



INTRODUCTION

Kitty Kathstone is a fantasy-mystery drama rooted in mythology, captured in three seasons. Dealing with mythology from all around the world, a wide range of characters, and a general core conflict, valid in all cultures, the show is designed to address a wide audience of ages and demographics.

Set in our own world, exploring the mythological realm and its ancient creatures hidden in the midst of our world. Some of them fulfill a special duty to all living kinds: guarding the stones of the seven virtues and seven deadly sins, to preserve the fragile equilibrium of this world –although in power it's not always easy to keep balance, because one day you may get corrupted by your own ego.

Inspired by the fantasy and adventure-classics of the '80s and early '90s that gave us gripping, sometimes deeply terrifying moments, by entering sinister matters. Providing us with a journey from the known to the unknown, while capturing important aspects of human experience, reflecting the struggle with the darkness of human condition – something you particularly encounter when entering adulthood.

A show giving you wonder and fear while immersing a strange new world – sinister, enchanting, mysterious. Inhabited by the most ancient creatures and something dark lurking in the shadows over thousands of years, awaiting us and the mythological community, ready to strike.

A daring, cinematic, funny, and gripping adventure straight into adulthood, rooted in character, only survived by friendship, which comes along with tears and laughter, a grain of philosophy, and a deep love for cinema and myth.





“THE POWER OF MYTH” – THE SHOW'S BACKBONE

Everybody loves myths, as “The Power of Myth” – one of the most popular series in the history of American public television – shows. In 1988, it was Joseph Campbell and Bill Moyers that made people sit glued to their televisions, to participate in their six-hour conversation about myth.

“The Power of Myth” roots in the fact to be a guide to the human race, teaching common lessons, helping to balance the outside world with the inside world.

The word mythology means nothing else than the spoken story of people, stories with basic patterns and common truth. And so, with every creation myth in our world, each starting with dualism, there comes along the question of balance.

In order to understand and appreciate the good, we must experience the bad. But in the end, we only achieve real awareness by following the middle way. And even if everything is based on good intentions in the beginning, it will be lost, as soon as the middle way is left – imbalance being a supreme matter to all of us – an issue now maybe more important than ever.

And that's exactly where we meet the backbone of our show, the main theme balance mirrored in the story-arc, in each character's arc, even of our sidekicks, the whole mythological community itself and its world. Our protagonist and antagonist experience this on the scope of love and hate, in the very end demanding a decision, that lies between revenge and forgiveness – compassion.

Often forgotten that our culture inherited quite a lot from Sumerian mythology, our story will have its roots there, reaching up to today, giving us a cutting-edge show, by entering the realm of mythology, filled with stunning creatures from all around the globe, while experiencing a tragic mystery around love, despair, hate, and revenge, nearly taking the world off its hinges by the threat of imbalance.



STORY (Season 1-3)

We enter the story by drifting through absolute darkness, whispering voices, slowly encountering schemes, a scream of despair breaking through. The gentle voice of narrator SIR LARRY warns of the upcoming events, introducing us to the roots of this story: PAIN and INJUSTICE. Continuing in the present at the stormy nightfall of All Hallows' Eve in a town called Little's Law, we meet troublemaker KITTY KATHSTONE, black-eyed, in front of the headmaster's office waiting for her mom EMILIA to pick her up. Both are on their own, as her father JAMES recently vanished on an archaeological expedition into thin air. And in this very night, the night of her fifteenth birthday, everything should change for Kitty. Her rakish grandmother VICTORIA, a rare visitor, turns up, revealing to the very discomfort of Emilia that the family's maternal line originates from WERECATS, fulfilling quite a special duty, confronting Kitty with the fact that she will attend C.O.G. (Central Organization of Guardians) from now on. Soon Kitty will learn that THE GUARDIANS balance the SEVEN CARDINAL VIRTUES and SEVEN DEADLY SINS with the help of special stones, to preserve the fragile equilibrium of our world.

So the next day Kitty finds herself surrounded by life-threatening GORGONS, bold (sometimes pretzel-addict) VALKYRIES, earth-shaking GIANTS, breath-taking JAPANESE UNICORNS, and many more eye-stunning MYTHOLOGICAL CREATURES from all around the globe, an unknown realm hidden in the midst of our world. Not only finding new friends there, like hyper-nervous, shapeshifter NORA NEEDLE, but also coming upon her family's enemies, the LYKANS. And while she dives deeper and deeper into this mystical world, encountering its habits and rules, educated by quite peculiar teachers (a JAPANESE FOX-GHOST, a choleric JINN, a wise ICE-DRAGON, a militant CENTAUR, and the dead-born WATCHMEN of the guardians), she soon finds herself on a track that leads her straight into a DARK FAMILY SECRET – a MYSTERIOUS VILLAIN awaiting her, developing a devilish plan over thousands of years, now ready to strike. And while Victoria and ARMAND try to get things back under control, by outplaying their opponents and holding the COUNCIL at bay, the kids get in the line of fire, soon finding themselves on a breath-taking journey – a race against destiny itself, which navigates them around the world, not only finding their ordeals in the mythological realm, the outside world, but also their inside world – as coming of age is never an easy thing.

Over the course of the show, we will witness outstanding creatures and places – featuring the GOLDEN 8-INCH STATUE of a HIPPOCAMP (SEAHORSE), who is a spitting poser, or a two-headed NAGA (SNAKE) in an existential crisis, that guards the gates of the biggest black market, the GHOST-TOWN KHARA KOTO located in Desert Gobi. There we'll meet the OLDEST JINN in the world, AISHA QUANDISHA, the owner of the market and someone you'd better not trust. Moreover, we'll witness a fight with ancient MUSHUSSU, coming to live at the PERGAMONMUSEUM in BERLIN, alongside finding LYSANDER, the forbidden son of a Watchman, who turns out to be Kitty's counterpart. Or watching Nora Needle, while nearly freezing like a popsicle in YAKUTSK (the coldest city of the world), after taking a ride on the ORIENT-EXPRESS, accompanied by the NORNS and THE EYE – just to meet a giant white SNAKE LADY, a SAHMARAN, at the GATE OF ALL NATIONS, while TISIPHONE (FURY) still breathes down their necks.



But apart from all these story-driven elements, we will also take a closer look at the inward journey of our characters.

A heartbroken KITTY changes from an oriental short hair into a white tiger and so nearly gets burned to ashes, rescuing herself by admitting her love to someone quite unexpected – LYSANDER. Or Nora Needle's desperate OPERATION VENUS, including an extra portion of pheromones, to finally win over ALEXANDER'S heart – her long-time crush, an unwanted child, who learns with the help of Nora that his self-worth must not be defined by his mother.

Furthermore, featuring the nail-art obsessed MERMAID ANGUANA, who paints Botticelli's "The Birth of Venus" on Nora's toenails, while MAGNUS (CENTAUR) flexes his muscles to win Anguana's attention. And HILDEGARD (VALKYRY) receives her Valkyrie's voice, taking over responsibility for the fallen – a heavy burden – nonetheless she celebrates her VALKYRIE'S SWEET SIXTEEN, a party, which will rock the house and Flammenbart's nerves. VICTORIA confesses her feelings to her long-time lover ARMAND, who gives up his immortality for her and there's still more to come.

More contemplative moments await us during GLACIE's (ICE-DRAGON) philosophical ethics lessons, taking place in the C.O.G.'s enchanting garden, learning that you have to follow your inner bliss. Or by meeting sensei KITSUNE (JAPANESE FOX-GHOST) in her sinister chamber – never answering, always asking, as awareness fosters improvement.

The real dark matters of the show will be mainly centered around SIR LARRY (cursed narrator), VILLARD (narrator's cursed companion), INANNA (Sumerian goddess), VICTORIA, ARMAND, NOCTUS LYKAN, AMBROSIUS (elder Watchman), MEDUSA GORGON, FLAMMENBART (caretaker/DWARF), FUNKELSTEIN (house-mother/DWARF) etc. – shortly said "the Grown Ups" will lead us through the sinister course of the story; therefore, we'll visit the 19th century and look back into Sumerian times, conjuring the moments that evoke our story.

During their journey, all characters reach the core of the matter, acknowledging that Kitty's family history may not only have a potent effect on their lives, but on the whole mythological realm itself – a world nowadays mainly ruled by lust for power, greed, and envy, divided in itself – its original duties long forgotten, losing balance more and more every day, thanks to the self-centeredness of each tribe, forgetting that all things are connected in one or another way – mirroring our own world.

A story, rich in character and conflict, catalyzed by a hushed-up, forgotten destiny – a sin, nearly as old as the first letters written, now taking the world off its hinges, supervised by the chain-smoking NORNS and their EYE, keeping things foggy, until time has come to reveal a heart-breaking and upsetting tragedy around love, loss, despair, hate, revenge, and compassion, stretching over centuries, taking place in the mysterious realm of mythology. KITTY and LYSANDER being the key to salvation and therefore restoring the world's balance – history repeating itself, but this time put into the hands of the next generation, bringing it to an end by hopefully making a better decision.



STRUCTURE

Season 1-3

Kitty Kathstone is a **trilogy**, dealing with the three main questions of **mythology** itself, reflecting and supporting the show's backbone.

Season 1: Who am I?

Season 2: Where did I come from?

Season 3: Why am I here?

Each season will be dressed up as Whodunit: a complex, plot-driven mystery-story, structured like a film. Each episode will strictly follow the storyline around Kitty and her family's history, not taking a turn that doesn't finally lead us to the grand solution, revealing, besides all humoristic elements, the story around forbidden love, death, and revenge – history repeating itself until we learn of our ancestors' failures.

The plot's timeframe corresponds with the show's main theme: Starting at All Hallows' Eve, a cross-quarter day, the midway between an equinox and a solstice, ending with Summer Equinox, when things get back into balance.

Timeframe Season 1: All Hallows' Eve – Christmas (Festival of Lights).

As we enter a completely new world, **Season 1** will establish the whole mythological cosmos, exploring its duties, characters, institutions, so fulfilling the function of an exposition.

Timeframe Season 2: Christmas – Spring Equinox

Season 2 brings in some new characters, becoming darker, while climaxing in bringing the storylines of all main characters together, revealing a stunning fact concerning Kitty's origin and Larry's role as narrator.

Timeframe Season 3: Spring Equinox – Summer Equinox

Season 3 will reveal the villain's pre-story and his relation to Inanna, sending Kitty and Lysander on the run, finally defeating the villain by bringing him and the mythological realm to peace.

Season 3 connects the loose ends between all established characters – also the "side-kicks" of Season 2 and 3, characters like Aisha Quandisha, Tisiphone, etc. returning – getting the whole picture of a tragedy with several destinies at their stake.

Note: detailed outline to Season 1-3 is available on request.



TONE & STYLE

The visual style will be cinematic, intensifying the story but not overwhelming it. The cinematography will draw us deeper and deeper into the story and into each character's feelings, reminding one of Michael Ballhaus' work in its cinematographic impact. Low-key lighting will be used in several scenes, visually underlining the main theme of the show (partly quoting Film Noir).

To provide tangible characters the audience can connect to, subtle CGI should be used only when really needed, preferably using prosthetics and practical effects, for believably realizing the characters.

Since the mythological realm is hidden in our world, most locations are real settings/existing places – some of them being historical. Each teacher's setting at the C.O.G. will be adapted to her/his cultural origin.

All places and persons must feel 100% real, as the mythological world is nothing else than the mirrored version of ours.

Besides the dark mystery element, humor is a key factor to the show, supported by the wide range of different characters and their vivid relations.

Featuring: the bold Valkyrie Hildegard with a strong Bavarian dialect, who directly hits the nerve of hyper-nervous shapeshifter Nora, once nearly vaporizing in the desert, once nearly freezing in the coldest city of the world. A golden 8-inch statue of a Hippocamp, that is a spitting poser, an overseen talent, a blabbermouth, a nag with a dazzling horse grin. A two-headed Naga (snake) in an existential crisis. Three chain-smoking Norns, each of them wearing a Babylonian-hair-tower, that took the lives of several hairspray cans. In their custody is "the Eye," who has a weak spot for ice cream (kind of Thing/Addams Family), several other characters following.

Not to forget "The Odd Couple" Kitty and Nora – two complete opposites having a vivid relationship, becoming absolute best friends.

Alongside the original score, which should remind one of John Williams' work in its arc of tension and way of climaxing, the soundtrack roots in Kitty's favor for music, featuring classics like *Heroes*, *Thunderstruck*, *Under Pressure*, *Time is on my Side*, and so forth. Additionally, a careful sound design, not only supporting tension, but also comedy.



GENRE

The **fantasy** in Kitty Kathstone roots in **mythology** – Gorgones, Japanese unicorns, Valkyries, centaurs, jinns, Nagas, Asien fox-demons and many more, all arising from the continuum of human existence and collective memory, providing an alternative world to ours – an escape, a threat, a dream, providing refuge, but also pain – artfully capturing human experience, as the mythological world is nothing else than the mirrored version of ours.

Contributing to the fantasy-movies of the '80s – a fertile period for fantasy, where the seeming lightness of the subject matter was joined by dark elements – Kitty Kathstone is not a superhero movie or a magical journey; instead, showing the mystery hidden in life itself, also encountering dark matters, while we watch the mythological creatures solve upcoming obstacles as well with their human nature – that's what mythology is about!

So, the show will feature besides all fantasy human nature – our characters' struggle with the darkness of human condition, something you particularly encounter when coming of age.

FRANCHISE POTENTIAL

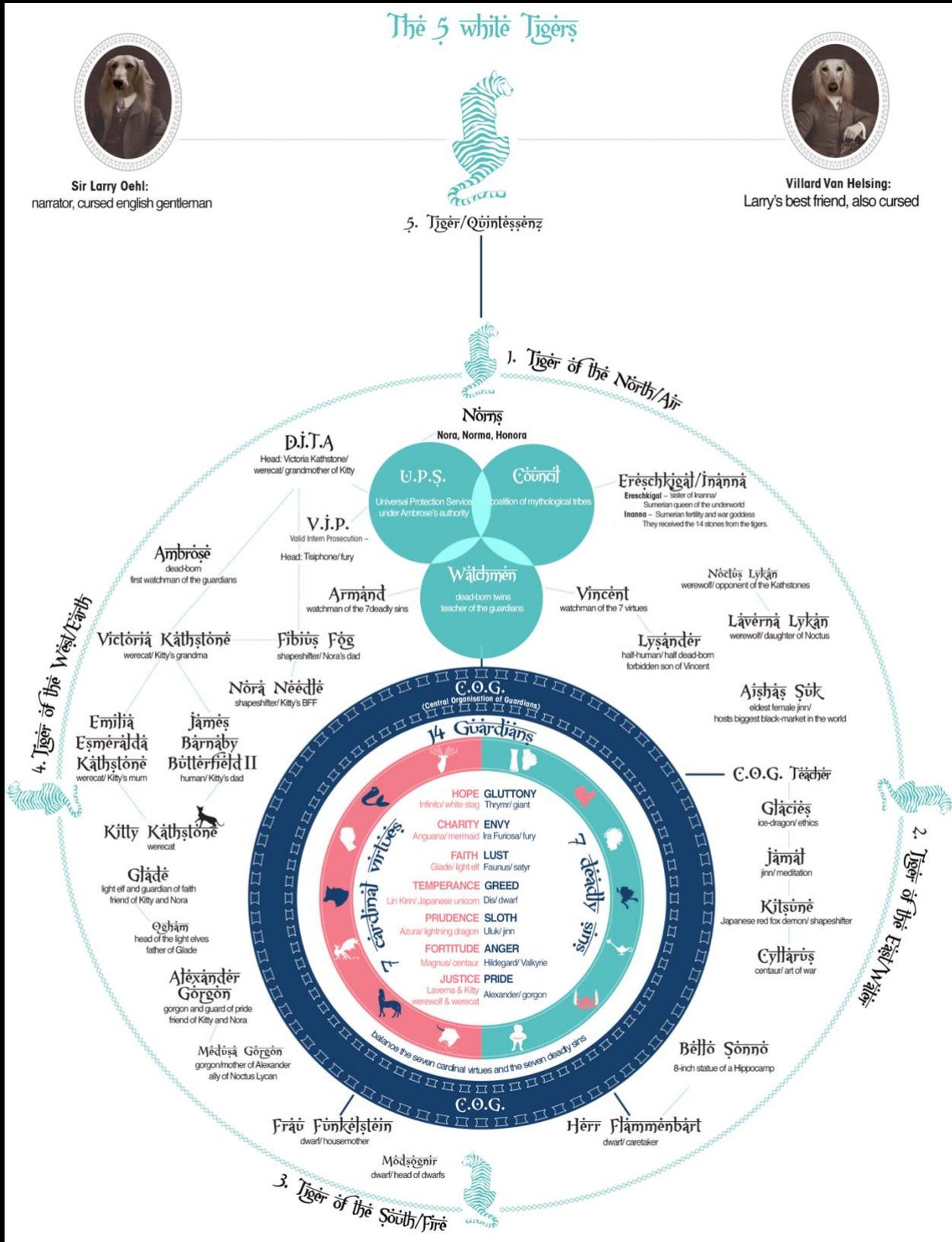
Although Kitty Kathstone is designed as a trilogy, the backbone of the show and the richness in characters offer several opportunities to continue the story or create diverse spin-offs.

- A cartoon show for kids around the guardians, solving cases in each episode.
- A show for a more mature target group around the watchmen.
- A show picking up the backstory of the 14 Stones and so on – breaking it down simplified: it's possible to create a whole “franchise universe,” as the wild field of mythology lays ahead of us.

Each show is tailored to a highly diverse target group, based on dealing with mythology from all around the world and a general core conflict valid in all cultures, catalyzed by characters varying in age and cultural heritage, mirroring our world, addressing a wide audience of all ages and demographics.



THE WORLD - SET UP





CHARACTERS

MAIN TEENS aka THE BREAKFAST CLUB

Kitty Kathstone (fully named Catherine Victoria Emilia Esmeralda Kathstone), **werecat** (white oriental short hair/ odd-eyed) and guard of justice is fifteen.

The most fitting word for her would be troublemaker – the Cambridge dictionary describes it the following way: someone who intentionally causes problems for other people, especially people who are in a position of power or authority.

And indeed, ever since Kitty can remember, she feels the strong urge to deliver justice, wherever injustice turns up. So it is no wonder that we meet her black-eyed in front of the headmaster's office, just on her fifteenth birthday, waiting for her mom to pick her up (again). As her father recently vanished during an archaeological expedition to the ancient city Uruk (close to Bagdad), they are on their own now.

And although getting kicked out of school is a well-known procedure to Kitty, she is not really prepared for what awaits her: a family secret that will change everything. Her grandmother Victoria, a rarely seen guest, reveals to her that all maternal ancestors are werecats and have guarded the stone of justice ever since. She confronts Kitty with the fact that she'll visit the C.O.G. (Central Organization of Guardians) from now on.

Reasoning in the "betrayal" of her mother, who kept the truth about the Kathstone women from her far too long, Kitty refuses to explore her real nature in the beginning, a fact that doesn't make her start into this new world easy, but Kitty usually shows quite a temper when treated unfairly – some may call it stubborn, others strong-willed.

At the very start of our story, Kitty is not ready to take consequences for her actions, but at the end of her quest she understands that she has to – even if her actions are set in the name of justice.

Kitty's special feature, alongside being a werecat, are her mismatched eyes: one green, one blue. Quick-witted, maybe sometimes a bit too forward, she does not really make friends easily, but someone special and true awaits her and that's Nora Needle.

Nora Needle, fifteen, **shapeshifter**. She is the exact opposite of Kitty and loves to stick to the rules. Rules are the only constant thing in her life she can rely on after the sudden and unexpected death of her beloved mother, who gave her life during fulfilling her duties for the **U.P.S.** Bursting with knowledge, Nora can develop an unstoppable and surprisingly fast way of speech – best described as human-high-speed-data-cable, connected to the never-ending wisdom of this world.

Like her dad, she is a shapeshifter with the special and very rare gift of changing her aggregation state from solid to liquid.

Her busy but clumsy dad Fibius Fog, who passed on his hyper-nervousness to Nora, which indicates through her glasses fogging up, does not really provide any kind of emotional support. Nora's trademark: a pinafore and her two braided pigtails – the only legacy, still connecting her to her mom. Alongside, Nora simply estimates the practical aspects of a pinafore. Ever tried one?

Since Nora has been addressed by the headmaster of the C.O.G. to introduce Kitty to the habits of his institution, she always gets in trouble. Unfortunately, this happens while she tries to keep Kitty out of troubles and makes her stick to the rules. Kitty pushes Nora over her personal boundaries, learning during her quest that life sometimes needs you to be bold, even if your glasses fog up.

Alexander Gorgon, fifteen, **gorgon** and guard of pride. He is Medusa's son – yes, the Medusa. His trademark: coolness – thinking of himself as the dream of every female being. Always accompanied by his black leather jacket, paired with ultra-cool sunglasses, to cover his Gorgon stare, and his biker-bandana, which hides the snakes on his head, he never misses an opportunity to impress girls.

In his mother's eyes he's a shame to his family, due to being the firstborn male in a traditionally long line of female Gorgons. She doesn't miss a moment to get this message through to him, no matter where and when.

So his cool façade is nothing other than a protection-shield against his mother's obvious disgust towards him. As the guardian of pride, Alexander is the counterpart to the guardian of justice, sometimes reminding "stubborn" Kitty, that pride goes before a fall.

Nora has an obsessive crush on Alexander, which culminates from time to time in quite absurd situations. During their common journey, she helps him to redefine his self-worth, regardless of his mother's opinion.

What Alexander doesn't sense in the beginning: Nora is the perfect fit for him! Having a seldom gift as a shapeshifter, she's one of those rare girls that can look deep into his eyes, without turning to stone under his gaze.

Tough on the outside, soft on the inside – in the end turning out as an absolutely nice guy, who is on the two girls' side, no matter what comes along – that's Alexander, the roommate of Glade.



Glade, fifteen, **light elf** and guardian of faith. As light elf he's bound to his tribe by strong traditions and strict rules that emphasize honor – the honor of one represents the honor of all and vice versa.

As his father Ogham, king of the light elves, has seen a lot over the time, he doesn't want the light elves to get involved into the matters of other mythological beings, nor does he want the tribe members to interfere with other beings too much, especially with humans. As a silent observer of history, Ogham came to the conclusion that the purity of the light elves will be endangered if the outside influence from other cultures grows too big. So Glade grew up isolated, only encountering new things when standing in context with tribe matters. An unstoppable curiosity awakens in him when Kitty enters the school. She's so completely different from anyone he has ever met before – a spirited freethinker, drawing his full attention, awakening an unknown lust for life. Driven by the tingling sensation of first love, they get closer, ending up having a romantic affair. Their relationship ends (start of Season 2) when Kitty finds out that he has been promised to a dark elf girl since his birth, like tradition demands. As Kitty is ruled by her heart and guts, it is hard for her to understand why Glade remained silent on this topic. But as Glade is strongly bound to his tribe, the collective dominating the individual, it's not easy for him to act out against the community's wish. Fulfilling his duty is a matter of honor. During his journey, which includes losing his first love, Glade learns to follow his heart, his inner bliss. So, he no longer follows his tribe's traditions only, setting himself free from the collective, finally finding the balance between his individual and the collective's needs.

Lysander, fifteen, **half-human/half dead-born**. The outsider, joining in at the end of Season 1. He is the forbidden son of watchman Vincent, twin brother of headmaster Armand. As a forbidden creature, he grew up hidden from the outside world, spending his time only with his human mother and his dead-born father, who just shows up from time to time. Although biologically showing the age of fifteen, it took Lysander just three years to reach his current state. Now being nearly fully developed, his aging process is finally slowing down. After the sudden death of his father and the foregone murder of his mother, he finds himself in "the real world" – filled with eye-stunning mythological creatures and an uncle he can't stand, at least in the beginning.

Unfortunately (from Kitty's point of view), Victoria addresses her to take care of Lysander once in a while (Season 2). Due to being more than busy to convince the Council that the boy is no threat, alongside backing off Noctus and other haters, asking her granddaughter for help is the only possibility left to Victoria. Armand's terrible condition, caused by the loss of his brother, aggravates the whole situation.

Lysander, a smart, gentle and brilliant observer, well-educated by his mother's private lessons, but lacking in experience with the "outside" world, sometimes really tests Kitty's nerves. A heart-broken girl and a boy in free fall, caused by the painful loss of his parents, having a hard start with each other. While Kitty finds Lysander immature and annoying, Lysander enjoys Kitty's refreshing frankness, letting her know she sometimes tends to be a bit bitchy – both behaviors nothing else than a kind of protection.

Sensing from the very beginning that being together doesn't bode well, they soon encounter that they are connected by a kind of energy when they touch each other. Alongside this seldom fact, they share the same special feature – mismatched eyes – with the slight difference that Lysander's eye colors are mirrored.

Lysander handles Kitty's moods quite well, taking her the way she is, giving his sadness way to curiosity, while Kitty avoids getting closer. Due to constantly sticking together involuntarily, she slowly begins to trust him. In a silent moment, Lysander opens up to Kitty, giving her the chance to see the true him, showing more facets than she expected – Kitty finally opens up. During his journey, Lysander learns that real love sometimes requires the willingness to let things go.

Bello Sonno, he's a poser, a golden star, an overseen talent. His flowing mane shines in the spotlight while he bows down to the audience, a dazzling horse grin on his lips, a countertenor, that make women fall in rows – yep, that's a pretty good description of Sonno's self-perception, a golden **8-inch statue of a Hippocamp**.

In real life, Sonno is a cheeky blabbermouth that often says more than good and that's exactly why he's locked up in Flammenbart's office, where a lot of other creepy stuff is hidden.

Sonno, once given to Askima (future Queen or King of dwarfs) as a birth-gift from the god of the sea, is a kind of sleep aid. As soon as he starts to sing, people fall asleep. During Askima's schooltime at the C.O.G., Sonno spent most of his time in a dusty box forgotten in the back of her wardrobe. It just so happened that he involuntarily witnessed her death – at least a part of it, the wardrobe was just opened a tiny gap, so more or less he only heard her murder.

This character will join in Season 2, becoming one of Kitty's main allies, solving the mystery around her family and the crimes of the past. Anyway, if you meet him and want to stay dry, stay at least 1 foot away – he licks and if he gets upset, he's spitting quite a bit.



GUARDIAN CLASS OF THE 21st CENTURY – FURTHER TEENS

The duty of the guardians is to balance the seven cardinal virtues and the seven deadly sins, preserving the fragile equilibrium of this world.

These seven virtues and sins do not correspond with the Catholic definition; instead, they root in early Greek philosophy.

The virtues and sins are represented by **14 different stones** the guardians meditate on, in order to balance and control anomalies.

Most of the now following characters (except for Hildegard and Laverna) are more or less sidekicks.

Laverna Lycan – werewolf, guard of justice. As Kitty wasn't registered in time to enter the C.O.G., the Council chose Laverna as guardian-trainee.

By the time Kitty joins, the Council makes up a new decision – of course with a little help from Victoria and to the very displeasure of the Lycans, the Kathstones' main opponents. The Council's decision: both girls will be trained and have to testify their worthiness at the end of their first year. So it's no wonder that Laverna gives all the hate she has to Kitty. Furthermore, her hostility roots in the fact that she finds herself under the constant pressure of her father Noctus Lycan, head of the werewolf tribe. During her journey, Laverna learns that she doesn't have to keep fighting her father's war, because it's simply not hers. Finally, she realizes that being a guardian means to work in a team.

Hildegard Haudrauf – pretzel-addict, confident **Valkyrie** with a strong Bavarian dialect, guard of anger. Pride of her family and Nora's personal nightmare, due to her boldness. Receives her Valkyrie voice at the age of sixteen.

Magnus – centaur, guard of fortitude. Bodybuilder, who likes to flex his muscles, especially if mermaids are around.

Uluk – jinn, guard of sloth. Awkwardly silent – guy, whose showing up and vanishing without any comment is more than creepy; with him you never know where you stand.

Azura – blue lightning dragon, guard of prudence. Quite a shy dragon girl, who easily feels intimidated. She's the first female dragon to become a guardian.

Dis – dwarf, guard of greed. The dwarfs choose their gender by the end of their guardian training, so Dis is currently weather a boy nor a girl. Dis is very close to Hildegard.

Lin Kirin – Japanese unicorn, guard of temperance. Lin prefers to stay in the background. She hates to get embroiled into any kind of trouble and preferably cares about her own stuff. Lin is close to Azura and Infinito.

Faunus – satyr, guard of lust. He's more a kind of dude, who likes to play around with herbal mixtures. Hangs out with Magnus.

Ira Furiosa – fury, guard of envy. Is the BFF of Laverna. Mostly angry, she loves to take revenge, even for the slightest misdemeanor.

Anguana Abyss – mermaid, guard of charity. A little naive chatterbox, who's easy to trick or to intimidate. Anguana is alongside her hair possessed by nail art, getting to a point, where she paints Botticelli's Birth of the Venus on Nora's toenails. Liked by everybody, having one really big fan: Magnus.

Thrymr – giant, guard of gluttony. He's shy and the only guardian, who still remains to be a kid. Thrymr is super-clumsy and collides every little while with the school interior. Some of the students make fun of him.

Infinito – seldom white stag, guard of hope. He likes to stay with mythological creatures, hanging out mainly with Lin Kirin and Azura. Infinito doesn't trust humankind, nor mythological creatures with human aspects. He's sure that human nature corrupts most of the creatures, in order to serve their own interests.

Alexander Gorgon – gorgon, guard of pride.

Glade – light elf, guard of faith.

Kitty – werecat, guard of justice.

All these characters will choose one side in the final showdown (Season 3) – when everything comes to an end, to start again.



MAIN ADULTS

Victoria Kathstone, in her late fifties, **werecat** (blue oriental short hair with stunning green eyes), guardian of justice.

Kitty's grandmother Victoria is as rakish as her car (a midnight-blue Austin Healey 3000 MK III, 1965), alongside her driving style, telling one quite a lot about her. As the matriarch of her family, she tends to be quite bossy, a habit rooted in the fact that she brought up Emilia on her own while handling a powerful position in the U.P.S. (head of D.I.T.A. – Department for Intercultural Tribal Artifacts), as Emilia's father (an English beau) left her, after learning the truth about Victoria's true nature. Unsurprisingly, Victoria shows a quite ambivalent attitude towards men from that moment on, yet having a secret liaison with Armand, headmaster of the C.O.G. and watchman of the guardians. Officially such a relationship is strictly forbidden, but Armand had a soft spot for Victoria since she entered C.O.G., simply loving her smart and independent being, sometimes tending to be prickly if there is something in her way.

Victoria understands English men, as the Kathstone women's personal number 13, causing from the very beginning all the troubles the ladies are in.

Victoria's favorite saying: "*Justice does not always implement you win.*"

Armand, dead-born watchman and headmaster of the C.O.G. He trains the guardians of the deadly sins, representing the "dark side."

Gentle, frank, and decent – three adjectives going extremely well with Armand, alongside his well-groomed appearance that underlines his charm. Being self-determined and confident, he never loses control, no matter what kind of situation – always making deliberated decisions after carefully considering. He loves life and enjoys it to its last, never getting bored by facing new challenges. Unlike his twin brother Vincent, he loves to be immortal.

Ever since Victoria entered the C.O.G. he has had a soft spot for her, never confessing his real feelings, because watchmen are forbidden to have a relationship. When he finally sees Victoria in the arms of another man, he's heartbroken for the first time in his long life, drawing himself back, honing their friendship down to the bare bones.

When Emilia's dad abandons Victoria, finding out about her true nature, she finds herself knocking at the door of the headmaster, bitterly heart-broken and full of pain – Armand, the only one left to trust. Finally, they continue their friendship, Armand sometimes even babysits Emilia, while Victoria handles U.P.S. matters. And even though Victoria swore not to fall for any man again, she can't help it – this guy is simply too charming, and both fall in love, although Armand sometimes has the feeling Victoria has never opened up to him completely, still protecting herself.

Things go well, until Armand feels that his brother has disconnected from him. Slowly Armand begins to sense that things are kind of going wrong, very wrong. After the sudden and unexpected death of Vincent, dying in Armand's arms, he loses complete balance (Season 2), becoming dark, erratic, and sinister. To overcome his dark side, he needs the help of Victoria and Glacies to bring him back to his old form.

In the very end, when Armand lays badly wounded in Victoria's arms, she confesses for the first time in front of her whole family that he is the love of her life. Never being able to open up to him, she now faces her fear: The ravages of time taking their toll, while Armand stays young. Armand decides to hand over his immortality to the Blossom of Simris, sharing the rest of his life with the one and only woman he has always loved since the first day she entered the threshold into his realm

Vincent, dead-born watchman and headmaster of the C.O.G. Representing the seven virtues and twin-brother of Armand.

Although they are the spitting image of each other, Vincent's character is the complete opposite of his vivid brother – a quiet man, not easily opening up to others, only being close to his brother.

Over the last centuries, he neglects his duties as a headmaster more and more, leaving them mostly to Armand, who always puts in a good word for his beloved brother, even at the Council. But even Armand has to admit Vincent makes himself scarce, infrequently turning up for the guardian training or the Council meetings, where his presence is demanded strongly, but life simply bores Vincent to death proverbially. For him it seems to be an endless repetition of similar components, and his only joy left is music. He strays around in the concert halls of this world, craving the feeling of being alive.

With seeing Lysander's mother playing violin in a Vivaldi concert, everything changes. He's fascinated by her passion and fire from the very first moment and for the first time in an eternity, he feels the blood rushing through his veins again. But Lysander's mother doesn't give in easily, so Vincent has to make quite an effort over quite a long time, but at last they fall in love with each other, paying a high price and leaving behind a legacy that will change everything.



Ambrose (Amara), dead-born, first watchman of the guardians and current head of the U.P.S.

Once he represented the seven virtues until his brother Amara vanished without a trace (over 2500 years ago) and so a new pair of watchmen was born. Ambrose has an intangible aura – he's the kind of guy who will give you goosebumps when entering the room, his face showing no signs of emotions, always having the same unapproachable expression. He's just too old, too enigmatic to know what he is up to.

In Season 2 he will back up Victoria and Armand at the Council, protecting Lysander, and in Season 3 we learn he did this for a good reason. Besides taking vengeance, he plans to resurrect his dead love with the help of Kitty's and Lysander's new-won power, revealing another terrible dark spot in his past: fratricide.

In the end, only his long lost, true love can make him understand that revenge is not a solution, but only forgiveness will bring him peace. Finally, after all those years of endless pain, he will be reunited with the love of his life.

Sir Larry Oehl, narrator of the story, cursed English gentleman, directly out of the 19th century. His current appearance: **white Saluki** (Persian sighthound).

We meet him at the end of Season 1, joining the show as active cast but still keeping his function as narrator – always eloquent, polite, and of course gentle – in this function often addressing the audience directly. Mostly taking time to reflect, not only concerning his personal history but also philosophical or historical matters, referring to the story.

With Larry's pre-story, unfolding in Season 2, we learn that as a young man, he broke free from his aristocratic responsibilities, clearly preferring a life full of adventure. His heart, beating for history and archeology, being absolutely sure that history can teach us not to repeat our ancestors' failures.

To flee from his family-bound duties, Larry joins the archeological team of Robert Koldewey and Edward Sachau, of course to the very displeasure of his family – the fact the team is German makes it even worse. Sachau and Koldewey discovered the Ishtar Gate, the eighth gate of the ancient city Babylon, now preparing its transport to the Pergamonmuseum in Berlin. At the archaeological excavation, Larry meets a young woman named Ina. From the very first moment, he's fascinated by her vivid and unconventional nature, describing her as "completely unpredictable, like the British Weather" in his diary entries. Being the complete opposite of most 19th century women, Ina has quite a temper when it comes to men telling her what to do. An open-minded, adventurous, eloquent, and independent woman, definitely not relying on a man, making this clear (very clear) to anyone questioning this – Ina smashes the stereotype of the dutiful mistress.

But Larry being typically British – full of manners and concerns – struggles to slip out of his old skin and has quite a hard time confessing his real feelings to Ina. Although Larry has left his home to be free, it seems he's still a prisoner of himself, chained by the instilled conventions of his family. But a gentle nudge in the right direction from Ina sets him free, both falling deeply in love with each other and at this point, Larry should be involved in a breath-taking adventure he won't forget for sure.

Villard Van Helsing, young **Italian galantuomo**, directly out of the 19th century. His current appearance: **white Saluki** (Persian sighthound).

He's like the sun, always shining, even if it's cloudy. He loves pasta, a good glass of wine, his mama, and his friends. If he has embosomed you once, you have a friend for life that never lets you down, no matter what's on its way. So, it happens that we meet him accompanying Larry in the form of a white Saluki (End of Season 1).

Already cursed for quite a long time, Villard has forgotten more and more that he once was human, thus sometimes behaving quite dog-like. This is fact Villard doesn't care about, as he is Italian and still follows the calling of his heart, enjoying life while happening, independent from his appearance.

In Season 2, Villard's pre-story unfolds, and we learn that his father sent him away to grow up and become a man who takes life more seriously, without constantly relying on his mama. And so it happens that Villard meets Larry while joining the archaeological excavation around the Ishtar Gate. With quite a similar backstory, although being completely different in character, they soon become best friends –with Ina, joining in a bit later, they become the **"Impossible Trio"** – as they call themselves – friends forever, until death do them part.

Inanna (Ishtar), Sumerian goddess of love, beauty, sex, desire, fertility, war justice, and political power, also known as "Queen of Heaven."

Inanna is an unafraid, emancipated character who is willing to take her destiny in her own hands. She radiates a zest for life and usually goes for what she wants until she discovers death as her worst fear.

During her visit to her older sister's realm (Sumerian underworld Kur), Inanna has a terrible fight with Ereshkigal. Inanna, demanding her sister's kingdom, is hunted down by Ereshkigal, who isn't willing to give up without a fight. Badly wounded, reaching the last threshold of her heartbeat, Inanna drags herself to the river Hubur. There she comes across the fifth tiger (quintessence), drawing his last breath, the world around him withering. With the last ounce of her strength, Inanna summons her sister.



For the good of any living kind, the sisters come to peace and save the fifth tiger. Based on this act of selflessness, the five tigers hand over the stones of the seven cardinal virtues and the seven deadly sins to the sisters. Ereshkigal and Inanna decide to share their power, handing the stones over to the mythological beings that mirror the whole world in its quintessence – soon after the first watchmen are born. Besides Ereshkigal allows her sister to resurrect from the underworld and Inanna returns to the living.

The absolute helplessness Inanna experienced when facing death is one of the most terrifying states she has ever encountered. So she secludes herself in her temple in Uruk.

Around the same time, the first training institution of the guardians is founded close to her temple – the dead-born watchmen constantly around. Fearing that the energy of the dead-born will pollute her temple and so her own energy, Inanna forbids her priestesses to associate with the watchmen. And as the Norns never sleep, Ambrose's brother Amara falls deeply in love with one of Inanna's priestesses – both being completely innocent, encountering love for the first time; the priestess soon is pregnant. When Inanna finds out, she expels the priestess and bans her to the underworld, fearing the worst for herself. Out of despair, the priestess commits suicide. Ambrose's heartbroken brother swears revenge and vanishes into thin air. While Ambrose searches for Amara, the tigers warn Inanna and Ereshkigal that terrible consequences will follow – not being able to tell the sisters closer details, because the tigers aren't allowed to interfere in the course of things, even if the world is doomed.

Finally, the fifth tiger finds a loophole and hides a prophecy in the bricks of the Ishtar Gate. Around the same time, the tiger presents a new deck of cards to the Norns, containing a little extra information for Inanna. So the goddess can take up her quest, finding the hidden prophecy and getting things back into balance again, but it seems there has been someone faster.

And as history repeats itself, centuries later and still on the run, Inanna falls terribly in love with Larry. Although Inanna knows, the love between gods and humans is strictly forbidden, but she can't resist and pays a high price – her worst fear hunting her down again. Officially Inanna withdrew from her community-bound duties since the beginning of the 20th century, paving the way to inner contemplation, only a few knowing the terrible truth about her whereabouts.

Emilia Kathstone, in her late thirties, **werecat**, tabby oriental short hair.

After the unexplained death of Emilia's best friend Askmia (dwarf-girl) during her time at the C.O.G., she laid down her duties as a guardian and left the mythological world behind, of course, to the disapproval of her mother. But Emilia couldn't stay any longer; witnessing the investigations around Askmia's death – a mendacious farce, she didn't want to be a part of any longer. Emilia is convinced that the mythological realm is not better than the human world, maybe being even more dangerous – in the meantime mainly ruled by lust for power, greed, and envy.

When Kitty is on her way, Victoria forces Emilia into a deal, although understanding that her daughter just wants to Their deal: If Kitty adjusts to the human world without her nature breaking through before turning fifteen, Victoria won't interfere, neither telling Kitty the truth about her real nature, nor the mythological realm. Victoria completes the deal by making Emilia vow, to hand over all upcoming decisions if Kitty completes her transformation into a werecat – knowing very well, that no one can't suppress one's nature.

So, over the years Emilia and James move from town to town, better said from school to school and try to do their best. Unfortunately, Kitty gets constantly in trouble. After James disappears without a trace, Emilia is left back broken. So, she has to move back to her hometown Little's Law, forced to live in Victoria's townhouse – being an antiquarian bookseller is not quite a lucrative job. Soon after Kitty gets kicked out of Little's Law's only school and Victoria collects Emilia's promise, introducing Kitty to the C.O.G. and her family-bound duties. So, Emilia gets dragged into the world of mythology again. In the end finding out, that denying one's true nature doesn't make things better, finally saving her family by transforming into a werecat again.

James-Barneby Butterfield II, in his early forties, **human**. Kitty's father is a passionate archeologist, more accurately defined: Egyptologist, ancient historian, orientalist and philologist, epigraphist and papyrologist. Finishing his studies in his early twenties, he enjoys, alongside his colleague and opponent Gustav Theodor Gustavson (entering in Season 2), the reputation to be one of the most brilliant minds in his field. James entitles Gustavson as a pretentious douchebag who enjoys archeology only, as long as he is in the limelight.

Bumping right into Emilia in Mr. Bumblebee's bookstore leads him straight into the arms of the love of his life. James has the rare gift to make Emilia laugh, letting her forget her worries, even if the clouds are dark. Life is always fun with him and for that Kitty loves her dad, besides being the one saving her neck quite often. He's fully informed about the true nature of the Kathstones and absolutely enjoys this fact, much to the dismay of Emilia. His daily credo: Always look on the bright side of life ... yes, he's a Monty Python Fan.

Unfortunately, James also has a weak spot: his unstoppable passion for history (especially if the job is also offered to Gustavson), finally bringing him and his family into big trouble – but in the end finding back home, right into the arms of his beloved ones.



Norns, age unknown, but have been around quite a while, heads of the PPF-Lab in the U.P.S. **Three chain-smoking female beings that rule the destiny** of the gods and all other beings on earth. Currently, they name themselves **Nora, Norma, and Honora**.

Honora: Forms the future by knitting, so you will meet this Norn always accompanied by her needlework. In earlier times, Honora formed upcoming events by lace making, her accidental discovery of complex knitting patterns (bringing her the joy of her life) led to a dramatic and unexpected change in history – completely coming out of nowhere, but that's another story.

Norma: Kind of a leader, rooted in the fact that she is the only one who's constantly present. Her two sisters are simply too muzzy to make up decisions rapidly. So Norma's job is to care about the present.

Nora: Quite a dreamy weirdo, always a bit too slow to catch up – stuck in the past. In the meantime, she is tired of Norma's bossy behavior. Nora is the keeper of the Eye, which lives in her left eye-socket, when not strolling around.

Their coke bottle glasses, long (mostly pink) nails and their "Babylonian" hairstyle, that took the life of a dozen hairspray-cans, are absolute eyecatchers.

In dreams they can take on any appearance they choose – for example: when visiting Kitty in her dream (Season 2), we will meet them as three young platinum-blond girls with cherry-red lips, awaiting Kitty in an American Diner.

But mostly the Norns sit around their office-table in the U.P.S. and play Bridge, while heavily smoking, simply because the matter of the Norns must stay foggy and if God doesn't throw dice, be sure the Norns shuffle the cards.

(And before we come to an end, here's an insider: Norma sometimes enjoys Online-Bridge (of course anonymous), tricking the mortals or non-mortals – so be aware!)

The Eye of the Norns. It strolls around on behalf of the Norns, to keep them updated. It's kind of Thing (Addams Family). The Eye's behavior reminds one of a little dog, especially towards Nora (the Norn). If not strolling around, the Eye lives in Nora's left eye-socket, sometimes receiving a treat – but only if the Eye was a good eye. Its treat: Nora allows the Eye to have an ice-cream-bath, but only under her supervision, so that it doesn't drown.

TEACHERS AT THE C.O.G.

Glacies, ice-dragon and ethics teacher. He's huge, he's soft, he's gentle. His white skin sparkles like snow in the sun. When he opens his wings, the calming breeze of winter will waft its way to your nostrils. And if you look into these warm, friendly, amber eyes, you realize you stand in front of the purest and truest soul you have ever met in your life.

Glacies always lends his students an ear, helping them to get to the heart of their matter. He will become Kitty's favorite teacher and alongside Kitsune her most important mentor.

He prefers cold places but will survive in warm areas, too. In rare moments you can spot a touch of melancholy shimmering through, but it's not his incredible age, slowly draining his energy – it's the events he has witnessed and is still witnessing, knowing things go so wrong and may lead to a terrible end.

Watching the world around him, acknowledging after all those decades: "Although knowing, they know not what they do."

Kitsune, Japanese red fox demon and sensei. She possesses paranormal abilities, increasing her age and wisdom. Although her appearance is human, with the exception of her foxtails that constantly grow in number, the nature of the fox rules her.

She's Kitty and Laverna's shapeshifting sensei (master), making her students understand their real nature, thus liberating their true power. Her way of teaching drives Kitty sometimes mad. Instead of providing answers, she confronts her students with questions, knowing they only master a task by truly understanding it.

Always quite objective, Kitsune does not show a lot of emotion. She trusts her inner intuition, her nature, acknowledging that strong feelings may blind you in a crucial moment. Like Glacies, she is convinced that you have to follow your inner bliss to be true. Glacies and Kitsune are very close.

Cyllarus, centaur and art of war teacher. He's loud, he's huge, he's terrifying – these three reasons are strong enough for Nora to fear him. Cyllarus is a centaur and warrior. He knows it is his duty to prepare the kids for any kind of battleground they'll enter in their life. If he fails, they die, in which way ever – that's exactly why his training is hard, harder, hardest. Be aware – to be trained by Cyllarus is not only a physical matter, it also requires nerves of steel.



As it is the main task of the C.O.G. to foster the empathy between the different mythological tribes, to avoid future wars, it may be useful to let you know Cyllarus' favorite quote regarding this matter:

A student says to his master: "You talk about peace, but you teach me fighting. How do you reconcile the two?"

The master replies: "It's better to be a warrior in a garden, than a gardener in a war."

Jamal, jinn, and the worst **meditation teacher** ever – really. There is a rumor going around that he sent a student who failed at levitating into the desert Gobi. It's said the poor guy was hunted down by an Alghoikorki (a terrible desert worm).

Jamal is the most choleric, unfair person you have ever met, tending to glimmer in aubergine tones if he's upset. His mediating lessons are feared by all students – if you keep your inner balance in his lessons, nothing can distress you.

Jamal wears a big tattoo on his breast, which declares all his love to his mother. The secret around this tattoo will be lifted during Kitty's and Nora's investigations (Season 2 and 3), learning that he has quite a good reason for his horrible manners.

Herr Flammenbart, dwarf. As the **caretaker** of the C.O.G. he's always on the run, and most of the time you'll meet him grumpy and swearing. The old building and the huge amount of different mythological creatures keep him more than busy. Just imagine what would happen if the giant stabilizer breaks down or the water rides of the mermaids dry out – what a nightmare!

Besides being technically gifted, dwarfs have the ability to craft magic objects, so they are perfect to set up a security systems that make any Secret Service pale with envy.

And to get one thing clear: his building, his rules!

As Flammenbart knows the C.O.G. like the back of his hand, Armand masters critical situations quite often only with his help and over all the years, as Flammenbart stuck by Armand through thick and thin, they became quite close friends.

Frau Funkelstein, dwarf and an old friend of Victoria. As a **housemother**, she cares for the students' physical well-being in every imaginable way (from food, over their rooms, to their health). Although she handles all this work on her own, she really enjoys her job. You will always meet her with a smile on her lips. But fear the day when she doesn't smile any longer, then we are doomed – all of us!

Owning a big kitchen in the vaults of the C.O.G., reminding one of a cave, she takes her duties quite seriously, appearing out of the blue, if you need something! Frau Funkelstein the warm-hearted and empathic person every school needs.

Ogham – head of the **light elves** and father of Glade, additionally will join in as history teacher in Season 2.

SPECIAL APPEARANCE

Ereshkigal – **Sumerian goddess and queen of the underworld**, Inanna's elder sister.

She is surrounded by a dark, mystical and unapproachable aura. As her sister Inanna officially has vanished into thin air, the Council of all mythological beings is only chaired by her.

The two sisters received the stones of the seven cardinal virtue and seven deadly sins from the white tigers, after saving their brothers (fifth tiger) live.

Noctus Lykan, leader of the werewolves. His special hatred applies to all Kathstone family members. He doesn't miss a chance to discredit Victoria in front of the Council, Ambrose, or other influential members of the community. In Season 2, Kitty finds out that Noctus has quite a good reason for his hostile behavior. His father Kveldulf Lykan passed on his obligation as guardian to the Kathstones, refusing to tell Noctus or anyone else why he made up this decision. Feeling cheated out of his family inheritance, he swears to ruin the Kathstone with all available means.

With Kitty turning up and his daughter finally getting cheated again, he's boiling with rage, swearing to fight for his birth-given right to be a guardian, even until his death.



Aisha, eldest female jinn in the world. She hosts the biggest black market in the world; if you don't find the object of your desire there, you'll find it nowhere – of course, some of these items are more than illegal.

The market is located in a ghost town in desert Gobi, named **Khara Koto** aka the black city. Over time, Aisha has seen quite a lot of kingdoms fall, because they didn't evolve with time. Her market is alongside being the biggest worldwide also the most modern, hiding a stunning world. *The ruins of Khara Koto welcome you – find the object of your desire!*

Tisiphone, one of the three original furies (chthonic deity of vengeance). Originally, she's the one punishing crimes of murder. As head of the V.I.P. (Valid Intern Prosecution) Tisiphone investigates Vincent's case, who is killed on behalf of Ambrose at the end of Season 1.

Her interrogations usually bring the results she wants, by asking the questions the "right" way. She doesn't make a secret of the fact, that it is a pleasure to her, letting other creatures feel her superiority, a pleasure that always makes her smile. Nonetheless, she has one weak spot: her outfit and affected behavior tell you, that she obviously has a problem with aging. But don't underestimate her, instead fear the fury! Tisiphone's daily credo: *"A new day, a new vengeance!"*

Urisk, a hybrid between a goat and a human, originating from the **Scottish Highlands**. Assistant to Tisiphone and the most terrible bootlicker you've ever met, constantly calling the fury *"your rightness,"* alongside repeating or confirming her words constantly, while making notes – of course to her favor.

Askima, future king or queen of dwarfs, fearless and rakish character. The best friend of Emilia, died in her teens during her time at C.O.G.

Ogham, king of the light-elves and father of Glade. He has seen a lot over the time, that's exactly why he doesn't want the light elves to get involved into the matters of other mythological beings, nor does he want the tribe members to interfere with other beings too much, especially with humans. As a silent observer of history, he came to the conclusion that the purity of the light elves will be endangered if the outside influence from other cultures grows too big.

Medusa, Gorgon, guardian of pride and mother of Alexander. Alexander, being the firstborn male in a traditionally long line of female Gorgons, is a shame to his family. Medusa doesn't miss a moment to get this message through to him, no matter where and when, even in her moment of death.

Fibius Fog, in his late fifties, **shapeshifter**. Father of Nora Needle, constantly hyper-nervous due to the constant pressure in his job, reminding one of a rushed prey – always accompanied by a well-ironed handkerchief, to dab his sweat away.

He's Victoria's closest confidant in the U.P.S., standing under her authority, handling the bureaucratic matters of D.I.T.A. Fibius does his work in a very precise manner but definitely misses a resolute appearance.

Gustav Theodor Gustavson, human.

James' colleague and opponent (becomes part of main storyline in Season 2) – James entitles greasy, chubby Gustavson as a pretentious douchebag. He's involved into the disappearance of James.

INSTITUTIONS

U.P.S. – Universal Protection Service

This institution has an executive character; while the most important decisions are made by the Council, the U.P.S. implements them. The U.P.S. holds several departments and stands under Ambrose's authority. All outcomes have to be reported to the Council.

PPF Lab - Short form for **Past-Present-Future Lab**, operated by the Norns and the Eye. The Lab is incorporated into the U.P.S. but stands under the authority of Nora, Norma, and Honora only – they decide whether they interfere or not.



D.I.T.A. – Department for Intercultural Tribal Artifacts. Head of department: Victoria Kathstone. Tribal artefacts which may lead to war or pose a threat to other tribes are taken into the custody of the D.I.T.A. Besides being head of department, Victoria handles the department's diplomatic talks. D.I.T.A. is incorporated into the U.P.S.

V.I.P. – Valid Intern Prosecution. Head of department: Tisiphone (fury). The main task of V.I.P. is to investigate cases in which criminal activities are presumed. V.I.P. is incorporated into the U.P.S.

C.O.G. – Central Organization of Guardians

All mythological beings have to enter the C.O.G. when entering adulthood. The school teaches many subjects, from history, to the art of war, to meditation. The main task of the C.O.G. is to foster empathy between the different mythological tribes by becoming familiar with different cultures while studying together.

Besides their special abilities, the mind, body, and ego of each student is trained. The current watchmen of the guardians are the headmasters of the C.O.G. All upcoming guardians are trained by the watchmen during their time at the C.O.G.

Council

The Council is a coalition of all mythological tribes, each represented by their leading heads. The Council meets once a month, or in the case of urgent matters, effecting all tribes. The aim of each meeting: come to an agreement that is acceptable for all tribes. As you can imagine, sometimes the Council's meetings exceed days. The Council is chaired by Ereschkigal, one of the sisters who handed over the stones of the seven cardinal virtues and the seven deadly sins to the tribes.

Watchmen of the guardians

The watchmen of the guardians are completely identically dead-born twins, arisen from the Blossom of Simris. They clearly feel the emotions of each other, their souls attached by an invisible string. If one brother dies, the other one feels literally like a half person. New watchmen are usually born, when one of the forgone watchmen died/got killed, or the pair decides to retire. With ending their duty, they hand back the gift of immortality to the Blossom of Simris, so she can give birth to a new pair and the old watchmen are free. During fulfilling their task, the watchmen are immortal and they can be only killed by a spear, which was given to them from the Blossom of Simris.

Only a watchman is allowed to use the spear against another watchman. The watchmen are not allowed to have love affairs or children and their only obligation is to protect the current guardians, support and mentor them, so that they truly understand their virtue/sin, balancing it with its counterpart. One twin-brother represents the seven virtues, the other twin-brother represents the seven deadly sins. Broken down simply: the light side and the dark side are only separated by a thin line – the watchmen.

Yggdrasil/ Bodhi tree/Weltenbaum a.s.o.

A mythological symbol found in all cultures, representing the cosmos.

The tree roots deeply in the underworld, its trunk leading directly to its crown that is connected with the higher realm. Over the centuries the mythological tribes grew further trees from its seeds, using the tree's offspring. Those trees are used as portals to connect their realms.

The garden of the C.O.G. is home to one of these – to the students, it's absolutely forbidden to touch this holy tree or to use it as a portal.

The five white tigers

From the very beginning, the five white tigers have been guarding the five elements.

During adulthood, they felt that their power grew too big, realizing if they would stay together, the world might lose balance. Therefore, they decided to split up and moved to the four cardinal points, while the fifth tiger keeps constantly moving around them in a circle, to guarantee the flow of all elements.

First Tiger, Ruler of the North – element air

Second Tiger, Ruler of the East – element water

Third Tiger, Ruler of the South – element fire

Fourth Tiger, Ruler of the West – element earth

Fifth Tiger – guards the quintessence that vitalizes everything in this world

The Tiger of the quintessence will visit Kitty several times in her dreams, paying an old debt to her grand-grand-ma Inanna by helping Kitty on her way.