
Family is for
LIFE
The
WARDENS
Prime Time
ANIMATED COMEDY
13 x 22 mins
Created by
ARON DUNN
TREASON
MEDIA
Lakeside
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LOGLINE

The **WORLD'S TOUGHEST WARDEN**, desperate to keep his family together, transfers to the "**Country Club**" prison where his ***tech CEO wife*** is serving a 15 year sentence for investor fraud.

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THE STORY

Marshal Warden only cares about two things: discipline and family. Quite possibly in that order. He is the country's (and possibly the world's) most intimidating prison warden. He shut down the infamous Iron Castle Riot armed with nothing but The Little Book Of Calm and a Waterpic. When not staring down the most hardened criminals, he is devoted to his family. While he hides most of the harsh realities of prison life from his kids, he has one unbreakable rule at home: Don't do the crime if you can't do the time.

Leona Warden would do anything to give her kids the opportunities she never had growing up. That may (or may not) include falsifying the science at her PetClone.com start up. When her company's product proved to be more pet cemetery than littlest pets shop, the subsequent law suits landed her a 15 year prison sentence. This high flying tech CEO is getting sent down to the big house.

Marshal has a dilemma: raise their three kids as a busy single dad who must leave them in the care of some distracted Gen Alpha nanny, or transfer to the ***progressive, experimental*** prison where Leona will be serving out her sentence. His kids are at an impressionable age. They idolize the kinds of celebrities and influencers who are one or two questionable choices away from being indicted themselves.

Maybe seeing white-collar criminals face the consequences of their choices is just what the kids need to put them on the straight and narrow. His decision is clear…

Until he takes his post at Leona's "country club" prison where its tennis courts, golf clubs and day spa are an offense to his disciplinarian values. To make matters worse, the non-violent, white-collar, entitled inmates practically run the place. The lunatics have taken over the asylum. How do you maintain discipline and rehabilitate criminals who treat you like the concierge of a 5 star all-inclusive resort? Don't even get him started on the Governor who holds the purse strings while having his puppet strings pulled by the wealthiest inmates.

As Marshal settles into his new role he struggles to make his family and his inmates resist impossible temptations of the world inside and outside the prison walls. The Wardens is a series about doing the right thing even when you know you can get away with anything.



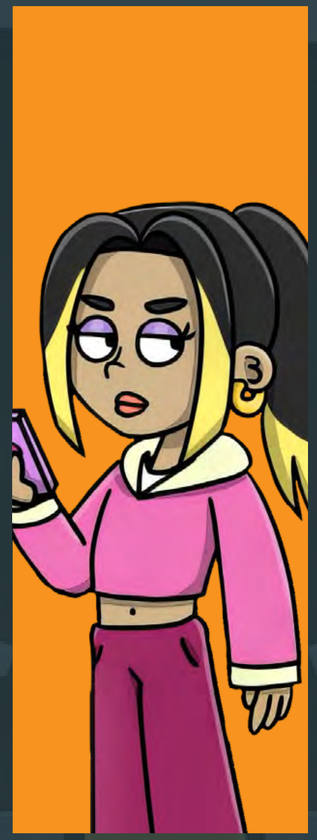
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CHARACTERS

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MARSHAL WARDEN

47 YEARS OLD

Marshal is an admitted authoritarian, a strict disciplinarian, and an enthusiastic grammarian. Raised by a single mother who's only talent was grifting, they moved from town to town outrunning her marks and creditors. This itinerant childhood left Marshal with few prospects and a deep need for stability and accountability. So he took a job as a prison guard while taking night classes. His enthusiasm for discipline and punishment helped him climb the ranks until he became the youngest Warden in the country.

While he loves his kids deeply, he shows it in a "Scared Straight" way. Of course, they think his prison horror stories are corny as hell. They've seen way worse stuff on the internet. He secretly fears that the compromise he's made to keep his family together is sending them down the same path as his own felonious mother.



LEONA WARDEN

45 YEARS OLD

Leona is a born risk taker. The daughter of two actuaries, she rebelled by taking every risk possible as a teen. Surf the roof of a speeding Camaro – check! Dive off the active rail trestle into a fast moving river – double check! Every time she got away with something, she felt empowered to risk more.

This motivation led to a career betting on long shots and start-ups until she amassed a considerable fortune. But she couldn't resist the pull of biology and Freud. She was instantly attracted to Marshal's "steady Eddie" vibes when they met at a criminal rehabilitation charity golf tournament. Her austere childhood has made her infinitely indulgent with the kids.



BERNICE (Bernie)

13 YEARS OLD

Bernice is a charming manipulator. When she discovered that boys would do anything if she batted her eyelashes at them, she vowed never to write another term paper again. She is an aspiring Beauty and Style Influencer with absolutely zero ethics. She endorses any company that sends her enough swag regardless of how green it'll turn someone's hair or skin.

Of course, she doesn't actually use these products. She uses the proceeds from her channel to buy the good stuff. She wishes she was as good with her money as Ivan is, but she'd never tell him that.



IVAN

11 YEARS OLD

Ivan is an aspiring venture capitalist. He's a shrewd opportunist with his finger on the pulse of the latest trends in toys and collectibles. When he saw a gap in the Battle-Mon card market at his middle school, he cornered the market on the rarest cards. He's now dabbling in crypto and NFTs. He's cut a deal with the best students in art class to generate designs. He's paying them in "exposure".

He's envies Abram's vocal and visual talents while fearing that he himself is completely talentless.



ABRAM

9 YEARS OLD

Abram is an impossibly talented mimic. He’s taken more than his fair share of sick days by imitating Mom or Dad and calling the school secretary. He’s also a talented visual artist who can imitate virtually any style. He’s already aced art class by imitating the Old Masters. He’s got a bright future ahead as a counterfeiter and art forger.

He may be non-binary. Then again, he's also only 9 and may just like dressing up in the prison's drama club costumes.



THE GOVERNOR

60 YEARS OLD

The Governor is the craven, narcissistic, populist politician that controls Marshal's budget. He is constantly pushing through new laws to give the inmates greater freedom and shorter sentences. The fact that the Governor's re-election campaign is entirely funded by companies affiliated with those inmates is completely immaterial.

THE INMATES

CRYPTO
FRAUDSTER

TAX
CHEAT

INSIDER
TRADER

CORRUPT
POLITICIAN

PYRAMID
SCHEMER

BLACK HAT
HACKER









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1 CRYPTO-ALLOWANCE

Marshal wants to teach the kids the value of a buck. So he gives them part-time jobs in the cafeteria and laundromat. The kids hate the hot, stinky work. Good thing they meet a crypto-fraudster who can turn their hard-earned quarters into millions of Bitcoins. Meanwhile, Marshal is distracted by rolling blackouts in the prison. He can't get to the bottom of the power failures until he discovers the crypto-fraudster is mining the block chain on the prison's severs.

2 APPEALING PROPERTIES

Leona's appeal is going before a judge and she needs to look contrite and reformed. She gains a work release to volunteer for a Habitat for Humanity-type organization to bolster her character. Meanwhile, Bernie's obsessed with interior decorating videos on YouTube. Leona's entrepreneurial spirit is sparked as mother and daughter become home makeover influencers. They stage the model homes so Leona can flip them on the open market. When Marshal discovers the scheme he needs to rehouse the new hipster homeowners so the properties can go to the unhoused families they intended for. And he needs to keep the judge from finding out.

3 STRANGE BREW

Abram needs help with his science fair project, but Marshal's distracted by a burgeoning bootlegger who's brewing craft toilet beer in the prison. Abram turns to Leona for help. When she learns that Abram's project is growing different types of yeast, she does what any good entrepreneur would do: market the product. She puts Abram together with the bootlegger to create a cistern-aged IPA that becomes a hit with the neighbouring town's beardy beer connoisseurs. Now Marshal needs to carve out time for Abram before he and his mother break multiple liquor and sanitation laws.

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4 THE LONGEST SHART

Marshal tries not to think back on his Super Max days… Until Deacon Prue, the current warden of Marshal's old prison, challenges him to a "friendly" intra-inmate football game. Marshal needs a big win to show his peers in the correctional community that he hasn't gone soft. Unfortunately, his white collar roster of players are no match for Deacon's prison yard-hardened grid ironmen. Marshal needs a competitive edge. Meanwhile, Bernie flexes with a new sports drink client. As the slogan says, "Burning Ring's performance products fire up an athlete to grab the brass ring!" These FDA unapproved products just might be the performance enhancer Marshal needs to beat Deacon. When the product rings true to its title's more accepted meaning, Marshal is tempted to use its unfortunate gastro-effects on the other team.

5 CALL OF THE MILD

When Abram gives Leona a bouquet of poison ivy for Mother's Day, Marshal realizes that the kids have no survival skills. With a forest cleanup work release coming up, it's the perfect time for a camping trip. However, Marshal's insistence on roughing it soon leaves them up a creek without a paddle. The gear that Bernie's "active lifestyle" sponsor donated is not animal proof and their food supply is wiped. Abram's animal calls attract an amorous Moose. It's all Marshal can do to get them back to civilization with their hides intact. Meanwhile, Leona and the inmates enjoy a luxurious weekend of glamping with the Governor thanks to a private prison lobbyist.

6 ABC: ALWAYS BE CONVICTED

Marshal, with Leona's help, renegotiates the prison's budget. Anxiety is high amongst the inmates. What if the cafeteria downgrades to sparkling wine and chicken liver pate? Egad! Ivan needs help with a school project but Mom and Dad are too busy. So an insider trading convict advises Ivan on his IPO case study. Since experience is the best teacher, they set up an investment boiler room scam. After countless high pressure cold calls the prison is now swimming in cash. Of course, no one knows what they've actually invested in. The fact that the prison suddenly has some bling-y new upgrades, including a swim up bar at the pool, does not help Marshal's negotiations. Now he has to shut down Ivan's boiler room before the Governor pulls the plug on the whole prison.

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