

Story Premise - A wave of abductions led to the founding of Nipadow, a concealed island in the dangerous waters of Gondwana. Everyone here, including Leon Valenti, is a college student studying magical entropies. Emy Meyer must convince Leon reality isn't as it seems. Fate decides its victors, and this thrilling fantasy story is no different.

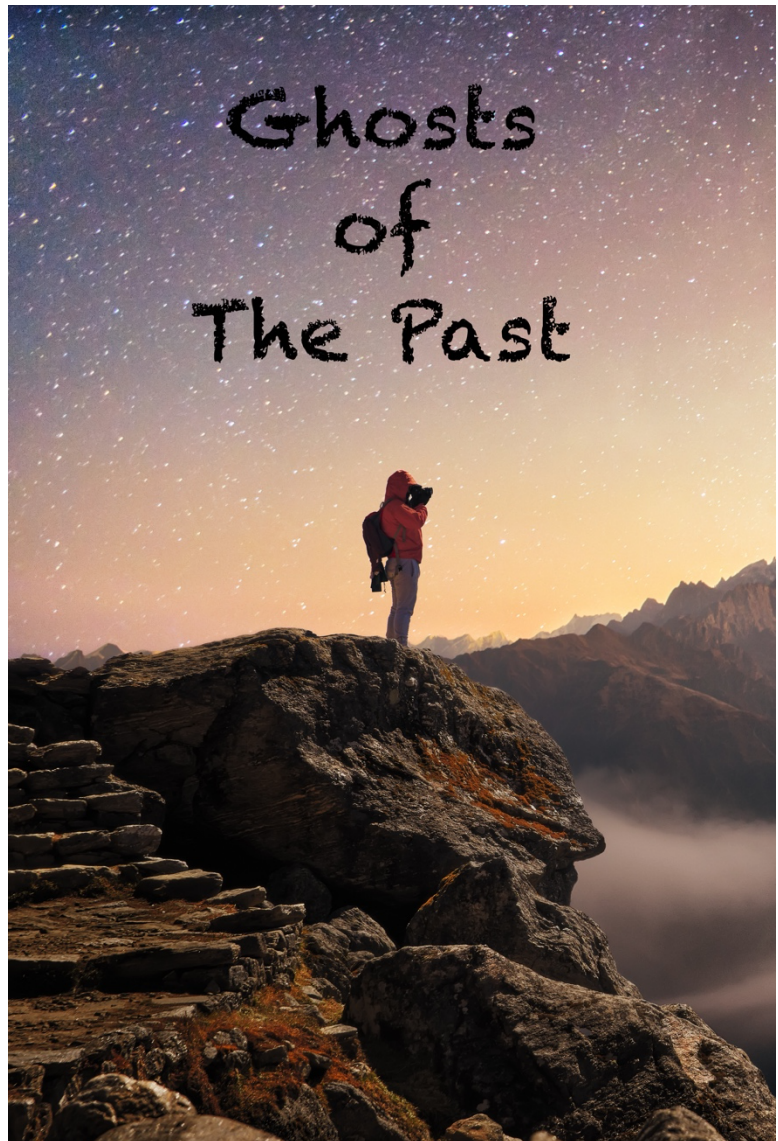
Can friendships based on white lies and unexpected revelations stem the ebb and flow of their brutal world?

Historical Background – Magic was a rare gift. Those lucky enough to gather magic also needed to work day and night to master their ability, but they needed to do so secretly. The rarity of magic put everyone in danger. Those without it were powerless, and those with it were targets as kids. They got kidnapped and killed by the dozen. Those who survived did their best to protect the civilians, but those taken got brainwashed and made into weapons. The kingdom put together a group of highly skilled individuals to put a stop. This only happened because the princess fell victim to the kidnappings. Centuries passed, but there was never any sign of the princess, and the abductions slowed. The monarchy died out after failing to complete its mission. They lost trust in the people. Soon magic became widespread, and all they needed

was magic to become powerful. The more you worked, the more you could succeed.

So, what happened to all the kidnappees? They were brought to an island. That is where they brainwashed all the children for horrendous deeds. A magic barrier surrounded the island, making it invisible to everyone inside and out, used for generations and generations. Although the kids never died of old age, they were used as test subjects, creating monsters with unknown amounts of strength. Once magic was widespread, the project got abandoned, leaving the last group of subjects behind. Never aging, but forever growing in power. One girl has been there since the beginning, attempting to save everyone but failing to save anyone.

This picture is the Adobe element. To make everything come full circle I believed that a book/movie cover would work really well. I made it with Photoshop.



EMY MEYER is a former princess in a land lost to time. She is of elven descent, and due to her childhood, she keeps to herself and comes off as very aggressive until you get to know her. Despite that, she is in peak physical condition and is the best magic user alive. She has two distinct markings to show her strength, a burn mark on her upper left arm and a white patch of hair given to her for surpassing her limits.

Since she was a kid, she wanted to become the best at everything. Her parents set her up with MMA training, and she quickly passed her mentors. In her free time, she would study and practice magic, leaving her no time to go and make friends. But when she was born, a Sylph arrived as her guide. Her name was Nathreli. Both were new to the world but quickly bonded and learned everything about each other. One day when they were practicing out in the forest, they got jumped by a secret organization. They were known for kidnapping kids across the globe to fund their experiments. Magic users were rare, and if they were under the age of 21, that meant their mind was easily corruptible. She lost the encounter and woke up a couple of days later, on an island surrounded by a never-ending ocean. Everything seemed normal. She

was to go to school the next day.

Throughout the day, she started gaining her memories again. Somehow, they were lost. That's when Nathreli appeared at her side once again. Soon she was asking questions. These questions would lead her into a lot of trouble. She kept it to herself because she had to. Every day her peers never changed. Stuck in a never-ending cycle, they kept losing all their memories. Every day was their first day of school.

Emy used this time to build her skills. Soon she rose to the top and kept getting better.

Eventually, she realized that some of the students disappeared, and each one went to the maze for testing. One day she followed one of the students and witnessed a murder. The test was a fight to the death. She tried convincing everyone around her what she saw, but they would just forget the next day. She even tried to intervene in the fight but was stopped by a barrier. Emy wanted to save as many people as she could. One day while she was testing certain magic potions, she created one that gave her everlasting life. No matter how much time went by. She would stay the same age.

This is when she had to go into hiding. The organization caught on that she was the one throwing wrenches in their plans. She opened a store and acted as one of the student teachers they brought in. This store is how she could gain the money to further her research. Decades upon decades have passed since then, now is her time to strike.



Nathreli is a sylph or commonly known as a wind spirit and future queen of the spirits.

These spirits are very small in nature, containing pointy ears wings. She is Emy's only friend and they have been together for their entire life. Unfortunately, no one knows where she came from or the power she possesses. She appeared the same day Emy was born, the royal family decided to raise her as their own and the greatest friendship was born. Nathreli is almost the opposite personality when it comes to Emy. She is constantly telling Emy to fix her stature, be more presentable and to get ready. Nathreli is responsible for Emy not getting brainwashed, her magic negated all possibility for her mind to be taken.



Leon Valenti is a force of nature. His magic power is unlike anyone has ever seen making him the prime target to get attacked. His family was a part of the movement to stop the kidnappings, leading to his potential being limitless. His family understood that because they were away from home a lot, they would implant secret memories to trigger when he reached a certain age. They counted on him getting kidnapped, putting him in immediate danger with no regard to his safety.

Their plan worked out in the end. He did get kidnapped, but he was put to sleep as soon as he arrived. The power he had made him a liability to the evil organizations plans. Much like how they failed to capture Emy, if they failed to keep Leon under a spell, their entire plan would go under. There he laid until the

organization fled and their magic dissipated. As the years went by, he continued to get visions of Nathreli telling him he was needed. Waking up he had a mission, one that he doesn't realize for some time.



Steithas Craft is the only person from the outside to willfully push themselves through the barrier of the island. Known as the greatest warrior to ever live, he is the mentor of the children abandoned on the island. A great evil looms in the depths of the island, and the only thing he can do is prepare the unexpected kids to escape and warn the mainland. The knowledge of the atrocities must be talked about. The kids must survive. Now the lessons he learned over the years will help him fix the torn fragments of their personality and mend the traumas from the special people who abandoned them.



Locations

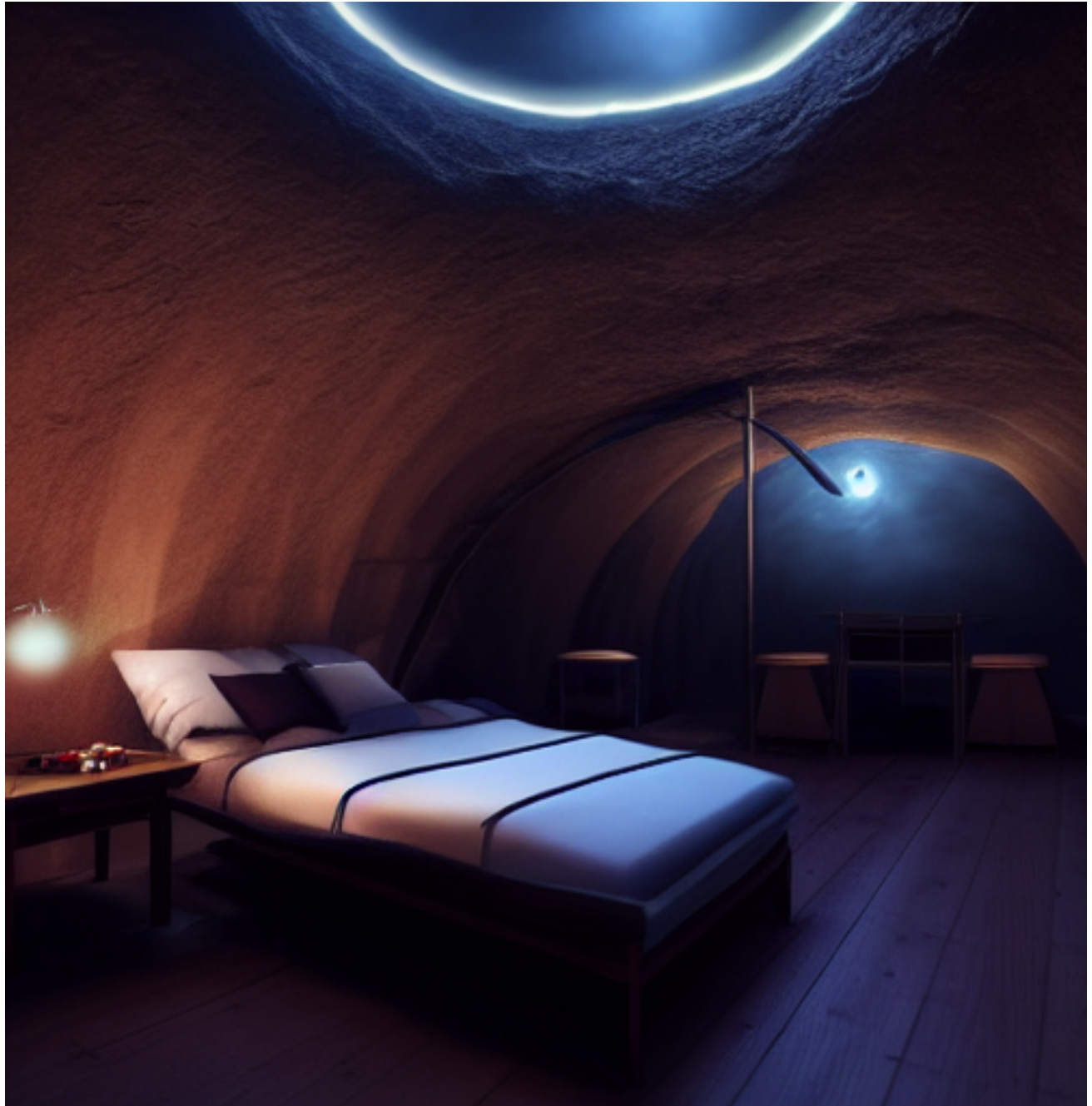
Dorms – This is the living space of the students. After getting brainwashed, they were tasked with being regular students and training. Each house is different, showing the different personalities and interests of all the students. At the center of all the explored parts of the island is the meeting place for all their missions. Although, it may not always be the most secret of places. Someone is always listening. It just depends on who hears it if something good happens or if a complete disaster comes to play. Everything that happens on this island will prepare them for the final act. No matter what, they must prevail.



Store – This is Emy's house. Since she wasn't a registered student for some time, she set up a secret place in the woods where she would sell goods for information and goods. It was never her intention to run off and hide in the woods, but after her friend was captured, she needed to hide away and take things a lot slower. The first floor is a store, while the second is where she sleeps. Everything on the surface seems fine, but in the hidden basement, the floor and walls are covered in notes and papers. The disorganization would leave anyone else to clean it up, but she knows exactly where everything is.



Lake – A secret entrance to an underground bunker. At the center of the lake, near the bottom, someone built a secret chamber that was safe from all magical interference. Here you can make calls to the outside world. The only question is will someone pick up? This was used as the command center to keep in touch with the people who would kidnap children. The tools there are extremely outdated, and there are very few of them left in the world.



Although, this place is also where people go to have fun. It's a lake with nothing that can harm you, so people can go swimming and have cookouts.



Abandoned Fortress – This creepy location is where all the nefarious acts were committed against the kidnapped children. There are rooms where they would strap down children to put them through hours of constant pain and agony until they finally gave in. But, on the deeper levels, things get worse. There are cages where people were abandoned, boxes for those whose magic power surpassed the officers, and a door that contains hundreds of magic-infused animals. The fortress is falling apart slowly, Nathreli being the only person keeping the place intact. The one good thing about this place is the various amounts of magical items scattered around.



School Grounds – The school grounds expand far and wide across the northern part of the island. The mountains, caverns, and forests are all used for the betterment of the student's skills.



The mountains are used for strength and dexterity training. The winds reach up to hundreds of miles an hour and can reach more with the help of a teacher using magic.



The forest is used for stealth and information training. A great warrior needs to utilize their surroundings to the fullest. If they even make a sound, an alarm will go off, and they will fail the test. For information, they need to gather it themselves and tell their instructor everything they found out.



Caverns are used to elevate the sense they don't normally use, scent, hearing, and changes of energy. The pitch-black surroundings will help, but they must learn to trust not having the use of their eyes.



Magic System – Everything in the world consists of dark energy and dark matter. These invisible particles are what allow living creatures to use magic. By manipulating those properties, we can take natural resources and use them however we see fit. Manipulate the earth we stand on, the air we breathe, and the water we drink. Take fire, lightning, light, and darkness and materialize them out of nothing. Certain skills will come to others easier; you need to mirror their properties and find out what they mean to you. Water is smooth and flows into every container, which means you must have fluid movement and allow your mind to have sophisticated movements. Air is free moving, so you must be able to let it fly around. Earth is stiff, the opposite of water. Fire is a combination of many, using air to make its flame stronger and using many natural resources to help keep it alive, while water can often douse its flames. It is not easy to wield all types of magic, most people only being able to wield two or three. One will always be the strongest. After all, all living creatures are complex but very simple at the same time. As to why dark energy and matter are now allowed to be manipulated will never be known. There are many theories, but they never stick. Magic is now seen as normal; items are used to make it easier to use, but the one thing that will improve a magic skill is the determination to get better. The more you practice and the more you work towards it, the better you will be.



Story Synopsis – Season one

LEON, a powerful mage and student, awakens in a dorm house with no recollection of where he is. All he and everyone else there knows is that they are there to go to school. While exploring before class, he meets EMY, another student and store owner. She refuses to go to the first day of class and runs off into the woods to search for her lost friend NATHRELI.

At school STEITHAS, a mentor and the most powerful warrior puts everyone in a mock battle to test their skills. During Leon's match, Emy flies past, crashing into a wall when a magic wolf jumps in and creates chaos. Steithas takes care of it, and everyone is given the rest of the day off. Leon questions Emy about what happened but doesn't get an answer. She closes her shop for the day, and Leon walks away to talk with the others.

After some days of being normal college students, everyone decides to plan a party at the lake. Steithas advises against it but allows them to do it anyway. Leon has been practicing his magic in the meantime as he slowly grows in power.

At the party, someone gets dragged under the water by an underwater current. As Leon saves them, he sees an underwater structure. So, he goes back at night to explore. He finds notes, a phone, and cameras everywhere. Steithas appears behind him and starts asking many questions.

Getting nowhere, Leon gets a new job. Because he is ahead of his class in magical power, he and Emy must search the rest of the island. One day they come up to the abandoned fortress. They explore everything and find Nathreli trapped in a box. After taking her out and leaving, the fortress becomes unstable and won't be up too much longer.

Steithas, aware of the situation, tells everyone the truth and that they must escape before the creatures from the fortress get released.

Story Excerpt

INT. ENEMY HEADQUARTERS - NIGHT

EMY (356), former princess, and NATHRELI (356), Sylph, walk down a dark corridor. Long windows on each side looking into torture chambers.

EMY

We can't save them yet. We need
to go to the lower levels to
take out the monsters.

NATHRELI

I know that, but it's so hard to see.

EMY

I know, it'll come in time.

They walk down a set of stairs into a giant circular room. On the other side Giant barred doors lift.

NATHRELI

Emy, this was a mistake.

EMY

Stand your ground we can take them.

NATHRELI

No, we can't.

A wolf walks out the darkness, drool dripping down its jaw.

NATHRELI

Look I know you have magic power,
but you have no combat experience.
I told you we shouldn't have come.

EMY

Then when were we going to make our
move? Just sitting there twiddling
our thumbs.

NATHRELI

It's better than being dead, Emy.

EMY

Not for me.

Dirt starts to move with the wind at Emy's feet. The Wolf jumps at them and Emy flings it into the air with the swing of an arm.

A spike of rock forms and the wolf lands right on it.

EMY

Is that all you got?

Four more wolves creep behind them. With a burst of wind, they break a hole through the ceiling as moonlight seeps in.

NATHRELI

I won't leave you here, but our information was wrong. This shouldn't be happening.

OFFICER

You're a slippery one. Who knew you would come walking to us.

EMY

We've come to put a stop to you.

OFFICER

Congrats, you defeated 5 regular wolves. Now try and beat a battle trained assassin.

Fire flies from behind him and hits Emy's leg. Before she could act the ground moved below her as she hits the back wall.

NATHRELI

Emy!

EMY

I can take it.

OFFICER

I see you are protected by this Sylph. Too bad she never got to hone her skills. Always following you, accepting your ideas.

EMY

Shut up.

A stone spear laced in fire shoots at her left arm, pinning her to the ground.

NATHRELI

Emy, I'm sorry. But you need to go.

EMY

No, Nathreli don't.

The room has winds of 60mph, and it pushes Emy up through the hole there from the wolves.

EMY

NATHRELI!

Citations:

q, S. (n.d.). *Photographer traveler who take a picture of starry sky and sunrise in mountains.* photograph. https://stock.adobe.com/contributor/203468256/soft-light?load_type=author&prev_url=detail&asset_id=202294176

All other pictures are original work by using a AI. Midjourney and Starryai being the main two.