

MAGIC OR MODERN?

INTRODUCTION

Far away from all the earthly problems, there is a land surrounded by mountains that is hard to find. No man has ever entered the land and returned. But not because he died, but because the land was so peaceful and kind-hearted that everyone who travelled there wanted to stay there.

The name of this land is Iskarlet (pronounced Ice - car - let). It is home to all kinds of animals and plants, vast green meadows and high snow-capped mountains. Many, deep lakes and gorges, valleys and plains made this happy land a domain full of magic and love. The people honoured and feared nature, and even with the magic they had since birth, they still had much to learn in order to understand their environment.

Iskarlet was a kingdom. The Earth Sage, Wind Sage, Water Sage and the most powerful of them all the Fire Sage elected the new king/queen through a tournament, where the most talented wizards from all four corners of the compass came together and showed off their skills to the public. The winner was chosen as the new king/queen and used to rule the entire Iskarlet. He had to vow on the Book of Scarlet that he will use his magic for the good.

However, fifty years ago there was a very severe earthquake where the whole country trembled. The sea in the west brought tidal waves and destroyed many coastal towns. Fortunately, the Earth Sage handled everything and everyone was safe.

On investigation, it turned out that far away in the middle of the sea, which was not claimed by any other country, an extinct volcano had emerged. It was an island that aroused the curiosity of the population. A few months after the earthquake, the king sent the Water Sage there and they found a hollow body leading deep under the bottom of the sea. (Imagine those huge diamond mines in Africa). There were precious metals down there that no one had ever seen before.

After some time the matter was not of that interest for everyone but one person really put his thought on what that unique metal may be. That person was the late king's son who had lost in the last tournament and was unable to become the king after his father, he was full of pride and was devastated from this defeat.

Well after some time he came to know that the metal can slowly absorb the magic of the people if they are in contact with it. He used this metal to take other person's magic without their knowledge and made a powerful armor for himself and became the most powerful person in Iskerat himself, and then challenged the recent king who was his brother to have a battle with him, and he obviously won he took over the kingship.

And From that day on, Iskarlet lost his splendour, his beauty and his love. The most beautiful thing of Iskarlet its environment, its magic was replaced by a modern country filled with technologies. Behind all this technology was the one company that, with its subsidiaries, controlled everything and everyone, The people lived in oppression and fear, forced to buy the products of the company, whose metal slowly absorbed the magic of the buyers, keeping all people under control. The new king crushed the last rebellion a few years ago.

CHARACTERS

- **Earth Sage:** Alderman Cyneweard (npc character)
- **(New) King:** Steve McMillon The First (npc character)
- **The last king of the old Iskarlet:** King Goffridus (npc character)
- **Edelgard Johnson** (Mailice)
- **Raquelle Rumfallo** (Valkyria)
- **Furia Vasquesque** (Vincian)
- **Morthil Evans** (Alice)

Character template (Mailice)

- [b]Name: [/b] Edelgard Johnson
- [b]Nickname[/b]Apricity
- [b]Age: [/b] 19
- [b]Gender/Pronouns: [/b] Female / She
- [b]Appearance: [/b] She has oak-brown, long hair that goes down to her shoulders. Her face is round and covered with freckles. She is a little old-fashioned in that she wears spectacles instead of glasses, where her green-brown eyes are hidden behind them. She has a small nose and pale skin because she spends most of her time inside. She usually wears jeans and a colourful blouse with ruffles.
- [b]Magic powers: [/b] Edelgard's magic repertoire is limited to Healing Magic. She does know a bit of other magic, but most of them are simple and doesn't deal a lot of damage. She knows many types of spells from the books she has read, but she can only use a few of them. She is always trying, but has little success.
- [i]Strengths: [/i] Edelgard's strength is to see everything in an optimistic light and keep a cool head. Sometimes, however, this causes her to lapse into a carefree mood. Another strength is that she knows a lot theoretically and has a clue about various cultural peculiarities and regulations.
- [i]Weaknesses: [/i] Edelgard is not very talkative when it comes to things that don't interest her. She is closed to new things and only thinks it's important if it's in a book. She also regularly avoids doing chores. Her cooking skills have led to her aunt no longer letting her in the kitchen.
- [b]Personality: [/b] She can also tell jokes sometimes. Her mind is usually somewhere in one of her books. She is convinced that everyone has to follow the rules. Although she is also willing to negotiate, she is usually a little stricter with herself. She can seem disinterested and boring when you first meet her or fiery and offensive when she sees something she doesn't like.
- [i]Personal Secret: [/i] ??? Speaks with her cat.
- [i]Personal Goal: [/i] She wants to bring back the former beauty of Iskarlet and discover the world with her own eyes.

- [b]History: [/b] Edelgard's mother died after giving birth and as her father was always at work in one of the king's many companies, she was brought up by her aunt who ran a library in her home town. Edelgard grew up under the special protection of her aunt, who taught her all about books when she wasn't at school (or had tried to blow up the kitchen a few times). When Edelgard wasn't wandering around town with a stack of them, she was at the newly opened arcade with her friends. Since Edelgard had only ever known the world from books and had never left the city, she decided to take a trip through Iskarlet on her 19th birthday. Her aunt gives her permission and together with her pet cat Mimi (who always sleeps in her backpack) she leaves her home. But unfortunately she discovers that the splendour and beauty of Iskarlet is long gone. Factories stand everywhere and destroy the once beautiful landscapes. The king, who wants to make more and more people give up magic, supports those who do it voluntarily and oppresses the others. Edelgard, who suddenly sees her imagined world coming apart at the seams, storms a company out of anger and is immediately arrested. Only in the police cell does she realise that she acted rashly. Fortunately, she is saved by some rebels who tell her about an underground city, the Cave City, where people are currently gathering to rebel against the king. Determined to do something, Edelgard sets out to get there, and with like-minded people, prepare for a fight.

Character template (Alice)

Name: Morthil Evans

Nickname: Mór

Age:24

Gender/Pronouns:Male/he

Appearance: Morthil is a nice looking fellow of medium size and his hair is dark brown and a bit curly, he is fair with attractive light blue eyes.

Magic powers:His main power is talking to the spirits, a magic power really rare known as Necromancy. Some people stays away from him seeing him as a evil person talking to dead but if they spend time with him they will know how pure and kind is the sole of Morthil is. He know a lot of spells and can perform them perfectly after so many years of practising, he is good at magic.

Strengths: Good with guns and sword fighting is his thing, and he is good when it comes to giving some supportive talk to his friends when they want it.

Weaknesses: He trust people really easily cause he wants some people with whom he can talk as he don't really have someone.

Personality: He is a nice fellow who is wounded inside but never shows it. He has a strong wit and sense of humour. He is a good fellow with whom you would like to be with.

Personal Secret: He is mostly talking to his friend Cabbie who is a spirit, who stays with him most the time.

Personal Goal: He wants to find his mother who now works in the company and despite his hatred towards her, he atleast want to see her once and want an answer of why she gave up her magic, her husband and her only child and joined that company.

History: He is the son of the commander of the army of the old Iskarlet. His father was one of the most dearest person to the king because he was a loyal servant. Morthil had always seen king Goffridus as a role model and the bravest person in the whole Iskarlet, he was a child when the brother of King Goffridus defeated the king and took over the throne of Iskarlet. His father was stripped from his duty as the commander of the army and the new king put his own loyal servant to this position. Iskarlet changed and it was dangerous for magic people to live in Iskarlet with magic. Her father with the the Earth sage decided to make a place safe for the people with magic that they had as a gift from god. His mother accepted defeat and gave up her magic and joined the company of Steve McMillion The First, and as he had heard from people, she now is a main incharge of the people inventing those cruel gadgets of that metal Ether.

Morthil lived safely all his childhood with his father in the cave town but after he was 18 he joined the group fighting against the company. In one of the greatest fight of the people with magic and the people with technology, his father was leading the group (Morthil was just 15 then) but he never returned, people believe that his father died in the war, at first Morthil couldn't believe it but after at least 10 years, he was forced to believe it, so now his only goal is to make people with magic again live freely in Iskarlet.

Character template (Vincian)

Name: Furia Vasquesque

Nickname:

Age: 21

Gender/Pronouns: Female / she/her

Appearance:

Magic powers: Can create, control, and manipulate fire

Strengths:

Weaknesses:

Personality:

Personal Secret:

Personal Goal:

History:

Character template (Valkyria)

Name: Raquelle Rumfallo

Nickname:

Age: 19

Gender/Pronouns: Female/She,her

Appearance: Raquelle has wavy elbow-length jet-black hair that she usually keeps up in a ponytail. Her face is angular, and she has hooded blue eyes, which gives off a fierce look. She is tall and tan from spending time outside. Her hands are also calloused. She wears comfortable clothes, though she usually wears a light armored vest and skirt when she's training.

Magic powers: Raquelle can manipulate magical energy, whether it's shooting beams out of her

hands or lifting objects.

Strengths: She can also fight hand to hand combat and use a sword.

Weaknesses: If she strains herself too much, her magic depletes, and she can get really weak.

Personality: Raquelle is tough and brave. She doesn't let anyone push her or her friends around. She respects her elders, but she's not afraid to question their authority if something doesn't add up. However, she doesn't show her emotions much, usually keeping a frown on her face, unless she's with her friends or she's rallying people.

Personal Secret: She carries around a small stuffed animal, hidden in her bag because it comforts her.

Personal Goal: She wants to rescue her father and brother, who have been jailed for leading a revolt against the king

History: Raquelle grew up in one of the big cities. Everyday, she took the bus to school, where she joined different clubs. On her free days, she either went to the library or the park. She had always been gifted in magic, but when the teachers started to punish the students for using magic and talking about the excellence of the king and his Company, Raquelle's parents told her and her brother to not use their magic in public anymore, lest they will be given products that will take their magic away. On her eleventh birthday, her family fled the city, when police found out her father was speaking out against the king. They were welcomed into a small town located in the caves. Her mother was a healer, and she helped everyone who was either sick or injured, in case it was too dangerous to go out. Raquelle trained everyday to protect her family, but she wasn't allowed outside until she was eighteen.

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## PLOT TIMELINE

- ~~A meeting of the characters in a cave town with the sage.~~

~~(Sage will start a presentation and he will introduce the situation of Iskarlet in his presentation)~~

~~(Then everyone will give a introduction of themselves to the group, in any order)~~

~~—Alice character introduction~~

~~—Valkyria character intro~~

~~—Mailice character intro~~

~~—Vincian character intro~~

- ~~Then the people of the company attacks the town~~
- Sage tells our characters that the former king is still alive and our characters flee from the town in order to find the king and save the people with magic

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SAGE'S TALK WITH THE THREE

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