

Crystalyn Delgado  
Developing New Worlds  
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09/23/22  
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Visual element: Adobe Photoshop



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## Premise

Seiche, a magic user who lives in a world where The Divine Empire of Duchane has banned magic.

Duchane has been able to use its strong military forces to sway the leaders of other countries to ban magic in their respective countries. When Duchane's armies raid her town to round up its magic users, Seiche is able to escape, but unfortunately, her family isn't so lucky. Seiche is set on freeing her family and liberating all of Estraya's magic users.

## Historical Background

In Estraya, the continent in which this story takes place, there's an empire ruled by Emreis Duchane. This empire is called *The Divine Empire of Duchane*. Duchane began to create laws within their own lands that banned magic and its users. These laws state:

- If anyone is caught using magic, they, as well as anyone aiding the caster in any way, regardless of magic ability, will be jailed and/or executed.
- Anyone trying to reintroduce magic into any society will be jailed and/or executed

Initially, these laws were only passed in Duchane but these laws still allowed many lives to be ruined and lost. As time progressed, Emreis Duchane traveled to the other countries of Estraya and managed to convince many of their leaders to pass them in their respective countries as well. There are a few countries who have ignored Duchane's demands and other countries whose leaders couldn't be reached like Venesa, Trisen, and Quiles.

After the countries passed the laws, it was rumored that out of fear that the rest of the countries will pass the magic bans, the magic users that weren't caught, fled to the forgotten forest, a forest that has been unexplored due to its ability to change itself endlessly to confuse those who try to explore and make all those who enter, forget who they are. The rumors say that the magic users created a town there, a safe haven for those who have magic abilities. Duchane has sent multiple troops to find this town but all their troops have gone missing.

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## Main Character

### *Seiche Urbina* (S-ai-sh Er-bee-nuh)

Seiche, a twenty-five-year-old water elemental, is the third daughter of doctors Tigres and Euphrates Urbina. Like many throughout the water races, Seiche's skin is a light blue, and her hair is formed from many waterfalls of varying lengths.

Seiche and her six sisters were trained as doctors by their parents. Out of all her sisters, Seiche took to medicine best, her parents noticed her ability to memorize Trisen's flora and their medicinal properties, so they began teaching her at a much earlier age than all of her sisters. Despite Seiche's anxious and intrusive thoughts, she became an excellent doctor when she came of age. When she was with her patients, her mind would, for once, be silent because when it came to medicine, Seiche always knew what she was doing. Seiche adores all of her patients and being a doctor, but she sometimes wishes there was a little more to her life. When she was young, she used to dream of being an adventurer and seeing Estraya but because of fear of possible failure, she has kept herself confined to Trisen.

To all of Trisen's citizens, the Urbinas are a completely average elemental family, but they carry a secret that they even keep from each other; they all have magic. They've kept the magic a secret because Euphrates and Tigres would rather their daughters use what the wilds can offer them and not rely on magic to solve their problems. Seiche has known about her magic since she was a teen but because of an incident when she tried using her magic, she's never tried to use it again. When Seiche had begun to practice medicine as an apprentice of her parents, she believed she could use this magic to heal a patient but unfortunately, the spell backfired and the patient passed away. Seiche never forgave herself for that day and has kept it inside ever since. That day she made a vow that she'd never use her magic in that way again and has always made it a point to do whatever it takes to save her patients.

Seiche suffers from severe anxiety and depression and is naturally awkward around her peers. Because of this awkwardness, Seiche only has one friend. A best friend, Lyra. Lyra is a loud, petite sea elf with wild hair that carries an uncanny resemblance to spirogyra algae. Lyra and Seiche have been

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friends since childhood. Lyra's personality is the polar opposite of Seiche's, but that's what they loved about each other. When they were very young, Lyra and Seiche had been at recess; while Lyra played with her many friends, she noticed young Seiche, off by herself, studying the seaweeds that grew on the seafloor. Lyra knew the things kids would say about Seiche, calling her weird and boring but nonetheless, she approached Seiche and quickly made Seiche feel included, and they'd remained friends ever since.

Though she may struggle with her peers, Seiche has always adored animals. Seiche feels as if they're the only creatures that don't judge her when she stutters and don't care that she hasn't had a significant other, and don't mind that they're some of her only companions. Seiche has a cow named Perriwinkle, a calf named Powder, a bull named Denim, and three ducks named Lemonade, Taffy, and Peach. These animals are her pets and are not used for meat because the entire Urbina family are vegetarians.



## **Lyra Abnigora** (Lai-ra Ab-ni-gor-uh)

Lyra Abnigora is the childhood best friend to Seiche Urbina. She's been a catalyst in many of the moments where Seiche has defended herself or someone else.

Lyra is a loud and outgoing sea elf that has no hesitation in standing up for the things she believes in. She was raised alone by her mother and has never known her father. As many have pointed



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out, Lyra's last name is that of a country in Estraya: Abnigora. Lyra and her mother have always chalked it up to a mere coincidence but unbeknownst to the rest of the continent, Lyra is the daughter of Abnigora's now king.

Lyra's mother and father had met when her father was only a prince and she was a hand maiden to the queen, the prince's mother. Lyra's father is a sun elf while her mother is a sea elf. They fell in love and remained in secret as a relationship between a sun elf and any other kind of elf was and still sometimes is frowned upon by the sun elves as they are a very prideful race. After a while of Lyra's mother had been away from her body of water for too long, neglecting her rituals of giving thanks, she began to dry out. The prince had a duty to his kingdom and refused to abandon it, and though it hurt them both so much, they parted ways and haven't seen each other since. When she was young, her mother would make Lyra promise to keep her father a secret to keep them both safe. Lyra promised her mother but that never kept her from dreaming of leaving Trisen, living a nomadic life, and traveling all over Estraya to finally meet her father.

Her father isn't the only secret she's kept all her life. When they were fourteen, Lyra realized she had a crush on Seiche but Seiche never acknowledged Lyra's hints and advances so Lyra convinced herself that Seiche wasn't interested and kept her feelings hidden.



## Supporting Characters

### Natalia Aileem

Natalia is a Solkea. The Solkea are plant people and are divided by clans. Each clan has a different plant they take after and the plants they take after contribute to their temperaments and looks. Natalia's clan, the Avellan, take after the Lavendula flower. This makes Natalia—as well as the rest of her clan—A laid back, peaceful people, who often fall asleep suddenly.

Natalia's skin is light purple, her cheeks and the bridge of her nose are covered in freckles that form small clusters that resemble the buds of the lavendula plant. Large Lavendula leaves sprout from her arms and a large Lavendula flower sits on top of her head similar to a hat. Natalia has violet colored hair and dark brown eyes.

Natalia was raised by her two mothers and she has three younger brothers who are triplets. Fun fact about the Solkea, they reproduce the same way actual plants do so when spring rolls around, the Solkea travel to the secluded forests of their ancestors to perform the mating rituals. Only Solkeas of that designated clan are allowed into the secluded forests because if any race outside of Solkeas saw how they reproduced... things would get weird.



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## Theo Faasia

Theo is what's called sky-touched. This means that he's been made into a celestial being by another celestial. Sky-touched aren't fully divine beings, though. They carry divine energy within their human bodies, but it's only enough to allow them to live hundreds of years and travel between the celestial realm and the common realm where all races reside together. Theo became sky-touched after he fell in love with the goddess of the sun, Jenasi. Theo and Jenasi had met in the forest of his home country of Guisette. They began meeting in that spot every day until Theo was sent to Danifall to train to become a soldier for Duchane. Once his training was over, Theo was sent to the Forgotten Forest on behalf of Duchane. While in the forest, Theo was killed by one of the forest's many beasts. Heartbroken, the goddess Jenasi gave a piece of herself to bring Theo back to her.

Theo and Jenasi married, and together they had a daughter, Sarissa, who, like Theo, is sky-touched. Theo is a quiet, kind-hearted man who loves being a father and husband. He spends his days raising his daughter and taking care of the home. Theo is a weapons maker by trade to bring in money to care for his family. Ever since the magic ban, Theo has kept his creation of magic weapons a secret.





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## *Pia Vermilon*

Pia is a bubbly, kind, and outgoing sixteen-year-old fairy. Pia is the daughter of an important cartographer in Estraya. Pia has always wanted to explore Estraya like her father has and complete a map of the one country her father never could: Venesa. No cartographer has been able to explore the arctic country of Venesa because its cities are so well disguised in the snow, that no ones even really sure they exist. Pia hopes to be the first to travel Venesa's cities and meet the queens.

Pia's mother and father both passed away when she was young and she was left with her mother's sister. While Pia loves her aunt and the life her aunt has given her, Pia can't wait until the day that she is able to leave home but deep down when she thinks of leaving her aunt, Pia feels guilty for abandoning her because Pia is the only family she has left and vice-versa.

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## Locations

**Trisen:** Trisen is Seiche and Lyra's home country. Trisen has only one building on the actual island. That building is the Urbina home and hospital. The Urbina's built their home on land since they'd be spending a lot of time there anyway with the hospital being on land. The rest of Trisens's citizens live in the ocean that surrounds the islands, and that's where the Urbina children went to school and lived out their childhoods. All the homes are in the deeper waters of the ocean, so they're inaccessible to most others unless they have abilities that allow them to breathe in the water like magic or a racial trait. The island of Trisen doesn't have a marketplace, so the citizens swim to the closest market, which would be in Findara, the capital of the Principality of Lyra.

**The Queendom of Guisette:** Guisette is a country ruled by a line of sun elves. The firstborn daughter of each queen is the rightful heir to the throne. Queen Ceraphine Guisette hasn't been seen since Duchane started traveling to other countries to ask them to pass magic bans; the citizens have assumed she knows better than facing them after passing the magic ban. Ceraphine has a human husband, Kiernan. Together, they have a daughter, Ginora. Guisette's main export is metals and precious stones and is the wealthiest country in Estraya and has one of the largest markets on the continent. The metals they mine are sent to countries like Danifall, which create most of the weapons in Estraya.

**The Divine Empire of Duchane:** The Divine Empire of Duchane is the country in Estraya that has caused turmoil between the magic and non-magic users. No one knows why Emreis Duchane decided to pass laws banning magic. But it is rumored that he plans to invade Venesa so he can force the queens to pass the laws in their country, but with the number of soldiers he's lost to the Forgotten Forest, he's held off on the invasion. Duchane's capital holds the other largest Estrayan marketplace; they also have a coliseum where fights are held. People from all over travel for the chance to fight in the coliseum and win fame and fortune.

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## Additional World Information

Estraya is a continent formed of many different countries with many different climates, influenced by the middle ages and steampunk. Estraya lacks seasons but the weather remains fairly predictable. Because of this lack of seasons, each country grows specific crops that thrive in their specific climates and will trade other farmers in each country to sell at the markets.

In Estraya, there are many gods and everyone decides who they want to worship, if they choose to worship anyone at all. Temples for the many gods are used as places to marry and to celebrate the life of someone. Those who don't worship gods or deities sometimes worship things. For example, the water races will worship the body of water that gave them life, forest nymphs worship a sacred tree, and the Solkea worship their patron plant.

Each country has its own ruler, 'police', and economy. Emreis Duchane rules the divine empire of Duchane and has many soldiers patrolling his country, doing his bidding. Duchane even has soldiers in other countries, acting as his spies. The economy of Duchane relies heavily on its coliseum and its booming marketplace which, like the market of Guisette, is an epicenter for goods of all kind.

In Estraya, there are many groups of people that use magic. It's not everyone but there's four groups in particular; Druids, witches, golems, and sorcerers. Druidic magic is a kind of nature based magic and those who carry Druidic magic, care deeply about nature and maintaining its balance. A witch's magic is never the same as the next witch. They each carry their own form of raw magic within them and harness it differently. Golems hold a magic that they use to infuse their creations with. They can build magic weapons, humanoid creatures made of machinery, clay, or any other kind of matter and bring them to life. It's fabled that the person who created the golems was a golem themselves. Creating her own beings and infusing them with the magic to be able to do the same. Sorcerers are a more disciplined magic user, only using the spells written in their spell book and they are only allowed to use their own book.

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## Story Synopsis

Down With the Divine Empire is about a water elemental named Seiche whose family gets taken by the Divine Empire of Duchane. Seiche sets out on a journey with her best friend, Lyra to find their families. Throughout the journey they meet Theo, Natalia, and Pia; three people who all have a reason to fight against Duchane. In the journey to get her family back, Theo brings the group to the Forgotten Forest where they meet Beta, and the other magic users who have been driven out of the countries, they teach Seiche a few spells that will help her on her journey and advise the group to go to Guisette and uncover the secrets they're hiding. After reaching Guisette, the group sneaks into the dungeon and discovers the queen and the princess imprisoned by the king who formed an alliance with Emreis Duchane. The queen reveals to them that her husband formed an alliance with Duchane because he began feeling inferior to his wife and even his daughter because he was only a human who got lucky. So not to alert Duchane of what they've found, Queen Ceraphine instructs Seiche and her friends to leave her daughter and herself there and make their way to Duchane.

The group makes their way to Duchane on the night Duchane decides to host a ball. At this ball, they meet Emreis Duchane, the man who rules over the Divine Empire of Duchane and despite their disguises and human looks, he is completely aware of who they all are and after a long and lengthy battle, they learn that Emreis Duchane is a magic user himself and the reason he wanted to drive them all out of Estraya's magic users was so that no one could stop him when he decided to expand his empire and take over all of Estraya. After Duchane has been defeated, the group makes their way to the dungeon where Seiche discovers that her parents have died but her sisters are safe.

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## Story Excerpt

“Lyra?”

“Yes?”

“I’m scared....” I whispered

I could hear her let out a deep sigh, almost as if in relief that I pulled down the unspoken thoughts that had been hanging in the air.

“We’re all scared, Seiche...it’s okay...we’ll be okay.” She sounded so unconvinced like she was trying to reassure herself.

“I know,” I sighed, “we all have our reasons to be afraid, but this fear I have...it’s different, Lyra.”

As I lay there with her back to me, all I could do was think about what my sisters and my parents were feeling, where they could possibly be, and if they were even alive. The laws always said that those who practiced magic would be jailed or executed, but Duchane was quicker to swing the axe than open the dungeon.

“Different...different how?” She kept her voice low so as not to disturb the others.

Lyra was facing me now. From my periphery, I could see the lines of worry that creased between her eyebrows as she studied my face.

“I said I didn’t know why Duchane would take them, but I do... I think they were looking for me” I could feel my heart pounding, begging to escape my chest. I turned onto my side, so the two of us were face-to-face.

“You’re a magic user....” She wasn’t asking me. She didn’t even sound surprised. She just pursed her lips and studied me.

I watched her eyes trace every detail on my face twice before I could muster up the courage to say anything.

“You knew?”

“Well, Seiche, when you spend your life hiding secrets like I have, you begin to understand the secrets of others” She scooted closer to me, so close I could smell the honey ale on her breath.

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