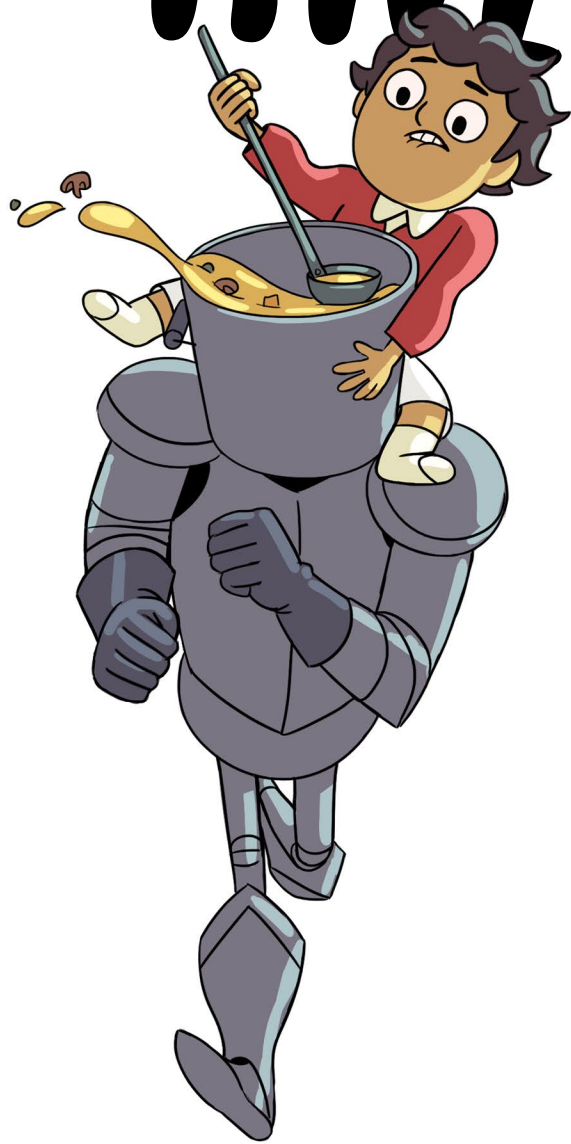


SOUP KNIGHT!



created by Amanda & AJ Lodge

The Story!

SOUP KNIGHT! is about an eleven year old boy named Aush (آش), who accidentally transports himself to a magical realm via a bowl of soup. There, he discovers that his late grandmother was actually a skilled sorcerer in this realm, and that her famous soup recipes were the basis for powerful spells-- spells that he's been unknowingly learning his entire life by spending time making soup with her. If Aush has any hopes of getting home, let alone surviving in this realm, he'll have to learn to wield the mighty magical soups and become the person his grandmother always dreamed he would be.



The magical realm is filled to the brim with sorcerers of all kinds. But here, magic isn't derived from birthright, glowing crystals, or boons and curses-- it all stems from personal beliefs in what is powerful! The sorcerers in this land all gain their power from something they believe in, in Aush's and his grandmother's case, the power of soup as healing, transportive, and influential.

Aush encounters sorcerers from all over the spectrum: one who believes that gardening is the key to a more fulfilled life for yourself, one whose passion for games are the ultimate source of power in the form of competitive spirit, and plenty more that champion the powers of woodworking, collecting shoes, mini-golf, and so on and so on and so on. By following your heart and what you believe to be awesome, which can be as simple as the love of secret handshakes, you can wield that power to both serve yourself and others. This power is represented not only in spirit, but in **Soul Golems!**, a unique companion that is created in this realm that stems from your belief system. For Aush, that's SOUP KNIGHT, a stainless steel suit of armor with a pot for a head that he inherited from his grandmother. Aush is able to make soups in Soup Knight's head that are the source of Soup Knight's power (more on that on the next page)!



And what else would you do with your super powerful Soul Golem companion other than... **The Gauntlet!**, a gladiator style championship in which they test their battle skills, wit, and resilience against one another in challenges and puzzles. Sort of like Battlebots, the Soul Golems compete on behalf of their sorcerer on the side lines. At the top of this Gauntlet, awaiting the very best of challengers from across the realm, are the most powerful sorcerers of all time. Aush believes that if he can rise in the ranks of the Gauntlet, he'll eventually encounter sorcerers that are able to teach him how to get back home. The issue? Aush isn't a talented Soup Sorcerer yet and he wants to get home NOW! That's why Aush is the first sorcerer of any kind to do the unthinkable: put himself in harms way by riding on his Soul Golem's shoulders! Aush, in this position, takes advantage of being able to change Soup Knight's soupy composition on the fly, which makes up for his lack of planning skills. But will Aush be able to keep up on just confidence alone? Will he find the help he needs to get back home... **or will he discover that his grandmother's training goes even deeper than he imagines?!**

The Characters!



Aush LOVES soup. He believes that a good bowl of soup has the power to turn a bad day around, heal an upset stomach, and transport the soul to "comfy-cozy", the best feeling in the world. But Aush is impatient. His favorite part of the soup making process is when he gets to eat it. While he understands that the secret to a great soup is time, respecting the process, and caring for the ingredients, he's usually unable to implement it. He remembers being there for every step of the process- his grandmother wouldn't let him eat if he didn't learn- but succumbs too often to the temptation of cutting corners. That's why his tomato soup tastes like pasta sauce and his Aush reshteh (also his namesake) suffers from a lack of genuine kashk. If Aush is going to succeed in becoming the next Soup Sorcerer, he's going to have to maintain his focus and learn to simmer on low.

Maggie is a thirty year old sorcerer with a green thumb! She is devoted to her garden, her pride and joy, and relishes any opportunity to educate someone on proper soil composition. She praises the sun for its unconditional light, and worships the ground for its boundless gifts in return for a little tender love and care. She's a gentle giant, with enough strength to uproot a tree with her arms, and sees herself as a maternal protector of the fragile leafy things fighting for a chance at life in her garden. She utilizes her Soul Golem, **Terra**, a spider-like amalgamation of potted plants with a garden on its back, to take her backyard with her everywhere she goes.



Maggie was Aush's Grandma's next-door neighbor in the realm and they often exchanged lovingly grown vegetables for soup. Maggie saw Aush's Grandma as a mentor and a great source of wisdom in developing herself and, in turn, her garden. With Grandma gone, Maggie sees Aush as an opportunity to return the favor, even though she never imagined she'd have to be ready so soon to be a mentor to someone else. Struggling with her own imposter syndrome ("I'm only thirty!"), she'll learn that the Apprentice makes the Master.



Soup Knight is loyal. Soup Knight is valiant. Soup Knight... literally has soup for brains. They're only as good as the sum of their soup: the quality of the soup that is made in Soup Knight's "head" determines their emotions, their intelligence, and their powers! A hearty vegetable soup may turn Soup Knight into a vessel for good advice coupled with healing powers, while a spicy Tom Ka Gai might make them a passionate orator imbued with actual fire-power. And once the soup has been spent, whether eaten or in battle (Soup Knight can get the "soup knocked out of them!"), they return to their base power levels of a good labrador retriever.

Because Soup Knight was once Aush's grandmother's long time sidekick, as Aush makes better soups, Soup Knight gains the ability to share memories of her that are linked to the soups she used to make. Soup Knight not only becomes a greater source of power as time goes on, but also a greater source of connection to Aush as he finds out about an exciting side of his Grandma that he never got to see.

Setting!

We enter the magical realm during its transitional phase: from a Utopian society where your “job” is pursuing what you love and a system that rewards rewarding yourself. At one time, sorcerers were only encouraged to do things that are “good for the soul”, like going to the park, library, or daydreaming often. They paid it all back to society however they could, talented cooks conjuring food for the masses, passionate carpenters building homes. But once the realm introduced the Gauntlet, starting only as “entertainment”, it opened the floodgates for monetizing and exploiting that entertainment. We’ve gone from a place where you can do what you love, whatever it is, to a place that encourages you to fall in love with things that will bring you fortune and fame.

Springboards!

The Gauntlet, Aush soon finds, is biased towards Soul Golems that are inherently physically powerful. For example, if you are passionately dedicated to Mixed Martial Arts, your Soul Golem is a naturally gifted fighter. This has created what many think is a problem in the realm: children are being raised to believe in things just to benefit themselves in a specific competition, thus discouraging exploration into all the wonderful things life has to offer. Much like real life in a capitalist society, we are rewarded to pursue things that make us money. So even though the competitors believe in their heart that they are really passionate about “building laser weapons”, it’s because that’s all they’ve been raised to know! This has created some selfish and greedy people like...

...**The Twin Flames** are a pair of fire-worshipping teenage siblings designed to win the Gauntlet. Literally designed- their Father, knowing the fame and fortune that winning the Gauntlet can bring, raised them to praise Fire by limiting their exposure to anything else, with the hopes they would develop to have flame-wielding Soul Golems that could crush the competition. The result is two angry sixteen year olds who might be considered powerful if they weren’t always at each other’s throats. They share a Soul Golem, a rock-monster with magma flowing through its veins named **Inferno**, that they struggle to control collaboratively. Their fiery temperament combined with stunted worldviews has made them jealous of anyone too different from them: Aush and his Soup Knight being the perfect target for their angst.

Tone!

Soup Knight is an action-packed comedy adventure for big kids that champions the message: the best way to connect with family and friends is to bond over what you love.

Aush is also equal parts fan and connoisseur, using not only his knowledge of Iranian soups, but soups from all over the world! Each episode should serve as an opportunity to introduce viewers to the incredible varieties of soup and the culture’s they come from.

The focus of the show is on good friendships, an illustrious world, and overcoming challenges through creativity and dedication. Kids should come for the promise of magic battles and stay for the hilarious realization that it all revolves around soup. To the creators, Soup Knight feels like *Pokémon* mixed with *Harry Potter*, but taking itself way less seriously. The goal is to capture that scope, that depth, and that sense of adventure, but never forgetting to remind viewers that, sometimes, all you need to solve a problem is a hot bowl of soup and people to share it with.



THE END!

