

Historical spy-thriller pilot (1 hour)



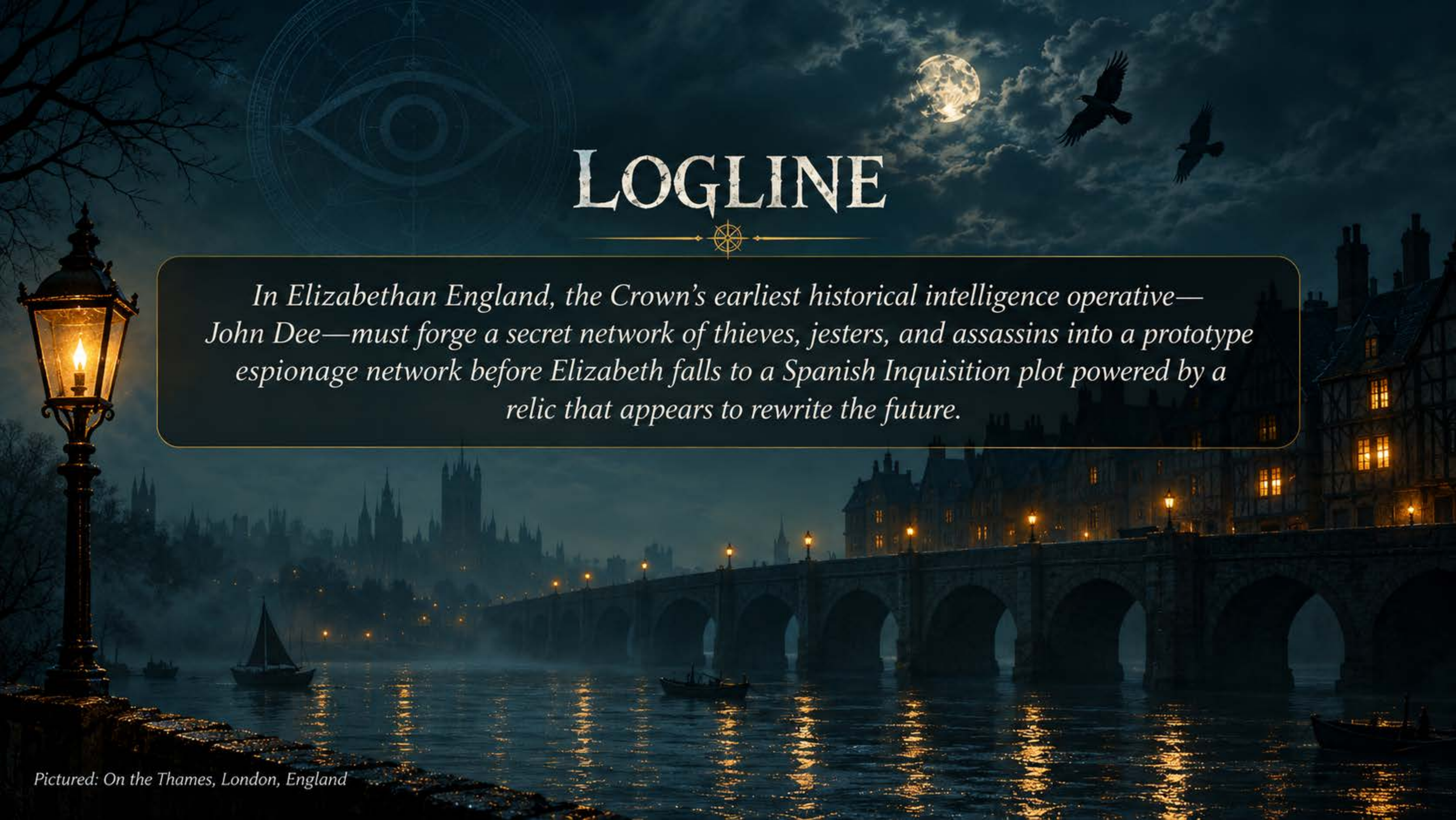
# THE EYES OF THE REALM



*Britain's first spy didn't need a license.*



Created by Michael R. Dickerson & Anthony Saitta



# LOGLINE

*In Elizabethan England, the Crown's earliest historical intelligence operative—John Dee—must forge a secret network of thieves, jesters, and assassins into a prototype espionage network before Elizabeth falls to a Spanish Inquisition plot powered by a relic that appears to rewrite the future.*



# PREMISE

The *Eyes of the Realm* reimagines the true origins of espionage through the eyes of Queen Elizabeth's secret spy network. Each episode unravels a global cat-and-mouse game across the courts of Europe — the line between science and sorcery blurs.



# OVERVIEW

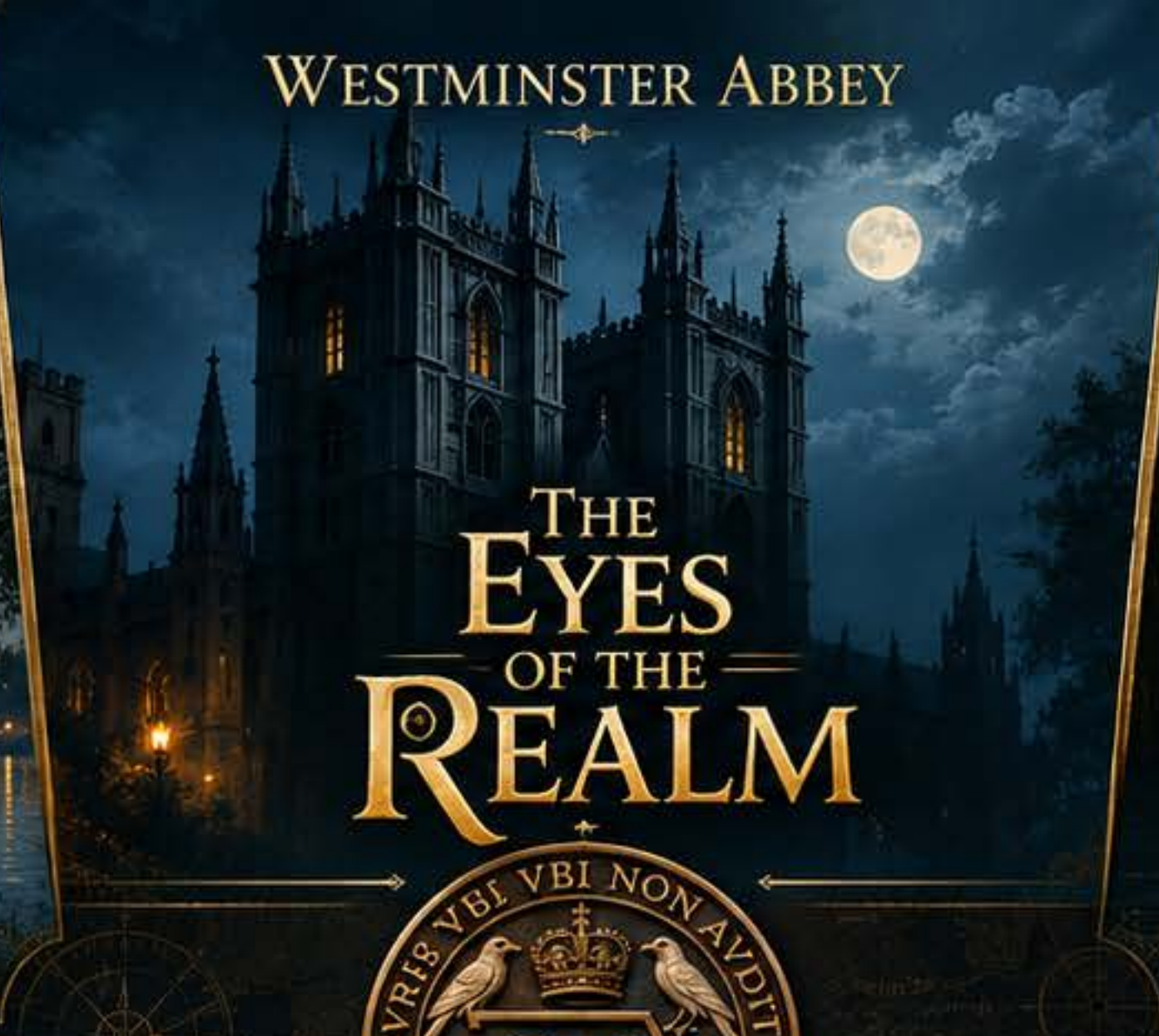
*The Eyes of the Realm* is a one-hour historical spy-thriller pilot that combines the period world-building of *Carnival Row* with the spycraft from *Alias* and the relic-hunting adventure of *National Treasure*. Rooted in the real historical origins of British intelligence, it launches a timely franchise about the birth of modern espionage—and the human cost of “security”—in a world torn by religious extremism, refugees, and disinformation that mirrors our own.

## MORTLAKE OBSERVATORY

*(Team's HQ)*



## WESTMINSTER ABBEY

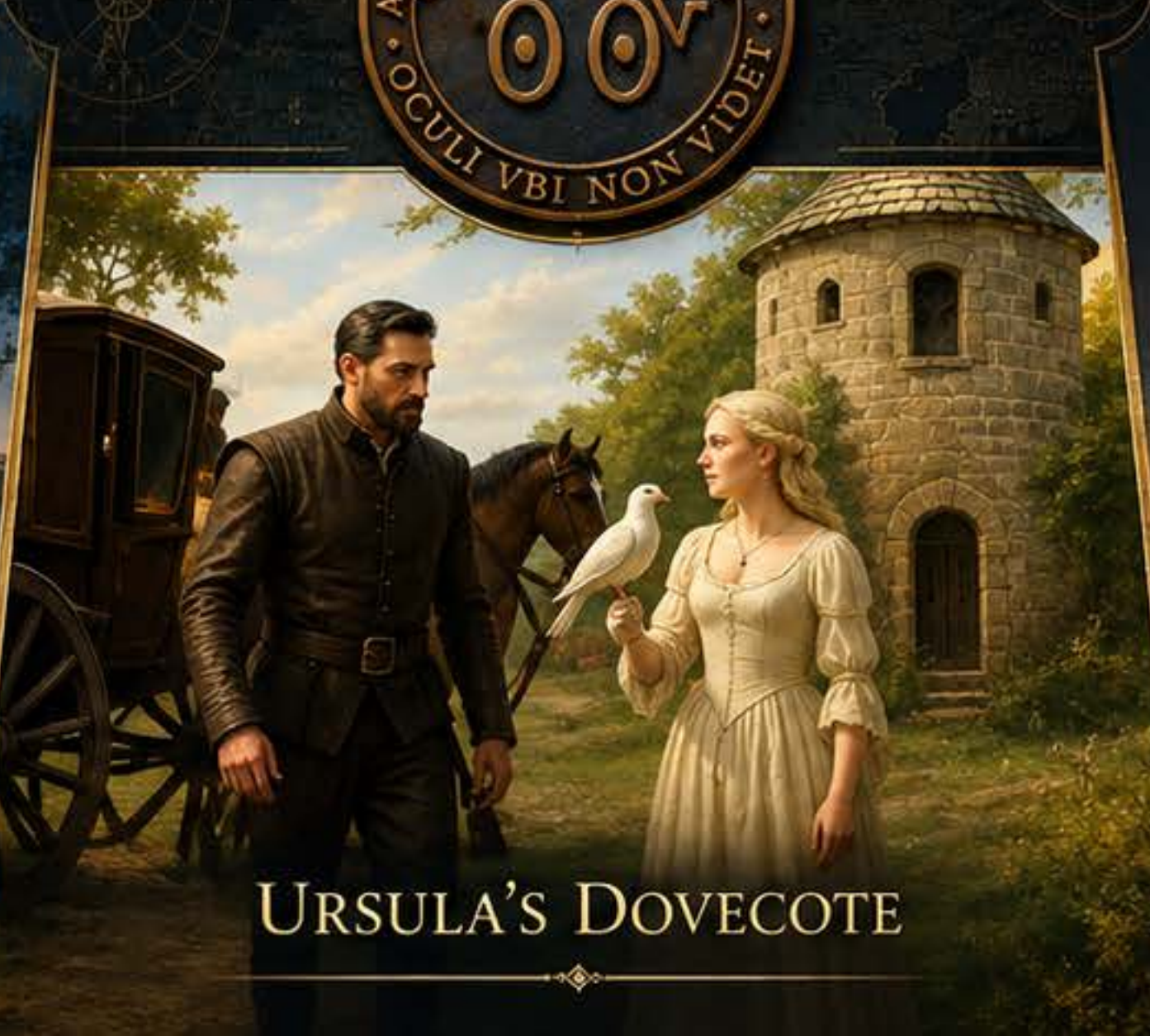


## TRAITOR'S GATE

*Tower of London*



## ANTIKYTHERA ISLAND



## LONDON BRIDGE

*Royal Fireworks Festival*



# PILOT SYNOPSIS



**In Elizabethan London**, a mysterious Scribe frames *The Eyes of the Realm* as the secret history of British espionage.



**Spymaster John Dee** uncovers a plot by the **Fire Master** and ex-agent **Thomas Ballard** to hijack fireworks meant for the **Royal Fireworks Festival** and use them to assassinate **Queen Elizabeth**. After a spectacular chase atop a runaway carriage, Dee and the Dark Fool **Trinkit** recover the explosives—and a coded **Assassins' Guild** ledger leading to Dee's former paramour, **Ursula Hale**, and the **Grand Inquisitor of the Spanish Inquisition**.



**Meanwhile, on the Greek island of Antikythera**, the Grand Inquisitor seizes the prophetic relic **Sphaira**, captures the oracle **Hyphesta**, and burns her temple. Her secret lover, Venetian **Captain Darmo**, is stripped of command and sent home in disgrace.



**Back in London**, Dee recruits his team: archer **Oswan**, thief **Viana**, inventor **Quartermaster Digges**, and con-artist **Kelley**. They uncover the assassins' plan to steal Guild heirlooms hidden above **Traitor's Gate**. Dee's wards, **Susan** and **Christopher**, attempt to stop them and are taken hostage. As the Fireworks Festival ignites, London becomes a battlefield of bridges, rivers, and masks. Dee duels Ursula; Oswan faces Ballard on the Thames; and Susan delivers the fatal blow to Ballard using a stolen Guild heirloom. Ballard's henchman **Corgan** nearly reaches the Queen disguised as a jester—until Viana drops a fireworks-breathing festival dragon from the sky.



**At sea**, Darmo learns Hyphesta and the Sphaira have been taken to Barcelona. He sends Dee a cryptic message—follow the **white ravens** to the “Navel of the World”—launching the season's cat-and-mouse between England and Spain. Darmo sails to rescue Hyphesta.

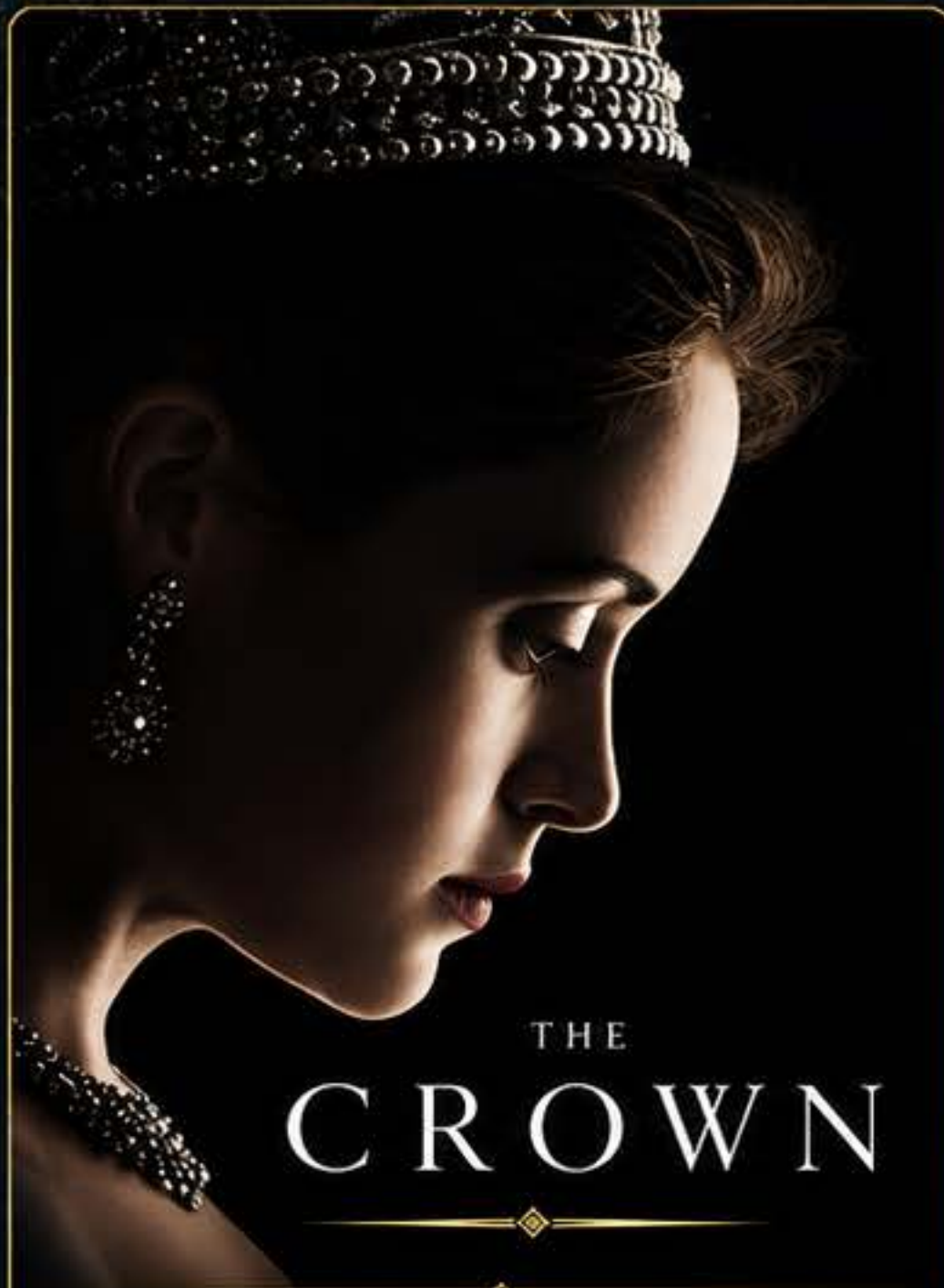


**At Deptford Dockyards**, Dee corners the fleeing Fire Master aboard a ship full of fireworks. With one lit squib through an open port, he ends it. *A flare blooms in his pupil. Fade to black.*



*The hidden origin of modern spycraft begins.*

# SHOW COMPS



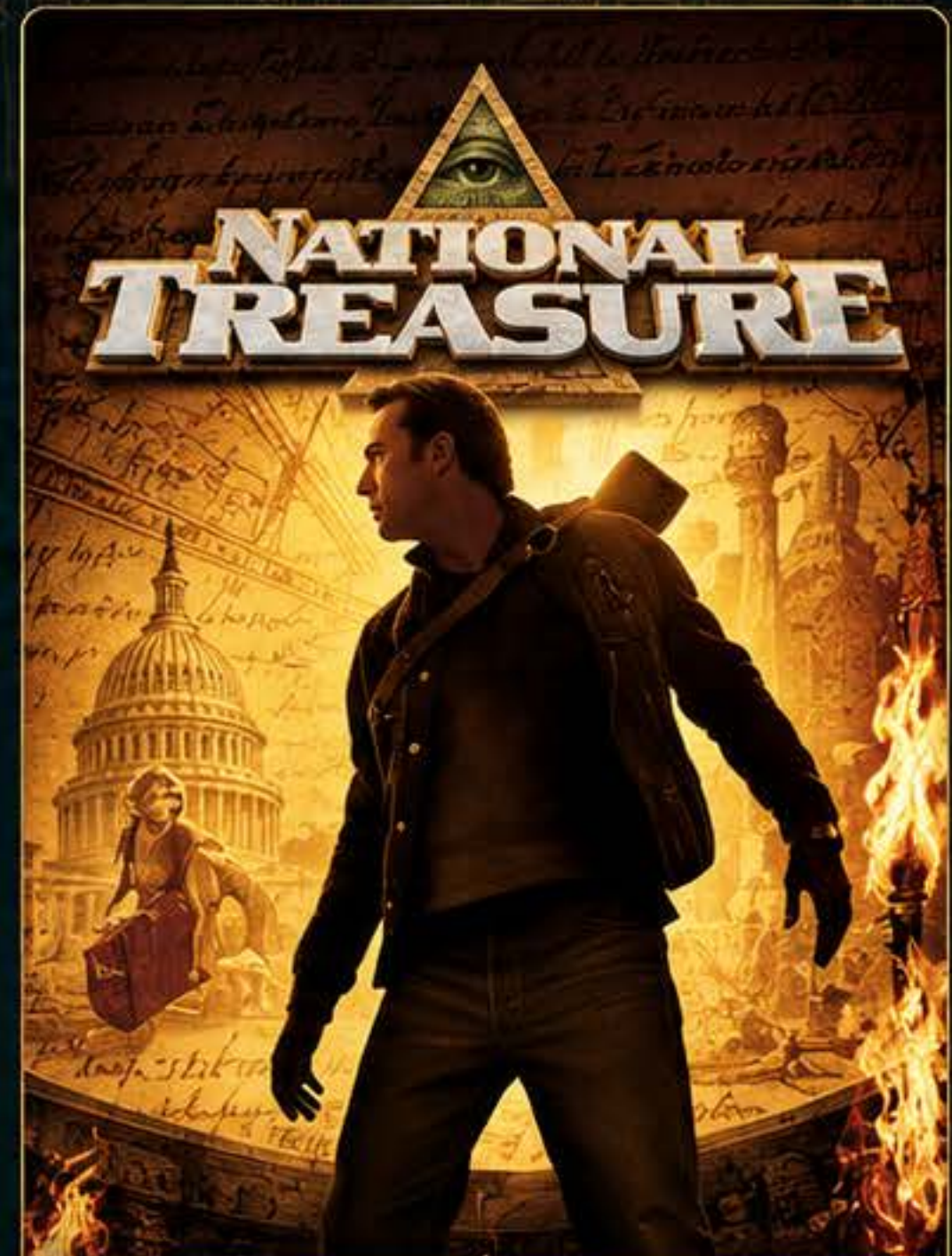
The hidden machinery of monarchy—where private loyalties, political pressure, and the weight of a crown shape the fate of a nation.



Alt history gearwork, Baroque world-building, conspiracies, romance under pressure, moral gray zones.



Grounded, high-impact spy thriller filled with visceral action, lethal stakes.



Cipher chains, clue-driven relic hunts, hidden histories.



# THE EYES OF THE REALM

## CHARACTERS

*Pictured: Oswan, John Dee, Viana, Thomas Digges, Trinkit (in back)*

# THE EYES OF THE REALM



## JOHN DEE

SPYMASTER

Polymath, spymaster, mathematician. His devotion to the Queen wars with his guilt over past sins and adopted children of assassins he once eliminated.

*“John Dee, intelligencer, purveyor of especial knowledge.”*



### SIGNATURE INTRODUCTION

*“John Dee, intelligencer, purveyor of especial knowledge.”*

### SPECIAL SKILLS



Cryptography, field tradecraft



Forensics: origin and craft from a single clue



Rapier and pistol

### KEY RELATIONSHIPS

- Viana** — Thief/ally; he uses her instincts; she tests his ethics.
- Oswan** — Trusted agent; “named plays” reveal old chemistry.
- Ursula** — Smuggler adversary and hints of a past paramour.
- Susan and Christopher Constant** — Orphan twins he is training.

### WHY WE LEAN IN

The guilt over his charter to kill the Assassins’ Guild leads him to adopting the children he made orphan.

# AGENTS



## OSWAN

*Archer and soldier, son of a fallen assassin; unknowingly heir to the Arrow of Time.*

Oswan was raised by Dee—who killed his father—and hid the truth.

### TOOLS & TRADE



Archer



Swordsman



Marksmanship with the wheel-lock pistol



## VIANA

*Master thief with a long con posing as Lady Katerina of Portugal; carries the fire of rebellion and personal loss.*

Street-taught Portuguese refugee of the Spanish Inquisition.

### TOOLS & TRADE



Thieves' Rings



Climbing



Disguises



A gaze that charms marks into mistakes



## TRINKIT

*The Queen's court jester turned Dark Fool, who hides a spy's precision and moral center.*

She takes it upon herself to mentor the twins Susan and Christopher.

### TOOLS & TRADE



Fool's Tail bells knotted from her motley



Acrobatics



Story, riddle, and song cuts like a knife



# HYPHESTA

## PYTHIAN PRIESTESS

### ROLE

Oracle of Antikythera; guardian of the Sphaira. Sees futures but cannot alter her own fate.

### KEY ELEMENT



#### The Sphaira

An ancient computer that times the heavens—and a prize every faction will kill to control.

### WHY THEY WANT HER



The Grand Inquisitor is obsessed with obtaining the Sphaira because he believes it has the power of prophecy to gain him victory over England.

## SERIES ANTAGONISTS



### GRAND INQUISITOR QUIROGA

#### ROLE

Spain's holy terror. Believes conquering prophecy itself will ensure God's empire. Believes he's the hero of God's story—making him scarier than any tyrant.

#### KEY ELEMENT



##### Processional Cross

A dark ebony walking staff fashioned from an old processional cross. Its silver cruciform handle has been worn smooth by decades of use.

#### WHY HE OPPOSES THEM



The Sphaira threatens the Church's control. He will stop at nothing to claim it.



### URSULA HALE

#### ROLE

Once Dee's whispered dalliance; ally or antagonist depending on where the prize lies. She discovered white ravens trained to seek the "navel of the world." The first femme fatale to the first Tudor spy.

#### KEY ELEMENT



##### White Ravens

Trained to seek the "navel of the world."

#### WHY SHE OPPOSES THEM



Her motives remain her own—driven by knowledge, survival, and the prize.

## ASSASSINS' GUILD



### JOHN BALLARD

#### ROLE

Once Dee's embedded agent inside the Inquisition in Spain; now he's crossed the line, convinced a "higher faith" justifies any means—including toppling the Crown.

#### HEIRLOOM



*The Weeping Heart.*



### FIRE MASTER CHARCANE

#### ROLE

Pyrotechnician-turned-terrorist; the embodiment of fire's dual nature—art and annihilation.

#### KEY ELEMENT



Fire and explosives.  
Turns celebration into chaos.



### CORGAN

#### ROLE

Assassin who disguises himself as a jester in a play at the Royal Fireworks Festival to get close to the Queen.

#### KEY ELEMENT



Deception, proximity, and ruthlessness make him one of the Guild's most dangerous blades.

# THE TWINS



## SUSAN CONSTANT

### ROLE

Orphaned at birth, adopted by John Dee. Trained early in spycraft, she's curious, quick-witted, and eager to serve—often before she's asked. At 15, she now carries a stolen Assassins' Guild heirloom: *the Bondalore* (bladed yo-yo); part toy, part trap.

### KEY ELEMENT



#### *The Bondalore*

A stolen Assassins' Guild heirloom (bladed yo-yo); part toy, part trap.



## CHRISTOPHER CONSTANT

### ROLE

Meticulous, curious, and dutiful, he'd rather measure twice than leap—usually right before Susan drags him along anyway. He carries a pilfered Assassins' Guild relic—*the Mirror of Mercury*—the only secret he keeps from his sister.

### KEY ELEMENT



#### *The Mirror of Mercury*

A pilfered Assassins' Guild relic—the only secret he keeps from his sister.



# THOMAS DIGGES

QUARTERMASTER / INVENTOR

## ROLE

Historical mathematician-astronomer (c.1546–1595). Digges outfits the team with innovative period tech—the origins of spy gadgetry.

## KEY ELEMENT



### Proportional Glass

Digges's stacked-lens spyglass that draws distant action near—a proto-telescope.

## WHY HE BELONGS



His knowledge of mathematics, astronomy, and invention gives the team an edge, turning curiosity into capability.

## TOOLS OF THE TRADE

# FOOL'S TAIL

Trinkit's bell-weighted cord stored in her motley; whips, entangles, or disarms at range.

### ◆ KEY FEATURES



**Bell-Weighted**  
Disorienting sound.



**Versatile**  
Whips, entangles,  
or disarms at range.



**Concealable**  
Stored in her motley.



# HEIRLOOMS OF THE ASSASSINS' GUILD



## ARROW OF TIME

Hits target or turns back on archer—  
whichever future serves best.



## BONDALORE

The kill that is tethered,  
tethers the killer.



## VIPER'S KISS

Kills clean; poisons the mind.



## MIRROR OF MERCURY

Shows your path, takes your sight.



## WEeping HEART

Weeps poison; steals time.



# EPISODE GUIDE

## EPISODE 2

**Whispers in the Darkness** – Viana gets herself arrested to reach the Barcelona dungeons; Oswan infiltrates the Holy Guard; an Eyes asset reveals the prize has already sailed.

## EPISODE 3

**Dragons-Leap-Inn** – A pirate ambush nets leverage but also sparks a vendetta; back in England, a limping Spaniard hunts a portrait miniature that can unmask the Eyes.

## EPISODE 4

**A Plan for the Universal Happiness of Man** – Oswan tracks down the headquarters of the Assassins' Guild—against his father's dying warning—just as the Prague trail hardens; Dee's team must move without losing their soul.

## EPISODE 5

**Cabinet of Curiosities** – Overland toward Prague, the Eyes thread borders and betrayals as court intrigue back home sharpens; Spain gets a bead on Dee's circle.

## EPISODE 6

**The Madness of My Mother's Kin** – Prague at last—courtiers, collectors, and alchemists; a trusted ally flips (or fakes it) as the team gets within reach of the Pythian map.

## EPISODE 7

**Castle of the Stars** – The exchange goes sideways; the Eyes must improvise a heist under pressure while Dee juggles simultaneous perils.

## EPISODE 8

**The Arrow of Time** – A bottle-able, character-forward hour: cover is blown, loyalties tested, and the cost of the mission lands on the kids.

## EPISODE 9

**Neither Holy, Nor Roman, Nor an Empire** – Spain tightens the vice; the Eyes take a major loss to set the final board.

## EPISODE 10

**Storm at Sea** – A multi-front climax demands ruthless triage: bridge, barge, and river—all at once—while the team decides who they will be if they win.

# FRANCHISE



## A DEFINING BRAND

“Eyes of the Realm” brand gives procedural wrapper.



## HIGH-STAKES OBJECTIVES

Recover/steal heirlooms before assassins can reclaim them.



## RIVAL FORCES

Race for the Sphaira (and white ravens) vs. Inquisition.



## DEE'S SECRET

Dee's secret about Oswan's father.



## DARKER MYSTERIES

Darmo's search to find Hyphesta.



# WHY IT STANDS OUT



## THE SPIRITUAL ANCESTOR TO MODERN SPY THRILLERS

Spies with ciphers originates here—with eyes and square root signs, not numbers.



## RICH HISTORICAL AUTHENTICITY FUSED WITH MYTHIC TECHNOLOGY

Antikythera “Sphaira,” Hydra Lock, Mirror of Mercury.



## DIVERSE ENSEMBLE

Spies, orphans, jesters, assassins—each with divided loyalties.



## HIGH-CONCEPT BUT CHARACTER-DRIVEN

Spy thriller meets philosophical mystery.



## FRANCHISE POTENTIAL

The realm expands across space—England, Spain, Venice, Antikythera—and time—16<sup>th</sup> century to present as England’s clandestine services take shape.



*Pictured: The historical cipher mark recorded by Dee used in his “Eyes Only” communiques to Elizabeth I.*

# TARGET AUDIENCE



## Audience:

Four-quadrant entry via found-family & teen POV (Susan & Christopher) without losing adult intrigue.



## Primary (18–44):

Elevated-genre fans (historical thrillers, intrigue, capers).



## Secondary (45–64):

History-forward viewers drawn to Elizabeth I, Walsingham, John Dee.



## YA Gateway (15–24):

Twins + tactile heirloom-gadgetry (bondalore, Arrow of Time).



## Positioning:

A swaggering Elizabethan espionage thriller—an original spy myth told with modern flare.



## International Appeal:

London → Barcelona → Venice → Greek isles; multilingual flavor.



# THE SHOWMEN

WRITERS • SCIENTISTS • WORLDBUILDERS

*History  
Questions  
Everything.*



**MICHAEL R. DICKERSON,**  
DNP, MS (GENETICS)

Doctor specializing in Precision Medicine, professor of biology/genetics/healthcare, and published chaos-genetics researcher. Michael anchors the series' medicine, toxins, and "myth-tech" rules, translating complex science into clear, cinematic stakes for Elizabethan spycraft.



Pictured: Edward Kelley –  
alchemist and  
con-artist  
working all sides.



**ANTHONY SAITTA,**  
MS (BIOLOGY)

Biologist and industrial biohazard safety specialist. Anthony brings real-world containment, risk assessment, and procedural detail to the show's heists and conspiracies, shaping set pieces that are as plausible as they are pulse-pounding.



Scientist-writers  
who translate  
legends and myths  
into plausible  
scientifically-based  
alternate history.



Hard-science riffs:  
Understanding the  
implications of quantum  
physics, genetics, and  
biological systems unlike  
most writing teams.



Story beats shaped  
by an understanding  
of scientific theories  
and actual research  
method.  
Artifact-of-the-week  
with plausible  
mechanisms, not  
hand-waving magic.



ENGLAND  
SPAIN  
VENICE  
ANTIQUITY  
BEYOND

A cinematic still featuring a jester character in a black and white checkered outfit and a tall, pointed jester's hat with bells. The character is looking over their shoulder with a serious expression. They are holding a long, thin staff with three bells attached, which is blurred from motion. The background shows a dark city skyline at night, with a prominent clock tower (Big Ben) visible on the right. The text "Fade to black..." is overlaid in a white, elegant script font.

*Fade to black...*