walks into
Glenmar with a wand that
lost power, he'll be in terrible
danger.

(BEAT)

I must hurry. Thanks, Castaspella.

Shera rushes OUT OF FRAME.

150 WIDE SHOT - GLENMAR - BOW, GLIMMER, SPRAG, SPROCKER

Bow and his group walk slowly into the village, passing a few villagers in the BG.

BOW

Hmmm...still no sign of the Horde.
Maybe they heard I was going to
be here!

Suddenly they all react to (SFX) OS ENGINE SOUNDS. They look OS.

151 HILLS - HORDE BATTLE TANK - BOW'S POV

The tank descends from the hill. It's fitted with a variety of Horde weapons and has a pair of thick robot arms extending from the front. Two bulbous viewing ports mounted between the arms give the tank an insect-like appearance.

152 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

They HEAR a second ENGINE SOUND, turn the opposite direction, and react.

GLIMMER

(alarmed)

Look!

153 GULLY - HORDE BATTLE TANK #2 - GLIMMER'S POV

A duplicate of the first tank, this one climbs out of a gully at the opposite end of the village.

154 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

SPRAG, SPROCKER

(together, frightened)

Let's get out of here!

155 ANGLE ON BOW

BOW

No! I'll handle this!

He raises the wand, pointing it at the hills OS. The wand GLOWS and shoots a BEAM OUT OF FRAME.

156 ANGLE ON BOULDER

High on the hill overlooking the village. The BEAM ENTERS FRAME, surrounds the boulder, and lifts it a foot off the ground. The noise starts.

BOW

There's that noise again. Well,
maybe this will stop it.

Bow hits it and the noise stops.

BOW (con't, OS)
This boulder'll take those
tanks out!

157 ANGLE ON BOW, GLIMMER

Suddenly the BEAM FLICKERS AND DISAPPEARS. Bow looks at the wizard's wand as the GLOW around it disappears and the HUMMING SOUND STARTS THEN WINDS DOWN to nothing.

BOW
(alarmed)
Hey! Where's the beam?

GLIMMER
What's wrong?

Bow hits the wand again and again.

BOW
The wand's lost its power.

158 ANGLE ON BOULDER

The BEAM DISAPPEARS, the boulder drops heavily to the ground, and rolls downhill OUT OF FRAME.

159 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

They look OS.

SPROCKER
(dismayed)
Oh, no! It's heading straight
for that house.

160 ANGLE ON GLENMAR - COTTAGE

Looking down the hill toward the village and a small cottage. The BOULDER ENTERS FRAME heading straight for the cottage.

161 ANGLE ON COTTAGE

The hill can be seen rising up behind the house. The HOMEOWNER runs out his front door to safety as the BOULDER ENTERS FRAME. The boulder SMASHES down one side of the house, then rolls OUT OF FRAME.

162 ANGLE ON BOW

BOW
(guiltily)
Oh, no...that man's house. What
have I done? What happened to
my wizard's wand?

163 ANGLE ON WAND

With NO GLOW and NO HUMMING SOUND.

164 WIDE ANGLE - BOW, GLIMMER, SPRAG, SPROCKER

Before they can move, the TANKS ENTER FRAME from opposite ends of the village, boxing Bow's group in. Hatches open on top of Tank #1 and Hordak and Grizzlor appear from the waist up.

HORDAK

(evily)
Surprise!

165 ANGLE ON BOW

Shadow Weaver APPEARS in a FIREY (EFX) next to Bow. She quickly snatches the wizard's wand from his hand.

SHADOW WEAVER

I believe this belongs to me!

Shadow Weaver quickly MOVES OUT OF FRAME.

166 ANGLE ON HORDAK, GRIZZLOR

As Hordak moves to Bow.

HORDAK

Now we have you and the village.

167 MEDIUM HORDAK AND BOW

HORDAK (con't)

But you can arrange to get your power back. You'd like that, wouldn't you?

168 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

Looking a bit confused.

BOW

Of course I would.

169 ANGLE ON HORDAK, GRIZZLOR

HORDAK

Of course...and just as the energy ran out, the energy can be put back -- permanently.

170 ANGLE ON BOW

Looking skeptical.

BOW

All right...what's the catch?

171 CLOSE ANGLE ON HORDAK

HORDAK

Only this. Join the Horde and Shadow Weaver will give you the wizard's wand with full power.

172 ANGLE ON BOW

As he frowns.

BOW

(glumly)

Join the Horde? And if I refuse your offer?

173 CLOSE ANGLE ON HORDAK

HORDAK

(leering)

Then you will be sent to Horde World with your friends...and the rest of this village, and you, and your friends, will all become Horde Slaves.

174 ANGLE ON HORDAK, GRIZZLOR, SHADOW WEAVER

Shadow Weaver stands at the base of the tank.

SHADOW WEAVER

So...what is your answer?

175 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

BOW

I'm sorry...but no. I'll stay with my friends.

176 ANGLE ON HORDAK

HORDAK

(grimly)

If you think you're sorry now... wait until you see Horde World.

177 ANGLE ON BOW, GLIMMER, SPRAG, SPROCKER

BOW

I'm just sorry I didn't listen to my friends, and that I got them into this.

178 WIDE ANGLE - HORDAK, BOW, AND GRIZZLOR

HORDAK
(to Grizzlor)
Take them away!

SHERA (OS)
Bow, catch!

Everyone looks OS and reacts.

179 ANGLE ON SHERA

She's standing on the house-wrecking boulder holding Bow's bow and quiver. She throws the bow and quiver OUT OF FRAME, then jumps from the boulder OUT OF FRAME.

180 WIDE ANGLE - HORDAK, BOW, AND GRIZZLOR

The bow and quiver ENTER FRAME and Bow catches them.

HORDAK
Shera! Quick...into the tank.

He runs OS, closely followed by Grizzlor.

181 ANGLE ON BOW

He places an arrow with a line attached to it in his bow.

BOW
This arrow got me into this mess...hope it can get me out.

Bow fires the arrow OUT OF FRAME, the line trailing behind it.

182 ANGLE ON HORDAK, GRIZZLOR

The arrow ENTERS FRAME and rapidly circles around the pair, coiling the line around them. Held tightly together, Hordak and Grizzlor struggle.

HORDAK
Do something, you fool!

GRIZZLOR
Heellp!

183 WIDE - SHADOW WEAVER AND GLIMMER

Shadow Weaver raises her arm and points menacingly at Glimmer.

SHADOW WEAVER
Glimmer, this spell will teach you a lasting lesson.

184 ANGLE GLIMMER

GLIMMER

Sorry, I've learned enough for today!

Glimmer holds up her jeweled palm and shoots a LIGHT BEAM OUT OF FRAME.

185 ON SHADOW WEAVER

The LIGHT BEAM ENTERS FRAME and COILS around Shadow Weaver. As she struggles, she loses her grip on the wizard's wand and it falls to the ground.

SHADOW WEAVER

(furious)

Just wait until I get loose.
You'll pay!

186 ANGLE ON TANK

The tank rolls along. WIDEN to INCLUDE Shera as the tank stops. The tank's robot arms reach out for Shera.

187 CLOSE ANGLE ON TANK, SHERA

Shera grapples with the arms for a moment, then gets a firm hold on them.

SHERA

I can't say it's a pleasure
to meet you but...

Shera picks the tank up by the arms and swings it around in an arc. CAMERA PANS with the tank as it smacks into the house-wrecking boulder with a CRUNCH.

188 WIDE ANGLE - HORDAK, GRIZZLOR, TANK #2

Hordak and Grizzlor are tied together.

HORDAK

(screaming)

Battle tank...do something!

189 ON TANK

As it rolls forward.

190 CLOSE ON WIZARD'S WAND

Lying on the ground. TANK #2 ENTERS FRAME and the treads crush the wand with a CRUNCH.

191 CLOSE ANGLE ON SHADOW WEAVER

SHADOW WEAVER
(anguished)
Nooo...my wizard's wand.

192 ANGLE ON HORDAK, GRIZZLOR

As Tank #2's robot arms ENTER FRAME and grab Hordak and Grizzlor.

HORDAK
No...not us! Them, them!

GRIZZLOR
Agghhh!

193 WIDE ANGLE - TANK #2, HORDAK, GRIZZLOR - TRACKING

The tank rolls out of the village holding Hordak and Grizzlor in its arms.

HORDAK
Put me down!

Tank #2's top hatches open and the robot arms stick Hordak and Grizzlor down the openings upside down.

GRIZZLOR
Yeowwww!

194 INT BATTLE TANK CABIN - HORDAK AND GRIZZLOR

They're held upside down. A monitor screen in the BG FLICKERS to life with SHADOWY IMAGES.

HORDE PRIME (VO)
(from monitor)
Hordak! Your idiotic plan failed!

HORDAK
(gulping)
Uh, hmmm...my plan?
(giving in - sadly)
Uh, yes...your greatness. Thank you.

195 EXT BATTLE TANK

As it RUMBLES (SFX) away into the distance.

HORDE PRIME (VO)
You'll pay for this.

HORDAK (VO)
Yes, your greatness.

HORDE PRIME (VO)
 Just wait'll I get my hands on
 you...
 (fading out)

196 ANGLE ON BOW AND GLIMMER

As Shera ENTERS FRAME

SHERA
 Well...so much for Hordak's
 plan.

197 ANGLE ON WATERING TROUGH

Sprag and Sprocker poke their heads up from behind the
 trough.

SPRAG
 And are we glad.

198 ON BOW

BOW
 I guess I really got us into
 a lot of trouble this time.
 (BEAT)
 Why didn't somebody stop me?

199 WIDER - WITH SHERA

She smiles and touches Bow affectionately on the shoulder.

SHERA
 You had to find out for yourself.

200 ANGLE ON BOW

BOW
 Well, I did...and you were right.
 If you've got power...you have
more responsibility. Not less.

HOMEOWNER (OS)
 (sadly)
 My house...my poor house.

201 WIDEN SHOT TO INCLUDE RUINED COTTAGE, HOMEOWNER

The homeowner is standing sadly in front of the
 boulder-ruined cottage as Bow moves to his side.

HOMEOWNER (con't)
 It's ruined.

BOW
 This is my fault, too. But I
 can make it right.

202 ANGLE - FAVOR BOW

Bow throws off his cape and begins cleaning up the rubble from the cottage.

BOW (con't)
But I'll do the job with my
own two hands -- and no magic.

203 ANGLE ON SHERA, GLIMMER, SPRAG, SPROCKER

They watch Bow OS.

GLIMMER
You know what? I could use a little
exercise. Think I'll help.

SHERA
Sure. We'll have that cottage
fixed up in no time at all.

SPRAG, SPROCKER
(together)
Yeah! We'll all help!

They all walk OUT OF FRAME.

204 WIDE ANGLE - COTTAGE - BOW, GLIMMER, SHERA, SPRAG, SPROCKER,
HOMEOWNER

Everyone joins Bow working in cleaning up the cottage.

SHERA
After all...when everybody helps
each other, that's real power!

FADE OUT

THE END

PP #67084

SHERA, PRINCESS OF POWER

BOW'S MAGICAL GIFT

PP #67084

THIRTY SECOND TAG

FADE IN:

205 ON LOO KEE

LOO KEE

Hi, everybody. Did you see me in today's show?

(BEAT)

If you didn't, here's another chance.

206 STOCK BACKGROUND SCENE FROM SHOW
HOLD FOR THREE BEATS.

LOO KEE (VO)

Here I am!

Loo Kee is revealed.

LOO KEE (VO, con't)

In today's show, Bow was very careless about the way he used the power of the Wizard's Wand.

207 NOTE: INSERT SCENE IN WHICH BOW USES THE WAND TO LIFT THE TWIGGETS OFF THE GROUND ON A BOULDER.

208 ANGLE - LOO KEE

LOO KEE

He learned that power, like strength, is used best when it's used to help others.

He waves AT CAMERA.

LOO KEE (con't)

Bye for now. See you next time!

FADE OUT

REVISED
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