

# The Owl House

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TERRACE

The Owl House is a comedy-horror show that revolves around Luz, a 14 year old human girl who dreams of becoming a witch despite having no magical abilities. Until such dreams come true Luz has to work for an *actual* witch in the Demon Realm, a horrific hell-scape that will challenge her convictions every day!

## LUZ



Luz (14) would be described as “really freaking weird” by her classmates but **she would describe herself as a perfectly normal occult enthusiast** and lvl 6 black mage. Her hobbies include stitching together mix-matched taxidermy to make “real” mystical creatures, resurrecting spirits (or trying to), and writing fanfics for her favorite fantasy series “The Unassuming Princess”. She can’t figure out why people don’t want to sit next to her at lunch.

When Luz meets Eda the Owl Lady she makes a decision, **she wants to become a witch** just like her. Luz may not have magical powers, she may just be another incredibly socially awkward teen, but she’ll find a way. **She’s curious, creative, and, most of all, determined.**

Luz has always had trouble making friends in the human world. Even though she never admitted it, she was lonely. Because of that **Luz becomes very attached to Eda, King, and everyone else she meets on the Boiling Isles.** Should anything threaten those friendships Luz will make it her life’s mission to protect them.

## EDA “THE OWL LADY”

Eda is an aging witch that owns a “Human Curios” shop on the Boiling Isles. **She is the (self-proclaimed) “MOST POWERFUL AND FEARED WITCH ON THE BOILING ISLES!”** which is only half true. It’s hard to fear an old woman trying to sell you microwaves and calling them “baby warmers”.

Eda is **loud, abrasive, and LOVES causing mischief** (especially at the expense of her older sister Lilith). She likes to think of herself as being merciless and manipulative, like any good witch! But the truth is **she has a soft spot for helping the helpless** which is why she’s allowed Luz and King (two outcasts in their own right) to live with her.



Unlike most witches, Eda refuses to join a Coven and that’s been a point of tension between her, her sister, and the entire witch community for years. **She’s an outcast and relishes in flaunting it but deep down misses belonging to a family.** Good God, she’d never admit that though.

# KING



**King is proud, feisty, and thinks he's way more intimidating than he actually is. Much like a cat.** He was once the all-powerful “King of Demons”! Feared throughout the lands! Reigning terror upon any poor sap that stood in his way! ...Until a mysterious wizard used a magical collar to bind and shrink him into the cute body you see now.

King and Eda have a rough past but she agreed to remove his collar if he worked in her shop, making up for the damage his minions caused

when attempting to steal from her. Now he lives with Eda at the Owl House. He used to love burning down villages but his years with Eda have domesticated him and now he enjoys reading Luz's fan fictions and keeping his closet space neat. He'd never admit it though. **In his mind he is still a mighty and ferocious ruler.**

**King is powerless but belligerent and relentless.** If he were stuck in a jail cell he'd bang his tiny fists on the cell door and demand release without stop. Literally for like, weeks. **Being annoying might be his greatest asset.**

## AMITY BLIGHT

Amity (14) is Luz's popular classmate from the Human World, but also secretly a *witch* from the Boiling Isles! **Amity is aggressively competitive, condescending, and annoyingly dismissive to anyone "not on her level"**. She's top of her class in everything from sports to academics in both worlds. She freaks out if anyone threatens her place on top. (*That's Luz!*)

**Underneath her cool exterior Amity is actually insecure, emotional, and can even be quirky** (*on special occasions*). She's attained everything she has through long hours of hard work and is very precious about that fact. Especially because she is afraid of disappointing her parents who pressure her to succeed.

Slowly throughout the series she and Luz become close friends.





**WILLIAM:**

**A 13 year old human boy from 16th century England** who's been cast under an enchanted sleep for hundreds of years. Luz finds his plant covered body in the woods and accidentally wakes him!

Not only has William woken up in a horrific demon world, but also into a weird *future* where wagons can fly and women wear pantaloons. He's constantly trying to burn Luz at the stake for being a pants-wearing witch but funnily enough never calls out Eda or any *actual witches*. He's also **lost a good portion of his memory**. Ironically **it's Luz who ends up showing him how the Demon World works** while simultaneously keeping him from burning her. Though his ignorance can be grating the two eventually develop a bond over being the only humans around; two fish out of water (once he finally admits that Luz IS a human).

While William searches for a way to regain his memory he lives in a shoddily-made tree house near the Owl House. He says he can survive without anyone's help but never complains when Luz brings him food.

His memory slowly but surely returns throughout the series. It seems there might be some familial connections between William and... Obron?

***"BURN THE WITCH! Oh, okay, lunch first... But then BURN THE WITCH!"***



**PAULINA:**

An excitable plant witch with an **obsessive fascination with dangerous flora**. Her pockets are constantly bursting with herbs, twigs, and small animals.

She lives close to Eda and becomes quick friends with Luz when she saves her from her own carnivorous plant/pet.

**TIBBLES:**

A small nerdy citizen of Bonesborough. He's a **fanboy of human pop culture** and loves bugging Luz for news on the latest hot trends. He owns a lot of "human contraband" (mostly Human World trash that somehow washes up on the shores of the Boiling Isles) and has to hide it when Magistrate Bump comes around.

There's an arc where Luz and her gang take down the corrupt Magistrate Bump and Tibbles is elected Mayor of Bonesborough.





### EMPEROR PUPA:

The rightful ruler of the Demon Realm and the Boiling Isles. He is currently in his transformative pupa stage after being the Emperor Larvae. **The only way he can communicate with the outside world is through wiggling and screaming.** A Council of 3 trusted sorcerers has been formed to translate his screaming for the public until he emerges from his pupa to rule the Realm like all his insectoid ancestors before him.

The Emperor has been in pupation longer than any Emperor before him. It's almost as if **something is keeping him from emerging...**

### COUNCILOR OBRON:

One of 3 Councilors that care for and speak for the Emperor Pupa. He's an extremely powerful sorcerer and has a menacing presence that scares other people into obedience, especially the other two Councilors. With the Council in his pocket Obron is free to interpret the Emperor's screaming to his will. This way he's actually in control of the Demon Realm.

Far into the series we discover that Obron is secretly over five hundred years old and is responsible for creating the Coven System so he can control witches and their magic. He plans on using that power to raise the Titan that created the Boiling Isles and possess its body to take over both the Human World and the Demon Realm!

Later Obron learns that he needs a human soul to complete his plan and he HAS heard rumors of that upstart Owl Lady harboring a human...





### LILITH:

Eda's older sister and the Headmaster of the School of Magic that Amity attends. She has a humorless personality that commands fear and respect. She is completely devoted to serving her Coven and, more directly, Obron himself. She's disgusted by her little sister's rebellion against joining a Coven and didn't find it difficult to curse her with the Aging Spell when Obron ordered her to.

She's also Head Witch of all Covens in the Demon Realm.



### MAGISTRATE BUMP:

A big-talking, quick-tempered, little parasite of a demon. (Literally, he needs a host to move around.) **Acting Magistrate of Bonesborough.** He serves under Obron. **His servants patrol the town to uphold whatever he considers "the law" that day.** He harbors hatred towards Eda for her years of avoiding arrest for selling un-Coven-approved magical items. He knows she does it, he just can't prove it!

When Bump discovers that Luz the illegal human is hiding out in the Owl House he sees it as the perfect opportunity to finally take down the Owl Lady.



## THE BAT QUEEN:



An all-knowing demon living in the woods of the Boiling Isles. A trickster. Offers insight and guidance for a fee. Old pal of Eda's.

Likes collecting human hair to build soft nests for her eggs. It's not uncommon for Luz or King to come back from a mission with chunks of hair missing.

## SASHLEY, PASHA, & BRUNO:

Almost all known portals between the Human World and the Demon Realm have been severed but still a few stragglers come through. These three are such stragglers and have since mutated from their toxic island diets to become the weirdos they are today. They've survived by teaming up to defend themselves against the horrifying denizens of this world!



Pasha, the leader, tries to entice Luz to join his merry band of misfits. But when Luz sees how they abuse and steal from weaker demons she refuses. Pasha and his gang now see Luz as another enemy.

## DENIZENS OF BONESBOROUGH:

Bonesborough is a lively town filled with witches, ghosts, monsters, and some things too bizarre to describe. Here's a quick glimpse of some characters Luz might bump into on an average day!



## RELATIONSHIPS

### LUZ AND EDA

Most of the series follows Luz and Eda and how they help each other to grow.

Eda never thought for a second that Luz could become a witch, especially since it's so much more difficult for a human. But **seeing Luz learn and grow despite her shortcomings makes Eda think that maybe SHE has room for growth as well.**



In the beginning their relationship is, for the most part, tyrannical boss vs put-upon employee. Despite that Luz looks up to Eda's quick wit and magical skill. She's so similar to the heroine in her favorite fantasy series! As time moves on Eda takes note of Luz's fervent efforts to survive and thrive in the Demon Realm without magical powers and it reminds Eda of herself as a child.

Eda was a late bloomer, magic-wise. When most witches inherited their powers as toddlers Eda got hers as a young adult. This made her an easy target for bullying and hungry monsters so she had to learn to be smart and creative like what Luz is doing now. From this **they develop a sister-like bond with one another.**

..But that bond will be put to the test when Eda learns that the only way to cure her Aging Curse is through the use of a human soul. **Will Eda sacrifice her new friend to gain the youth she's been chasing?** How will Luz handle this betrayal? This will be the crux of their relationship.



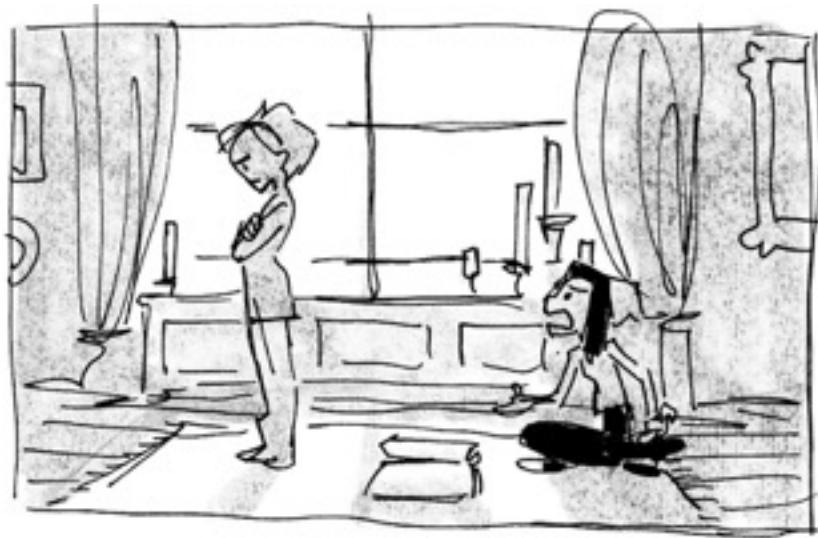
## **AMITY AND LUZ:**

Another highlight of the series comes from the evolution of Luz and Amity's relationship and how they help each other come to terms with who they are as individuals.

Luz arrives in the Demon Realm confident that becoming a witch will be *easy*, especially with her "knowledge" on the subject. Amity's actual knowledge and talent makes Luz realize that she is, in fact, human and is going to have to work a lot harder and more passionately to achieve her goals.

There's a lot of pressure on Amity to become a proper heir to her family's fortune. She was taught to be competitive and secretive. Amity also reads the U.P. series (discovered it while in the Human World). When she discovers how the book inspires Luz to do something impossible (like become a human witch) she wonders if she desires something similar, to do something different than the path set before her.

Their friendship develops slowly but surely. Amity's experience makes up for Luz's naiveté. Luz's creative thinking makes up for Amity's bullheadedness. Together they actually make a great team in high stakes situations.



## **THEMES**

### **MAIN: Follow your passion.**

Luz isn't a princess, she's not some kind of "chosen one", and she has NO innate magical abilities. She dreams of becoming a witch but no one thinks she can. **What's so satisfying about The Owl House is seeing Luz do the impossible and learn witchcraft** on her own through sacrifice and passion.

**The Owl House champions individuality and the courage to follow your passions** despite what others may think. This is reflected not only in Luz but in Eda's desire to practice her own brand of magic outside of out-dated traditions, through Amity's internal struggle to break away from her family, and even King's constant desire to prove his strength and worth regardless of his puny status. Every character goes on a journey to achieve their goals, and through their trials and tribulations every character will come out a better version of themselves.

### **SUB: Expectation vs. Reality**

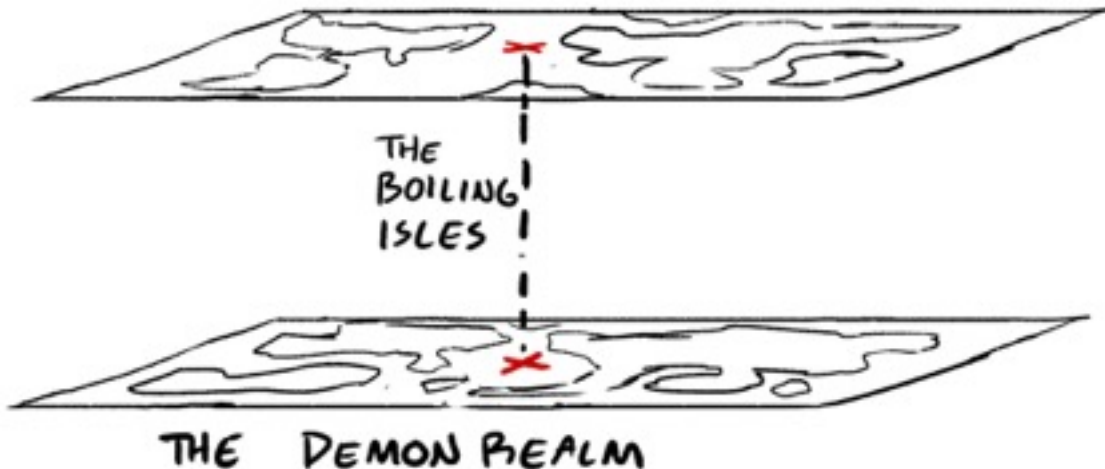


Much of the first season plays with expectation vs reality. The most basic example is how Luz, completely naive to this new world, keeps projecting expectations onto things based on how the magical world works in her fantasy books. Luz learns that the reality of things is always a lot more bizarre, exciting, and complicated than she thinks.

**Eventually Luz will stop relying on her knowledge of generic fantasy genres and face the world with her own eyes.**

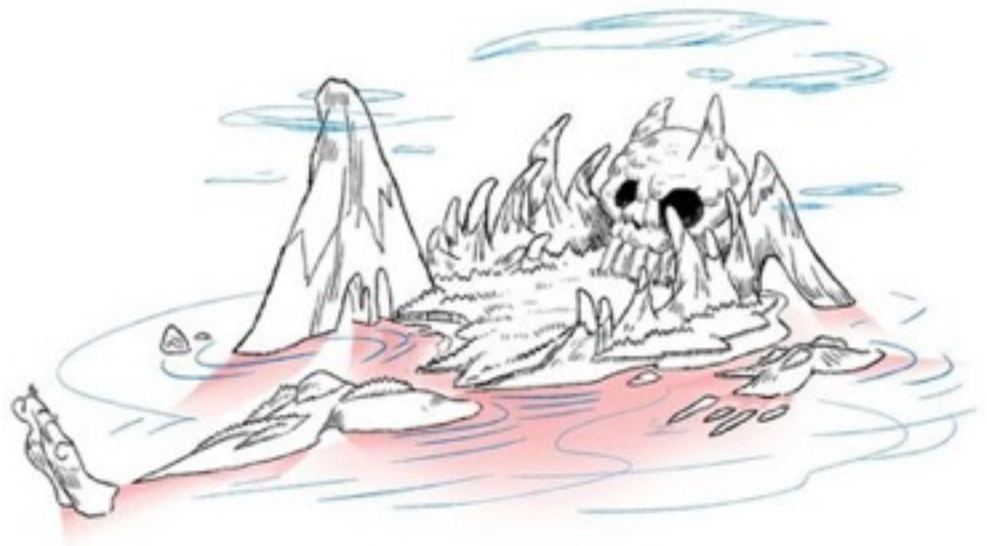
## THE WORLD:

**HUMAN WORLD:** Filled with humans and occasionally other things.



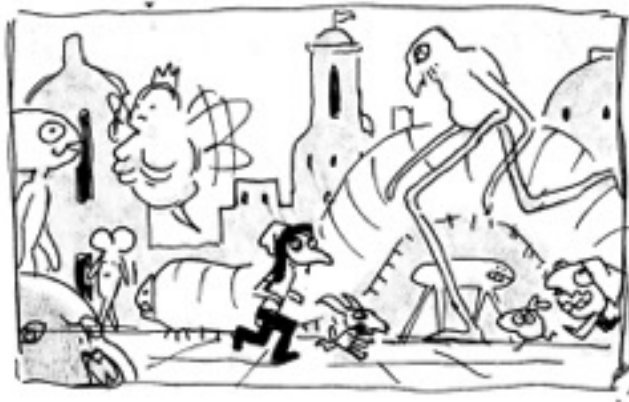
**DEMON REALM:** Filled with demons, witches, and other strange magical beings. Currently ruled by the King Pupa and his Council. Portals between worlds can be found on the Boiling Isles but they're near impossible to come by and extremely difficult to create. Humans are very rare here. If one is found they're normally tossed into the wild to fend for themselves. (The Demon Realm hasn't been fond of humans ever since they tried to make contact in the 1600s in a place called 'Salem'. Bunch of wackos, those guys.)

**THE BOILING ISLES:** Formed from the bones of an ancient titan, the Boiling Isles are a sort of way-station between the Demon Realm and the Human World. Technologically they run on janky steam power and clockwork. Radio waves and cell reception from the Human World can only be reached at the peak of the highest place on the Isles - The Knee.



## ***IMPORTANT PLACES:***

**BONESBOROUGH:** A town in the Boiling Isles. Home to the prestigious School of Magic, the mysterious Moon Hill, and, on its outskirts, The Owl House itself. The town was built around The Red Thing, a strange box shaped thing of warm living flesh that breathes heavily and never moves... Kids and couples like to use it as a meeting place! Luz, Eda, and King will often be sent into town to pick up ingredients, or deliver packages, or steal a couple things from the school. Its buildings are built from ruins or old monster bones from long ago. Everyone who attends the School of Magic lives here, either with their families or in the dorms.



**THE OWL HOUSE:** Eda's house that also acts as her Herbs Shop! Eda, Luz, and King all live here. She has a sprawling labyrinth underneath her house that holds magical contraband and doors that lead to different places all over the Demon Realm.

**SCHOOL OF MAGIC (temp name):** A prestigious high school for witches, demons, and magic folk. Amity and Paulina and others all attend. Lilith is the current Headmaster. She makes sure that all the young witches passing through her halls get into well-established Covens. She has high hopes for Amity, the most talented student in school.

**THE MOON HILL:** A gathering place for Covens in the ruins of a castle outside of Bonesborough. Only Coven members are allowed in. Covens will gather here to hold meetings, rituals, initiations, etc. Eda occasionally likes to sneak in in disguise and steal their party snacks.



## MAGIC AND COVENS

### HOW MAGIC WORKS:

All creatures in the Demon Realm have their own special powers but **only witches can snap their fingers and create fire**. If Humans (like Luz) want to perform witchcraft it's much more difficult and they'd need ingredients and tools to harness the magic around them.

Example: Eda can touch a broom and make it float. Luz would need to draw a chalk circle around the broom, dust it with bird ash, whisper the right incantation, etc to make it float.



### COVENS:

A Coven is an **exclusive group of witches that a young witch must join after inheriting his or her powers**. Whatever Coven you're assigned to, whether you like it or not, will determine your social status and what kind of magic you can practice for the rest of your long life (a witch can live up to 300 years). Each Coven comes with a specialty:

There's the Beast Master Coven, the Potions Coven, the Summoners Coven, the Janitor's Coven, the Cooking Coven, the Poopsmith Coven, etc.

**Eda despises these restrictions and chooses to remain Covenless.** Because of this Eda technically isn't allowed to practice magic or sell magical items of any sort. Lilith and Bump are constantly keeping an eye on her. But Eda is shrewd and knows how to hide her magical trails. Her "Herbs" shop isn't breaking any Coven laws... As long as no one finds the bewitched labyrinth filled with cursed swords, summoning tomes, and actual ghosts sprawling endlessly under her shop!

## **EPISODE EXAMPLES**

### **LORD OF THE GRUBS**

Luz and King are sent to the market in Bonesbrough to pick up some “smilk” for something Eda’s cooking up. Luz has no idea what smilk is or how to haggle and quickly makes a fool of herself. Annoyed, King shoos her away. Luz, feeling dejected and in need of a friend, happens upon PASHA and gang, a secret group of rogue humans living in the woods! They convince the lonely Luz to join their group but for their initiation test she’s told to go vanquish a demon and the one they choose is... King!



### **LOST IN CRUSTACEAN**

It’s been a couple of days since Luz became Eda’s new employee and she’s still getting used to the Demon Realm. To keep her spirits up she starts writing an adventure/romance U.P. fan fiction. Eda hates that flowery garbage. She decides to give Luz a taste of the real world and bring her on a REAL adventure to the seaside where she has a trade to make with a crooked and dangerous potions merchant. The merchant turns out to be a love-smitten lobster demon who’s so heartbroken from losing his girlfriend that he refuses to make the trade with Eda until he wins his love back. This is exactly like Luz’s fan fiction and she takes control of the situation while Eda groans from the sidelines. Back home King begins picking through Luz’s notebook and gets hooked on her fan fiction.

### **MONSTER HUNTER**

Eda receives a message from a distant village that they’ve been besieged by a monster and will pay her HANDSOMELY for its destruction. Eda takes King to slay the monster and leaves Luz behind. She doesn’t want her corpse to get in the way, humans are so frail after all! Upon getting to the village Eda and King are IMMEDIATELY captured. The tiny evil villagers just wanted to lure a witch here to drink their blood and gain their powers, and now they have a feast! Now it’s up to Luz to save her friends but how can a frail little human overpower an entire village of blood-thirsty cretins?

## **BACK TO SCHOOL**

Luz finally mastered her first spell, the ability to levitate small objects! But when Luz sees other kids coming out of the Magic Academy with their fancy powers she yearns to go to there. One day she disguises herself as a student and though she has a hard time keeping up with classes she impresses everyone with her small levitation act, especially one student Paulina. Amity immediately sees through her guise but instead of calling her out, plays along and gives Luz increasingly difficult tasks to accomplish that may threaten to give away her disguise.

## **MIRROR, MIRROR**

Eda's in a bind. Magistrate Bump is out doing inspections. Humans aren't allowed in the Demon Realm and if he spots Luz he'll use that to take down Eda's operation! So Luz is hidden in a dusty room. Feeling unwanted and powerless she makes a deal with a Mirror Ghost who promises to grant her magical powers, like a witch! That way she won't have to hide anymore! But instead the ghost takes over her body and traps Luz in a mirror! Now Luz has to travel from mirror to mirror around the house/shop and figure out how to get her body back from this destructive ghost, all while Eda tries to hide ghost-Luz's tracks from the Magistrate!

## **INTO THE DEN**

Luz has been slowly gaining popularity as the "Human Witch" around town and taking the spotlight away from Amity. To prove her superiority Amity lures Luz into the den of the Bat Queen and plans to make a show of rescuing her when Luz gets scared. But things go awry when Amity herself gets lost while tracking Luz. Now they're both being hunted down by the Bat Queen, who's angry at the trespassers in her home. Maybe they'll have a chance to survive if they can find each other and manage to work together!



## **THE DEMON KING'S MEN**

King gets an invitation to his old gang's 50-year reunion (with +2 guests!). King, elated that his gang knows he's alive and terrified of what they'll think of his new small body, convinces Luz and Eda to pose as his minions so he doesn't seem THAT pathetic. They agree because they're friends after all. The party turns out to be a trap to lure out their old enemy Eda and get revenge for her disbanding them 50 years ago. King was just a pawn. They invite King to rejoin their gang, though not as leader, and take Luz and Eda away to toss into a volcano. Will King allow himself to serve under a new leader with no hope of returning to his original power? Or will he save Eda and Luz and throw away ANY chances of getting back with his old band of thugs?

## **WILLIAM AND THE CRANE MACHINE**

Eda still thinks it's unsafe for Luz to walk around the Boiling Isles alone, she just doesn't know enough about the Demon Realm! Luz, hurt and angry, wanders off by herself. She immediately gets lost and runs into a long-haired boy sleeping in a vine-covered coffin and accidentally wakes him. The boy has no memory of anything besides his name, William. Luz takes this as a chance to showcase her knowledge of the Isles and the Demon Realm proving to herself that she IS capable enough to go out alone. She and William get increasingly lost and eventually run into trouble with some man-eating plants. Will Luz's pride keep her from calling Eda for help?

Meanwhile, Eda and Tibbles discover a rare human artifact washed up on the beach: A crane machine! Eda gets hooked trying to win an ugly stuffed owl but can't master the infuriating human controls.

## **THE UNASSUMING PRINCESS**

Luz is always carrying around her favorite book *The Unassuming Princess*. It's part of a series. Eda finally gets curious enough to read it and discovers that the stories are eerily similar to adventures *she actually had* in the past. Too similar. Eda goes on a hunt for the author. Luz joins, wanting an autograph from the mysterious writer who always hid behind a pen name. They discover that the author is actually a big old demonic JERK from the Boiling Isles and also... Eda's ex-boyfriend. He's been stealing and twisting Eda's stories to further his career as a YA author in the Human World! Eda wants to burn the manuscript for the sequel which contains private information but will Luz, a diehard U.P. fan, let her?

## **HUMAN PARTY**

It's Luz's birthday and her spirits are running low. She's homesick and she just can't get used to this weird world. In a rare display of tenderness Eda goes to local human-world enthusiast Tibbles and asks for his help to throw Luz a "human party". In their skewed version of what "human" is they end up planning something far more terrifying than any curse or monster Luz has faced so far.