

The Shadow Knight

By J.R. Meek

Genre – Dark Fantasy, Animation TV series | **Comps** – SHADOW & BONE meets CASTLEVANIA

Series Logline: Faced with the impending destruction of his world by an Eldritch God, the schizophrenic and notorious "Shadow Knight" must safeguard a prophet of legend against extraterrestrial invaders.

Pilot Logline: When a tormented knight haunted by voices stumbles upon a peasant girl with divine light magic, he must protect her from extraterrestrial invaders, unaware that her survival could shape the fate of a world already under the gaze of an ancient Eldritch god.

Pilot Synopsis:

War. In the world of Tyr, peace was once shattered by the monstrous Marauders, a brutal alien race that laid waste to all in their path. Just as all hope seemed lost, a prophet emerges. ZERENA, a peasant turned warrior, is gifted with light magic, believing to have been sent by God. She slays the Marauder warlord, HARBINGER SOLOMON, and returns a savior. A new religion, Zerenity, forms in her image, spreading across Tyr under the divine will of God. The book closes...

A thousand years later, MASON, a young knight-in-training of the Custodes Lucis, sits through another lecture on Zerenity's legacy, how she formed the sacred Order. But Mason isn't like the others. He wields shadow magic and is haunted by THE VOICES, blurry echoes of the dead that berate and torment him with every breath.

Far beyond the stars, an Eldritch God named Iod resurrects Harbinger Solomon and commands him to reignite the invasion of Tyr. His first command: capture a new wielder of light magic. Solomon entrusts this task to his sadistic captain, UZEGH, and his warband, Clan Vulturi. They stride into Tyr while the Horde gathers strength in numbers.

Now 23, Mason slays a Chimera with a terrifying mastery of shadow magic, the ability to command shadows at will, and proves his worth as a knight of the Custodes Lucis. The Voices remain, beleaguering him as usual, but insistent on his oath to eradicate every monster on Tyr. Then, and only then, Mason can be free from the Voices. Joined by his loyal hellhound, JAKE, and his steed, LUGER, they make their way towards Sakouis Village for a reward on the Chimera...

It is too late. A complete massacre... and an ambush! Jake activates his hellhound form to expel fire at them, but it does not matter. Uzegh and Clan Vulturi defeat Mason and Jake, leaving Mason trapped underneath rubble. The next day, he frees himself with Jake's assistance and tracks down the Marauders' whereabouts to another village, Marathcaren, home to the nekojin people.

As Mason arrives in Marathcaren, he frightens everyone in the village who heard about the tales of The Shadow Knight, including CASSANDRA. Cassandra is a devout peasant girl repressed under Zerenity's harsh expectations for women. Unbeknownst to her, she is harboring the light magic that was bestowed on Zerenity. Her power awakens when she is fleeing from the Marauders. Her fate would have been sealed, but Mason rescues her.

While evaluating the situation, Clan Vulturi assaults Marathcaren. This time, Mason defeats Uzegh and Clan Vulturi with the aid of Jake and Cassandra. But victory comes at a cost: the villagers turn on Cassandra, blaming her for attracting the Marauders. Mason has a choice to continue hunting Uzegh or save Cassandra... he chooses the latter, earning the fury of the Voices.

The Pilot ends with Mason promising to take Cassandra to Roth Castle to protect her. A white lie. Listening to the Voices, Mason plans on using Cassandra as bait for the Marauders. Meanwhile, Solomon executes Uzegh and Clan Vulturi. Instead, he commands his general, ABERDOTH, to find Mason and Cassandra. Aberdorth gathers his forces and strides out to Tyr. The hunt begins.

Series Vision:

The season 1 ending of The Shadow Knight will culminate in the second Marauder invasion of Tyr. The fragile alliance between men, elves, dwarves, and nekojins is barely staving off their offense. As ancient alliances among humans, elves, dwarves, and nekojin strain under the weight of war, Mason must face Harbinger Solomon in battle... only to lose. But beyond the flames of conquest, a deeper journey resides in the **series vision**: Mason confronts the past and the Voices that haunt him, while Cassandra discovers how to use her light magic not to destroy, but to heal a world long abandoned by kindness and empathy.