



Merlin's Monster Academy

The Legend family is not your ordinary modern family – they're an odd group of young monsters seemingly unaware or concerned that other people find them completely and utterly bizarre. Fortunately, they have MERLIN at the helm to guide this unusual family through life and school.

Merlin's Monster Academy follows Merlin Legend and his family of monster foster kids – LOU (Dracula's son), PATTY (Cleopatra's distant cousin), KENNY (Frankenstein's nephew), LUNA (actually, Merlin's granddaughter – more on that later!), EROS (A werewolf-in-training), and NESTER (Next in line to The Seaweed Queen's throne)! Merlin's job? Trying his best to guide and train the Monster kids as they attempt to integrate with the rest of the human world — which is no easy task since they're all kind of scary!

As one might expect, every one of our monster kids has a famous monster heritage and are living at Merlin's Academy (think the wizards at Hogwart's, only with monsters) in the hopes of understanding life a bit better, while preparing for the roles they will eventually inherit as they all join their respective families' businesses when they grow up. The monster families have depended on Merlin's wizardly ways to get their kids ready for the real world for EONS, with great success — but this latest batch of recruits will be Merlin's greatest challenge yet! Each one of kid monsters/leads aren't that INTO fulfilling their monsterly destinies, so it's up to Merlin to guide, protect, and teach this motley crew as they navigate school and growing up so they can one day navigate LIFE.

As the kids learn on their very first day at the Academy, monsters and humans are fully integrated on the campus — THIS is Merlin's key to training monsters to cohabitate with humans decade after decade! But it's a tricky dance for the monsters, as the humans don't really realize that they are sharing classes, lunches and recesses with real-life things that go bump in that night! They are just kids after all and simply think this group looks different... VERY different! As such, it's the mandate of Merlin's Monster Academy to teach these "unique" children how to be law abiding citizens in the human world: don't mummify someone who is bullying you (Patty), don't eat your neighbor's dog for keeping you up with its barking all night (Eros), and never use your magic to cheat on a test (Luna) — you know, that sort of thing! Also, since the monster kids are the minority in the real world, they're also tasked with helping their human friends learn to respect peoples' differences and judge people based on what's on the inside, not the outside.

By the luck of the gods, Merlin has a faithful assistant, DEMI, along for the ride to help care for the kids. She lives and works at the Academy as Merlin's number two in command. A demigod, she came to Merlin as a student many years ago but successfully integrated into the human world as a young adult, she discovered that her true calling was to return to the school and become a guidance counselor herself. Together with Merlin, Demi will help coach the kids for their future as monsters living among mankind.

THE LEGEND "FAMILY" (Our Main Characters)

LOU STOKER (Age 7) – Organized, honest, dedicated, and trustworthy are all qualities of LOU. Lou is a big believer of doing what he thinks is right and socially acceptable. He is a very dedicated and warm protector, always ready to defend the ones he loves. Lou is generous to a fault — sometimes he gives TOO MUCH in an effort to keep those around him happy, and from anyone's boat from ever rocking.

A bit different than his siblings, Lou is Dracula's "soft" middle child, as he's an unabashed lover of animals and plants – a real tree hugger! He definitely has "middle child syndrome" and sometimes feels excluded, which is why he goes so overboard at times to keep the peace and make sure everyone is happy. Dracula doesn't mind his son's differences, but felt it best for Lou to go to Merlin once Lou advised that he wanted to become... GASP!... a vegan. Dracula is hoping that Merlin can steer his boy back to his blood-sucking legacy... or at the very least, teach Lou how to make the perfect blood protein shake.

Lou's special power is he can FLY, in addition to INFLUENCING THOSE WHO LOOK DEEP INTO HIS EYES to do his bidding!

PATTY PHILOPATOR (Age 7) – PATTY is a doer, who loves social interaction and having fun. While she understands rules, she thinks they are made to be broken and she enjoys testing that theory out – a little too often for Merlin's sanity! Patty is definitely a leap-before-you-look kind of gal, and she likes to fix her mistakes on the fly, rather than planning ahead for... well... ANYTHING. She is also a natural entrepreneur who is smart, energetic, and very perceptive of people. She truly likes living on the edge.

Patty is Cleopatra's distant cousin, and although they are extended family, it doesn't mean they are not close. Cleopatra keeps ALL of her family close, as she believes there is power in numbers, and she particularly loves Patty as she believes the youngster's entrepreneurial spirit will equate to Cleo gaining more wealth in the future... and that means more power in Cleopatra's eyes. But Patty has a lot to learn about being a successful businesswoman in the future, as evident by Patty hastily selling some of Cleopatra's most valuable family heirlooms on eStuff one day without a care if the goods had more than financial significance. This was the instigating event that led Cleopatra to send Patty to Merlin so that he can teach her a bit more about how some things in life are priceless.

Patty's special power are in her WRAP LASSOS, which are stronger than steel and can grow to 40 TIMES PATTY'S HEIGHT!

KENNY STEIN (Age 8) – KENNY is the louder than life jokester of the crew. He is spontaneous, energetic and enthusiastic. A natural extrovert, Kenny is very much an entertainer – life is never boring when he is around. Kenny loves the spotlight – and it's not hard to see why standing at 8 feet tall! While he usually is over the top, he also loves exploring and learning new things. He loves being the center of attention, however he also likes to make sure everyone feels included.

Kenny is Frankenstein's nephew, the son of Uncle Frank's sister, Stella. Kenny has aspirations of joining the family business (they're electricians!) when he is older, but every time Uncle Frank tries to show him the ropes or take him to a job site, Kenny spends the entire time cracking jokes and doing anything BUT focusing on the work at hand. After frustrating everyone a few too many times with his antics, Uncle Frank has deemed that Kenny needs some professional guidance to get his act together – enter Merlin and his Academy. The goal is Kenny will emerge from the school fully committed to going into their family business... or more likely, becoming a comedian.

Kenny's special power is HARNASSING AND WIELDING ELECTRICITY.

LUNA LEGEND (Age 6) – LUNA is a visionary. This smart and curious thinker loves to discuss all options before moving forward and she cannot resist an intellectual challenge. Although she is naturally outgoing, she doesn't enjoy small talk all that much and doesn't have a ton of patience. Because of her

intelligence, Luna needs to be constantly mentally stimulated – so it helps big time that she has TONS of magic spells to learn and memorize. Luna loves to discuss theories in extensive detail with her monster friends, and she often questions why things are the way they are. So much so that she can sometimes come across as annoying... or put someone right to sleep with her constant barrage of questions!

Luna is Merlin's granddaughter and was brought to her granddad because he could see that her inquisitive nature was becoming too much for her parents to keep up with... not to mention the fact that MERLIN WAS JUST LIKE LUNA WHEN HE WAS A BOY! Merlin knows that if nurtured and guided correctly, Luna's curiosity can be cultivated into real strength. Luna loves her grandfather dearly, but she *does* try to take advantage of their relationship — she believes because she actually IS related to the noble headmaster, she should get cut more slack and get away with more hijinks. But not so fast, little lady... Merlin isn't fooled by the mischievous nature behind her sweet smile!

Luna's special power is, duh, MAGIC.

EROS WOLF (Age 5) – EROS is a mysterious kid who tries hard to be rational and logical, but can be a bit of a hot head at times. Those around him can't anticipate his reactions or emotions — a slight change in the breeze or a sideways gaze from a stranger could set him off! Luckily, there's one thing that always calms Eros down — making different gadgets for everyone in the house to use. Turns out the kid is an exceptional builder and quite handy!

Eros is also a werewolf-in-training, meaning he hasn't officially been accepted into his werewolf pack yet. Eros wants to be a great werewolf, but his temperamental nature (and the fact that he SINGS LOUDLY when he gets nervous) usually leads him to causing a ruckus during hunts, which leaves his family empty-handed, hungry, HANGRY,... and highly annoyed. Pack leader – and Eros's dad — Walter feels that the only way that Eros can successfully become the werewolf he is meant to be is to get him the best training possible... which is why he is sent to Merlin. Eros must learn to control his emotions, gain confidence, and maybe stop singing all the time.

Eros' special power is CLOAKING ABILITY (provided his cool Rockstar vest).

NESTER WEED – 5 – Nester is an enthusiastic and creative free spirit, who strives to create his own methods, actions, and ideas. He isn't cookie cutter in any fashion and he can't stand being forced to live inside a box. Nester likes to be around other people and has a strong intuitive nature when it comes to himself and others, which can be helpful when he needs to think and create on the fly.

Nester is next in line to The Seaweed Queen's throne. When at home with family, Nester can often be found floating in the high seaweed, examining sea bugs and making things out of the reeds. As such, he has a bad habit of bringing whatever he finds in the ocean home — be it some bugs, a group of seals he's made friends with, or a sunken salmon fishing boat. His parents implore him to just leave things where he found them, but Nester can't play by those rules. Eventually, this leads his Queen mother to bring the boy to Merlin, whom she hopes will reign in some of Nester's free spirit. Merlin takes on this task, but knows not to crush the boy's unique individuality too much — it's what makes Nester the special kid he is!

Nester's special power is being able to BREATHE UNDERWATER, in addition to the ability to MANIPULATE IT.

MERLIN LEGEND (age 569, but he doesn't look a day over 225) – Merlin is the Legend family's charismatic and inspiring leader. As his surname says, Merlin is a legend and able to mesmerize his listeners. A born leader and provider, Merlin is a social butterfly, which helps him relate to kids and families. He organizes all events for the families, school, and their community. Merlin is each of the kids' disciplinarian and cheerleader all wrapped in one.

He is also one of the world's most powerful wizards, but that doesn't mean Merlin throws spells around all willy nilly. He doesn't like to use his spells often at all, as he'd rather use his mind to work out his — or anyone else's — problems first. However, that doesn't mean that Merlin won't bust a spell if push comes to shove and a situation truly calls for some magic — especially when it comes to protecting his kids at the Academy.

Merlin's special power is... what else, MAGIC! And he's ETERNAL too.

DEMI OLYMPUS – 32 – Poetic and kind, Demi is the mediator of the Academy, but particularly our core group of kids. An altruistic person who is always eager to help a good cause, Demi can also be quiet and reserved... but this is mostly due to her tendency to daydream and get lost in thought. Demi is the daughter of Zeus (yep, that one), but since her mother is human, this means Demi is a demigod. Unable to join Zeus in Olympus, Demi tried to have a normal human life in Commonville, but teaching extraordinary kids kept tugging at her... which is why she has found a home at the Academy working by Merlin's side to get new generations of monsters ready to assimilate to the “real” world.

Demi's special power is STRENGTH and UNWIELDING KINDNESS.

CLASSMATES (HUMANS)

Throughout the series there will be a variety of different classmates that come in and out of episodes. But the core group of those characters are a group of bullies – EDGAR, HODGE, KATIE, and BREE — who are rarely kind to our kids and think there is more to them than just their unusual appearances. A lot of effort is spent by this crew to uncover who — or WHAT — the monster kids truly are. But our heroes always rise above the bullies' ugliness, proving that kindness and empathy are always stronger than pettiness, jealousy, and a mean spirit.

SETTING

The Academy is a very large Brownstone Townhouse centrally located in downtown Commonville. Their living quarters are the top floors of the Townhouse and the Academy is below them. When school isn't in session, the kids come and go from this main location and live a normal “city” life. They play sports, go to the mall, ride scooters to the beach, record mindless Insta-stories for their followers, and eat pizza at their favorite pizza joint, Saucey Sal's (Sal himself is a Blob monster that used to be one of Merlin's students). The area is walkable, safe, and the epitome of a modern city with all of the modern amenities for one and all to enjoy.