



## WRITER'S BIBLE - UPDATED DECEMBER 2021

*NOTE: This bible is a living document, ever evolving as we write the series and will be updated throughout production as ideas are clarified. It contains a lot of ideas that are subject to change as we get into the scripts and find where these characters take us. Some ideas are intentionally loose to give our writing team the creative freedom to make stories authentic and honest from their perspectives.*

*Writers, if you get into a script and have an idea that contradicts or takes another direction from this bible, let's discuss! Some things are malleable, some are not, but we always want to explore the best story possibilities.*

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## INTRO

Monster High was an instant hit. It turned out there were so many kids who felt like the monsters — weirder, darker, somehow separate from the world around them. Monster High gave them a place to belong, a place where “weird” was the norm. We’re all strange, and it’s not just okay...it’s the best! But kids of today are bolder and savvier than ever, and they’re not content with just finding their place — they want to change the world for the better.

Freaky may have been fabulous in 2010, but 2010 was about a million lifetimes ago (I ran the numbers, the math checks out). Now expressing yourself isn't just about confidence and fun -- it's about showing the world who you are, standing up for what you believe in, and pushing for a future that's as bright as the minds that dream of it. That's why it's never been a better time to revive *Monster High* *and* take it to the next level with edgier scares, more progressive heart, sillier laughs, and ten times the puns (just kidding -- no one can out-pun the original *Monster High*. It was *fangtastic!*).

Proudly weird and unapologetically powerful, monsters are the heroes of this story, giving kids a place where their differences are celebrated and uplifted. It's a world where "four eyes" are a boon, "mummy issues" are a given, and "braindead" is the Zombie way of life. With vibrant, lovable and diverse characters, a fully fleshed-out and immersive world, relatable high school stories mashed-up with exciting monster adventures, heaps of funny, just the right amount of edge, plus a sprinkling of tater tots -- *Monster High* is back and better than ever!

This progressive new *Monster High* series is all about *identity* -- accepting, creating, embracing, and empowering identity...and our monster identities are multifaceted fun. Walt Whitman may have contained multitudes, but our characters contain a *multitude of monsters*. Like the kids watching our show, our monsters are trying on different identities and have more sides than a D&D dice. They can authentically *be* many things without being untrue to themselves.

Our Monsters are empowered by their differences and use that power to change their world. *Monster High* is where monster-ness is the key to greatness and greatness is only achieved through positively impacting our friends, families, communities, and world. When we recognize we're all monsters, there is no "them," there is only *us*.

## THE SERIES

**Clawdeen Wolf** gets more than she bargained for when her instincts lead to the gates of MONSTER HIGH. Though Clawdeen is sure that this school is where she belongs, the fact that she's a HUMAN gets her quickly banished from the grounds. But dogged Clawdeen won't give up. And as she discovers, there's a reason she's so drawn to this place -- she's actually half-werewolf!

Growing up in the human world means that Clawdeen has a lot to learn when she starts at *Monster High*. Luckily, she has a great mentor/roomie in **Draculaura**, a vampire who wants to be a witch, and an instant bond with her other roomie/fellow newbie monster, **Frankie**, a non-binary monster who is still figuring out how their pieces fit together and who they want to be. Together, these three teen monsters are finding, changing, and embracing their identities -- plus, turning an inclusive hand toward their classmates, offering intersectional support and friendship wherever they go.

Within “embracing your identity,” our sub-theme is all about “Trusting your instincts.” While embracing who they are, our monsters are also learning to trust who they are and develop their instincts (both the monstrous and heart sides of themselves). Look for stories where our characters are faced with a decision to “trust their instincts,” or give into peer pressure, follow traditions, etc.

Most of our 11-minute episode will be told through the POV of one of our main trio. As part of a Monster High class assignment, each student has an iBall -- a disembodied eye in a crystal ball -- which takes video journal entries. We use this narrative device to switch the main POV and V.O. narration and give us more insight to each of our main characters. Though season one is anchored around Clawdeen, Frankie and Draculaura, occasionally other characters have the V.O./POV (See “That Thing You Deuce” for a Deuce POV episode).

## THE STORYTELLING

Our comedy/adventure stories delve into the fun and freaky sides of being a teen monster. Whether our main Monster Trio (Clawdeen, Draculaura, and Frankie) are taking on a bet from Toralei to spend a day in the library, trying to find Draculaura’s witch’s familiar, or getting ready to perform in the school dance-off, our monster trio is taking on every adventure at Monster High while simultaneously juggling their school lives and teenage problems.

As the monsters tackle comedy/adventure stories in each episode, we will also introduce a larger series arc. There are six ancient talismans, each representing a facet of monster-kind -- Werewolf, Vampire, Frankenstein, Mummy, Gorgon, and Sea Monster. When these talismans are inserted by the appropriate monsters into the corresponding insets in the catacombs of Monster High, it will unlock some serious portal action.

This talisman power is connected to the overarching mystery of season one -- where is Clawdeen’s missing mom, Selena? As the series progresses, we learn that while Clawdeen was a little girl, Selena used the moon claw (the Werewolf talisman) to open a portal to BEHEME, an otherworldly monster dimension. But even with the six talismans in place, the portal was unstable and Selena was trapped on the other side, in Beheme. The moon claw that was left in the catacombs mysteriously made its way back to Selena’s family (i.e. Clawdeen).

In our second special (ep 009/012) Clawdeen partially solves the mystery, opens the portal and brings back... her brother Clawd!? In the adventure, Clawdeen learns that improperly opening the portal again could unleash the great power source on which Monster High is built -- which would be BAD NEWS. To open the portal correctly, they need all six talismans and to wait for the moment when the veil between dimensions is thinnest: THE BLOOD MOON ECLIPSE. Now, that they have this info, Clawd and Clawdeen must work together with their friends to find all the talismans and open the portal for Selena.

In the finale, the teens will open the portal and bring back Selena -- however, even though they appear to have followed all the steps correctly, that great power is still unleashed! In this adventure, Clawdeen will discover that the problem was one of the monster talismans was erased from monster history -- the HUMAN talisman! Despite all the rift between Monsters and Humans, it turns out that humans actually are a type of monster. We're all part of monsterkind!

In addition to reuniting Clawdeen and her mom, unlocking this portal will prove Draculaura's incredible witch skills and bring her closer to her dad. Finding the vampire talisman will take Draculaura's witchcraft plus a little help from her dad. Working together on this goal, both father and daughter will come to appreciate and accept each other even more.

Through the many layers of action, comedy, mystery, and intrigue, our characters always find that embracing their monstrosity is the key to solving their problems. This world is weird, but luckily our monsters are weirder, which gives them the leg-up in dealing with whatever they're up against. Clawdeen can use her werewolf athleticism to win the Casketball Championship. Draculaura uses her spells and potions to aid their quests, plus her ability to go "bat" lets her hide in the tightest spaces. And freaky Frankie has a wardrobe full of gadgetized-accessory-body-parts that switch out for their stitched-together parts to cybernetically enhance their skills. If it wasn't for their weird, they wouldn't be so wonderful.

Though it looks a little scary and there are plenty of spooks along the way, Monster High is a haven for all kinds of kids. Monster High is where everyone, especially the weird and wild, can have a "spookily ever after."

## THE STYLE

This as a CG animated show, with comedy-centric self-contained 11-minute episodes with occasional 22-minute tentpole episodes that are more serialized and deal with the larger arc. The style will be vibrant, colorful and appealing, with a more cartoony approach and creepy edge than the original. We'll push the characters to have distinct silhouettes and body types, and racial and gender diversity. They're all kinds of different.

## SILLY HUMANS!

Turns out, humans have been wrong about a lot of things, including their ideas about monsters. Whenever we want or need to change some monster lore to fit our stories and characters, we can explain this by noting that humans misunderstood or got the facts wrong about monsters. For example, we all know that vampires need to drink blood, right? WRONG! That's one of those silly human misconceptions. Vampires don't *need* blood, though some enjoy the taste. Werewolves are humans that were turned? NOPE. Plenty of werewolves were born werewolves and were never humans. (Humans often make it all about themselves!) Gorgons are only women? Well, meet Deuce!

Gender also works differently in the monster world. While humans have been slow to understand that gender isn't binary, monsters have long known that there are many genders. Frankie's non-binary identity is not at all unusual or really worth much comment in the monster community.

## CHARACTERS

### **CLAWDEEN WOLF - EMBRACING HER FULL IDENTITY**

#### **Daughter of Werewolf and Human**

As a biracial (Afro-Mexican -- her dad, Apollo, is Black and her mom, Selena, is Mexican) human kid, Clawdeen is used to defying the boxes that others want to put her in. And when this fifteen-year-old discovers that she's also half-human, half-werewolf, Clawdeen eagerly meets the challenge to explore the newfound facets of herself. She finally has a label that fits, and she's absolutely thrilled to join Monster High. But even though she belongs here, it's still hard as a half-human to fit in among full-monster peers. Why does fitting in have to be so hard?!

Her complex identity means she's also empathetic for those who feel "outside the box," and is conducive to her deep bond with Draculaura. In one story, Clawdeen uses this skill to broker an alliance between Heath Burns and Abbey Bominable who have an intense battle over the classroom thermostat.

Throughout the series, Clawdeen is realizing that embracing all of herself is essential to self-actualization. When she does that, she reaches the top of Maslow's Pyramid ("Why does he get a pyramid? I'm supposed to be the one with a pyramid!" says Cleo), and is able to creatively and joyously impact the world around her. Each aspect of her identity should be a source of empowerment.

Though embracing the vastness of her identity has its challenges, Clawdeen has the bravery and determination to do it. This inquisitive girl is unfazed by the spookiness of Monster High. Her willingness to jump into danger isn't only due to overcompensating to avoid the human stereotype -- she revels in the spooky side of things.

Clawdeen's werewolf side is especially helpful during our action-packed stories. Her acute sense of smell and hearing help her follow clues. Her enhanced speed and strength allow her to take down anything in her way. Dogged Clawdeen also has incredible instincts. Closing her eyes, she sees an instinctual POV of the world and hears the whisper of her own inner voice. During the series, she'll learn to listen to, feed, and trust this voice. See pilot for how this works.

Just because she's cheerful doesn't mean that Clawdeen doesn't struggle with anxiety (not to mention some underlying mommy issues). Fifteen years of feeling different takes a toll and her anxiety about doing the wrong thing can affect her confidence. She'll spend plenty of nights lying awake in her bed, worried about that time she pronounced "chimera" incorrectly in front of everyone (hey, she only read it, never said it aloud before!) or that everyone thought her chair squeaking was her farting! Clawdeen's anxiety is particularly apparent in her interaction with the existing werewolf pack at Monster High. What if they don't like her?

Clawdeen's creativity comes out through writing, which is connected to that whole instinctual inner-voice thing. She can write great speeches, poems, and heartfelt notes. She also has a flair for fashion, and always customizes her clothing.

Clawdeen is roommates with Frankie and Draculaura in the Monster High dorms. Her human Dad is adjusting to his daughter's new life and calls often. He would visit more, but half the student body tries to eat him when he does.

- **CLAWDEEN'S PET:** Crescent, a dog. Featured in "The Monsterring" and "Werewolf Weekend." Crescent is a "she."
- **CLAWDEEN'S ARC:** Clawdeen is learning to embrace her whole self (both the monster and human sides, as well as the Black and Latinx sides) and trust her innate instincts. She will need her humanity as much as her monster side to complete her overarching series goals.
- **CLAWDEEN'S VOICE:**
  - Clawdeen is goofy. Most likely to use puns.
  - Fearless of monster/spooky stuff. Prides herself on being un-scare-able.
  - Her fears revolve around fitting in.
    - NOTE: There are other half-human/half-monster creatures at Monster High, so Clawdeen isn't the only one.
  - Uses human slang.
  - Language should have nods to her biracial identity, but not be "Dora the Explorer" style.
    - Since she hasn't seen her mom in a long time, she did not grow up with a Spanish-speaking parent. There may be nods to Spanish in Clawdeen's life because of her mom's early influence.
  - Clawdeen is book smart and street smart, but not as monster smart as she thought she was. She may have incorrect knowledge about the specificities of the monster world, but she's very intelligent and quick to learn.
  - Her attempts to act cool make her look more like a geek.
  - Clawdeen *intentionally* says funny things and makes jokes.
- **MONSTER CLAWDEEN**

- Clawdeen can change between werewolf form and human form, but she's still mastering doing that on command.
    - Her body hair should NOT be the butt of jokes but can have its own issues. Hair everywhere is totally normal and acceptable for monsters.
    - Clawdeen currently has two model versions -- human and werewolf.
      - NOTE: Our base form (which matches toy) is Clawdeen's FULL WEREWOLF form. Yes, she does still look pretty humanoid, but so do all the werewolves in this world.
  - Werewolf powers: super scent, strength, hearing, and speed.
  - Werewolf physicality: claws, wolf-like eyes, and wolf ears. Clawdeen does NOT have a tail.
  - Werewolf instinct mode -- a distinct visual mode where she feels the world around her and is guided by her instincts.
  - Clawdeen is sensitive to silver. Before she knew she was a werewolf, she did try to wear silver earrings and her ears swelled to three times their size.
  - Please avoid "dog-ifying" Clawdeen or relying solely on dog puns rather than specifically werewolf/wolf puns.
- **THE OTHER WEREWOLVES AT MH**
    - Unlike what human mythology teaches, in the Monster High world, werewolves primarily stay in their werewolf form and only change into human form during the full moon.
    - Being super powerful, Clawdeen can transform at will. Clawdeen's ability to transform at will makes other werewolves jealous of her.
    - For the status of our Werewolf Pack relationships see scripts "Case of the Moon Days," "Part of the Pack" and "Monster Midterms."
    - Werewolves are pack animals.
    - Clawdeen's mom, Selena, was the WERE-RULER, ruling across the were-creatures (werewolves, cats, mice, skunks). The were-pack structure has been chaotic since she left. Toralei's mom, Catarina Stripe, has been were-ruler since Selena's disappearance.
- **CLAWDEEN'S DAD RELATIONSHIP**
    - See more later in the bible on Clawdeen's dad, **Apollo Wolf**.
    - Clawdeen has always felt totally accepted by her dad. See "The Monsterring," "Werewolf Weekend" and "Paw-zzle Pieces" for more about Clawdeen and her dad's relationship.
    - Clawdeen's Dad is African-American and grew up in New Orleans.
- **CLAWDEEN'S ROMANCE**
    - Clawdeen is gay. We aren't planning to go into a romance with her in S1 (already a lot for her to deal with), but please keep in mind with any hints at her sexuality or her responses to other relationships or monsters.

- **THINGS TO LOOK OUT FOR...**

- As flagged by our cultural consultant, since Clawdeen is half-Black, please be mindful of not falling into an animalistic trope with her. Yes, she does have werewolf powers, but be sure there's a balance with her character depth and complexities.
- Also, please make sure that we aren't over-traumatizing Clawdeen in stories. She has a lot going on and we want to make sure that she is finding joy at Monster High and allowed to be a kid.
- All aspects of Clawdeen's identity should be shown to empower her in some way and not just be a source of conflict.

## **FRANKIE STEIN - ESTABLISHING THEIR IDENTITY**

### **The Frankenstein Child of the Doctors Stein**

Frankie Stein isn't just new to being a monster -- they're new to *being*. Brought to life just fifteen days before the start of our series by their scientist parents, Dr. Mary F. Stein (monster type TBD) and Dr. Victor Stein (monster type TBD), Frankie is just figuring out who they are and who they want to be. (While humans might consider this sort of scientific undertaking "mad," it's quite normal and respected in the Monster world.)

Frankie identifies as non-binary and uses *They/Them* pronouns. In our Monster High world, this is generally unquestioned. Lots of monsters don't have binary genders.

Frankie is naïve, but they're not unintelligent. When building their brain, the doctors focused on the book-smart parts. On the plus side, Frankie knows a lot of facts and figures from the parts of their brain made-up of various experts in their fields. (Some of their knowledge might be dated, given that all these experts are deceased -- this can be a source of confusion and conflict with other teens in school.) They are in many ways a veritable genius.

Being brand new to being alive means that Frankie has few social skills, no filter, and often misses the nuance. They take idioms literally and don't understand sarcasm, deception, or subtext. This can provide a powerful counterpoint to the tradition-based mentality of Monster High. Frankie is the one who is ready to blurt out, "BUT WHY!?" in the face of the ridiculous "old way of doing things," and they'll point out the absurdity of a lot of social norms. "Why are you waiting to text him back if you like him? You want to seem like you don't like him as much as you actually do like him? Weird." (NOTE: writers, be careful that Frankie doesn't unintentionally come across as Autistic. They are just new to life.)

Frankie is full of surprises. They often don't know what they know until it comes up in the moment and they can access the appropriate info stored in their brain. Only when thrown into the deep end do they realize that they're a champion swimmer... or rebuild an engine, play the saxophone, or crack the combination to any safe.



Frankie is the sweetest of our main monster trio. They're trusting, kind, and never second-guess their friends. They have no ulterior motives and wear their heart on their sleeve. If Frankie promised to keep a secret for you, they would take it to the grave and through the next lifespan of their reanimated body.

Frankie revels in the joy of discovering their new life. It's messy and confusing, but most of all, life is FUN. They don't get hung up on their mistakes or dwell in the past. They're a blank-slate, fully capable of constructing themselves into who they want to be -- and if something doesn't fit, they just toss that aside and try something else.

Frankie's body is composed of various parts (including monster parts) that are stitched together and fueled by electricity. They're often unintentionally falling apart, but this can be a superpower. Frankie can exchange their humanoid body parts for handmade, bionic parts. They can attach a telescoping grabber arm to their elbow or fishy fins to their feet. Whatever the mission calls for, Frankie has a bionic part for that.

Frankie's creativity lies in crafting and inventing. They can take scraps of anything and upcycle it into something amazing. They're the MacGyver of the group, able to make bionic sprinter legs out of six paperclips, washi tape and a hair scrunchie.

- **FRANKIE'S PET:** Watzie. To be introduced in Episode 003, "Unfinished Brain-ness." Watzie lives with Frankie in the dorm, so please remember to include him in action/description when applicable. Watzie is a "he."
- **FRANKIE'S ARC:**
  - Frankie is learning that they can work on themselves. Yes, there are pieces of themselves that need to be accepted, but they also have the ability to hone and enhance the pieces they like about themselves and put in the work to change the pieces they don't like as much. They are not a sum of their parts. They have choices.
  - Frankie is learning to "trust their gut" -- the part of them that is really the essence of them, rather than the other voices in their head.
- **FRANKIE'S VOICE:**
  - Frankie has pockets of genius but is relatively naïve. They often explain their genius with a statement like, "Got a little cortex of a bat biologist!" (Writer note: please keep these bits of genius relatable to our audience and not too heady.)
  - Sweet and well-intentioned. Always believes the best of everyone and can be manipulated.
  - Does not understand idioms. Does not use idioms, metaphors, or slang. Very straightforward with their speech.
  - Does not tiptoe around sensitive subjects because they don't know they *are* sensitive subjects.

- Asks a lot of questions and recognizes their lack of knowledge. Doesn't make assumptions. Often frames poignant perceptions as questions.
- They are figuring out humor and sometimes attempt jokes that fail (in funny ways for our audience).
- Frankie is less likely to use "I think" statements and more like to use "Do you think..." questions.
- Frankie *unintentionally* says funny things and makes jokes.
- Frankie often drops their "I"s. "Got an idea!" instead of "I got an idea!" They also tend to use shorter, blunter sentences (except when in their genius mode).

- **FRANKIE'S MONSTERNESS**

- Frankie has ELECTRICITY POWERS. They are still figuring out how to use these and their electricity is affected by their emotions. When "sparks fly," it's literal.
- Frankie can electrify or charge gadgets.
- Frankie uses prosthetic limbs and body parts, which can have varied specific purposes: Telescoping legs, magnetic hands, fins, etc.
- Frankie's limbs are held together magnetically but appear to be stitched together.

- **FRANKIE AND THEIR PARENTS**

- Frankie was created by the renowned monster scientists, Dr. Victor Stein and Dr. Mary Stein. They were constructed from different human and monster parts and brought to life via electricity.
- Victor and Mary wanted a child and created one that they thought had exactly what they wanted in their progeny. That's a lot to live up to!
- Frankie's parents have very high standards and high expectations for Frankie. Frankie's own life desires can conflict with what their parents want for them.
- Frankie's parents valued book smarts and hard skills when compiling the pieces of Frankie's brain, at the cost of other skills that Frankie might have appreciated.
- As Frankie "grows up," they will need to work through some of their issues with how their parents choose to assemble them.

- **FRANKIE ROMANCE**

- Frankie has a crush on Cleo (starting in ep 016 "Crushed"). Frankie admires Cleo's frank, take charge attitude, and her unwavering confidence. Cleo helps Frankie discover new things about themselves (like their ability to be charged up by expressing their feelings in ep 016).

## **DRACULAURA - CREATING A NEW IDENTITY**

### **Daughter of Dracula**

Draculaura seems like the perfect, dictionary definition of monster. She's smart, chic, confident, and literally gliding through un-life. She's honored and revered as the daughter of Dracula

which is a very important thing to be in the monster world. Dracula is sort of a version of monster royalty. Not only is he incredibly famous (he often stars as himself in blockbuster movies!), he also wields a great deal of power and influence as the “Premier First and Foremost Top-monster” (the P.F.F.T. for short, which does sound like a fart noise, but Dracula will never admit that or allow such foolishness said in his presence). This position is a judge/overseer of the monster world and is reserved for Vampires because of their strict rule following, stern logic, and immunity to paltry sentiment. When Dracula retires (after five or six thousand years) it is the tradition that the next vampire in his line, aka Draculaura, will take his place as PFFT.

Being PFFT sounds great, right? WRONG! The problem here is that beneath her perfect exterior, Draculaura has a secret. She doesn’t want to follow in her father’s perfect bat-steps as PFFT. She doesn’t care for all the rules and expectations associated with being vampire. In fact, what she really feels drawn to is the thing that ranks the highest on the Vampire’s list of “No’s” and the thing that the PFFT is most profoundly against -- WITCHCRAFT. (See ep 024/027 for more on the history of Dracula and witches and why witchcraft is forbidden.)

Draculaura wants to be a *witch*. For her, the idea of being a witch fits, while the idea of living up to her dad’s version of vampire-hood feels like an itchy sweater that is three sizes too small and smells like a barnyard.

Witchcraft is the biggest taboo in the monster world. Monsters look down on witches because they’re trying to steal monster powers. Of course, there are monsters who have powers that are very similar to what witches do. But monster powers are innate while witches must harness the magic around them, deriving power from other things or beings. Monster purists see the need for outside power as a weakness and label it “stealing.” They worry that these untrustworthy witches will steal all their power and then oppress monsters! And it’s Dracula’s job as PFFT to ensure that all monster practitioners of witchcraft are duly punished as monster law is upheld.

However, Draculaura sees that good witches are really only channeling the magic and combining it creatively, never stealing it. The creativity of witchcraft is what draws Draculaura to the practice. At her core, Draculaura wants to create and put something back out into the world. She wants to be seen through her creation.

At the start of our series, Draculaura isn’t ready yet to let others, particularly her Dad, in on what she feels inside about what she wants to be. But when Clawdeen and Frankie discover Draculaura’s secret, they offer her unconditional acceptance, which helps Draculaura truly embrace it herself. During the course of the series, Draculaura will fully embody her own version of monsterness and will find that her Dad is supportive of her, no matter what she does.

(NOTE FOR WRITERS: Draculaura *is* a vampire and will always be a vampire. Think of “vampire” as her ethnic heritage while “witch” is more of a practice or lifestyle. She can be both simultaneously, but traditionally, vampires are *not* witches. It’s sort of the monster equivalent of being from a long line of Nordic Christians who make their living carving nativity scenes and

deciding to become a pagan priestess. Being a witch is more than just a job or hobby, but not the equivalent of a gender or sexual identity.)

Being 1600 years old and having done plenty of globetrotting with her dad, worldly Draculaura is *in* the global monster scene. When Draculaura throws a monster bash, every monster who's any monster is bound to show up. But when Draculaura gets too wrapped up in the party details, Clawdeen and Frankie must help her discover that parties aren't about perfection.

Draculaura believes in the world's potential, wants to improve society, and engages in a lot of activism, which she does proudly and visibly. She truly believes in equality, acceptance, anti-bullying, and any other justice-centric initiative that comes to her attention. She wants to help everyone, including her two pet-projects, er, *friends*, Clawdeen and Frankie.

As a perfectionist, Draculaura curates herself to show only her best side in whatever situation she finds herself. With teachers, she's the straight-A student. As "student bloody president," she's there to represent her peers and fight for what they need. With her friends, she's going to bolster them into being all they can be. This curation is not unauthentic -- we all have varied pieces of ourselves. Her public persona is authentic but incomplete.

The problem comes when Draculaura holds herself to a standard of pure perfection in each curation. Setting herself up as an activist makes her feel like she can't mess up, or it will destroy and undermine everything she stands for. She can be hard on herself if she falls short. Trying to seem perfect and unimpeachable all the time makes it hard for her friends to get to know the real goofball that lurks behind her cool exterior. But little by little, her friends are breaking down her walls and helping her overcome her secret insecurities so she can be the authentic and complete version of herself with them.

Because Draculaura doesn't do the whole blood-sucking part of being a vampire (yuck!), she needs to fulfill that hunger in a different way. She has the ability to feed via attention. Draculaura gets this in a positive way through being in the spotlight, performing and helping out. (See: ep 013 "Out of Step".)

Draculaura's creativity comes out in her stage performances. She has a knack for all performing arts, especially singing and acting. Some lesser souls may think that she's a great actor because she's good at being "fake." But us artsy folk know that, like all great actors, what she's actually good at is revealing the universal truth and honest emotion through her performance. Also, she just likes doing funny voices.

- **DRACULAURA'S PET** - Count Fabulous, a shapeshifter who goes between winged-cat and bat form. See episode 018. Count Fabulous is a "he."
- **DRACULAURA'S VOICE**

- Draculaura is decisive and opinionated.
- Draculaura assumes she knows the answers to most questions and presents her assumptions as statements rather than asking questions.
- Draculaura is very comfortable with “I” statements.
- Draculaura uses modern-monster slang (check out the monster lexicon here: [https://mattelcorp.sharepoint.com/:x/s/tel-production/Ea5qgDS\\_WphPv9JOGzxd6lQBeF2W-4Fg88zvtXuOKslltg](https://mattelcorp.sharepoint.com/:x/s/tel-production/Ea5qgDS_WphPv9JOGzxd6lQBeF2W-4Fg88zvtXuOKslltg)). Try to think of original takes on slang that would have naturally evolved from a monster world instead of purely pun-centric takes.
- Draculaura has had a rather spoiled, sheltered life, but she’s still able to have empathy (though sometimes misguided).
- Draculaura takes herself seriously and sometimes that *is* the joke. (Think a teenage Moira from *Schitt’s Creek*.) Draculaura would act the heck out of *The Crows Have Eyes*.

## • DRACULAURA’S MONSTER POWERS

### ○ VAMPIRE

- She can turn into a bat and has bat-like powers.
- Cannot be in the sun without SPF 8000.
- Does not have a reflection.
  - But iCoffins and iBall have monster-centric recording capabilities that can capture and record her image. It has a vamp-filter.
- Very charismatic and well-liked.
- Can’t enter a place uninvited.
- Aversion to garlic.
- Sharp fangs that come in handy for opening cans.

### ○ WITCH

- She’s learning how to do witchcraft. Her magic uses spells, potions and hand gestures. We can evolve her magic as series progresses.
- **Draculaura does NOT use:** brooms, cauldrons, wands, or wear a pointy witch hat.
- Later in the series, Draculaura can find a human witch mentor to help her achieve full witchiness. In MH\_018-So Familiar, Draculaura gets a witchcraft codex to help her level up her witch skills. Draculaura often consults this sassy, talkative codex (enchanted by a talking spell!) when she needs some witchcraft help.

## • DRACULAURA’S PARENTS

### ○ DAD

- Dracula is about 4000 years old and spent much of his “younger years” near Transylvania (even before it was officially called, “Transylvania”). However, more recently, he’s travelled quite a bit (hard to stay in one place for 4000 years) and is very worldly.

- Dracula lives near Monster High and sees Draculaura more than her mom does. He's a very doting, involved dad.
- Dracula wants to be a good dad but does not always have the tools needed.
- Dracula thinks he knows what's going on with Draculaura, but really has no clue.
- Though there will be some initial confusion and conflict, Dracula will accept Draculaura's witch side.
- MOM
  - Portrait seen in ep 025.
  - Draculaura's mom is a vampire and is still among the undead.
  - She is Taiwanese. (Name TBD.)
  - Draculaura's mom is a highly successful CEO in the monster world.
  - Draculaura can refer to her mom and her mom can call at different moments in the series. For season 1, Draculaura's mom won't be as involved, but it could be a great avenue for Season 2.
- Draculaura's parents are divorced.
- **DRACULAURA'S ROMANCE**
  - Later in the series, Draculaura will become romantically involved with Clawd. Her total acceptance of him as he is will be important to his integration in this new world.

## **DEUCE GORGON - SON OF MEDUSA**

Deuces tries to portray himself as a "monster's monster" with a tough exterior, tragic past, and deep inner darkness. Truth is this gorgon is from a loving family -- think *My Big Fat Greek Wedding* but with monsters. He has two moms -- Medusa aka "Mom-dusa" (a gorgon) and Lyra (a Greek siren). While Lyra is a bit more laidback, Medusa is a total helicopter mom. She would do anything for him and sends him a weekly care package of her homemade baklava. (Medusa is also the head of the PTA and likes to decorate her garden with statues of other PTA parents who annoy her).

As the only boy in the family with lots of older sisters and aunties, Deuce is absolutely doted upon and treated as the family baby. Sometimes, he wishes he could be less babied and not be the center of attention in his family. He just needs some space to be his own gorgon.

Deuce is often influenced by the snakes that live on his head. The seven snakes each embody one of the seven deadly sins -- pride, greed, wrath, envy, lust, gluttony, and sloth -- and they hiss-whisper into Deuce's ears throughout the day. Sometimes, he listens to them and gets himself into trouble. And sometimes, he's too lazy to get into trouble -- oh, wait, that was Sloth's influence... Sloth, you sneaky sin!

Deuce is never seen without his shades, which he thinks makes him look very cool as he strikes a brooding pose (although the sunglasses also means he tends to run into things in dim lighting). But he needs the shades to block his glare, otherwise he'd be turning people to stone all day (although it's temporary since his powers aren't as strong as his mom's). His power makes it really hard for him to get close to people, which makes him seem aloof, but he's really doing it for their own good. He longs for eye contact.

Deuce has an affinity for baking. As series progresses, Deuce realize that his baking talents are a way for him to connect with the others at Monster High. Through the baking arts, he can reveal himself without the risk. *"A gorgon is basically a baker who bakes people into stone with their eyes."* -- *Deep Thoughts by Deuce.*

See episode 013 "That Thing You Deuce" for a Deuce POV episode.

- **DEUCE'S PET:** Perseus, a mouse. Perseus only needs to appear if there's a story reason for him to show up. Perseus and the snakes don't get along. As of episode 031, Perseus has not been introduced.
- **DEUCE'S VOICE:**
  - Deuce uses California bro cadence and speech patterns.
  - The real Deuce (when not influenced by the snakes) is NURTURING. Behind the façade, he loves to take care of people and pets, listen to their problems, help out.
  - Because his powers interfere with his ability to get too close to anyone, he sometimes does his nurturing from a distance and in secret, which can be misinterpreted.
- **DEUCE'S ARC:**
  - Deuce is learning to stand up for himself against the snakes and not be so susceptible to their peer pressure.
- **DEUCE'S MONSTERNESS:**
  - Deuce can turn living beings into stone, but that doesn't work out exactly right every time. He might half-stone someone or turn them to sand.
  - Deuce's snakes are verbal. They are heard whispering to Deuce. They also whisper to people around Deuce, trying to influence his peers.
  - Deuce can wear a hat to cover his snakes as necessary. Please keep him in the hat unless there's a good reason to have the snakes out (animating seven snakes isn't as fun as we thought).

**CLEO DE NILE - DAUGHTER OF THE MUMMY**

Cleo knows she was destined for greatness -- if only everyone else would just admit it and get out of her way! Second in line for the throne, first in line to be overshadowed by her older sister, Nefera (future Undead Queen, current Homecoming Queen), Cleo is the frustrated royal. Look, it's not easy being born undead, even if it is into one of the most powerful Egyptian dynasties in the monster world.

While most mummies keep some of their organs in jars, Cleo keeps all of her organs in jars, which can cause complications. When her heart is too far away, Cleo goes from "slightly self-centered" to "totally selfish." But when our trio finds the jar and reunites Cleo with her heart, she apologizes and does the work to be redeemed.

Instead of butterflies in her stomach, Cleo's wrappings conceal a posse of scarabs. These scarabs are part minions, part buddies, part parasite. They do her bidding (with mediocre results), offer her companionship (with even worse results), and occasionally snack on her organs that she keeps in jars in her dorm room (with great results for them, bad results for Cleo).

Once Cleo accepts that she won't ever displace Nefera, she decides she must carve out her own place. And, she's sure that place is FAME. In her pursuit to become a "star of *whatever, fill in the blank*," she constantly develops new life passions, and then just as quickly loses interest when she realizes it's not her key to getting famous quick. Cleo joins every sport, club, and extracurricular at Monster High. Because of this, she's particularly valuable source of information and gossip for our monster trio.

Cleo is a human-phile. She's fascinated by humanity, particularly human pop stars and celebrities. This is partially because she harbors a secret desire to be one of them — she's obsessed with the concept of being truly ALIVE, seen and beloved by all. To that end, Cleo fancies herself an expert in human fame, and will be immensely disappointed/liberated when she discovers the pics on social media and the shows on the Yiiii! Network are heavily curated and not accurate representations of human life.

Unlike most of the other monsters, Cleo values Clawdeen's human side which allows them to form a friendship (see ep 005). She often picks Clawdeen's brain for human insight. Though Cleo's initial interest in Clawdeen is all about how Clawdeen can enlighten humanity for her, she will come to value and care for all of Clawdeen. She may be a bit spoiled and snobby, but Cleo has a big heart, and a lot of big ideas (even if a lot of those ideas involve cursing her enemies with swarms of scarabs).

Cleo adores Frankie's ability to make fashionable, bionic bits. At some point, she may even have Frankie build her a real, beating heart so she can feel what it's like to be alive... and to love.... and to have heartbreak... and to get revenge! Cleo and Frankie will have a romantic relationship. They understand each other's vulnerabilities and what it's like being only semi-attached to your organs.



For Cleo voice, see episodes 005 “Case of the Moon Days,” 010 “Werewolf Weekend,” 015 “Pyramid Scheme,” 021 “Hororscare.”

- **CLEO’S PET:** Hissette, a snake. Hissette is introduced in 033 “Pet Problems.” Hissette is a “she.”
- **CLEO VOICE:**
  - Cleo is high class and follows the rules of royalty and propriety.
  - Cleo uses big words because she thinks it makes her look fancy. She doesn’t always use these words correctly which Frankie innocently points out.
  - Cleo is self-centered and extremely self-conscious.
  - Cleo’s inferiority complex is worn on her sleeve (or her mummy wrapping). The more she tries to hide it, the more evident it is.
  - She doesn’t ask how anyone is doing or generally care about their personal lives. She only cares about what they think of her.
  - Cleo is motivated by power and fame.
  - Cleo is one of the oldest monsters at Monster High and she knows a lot about being a monster.
- **CLEO’S ARC:**
  - Cleo is learning that titles and birthright aren’t the most important things. She must embrace choosing her own path, even if that means forsaking her royal heritage.
- **CLEO’S MONSTERNESS**
  - Her scarabs do her bidding.
  - Preserves her organs in jars. Effectively immortal and can’t be physically hurt. But distance from her jars, particularly her heart, can cause problems. (See ep 005.)
  - Literally puts on her face in the morning and secures it with mummy wrap glue.
  - Can summon the powers of ancient Egyptian gods to cast curses.
- **CLEO’S FAMILY**
  - Her older sister, Nefera, is the golden child of the family (see more on Nefera later in the bible).
    - Nefera is basically the nicest mummy ever -- even to Cleo. This creates a funny contrast between how Cleo *feels* she’s being treated by Nefera and how overly sweet Nefera really is. Nefera: “Cleo, you look so good today!” Cleo: “So are you saying I didn’t look good yesterday?” FIVE MINUTES LATER: Cleo: “Nefera said I’m hideous!”
  - Mummy and Baba are rulers of the mummy world, and eager to give Cleo whatever she asks for. They have prepared for her a very good position in the Mummy line, one that she would really enjoy and has a slew of benefits since

she can't be Pharaoh. But Cleo doesn't even want to hear about it. It's queen or nothing in Cleo's eyes.

- **CLEO AT MONSTER HIGH:**

- Cleo is NOT Cleopatra. It really gets under her skin that there's a more famous Cleo than her.
- Cleo can occasionally be antagonistic because she's stubborn and spoiled. But she does truly care for and want the best for her friends (see ep 021 "Hororscare," ep 031 "Cleo in the Kitchen").

- **CLEO'S RELATIONSHIPS**

- Cleo is pan.
- Cleo and Deuce are exes.
- Cleo and Frankie will have a relationship with Frankie.
  - Cleo's thousands of years of experience in monster-hood contrasts with Frankie's newness. But if writing this relationship, please make sure the power dynamic isn't uncomfortable.
- Cleo should not be shamed for her romantic past. It's fine to date around in high school. But Cleo should not be portrayed as overly sexualized.

## **LAGOONA BLUE - DAUGHTER OF A SEA MONSTER**

Having grown-up in an ancient underwater Mayan *castillo* off the coast of Slay Islands of Central America (which in the monster shadow world is connected to the Great Scarier Reef), Lagoona doesn't know much about life on land and fills in her knowledge gaps with romantic fairy tales and high-drama telenovelas. Idealistic Lagoona wants her life to be just like the fictional characters she adores, and she doesn't cope well when reality interferes. When faced with any disagreement, her eyes go into shark-eye mode and reveals a ridiculous number of huge needle-sharp teeth! She may be cute and bubbly, but Lagoona is actually the most bloodthirsty monster at school.

With her Mayan roots and the deep culture significance of cocoa beans, Lagoona is the school's top chocolate connoisseur and consumer. And as a sea monster, Lagoona is never satiated. When she discovers that Deuce is behind the delicious chocolate chip spookies, she doesn't realize her plan to kidnap him and force him to make the treats (inspired by one of her favorite terrornovela plot lines) for her isn't actually romantic. With Clawdeen, Frankie and Draculaura's help, they'll save poor Deuce and help Lagoona learn to make the cookies on her own.

Lagoona's romantic notions means that she doesn't do well in the face of relationship (whether friendships or romantic) conflict. She's learning you have to work at it to make it work, which is nothing at all like a fairy tale, but maybe it's worth it.

Growing up in a dark sea grotto, sheltered Lagoona is extra excited to finally be out on land — she's basically the Little Mermaid if the Little Mermaid ate people. Optimistic and cheerful to the point of being manic, Lagoona can't wait to make new friends at Monster High — she loves trying new things and will never back down from an adventure. She has a lot of romantic ideals about high school — she wants to be head cheerleader, have lots of secret admirers on Valentine's Day, and get the quarterback's letterman jacket...even if she has to eat him.

Lagoona's mom is the reigning sea monster of the Castillo and is a single mom.

See episode 006 "Witch Hitch" and ep 26 "Monster Movie" for more Lagoona reference.

- **LAGOONA'S VOICE**

- Lagoona loves love. Her romantic perspective is usually at the forefront. Lagoona is straight, but she's all for love is love.
- Lagoona is violent, and her imagination tends toward the most gruesome scenarios (in a kid appropriate way!).
- Lagoona uses language like "tasty," "sweet" and "I could eat him up with a spoon" when describing potential beaus... because she's literally going to eat them.
- Lagoona is wildly jealous of everyone else's relationships and might sabotage or suddenly take an interest in someone else's boyfriend.
- Like a shark that can't stop moving, Lagoona is super energetic and fidgets a lot. She struggles with focus.
- Lagoona is specifically Honduran. Please keep this in mind with her stories.
- Lagoona is fluent in Spanish and can speak her native language with her family, Skelita and other Spanish-speakers at Monster High.

- **LAGOONA'S ARC**

- Lagoona needs to learn that relationships (romantic or otherwise) take work.

- **LAGOONA'S MONSTERNESS**

- Super swimmer, incredibly athletic.
- Can shoot water from her palms.
- Can manipulate water.
- Can gather water from the atmosphere.
- Super stealthy, even when she doesn't intend to be. Like an untraceable sea monster, Lagoona has incredible stealth powers and often pops up behind others, causing them to flinch.

- **LAGOONA AT MONSTER HIGH**

- Lagoona and Gil Webber can have a romantic interest when Gil shows up later in S1. (Gil first mentioned in ep 026.)
- Lagoona puts a damper on Heath's fires. She often must use her powers to put out fire ignited by Heath.

- Lagoon travels through the school's water pipes and will often burst out of a manhole to enter class/a scene.

## OTHER CHARACTERS

### SEASON ONE SECONDARY TEENS

These are the initial “secondary priority” characters for content. These characters do not need to be in every episode but should be used as needed for story. While one of our main trio should always be the POV of the episode, these characters can “team up” with a main trio character for an episode.

#### **TORALEI STRIPE – DAUGHTER OF A WERECAT**

Ne'er-do-well werecat and the “bad girl” at Monster High. She also comes from an elite monster family...one that just happens to have a centuries-long beef with Clawdeen's werewolf family (even in the monster world, cats and dogs have a problem with each other). Toralei believes she's a modern hero, standing up for what's proper and good in a world that's turned its back on old-fashioned values. She is committed to her cause of preserving monster society.

With a strong anti-human / anti-change sentiment, Toralei doesn't trust Clawdeen and is aghast at Draculaura's witchiness. Toralei's values are old-school, more in line with the Headmistress's, when it comes to what a monster should be. She is a monster purist with a “monsters first” mentality. Toralei wants Clawdeen out of Monster High and doesn't have a problem with framing her to see that happen.

The werecat twins Purrsephone and Meowlody make up her crew (first appear in ep 029). The trio wears coordinating outfits (picked out by Toralei, of course).

- **TORALEI'S VOICE:**

- Toralei uses cat-isms and cat-noises within her speech.

- **TORALEI'S POWER**

- Can transform into human form during a full moon. She would rather not be human (yuck!) but does recognize that this ability gives her lots of opportunities to be devious in the human world.
- Toralei has cat-like reflexes and always lands on her feet. She also occasionally pushes things off tables for the fun of it.
- Toralei has cat ears, fangs, and claws.

- **TORALEI AT MONSTER HIGH**

- Toralei's mom, Catarina (first ep 024/027) has taken Selena's place of power. Clawdeen accomplishing her goal of bringing Selena back would mean that Toralei's mom is displaced. This is one of the reasons that Toralei wants to get in Clawdeen's way.
  - Toralei comes from a traditional nuclear family with a mom and dad. Werewolves have a more matriarchal society than humans.
- Clawdeen isn't afraid of Toralei and her mean girl ways, which makes Toralei target her even more.
- Toralei is also a vocal anti-witch-ist.

For Toralei reference, see episodes 001/004, 006, 021, 029.

### **MANNY TAUR - SON OF MINOTAURS**

Big, bull-headed Manny may look like a brute of a teen boy, but with his penchant for solving puzzles, he's actually one of the smartest kids at Monster High. This know-it-all monster is the one who could displace Draculaura as the top student, which makes competitive Draculaura wary of him. Despite Draculaura's misgivings, well-read Manny knows a whole lot about monster history and his assistance will be integral in Clawdeen's mission to find her mom.

Manny is a refined bull/gentleperson who loves the finer things in life -- which is why it's so frustrating for him to be a "bull in a China shop" every time he wants to sit down to a nice cup of tea. He has broken so many delicate teacups with his beefy hands. Think of him as a young Frasier but in bulky body that gets in the way of his delicate desires.

Manny's size means that he's ultra-aware of his surroundings and tries to be extra gentle to subvert the stereotype. He would never want to hurt anyone. But his one weakness, the thing that makes him lose control, is big swaths of the color red. Red really riles him up.

Manny works as a junior librarian at the school library.

- **MANNY'S VOICE:**

- Manny is an introvert.
- Manny is super supportive of everyone around him.
- Manny is a fanboy. Whenever we want to integrate the anime/comics/video games of this world, Manny is the one who knows pop-culture.
- He loves Skelly Vonderbone.
- Manny pre-apologizes, even though he doesn't need to. "Sorry for pointing this out..."
- Manny is naturally smart and good at puzzles.

- **MANNY'S FAMILY**

- Manny's family was raised by his grandparents. He calls them "Grandbull and Grandmoo."

- They're very midwestern, "Oh my goodness, ain't that somethin'!" folks who are entirely supportive of their "special little guy."
- What you see on the surface is what you get.
- **MANNY'S GOALS**
  - He wants to be a good boy. He likes following the rules and making his grandparents proud.
  - He'd love to be valedictorian but would humbly stand aside if someone outperformed him.
- **MANNY'S ARC**
  - He needs to learn to think more for himself rather than just learn to ace the test.
  - He'll learn that soft/submissive isn't always best. He needs to be able to stand up for himself and be honest about hard truths. He'll learn to say no.
- **MONSTER POWERS**
  - Extreme puzzling abilities
  - He is actually super strong, even though he'd rather not show off those skills.

See Special #2 (009/012) for Manny's introduction.

### **HEATH BURNS -- SON OF A FIRE ELEMENTAL (aka HADES)**

Temperamental and passionate, Heath is prone to fiery outbursts and can get worked up over anything. On a good day, our heroic characters -- like crusade-driven Draculaura -- can direct Heath's eternal indignation toward righting wrongs, taking up others' issues, and protesting injustice. On a bad day, he's just spewing anger at whoever crosses his path. (NOTE: please make sure that our other characters don't just take Heath's anger without comment. If he's being inappropriate, he should be called out on it and it should be conveyed as a problem, not just a quirk.)

Like a budding politician, Heath is a talented orator who can spread his figurative "fire" to others by speaking passionately about a topic. The problem is when he does this, flames shoot out of his head and often catch things on fire. The *other* problem is Heath has no sense of varying magnitude of transgressions. A small infraction like accidentally bumping him in the hall warrants the same fiery response as destroying the underlining moral fabric of monster-hood. He often turns on his supporters when they "fail" him and undermines his own missions.

- **HEATH'S VOICE**
  - Heath is persuasive/manipulative.
  - Heath is a schemer.

- **HEATH'S PARENTS:**

- Heath is the son of Hades.
- Hades is not a good dad. He's a "throw Heath into the swimming pool to teach him to swim" dad. He's not "tough love" -- just "tough."
- Heath doesn't want to go into the family business but does have a natural proclivity for torturing souls.
- As series progresses, Heath will rebel against his dad by championing climate change causes and fighting global warming.

- **HEATH'S PRESENCE AT MONSTER HIGH:**

- Under his hot-headed and manipulative layers, what he really needs is GENUINE FRIENDSHIPS and to feel that he can be loved unconditionally.

- **MONSTER POWERS**

- Can hypnotize if you look into his fiery hair long enough
- Fire powers (think fire bender capabilities)

### **GHOULIA YELPS – DAUGHTER OF ZOMBIES**

This zombie is anything *but* braindead. Curious, clever and with fast fingers, Ghoulia is the top gamer at Monster High and is often seen playing a handheld video game. To get around the school a bit faster than her zombie legs will carry her, Ghoulia uses her skateboard. She's great at skating, not great at stopping (thankfully, being undead, she can't get hurt).

Ghoulia is contemplative, thinking through solutions and doing the research before offering her opinions. Her scientific knowledge will be especially important to Frankie throughout the series.

But there is potential conflict in the relationship between Ghoulia and Frankie. In some ways, Ghoulia is the intellectual child that Frankie's parents desired, which can cause a rift in the friendship between Ghoulia and Frankie when Frankie's parents are prone to point out just how delightful Ghoulia is.

**SPECTRA VONDERGEIST** -- This ghostly girl makes up for her translucent appearance by being super chatty. She just wants to be seen. She's our festival girl, equal parts Alexis Rose and Mindy Kaling. Her first appearance is in 001/004.

### **ABBEY BOMINABLE -- Daughter of the Yeti**

South asian. Abbey is a yeti, with monster powers to control ice and snow, as well as feel the "temperature shift" when someone's mood changes. She's charismatic and friendly, and longs for the fun of Monster High. First appearance ep 017/020.

### **TWYLA BOOGEYMAN -- Daughter of the Boogeyman**

Friendly, autistic boogey person who loves to spend her time in the library reading about Monster Hissstory. Her powers include shadow manipulation and being able to go into a monster's dreams. First appearance in episode 023.

### **KUMA - ONIKUMA**

Kuma may be a giant bear monster, but inside he's as cuddly as a teddy bear. As a Japanese Yōkai (hailing from Tokyōkai) who first comes to Monster High in our pilot episode, Kuma is adjusting to the customs and culture of this school. Kuma initially speaks in bear grunts, but learns "Western Monterish" and is fluent by episode 025.

As monster whose primary ability is throwing rocks, Kuma will excel on Monster High's "skull put" team.

### **FINNEGAN WAKE - MERMAN**

Finnegan Wake is a merman who uses a wheelchair. Finnegan has a beautiful singing voice. Finnegan is our most musical monster. The mermaids swoon over his sultry songs.

While Finnegan can be athletic and involved in sports, let's make sure not to fall into a trope of needing to "make up for his disability" with other extreme or savant-like physical capabilities. Finnegan's first POV episode is 036.

**NEFERA DE NILE** – Daughter of the Mummy and Cleo's older sister. Nefera is the mummy who has it all -- beauty, popularity, royalty, and, just to be really annoying, a heart of gold (literally, she dipped her heart in gold and keeps it in a jar in her room). It's hard to dislike her when she's so nice, but Cleo *mostly* manages. Unfortunately for Cleo's sibling rivalry, Nefera is also the mummy who most relates to her and occasionally, Cleo will find solace and friendship with her sister.

Nefera is a natural born star, who gets the leading role in every play she auditions for. She also volunteers as teacher's assistant.

**HOWLEEN WOLF** -- Howleen is Clawdeen's younger cousin who she meets in episode 008. But she doesn't know that Howleen is her cousin until later in the series! Howleen always has a plan. She sees how the system works and the best way to unravel it. By episode 029, she and Clawdeen are teammates on the Casketball team and on friendly terms.

### **SKELITA CALAVERAS – Daughter of Los Esqueletos**

Skelita is an over-the-top optimist, who cannot even imagine a downside. In Skelita's eyes, the molten-lava pit is always half-full -- even when it's burning her ankles. She's prone to outbursts of song and loves bright flowers. Skelita is Mexican. We will meet Skelita in episode 47.

### **PURRESPHONE AND MEOWLODY**



Purresphone and Meowlody complete Toralei's pride, acting as her lackeys and obeying her every command, like turning earworms loose on the student body or bringing Toralei a nice, warm bowl of milk before bed. Purresphone and Meowlody take all their fashion advice from Toralei which makes them end up looking like a K-Pop group as they haunt the halls of Monster High.

Meowlody is chatty and oblivious. Purresphone is bashful and perceptive.

**AND BEFORE WE GET INTO THE NEXT CHARACTER, FIRST WE MUST GET SOME CONTEXT BY LEARNING...**

## **ARC BEATS aka WHAT THE HADES IS GOING ON HERE?!**

Season 1 of Monster High will have **FIVE TENTPOLE SPECIALS**, 22 minutes each, that delve deeper into the mystery and overarching Season 1 arc. (*\*NOTE: Network notes given on these beats will be integrated at premise stage for each special and the bible updated with premises that time.*)

- **SPECIAL #1 - THE PILOT (Episodes 001 and 004)**
  - This is where Clawdeen shows up at Monster High and learns that she's half-werewolf. For more on this, see the script.
- **SPECIAL #2 - PAW-ZZLE PIECES (Episodes 009 and 012)**
  - This is where Clawdeen opens the portal and Clawd is transported to Monster High. See script for info.
- **SPECIAL # 3 - SPELL THE BEANS (Episodes 024 and 027)**
  - Evidence of witchcraft is found at Monster High and Draculaura must tell her dad her witchy secret.
- **SPECIAL #4 - MONSTER MIDTERMS (Episode 035 and 038)**
  - Clawdeen learns to lead by bringing the pack together on their midterm assignment to defeat a Golum.
- **SPECIAL #5 - SEASON FINALE (Episodes 049, 050, 051 and 052)**
  - It's time for the biggest event of the Monster High year -- The Monster Ball! Part monster matriculation, part Venetian Carnival, and all monster fun, preparing for this event and making it a huge success will be one of the greatest challenges our monster will face. While head of the dance committee Cleo is up to her mummy wraps in planning for the event, Frankie is

on the hunt for the perfect date and Draculaura is making sure that everyone will look drop-dead gorgeous in their perfect outfits.

- But the Monster Ball coincides with one of the biggest moments of the monster year: The Blood Moon Eclipse! While everyone is dancing, the boos must retreat to the catacombs to do the Blood Moon Eclipse ceremony and open the portal to Beheme.
- We find out in this special the line between humans and monsters isn't as stark as both sides believed. They discover that one of the sub-species of "monster" *is* HUMAN. Their previous distinction between human and monster is basically meaningless.

## MORE CHARACTERS

**And now, back to our regularly scheduled character bios...**

### **CLAWD WOLF – SON OF THE WEREWOLF**

Clawd is the werewolf brother that Clawdeen never knew she had. Born in Beheme, the dangerous dimension where Selena has been all these years, Clawd is totally out of place in this world. Time works differently in Beheme, so Clawd is technically Clawdeen's older brother. But underneath that fish out of water fierceness is a funny, fluffy guy. After all, surviving in those conditions took a good sense of humor and optimistic outlook.

When it comes to action, Clawd is hardcore and goes all out. When it comes to pure instinct, Clawd is the most monster teen at Monster High. He thinks these other monsters are pretty soft. Clawd's over-the-top toughness is comedic counterpoint to many of the other monsters at Monster High. His ideas of "what a monster should be" are as silly and incorrect as Clawdeen's or Toralei's.

Additionally, Clawd is able to express himself and work through his problems with art. He excels in vibrant, abstract painting where he can spill his emotions out onto an oversized canvas. While finding the right words can be hard for Clawd, he shares himself through his art.

Clawd is in many ways the flip side of Clawdeen's coin. He grew up as a werewolf, not knowing he was half-human. He was raised by Mom, thus identifies more with her Mexican culture.

As Clawd grows and relaxes into our world, he and Draculaura will have a romance. Clawd really appeals to Draculaura's instinct to save hurt creatures and she'll need to learn that she can't make his decisions for him. Likewise, Clawd will learn that there are things he needs to work on, but that he shouldn't change to fit anyone's concept of "ideal."

## ADULTS

### DRACULA

Draculaura's Dad and the biggest celebrity in the monster world and the PFFT (Premier First and Foremost Top-monster) whose decisions can impact all of monster society. He's full of charm, charisma and, being almost 4000, some really well-worn jokes (Hey, they were fresh and witty when he came up with them 500 years ago!). He's the top of the monster food chain, a star of monster movies, rich beyond measure, and active in monster politics. He even has his own cereal.

Dracula tries to stay up on the current trends and seem hip, but he can't help but be flabbergasted by some of these young monsters and their lax attitudes towards tradition. I mean, there are now vampires using mattresses instead of coffins! A disgrace! As PFFT, he's especially harsh when sentencing monsters who have violated the tradition-based rules. His experience with Draculaura being a witch will be a paradigm shifting experience for him.

Though originally from the land now known as Transylvania, Dracula has travelled widely and is fluent in nearly every monster language, most human languages and even a few dead languages. Being incredibly old, he spends his time wisely, always delighted by learning something new.

Dracula's love for his daughter is unconditional. Though he's not initially comfortable with her decision to be a witch, nothing can stop him from loving her. He may have taught her everything he knows, but now she's teaching him and helping him grow into a better monster.

### HEADMISTRESS BLOODGOOD

Headmistress Bloodgood is the headless overseer of the school. As a Dullahan, Headmistress Bloodgood has a natural proclivity for wandering around at night, keeping an eye on things. She tends to have more conservative ideas about monsterhood and part of her job is upholding the traditions of Monster High.

Headmistress Bloodgood is relatively new to her position as Headmistress, which makes her eager to prove herself by being overly strict and intimidating. She especially looks to prove herself to Dracula (the school's biggest donor and one of the reasons why Monster High is so prestigious) and other faculty. In fact, in this way, Headmistress Bloodgood is a lot like many of the students, trying to impress the right people and be accepted. This gives her an added layer of empathy with her young charges, but also complicates their relationship since she does rely on them to do some of the impressing for her.

However, Headmistress Bloodgood is *not* entirely unreasonable or traditional to the point of illogical. She understands that forward progress has its place. Her heart is in the right spot with these high school kids and she truly wants the best for them. When she sees the error of her ways, she will apologize.

Headmistress Bloodgood has a secret past -- this seemingly uptight and dour soul was actually part of the hit, 90s teen group, the Spice Ghouls. Her talent for song and dance will come out in one of our school theater productions where she will surprise all the students with her wicked moves.

Headmistress Bloodgood has a horse named, NIGHTMARE, who functions as transportation, pet, and fill-in hall monitor as needed.

### **MR. APOLLO WOLF**

Around his friends and colleagues, Apollo Wolf is logical, grounded, and work obsessed. Luckily, Clawdeen brings out the jocular side of Mr. Wolf and they provide each other with the space to be goofballs.

Mr. Wolf is one of the top researchers at the local lab. What Clawdeen doesn't know is that Mr. Wolf's secret specialty is MONSTER RESEARCH! Dun-dun-DUN! This is actually how Mr. Wolf and Selena (Clawdeen's werewolf mom) met. Unbeknownst to Clawdeen, Mr. Wolf knows a whole lot about Monster High and the monsters therein.

When Mr. Wolf goes to Monster High for the MPA meeting (ep 024/027), he's in monster-nerd heaven. Everything he's ever wanted to know is finally at his fingertips.

Early in his life, Mr. Wolf dallied in the monster hunting world, but meeting Selena turned his world upside and changes his opinion on monsters. Their meet-cute happened on a moonlit hike in the woods. Selena was about to eat him, but he was just so handsome! He swept her off her paws.

As a dad, Mr. Wolf completely trusts Clawdeen, but sometimes that means he's a little more hands-off. He's a "let them learn from their own mistakes" parent, who doesn't want to interfere. He knows that Clawdeen might be a werewolf but is leaving that up to her to discover on her own. He feels ill-equipped to deal with that conversation. (WRITERS TACKLING THESE STORIES -- please keep this "ill-equippedness" balanced with his positive attributes so that Mr. Wolf doesn't fall into negative stereotypes about Black fathers.)

While Clawdeen is at school and Mrs. Wolf is still missing, Mr. Wolf has a companion in Crescent, the cutest dog in the world. Chatting with Crescent allows Mr. Wolf to enlighten our audience on what he's thinking.

In the end of Season 1, Mr. Wolf's research will be integral to bringing back Selena.

See the Pilot and episode 010 for more on Mr. Wolf.

### **MRS. O'SHRIEK**

Mrs. O'Shriek is a banshee and the arts teacher at Monster High. She's all about being zen, communicating through art, and encouraging her young monsters to embrace their inner scream. She punctuates her soft-spoken lessons with banshee shrieks, just to make sure her students are listening.

She gives the students their iBalls (see ep 002) with the assignment of recording every day. Since she's the giver of this device, she will likely interact with the students more throughout their journeys using this device. She's part teacher, part therapist, and part terrifying harbinger of death.

Mrs. O'Shriek is Irish/Caucasian.

### **SELENA WOLF -- THE MISSING WERE-RULER**

Selena Wolf is the most stunning, powerful werewolf the world has ever known. She's equal parts "den mother" and "badass, alpha protector of her pack." As a natural leader, she led her pack from a place of truly caring about them. She was never power hungry but rather accepted the mantle that she was given and gave her all to her pack and her family.

When Selena met Apollo, she loved his incredible passion for knowledge and the way he regarded her, fearless but respectful. He even took her last name when they married! While the other werewolves bowed and trembled in her presence, Apollo was her equal. Not in size, oh no. Selena is thick, pure muscle, while Apollo is lithe. But in ability to love, to adore the essence of the other, they are equal.

In Beheme, she's gotten stronger as she fended off all manner of monsters and protected her son. She's ripped.

When she comes back to Monster High, Selena will be way overprotective of her kids. She lost both of them once and it's not happening again!

Selena is Mexican.

### **COACH THUNDERBIRD - FEARLEADING COACH**

Sioux/Native American/Indigenous. Coach Thunderbird is a humanoid bird-monster with a thundering voice and boundless enthusiasm. She loves being Monster High's Fearleading Coach and will often break out into cheers herself.

#### **MR. MOTHMANSON - TEACHER**

Middle-aged male teacher. As a mothman, he has precognition powers.

### **AND THE REST!**

After we've introduced/explored the characters above, here are other characters that can be introduced or given larger roles.

#### **IAN PUNDULU - IMPUNDULU**

Ian is the son of South African Impundulus, a type of bird monster with the ability to summon lightning.

Ian is a jock who loves sports, both as player and spectator. His flight powers make him an adept athlete and he's usually "first pick" in CasketBall (and other sports we will make up as the season progresses). His social life revolves around athletics. He was recruited to Monster High for his athleticism and his confidence sometimes veers into cockiness.

Ian is gay.

#### **GOOBERT - Goo Monster**

A kind goo monster who leaves a trail of goo wherever he goes. His permeable, semi-transparent goo body absorbs objects.

#### **BARKIMEDES - Werewolf**

The trusting, bumbling werewolf and lackey to Romulus.

#### **ROMULUS - Werewolf**

Current head of the were pack at Monster High. Power hungry and mean-spirited -- but not too bright.

#### **MORTIMER - Delivery Dragon**

Non-speaking dragon who delivers packages and mail to and from Monster High.

#### **LENORE - Raven**

Raven and proprietor of the Coffin Bean. Only vocabulary is "Nevermore."

#### **HEADS CHEF - Three-headed monster**

Gruff, Brooklyn accent and the head chef of the Creepeteria.

## THE WORLD

### MONSTER HIGH

Monster High is an esteemed ancient establishment, and a character of its own in our story. This very haunted mansion has been renovated through the ages and is now a boarding school boasting every modern luxury (although some of the ancient monsters on staff still insist that electricity is “just a fad” and keep replacing light bulbs with torches). But even though everyone at Monster High is a freak, it’s not a conflict-free paradise. Teenage problems and struggles still exist, and we see them all through a monster lens (and as we all know, a *monocle* is the preferred lens of monsters).

It’s safe to say that life at Monster High is never dull, as the characters encounter infinite staircases, rooms that only exist every other Thursday, possessed furniture and wardrobes with teeth, mirrors that lead to alternate realities, or carpets that force students to play elaborate games of “the floor is lava” – because they have ACTUALLY turned to lava! The monster trio might have to foil a swarm of gremlins intent on ruining their metal shop project, figure out how to stop the oozing gelatinous blob they accidentally unleashed in mad science class that just absorbed the whole fearleading squad, or compete in “dodge pitchfork,” the old Monster P.E. game.

But while the teen hijinks inside Monster High provides adventure and mystery galore, the building itself is a mystery — who built Monster High, and why? What secrets are hiding in its many secret passageways, dark catacombs, and hidden rooms? We’ll explore this a bit through the specials and series arc.

When they do leave the school, they might visit Draculaura’s castle on a private island to help her prepare for the Deadbutante Ball. Or they may go to Cleo’s resort-esque golden pyramid, to help her deal with her feuding Kardashian-style family (just watch out for the many, MANY booby traps). They might even visit the human world, disguising themselves as what they think humans are like so that they can go to the mall.

LOCATIONS IN MONSTER HIGH (will be expanded through series):

Clawditorium

Creepeteria

Library

Dorms

Catacombs

Study Howl

The Coffin Bean -- our outdoor common space within the dorms that’s part lounge, part snack shack.

Mad Science Lab

Headmistress Bloodgood's office  
Secret Passageways

### **THE HUMAN WORLD**

The Monster world is a shadow world of our own human world. (Or is the human world a shadow world of the monster world? It's all perspective!) The places of the monster world correspond to our known world but exist on a slightly different plane. So, the Slay Islands or Fang-hai have similarities to their human counterparts, but all from a monster POV.

The stylization of the human world should be markedly different than the monster world. Human world can be dull and faded, while the monster world is vibrant.

### **EXISTING HUMAN WORLD LOCATIONS**

Clawdeen's House  
Woods  
Spooky Cemetery  
Human School  
Cairo Grill Restaurant

### **BEHEME**

Clawdeen will discover that the Monster World isn't the only shadow world though. Through the portal within the catacombs of Monster High lies Beheme, a world of big and terrifying beasts. This is a different dimension where the scariest monsters reside. While the Monsters of the Monster World have a peace treaty with humanity, the monsters of Beheme want to take over EVERYTHING. Time moves faster in Beheme than in our world. Clawdeen's Mom has been missing from our world for 10 years, but Selena has been in Beheme for 17 years.



## THE TONE

Equal parts funny and freaky, creepy and cute, pratfalls and poltergeists, Monster High is a comedy about identity, belonging, and making the world better. The tone is light and playful, even though we use monster metaphors to find the emotional reality in a lot of heavy topics. The show targets Kids 6-11 with humor and heart that feels a little edgy but is still kid-appropriate. Our stories are hopeful, elevate positive themes, and have happy endings. It's an aspirationally accepting world.

There is a ton of fun to be had playing with classic monster tropes and high school tropes, but the tone is always sincere, never snarky or cynical. We want to lean into the creepy, monstrous, and genuinely scary side of Monster High, but mine it for comedy by juxtaposing with the goofiness of high school life, leaning into the absurdity, and elevating the ridiculous.

Monsters don't have to be destined to become the villain of the story. They are about expressing and loving yourself exactly the way you are, but they're also about strength, power, and fearlessness, because what is fear to a monster? The original Monster High captured the imagination of countless kids from the toy aisle, but we can take it a step farther and create something sharply relevant to the next generation of kids who feel somehow "different," making them feel accepted and understood while still making them laugh and bringing joy. Monster High is a world we all want to be a part of. It's not perfect, but hey, perfection is boring. Don't you wanna be a monster too?

## THE NEW MONSTER HIGH LEXICON

(SEE THE FULL, REGULARLY UPDATED LEXICON: [https://mattelcorp.sharepoint.com/:x:/s/tel-production/Ea5qqDS\\_WphPv9JOGzxd6lQBeF2W-4Fg88zvtXuOKslItg](https://mattelcorp.sharepoint.com/:x:/s/tel-production/Ea5qqDS_WphPv9JOGzxd6lQBeF2W-4Fg88zvtXuOKslItg))

*While past versions of Monster High relied heavily on taking a regular human object and making a monster pun to “monsterfy” it, we want to rely less on puns in this series. We can use puns, particularly if character-driven or for more toyetic items, but be careful that it’s not the sole source of humor.*

*As we create of the world and technology, think of not only the monster versions of human things, but also the specifically monster-oriented objects/ideas that would have been invented and evolved from a monster POV.*

**Boos and Fiends** -- Non-gendered group. Please do not use “Ghouls” (ala “girls”) for groups including Frankie.

### CLASSES:

- Monster Arts (taught by Mrs. O’Shriek)
- Biteology
- Boo-ology
- Haunt-onomics
- Dead Languages
- Study Howl
- Theater (taught by Noel Where)
- Home Ick
- Clawculus
- Mad Science

### SPORTS

- Casketball
- Fearleading
- Skulltimate Roller Maze
- Dodge pitchfork
- (Please aim for a mix of pun-based takes on human sports and totally monster-centric sports.)

### MONSTER HIGH IDOSYNCRACIES

- The class bell is a Wilhelm scream

- Technology is monstrous. For example, projectors are actually monsters that can project images through their mouths or eyes. The monster equivalent of a flash drive is fed to the projector monster who then projects the info.
- “Video calls” are done via portraits that show a live feed of whoever is calling. The special portrait of a monster serves as a telephone link to that monster. We can do calls both from portraits or from the iCoffin. The portrait is more the landline with the iCoffin is the cell phone.
- Garbage goblins walk around and eat up trash—be careful not to get in their way!
- The “school day” is at night and the monsters sleep during the day.
- EekTok is the social media network.
- Clawdeen’s favorite snack is Moon Chips.

### THINGS TO WATCH

- We have lots of fun with “death” in our school but please be mindful of any unintentional references or parallels to real-life school shootings.
- [12 Common Words and Phrases You May Not Realize Are Ableist](#)

## WRITING MONSTER HIGH

### WHAT MAKES A MONSTER HIGH STORY?

Find the *Monster Joy* -- where’s the fun and wish fulfillment of being a monster? Find the heart of the stories in monster joy rather than only monster angst. While we’ll certainly “put characters in trees and throw rocks at them,” beyond asking how to give them challenges, ask what will give them the most joy by the end of the story. Monster High is earnest and hopeful, not overly angsty or cynical.

Lean into the Monster -- there will be plenty of high school tropes with monster spins and puns, but we also want to explore the uniqueness of being a monster from a monster-based world. “What’s a monster mating ritual?” is better than “What’s the monster version of prom?” It’s the overlay of high school on a monster world rather than “putting monsters in human high school.” We don’t want this to be just a 1:1 of human life.

Finding the funny and levity in spooky. We can be spooky, creepy and dark -- as long as we have laughs to release the pressure.

Gender neutral -- we want everyone to enjoy Monster High and are striving for a gender-neutral audience. Please do NOT take that to mean that we can’t do feminine-skewing stories.

Feminine things are valid and can be enjoyed by people of all genders. It's all about balance. First and foremost, the concepts should be FUNNY!

Lean into the monster characteristics and powers of our characters. How can we show they are monsters and not just weird-looking humans?

Lean into the monster family and friendship stories along with the high school stories. We will care more about relationships than classes. The stakes should be more around the emotional, character-driven side than the "Oh noes! A test!" side. When writing more school-centric stories, make sure they're buttressed by something deeper. The school environment should feel aspirational, fun, and relatable, but it's about our characters in the school, not just the school.

Look for episodes that pair contrasting characters. Episodes can focus on character duos or smaller character groups and should not always involved the whole cast. Take time to explore funny character dynamics (an odd-couple partner assignment in class is always good for a laugh) and use these "smaller" episodes for deeper character exploration.

Feel free to layer in old Monster High refs as Easter eggs for our Alumni fans. We aren't beholden to anything that came before, but if there's a chance to pay tribute to the original series, do it!

## **MAKING THE MONSTER WORLD**

This is a CG show. Do keep this in mind when you're tempted to write things like, "We see a crowd of ten thousand monsters, each more horrifying than the next." Probably not gonna fly. We need to be conscious about assets per story (FYI: an "asset" is any character, prop, background, location, or character costume change/adjustment). But always up for discussion -- if you absolutely need a crowd of 10,000, let's talk about it and see if we can make it work. But if you could equally okay with a crowd of 10, our production department would be much happier.

## **LEGAL**

It is important that we only reference the public domain versions of our monsters, and not a trademarked movie version. Universal's lawyers are protective and have given us the following additional guidelines re: Frankie.

- Description:

- We should not directly say the child of Frankenstein, but for content describe them as the “Child of Mary & Victor Stein”.
- That said, we can say the word Frankenstein as a noun or verb, as it applies to the book, but never say “bride of Frankenstein”, which Universal owns.
- VISUALS: Frankie cannot have bolts in their neck.
- We cannot use “It’s alive” in content.

“Monster Mash” and other copyright phrases -- Mattel’s legal team will not allow any phrases in content that would be subject to copyright. Brand names, references to other content, etc., are not allowed.

#### CURRENT STORIES:

### **MONSTER HIGH** **Season 1 Loglines**

**001/004 “The Monstering”** — When human girl Clawdeen Wolf follows her instincts, she'll discover Monster High—and the fact that she's actually half-werewolf!

**002 “Food Fight”** — When Draculaura breaks the rules by practicing witchcraft and accidentally bringing a tater tyke to life, Clawdeen and Frankie must help her subdue the mischievous tater tyke before Draculaura gets caught.

**003 “Unfinished Brain-ness”** — Frankie is haunted by a mysterious “curse” from a part of their brain’s past life—a curse that makes them make lots of mistakes! When these mistakes start affecting their friends, Frankie, Clawdeen and Draculaura venture into Monster High’s catacombs to break the curse.

**005 “Case of the Moon-Days”** — When Cleo won't leave Clawdeen's side, it threatens to expose them to Monster Hunters. Clawdeen must accept every part of who she is in order to save them.

**006 “Witch Hitch”** — Draculaura's spot as Head Fearleader is threatened when Toralei and Lagoona threaten to expose her identity as a witch to the entire school.

**007 “Portrait of a Monster”** — It’s picture day at Monster High and Frankie panics over how to present themselves for the all-important snapshot. When the big moment arrives, Frankie’s anxiety manifests as an electrified zap, which gives life to the camera and transforms it into a soul-sucking menace that threatens the whole school!

**008 “Part of the Pack”** — When Clawdeen is invited to join Monster High’s werewolf pack, she thinks it will help her better understand her abilities. But the price of admission could be her

friendship with Frankie and Draculaura. Ultimately, Clawdeen will recognize who her true friends are.

**009/012 “Paw-zzle Pieces”** — In her effort to find out what happened to her mom, Harriet, Clawdeen opens a portal in the Monster High catacombs and releases—her brother Clawd?!

**010 “Werewolf Weekend”** — Clawdeen is nervous and excited to go home and reveal to her dad, Mr. Wolf, that she’s a werewolf, but when she finds the courage to speak her truth, she finds that she and her dad have a lot in common. Cleo, upset at her pitiful level of online followers, tags along with Clawdeen, to seek attention in the human world and is mistaken for a restaurant mascot.

**011 “That Thing You Deuce”** — Deuce’s rock candy treats are the hit of the Casketball Team’s fundraiser, putting him in the running for the top-seller prize. But when churning out the treats takes a toll on Deuce’s power and Deuce accidentally turns other students into rock candy, his friends will help him see that taking care of himself is more important than winning.

**013 “Out of Step”** — Draculaura is afraid to be embarrassed at this year’s dance off because her partner, Clawd, can’t dance! Determined not to drain her vamp-ness, Draculaura gives Clawd enchanted dancing shoes. But when Clawd loses control, Draculaura will have to resign to be embarrassed and put Clawd’s needs in front of her own to help her new friend!

**014 “What’s Up Watzie”** — When Frankie learns that their best pet friend “BFF” Watzie is part dragon—they enlist the help of Clawdeen and Draculaura to engage in a series of dragon-themed shenanigans to get him to stay at Monster High instead of leaving Frankie to join the other dragons for their yearly migration.

**015 “Pyramid Scheme”** — With try-outs for the school playing coming, Cleo is excited to FINALLY get the role of Cleopatra now that Nefera is studying abroad and can’t audition! But when Nefera suddenly returns unannounced, Cleo panics and hastens to outdo her sister by creating a superior costume and beating her out for the lead role once and for all! To do this, she needs to raid the family’s ancient, booby-trapped tomb to get Cleopatra’s ACTUAL crown jewels.

**016 “Crushed”** — When Frankie is the only one of the roommate trio who doesn’t make the fearleading team, Frankie faces a whole wave of new emotions. Frankie hides their disappointed feelings so as not to burden their happy friends...only to find it makes everything worse when their bottled-up feelings cause an outburst of their electrical powers!

**017/020 “Nightmare Nightmore”** — Draculaura is set on hosting a perfect holiday trip at her dad’s winter mansion. But when someone unexpected shows up and things don’t go exactly as planned, she struggles to cope with unmet expectations and sharing the spotlight until she’s reminded what the holiday is really about: friendship and monster love.

**018 “So Familiar”** — Draculaura receives a copy of the Witchcraft Codex, a book that will take her to the next level in her spellcasting ability. But when the book can only be opened with the help of Draculaura’s familiar, Draculaura and her friends will search for the perfect familiar!

**019 “Over Bro-tective”** — When Clawd’s misguided efforts to be a good brother put him and his friends in a tight spot, he learns that being an older brother means more than just protecting his sis.

**021 “Horoscare”** — When Cleo receives a horoscare (horoscope) that someone important will soon come into her life, she takes it to mean her favorite monster influencer will visit Monster High! A super supportive Frankie helps Cleo prepare a welcome party for the influencer’s arrival... while a conflicting horoscare threatens to have Toralei dismantle Cleo’s plans.

**022 “Flaunt Your Skeleton”** — Performing in Monster High’s latest HORROR SHOW with SUPERSTAR ALUM Debbie Scary is Ghoulia’s secret dream *and* worst nightmare. While SOME monsters get stage fright, Ghoulia gets ZOMBIE BRAIN FREEZE.

**023 “Creepover Party”** — When Draculaura, Clawdeen and Frankie want to sit at the “good table” at lunch, Toralei agrees to give it to them, if they can spend one day in the library. But when they meet Twyla, a boogey monster, the night takes an unexpected turn!

**024/027 “Spell the Beans”** — When Dracula and the Monster Parent Association descend on Monster High to investigate a witch rumor, Draculaura has a big decision to make - does she finally tell her dad that she does witchcraft? Meanwhile, Deuce and Frankie search for the Gorgon Talisman.

**025 “Creature Clash”** — It’s the Scaritage Day Festival at Monster High and Frankie thinks that Kuma’s scaritage is the coolest and wants to dive head first into it. However, without Kuma’s guidance, Frankie botches an onikuma ritual resulting in the dead students of Monster High turning into restless monsters with an insatiable hunger.

**026 “Monster Movie”** — Lagoona is excited to be teaming up with the other students at Monster High as they make a movie for the Monster High Film festival. That is until the other monsters stop listening to her and start pitching their own crazy and silly ideas.

**028 “Casketball Jinx”** — Clawdeen is thrilled to join the casketball team -- it’s going to be so fun -- but she inadvertently jinxes the team. She considers quitting when casketball stops being fun, but her teammates all have reasons that the sport is more than just fun for them. So Clawdeen implores the ghosts of the Casketball Creators to remove the curse, but that just gets the kids entangled in a winner-take-all match against those same ghosts. It’s only when Clawdeen realizes why casketball is important to her that she comes up with a way to solve their problem.

**029 “Earmworm”** — Frustrated that her classmates don’t like her, Toralei and her band - The Hissfits - release earworms that control everyone's thoughts.

**030 “Growing Ghoulia”** — When Ghoulia tries to achieve the top spot in Monster High’s Horror Roll, she accidentally unleashes her own kind of zombie invasion on the school...

**031 “Cleo in the Kitchen”** — When Cleo notices Clawdeen has come down with a serious case of homesickness, Cleo is determined to make a home-cooked meal to lift her friend’s spirits.

**032 “Case of the Missing Squeak”** — Lagoona’s precious Señor Squeaky is missing! The precious but secret toy was hidden in her bag during her make up assignment but now it’s GONE! Now all her fellow students in the classroom are suspects. Lagoona won’t say WHAT is missing but NO ONE is leaving the classroom til it’s found! Fortunately, “Inspector” Ghoulia is on the case and ready to piece together the clues. Was it Manny? Heath? Frankie? Spectra? A combination of everyone in the room? Is there more to this case than meets the eye?

**033 “Pet Problems”** — Cleo gets a brand-new accessory, er, **pet** of her very own: a beautiful pet snake, Hissette. But when Hissette turns out to be a bit more than Cleo can handle, Cleo enlists the help of Deuce THE expert on snakes. This turn of events leaves Frankie feeling scared that Cleo and Deuce will rekindle their past relationship, and Cleo will no longer want to hang out with Frankie.

**034/037 “Power Heist”** — When Catarina Stripe (Toralei’s mom) visits Monster High, Clawdeen is stunned when Catarina proposes a monstrous trade: Clawdeen’s Moon Claw, for... Selena Wolf’s old diary. Clawdeen is torn: the diary could provide vital clues about her mom’s disappearance, but she can’t give up the moon claw. However, when she’s approached by an unexpected ally, Toralei, Clawdeen decides to trust her, and she and the gang devise a monstrous heist to retrieve the diary *without* giving up the Moon Claw.

**036 “License to Rock”** — The time has come for bandleader auditions and Finnegan is nervous about showing off his musical abilities. This isn’t the typical band audition -- at Monster High all the participants must attempt to soothe a savage beast! Finnegan must battle his own self-doubt to become the next bandleader.

**035/038 “Monster Midterms”** —It’s time for midterms at Monster High and while Clawdeen is so focused on learning more from her Mom’s diary and finding the rest of the talismans that she has zero interest working hard on her group test with the rest of the Were Beasts. But when alumni teacher Ms. Ziz puts Clawdeen in charge of the pack and sends all of the Were Beasts on a seemingly impossible mission, Clawdeen must learn from her mom’s legacy to start her journey toward future pack leader.



## MAIN CHARACTERS

|            |                                |            |
|------------|--------------------------------|------------|
| <b>002</b> | Food Fight                     | Draculaura |
| <b>003</b> | Unfinished Business            | Frankie    |
| <b>005</b> | Case of the Moon Days          | Clawdeen   |
| <b>001</b> | Pilot Part 1 "The Monstering"  | Clawdeen   |
| <b>006</b> | Witch Hitch                    | Draculaura |
| <b>007</b> | Portrait of a Monster          | Frankie    |
| <b>004</b> | Pilot Part 2 "The Monstering"  | Clawdeen   |
| <b>008</b> | Part of the Pack               | Clawdeen   |
| <b>009</b> | Pawzzle Pieces 1               | Clawdeen   |
| <b>012</b> | Pawzzle Pieces 2               | Clawdeen   |
| <b>010</b> | Werewolf Weekend               | Clawdeen   |
| <b>011</b> | That Thing You Deuce           | Deuce      |
| <b>013</b> | Out of Step                    | Draculaura |
| <b>014</b> | What's Up Watzie               | Frankie    |
| <b>015</b> | Pyramid Scheme                 | Cleo       |
| <b>016</b> | Crushed                        | Frankie    |
| <b>017</b> | Nightmare Nightmore Pt 1       | Draculaura |
| <b>020</b> | Nightmare Nightmore Pt 2       | Draculaura |
| <b>018</b> | So Familiar                    | Draculaura |
| <b>019</b> | Over Bro-Tective               | Clawd      |
| <b>021</b> | Horoscare                      | Cleo       |
| <b>022</b> | Flaunt Your Skeleton           | Ghoulia    |
| <b>023</b> | Creepover Party                | Twyla      |
| <b>024</b> | Spell the Beans Pt 1           | Draculaura |
| <b>027</b> | Spell the Beans Pt 2           | Draculaura |
| <b>025</b> | Creature Clash                 | Frankie    |
| <b>026</b> | Monster Movie                  | Lagoona    |
| <b>028</b> | Casketball Jinx                | Clawdeen   |
| <b>029</b> | Earworm                        | Toralei    |
| <b>030</b> | Growing Ghoulia                | Ghoulia    |
| <b>031</b> | Cleo in the Kitchen            | Cleo       |
| <b>032</b> | The Case of the Missing Squeak | Lagoona    |
| <b>033</b> | Pet Problems                   | Cleo       |
| <b>034</b> | Power Heist P1                 | Clawdeen   |
| <b>037</b> | Power Heist P2                 | Clawdeen   |
| <b>035</b> | Monster Midterms P1            | Clawdeen   |
| <b>038</b> | Monster Midterms P2            | Clawdeen   |
| <b>036</b> | License to Rock                | Finnegan   |

|            |                  |                  |
|------------|------------------|------------------|
| <b>039</b> | Furmergency      | Count Fab/Watzie |
| <b>040</b> | Boogey Nightmare | Twyla            |
| <b>041</b> | Best Fiends      | Draculaura       |
| <b>042</b> | Scareer Day      | Heath            |
| <b>043</b> | Stone Alone      | Deuce            |
| <b>044</b> | Horsin' Around   | Clawd            |
| <b>045</b> | Oh the Humanity  | Clawdeen         |