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SHERA PRINCESS OF POWER

Synopses of Scripts

"THE SWORD OF SHERA" - FIVE-PARTER

PP# 67001 - "INTO ETHERIA" - On Eternia, the Sorceress has a dream and when she awakes from it she sees the Sword of Protection hovering before her bed. She follows the Sword to one of Grayskull's Doors of Mystery, a door that opens to reveal a dimensional gate. The Sorceress summons He Man and tells him he must go through this gate and seek out the one for whom the Sword was meant. She does not tell He Man who this person is. He Man and BattleCat go through the gate and wind up on the world of Etheria. There He Man, in the guise of Prince Adam meets and befriends Bow. Through Bow Adam meets the other members of the Great Rebellion, Madame Razz, Glimmer and the Twiggets. He also learns about the Horde and its evil ways. At the climax of the story, He Man helps the rebellion save a village but is himself captured by Adora, a Force Captain of the Horde. But not before he learns that Adora is the one he was meant to find.

PP# 67002 - "BEAST ISLAND" - He Man is on Beast Island, the Horde's Prison Island. There he talks further with Adora, wondering why she serves Evil. Adora thinks it is the rebellion which is evil but drawn to He Man she is convinced to find out the truth about Horde activity on Etheria (a truth her sheltered life has not revealed). In the bargain, the Sword of Protection passes into her hands. While Adora travels Etheria to see how the Horde really works, Bow, Madame Razz and Glimmer and Kowl assault Beast Island in hopes of saving He Man. All but Kowl wind up captured themselves. Kowl however frees He Man and they escape from Beast Island, He Man destroying the prison as he leaves. Meanwhile Adora has discovered how truly wicked the Horde is. She confronts Hordak and ShadowWeaver with this fact, but ShadowWeaver fells her with a spell. And takes the Sword of Protection.

PP# 67003 - "SHERA UNCHAINED" - Hordak has a new device a super ray that when fully powered will transport the entire

BP #67003 (CONTINUED) - W hispering Woods Area to the Valley of the Lost. Trouble is he needs human beings to power it. He demands that more rebels be captured, so their energies can be drained into the ray. Meanwhile Prince Adam leaves the rebel camp to find Adora and the Sword of Protection. He goes to Fright Zone and becomes He Man and sneaks in. But he is found out and again captured by Adora, who is under a spell of ShadowWeaver's that ensures her mindless loyalty to the Horde. Hordak is jubilant, for He Man's power is enough to get his ray working. But even as he starts draining He Man, Adora is uncertain, uneasy about what has happened. She goes to the Swords, He Man's ~~and~~ ^{AND} the Sword of Protection. She holds the Sword of Protection in her hand and the Sorceress's face appears in the gem on the Hilt of it. The Sorceress speaks to Adora and tells her that He Man is her brother, her twin brother. And then she tells Adora to raise the sword and say "For the Honor of Grayskull". Adora does and SHERA is born. Her transformatio destroys the wicked spell on her and Shera goes into action, rescuing He Man and stopping Hordak's terrible ray. As the story ends Shera tells He Man that she is his sister.

PP#67004 - "REUNIONS" - Intrigued by a brother-sister relationship that neither of them ever knew existed, Shera and He Man use the Sword of Protection to contact the Sorceress. She gives them the whole story of how the Horde once invaded Eternia and Hordak stole Adora from her cradle to use against King Randor. The Horde was defeated but Hordak escaped with Adora. Adora now realizes that she has parents she has never met. He Man suggests they go back to Eternia, but Shera feels she is needed on Etheria. He Man and Shera as Adam and Adora then return to the rebel camp where Glimmer has found out that her long-lost mother Queen Angella of Bright Moon is a prisoner of the terrible Harpy Queen Hunga. He Man and Shera go to Talon Mountain to rescue Angella and do so. The reunion of Glimmer and Angella touches Shera's heart and she decides she must see her parents. She and He Man journey back to Eternia through the dimensional gate, but unknown to them Hordak follows them through. ON Eternia, Adam and Adora have a touching reunion with King Randor and Queen Marlana while Hordak has a less than touching reunion with his old pupil Skeletor.

PP#67004 - CONTINUED...

As the story ends , Hordak and Skeletor decide to attack the Royal Palace and get Adora back for Hordak.

PP#67005 - "BATTLE FOR BRIGHT MOON" - Adora is overjoyed to be reunited with her family, but this joy is short-lived as Hordak and Skeletor sneak into the Royal Palace and grab her. The alarm is raised and He Man and friends rush for Snake Mountain to rescue Adora. However before they arrive Skeletor tricks Hordak and sends him back to Etheria, without Adora. Unfortunately for old bonehead, Adora tricks Beastman and escapes his clutches. She becomes Shera and mops up the Snake Mountain crowd before He Man and friends arrive. Adora realizes that she cannot stay on Eternia as long as the Horde holds her adopted planet. She goes back, Adam goes along to help in the rebellion's first great move, the re-taking of Castle Bright Moon. In an epic battle, the rebels succeed and Shera bids He Man farewell, but promises to keep in touch. He Man promises likewise.

THIS ENDS THE SYNOPSIS OF THE FIVE - PARTER...

PP#67006 - "DUEL AT DEVLAN" - Kristala, a little girl from the small village of Devlan comes to the rebellion with a problem. Dylamug and several Horde Troopers are terrorizing Devlan, pushing all its people around and plundering all their goods. Shera decides to go to Devlan and convince the villagers to fight for themselves. She has a big battle with Dylamug and the Troopers, during which she is felled by a stun beam. However the villagers heartened by her defense of their hamlet pitch in and drive Dylamug and the Hordesmen away. The villagers learn that they can stick up for themselves against the Hords.

PP#67007 - "THE SEA HAWK" - While tracking down an elvish rumor about a flying monster Shera comes across a strange ship. She changes to Adora to investigate and is discovered by the Ship's captain , a pirate known as Sea Hawk who wells plundered goods to the Horde. Sea Hawk's first mate Swen is a rebel sympathizer and recognizes Adora. He convinces Hawk to take her aboard in

PP#67006 - CONTINUED...

hopes that she will persuade him to work for the rebellion. However complications arise when The Solar Sailor (Sea Hawk's ship) reaches Horde Harbor where Catra is waiting to receive the goods. Adora is recognized and Catra orders Sea Hawk to have his men capture her. Sea Hawk does to save his ship, but once clear of the Horde he tells Swen to prepare to attack the Horde Air Cruiser carrying Adora and rescue her. While the Solar Sailor bedevils the Air Cruiser, Hawk slips aboard and frees Adora, only to be confronted by a fighting mad Catra. He shoves Adora into a passage and takes on Catra, but she changes to catform and phases him. Adora becomes Shera and arrives in time to stop Catra and in the bargain save Sea Hawk's life. Grateful Sea Hawk promises to stop working for the Horde and start working for the cause of freedom. This story also begins a romance between Sea Hawk and Adora.

PP#67008 - "THE RED KNIGHT" - The rebellion gets a new ally in the person of The Red Knight, a mysterious figure who fights the Horde and will not reveal his true identity until Etheria is free. After the Knight saves Glimmer from some Hordemen he is invited to a Rebel's Faire at Castle Blackmoor. There he participates in a race which Bow has won every year. However he beats Bow and Bow gets very upset about losing. When Hordak captures Glimmer, Angella and the Red Knight Shera and Bow team up to save them. Bow learns that winning is not everything and it's important to be a good loser too.

PP#67009 - "THE MISSING AXE" - Bow is visiting his friend Mach the woodcutter, when Mach's sons Thad and Kyle ask their father if they can use his axe to chop some wood. Mach agrees but tells them to be very careful with the tool. They go back on this advice, leaving the axe in the woods while they swim and it is taken by the Twiglets who believe it is lost. Finding the axe missing, the boys lie to their father and say a thief ran off with it. Bow decides to track the thief down and gets captured by the Horde. Shera finds this out and also finds out that the boys lied about the axe. She saves Bow from the Hordemen (who are led by Mantenna) and Thad and Kyle learn a good lesson about lying and responsibility.

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PP #67010 - "THE REBELLIOUS BRIDE" - Prince Dash of the Kingdom of Nofalderal is bent on marrying Princess Marrylyn of the Kingdom of the Pink Rose. The Horde however is against the marriage, so Marrylyn seeks the help of the Rebellion. Dash however does not want his intended bride to be fighting or putting herself in danger. Nevertheless Marrylyn does get the rebel's help and learns to fight from them. She displays this talent in a grand battle against the Horde on their wedding day. The marriage takes place and Prince Dash learns a lesson about being overprotective of his bride just because she's a woman. They agree to rule equally, sharing all burdens together.

PP# 67011 - "The Peril of Whispering Woods" - Hordak unleashes a new weapon against the Rebellion, a chemical that begins to kill the plants and trees of the Whispering Woods. If the Woods die, the ~~XXXXXX~~ rebels will no longer have a safe haven, so they try to find a way to reverse the process. While doing so, the rebels manage to capture Prince Zed, son of Horde Prime himself who is on a visit to Etheria. Zed, expecting no mercy from the rebels is surprised to find himself treated well. He begins to sympathize with them, even as the rebels make plans to trade him to Hordak in return for the stopping of the defoliation of the woods. Hordak agrees, but of course betrays them. However Madame Razz has discovered a counteragent to the insidious chemical and loads that into the Horde JetCopters so that when they make their next run they themselves reverse the process. Shera and friends drive off the Horde and the Whispering Woods is saved.

PP#67012 - "THE LAUGHING DRAGON" - ~~XXXXXXXXXXXXXXX~~ Adora and friends make the acquaintance of Sorrowful, a most peculiar dragon. Sorrowful is frightened of everything and ticklish as all get out to boot. The rebels sympathizing with his plight take him ~~XXX~~ to Mystacor and Queen Castaspella, hoping that she can work a magic to give Sorrowful courage. It doesn't work, but while they are trying it, Hordesmen under the command of Leech and Mantenna invade Mystacor. Adora becomes Shera and the rebels go to fight the Horde, taking Sorrowful with them.

PP#67012 - CONTINUED...

In the battle Shera convinces Sorrowful that a garland of red flowers she gives him is magical and will bring him courage. Sorrowful enters the fray and turns the tide, the Hordesmen retreating beneath his fiery breath and newfound courage. Later the dragon learns that the flowers were not magical at all, it was his own heart that gave him courage. Whereupon he promptly faints at the thought of what might have happened.

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PP # 67013 - "KING MIRO'S JOURNEY" - King Miro, grandfather to Prince Adam and Adora asks Adam to take him to Etheria to see Adora. Adam complies. But even as Miro arrives the Horde is hatching another plot against Whispering Woods, this one the brainchild of Inspector Darkney, a visiting inspector from Horde World. Using a mammoth generator, Darkney causes an impenetrable dome to spring up around the woods. If the rebels cannot overcome it, they will be trapped in the Woods forever. King Miro, along with Madame and Broom take on a bevy of Horde attack Robots, while Adora and Adam become He Man and She-Ra. Together they lift the dome off the woods, then destroy the generator. King Miro and Adam return to Eternia, bidding Adora goodbye.

PP #67014 - "FRIENDSHIP" - Adora receives a message from Lohni, an old friend of hers in the Horde. Lohni wants Adora's aid, claiming that Hordak blames her for Adora's defection and means to send her to HordeWorld. Adora will not allow any of the others to accompany her in this mission, but Bow follows anyway, along with Kowl. Adora gets to Lohni, only to discover that she has been set-up. Hordak has Lohni's father on Beast Island and ordered her to trick Adora or never see her father again. Adora is captured as is Bow when he shows up. Both are taken to Beast Island. Fortunately Kowl gets Adora's sword to her and she becomes She-Ra, freeing Bow, Lohni and Lohni's father. Safe at last, Lohni agrees to join the rebellion and thanks Adora for her loyal friendship.

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PP #67015 - "HE AIN'T HEAVY" - ShadowWeaver steals the Moon Mirror, a magical device for bridging dimensions, from the old wizard Catillus. Hordak wants her to use the mirror to snatch Prince Adam from Eternia as bait for Adora. ShadowWeaver does so and Adora is given Hordak's demands, turn herself over to him or Adam will remain a Horde prisoner forever. Adora becomes Shera and goes to Fright Zone, but soon after she leaves Catillus shows up in the rebelcamp asking for their aid in getting the mirror back. Bow and Kowl go with the old wizard to Fright Zone. Shera breaks Adam loose and he becomes He Man. They fight ^{the Horde} to a standstill until Hordak orders ShadowWeaver to use the Moon Mirror again, despite the fact that a second use can be dangerous. ShadowWeaver obeys and a door to the deadly Doom Dimension opens and threatens to suck everyone in Fright Zone in. Shera and He Man use their great strength to close the door and Catillus destroys the Mirror forever. Adam thanks his sister and returns to Etheria.

PP #67016 - "RETURN OF THE SEA HAWK" - In a sequel to PP#67007, Catra, stung by Sea Hawk's upsetting of her plans arrests all the Elves of Seaworthy and begins transporting them to Beast Island, certain that Hawk and Adora will try a rescue attempt. A rescue attempt is made by Shera, who messes up Catra's Prison Ship until Catra jolts her into unconsciousness with a burst of electropower. Meanwhile Madame has contacted Sea Hawk and he flies to Shera's rescue. In a dynamic battle Hawk and Shera defeat Catra and Erizzlor and free the elves. Shera puts the final lid on things by dive-borbing the prison ship with her own body and sinking it. A subplot shows Sea Hawk and Adora's growing feeling for each other...

PP#67017 - "A LOSS FOR WORDS" - ShadowWeaver learns a new magick by which people's voices can be stolen and trapped in small globes. She uses this magic to steal Adora's voice, preventing Adora from becoming Shera. She also steals the voices of an entire village that was thinking of joining the rebellion. Adora escapes her clutches and she and Bow enter Fright Zone to get the stolen voices back. They succeed and Adora becomes Shera and mops up Hordak and his mob.

PP # 67018 - "THE STOLEN SPIRIT" - Thanks to Bow's irresponsibility Spirit is captured by horse theives, who are in turn captured by Hordesmen collecting horses for Hordak. Bow tries to get Spirit back and winds up captured by Catra who is overseeing the horse round-up. Shera and Madame must go the Horde Cavalry camp to free Bow and Spirit. They also free all the other horses in the bargain.

PP#67019 - "THE ENCHANTED CASTLE" - Bow and Adora ~~XXXXXX~~ Help an old woman who has fallen into a gulley. She thanks ~~them~~ and warns them to get out of the Dark Forest of Mystacor quickly (the place where they meet her). Before they can do so they are captured by three Knights in the service of the evil Mortella, a sorceress who wants slaves to tend her magic fire. They find that the old woman is also a slave of Mortella's but to pay them back for their kindness, she frees them. Mortella sets a magical creation loose on Bow (an animated beast statue) and while he runs for it, Adora becomes Shera. Meanwhile the old woman confronts Mortella, no longer wanting to serve her. Mortella prepares even greater spells to stop them, when Shera diverts the ~~XXX~~ water in the Castle moat into the Castle, drowning Mortella's magic fire. With the fire out, Mortella transforms ~~back~~ into an old crone and the old woman becomes her true self, namely Castaspella, Wizard Queen of Mystacor. She explains that Mortella tricked her and stole her magic, but now that magic is returned and she is their friend forever. Mystacor is transformed from a dark evil place to a light, beautiful kingdom. NOTE: This is told as a retrospect story introducing Castaspella, and Mystacor.

PP#67020 - "THREE COURAGEOUS HEARTS" - Through a trick of Shadow Weaver's all the leaders of the rebellion are captured and Shera is sent to the terrible Abyss of Salisticar, from which none have ever returned. The only ones left to save Shera ~~and~~ the others are Madame Razz, Broom and Kowl. Madame knows that only a book from the ancient library in the Valley of the Lost will return Shera so she and Broom and Kowl go on a perilous trek across desert and mountains to reach the library. As their quest happens, we SEE Shera in the Abyss

PP#67020- CONTINUED...

desperately seeking her way out through a series of ghostly perils created by Salisticar the Wizard of the Abyss. She beats all these perils, but Salisticar very impressed by her skill still will not release her. Fortunately Madame and the others find the old library and with Broom's help locate the proper book. They go to the Abyss and free Shera and they return to Etheria to free the others. For their outstanding courage Madame, Broom and Kowl are honored by Castaspella and the other heroes and heroines of the rebellion, proving that courage is simply a matter of believing in oneself.

PP#67021- "STONE IN THE SWORD" - Hordak has a new weapon, a Doom Balloon with which he intends to channel the power of lightning into Whispering Woods and fry it. Shera stops him but in the battle she is hit by the lightning and knocked unconscious. When she awakes she is Adora and she finds that the gemstone in her sword is cracked. She can no longer become Shera. Moreover Bow is captured by Hordak and taken to Fright Zone. Adora, with Kowl decides to go to the Crystal Castle and seek Light Hope's help. First she must climb Sky Dancer, the Mountain on which the Castle sits and then she finds that the only way to repair her sword is to take the tests of the First Ones. These tests are very dangerous and tricky, testing her innate strength, wisdom, compassion, courage etc. Adora passes them all and reaches the Caverns of the First Ones (the spirits of Etheria's founders). There she is told that the power is within herself and sure enough the sword's stone becomes whole again and she becomes Shera. She goes to Fright Zone and rescues Bow and all is well again.

PP#67022 - "THE CRYSTAL CASTLE" - ShadowWeaver has a dire plan to destroy the magic of Castle Bright Moon forever and thus make it and Whispering Woods vulnerable to the Horde. The only hope is for Shera to find the legendary Crystal Castle, where the great secrets of Etheria are to be found. To do so she must go to SpikeHeart, home of Ahgo the Troll King and his people. Ahgo is the only one known to have ever seen the Castle, but

PP #67022- CONTINUED..

the Trolls do not trust humans and Shera must fight her way through several perils to even get to Ahgo. When she does Ahgo explains how humans have always hated Trolls and told lies about them, but her courage has impressed him (as has her compassion toward his people) and he gives her a clue to finding the Castle. She journeys back to Bright Moon to follow up this clue, even as ShadowWeaver casts her great spell.

The Mystic Defenses of Castle Bright Moon start to crumble and though Angella, Glimmer and Madame Razz have joined their power to defend it, it is not enough, for the power of the Castle is tied to the Etherian Moons and they are in an eclipse. Shera gets to the top of Sky Dancer, where she believes she will find the Crystal Castle but it is wreathed with clouds and sees nothing. However when she calls out, the Castle appears and she enters. There she has her first encounter with the Mysterious Light Hope, Keeper of the Castle. He tells her the only way to save Bright Moon is to go to the great Clock which measures all time on Etheria and speed it up so the eclipse will pass. Shera does, defeating the Clock's gargoyle guardians and speeding up its massive pendulum. The eclipse passes and Angella, full of the power of the moon breaks ShadowWeaver's spell and sends the Hordesmen packing. Light Hope tells Shera that in future she should consider the Castle her own private haven where she can seek advice and rest. She thanks Light Hope and agrees to never reveal the whereabouts of the Castle to anyone. NOTE: This story is told as a retrospect story introducing the Crystal Castle...

PP#67023- "CROWN OF KNOWLEDGE" - Bow, Kowl and Adora attend a Harvest Festival in one of Etheria's villages. Bow tells some children the story of the Crown of Knowledge, the Crown of the great King Jared which gives its wearer all knowledge. Kowl says he knows where Jared's castle is and this gives Marcus, a teenage boy, a scurrilous idea. Marcus is a baker's son and desperately wants to be a hero. Jared is in fact an idol of his. So he grabs Kowl and has Kowl lead him to the Castle. Adora finds this out and she and Bow and Marcus's father go after them. Adora becomes Shera to do so, meeting Bow and

PP#67023 - CONTINUED

Marcus's father on the way. Meanwhile Hordak discovers that Marcus intends to get the Crown and he and ShadowWeaver cook up a plot to steal it from him if he does. Marcus and Kowl get inside the Castle by answering a riddle and then must face many tests and dangers. ShadowWeaver's magic almost stops Shera and the others, but they too reach the interior of the Castle and undergo tests. In the climax, ShadowWeaver's evil magic is defeated and Shera saves Marcus from falling into a pit. They learn that the Spirit of the Crown was pitting them against their greatest fears to see if they were worthy. The Spirit offers the crown to Shera, but she declines saying that it is a symbol of Knowledge and should remain so, not be given to any one person, Marcus learns that being a baker's son is not so bad after all and certainly less dangerous than trying to be a hero.

PP# 67024 -"THE MINES OF MONDOR" - Hazar, Prince of the Kingdom of Erelandia is helping the rebellion against the wishes of his father King Duplis. The King is not a bad man,he just fears the Horde too much. However when the Horde finds out about Hazar and captures him, Duplis goes to the rebels for help. Hazar has been sent to the Planet of Kyrdis to work as a slave in the Mines of Mondor (mining dangerous minerals). Through a magic gate provided by Queen Angella, Shera, Bow, Kowl, Madame, Broom and Glimmer go to Kyrdis and make a perilous sea journey to Mondor, with the Horde on their tail every step of the way. They succeed in getting to Mondor and finding Hazar but the Horde strikes again in full force. The mine slaves join with the rebels to escape the Horde and our heroes return to Etheria triumphant. King Duplis realizes that his fear of the Horde and his worry for his son caused him to act irrationally and he pledges henceforth to work with the rebellion.

PP#67025 - "SMALL PROBLEMS" - Glimmer has gotten a swollen ego due to being awarded a Medal of Honor for service to a town, but that is soon to change. She and Shera check out a Horde

PP# 67025 - CONTINUED...

factory that is using a dangerous element called Etherox to create a new power source. Shera and Glimmer get caught in a blast of smoke from the factory and astonishingly the chemicals in the smoke cause them to shrink to tiny size. They then embark on a strange odyssey through a world that now appears gigantic to them, fighting off small animals that now seem big as dinosaurs, getting caught in streams that seem like raging floods and finally going back to the very factory that caused the problem. Their tiny size also weakens their powers but with the help of Bow, they manage to blow up the factory. They return to camp where Madame Razz's magic returns them to full size. Best of all Glimmer's adventure teaches her that she is not quite as "big" as she thought she was and she vows to be a little more humble in future.

PP# 67026 - "BOOK BURNING" - The Horde has decided to destroy all the books in a local village, books they claim are teaching "lies" to Etherians. They succeed in burning a whole pile of books, despite the rebellion's best efforts, but the village library still stands and the rebellion, aided by a local teacher vows to save it. At the same time, the Horde is aided by Cory, a young boy who hates school and reading. He spys on the rebels and tells their plans to Tongue Lash, a villain of the Horde (who is teamed with Rattlor). Thanks to Madame Razz Cory learns the reading can be fun and swiftly tries to change his ways. But Bow and the others have already fallen into a Horde Trap. Shera gets Bow loose and then with the aid of villagers and rebels, they stop the Horde from destroying the library. Cory decides he'd like to be the village's new librarian,,, Nose Nose makes a very,very brief appearance using his water powers to help scotch the fire.

PP# 67027 - "ELDRITCH MIST" - ShadowWeaver unearths an ancient book which contains a spell of Endless Sleep. She uses this spell to create a mist around Whispering Woods, a mist that causes anyone entering it to fall into a sound s leep. Meanwhile at Castle Mystacor Adora and Castaspella are dis cussing Prince Adam and the flirtatious Casta decides she'd like to meet him. She uses her magic pool of vision to pull him to Etheria. Adora is glad to see Adam and Castaspella is even gladder. She and the Prince hit it off famously. Then, they find out about the Mist surrounding the Woods and go to try and do something about it. Adam and Adora b ecome He Man and Shera but their might is of no avail against the all-encompassing mist. Inside Madame tries to fly through the mist, only to fall asleep. The rebels are trapped in their own camp. He Man and Shera go to Crystal Castle where Light Hope tells them about the book. If they can get the book into the hands of a magicworker, ShadowWeaver's mist can be dispelled. So off they go to Fright Zone , with Castaspella to get the book. Castaspella is diverted by ShadowWeave r (who seems to be an old acquaintance of hers) and they have a magical duel wh ich ends with Casta triumphant. Meanwhile He Man and Shera take on Hordak's traps and tricks and finally the Horde leader himself. They beat him and get the book and Castaspella uses it to dispell the eldritch mist. When all is well again, Adam bids Adora and Casta goodbye and returns to Eternia. Castaspella hopes he will return soon so they can get better acquainted.

PP# 67028 - "BOW'S FAREWELL" - Bow is in a Twigget Village giving music lessons to Spunky, one of the Twiggets. Adora finds h im there and berates him for putting the Twiggets in jeopardy by being in their vilâge(as a rebel he will bring Hor'e attention to the village if recognized). Bow doesn't agree, but sure enough a Horde patrol enters the village and he is recognized. Adora manages to slip away to become Shera to save Bow and the Twiggetss from capture. However once back at camp Adora again reiterates her position that as rebels they mus t be careful what they do and work as a team. Bow gets irate and threatens to leave the rebellion. Kowl suggests

PP# 67028 - CONTINUED...

he do so, at least for a while. Adora thinks this might be a good idea, it'll give Bow a chance to think things over. But she throws a curve by telling Kowl to go with him. Bow and Kowl go to the Mystic Stones, there to commune with the eldritch powers of Etheria, but they find the Horde there add the Twiggetts. The Twiggetts are helping the Horde build a mighty beam which will have enough power to destroy Castle Bright Moon. This beam will draw its power from an eclipse of the moon. Bow finds that the Twiggetts are helping only because the Horde has their King and Queen as hostages. In disguise as an old magician and entertainer he infiltrates the Horde camp while Kowl races to get help. Bow's disguise is finally uncovered by Catra, but Shera shows up just in time and she and the Twiggetts battle the Hordesmen. They win, but not before Catra activates the beam. In a stunning conclusion, Shera pulls the Moon out of shadow while Bow uses his amplified instrument to shatter the beam generator. Bow realizes that Adora was right after all, NOTE: This is a heavy BOW episode, using his sleight of hand magic, his disguise and his musical ability.

C PP #67029 - "THE PRICE OF FREEDOM" - Shera summons He Man
 n to Etheria to help her save the village of Dryl from a
 u massive Horde Attack. The villagers of Dryl have turned to
 s the rebellion and Hordak means to make an example of them,
 s He Man and Shera stop the first wave and Shera flies to get
 v the help of the rebel army. He Man and the villagers fall
 E back on the mines as Hordak leads the second wave in, along
 n with a huge war machine known as the Command Crawler. He Man
 valiantly staves off the attack until he is hit by a massive
 concentration of freeze beams that knock him back into the mine
 and seal it off. Without He Man's aid (he is weakened by the
 beams) the villagers panic but their leader tells them that
 freedom is not just granted it must be fought for and they
 still have hope. Whereupon the villagers take up tools and
 gamely dig their way out of the mountain. Shera returns in
 time to save her brother (the mine is about to collapse and
 bury him) and the villagers, safe in Whispering Woods
 become part of the rebellion.

PP # 67030 - "Play it Again, Willawind" (NOTE: probably changed to Play it again Bow , status uncertain) : The rebels meet Frit , an old fellow who travels Etheria collecting bottles and telling stories. Frit is using the bottles to build a vast monument to freedom, a gorgeous structure of glass. It also turns out that Frit is an old flame of Madame's and seeing him again upsets Madame greatly. Complications set in when the Horde steals Frit's horse True Blue. Shera goes to retrieve the horse, but while she is doing so, Catra captures Madame, Frit and Broom and prepares to destroy the monument Frit has labored on so long. Fortunately Shera arrives in time to fight off the Hordesmen and save the monument. She also gets True Blue back. Frit wants Madame to stay with him and help him build his monument, but she cannot. Her place is with the rebellion. Nevertheless she will always hold Frit dear in her heart, as punctuated by her request to play it again Willawind (Willawind plays a love ballad that was "their song").

PP#67031 - "THE RELUCTANT WIZARD" - Madame Razz is fleeing from Horde Flyers when she reaches a strange old tree that suddenly fires at the flyer chasing her, knocking it out of the sky with an energy beam. Madame returns to the rebel camp and tells them what happened. They recall an old story about a powerful Wizard who lived in such a tree and decide to pay the tree visit and recruit the Wizard for the rebellion. At the same time Hordak hears what happened to his Flyers and wants to get revenge. Bow, Kowl, Madame, Broom and Shera go to the Wizards tree (Shera first visits Light Hope and he tells her that the Wizard hates visitors) and are immediately beset by magical barriers. They manage to pass thru these barriers until they are finally in the tree itself, which turns out to contain an entire world unto itself. Shera gets to speak with the wizard, who is quite an ugly fellow (he looks like the tree itself) and a recluse because of it. He simply hates people and they cannot convince him to help the rebellion. He does blip them out of his tree safely. At this point, the Horde launches its attack against the tree and thanks to ShadowWeaver ensnares it in a spell. Shera says they must help, even if the Wizard would not help them. They manage to thwart the Horde and the Wizard promises to re-consider his stand.

PP # 67032 - "THE HEART OF DARKHOPE" - ShadowWeaver uses her vile magic to create a Night Walker, a small mystical hunter. She sends this creature to find a great source of power she senses on Etheria. This power is Dark Hope (or LIGHT HOPE). The Night Walker finds the Keeper of the Crystal Castle and steals away his power. Fortunately Shera is there at the time and as Dark Hope sinks down into his pool, lightning bristling around him, he calls out for her to find The Sorceress/ Shera calls for the Sorceress and she comes, bringing Prince Adam with her. IN the Crystal Castle, Adam becomes He Man and the Sorceress guides them both down into Dark Hope's pool and into the strange world of Dark Hope, a place filled with odd creatures and ways. Through one of these strange beings they find Dark Hope, trapped by the Night Walker who is now huge and filled with Dark Hope's power. Shera, He Man and Sorceress fight a pitched battle against the magical Night Walker and finally combine their strengths to defeat it and send it back to a dismayed ShadowWeaver, and an equally dismayed Hordak (who has discovered ShadowWeaver's plan and wants the power for himself). DarkHope is restored to his former glory and thanks them. (NOTE: Dark Hope's name has been changed to Light Hope, so the title of this story will change as well.)

PP#67033 - "A TALENT FOR TROUBLE" - Orko is helping the Sorceress do spring cleaning at Castle Grayskull when he accidentally gets blown through the dimensional gateway to Etheria. There he meets Madame Razz and Broom, Mantenna then comes upon them and captures Orko and Madare. Broom escapes and tells Shera, who realizes that the Orko he speaks of is her brother's friend. She contacts the Sorceress who sends He Man to aid her. Off they go to Fright Zone, where Orko is driving Hordak to distraction. ShadowWeaver's magic can't identify Orko's power so Hordak puts him in a mind probe machine, which Orko's odd mentality blows up. Hordak decides to send Orko to HordeWorld. Shera and He Man bust into Fright Zone and trounce Catra and her force squad, reaching Madame Razz. Razz tells them about Orko being sent to HordeWorld and they race to the Horde's spaceport to stop it. They are met by Hordak, riding the Mantor(an assault vehicle), ShadowWeaver and a bevy of Troopers. The rocket carrying Orko is

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launched and He Man manages to catch onto it as it heads into space. Shera takes on Hordak and his vile minions alone and wreaks considerable havoc. Meanwhile He Man turns the rocket before it gets into the outer atmosphere, but destroys its guidance systems in the process. The Hordesmen evacuate it as it heads for a crash landing. He Man frees Orko and they jump for it. Orko wafts to Earth as He Man grabs a support beam, but the beam cracks and Shera throws a huge Hay wagon under He Man to break his fall. The Horde spaceport is wrecked by the errant rocket. Shera finally meets Orko for the first time and melts the little guys heart.

PP #67034 - "TROLL'S DREAM" - Grox, one of the Trolls of Spikeheart comes to the rebel camp with a message for Shera but is met with great hostility, especially from Bow, Kowl and Sprag the Twigget. A fight ensues, but is broken up by Adora. Grox tells her that King Ahgo wants Shera's help and leaves. Adora berates Bow, Kowl and Sprag for their bigoted attitude toward Trolls and demands they accompany Shera to Spikeheart to see Ahgo and learn that Trolls are not as bad as they think. IN Spikeheart Ahgo tells Shera that he has had a warning dream, a dream in which shadowy figures unleash the Spider of Crystal a deadly monster that was once bound by the Trolls. The Spider has the Power to destroy Etheria and Shera must prevent its rising. Grox is sent with Shera and the rest to guide them to the spot where the Spider lies buried, a spot in the ShadowKingdom of Skullpath. In Skullpath, they are attacked by Duke Drear, Skullpath's ruler and a Horde supporter. The method of attack is Bonebats, giant skeletal bats and one of them grabs Bow and Kowl. Grox saves them but is captured himself. Bow, Kowl and Sprag are ashamed of how they treated Grox and decide to rescue him while Shera completes their mission. They go to Duke Drear's fortress and fending off the Duke's magic, release Grox. Shera arrives at the spot where the Spider lies but is too late. Shadowweaver and Scorpio are already there and Shadow Weaver has caused the spider to rise. But even her power cannot control it and the villains flee while Shera tries to fight the beast. Its power is too great even for her and

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it looks as if Etheria is doomed until King Ahgo shows up. The Troll King teams up with Shera, while Bow, Kowl, Grox and Sprag lure the Spider into a mountain pass. There Shera blocks it with landslides and Ahgo uses his magic to seal it up again. In the climax, Sprag apologizes to Grox, who accepts and agrees that they should be friends.

PP #67035 - "GATEWAY TO TROUBLE" - Adam and Cringer are visiting Etheria, this time just for pleasure. Unfortunately at the same time, Skeletor is having Modulok build a Gate Maker which will create a gate to Etheria. He means to transport the whole Royal Palace to Etheria and let Hordak have all the trouble for awhile. The Gate Maker works, but Modulok decides that Hordak might give him more for it than Skeletor and steals the machine and takes it to Etheria. An angry Skeletor follows bent on getting the machine back. Skeletor bleeps in near Whispering Woods and is seen by a Twigget. The Twigget reports to Adora and she and Adam become He Man and Shera to track down whoever it is (the Twigget doesn't know its Skeletor). They of course find out and grab the villain who tells them about the GateMaker. Since he knows more about the machine and Modulok than they do, they offer him a truce until the machine can be found. Skeletor accepts. Meanwhile Modulok gets to Hordak who is very pleased with the idea of invading Eternia and getting revenge on Skeletor. Back in Whispering Woods Skeletor is being driven to distraction by all the good guys around him and decides to chuck the truce and go after Modulok himself. He gets to Fright Zone and and he and Hordak fight it out, to a draw. ~~XXXXXXXX~~ Skeletor leaves vowing to return and Hordak decides to invade Eternia immediately. Modulok uses the gate maker as a massive fleet of Horde spacecraft await. Shera and He Man arrive and the battle is on. ShadowWeaver creates a ginat being of electricity, but through a clever turnab out Shera and He Man defeat the creature and cause a power -surge that blows out the gate maker even as the Horde spacefleet enter the gate. He Man returns to Eternia and Skeletor does likewise. The Horde spacefleet winds up on a wacky alien planet. Asfor Modulok he decides to stay and work with the Horde, even though Hordak demotes him to Cook.

PP# 67036 - "THE UNICORN KING" - A strange meteorite explodes above Etheria opening a dimensional gate through which comes a glowing ball of Energy known as the STONEFORCE. This ball turns plants to stone and is very unstable. ShadowWeaver manages to take control of it , intending to use it as a Horde Weapon. Shera discovers this and goes to Light Hope for help. Light Hope tells her that another stoneforce once came to Etheria and was sent back by the combined magic of human sorcerers and the Golden Unicorns. He also tells her that the Golden Unicorns still exist on an island in the Growling Sea. However over the years they have come to mistrust humans and their island is hidden from all human finding. But SwiftWind can find it. Shera and SwiftWind go there and are met by a sea monster designed to scare them away. Realizing this Shera takes a chance and does not defend herself. And sure enough the monster vanishes . On the island they meet the Unicorn King who refuses to help, stating that humans do nothing but cause misery for Unicorns. However when Shera heals an injured Unicorn, the King reconsiders. Together they tackle ShadowWeaver, Hordak and some Troopers and the StoneForce itself. They beat the Horde, but the Stoneforce goes out of control, turning everything around it to Stone. Shera must use the power of her sword to send the unearhly stoneforce back to its own dimension. The Unicorn King vows that henceforth the Unicorns will respond to any plea for help. Shera says they will also help if needed. Shera asks Swiftwind if she would like to live on the Unicorn Island, but SwiftWind is very happy right where she is.

PP#67037 - "FREEZE OUT" - Rest in peace. This story did not work out and number will be reassigned...

PP#67038 - "BOO STORY" -

PP #67039 - "INTO THE DARK DIMENSION" - Hordak means to trap Shera with either a new spell from ShadowWeaver OR a new weapon used by Catra. However when the time comes the two women both use their respective ploys and the resultant combination winds up blasting both Shera and Hordak into a dark dimension ruled by a monstrous and mysterious figure known as the Dark One. The Dark One demands they play a "game", a game in which they will either be released from the Dark Dimension or remain slaves there forever. Hordak and Shera must form a truce to succeed, a truce that somewhat grates on Hordak, but ends with Shera confronting the Dark Lord to save Hordak from eternal slavery (a risk she takes even though she does not have to). Impressed with her honor and courage, the Dark One allows them both to leave his realm. Back on Etheria, Hordak repays the favor by calling off a fight between his people and Shera's and both sides go their separate ways with much to consider.

PP#67040 - "TREASURE OF THE FIRST ONES" - Thanks to ShadowWeaver Hordak discovers that a place called Mystic Isle will rise out of the Sea of Sighs within a day. The Isle supposedly holds the greatest treasures of the First Ones and Hordak means to get them and use them against the rebellion. Light Hope informs Shera of this plan and asks her to stop Hordak, though he does not explain what exactly the treasure is. Shera decides to call on Sea Hawk for aid and he agrees. They fly to the Sea of Sighs in the Solar Sailor, where they mean to follow a Horde dreadnaught(a huge ship) to Mystic Isle. Accompanying Hordak on the dreadnaught is Octavia, the Octopus Woman. The Solar Sailor is discovered and blasted out of the air. Shera manages to catch it preventing it from exploding, then she and Sea Hawk fly to Mystic Isle on Swiftwind to stop Hordak from gaining the Treasure. They are delayed by Octavia and some Troopers and Hordak reaches the building where the treasure is. But the laugh is on Hordak. He expected weapons and magic and instead the treasure is all art objects, beautiful pieces of work which Shera prizes, but Hordak has nothing but contempt for. Hordak decides to blow the treasure up. Shera tries to stop him, but Hordak raises a force field around the dreadnaught that she cannot penetrate. Shera turns the tide by communicating with a Galorc

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(a whale-like creature) who swims up underneath the dreadnaught and carries it away on his back. The art treasures are saved, to be shared with all Etheria as a symbol of the First Ones.

PP#67041 - "GLIMMER'S STORY" - The handsome Prince HighCliff is scheduled to pay a visit to Castle Bright Moon. Glimmer is anticipating this visit with great enthusiasm, even going so far as to change her hairstyle to something more "fashionable" so the Prince will like her. However, before HighCliff arrives he is stopped by the Horde and imprisoned. In his place goes False Face, a Horde minion who has the power to change himself into the guise of anyone he sees. Masquerading as EXXX the Prince, False Face tricks Glimmer into revealing some of the Castle's defenses and he tries first to flood it out, then to cause a fire. Both ploys are scotched by Shera. False Face then gulls Glimmer into revealing the very heart of Bright Moon's magic, the fabulous Moonstone Chamber. He captures Glimmer and the MoonStone. Castle Bright Moon is now defenseless and the Horde moves in with Bat Meks and Destructo Tanks. As Shera holds the machines off, Glimmer turns the tables on False Face and frees herself and the real Prince HighCliff. She also gets the Moonstone. They hurry back to the Castle, but are not quite in time. Horde Forces are pressing Shera and Bow (who's got himself a new trick, a hang-glider from which he makes aerial attacks) and Queen Angella needs time to reactivate the Moonstone. Shera calls up all the Power of the Crystal Castle to temporarily protect Bright Moon, until Angella succeeds. The Horde is defeated again and Glimmer learns that being herself is the best way to be attractive to others.

PP# 67042. - "ENEMY WITH MY FACE" - ShadowWeaver comes up with a brand new idea to defeat Shera. She creates a MELOG, a semi-humanoid creature, like a living clay statue. This creature can absorb the powers of any being it touches and ShadowWeaver sets a trap so Shera will come. Sure enough the Melog absorbs her powers and becomes every bit as strong as she is.

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Shera battles the creature to a draw until ShadowWeaver adds some of her own dark magic to the fray and Shera winds up trapped in a forcefield. However Light Hope has warned Shera that the Melog can only be defeated if Shera realizes what else besides her powers it has absorbed. Shera remembers this and appeals to the Melog's feelings. Sure enough the Melog responds and helps Shera, becoming a true person and not just a slavish creature to ShadowWeaver's whims. The Melog decides to experience her new life, before deciding what to do (whether or not to make a home with rebellion). She thanks Shera for giving her this new gift. Modulok also appears briefly in this episode, working for the Horde.

PP #67043 - "WELCOME BACK KOWL" - Kowl runs afoul of some new Horde weapons, spider tanks, but manages to outfly them. He spies on Imp, Hordak and Vultak and drops a big juicy fruit on Imp. The little Horde spy vows vengeance. He finds Kowl in a mill with Adora and Bow, making plans to trap the spider tanks, using one of Madame's spells. It's now Imp's turn to divulge info, but before he does he plants money in Kowl's bed to make the other rebels think Kowl's a spy. Kowl is off speaking with Madame at the time, a very confidential conversation. Madame thinks she's losing it and considers leaving the rebellion, and makes Kowl promise not to say that they ever talked about it. Kowl promises. The next day, the rebels, thinking to spring their trap, run into a trap and Madame is captured. In trying to determine how the Horde knew their plans, suspicion falls on Kowl. Hurt, Kowl decides to prove himself by saving Madame on his own. Fortunately Shera teams up with him and together they ~~xxx~~ get to Madame. However Madame must work some fancy spells to get them out of Fright Zone. In the end, Madame realizes that she does have the right stuff after all and the other rebels realize that suspecting Kowl on the basis of circumstantial evidence was the wrong thing to do. This story highlights Kowl and Madame quite a lot.

PP #67044 - "THE ROCK PEOPLE" - Hordak is monitoring some strange meteorites that are falling toward Etheria. Convinced that they are not just ordinary meteorites he sends Catra and a Force Squad to the Valley of the Lost to get them (they have determined that this is where the meteorites will land). Through an agent in a village, Adora learns of this mission and decides to send Shera to see what its all about. Bow and Madame Razz and Broom decide to go along and Bow tricks Kowl into coming also. In the Valley, Madame Razz et al. are beset by a monster dinosaur known as a KingLiz, which Shera saves them from. She then communicates with it and finds out where Catra and her villains are. A battle begins at the site where the Hordesmen are excavating the meteorites, but the battle is interrupted when the meteorites change shape revealing themselves to be Stonedar, Flint and Granita, three Rock People from the planet Geolon. Flint is immediately captured by the villains who flee with him. Shera discovers that the Rock People are seeking a new home planet, for their own is about to go nova. However the Rock People hate violence and will not allow Shera and the others to help them try and get Flint back. Instead Stonedar and Granita go to Fright Zone in hopes of reasoning with Hordak. Hordak naturally orders them all captured, but it turns out to be difficult, for though the Rock People won't fight, they are formidable at defending themselves. ShadowWeaver's magic is the turning point, turning the Rock People to mud. Fortunately Shera and company burst in, determined to help the Rock People in spite of their refusal to accept help. Madame reverses the spell on them and Stonedar saves Shera by blasting into Hordak in his rock form, an action that violates his principles of non-violence. In the end, Shera tries to convince the Rock People to stay on Etheria, but they are appaled by the conflict there. Then Shera gets an idea. She fixes it with Ahgo the King of Trolls to let the Rock People live in Spikeheart, the land of the Trolls. Since the Horde does not go into Spikeheart, the Rock People will not become involved in the conflict and the Trolls are happy to have them there. As the Rock People migrate to Etheria, Stonedar, Granita and Flint thank Shera and her friends.

PP # 67045 - "HUNTARA" - Hordak has had it with his villains bungling attempts to capture Shera. He calls in a great warrior from the Planet Silax called Huntara, an ebony-skinned lady with formidable fighting skills and wild gimmicks. The catch is that Silaxians are dedicated to fighting evil, so Hordak uses phony tapes to convince Huntara that Shera is evil. Huntara captures Glimmer as bait, then challenges Shera to a one-on-one battle for Glimmer. This battle is a fast-paced running contest, with Shera having to pull all stops out to foil Huntara's tricks. Shera wins, and in the winning convinces Huntara that she has been duped by Hordak. Unfortunately Catra and Scorpia have been secretly monitoring the battle and they stun Huntara, Shera and Glimmer and deliver them to Hordak. In Fright Zone Huntara uses one of her tricks to escape and frees Shera and Glimmer. The three ladies clean house in Fright Zone and make their way to freedom. Huntara and Shera part as friends, Huntara returning to her own planet, with praise for Shera's skill. Shera feels likewise.

PP #67046 - "MICAH OF BRIGHT MOON" - Our story begins in outer space as a Prisoner tries to escape from HordeWorld in a stolen ship. The Prisoner succeeds, heading for Etheria, where we discover that he is none other than Micah, the husband of Queen Angella and the father of Glimmer. Unable to pilot the ship, Micah crash-lands on Talon Mountain and is captured by Hunga, Queen of the Harpies. Hordak has already been informed about Micah's escape and he too wants him. But Hunga has other plans. She plans to use Micah to get her revenge on Angella. She tells Angella she has Micah and demands Angella turn herself over. Angella does so, but Shera and Glimmer follow her. Hunga betrays Angella, not letting Micah go as she promised and taking Angella herself prisoner. Fortunately Shera and Glimmer arrive to help. Angella is freed and takes on Hunga with her magic, while Shera beats back the Harpies. Additionally complicating matters is the Horde who are attacking the Harpies to get Micah back. Horde and Harpies go at it, while our heroines make their escape. Micah is very glad to be back but decides he cannot stay with Angella and Glimmer, though he will come back to see them often. His motivation is

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to free Etheria and he feels he can do it better if he keeps on the move. Angella and Glimmer respect his wishes, happy to have him back.

PP# 67047 - "THE PRICE OF POWER" - Norwin is an aged wizard, a great teacher of good magic. In his time he taught both Castaspella and ShadowWeaver (before ShadowWeaver turned to evil). His new apprentice is a young lad named Arden, who longs to work greater spells. Arden decides to seek out ShadowWeaver and become her apprentice. He does so. Norwin realizes the peril in this and goes to contact Madame Razz for help. Razz, Broom, Shera and Norwin go to ShadowWeaver's dread lair Horror Hall. There they face numerous dark perils created by ShadowWeaver, Shera beating them all. However Arden comes to a crisis point. ShadowWeaver commands him to work a spell to give life to stone gargoyles, gargoyles which will then attack Norwin and Shera and Madame. Arden finally realizes the price of power and refuses. ShadowWeaver then animates the gargoyles herself, but Shera renders them to shards of stone and Norwin takes on ShadowWeaver in a magic duel that ends with her utter defeat. She vows vengeance. Arden returns to apprenticeship with Norwin, having learned an important lesson about responsibility and power.

PP#67048 - "BIRDS OF A FEATHER" - Kowl runs afoul of his evil cousin Red Eye, a bird just like him. Red Eye has gotten hold of some of Kowl's tailfeathers, and with them he is able to see anything Kowl sees while he is asleep. He uses this curious power to spy on the rebellion, relaying details to ShadowWeaver, who in turn tells Hordak. Kowl finds out and in an effort to make things right he goes to the Valley of the Lost to seek out his people, the KOLIANS. Hordak seizes the opportunity to go after Kowl in a huge horde vehicle called Behemoth. Kowl discovers from his people, that all Kolians have the power to touch the minds of their fellows and they use this power to feed Red Eye false information and turn Hordak's trap back on him. Shera aids her power to sink the Behemoth into a volcano and Red Eye winds up on

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Hordak's hate list for causing all the trouble. This story shows Kowl working in a heroic fashion for a change and introduces his people...

PP# 67049 - "FOR WANT OF A HORSE" - In yet another effort to grab Shera, ShadowWeaver comes up with the idea of stealing SwiftWind. By disguising herself magically she manages to divert Bow and Shera and two Troopers freeze Swifty and take her, /him /it to Fright Zone. Bow is almost captured as well but Shera saves him. Shera then goes to Fright Zone, along with a too-eager bow. Shera sneaks in while Bow creates a diversion and saves SwiftWind. But then Bow, again too eager is trying to save SwiftWind when Shera has already done so. Shera and SwiftWind must return to get Bow out of Hot Water. Bow learns a lesson about jumping the gun.