**Synopsis (Rough Draft)**

*Knowledge can be such a heavy burden.*

Kenji Miyamata is the youngest and brightest mage in Patrium, with a blooming position of teaching at the prestigious Academy that makes him the center of envy. His unique looks, charming personality, and humbling nature set everyone to talking about his intelligence and prowess in the classroom. But there’s many secrets Kenji keeps tucked close to his chest, the kind that could ruin everything he’s ever worked for.

*Secrets can be worth their weight in gold.*

During an excavation of the mines in Cael, the capital of the nearby country Cordin, a strange relic is discovered amidst the rubble — a magical artifact no one has ever seen before. The Cordite government decides to reach out to the different countries and send them an invitation to take a swing at researching the relic. When Kenji is selected to be a part of Patrium’s team, he is ecstatic, but quickly finds himself in the middle of a roiling conflict as each country uncovers more about the artifact — and how they can take it for their own use. Governmental structure starts to crack, people turn up dead, and suddenly Kenji is tasked with finding a way to diffuse the tensions between the scheming countries, while also keeping himself alive above it all.

*Who you are is not what you did.*

Ezerath is a twisting bend of a story with magic, self-discovery, espionage, and so much more. The world is full of secrets and darkness lingering in every corner of it, and Kenji is determined to make sense of it all, while trying to uncover the hidden intricacies of the mysterious relic no one has ever heard of. Between his own inner turmoil, the harsh reality of the world, and the whims of others, will he make it out alive, die trying, or something else entirely?