

HIDDEN MINDS

THE SECRET SAVANT SOCIETY

SERIES BIBLE

Created by Geoff McCue

Science-Fiction Conspiracy Thriller / Adventure

“The smartest people in the world can solve almost any problem—except whom to trust.”

Series at a Glance

Format	One-hour serialized drama; 3 completed sample episodes
Genre	Science-fiction conspiracy thriller / adventure
Tone	Intelligent, suspenseful, character-driven, emotionally grounded
Setting	Philadelphia-based Secret Savant Society; missions can extend worldwide
Series Engine	Extraordinary minds confront problems conventional institutions cannot solve while the team uncovers secrets inside the organization that recruited them.

Logline

On his eighteenth birthday, prodigy Jacob Hastings learns that his parents secretly operate an underground society of extraordinary minds and is chosen to lead its newest team—only to discover that the greatest threat to the organization may come from the people who built it.

The Hook

Hastings Inc. appears to be a successful pharmaceutical company. Behind that respectable façade is the Secret Savant Society, a clandestine network that identifies people with exceptional cognitive gifts and brings their abilities to bear on problems that governments, law enforcement, scientists, and conventional intelligence organizations cannot solve.

Jacob Hastings has grown up around brilliance, but his real gift is different: he sees how people fit together. His father, Dr. Samuel Hastings, believes that makes Jacob the natural leader of a new generation. Jacob soon learns that Samuel's idea of protecting extraordinary people sometimes includes coercion, secrecy, and morally compromised choices. Jacob intends to build something different—if the Society will let him.

Why This Is a Series

Each episode can deliver an intellectually distinctive mission—trafficking networks, coded conspiracies, political corruption, scientific threats, disappearances, or seemingly impossible patterns—while the serialized story asks whether the Secret Savant Society is a sanctuary, an instrument of power, or both. The case-of-the-week engine gives the team a new problem to solve; the continuing mythology steadily complicates Jacob's relationship with his father and the institution he inherited.

The World

Hastings Inc.

A respected pharmaceutical enterprise and the public shield for the Society. Its legitimacy gives Samuel resources, access, laboratories, security infrastructure, and a believable reason to interact with governments and researchers.

The Secret Savant Society

A hidden network of exceptional thinkers recruited for rare abilities in mathematics, languages, visual pattern recognition, strategy, science, memory, and related disciplines. Its stated purpose is protection and problem-solving. Its methods are where the moral danger begins.

Vermillion Spire

The team's concealed Philadelphia home and training center: two-way glass, reinforced security, advanced displays, specialized workspaces, and rooms adapted to the recruits' individual cognitive needs. It is simultaneously sanctuary, laboratory, headquarters, and—depending on whom you ask—a very comfortable cage.

Core Themes

- Leadership versus control — Jacob must learn to lead gifted people without owning their choices.
- Intelligence versus wisdom — being able to solve a problem does not tell you whether the solution is morally acceptable.
- Chosen family — five outsiders slowly become the first people who truly understand one another.
- Power and responsibility — extraordinary ability attracts institutions that want to use it.
- Trust and secrecy — every layer of protection creates another reason to question who is withholding the truth.
- Inheritance versus independence — Jacob loves his father but may have to reject Samuel's methods to preserve what is worth saving.

The Core Ensemble

JACOB HASTINGS

18. A prodigy whose defining talent is not being the smartest person in the room but recognizing what everyone else can contribute. Jacob begins as a son trying to understand his father's hidden life and grows into a leader who insists that trust and choice are strategic strengths, not sentimental weaknesses.

DR. SAMUEL HASTINGS

Jacob's father and a principal architect of the Society. Brilliant, persuasive, protective, and morally complicated. Samuel genuinely loves his son and believes the Society saves lives, but years of impossible decisions have taught him that consent can become negotiable when the stakes are high.

DR. ARLENE HASTINGS

Jacob's mother and Samuel's partner in the hidden world. Warm but not passive, Arlene understands Samuel's reasoning while seeing the danger of allowing protection to become control. She is often the first adult to recognize that Jacob's difference from Samuel may be his greatest strength.

MATTHEW DILLON

18. An autistic artist with extraordinary visual-pattern recognition and a talent for seeing structures, symbols, inconsistencies, and spatial details others miss. Orphaned young and raised by an aunt, Matthew values predictability and agency. His arc is about belonging without being reduced to his gift.

NIKOLAI LOBACHEVSKY

A formidable Russian mathematical mind: skeptical, abrasive, funny when he does not mean to be, and deeply guarded. His confidence is armor built over a difficult past in Rostov. He challenges Jacob more than anyone—and may eventually trust him more because Jacob allows the challenge.

THEODORA LANGDON

A gifted linguist from Toronto whose abilities extend beyond vocabulary to accent, intent, rhythm, and emotional subtext. Socially perceptive and warm, she often translates people as effectively as languages and becomes an emotional bridge inside the team.

JIETANG LIU

A disciplined former Chinese military strategist from Shanghai. He thinks in contingencies, terrain, risk, and human behavior. His past taught him that obedience and morality are not the same thing. He becomes Jacob's clearest tactical counterweight.

ELIAS CARPENTER

The Society's chief of security and field mentor. Practical, controlled, and dryly funny. Elias understands the difference between a clever plan in a briefing room and keeping people alive when the plan collapses.

PRIYA

A Society scientist associated with a compliance compound that crystallizes the moral question at the heart of Samuel's methods: when, if ever, can an organization override a gifted person's choice for a supposedly greater good?

VIPER

A dangerous figure connected to the Serpents trafficking network. He turns the team's first field exposure into something personal and becomes evidence that the Society's enemies may know far more about its hidden world than Samuel admits.

Character Relationships

- Jacob / Samuel — love, admiration, inheritance, and an escalating philosophical war over the meaning of responsibility.
- Jacob / Nikolai — friction becomes earned respect; Nikolai refuses easy obedience, forcing Jacob to become a better leader.

- Jacob / Matthew — Jacob’s promise of choice becomes the test of whether his leadership is truly different from Samuel’s.
- Theodora / Nikolai — warmth meets armor; she sees emotional information he would rather keep untranslated.
- Jietang / Jacob — strategist and integrator; Jietang presses Jacob to decide rather than hide behind consensus.
- The five recruits — initially strangers sharing transportation and a secret; ultimately a chosen family whose loyalty may exceed their loyalty to the Society.

Season One Trajectory

The opening movement assembles the team and tests Jacob’s leadership. Their first missions prove the value of combining radically different minds, but success also exposes fractures inside the Society. Viper and the Serpents suggest an adversary with knowledge of the team’s supposedly secure world. Nikolai’s past in Rostov catches up with him. A wider conspiracy—connected to the emerging Enigma thread—raises the possibility that the organization protecting extraordinary minds may itself be compromised. By the season’s end, Jacob must decide whether leading the next generation means inheriting his father’s Society or redefining it.

Season One Episode Map

1. THE SECRET

On Jacob Hastings’ eighteenth birthday, his parents reveal the Secret Savant Society and the hidden purpose behind Hastings Inc. Samuel wants Jacob to lead a new generation of extraordinary minds. Jacob is fascinated by the mission but disturbed by the Society’s willingness to coerce recruits in the name of protecting them. The hour ends with Jacob confronting the first test of his leadership: can he build a team without becoming his father?

2. THE OUTSIDERS

The new recruits settle into Vermillion Spire and begin discovering one another beyond their labels and abilities. Controlled exercises expose how badly exceptional individuals can fail when each tries to solve the problem alone. Jacob rejects the idea that pressure and control are the only ways to produce results and starts building rules based on choice, transparency, and mutual trust. The outsiders begin becoming a team.

3. VERMILLION SPIRE

The team is pushed toward genuine field danger as the Serpents trafficking threat becomes real. Their different abilities finally operate as a coordinated system, but Jacob discovers that leadership in the field means choosing between competing objectives when people can be hurt. The mission also produces a disturbing implication: someone outside the Society may know about Vermillion Spire, and the hidden war may already be inside their perimeter.

4. THE SNAKE PIT

The Houston operation deepens. The team infiltrates the Serpents’ infrastructure, using Matthew’s visual recognition, Theodora’s language skills, Nikolai’s analysis, Jietang’s tactics, and Jacob’s coordination to

locate trafficked children. The closer they get to Viper, the more obvious it becomes that the Serpents are not merely a criminal ring.

5. VIPER

A rescue becomes a deadly confrontation. The children can be saved, but Viper turns the environment itself against the team and escapes. Jacob must choose the lives in front of him over the satisfaction of catching the man responsible, learning that completing the mission and winning are not always the same thing.

6. UNMASKING

A new investigation into corruption broadens the Society's reach and reveals how easily intelligence can be weaponized by people with money and political power. Jacob's team begins functioning as an independent unit, while Jacob grows less comfortable with Samuel's habit of deciding what others are allowed to know.

7. ROSTOV

During a rare attempt at ordinary life, Nikolai sees men from his Russian past watching him. The team discovers that his brilliance did not free him from his childhood—it merely gave him another way to hide from it. The danger that follows him threatens the entire group.

8. ABDUCTION

Nikolai disappears. His teammates ignore the safer institutional response and go after him because he is no longer merely an asset; he is family. The rescue forces Nikolai to expose the history he has kept buried and tests whether the team's loyalty can survive what they learn.

9. ENIGMA

With Nikolai back but the team emotionally shaken, evidence of a larger conspiracy surfaces. Connections point disturbingly close to Samuel and the Society itself. Jacob faces the possibility that the organization he was asked to inherit may be part of the threat the team is trying to stop.

10. HIDDEN MINDS

Jacob must choose between his father's legacy and the principles on which he has built his team. The season's central conspiracy comes to a head, but the deeper victory is the establishment of a genuinely independent unit—five extraordinary minds who choose one another and are prepared to challenge enemies outside or inside the Society.

Future Seasons

The format is designed to expand. New savants, new adversaries, and new ethical dilemmas can enter the world without displacing the core five. Later seasons can explore competing organizations seeking exceptional minds, governments attempting to formalize or control the Society, recruits who reject Jacob's philosophy, and the consequences of the team becoming known to enemies who understand exactly what each member can do.

Comparable Projects

The project shares the gifted-outsider appeal of *Rain Man*, the intellectual character drama of *A Beautiful Mind*, and the ensemble problem-solving engine of *Scorpion*, while adding a serialized conspiracy mythology and a central father-son conflict over the ethics of controlling extraordinary people.

Completed Sample Episodes

Three one-hour sample episodes are completed in Final Draft: Episode 1, “The Secret” (57 pages); Episode 2, “The Outsiders” (56 pages); and Episode 3, “Vermillion Spire” (57 pages). Together they function as a three-episode launch arc: revelation, formation, and first consequential field test.

Creator

Geoff McCue is an inventor, author, and screenwriter whose work frequently explores the intersection of human ability, technology, responsibility, and hidden systems of power. *Hidden Minds: The Secret Savant Society* is adapted from his novel of the same name.