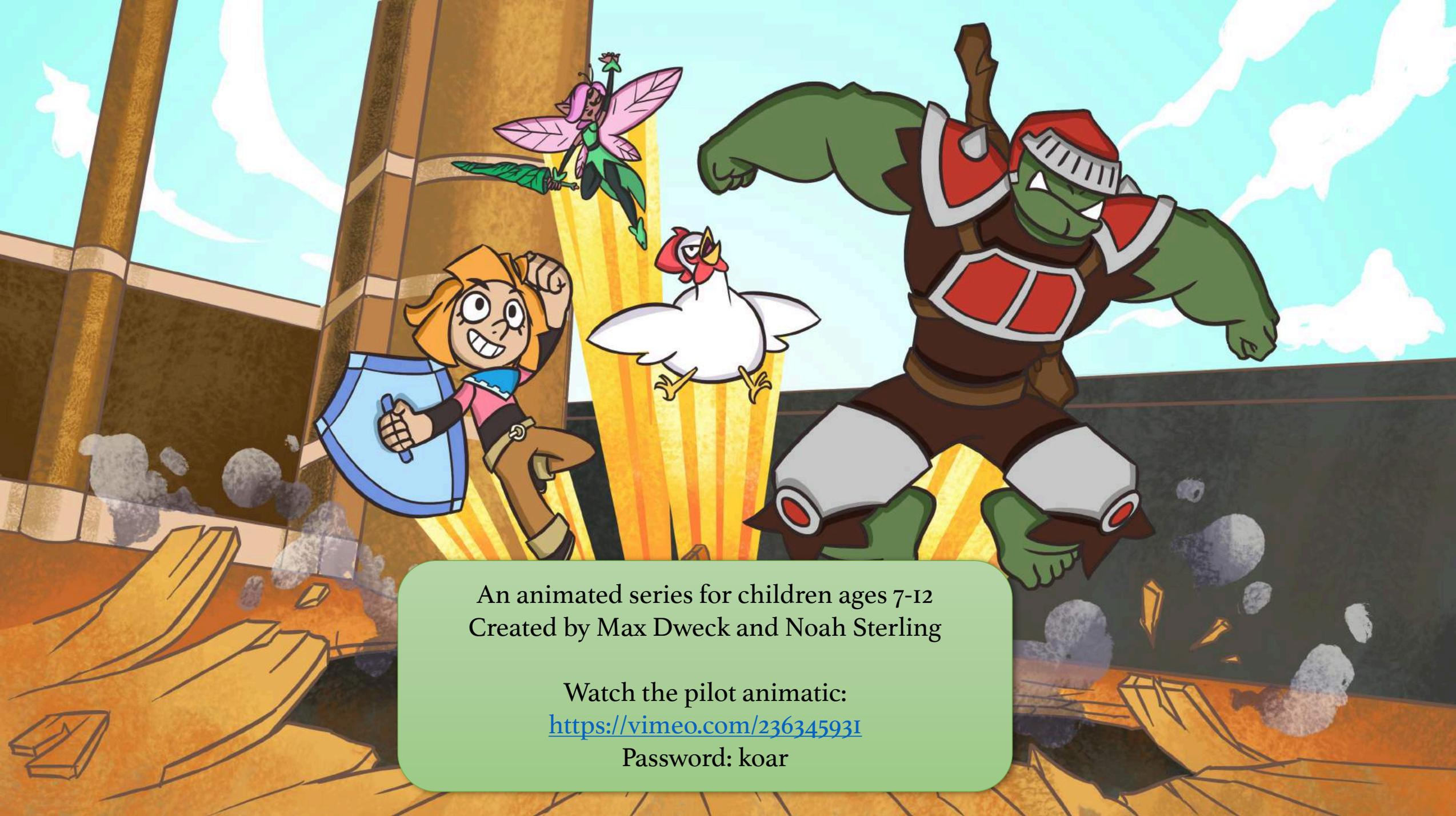




**KNIGHTS**  
— OF ALL —  
**REALMS**



An animated series for children ages 7-12  
Created by Max Dweck and Noah Sterling

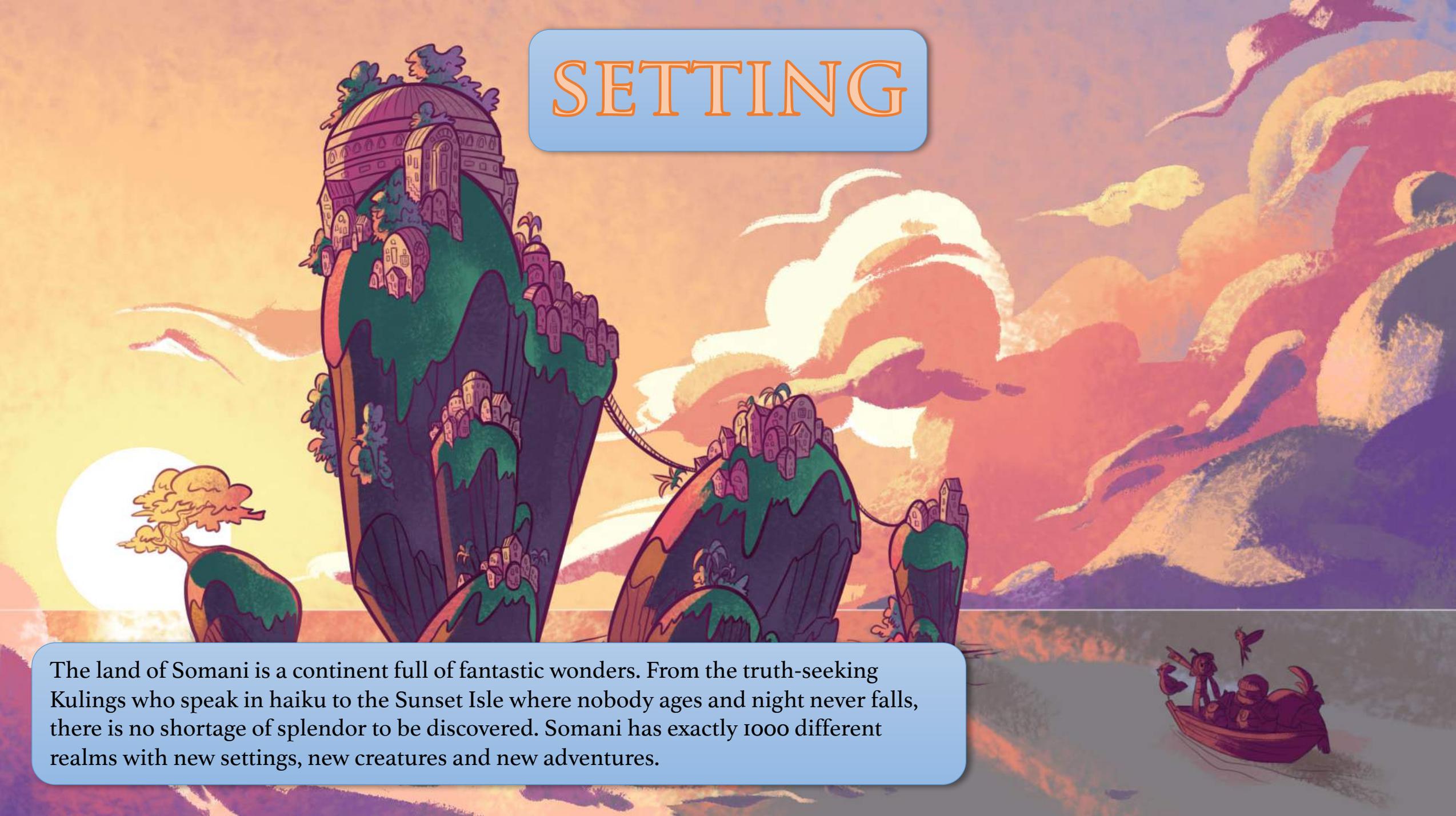
Watch the pilot animatic:  
<https://vimeo.com/236345931>  
Password: koar

# SERIES OVERVIEW



The Knights of All Realms are a band of wandering knights who come together from the 1000 realms. Whether you need to fight an army of singing bandits in fish costumes, make the extra mouths on your head stop screaming all your secrets, or search for the meaning of life, Sir Loin, Sir Lee, Lady Bugg, and their squire Arla will be there to help. Always on the lookout for adventure and glory, they aid the needy and battle the wicked.

# SETTING



The land of Somani is a continent full of fantastic wonders. From the truth-seeking Kulings who speak in haiku to the Sunset Isle where nobody ages and night never falls, there is no shortage of splendor to be discovered. Somani has exactly 1000 different realms with new settings, new creatures and new adventures.

# CHARACTERS





Arla is a brave, excitable girl from the village of Eks. She becomes the squire of the knights after they save her village from a band of singing mercenaries in fish costumes. Arla's inquisitive nature and love of new experiences causes her to find trouble wherever the Knights travel, ensuring that another great adventure is never too far away.



**Gilda** is Arla's pet chicken, who has been with her family since before she was born. Gilda is considerably smarter than the average chicken, very aggressive, and very protective of Arla. She is secretly the reincarnation of an ancient Warrior Queen, but nobody knows this.



**Sir Loin** is the leader of the Knights of All Realms. He is an experienced and capable knight with some unconventional ideas about heroics. Although a brave leader, brilliant tactician, and excellent fighter in his own right, Sir Loin tends to let his pride get the best of him, and is quick to fight for the honor of himself and his comrades.



**Sir Lee** is the strongest member of the Knights of All Realms. Sir Lee is smarter and more thoughtful than most ogres, but by human standards he's still a hothead. Strong and ferocious, you don't want to get on Sir Lee's bad side, but there's nobody who cares more about his friends, even if he's not always the best at showing it.





**Lady Bugg** is a fairy noble who left high society behind for a life of adventure. She has great magical powers, and is upbeat and compassionate. She's also the most cool-headed of the knights, and often has to rein the others in when they get too excited.

## Sample Episode: A Squire Most Glorious



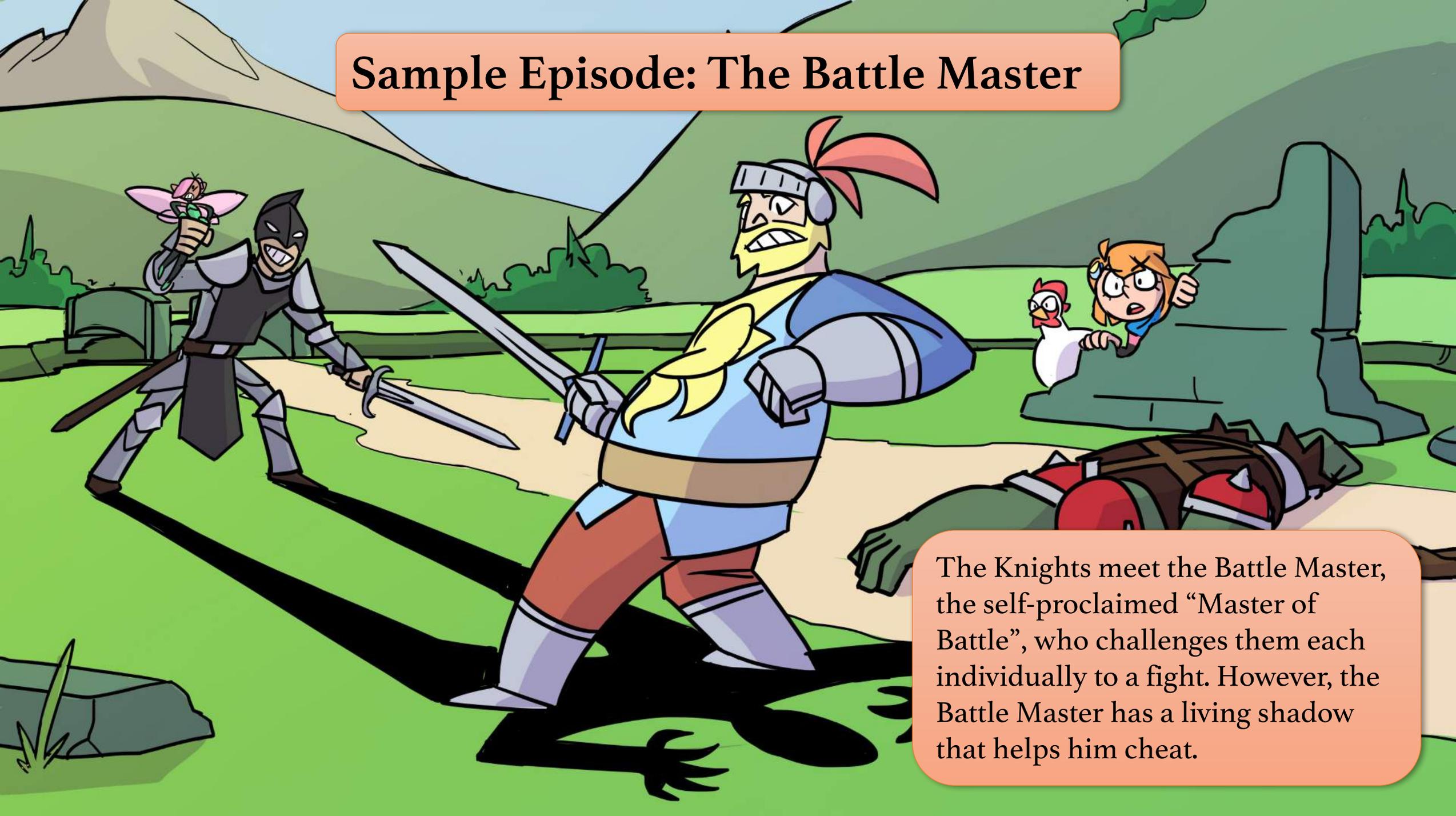
When the Swordfish Brigade seizes the Village of Eks, a village girl named Arla sets out to find help. She winds up recruiting the Knights of All Realms, and joining their order.

## Sample Episode: The Dragon's Feast



The Knights meet a girl named Cherrily, who owns a magic basket containing the favorite food of everyone she meets. This comes in handy when they come across a farming village where a dragon keeps eating all their livestock.

## Sample Episode: The Battle Master



The Knights meet the Battle Master, the self-proclaimed “Master of Battle”, who challenges them each individually to a fight. However, the Battle Master has a living shadow that helps him cheat.

## Sample Episode: Lady of War



Arla meets Sir Loin's old friend and rival, Dame Okless the Menacing, the strongest female knight in the world. Dame Okless wants Arla as her own squire and is ready to make a wager.

# MORE EPISODES



“The Lost Unicorns” - The Knights venture to the Moonlight Mews, a place where unicorns are born. However, due to the mystic lake the Mews are built by having the night sky blocked out, the water is not transforming horses into new unicorns.

“The Kuling” - The Knights come across the Ku, a race of creatures that speak in haiku and seek enlightenment. One Kuling takes interest in the knights and wants to join their band.

“The Map” - The Knights come across an ancient map created by Sir Tullery, the bravest knight ever. However, Tullery’s Map makes the most dangerous locations seem like the nicest, friendliest places, sending the Knights into a trip full of peril.

“The Sunset Isle” - The Knights wind up on the Sunset Isle, a place where the sun is always setting but night never falls, and nobody ages. It’s such a pleasant place that they soon fall in danger of becoming permanently retired layabouts, and now it’s up to Arla and Gilda to motivate the others to leave.

“The War of Giants” - The Knights meet a traveling scholar named Naljar, who is searching for his sister, Kitt. A mechanical genius, Kitt is trying to end a hundreds-year-old war between escalating giant knight armors.

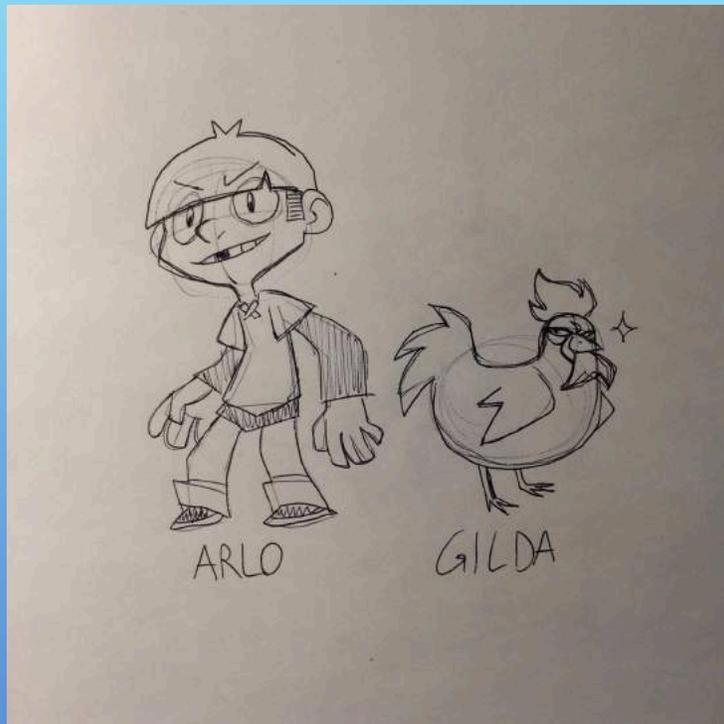
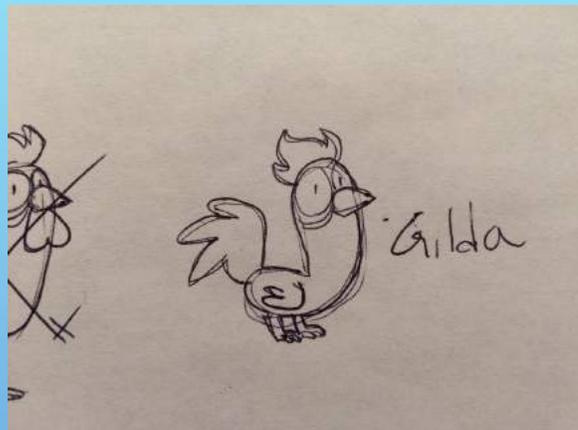
“The Wizard’s Tower” - The Knights visit the tower of Sir Reelee the Unfathomable, an old comrade of the Knights, who retired from adventuring several years ago. However, they’re soon attacked by a band including another old comrade, Sir Vile the Toadying.

“The Clucking Cult” - Gilda is kidnapped by a cult that claims she’s the reincarnation of a mighty warrior queen, who plan to gain her power by cooking and eating her.

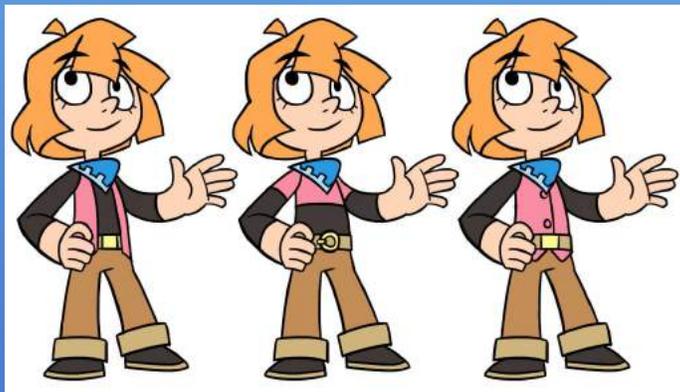
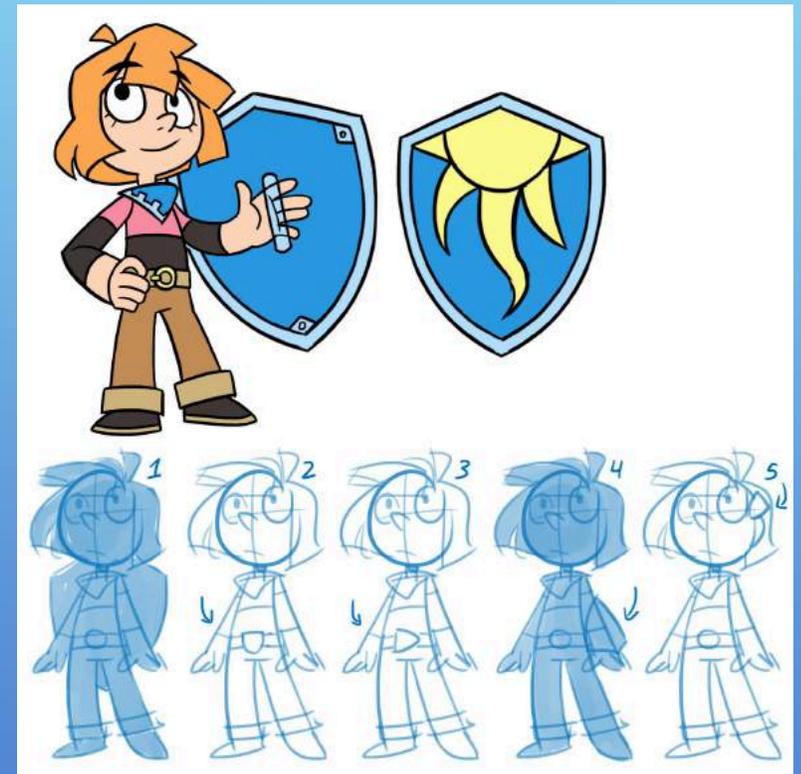
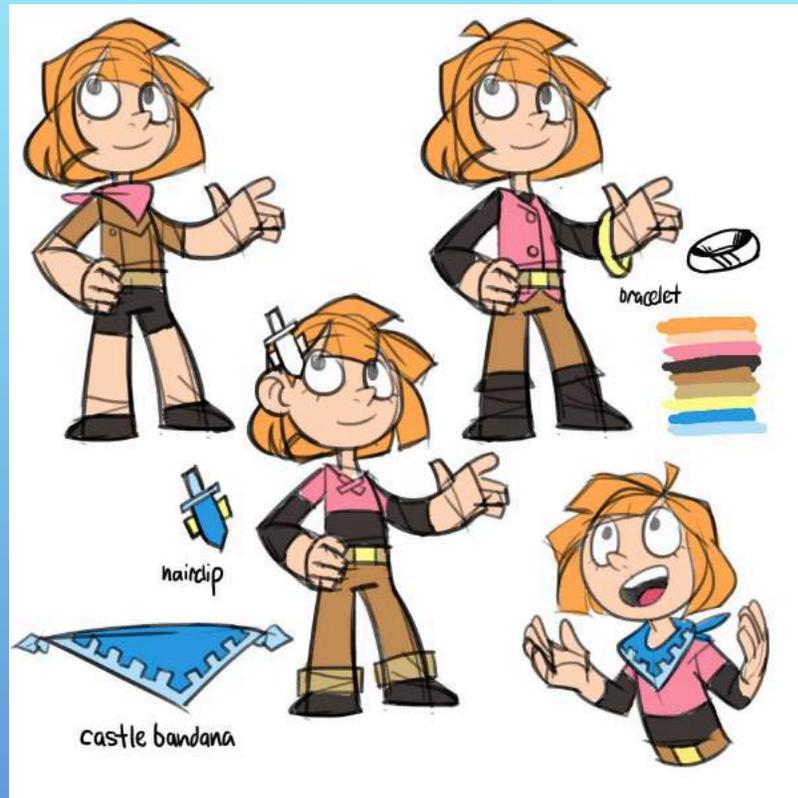
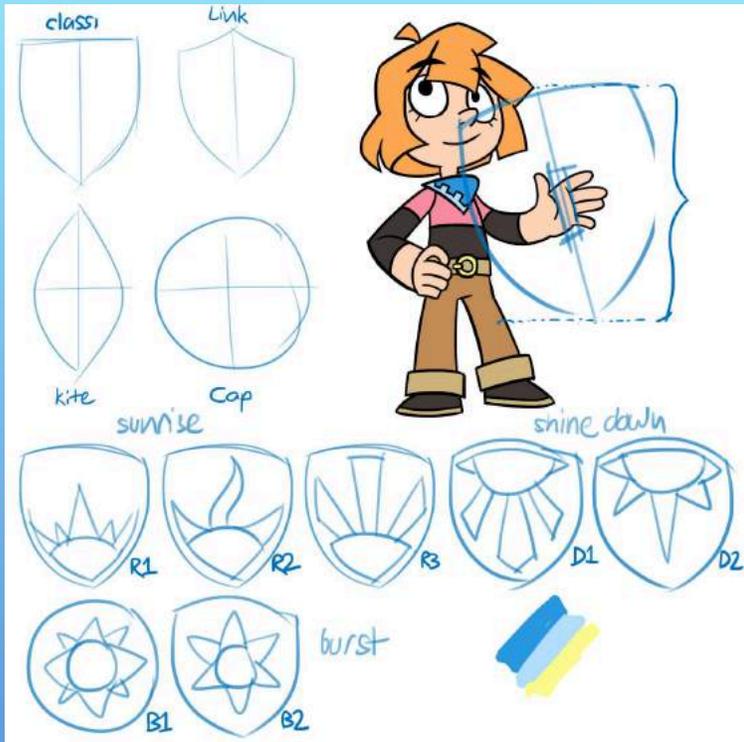
“The Adamant Mother” - The Knights come across a canyon where the sounds of a thousand-year-war echo, and a small cave entrance is blocked by a statue of a woman. They learn that the woman was once flesh and is protecting her family from war, and they won’t wake up until the sounds of violence are silenced.

“The Sorceress’s Apprentice” - Arla laments how she’s too small to be helpful in fights, and asks Lady Bugg to train her in magic.

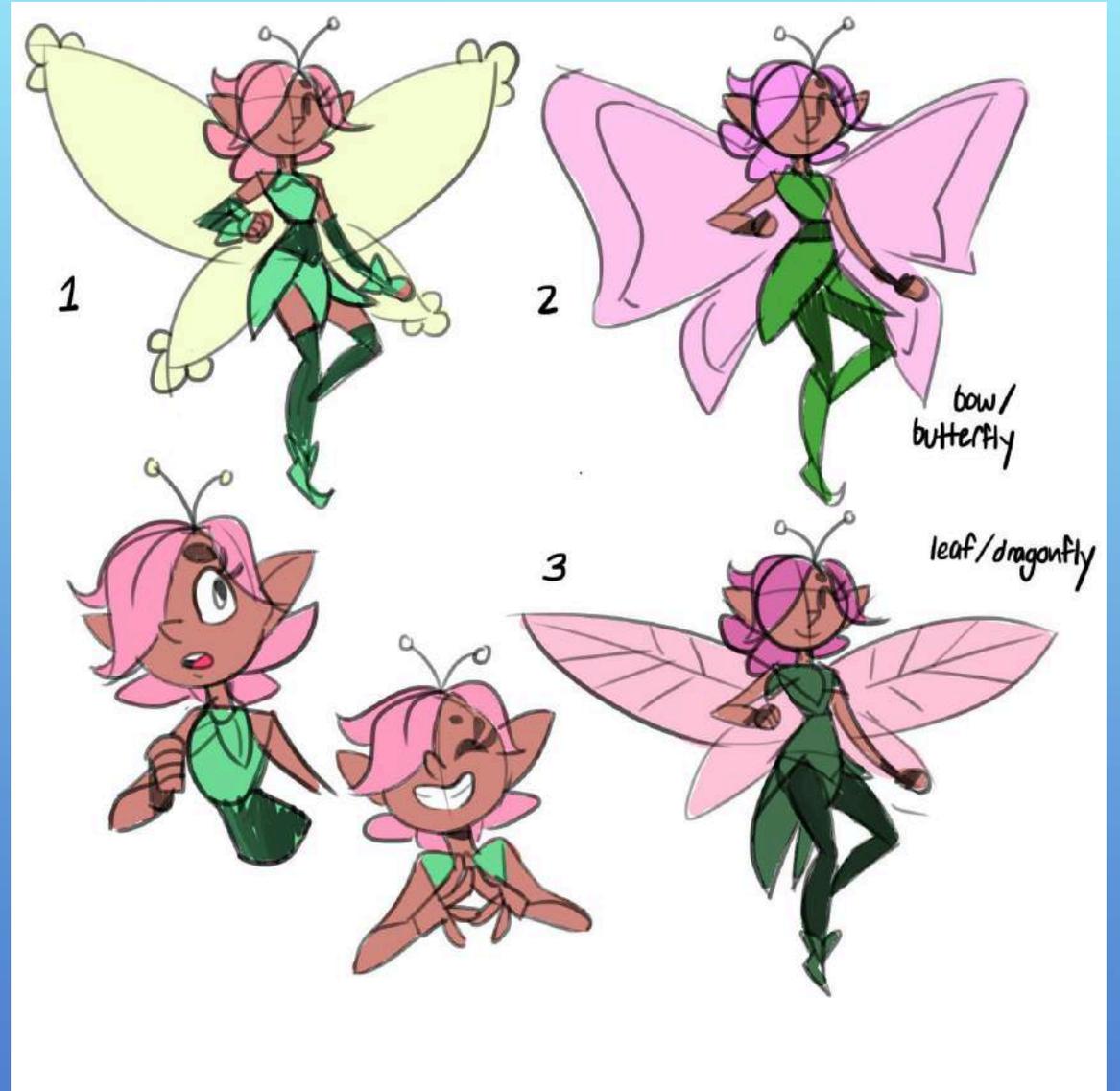
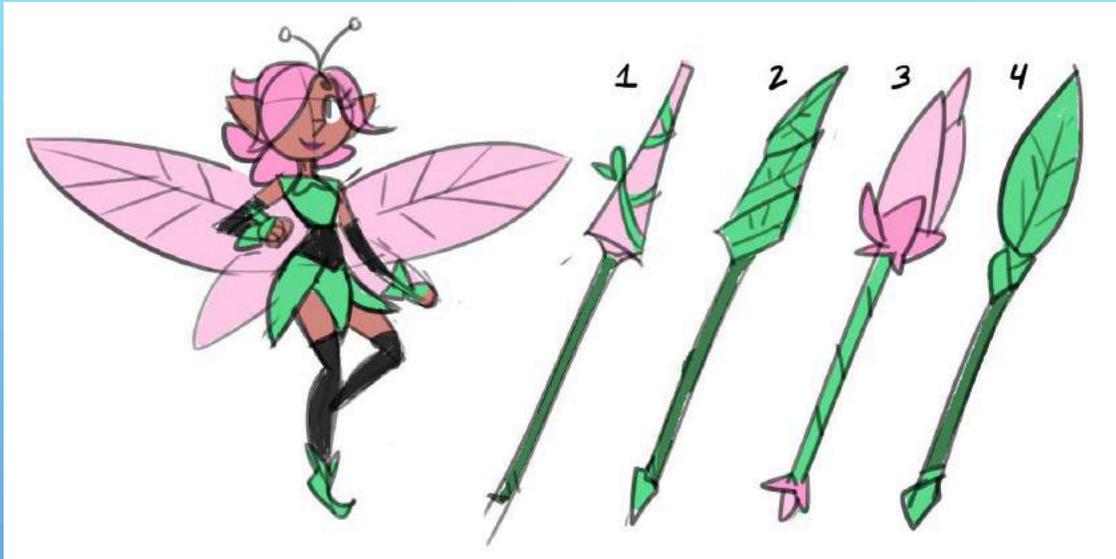
# VISUAL DEVELOPMENT



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