**Animated TV Series**

Name: Lumora

(Not fully set on the name yet)

A group of teenagers, for the moment I would say 5 main characters with different personalities and traits, stumbles upon an entrance to a mysterious realm called "Lumora." In Lumora, they gain unique powers that they can bring back to the real world. However, a mysterious entity in Lumora warns them that revealing their powers or the realm to other people will have dire consequences.

Key Elements:

1. *Hidden Powers:* Each teenager gains a specific power related to their personality or desires while in Lumora. For instance, one might control elements, another gain heightened intelligence, and so on.

2. *Secrecy Imperative:* The entity in Lumora urges the teens to keep their powers and the realm a secret from the outside world, especially from scientists who might exploit or experiment on them.

3. *Real-world Challenges:* The teenagers face dilemmas in their everyday lives, trying to navigate school, relationships, and personal issues while keeping their powers concealed. They must learn to control and responsibly use their abilities.

4. *Scientific Threat:* A group of curious scientists becomes aware of anomalies around the teenagers. The conflict heightens as scientists try to uncover the source of the anomalies, putting the teens at risk of exposure. (Potential idea: One of the scientists is one of the teenagers' parents, eventually in the series they find out from their child about Lumora and the powers, but the parent wants to keep their child safe, so they sabotage the other scientists whenever they come close to finding out the truth).

5. *Lumora's Warning:* The entity in Lumora periodically communicates with the teenagers, reinforcing the importance of secrecy. It hints at potential consequences if their powers or the realm are discovered, adding an element of mystery and urgency.