

A fantasy comedy series

# SKULLDUGGERY



*Pitch Deck*

by Caleb Dillon



# REFUSING THE CALL

You must take the ring to Mordor, Frodo.



Or, and hear me out, we could NOT do that?

# OF ADVENTURE





# LOGLINE

When the champion of the realm is killed before their quest even begins, her cowardly squire must take up her mantle to defeat the Mother of All Monsters or die trying... probably the latter.



# OVERVIEW

## GENRE/FORMAT

Half-hour, satirical fantasy comedy

## tone

Frisky, mischevious, sardonic, witty

## VIBE

Raunchy, absurdist, irreverent

## SEASON LENGTH

Eight to ten half-hour long episodes





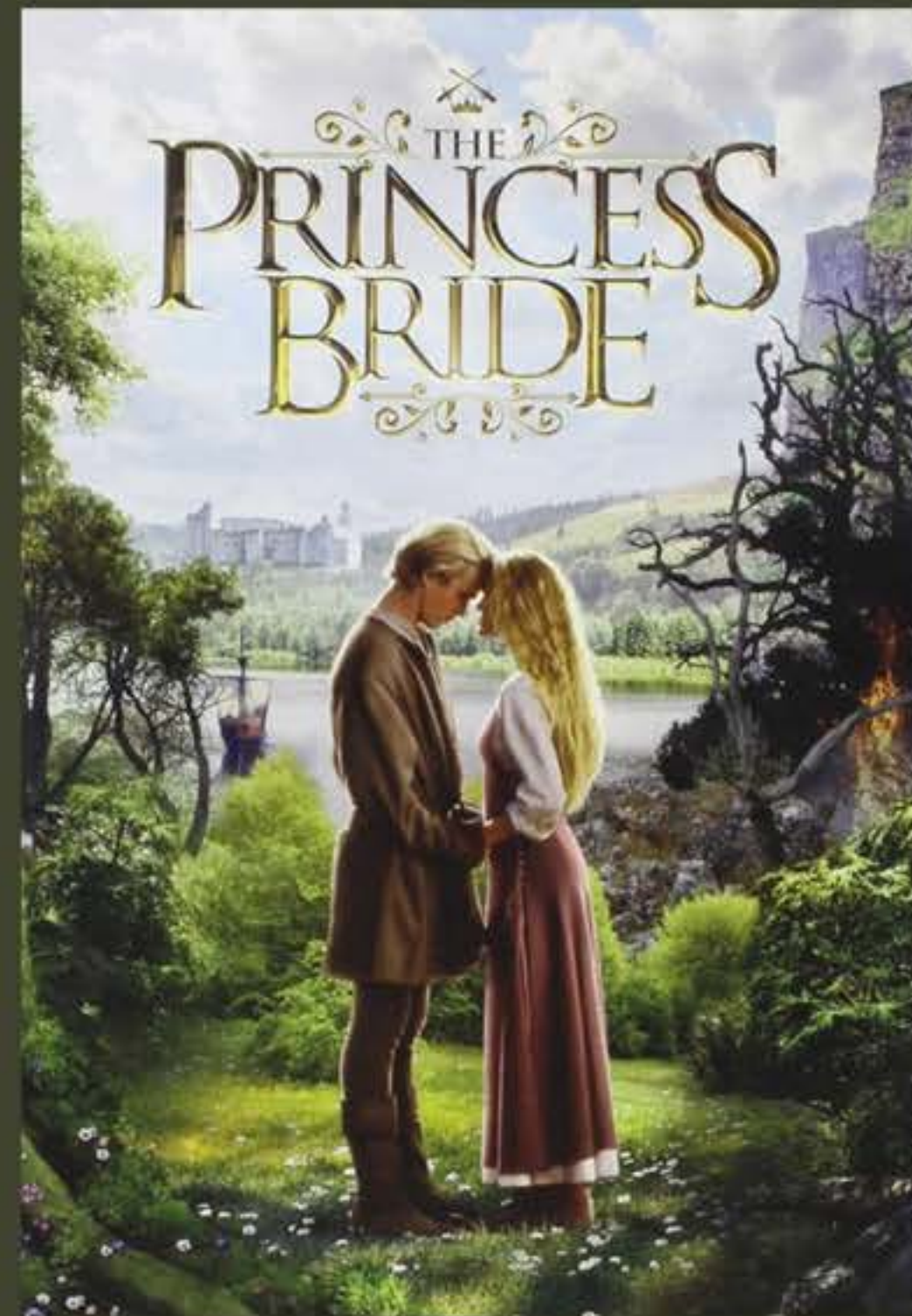
# COMPS



Structurally, it's this...



Tonally, it's this...



But with heart like this...





# AUDIENCE

## TARGET DEMOGRAPHIC

Men and Women, Ages 20s-50s

## IDEAL PLATFORM

Hulu, Netflix, Amazon, Max, or Starz





# SEASON SYNOPSIS

GORGANNA the Mother of All Monsters, has risen from the depths of the underworld of Aryth, and now her children, every type of monster imaginable, are running amuck. LADY EMELYN, an arrogant knight, and her lowly squire AYMON swear an oath on a magic sword to slay Gorganna and embark. Unfortunately Emelyn dies on their first night out, choking on a peanut at the village inn.

Aymon would love to give up the quest, but he also swore the Oath. The quest now falls on him. No matter how hard he tries, the magic sword keeps coming back to him; he can't lose it, sell it, or give it away. Worse, every monster Gorganna spats out is drawn to Aymon like a shark to blood. His only choice is to complete the quest he unknowingly swore to complete.

Emelyn's ghost, her spirit still tethered to the sword, will nettle Aymon every step of the way. She doesn't believe Aymon is up to the task; she's not the only one. Aymon will sneak, shirk, and skulk all the way to Gorganna and finish the quest, even if it kills him (which, of course, it probably will).





# AYMON COWARDLY SQUIRE

Aymon is our main protagonist; he starts the series a fast talking coward and unsure of himself.

Aymon thought squiring would be an easy job; you carry around a sword, polish some armor, get invited to the finest banquets and you can hit on all the maidens passed over by Princes. Sadly when Emlyn dies, he finds himself the target of angry hellspawn and jealous sellswords. Can he rise to the challenge and learn the ways of the knight? ...Maybe?

## SEASON ARC:

Aymon slowly realizes his self-worth over the season and represents the message that 'anyone can be a hero'





# EMELYN

## PETTY MENTOR

Emelyn is an anti-hero, a pompous, spoiled "noble" knight who enjoyed the perks of the job but never took it too seriously.

At first a needling presence to Aymon, she slowly starts to realize how petty and selfish she was in life and how meaningless her deeds were. She comes to realize how much more there is to being a knight. Over time, she even develops feelings of appreciation for Aymon.

## SEASON ARC

As Aymon changes, Emelyn slowly shifts from petty knight to mentor, to eventually a friend and perhaps love interest.





# THEGN

## BRIMSTONE KNIGHT

Thegn is the primary antagonist in the first season. He is a fiery grim reaper, a heat seeking missile coming straight at Aymon. Thegn's only purpose is to protect Gorganna by any means necessary, including killing the sword bearer. As Aymon is most definitely physically outmatched by Thegn, he must find ways to outsmart or outmanuever him, i.e. run away.

### SEASON ARC

Thegn starts the series as uncompromising, but after observing Aymon's seeming acts of charity begins to realize that the surface-dwelling races aren't all awful; he seeks to find compromise and in the finale, they smelt the sword down, and find ways to co-exist .









# SUPPORTING CAST



## PHLEVALBIM

Gnome alchemist and wandering tinker, Phevallbim travels from town to town selling his wares. His potions are inconsistent at best. He follows along behind Aymon like an ambulance chaser.



## GWAR

A goblin assistant to Phevalbim, Gwar is a wild card, an agent of chaos. Everywhere he goes things burn down; it's a talent. The only things he likes more than fire are bombs.



## RUNA GRIMHYLD

Half-Troll barbarian, Runa's husband died recently and her only desire is to join him; but first she must die gloriously in battle and Aymon is literally a walking danger magnet.



## NILENA

Local con artist and pick pocket, Nilena grew up on the streets. She is good at getting into tight spaces, and into trouble. Still learning her craft, she sees a big-brother in Aymon that she never had.



# PILOT

In the land of Aryth, the Mother of All Monsters  
GORGANNA has risen from the underworld.

The champion EMELYN is selected for the quest to kill  
Gorganna, but the first night out, Lady Emelyn dies.  
AYMON inherits the the magic sword Illuriul, and the quest.

Aymon tries to get rid of the sword, but it keeps coming back to  
him. Worse, a HELLHOUD arrives to kill Aymon and wrecks havoc on  
the town. After accidentally killing the hound, he draws the attention  
of a band of brigands lead by a jealous sellsword, VALBROG, who see's  
a chance to to profit off of Aymon's death and take the sword.

Backed into a bar and completely overmatched, Aymon is saved  
from death by a shieldmaiden with a death wish, who sees Aymon as a  
danger magnet that she can use to get the glorious death she desires.

And so they embark on the quest to save the world or die trying.  
Far west, THEGN, a Brimstone Champion of Gorganna, rides out to  
find Aymon. This hellfire warrior will not stop until Aymon is dead.





# RUNA GRIMHYLD

## MOURNING SHIELD-MAIDEN

Half-Troll barbarian, Runa is a shield-maiden. Previously part of a mated pair, but her husband Hulvyrtr Skulfrókey recently died in battle, and now her only desire is to join him; but first she must die gloriously in battle. Unfortunately she is very hard to kill.

Fortunately, Aymon is a danger magnet and upon meeting him she quickly realizes her best chance to die is standing near him. She agrees to join him on his quest, only so that she can get first dibs on the best monsters.

### SERIES ARC

Runa realizes life is about more than battle, and friends are worth living for. She chooses life and is willing to try for love again.





# VALBROG

## JEALOUS SELLSWORD

Valbrog is a sellsword, Captain of the Company of Thorns, a mercenary band of cutthroats and rogues.

Valbrog felt he was destined for greater things, but being homicidal put a damper on his plans. Now aging and bitter, Valbrog sees Aymon as a chance to prove himself- if he can get the sword, he can prove his worth to the realm and all the glory, wealth, and women that comes long with it. He seeks the sword at any cost, even murder.

### SERIES ARC

Valbrog is a wildcard element that will occasionally come back to haunt Aymon. He is sneaky, underhanded, and jealous of Aymon.





# SAMPLE EPISODES



## WALK LIKE A KNIGHT

Emelyn is increasingly grouchy; turns out ghosts get horny too. When they cross paths with Lady Athalia, a reknowned hero-humper, Emelyn convinces Aymon to let her possess him so that she can experience coital bliss again through Aymon's body.

Unfortunately Athalia is now engaged to Sir Damarel, a skilled duelist, and Aymon is challenged to a duel he can't hope to win without Emelyn's help.

## DON-KNIXOTE

Aymon and friends cross paths with a disgraced knight that offers to take the sword from Aymon, who eagerly complies. Soon after relinquishing the sword, Aymon realizes DONALD is crazy and doesn't understand the risks. Aymon struggles with the decison of dooming this man to die to save himself. But when he tries to take the sword back, Donald is unwilling to give up his chance at redemption.

## IT'S NOT A PET

Aymon encounters a wounded Griffon - a half horse, half lion creature caught in a big game hunters trap. Rather than kill it, he frees it, much to the chagrin of the Big Game Hunter, who just happens to be a Cyclops. The Cyclops realizes Aymon's sword will draw critters to him like bee's to honey and takes Aymon prisoner. Now in a cage, Aymon begins to understands the plight of being a monster in this world.

## THE VALLEY OF HOPE

Aymon and his friends come upon a hidden away valley where Monsters and People are working together in relative peace and harmony.

Emelyn attempts to convince Aymon to slay the monsters he finds, but he is having second thoughts. When Thegn shows up, a battle ensues and with regret, Aymon leaves the valley worse than he found it.

## I AIN'T AFRIAD OF NO GHOSTS

The party crosses a haunted graveyard, where Emelyn meets the ghosts of knights of old. She realizes how inadequate she was and has a crisis of faith. The magic of Illuriul starts to fade. Only Aymon with his courtly knowledge realizes that these aren't ghosts at all, but wraiths who seek to drain the unlife from Emelyn. It's up to him to convince Emelyn of her self worth before she fades away and the sword with her.



# SERIES OVERVIEW

## Some Oaths Are Meant to be Broken

Skullduggery presents as standard fantasy fare... at least at first. Monsters rise and heroes gather to face a threat in a distant land, blah, blah, blah...

Over time, however, Aymon begins to realize that much like the world misunderstands him, so too has the world misunderstood the prophecy of Gorganna.

The show poses a simple question; who are the real monsters in the world? Gorganna and her kind simply want to exist, and a land of their own.

In the end, Aymon completes his quest by casting the sword into primordial fire. Emelyn's spirit is released and she is resurrected with a brand new body to match her new outlook. Aymon makes peace between the surface and underworld, and an alliance is struck for the good of all people of Aryth. Huzzah!





# SEASON ARCS

## MAN - THE TRUE THREAT

Men colonize the surface world, leaving no room for some races. The monsters are more curious than bad, like a bull in a china shop.



## KNIGHTLY VIRTUES - AYMION

Aymon may be low-born but he is of high virtue. He realizes his self-worth over the season and represents the message that 'anyone can be a hero'.



## LIFE IN RETROSPECT - EMELYN

Emelyn has time to reflect on life. As Aymon changes, she slowly shifts from petty knight to mentor, eventually friend and perhaps love interest.



## CATCH AND RELEASE - SPAZ

Taken from his tribe at a young age; when Spaz encounters other goblins, he must decide to stay or go.



## A PLACE FOR ALL- THEGN

Thegn starts the series as uncompromising, but after observing Aymon starts to realize that the surface-dwelling races aren't all awful.



## FOUND FAMILY - NILENA

Nilena has lived on the street her entire life, trusting no one. But through her found friends, she comes to believe that trust is possible.



## A REASON TO LIVE - RUNA

Runa realizes that life is about more than battle, and some relationships are worth living for. She chooses life and is willing to try for love again.



## A DASH OF CHARITY - PHLEVALBIM

Thrifty isn't a strong enough word to describe Phlevalbim, but his greed has limits, and when his grinchy ways cause more ill than good, cracks slowly form in the old gnomes heart.





# FUTURE SEASONS

## SEASON 2 - UNITED WE FALL?

Emelyn and Aymon find themselves at odds over how to unite the realm when Aymon attempts to integrate monsters into society with disastrous results. He is challenged by Bloodthirsty King who made his name slaying monsters.

Runa attempts to find a new purpose, and perhaps a new husband. Nilena becomes the head of a local thieves guild and Phlev accidentally joins the clergy.

## SEASON 3 - CRYSTAL CABAL

An ancient order of Avian Sorcerers arrive in Aryth from a distant land, wielding crystal fueled magic unlike any the realm has ever seen, enslaving thousands. To defeat them, Aymon will need to reforge the sword Illuriul, which means a trek into the Underworld. On their journey, Emelyn crosses paths with ghost of soldiers she's killed and has a crisis of conscience, and an alluring offer from the King of the Underworld.

## SEASON 4 - GLORIOUS DEATH

The Five Kingdoms of Aryth seem on the brink of war when Runa dies and is sent to the afterlife. There she is reunited with her clan and husband. Things seem good until she learns her husband is still hungry for battle and wishes to bring endless war to the world of the living and he wants Runa's help. Return to the world with her now undead and unkillable clan, she must decide between friends or family in the final battle for Aryth



# MOOD





# WORLD





# BUT WHAT'S THE POINT?

## WHY THIS CONCEPT?

Fantasy has become far more mainstream in recent years, with shows like *Vox Machina*, *Disenchanted*, and *Blood of Zeus* to name a few. But there's an opportunity in the live-action comedy fantasy space. Combining the tone of *D&D: Honor Among Thieves* with the structure of *Lord of the Rings* seems like a dragon waiting to be ridden.

## ON THE SUBJECT OF VIRTUE

Fantasy worlds are known to include many dynamic races. Therefore, at its core, *Skullduggery* is about racism and how people of different worlds struggle to get along. We see this daily in our world. The loose goal of the show is to imagine a singular world, and a group of friends who, despite the incredibly different worlds they are from, come together to achieve peace, literally destroying a weapon and extending a hand of truce instead.

## WHY ME OF ALL PEOPLE?!

Growing up, I found my tribe in a group of nerds who played roleplaying games like *Dungeons and Dragons*; roleplaying taught me a lot about storytelling. Having played these games for 30+ years, I know the ins and outs of the scenarios, quests, and people that keep these worlds turning. If you want wizards and warriors, I'm your guy.





# CONTACT

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THANK  
YOU!