

GRAYSKULL: MASTERS OF THE UNIVERSE

In the beginning, there was the Sword of Darkness and the Sword of Light. A thousand years ago, the mighty King Grayskull fused them both, thus creating the Sword of Power. With sword in hand, he built Castle Grayskull and presided over a glorious kingdom unparalleled in all of Eternian history.

But the powerful magic of the sword took its toll even upon this great king. He descended into madness and grew deathly ill. As King Grayskull lay dying, the sword was again rent in twain. The Sword of Darkness was cast into the wastelands of Eternia. The Sword of Light was locked inside Castle Grayskull – its secret location lost to history.

With his last breath, the King spoke of ANOTHER, of his own blood, who would unite the swords and finish the mission he had started: to bring everlasting peace to Eternia...

The He-Man.

ACT I

BEFORE THE STORM— We find our hero, **PRINCE ADAM** [19], preparing for a battle with the Beast Army on the Eternian Frontier. Adam is the son of KING RANDOR and heir to the throne of Eternia. But he's not a high-level officer. He's an infantry grunt, slogging it away in the trenches with the common people. He volunteered for this post to prove his bravery... and to piss off his father. (Adam has a rocky relationship with his dad; that's because King Randor devotes all of his life, love and energy to his kingdom, leaving nothing for his own son.)

Like many powerful kingdoms, Eternia has started to expand past its own borders. Eternians have grown accustomed to a certain way of life, but they are running low on resources. The growing kingdom needs room to grow, resources to consume, cheap labor, etc. So, the Eternian Army has begun the process of colonizing neighboring lands and incorporating them into their empire. The Eternian Army, under the command of GENERAL KELDOR, is currently trying to drive the wild beasts from their forest home on the Western Frontier.

Most Eternians (including Adam and Keldor) see the beasts as savage and subhuman. At the beginning of the story, the audience should be on the side of Adam and Keldor, viewing these Beasts as frightening, bloodthirsty monsters. But over the course of the film, Adam and the audience will come to realize that there is much more to these Beasts than meets the eye...

GENERAL KELDOR [40s], feared by his enemies and respected by his men, stands before his army. Keldor's personal flag depicts a stylized HUMAN SKULL. But the image is not frightening or ghoulish. It's pure, simple, powerful... almost beautiful. Keldor delivers a rousing speech, asking his men to remember the ancient reign of King Grayskull: "He gave everything for Eternia. Even his life. I know you are all willing to do the same." Keldor stops in front of his own nephew, Adam, and gives him a subtle smile and nod. Adam returns it. After more than a year in battle together, Keldor has become something of a surrogate father to Adam.

THE BATTLE BEGINS— Keldor steps into his massive COMMAND ROTON: a flying disc outfitted with cutting edge weaponry and communications technology – the Eternian equivalent of a modern Air Force AWAC jet. This functions as Keldor's floating command center as he hovers above the battlefield. Keldor joins his trusted second-in-command, CAPTAIN TELOS [30s].

Down below, at the edge of the forest, the battle draws nigh. Terrifying noises issue from the murky darkness of the forest. And then, the mighty BEAST-KING (aka Beast-Man) appears on a nearby hill, barking and howling. Upon the Beast-King's order, his army pours out of the forest, and a titanic clash of man and beast begins: giant lizards battling tanks; Eternian fighters dogfighting armored war-birds, etc. And throughout, Adam fights bravely alongside his comrades.

EVIL-LYN'S AID— The Beast Army and the Eternian Army are well-matched, but Keldor has a trick up his sleeve – EVIL-LYN [30s], one of Keldor's most trusted aids and one of his most feared warriors, joins the regular Eternian soldiers on the front lines. She uses her powerful magic to help stave off the Beasts.

Evil-Lyn is essentially a witch, a maven of the magical arts, though she would never call herself that. As such, she is highly distrusted by many Eternians, including King Randor, Adam and most of the Eternian soldiers. She was once the ruler of some minor fiefdom of Eternia. When Keldor conquered Evil-Lyn's domain, he brought her into his fold. Keldor would also very much like for Evil-Lyn to become his concubine... but Evil-Lyn never lets Keldor lay a finger on her.

DISPUTE— Inside the Command Roton hovering high above the battlefield, General Keldor argues with his brother, King Randor, who appears via an interactive holographic projection. Keldor wants to keep his men stationed at the edge of the Evergreen Forest – after a few more days of fighting, they will wear down the Beast Army and claim victory with minimal loss of life. But King Randor orders Keldor to move the THIRD LEGION through the TAR SWAMPS, flanking the Beast Army. This maneuver would guarantee a quick victory, but thousands of Eternian soldiers would be sacrificed in the process. Keldor reminds King Randor that his own son, Prince Adam, is in the Third Legion. King Randor is willing to sacrifice his own son for the good of Eternia. Keldor reluctantly agrees to send Adam and the Third Legion through the Tar Swamps.

Adam and his fellow soldiers move through the eerie Tar Swamp. Soon, the Eternian Soldiers are attacked by even more ferocious creatures. Just as Keldor predicted... it's a bloodbath. Men are dying all around Adam – he has never seen a battle like this.

Meanwhile, Keldor's Command Roton moves into the FOG above the Tar Swamp. The Beast-King takes this opportunity to mount a surprise attack. Riding on a giant Eternian GRIFFIN, the Beast-King launches a Kamikaze style raid on Keldor's Roton. Captain Telos is blinded in the explosion. The roton crashes into the Tar Swamp below, near Adam. Adam valiantly rescues his uncle Keldor from the wrecked ship. Adam rushes Keldor back to the rear lines, but Keldor is in bad

shape: bleeding internally and externally, near death. As Adam drags Keldor back to safety, Keldor sees all of his dead soldiers: hundreds, maybe thousands, floating in the muck of the Tar Swamp. Even as Keldor lays dying, he can only think of his men. All of this carnage could have been avoided if he had stuck to his original plan and ignored Randor's command.

Adam brings Keldor to the high-tech Eternian field hospital. The medics try to heal him using all of their advanced technology and medicine... but nothing works. The situation is hopeless – Keldor will die in minutes. But then, Keldor asks for Evil-Lyn to be brought to his side. In private, she explains that Keldor can only be healed through the power of magic. She presents to Keldor THE SWORD OF DARKNESS – an ancient relic of her kingdom. And so, on what would be his deathbed, Keldor makes the proverbial “deal with the devil” to save his own life.

HAIL THE CONQUERING HERO— Keldor, Adam, Evil-Lyn and the entire Eternian Army return to ETERNOS, the Capital City. Keldor smiles as the crowd cheers – he is a hero. But up close, something seems a bit off about Keldor – he looks uncomfortable and unhealthy. Could these be side effects of Evil-Lyn's magic? The blind Telos rides behind Keldor. King Randor greets his brother, Keldor, and his son, Adam, on the steps of the Palace. DUNCAN [40s], the King's Man-at-Arms, stands nearby. As they enter the palace, Keldor asks his men to escort the blind Captain Telos to THE FOUNDRIES.

The Foundries are enormous factories, which outfit the soldiers of the Eternian Army with bionic enhancements. Wounded soldiers also make use of the Foundries: amputees are given new legs, etc. Fearing what would happen if the technology reached the hands of the common people, King Randor only allows members of the Eternian Army to use these Foundries.

ADAM AND TEELA— Meanwhile, Adam runs into TEELA [20], an old friend – tough but beautiful. They haven't seen each other in years, not since Adam joined the military academy. In their youth, they were like feuding siblings. Now, reunited as “adults”, Adam and Teela start to look at each other in a whole new way...

USURPER— When Keldor and Randor finally have a moment alone, Keldor reveals his true intentions. Keldor had an epiphany on the battlefield. He has spent his whole life experiencing the hell of war... while King Randor has remained in the safety of his palace. Keldor accuses Randor of being an ineffective leader and claims that Eternia has strayed far from the glory days of King Grayskull. Keldor firmly believes that his time on the battlefield has shaped him into a much stronger leader than Randor. Keldor demands that his brother abdicate the throne so that he himself may take control of Eternia. (Although Keldor has good intentions, there should also be a subtle sense that Evil-Lyn and the Sword of Darkness are also driving his actions). Furious, King Randor orders Duncan and his guards to imprison Keldor, but Keldor's own soldiers overpower the king's guards. Meanwhile, Adam, having heard the commotion, steps into the throne room and witnesses the struggle between his father and uncle

Keldor does not wish to shed his own brother's blood, but King Randor refuses to be taken prisoner. Randor throws down the gauntlet, and the two brothers begin to duel. Randor acquits himself well, but he is soon struck down by Keldor. Keldor stares down at the BLOOD ON HIS HANDS... in shock. At Evil-Lyn's urging, the near-hysterical Keldor reluctantly orders his men to kill Adam, ending the bloodline of King Randor. Keldor allows his men to do the dirty work; he retreats to his chambers.

With the help of Duncan, Adam escapes the palace. Adam tries to take Teela with him... but fails and is forced to leave her behind. He zooms away on a jet sled, pursued by Keldor's soldiers. Adam successfully outruns them, only to crash in the remote Eternian wilderness. All alone.

KELDOR GREETES THE PEOPLE— Keldor confidently greets the masses of Eternia. He explains that he has taken control of Eternia and that King Randor and Prince Adam have chosen a voluntary exile. Keldor goes on to present his bright vision for the future: to unite all of Eternia; to bring order, prosperity and peace to the entire planet; to build a new and better world. Put simply: his ultimate goal is to restore Eternia to the glory of King Grayskull's ancient kingdom. And his first step will be to open the Foundries to the entire population of Eternia.

As an example, Keldor ushers his friend and second-in-command, Captain Telos, out onto the dais. The bandages over his eyes have been replaced by a high-tech, rotating bionic headpiece. Keldor shows TRI-KLOPS to the crowd and promises them the same treatment. The possibilities are endless: the blind will see, the paralyzed will walk. These bionic enhancements will also build a new and better world with faster, stronger people... with more efficiency and productivity. Keldor hopes to use these tools to conquer and assimilate neighboring lands: "Not as weapons of war... but as offerings of peace."

THE TRANSFORMATION BEGINS— As the crowd cheers, Keldor retreats to his chambers. He studies his reflection in the mirror, but as he washes his face, a chunk of his cheek sloughs off, revealing just a hint of SOMETHING HORRIBLE beneath the flesh. Keldor shatters the mirror.

ACT II

ZODAK— Adam is found by ZODAK [60s] – a gaunt, haggard and unhealthy-looking nomad. He seems less like a wise old mentor and more like a half-crazed hermit – a striking example of what happens to a normal man when he commits his life to "magic". Incidentally, the "magic" that Zodak performs is not simple and easy. Performing a magical act is something like having a violent (but somewhat controlled) seizure. To do magic, Zodak must surrender a part of himself to awesome cosmic forces beyond his understanding. Even then, Zodak has little control over the magic – it's a sloppy and inexact art.

In Eternia, magic is a powerful, chaotic and extremely dangerous force, which can never be fully controlled. Its use comes at a great cost, taking a toll on the mind, body and soul. Very few Eternians even attempt to meddle with the old magical ways; they view magic as an ancient remnant of Eternia's dark ages.

Adam doesn't trust Zodak or any other magic-doer, especially given Evil-Lyn's recent involvement in his father's death. Zodak explains that although magic is a powerful and potentially evil force, he belongs to a small sect that tries to wield it for good. They call themselves THE MASTERS OF THE UNIVERSE, and Zodak is their leader. Zodak takes Adam back to their secret hideaway: a small mountain village nestled precariously amidst the tall peaks of the Mystic Mountains. Adam meets the other Masters, only a few dozen in all. They are nothing like powerful Jedi or mighty wizards. These Masters look more like strange desert nomads – years of magic have taken a toll on their bodies and in some cases, their minds. Initially, Adam is frightened, almost sickened, by them.

LEGEND OF THE HE-MAN— Zodak explains that the Masters have been awaiting the arrival of THE HE-MAN... one of the bloodline of Grayskull who would fuse the Sword of Light and the Sword of Darkness and bring peace back to Eternia. This He-Man would be able to truly master the power of magic and wield it for good. He would far surpass the skills of Zodak or any other Master. Adam expresses his desire to take up the sword and get his revenge. But Zodak goes on to explain the dangers of a magical life: the sacrifice, the suffering, the pain.

Zodak also explains that the Sword of Light acts as a filter... as protection against the most harmful effects of magic: "The Sword allows you to control the uncontrollable. If you allowed the full power of the magic to overtake you, it could be disastrous." Even after those dire warnings, Adam remains eager to seek out the Sword of Light and become the He-Man. Zodak advises patience. If Adam stays with the Masters and earns their trust... they will set him on the path to Castle Grayskull.

TRAINING— Adam stays with the Masters for a long time, learning, training – but this is not a traditional training sequence. Adam is already a strong, skilled warrior. Zodak and the other Masters introduce him to the ways of magic. (Think Tom Cruise being trained in the way of the Samurai in THE LAST SAMURAI). Not only are the Masters training Adam, they are putting him through his paces, testing him, making sure that he is, in fact, meant to be the He-Man. Because only the He-Man deserves to be told the secret location of Castle Grayskull...

SKELETOR— Meanwhile, in the Eternian Capital City (now festooned with iconic SKULL banners), Keldor's utopian vision for Eternia has not quite panned out. Many citizens are unhappy. Keldor has engaged the Eternian Army in several foreign wars, including the ongoing conflict against the Beast Army in the western territories. His physical condition has also worsened; his back is hunched and he walks with a limp. He has begun outfitting himself with bionic enhancements just to maintain an illusion of strength. Keldor's flesh continues to melt away... but he has managed to turn that curse into a blessing of sorts—

Keldor has taken the iconic skull imagery of his own military banner (and of Castle Grayskull) and shaped it into a magnificent metal mask – not to evoke terror, but to promote a connection between himself and the legendary King Grayskull. Along with the change in appearance comes a change in name. Just as Octavian became Caesar Augustus and Temujin became Genghis Khan... Keldor has become Skeletor.

Evil-Lyn tells Skeletor that Prince Adam is alive, that he is seeking Castle Grayskull and the long-lost Sword of Light. She suggests that Skeletor seek out and destroy this potential threat to his power. Skeletor sends Tri-Klops to find Adam.

DEATH OF THE MASTERS— Tri-Klops and a team of Commandos find the hidden village of the Masters. In an amazing battle of magic versus technology, Adam, Zodak and the Masters defend the village... but Tri-Klops and his forces are too strong. They destroy the village and massacre the Masters. Adam runs to the dying Zodak, frantically asks about the location of Castle Grayskull. Zodak only manages a few words: “Only Grayskull... knows... where his castle lies...” Adam is confused. King Grayskull is long dead – if he’s the only one who knows the location of Castle Grayskull, then Adam’s quest is hopeless. As Zodak draws his last breath, he grabs Adam and casts one last spell. Adam shakes and quivers, overcome by the magical energy. He runs off into the woods.

As he wanders, Adam is gripped by strange visions. Not pleasant dream sequences or voice-overs... these are random, scattered images that Adam will struggle to find meaning in. Adam makes out a woman’s face – the SORCERESS. Zodak must have established some sort of psychic bond between Adam and the Sorceress. The exact purpose of the Sorceress’ visions will not be clear, but Adam will determine that the answer to Zodak’s riddle lies in Eternos, the Capital City.

BACK TO ETERNOS— Adam charges back into the Capital City, eager to solve Zodak’s riddle and find the location of Castle Grayskull. Things have changed since he left. As he wanders the streets, he sees how many Eternians have outfit themselves with bionic enhancements. Adam notices that these enhancements seem to be affecting the users psychologically... as if their humanity is being slowly chipped away by the technology. Then, Adam turns a corner and sees the massive STATUE OF KING GRAYSKULL towering over the city. Adam remembers Zodak’s riddle: “Only Grayskull knows where his Castle lies.” Maybe the map is inside the statue? Adam reaches the base of the statue, tries to approach it, but discovers that there is a powerful FORCE FIELD surrounding it. Adam tries to step through the force field, to shoot through it, but nothing works.

Eventually, the commotion draws the attention of Skeletor’s minions. These aren’t like the soldiers Adam used to fight with – they’ve been tricked out with enormous bionic enhancements to an almost grotesque degree. Adam gets into a scuffle with them. He acquits himself well but eventually gets in over his head and must be rescued by—

THE UNDERGROUND— Adam is taken to the headquarters of the Eternian resistance. For the past several years, they have been leading the rebellion against Skeletor. Much to Adam's surprise, his old friend Teela is the leader of the Underground. But their reunion is a bit rocky – it seems that Adam's brash actions have ruined a coordinated attack that the Underground has been planning for months. Adam explains that he is on a mission to find the Sword of Light and become the He-Man. Teela seems almost amused. She finds it hard to believe that Adam would be presumptuous enough to think that he could wield the Sword of Light and defeat Skeletor. Teela reminds Adam that even the mighty King Grayskull was only able to wield the sword for a few years before the power overtook him.

Adam explains that he believes the map to Castle Grayskull is located inside Grayskull's statue. He tried to get past the force field but couldn't deactivate it. Teela explains that it's a highly encrypted force field... only those at the highest levels of government have clearance to bypass it. Duncan, the King's Man-at-arms, would have the passcode embedded in the circuitry of his bionic armor. But where is Duncan? Teela's response: "In Skeletor's dungeon."

RESCUING DUNCAN— Adam proposes a rescue mission. Teela scoffs at the suggestion. She has been planning a rescue for months; it would be foolish to rush in unprepared. But Adam is reckless and impulsive – he convinces the resistance fighters to launch their rescue immediately. Adam, Teela and a team of resistance soldiers begin their covert raid on Skeletor's prison facilities. Over the course of this sequence, Adam and Teela start to get over their differences and grow closer together; there will even be a few subtle seeds of romance.

Adam and Teela successfully bust Duncan out. For the past several months, Duncan has been separated from his bionic suit of armor, forced to rot in Skeletor's prison. Throughout his imprisonment, he has been mistreated, punished and abused by a sadistic guard named KRONIS [30s]. Adam, Teela and Duncan must fight their way past Kronis and his guards to find Duncan's bionic armor in a nearby storeroom. Duncan slips on his armor and once again becomes the fully formed Man-at-Arms. As they escape, Adam goes toe-to-toe with Kronis – he fires a shot right at Kronis' face, BLOWING AWAY HIS JAW...

KING GRAYSKULL'S STATUE— Duncan uses the security coding embedded in his armor to bypass the force field around the statue of King Grayskull. Adam, Teela and Duncan climb up the inside of the statue and eventually reach a chamber inside the statue's head. There, they find the MAP TO CASTLE GRAYSKULL—

MIDPOINT

But when our heroes emerge from the statue, Skeletor and his forces (including the newly created Kronis/TRAPJAW) are waiting for them. Skeletor takes the map and gives it to Evil-Lyn to decipher. Then, Skeletor sees Adam, his nephew... and a bit of his humanity shines through. For a moment, it's almost as if Skeletor becomes Keldor again. He expresses regret for killing Adam's father.

He even asks Adam to return to the royal palace, to sit at his right hand. Adam ponders for a moment... before drawing a pistol and firing on Keldor. Keldor switches back into Skeletor mode, quickly dominating Adam. Adam manages to save himself by momentarily disabling Skeletor's bionic arms and legs.

THE FOUNDRIES— Adam and our heroes escape through the Foundries. What follows is an incredible chase sequence through the insanely high-tech factory, dodging pistons, avoiding massive stamping machines. Eventually, our heroes escape and make their way towards Castle Grayskull.

But Skeletor also knows the location of Castle Grayskull. Evil-Lyn explains that if Skeletor were to find the Sword of Light and fuse it with his own Sword of Darkness, he would create the SWORD OF POWER. He would be unstoppable. Skeletor mobilizes his army for a full-scale assault on Castle Grayskull.

Skeletor also approaches one of his new prisoners, the Beast-King. If the Beast-King and his Beast Army can find and kill Adam before he reaches Castle Grayskull, Skeletor will allow the beasts of Eternia to live in freedom.

ROAD TO GRAYSKULL— En route, Adam, Teela and Duncan rendezvous with other resistance forces, building up their army. Adam and Teela grow very close. But even as Adam and Teela's romance blossoms, Adam remembers something that Zodak told him: "If you take up the sword, you must surrender yourself to its power. There will be no room in your heart for love." Adam's relationship with Teela would be doomed if he were ever to become the He-Man.

ARMY OF BEASTS— As Adam, Teela, Duncan and the resistance forces draw closer to Castle Grayskull, the Beast Army attacks. The breathtaking action sequence ends with Adam, Teela and Battlecat tumbling over a cliff.

THE END OF EVIL-LYN— For most of the story, there has been a distinct sense that Evil-Lyn has been manipulating Skeletor, however subtly, for her own ends. She has used her skills of seduction to keep Skeletor on the hook. But as Skeletor, Evil-Lyn and his army march towards Castle Grayskull... Evil-Lyn realizes that she has created a monster beyond even her own control. When she attempts to destroy Skeletor, he runs her through with his Sword of Darkness, killing her. Now, Skeletor is unfettered, driven mad by the lust for magical power.

CASTLE GRAYSKULL— Praying for Adam and Teela's safety, Duncan and the resistance army must press on to Castle Grayskull... hidden in a deep valley. They camp in front of the castle. Soon, Skeletor and his army appear on the ridge. Skeletor unleashes his forces. Under Duncan's command, the defenders manage to hold the line, but they won't be able to keep it up much longer—

ADAM'S DOUBTS— Adam, Teela and their new ally, Battlecat, try to find their way back to their comrades. As Adam draws closer to Castle Grayskull, he becomes racked with violent, hellish visions. One vision comes into terrifying focus: *Adam stands alone, sword in hand, surrounded by an endless plain of smoke and fire.*

All manner of horrific demons and monsters surround him. This is the fate that awaits the He-Man. Adam professes his love for Teela... and also expresses his doubts that he is, in fact, the He-Man. Teela expresses her love as well but tells Adam that she is willing to sacrifice that love for the good of Eternia.

With newfound purpose and strength, Adam resolves to help the beleaguered resistance army. But Adam will need an army of his own. How will he get one?

ACT III

LAW OF THE JUNGLE— Adam and Teela follow Battlecat back to the Beast Army camp. Once there, Adam realizes that these “Beasts” actually have an organized society with a common language and a shared culture. When Adam discovers the truth about the Beasts, he will be ashamed that he was partially responsible for subjugating them and driving them from their homes.

Instead of trying to conquer and subdue the Beast Army, Adam decides to abide by the rules of their society. He challenges the Beast-King to some sort of single combat. Whoever wins, gains control of the Beast Army. As the bizarre creatures of Eternia look on, Adam defeats the Beast-King...

BACK AT CASTLE GRAYSKULL— Skeletor and his forces are about to break through to Castle Grayskull— but Adam appears on a nearby ridge, riding Battlecat. The Beast Army joins the battle, buying time for Adam to enter Castle Grayskull and take up the sword. But Skeletor, riding Panthor, chases Adam into Castle Grayskull. Panthor pursues Battlecat through the cavernous halls of the Castle. Eventually, Adam reaches the inner chamber and closes the heavy stone door, trapping Skeletor outside.

THE POWER OF GRAYSKULL— Now, in the presence of the Sorceress and the Sword of Light, Adam's spirit is coursing with magical energy. Like Frodo on his final ascent of Mount Doom, Adam is overwhelmed by the sheer force of the magic emanating from the sword. He's almost sickened by the power. For a final time, the Sorceress makes clear the sacrifice that comes with taking up the sword and becoming the He-Man. Prepared to make that sacrifice, Adam grips the handle and softly utters the sacred incantation, “By the power of Grayskull... I have the power.” The magic courses through him. Will Adam be able to control it, harness it? Eventually, Adam starts to tame the magic, channeling it.

Adam charges out of the door, meeting Skeletor head on. They clash violently: Adam with the Sword of Light, and Skeletor with the Sword of Darkness. Their duel ranges through Castle Grayskull and out onto the field of battle. It is here that Skeletor finally removes his mask and reveals his true face: not a simple skeleton... but a rotting, diseased face covered in magically swarming, undulating tumorous masses.

THE DARK SIDE— Adam realizes that he and Skeletor are evenly matched and could keep fighting forever. Adam sees that his friends and allies are beset by Skeletor's forces. He must take decisive action to end this battle quickly.

Adam remembers what Zadak told him about the Sword of Light – it acts as a filter... as protection against the most harmful effects of magic: "If you allowed the full power of the magic to overtake you, it could be disastrous." Adam realizes what he must do to defeat Skeletor. He must fully give himself over to chaotic and dangerous power of the magic. If only for a few moments.

And in doing so, Adam momentarily becomes something like a dark He-Man, or an Anti-He-Man. Adam quickly uses his increased power to defeat Skeletor – but because the dark magic has overtaken him, he continues to punish and abuse Skeletor even after defeating him. It's only when Adam hears the voices of Duncan and Teela that he tears himself away from the darkness.

This step into the dark side is an event that will scar Adam for life. Like Frodo being stabbed by a Ringwraith in FELLOWSHIP OF THE RING, Adam will never truly recover. Adam has come face to face with his own dark side, and he will never be the same again.

TROUBLED BROW— With Adam restored to the throne, some semblance of peace returns to Eternia. But many of Skeletor's forces are still roaming the kingdom. And rumors persist that Skeletor is still alive, regaining his strength and gathering an army. There is much work to be done.

Adam hopes that he has made the right decision by taking up the sword and becoming the He-Man, but secretly, his mind is racked with doubts and fears about what the future may hold.

Adam says a bittersweet goodbye to Teela. He loves her, but he doesn't want to repeat the mistakes of his father. Now that he has become the He-Man, he must end their relationship before it grows even stronger – Adam wants to spare Teela the pain of separation that he experienced with his father as a boy.

Leaving Teela behind, Adam leaps onto Battlecat's back and rides off into the Eternian wilderness, towards adventures unknown...
