



The Enchanted Realms

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Draft 1.0

The purpose of this document

This Document will Lay out the ideas for a new fantasy world-building project
“The Enchanted Realm”

The purpose of this file is to be a short introduction to the world, as a way for me to organize the current created material, and to hand it out to you! My friends and family, as first reviewers. I will lay out the ideas I have been working on regarding the setting, history, and magical systems.

Criticism of what you liked or didn't like will be much appreciated.

Enjoy!



Inspirations

Legend of Zelda: Breath of the Wild

- Open world exploration
- Mystical and ancient ruins
- Fantasy landscapes and races

Studio Ghibli

- Whimsical and enchanting atmosphere
- Detailed and immersive world-building
- Strong emphasis on nature and magic

One Piece

- Unique and diverse powers (Devil Fruits)
- Adventure and exploration
- Unique characters

Brandon Sanderson's Works

- Complex and well-defined magic systems
- Intricate world-building
- Strong character development

Naruto

- Hard magic system (Jutsu)
- Worldbuilding

Dungeons & Dragons

- Classic fantasy elements
- Emphasis on adventure and quests

Avatar: The Last Airbender

- Deep cultural world-building
- Well-defined magic system

The Wheel of Time

- Epic fantasy scope
- Intricate and layered plotlines
- Detailed magic systems (The One Power)



History of The World

The world includes dragons, humans, godlings, and mystical creatures.

Ancient dragons controlled hieroglyphs and lived in harmony with the humans. They taught the humans how to cast spells with hieroglyphs. The humans armed with this knowledge built an advanced civilization.

The godlings are a rare, long-lived race, original users of dream power, able to manifest their dreams without intermediaries.

Humans of the ancient civilization grew greedy and desired the magic of the godlings. They created dream catchers and dream orbs to capture dream magic. Using draconic hieroglyphs, they crafted a sickle that could cut through a godling's skin and release their magic.

Led by their powerful leader Zel, they trapped and killed Gaia, a powerful and kind-hearted godling. Gaia's death created Gaia's Cradle, an enormous forest, and at its centre grew a mystical tree called Eve. The humans ate the fruits of Eve, gaining the godlings' dream power. And so the first dreamers came to be.

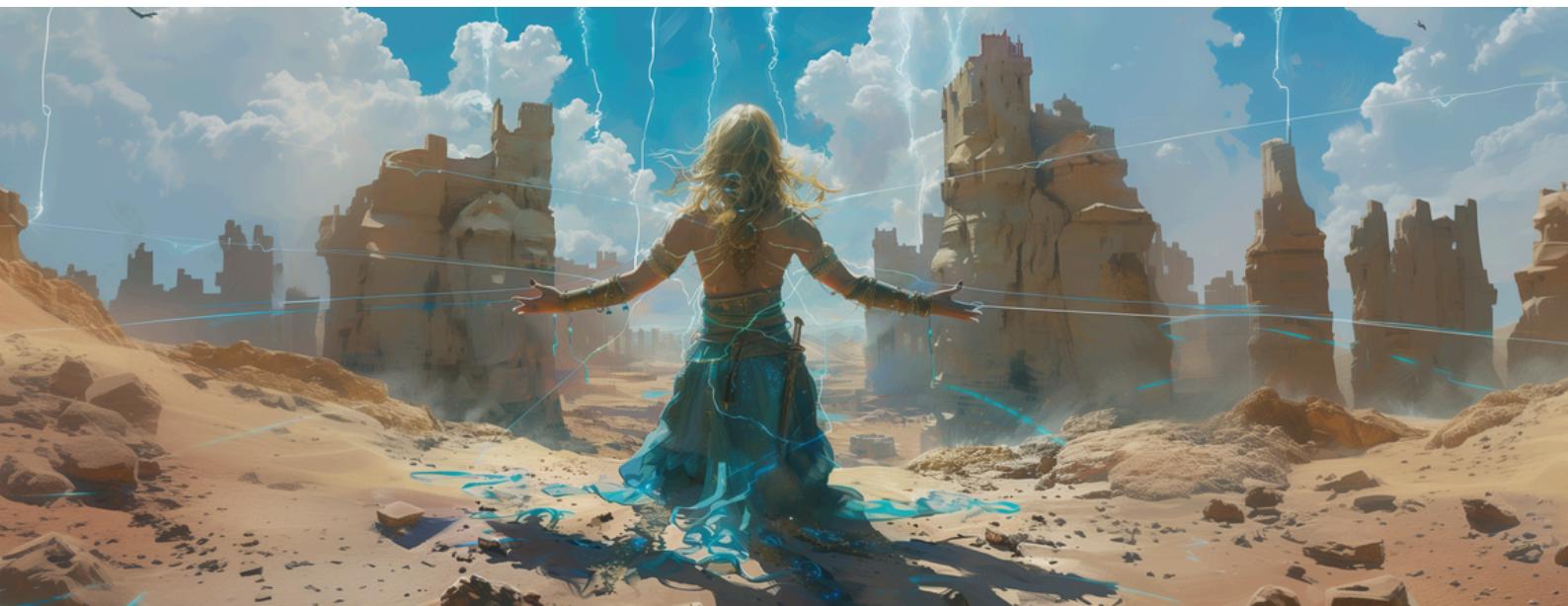
The humans' slaying of Gaia and devouring Eve's fruits will be named
The Cardinal Sin

After the cardinal sin, dragons swore never to teach humans spells again. The godlings, usually solitary, grouped and began a bloody war against humanity. This war, called the Great Severance, destroyed human civilization, setting back their technology and destroying their knowledge of the hieroglyphs.

Zel and his most powerful followers were sealed, and their fate was lost to history.

No longer will the human live in harmony with the Dragons and Godlings.

The story begins hundreds of years later...





The Enchanted Realms



Races



Dragons



In "The Enchanted Realms," dragons are majestic and powerful creatures, each associated with specific elements and hieroglyphs. They play a crucial role in the world's history and magic system. Here's a comprehensive overview of the different types of dragons and their characteristics.



Types of Dragons

Ancient Dragons

Highly intelligent and powerful, considered almost gods.

They have lived for thousands of years. Ancient dragons are Capable of casting the most complex hieroglyphs and also possess the ability can transform into humanoid forms.

Appearance: Their scales are a single, saturated colour matching their element (e.g., red for Ignis, blue for Aqua).

To be explored in more detail later, but generally, they are wise and benevolent, revered and feared due to their god-like status and power.

There are only five ancient dragons.



Great Dragons

Less powerful than ancient dragons but still extremely powerful.

Can cast hieroglyphs using their scales, speak, and transform into humanoid forms.

They live for hundreds of years, similar to godlings.

Population: There are only around a couple of dozen great dragons.

Appearance: Their scales are a combination of the colours of the ancient dragons they descend from.

These scales are highly valued for inscribing hieroglyphs.

Dragons

Powerful but less so than great dragons.
They cannot transform into humanoid forms.

Abilities: They can speak and use hieroglyphs, and live for a couple of hundred years up to three hundred years.

Population: There are around a hundred dragons.

Appearance: Their scales are also a mix of colours from the ancient dragons they descend from but with less saturation compared to great dragons.



Drakes

More beast-like and less intelligent.
They cannot speak but can instinctively use hieroglyph powers.

They have a lifespan similar to humans
Their scales are combinations of ancient dragon colors but even less saturated, indicating lower quality.

Wyverns

Wyverns are the lowest in the dragon hierarchy.
They are not intelligent and cannot speak or use hieroglyphs.
Their scales are grey, indicating no hieroglyphs power.



Godlings



Godlings are rare, powerful beings with long lifespans and significant magical abilities. They are deeply connected to the dream magic system and have unique characteristics that set them apart from other creatures.

Godlings live for thousands of years, witnessing and influencing the history and evolution of the world around them.

They possess vast amounts of magical power, often far exceeding that of humans and other creatures.

They can use the power of dreams to manifest aspects of their dream realms in reality without intermediaries.

Most godlings have a humanoid form, though some may have features or forms that reflect their unique nature and powers.

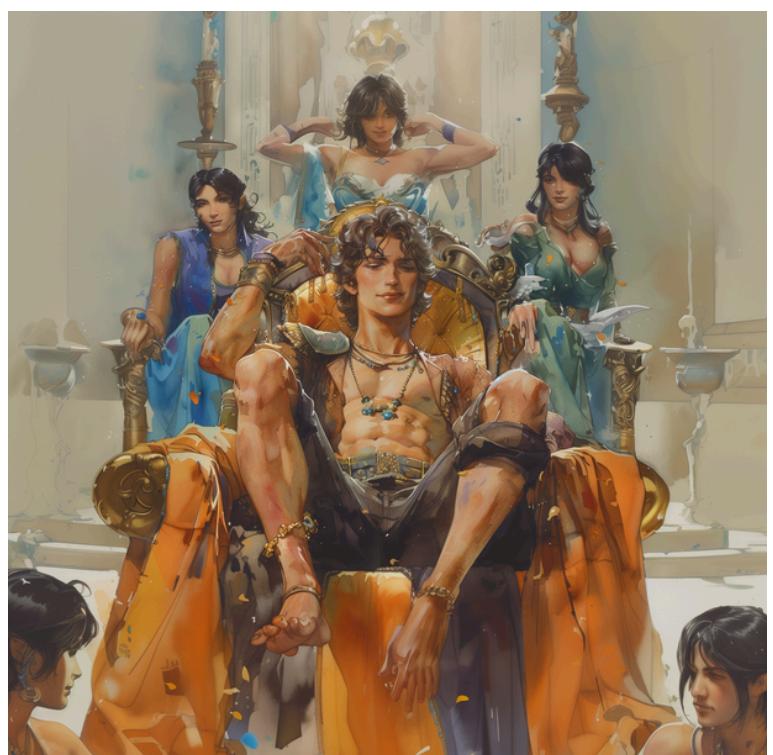


Godlings are typically solitary beings, preferring to live alone rather than in groups. They often inhabit secluded or mystical places.

Their solitary nature is partly due to their immense power and partly due to their unique, individualistic characteristics.



However, some godlings use their power to get leadership, and sometimes kingship among the humans



Magic Systems



Hieroglyphs Magic System



The hieroglyphs magic system in "The Enchanted Realms" is a structured and intricate form of magic that relies on inscribed symbols known as hieroglyphs. These symbols harness elemental and mystical powers associated with ancient dragons. The system is divided into various components, each playing a crucial role in the overall functionality of magic.

Terminology

Hieroglyphs: The magical symbols that represent specific powers or elements. Each hieroglyph corresponds to an aspect of an ancient dragon's power.

Runes: The inscriptions made using hieroglyphs on specific mediums to harness their power.

Scribes: Individuals trained in the art of inscribing hieroglyphs onto mediums. Master scribes can inscribe on dragon scales.

Mages: Users of hieroglyphs who do not know to scribe them.

Sorcerers: Mages who have learned the art of inscribing hieroglyphs.

Wizards: Master scribes who can use the runes they produce and create new hieroglyphs.

How to Use Runes

Runes, once inscribed, serve as conduits for magical power. Here's how they are used:

Activation:

By Touch: Some runes can be activated by touching them, channelling the user's magical energy into the rune.

Incantation: Others require spoken words or phrases to activate the power inscribed within the rune.

Environmental Trigger: Certain runes activate under specific environmental conditions, such as sunlight or water.

Application:

Personal Use: Runes can be inscribed on items or directly onto the skin for personal enhancement, such as increased strength or magical resistance.

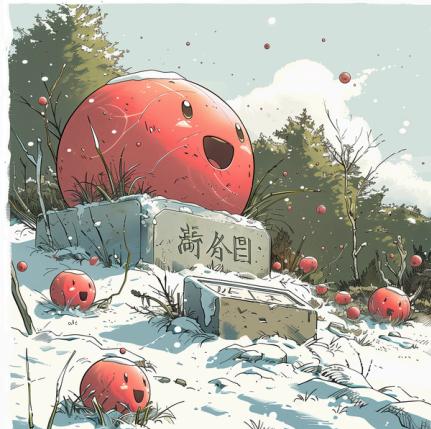
Objects: Weapons, armour, and other objects can be inscribed with runes to grant them magical properties.

Locations: Runes inscribed on structures or in specific locations can create protective barriers, traps, or other effects.

Duration:

Temporary: Some runes have effects that last for a short period and require reactivation.

Permanent: Others, inscribed on durable mediums like dragon scales, can have lasting effects.



Combining Runes

Different hieroglyphs can be combined to create more complex and powerful effects.

Here's how combinations work:

Complementary Runes: Runes of the same element (e.g., different fire runes) can be combined to amplify the power of the spell.

Elemental Blending: Combining runes from different elements can create unique effects, such as combining water and wind to create a storm.

Sequence and Structure: The order and structure in which runes are inscribed affect the outcome. A precise sequence can make the difference between a simple spell and a complex, multi-layered effect.

Example Combinations

Ignis (Fire) + Zephyr (Wind) Hieroglyphs: Blaze + Gale

Effect: Creates a fiery tornado that moves rapidly and engulfs everything in its path.

Aqua (Water) + Terra (Earth) Hieroglyphs: Wave + Barrier

Effect: Summons a wall of water that can solidify into ice or stone for defence.

Astra (Star) + Aqua (Water) Hieroglyphs: Radiate + Flow

Effect: Generates a flowing stream of light that can purify or heal anyone it touches.



Hieroglyphs of Power

Each ancient dragon has a set of hieroglyphs associated with its element. Here is a table detailing the hieroglyphs of power for each dragon:

Ancient Dragon	Hieroglyphs of Power	Non-Scale Medium	Mystical Creatures
Ignis	Flame, Heat, Light, Burn, Ignite, Blaze, Ember, Glow, Radiance, Flow, Stream, Ribbon, Smoke, Spark, Flash, Warmth, Explosion, Flicker, Inferno, Flare, Ash, Cinder, Torch, Scorch, Magma, Eruption, Pyro, Incinerate, Sear, Torch	Obsidian	Phoenixes, Fire Sprites, Salamanders, Infernimps, Flarehounds, Pyromoths
Terra	Earth, Stone, Metal, Iron, Sand, Rock, Crystal, Soil, Barrier, Wall, Shield, Fortress, Weight, Strength, Harden, Ground, Root, Boulder, Clay, Mountain, Cave, Gem, Mineral, Quake, Tunnel, Ore, Dust, Vein, Gravel, Pillar, Plateau	Geode of Power (Geo Crystals)	Stone Goblins, Earth Elementals, Golems, Geoshards, Rootwalkers, Boulderbacks
Aqua	Water, Ice, Wave, Flow, Stream, River, Ocean, Rain, Frost, Mist, Snow, Chill, Tide, Pool, Dew, Freeze, Melt, Healing, Purify, Fluid, Drop, Cascade, Ripple, Surge, Current, Splash, Fountain, Geyser, Flood, Drip	Sea Glass	Merfolk, Water Nymphs, Ice Spirits, Tidecallers, Stream Sprites, Frost Guardians
Zephyr	Wind, Air, Breeze, Gale, Storm, Sky, Cloud, Flight, Feather, Whisper, Howl, Swoop, Drift, Ascend, Glide, Thunder, Lightning, Storm, Cyclone, Gust, Turbulence, Calm, Zephyr, Windward, Updraft, Tempest, Zephyr, Squall	Sky Crystal	Air Elementals, Wind Sprites, Sky Serpents, Zephyrs, Cloud Dancers, Storm Ravens
Astra	Star, Light, Cosmic, Space, Void, Gravity, Constellation, Shine, Glow, Eclipse, Comet, Meteor, Nova, Radiate, Beam, Ray, Orbit, Stellar, Celestial, Nebula, Twilight, Galaxy, Universe, Black Hole, Time, Chrono, Celestial	Star Stone (Meteorite)	Star Beasts, Celestial Spirits, Comet Dragons, Voidwalkers, Light Sprites, Astro Foxes



Mediums for Inscribing Hieroglyphs

The hieroglyphs must be inscribed on specific mediums to harness their power.

Each dragon has three levels of mediums in descending order:

Ancient Dragon Scales: The most powerful and rare medium.

Dragon Scales: Scales from dragons descended from the ancient dragons.

Elemental Objects: Specific objects that resonate with the dragon's element (e.g., obsidian for Ignis, sea glass for Aqua).

Roles in the Hieroglyphs System

Scribes

Role and Expertise:

Scribes possess vast knowledge of hieroglyphs and the different materials required for inscribing them.

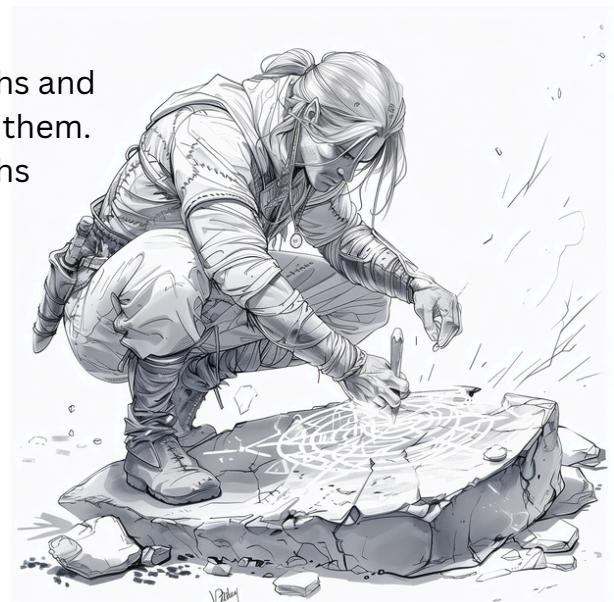
They specialize in specific hieroglyphs or specific mediums.

Master Scribes:

Only master scribes know how to inscribe hieroglyphs on dragon scales, a highly prestigious and rare skill.

Knowledge and Training:

Becoming a scribe requires years of study and training, often under the mentorship of a master scribe.



Mages

Mages are users of hieroglyphs who do not know how to scribe them.

They focus solely on the practical application of hieroglyphs.



Sorcerers

Sorcerers are mages who have acquired the ability to scribe hieroglyphs themselves.

They possess the skills of a scribe combined with the practical application abilities of a mage.

Wizards

Role: Wizards hold the most prestigious title among scribes and mages.

They are master scribes capable of using the runes they produce and have an unparalleled understanding of hieroglyphs.

Unique Abilities: Wizards can create new hieroglyphs, a feat only thought possible by the ancient dragons.

This deep understanding allows them to innovate and expand the magical language.

Creation of Hieroglyphs: Creating a new hieroglyph requires significant research and development, ranging from a few weeks to a year depending on the complexity.

Rarity and Prestige: Wizards are exceedingly rare, even more so than godlings, usually numbered no more than a couple dozen.



Inscribing Runes

Requirements

Knowledge and Training: Extensive training in hieroglyphs and mediums, typically under a master scribe.

Magical Affinity: A certain level of magical power and specific elemental affinities.

Tools: Special enchanted tools made of magical materials.

Rituals and Incantations: Specific rituals and incantations to activate the magical properties.

Materials: High-quality materials matching the hieroglyph and medium.

Time Required

Complexity: Simple hieroglyphs take hours, complex ones can take days, weeks, or months.

Experience: More experienced inscribers work more efficiently.

Preparation: Additional time for gathering materials and setting up rituals.

Accessibility

Skill Level: Only skilled individuals with proper training can inscribe.

Resources: Access to materials and tools is a limiting factor.

Magical Ability: Higher magical ability is often required for complex inscriptions.



Dreams Magic System



The Dream Magic system in "The Enchanted Realms" is a unique and mystical form of magic that revolves around the manipulation and usage of dreams. This system is deeply rooted in the dream realms of individuals and involves the capturing, storing, and utilization of dream magic.



Basics of the Dream Magic System



Dream Realms:

Each dreamer (a person who can use dream magic) has a unique dream realm, a personal, fantastical world where their dreams manifest.

The characteristics and landscapes of these dream realms are influenced by the dreamer's personality, experiences, and subconscious mind.

Dream Catchers:

Dream catchers are intricate devices crafted to capture the essence of dreams. They are usually woven with threads, beads, and feathers, and are enchanted with specific hieroglyphs to capture and store dream magic.

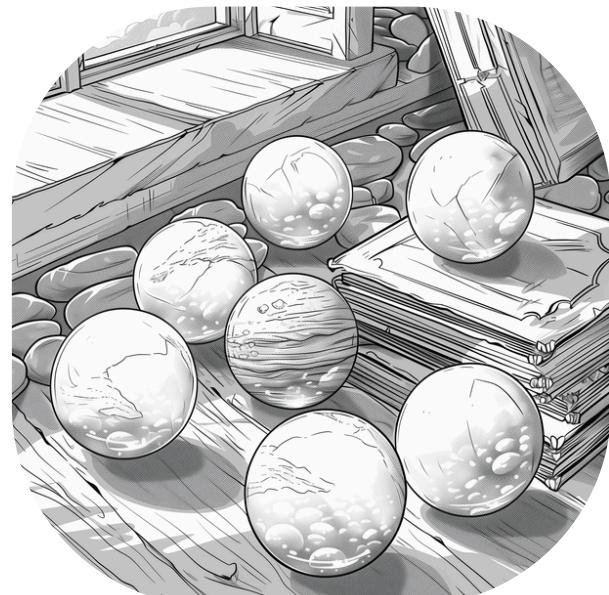
Dream catchers can be of various sizes and complexities, depending on their intended use and the power of the dream magic they aim to capture.



Dream Orbs

Dream orbs are magical artifacts used to store captured dreams. They are usually spherical and made of glass or crystal, glowing with a soft, ethereal light.

These orbs can store a single dream or multiple dreams, depending on their size and the strength of the enchantment placed on them.



Using Dream Magic

Swallowing Dream Orbs:

Dreamers can swallow dream orbs, storing dreams about themselves, to temporarily gain the powers and abilities stored within the dreams. This method is often used in battle or for specific tasks that require enhanced abilities. The effects can last from a few minutes to several hours, depending on the potency of the dream magic and the Dreamer's proficiency.



Shattering Dream Orbs

Dreamers can shatter dream orbs that contain dreams about the environment to release a burst of magic, causing immediate effects in the surrounding area. This can be used for offensive or defensive purposes, as well as for creating illusions or manipulating the environment.

The intensity and range of the effect depend on the amount and type of dream magic stored in the orb.



Embedding Dream Orbs:

Dream orbs that contain dreams about a creature can be embedded into objects or even people to grant them special abilities. For example, embedding an orb into a weapon might give it enhanced strength or elemental properties.