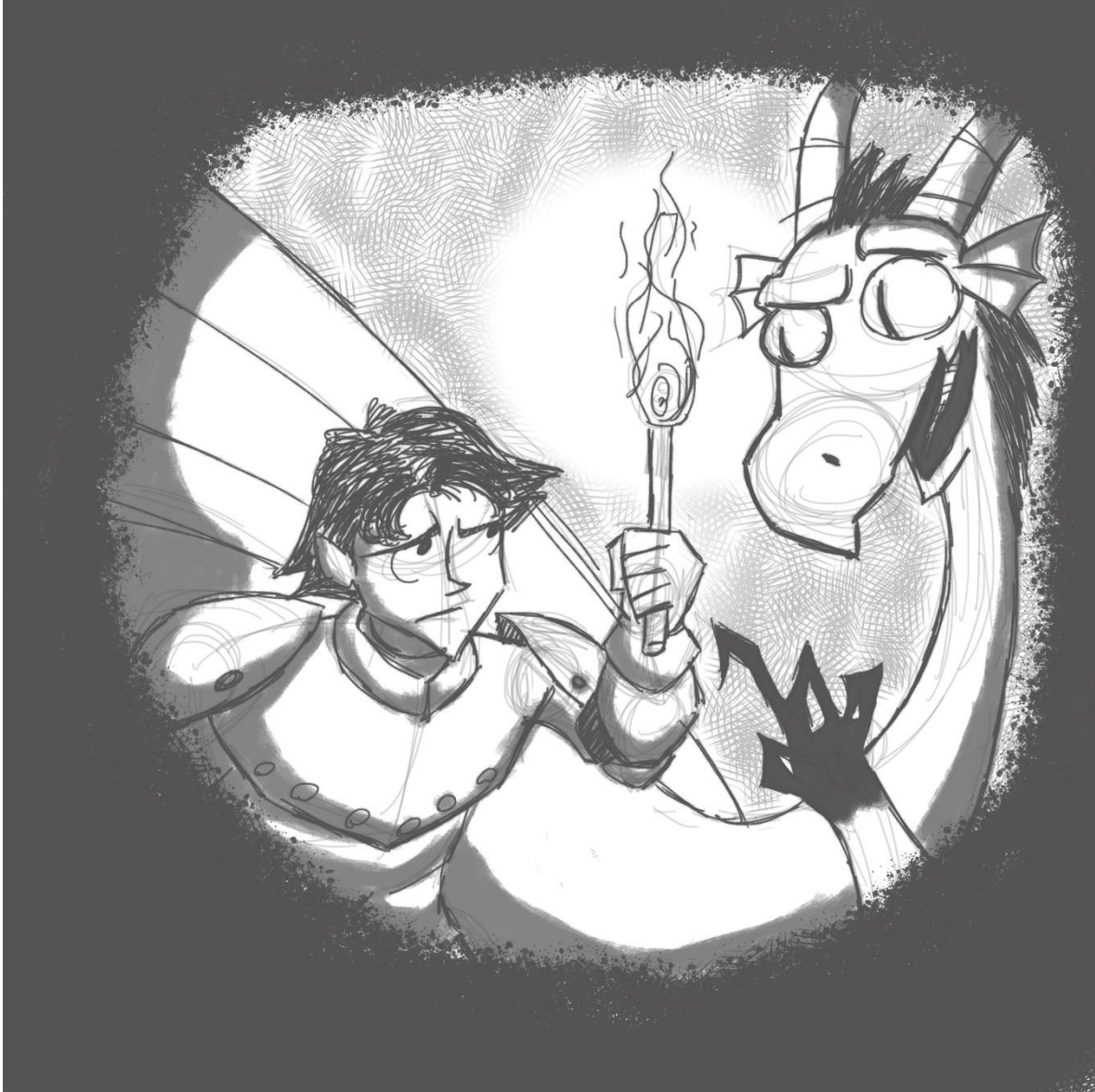


KNIGHTS AND DRAGONS

Animated Feature Film Pitch

By Alex Olguin E.



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Logline

The knight was supposed to save the princess from the dragon — but when both dragon and knight realize the princess has darker plans than being rescued from a tower, they must set aside their differences and unite to stop a war she has carefully orchestrated between knights and dragons.

Tagline

Once enemies, now **Knights and Dragons together!**

Story Summary

When Fiodor sets off on the classic quest to slay a dragon and rescue a princess from her tower, he quickly realizes there is no princess in need of saving, but a twisted alliance between the princess and a traitor dragon to begin a war between both races for dark and personal reasons.

After surviving an assassination attempt of the princess and the traitor dragon, Fiodor must now join forces with Blip, a young and inexperienced dragon eager to prove his worth.

As they try to get back home, they find themselves in a race against time to stop two unstoppable forces: Alya, Fiodor's mother and the iron-willed leader of the Knights of the Round, and Zola, Blip's formidable mother and queen of the dragons—both on a collision course that threatens to exterminate both kingdoms.

With the help of Grenda, Fiodor's clever loyal friend and rookie knight, this unlikely team must learn to cooperate, break free from the expectations of their past, and forge a new future. Together, they'll have to bring out the best in one another to rewrite the story of Knights and Dragons.

Character Profiles



The knight, Fiodor:

The knight with a legacy he never asked for.

He's the son of the legendary Alya, leader of the knights of the round. Sent to rescue a princess out of duty against his will, he's a humble hero worn down by others' expectations.

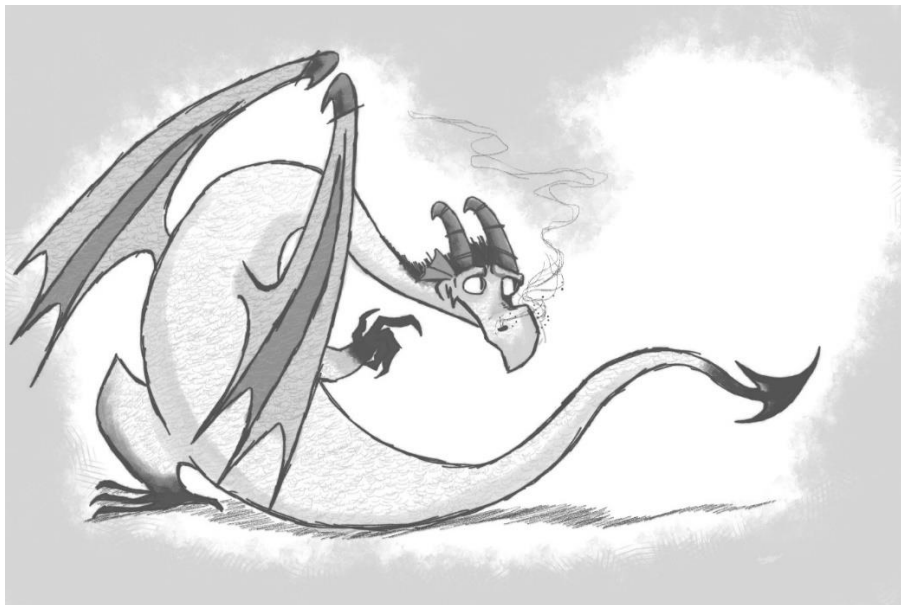
All he truly wants is to be accepted as a son by his mother instead of another soldier.

His journey will lead him to redefine what it means to be a true hero and his relationship with his mother.

The dragon, Bliphandor ("Blip"):

An awkward dragon with a legendary destiny.

Only son of Zola, queen of the dragons, Blip is clumsy, curious, and burdened by royal expectations. He dreams of being more than just an ordinary dragon, especially with the legacy of the rare Blue Flame looming over him. Insecure but full of heart, his unlikely bond with Fiodor sets both their worlds on a new path.





The princess, Lora

The girl in the tower wasn't waiting to be saved.

Charismatic and cunning, Lora manipulates knights and dragons to spark war and claim power. Her villainy is born from a desire to escape objectification and become a famous powerful princess, but she twists her pain into ruthless ambition by her admiration to “celebrity culture”. A subversion of empowerment tropes. The film dissects this archetype, revealing how unhealed pain can disguise itself as strength.

Alya:

Leader of the Knights of the Round. Mother of Fiodor.

Fiodor’s mother and the stern leader of the Knights of the Round, Alya buried her grief in discipline after her husband’s mysterious death. She raised Fiodor more as a soldier than a son, creating a strained but emotionally rich bond. Proud and strategic, her worldview begins to shift when truth and love challenges everything she thought she knew.

Zola:

Queen of Dragons. Guardian of tradition. Mother of Blip.

Wise and powerful, Zola rules the dragons alone after the mysterious loss of her mate. She juggles leadership and motherhood, often forced to distance herself from her son Blip for the sake of their people. Fiercely loving yet burdened by duty, her clash with Alya becomes one of the story’s most intense and emotional conflicts.

Grenda

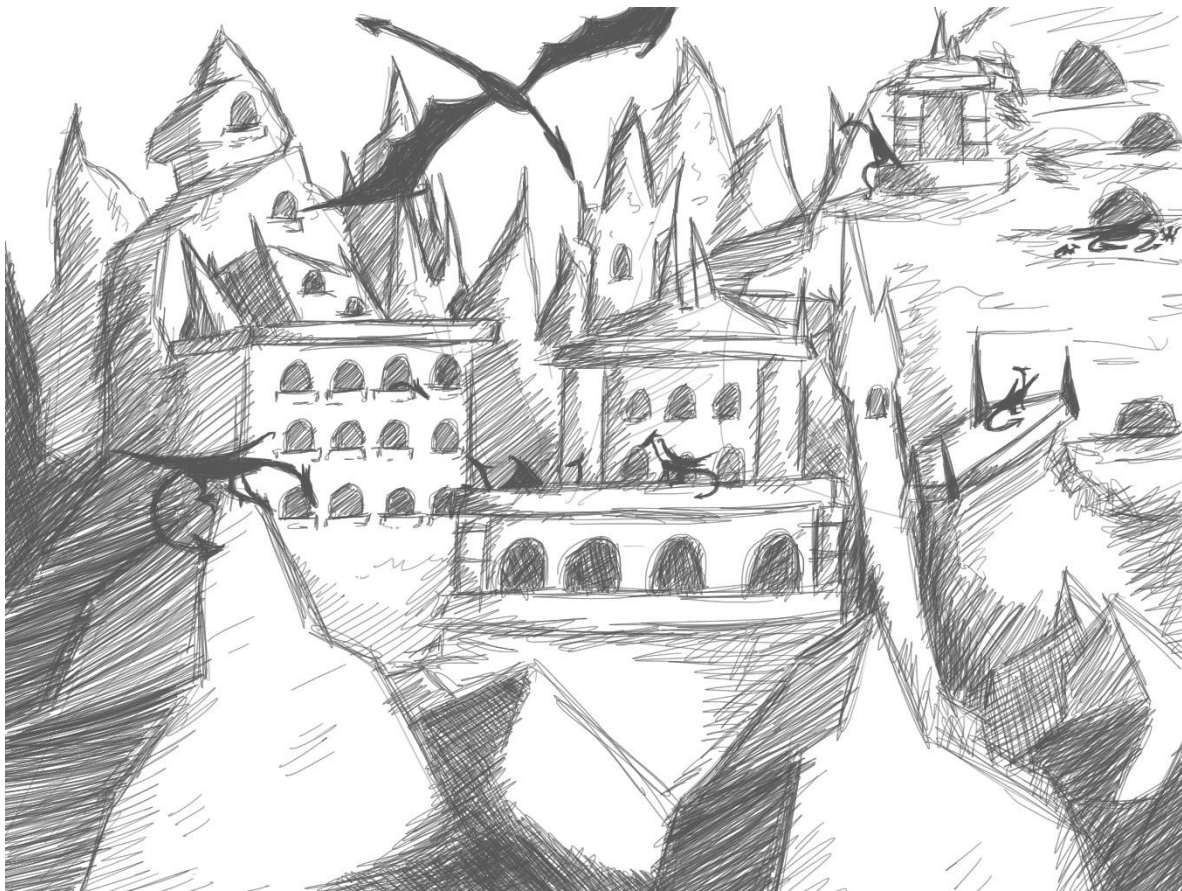
The underestimated rookie knight with a brilliant mind.

Grenda is Fiodor’s loyal friend and rookie knight—clever, practical, and more perceptive than most give her credit for. Though she lacks combat prowess, her quick thinking and emotional clarity become crucial for the team. Her bond with Fiodor offers heart and levity throughout the journey and helps Blip and Fiodor in their adventure.

The world of knights and dragons

Knights and Dragons unfolds in a mythical land scarred by ancient rivalries in a medieval world “modern” in tone and essence. The world is divided into castles of stone filled with anachronical technology fitting the medieval world on one side and vast skies and a wild dragon land filled with a deep culture with history, heritage and lore on the other.

Designed as a family-friendly animated feature filled with cartoonish frenetic energy and cheesy dialogues parodying classic fantasy tropes like “Game of thrones” or “Lord of the rings”. The film explores how a war, perpetuated by traditional stories and legends, challenges the familiar bonds of its protagonists and those around them, also touching on different aspects of Classico fantasy tropes using a satirical tone with over-the-top humor to exploit the world's richness.



Story Structure

ACT I – Knights vs Dragons

Fiodor and Blip are opposites in every way yet, in truth, not so different. Each carries the heavy weight of expectations from their own kind. When they're sent on what seems like a traditional rescue mission, both are unwittingly drawn into a sinister plot orchestrated by the very princess Fiodor was meant to "rescue." Through a staged ambush, aided by a traitorous dragon, the princess fakes the death of both Fiodor and Blip to trigger a war that was already hanging by a thread. Their respective mothers, Alya, the hard-edged commander of the Knights of the Round, and Zola, the grieving queen of the dragons are soon locked on a collision course.

ACT II – Bonding and Sorrow

Now presumed dead and each party blaming the loss on the other, Fiodor and Blip must work together to survive and find a way back. Alongside Grenda, Fiodor's sharp-witted friend, they uncover ancient truths discovering the generational hatred between knights and dragon is nothing but a historical misunderstanding as they search for a way to warn their people before it's too late. Along the journey, both learn the power of teamwork redefining their relationship. Meanwhile, Lora manipulates both sides from the shadows, with unknown purposes.

ACT III – The collision and the Blue Flame

The war erupts as Alya and Zola face each other in a brutal and heavily emotional confrontation. Thanks to the return of Blip and Fiodor the truth is revealed, and the war stopped, but it's too late: the princess steals the power of the blue flame, by forcing Zola to give it up in exchange for the life of Blip. Princess Lora uses the fire to turn herself into a grotesque giant dragon. In a desperate final push, Fiodor and Blip lead the new alliance of knights and dragons into battle. Their trust, earned through pain and sacrifice, unlocks the Blue Flame on Blip, an ancient, sacred energy born from a dragon's pure emotional bond. With it, they defeat Lora in a climactic moment of heroism. Peace begins. Fiodor, Blip, and Grenda now soar across a new world, one where knights and dragons fly together.

Thematic Focus & Franchise potential

“Knights and dragons” seeks to subvert classic fantasy tropes in a way it's never been before: the princess isn't one being saved, and though these twists tend to make the princess a heroine herself here she becomes the villain crossing a line that's never been crossed before.

The film blends emotion with energetic cartoonish comedy and over the top dialogue making a satirical commentary on ancient heroes, fierce dragons as evil and modern superficial empowerment tropes exploring how power and the stories we tell around it can be misused and weaponized. Rather than just mocking tropes, it seeks to dissect and reconstruct them. “Knights and Dragons” isn't just about breaking tradition, it's about rewriting it, with grounded characters who defy their roles and evolve through truth, pain, and connection.

This movie is aiming for a possible trilogy, shorts, spin-offs and even extra content expanding the world, showing other races of magical creatures and dragons and showing how the world reacts to this new alliance between ancient natural enemies. With easy to market characters that promise to stay as pop culture icons.

Visual Tone & Mood board

The world of knights and dragons is a colorful world with characters with sharp design and expressive faces as seen on the following images. Heavy animation for the physical and serious scenes but balancing cartoonish expressions and movements for lighter scenes. Each character has his own form of movement, from Alya's fast and energetic movement to Zola's soft and dinosaur like walking, even Fiodor's young and energetic actions scenes and Blip's goofy movements, by mixing the cartoonish movement with realistic physics the movie is allowed to let the characters not only speak through dialogue but through body language, connecting more with the public. Next, some referential images drawn by me (Blip and Fiodor flying together, Princess Lora's grotesque dragon form, Alya vs Zola at the dragon temple, Zola's base design)



Creator Statement

My name is Alex Olguín, a Chilean storyteller and artist. Although I have no formal background in animation, I've spent years creating stories purely for fun and creative exploration—worlds and characters that lived in my notebooks, driven by emotion, curiosity, and a love for cinema.

Knights and Dragons is the first time I've chosen to bring one of those stories into the world, because I believe it speaks to something we need today. It's a love letter to classic adventure films, but with a genuinely modern twist—one that honors the past while challenging the present. At its core, this story is about friendship, loss, legacy, and rewriting the roles we're told to play.

As this project moves forward, I would love to stay involved in a creative capacity—not as a director, but as a guiding voice to help preserve the spirit, purpose, and emotional integrity of the film. I deeply respect the collaborative nature of animation, and my hope is simply to contribute to a shared vision that remains true to the themes that inspired *Knights and Dragons* in the first place.

I hope to bring this project to life with the help of passionate, skilled animators who believe in fresh voices and bold new tales.

Contact

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