

MAGIC OUT TRILOGY

VOLUME 1: ANIA'S WAY

● SETTING

Sinan, the capital of Eteruria, country (island) which has isolated itself with a magical barrier to become invisible to rest of the world and developed prosperously.

● MAIN CHARACTERS

name	description	age	type of magical skill	physical appearance
Ania	protagonist. Afflicted by a complex, discreet and thoughtful. An avid reader.	14	"Talentless", although born in the venerable Di Otimis family	petite, brown eyes and hair, fair skinned
Patros Di Ottimis	father. Dignified and respectful of traditions.	54	"Master of Shu" possesses the most powerful talent of protection. Becomes ministry of defence after the magicout	admirable physique
Lorilia	mother. Has a weak heart but is kept healthy thanks to medical magic.	40	"Shu"(defence)	beautiful with brown hair
Tantania	close friend. easy-going and bright.	14	"Ryoku"(power)	chubby, wears flashy clothes. Orange hair on golden skin and light brown eyes.
Sisiglia	close friend. Quick-tempered.	14	"Shu".(defence) Family of warriors.	Tall and think. Very short brown hair. Boyish.
puris	the boy Ania falls in love with. He is used to being avoided because of his magic. Very calm.	15	"Shin" (truth) the power to read people's thoughts.	Eyes and hair of ice-bue. He looks like a cold person.
Rintos	Tantania's boyfriend	15	"An" (darkness)	Black hair, rebel and charming. He is the son of the 'Master of darkness' but doesn't practice.

name	description	age	type of magical skill	physical appearance
Veneria	The most beautiful girl in the school year. She looks down on Ania	15	"Gei" (art) Daughter of a "beauty craftsman"	Long wavy hair, beautiful traits
Philos and Zophis	Old twins. Ex "Masters of knowledge/wisdom", now sages. Understanding of Ania's condition.	92	"Ci" (knowledge/wisdom)	Old with extremely long white-silver hair
Cuores	Father of Puris. Old school friend of Patros.	54	"Shin" (truth) Becomes "Master of truth"	
Eter divine king	Eteruria's king. He leaves politics in the hands of the 11 Masters.	advanced	"Sinnou" (King/religious leader) The messenger of Great Nature's words.	Tall, with very long straight blonde hair. His appearance is attractive and it is impossible to determine his age.
Zora	Ania's dog			big and fluffy.

● PLOT SUMMARY

Once upon a time, there were people able to use magic. They lived prosperously but were persecuted by the others because of their powers. They started emigrating to remote areas, and they finally decided to sail together a ship and arrived to an island where there was lack of sun, food and the average age was very young. They used magic to cure the diseases of the natives, to control the weather and crops and life on the island changed radically.

The local population appreciated them and they fused to one country. They then realised that on that island their magic powers were strengthened and children were always born with magic abilities. They decided to isolate themselves from the rest of the world with a magic barrier to make the island invisible so that no one could threaten their happiness and established the country of Eteruria. This happened a thousand years ago.

Meanwhile, five hundred years ago, in the outside world, a world war occurred and humanity was almost annihilated, with only aborigines and populations of extreme northern areas surviving. The ruined world was called the Old World, and the remaining cold region was called the New World. Those who survived did not have precise knowledge of technological devices and scientific discoveries, thus relied on basic understanding of what had been achieved until then. Mankind of the New World re-started from there.

During this millennium, Eteruria had continued to develop regardless of the world war. Everyone is born with one of the eleven magic abilities: "defence" "medicine" "power" "ground" "sky" "water" "technique" "art" "truth" "darkness" "knowledge".

Right at birth, the magical power is manifested in the colour of the eyes, with training and studying tailored to strengthen each ability. Although Eter is Eteruria's king, politics is controlled by 11 Masters, who are the strongest and most talented of each magical ability.

Patros is the powerful Master of defence, of dignified lineage; however his only daughter, Ania, is born as a “musaijin”, a person with no magical ability. Moreover, her twin sister dies soon after birth. Being an extremely rare condition in Eteruria, Patros is overwhelmed by this unforeseen tragedy. Ania, who cannot follow his father’s footsteps, grows up being discriminated against and with complex feelings of guilt. Unable to practice magic, she vastly reads old books imported from abroad where magic does not exist, and acquires information and techniques used in place of magic.

Eteruria became an affluent country thanks to magic controlling everything, even weather. But one day, magic disappears. In the history of the country, the phenomenon of Magic-Out had happened a few times, but it was always over in one or two days. However, this time it does not end after several days and weeks. The weather worsens drastically, electric energy cannot be supplied, fishing and agriculture harvests are terrible. Food shortages, security issues and riots overtake the country.

Ania proposes to generate wind power with the ancient technology she has read about, but everyone laughs at her suggestion and instigates anger that leads to Ania being assaulted and to defend her, her dog ends up being killed. Eventually, with the help of some friends and artisans, Ania creates a prototype of a wind power generator. With this, Ania and who helped her tries winning people’s trust and slowly people starts accepting that alternative solutions to magic must be found.

This way, energy is back in the country, although supply is limited. Old techniques for agriculture and fishing are also implemented and security levels improve. However, problems remain. Since until now illnesses were cured through magic, the health condition of the most serious cases, such as Ania’s mother, worsens.

Several months later, a white foreign ship lands to Eteruria that is no more invisible. It is the beginning of a new era.

VOLUME 2: ANOTHER FACE

● SETTING

Six months after the arrival of the foreign ship. Ania and a few others leave Eteruria to research alternative lifestyle methods in Garan, Overia's capital city.

● NEW CHARACTERS

name	description	age	type of magical skill	physical appearance
Garonte	Patros's right hand. He envies his power.	50	"Shu"(defence) Patros's right hand. He envies his power.	Garonte
Eneas	Guard of the Di Ottimis's family. He follows Ania to Overia. Taciturn and intelligent.	Around 35	"Shu"(defence)	Dark brown hair and eyes. Quick movements, practices martial arts
Joulius	Eneas's assistant. Physically strong but a simpleton and psychologically weak	Late 20s	"Shu"(defence)	2m tall, muscular, blond, strong facial features.
Ninnania	Ania's maid and childcarer since she was a baby.	54		short. brown hair and eyes
Shoi	Overia's secretary of defence. Sharp and deceiving. The de facto most powerful figure in the country	Late 50s		Robust. Very short black hair. Thick eyebrows
Mysterious girl	a girl Ania spots who looks identical to her			Looks very similar to Ania, but has short hair

● PLOT SUMMARY

As the Magic Out continues, Eteruria has started trading with Overia. Eteruria exports precious metals and imports food and medicines.

In addition, Ania is invited to Overia by the secretary of Defence Shoi and leaves with a few others as a group of researchers. The group, consisting of Ania, Puris, 3 doctors, the two guards Eneas and Juurius and Ania's maid Ninnania, arrives to Garan, Overia's capital.

However, Shoi has them under surveillance and is plotting to make them his hostages to obtain whatever he thinks Eteruria is hiding, thinking that the country's technological progress is too advanced. Garan is lively, noisy and a melting pot of people of different origin and culture, the

opposite of Eteruria's capital Sinan. Ania and Puris plan to study its democratic system and societal qualities, while the doctors will research on medicine and pharmacology. Ania and Puris frequent a normal high school and enter a club called "future", where they spend many stimulating days.

One day, while downtown, they notice they are being followed. Eventually, they end up in a small nearby town called Garan-dei, where they see a girl closely resembling Ania. She is Lia, Ania's younger sister who was supposed to be dead 15 years ago.

The woman Lia thought to be her mother was actually a midwife working under Garonte, Patros's right arm, as a plan to make his successors disappear. As Ania is born without magic powers, she is left alive, while the younger baby's eyes appeared to have magic, so the midwife put a spell on her to make her temporary dead. The baby was supposed to be replaced with another dead baby at the funeral but as the midwife learned that the baby would have been killed by Garonte, instinctively escapes with the newborn, her husband and son. They managed to exit the invisible barrier but during the journey at sea her husband and son pass away, while she is saved by some fishermen from Overia. Before dying from an illness, she leaves a letter destined to the Di Ottimis family hoping that one day Lia could go back.

When Ania and Lia hold hands, while Ania feels nothing, Lia's eyes shines and even Puris and Enneas's eyes who were nearby shine a little. They suspect that if the two are together they might be able to put an end to the Magic Out.

They plan to go back to Eteruria, but learning they are being held hostages, they hide in Overia's ship directed toward Eteruria. Despite the risk, Puris decides to remain with the others in Garan. Lia is employed as a dishwasher in the ship and alternates with Ania, pretending to be the same person. For two weeks they risk their life, as Shoi in on the same ship, while being helped by Eneas, who got aboard as a seaman, and Dubon, a boy who works in the kitchen.

Eventually, they succeed arriving to Eteruria. However, they find that Sinan looks like a sea of flames. The king is dead, and civil war has broken out.

VOLUME 3: REVOLUTION

● SETTING

Sinan, afflicted by a civil war.

● NEW CHARACTERS

name	description	age	type of magical skill	physical appearance
Jori	mysterious man, Shoi's spy sent to Eteruria. He is actually double-crossing him, working under Eteruria's sages.			

● PLOT SUMMARY

As Eteruria's divine king, who was supposed to be an absolute existence, passes away without nominating a successor, people gets desperate and loses faith. In Sinan, an anti-government armed force attempts a coup d'état, secretly guided by Garonte.

Ania, who has returned to Sinan, hesitates whether she should put an end to the Magic Out immediately. She consults the sages before her father. They show her a 200 year old scroll that had been kept a secret until now because of its irregular letters and seal that only the king can open. On the scroll is written: "who has magic is light, but light without shadow is false. Shadow must not be disregarded. Watch the inside, help the outside. Ignoring great nature's commandment will result in a punishment."

Ania and Lia meet their parents, who happily welcome them, but Patros disagrees with Ania on not wanting to end the Magic out immediately. He eventually is convinced by Ania and sages. An emergency assembly is organised and three new candidates to the throne are summoned, asking them to open the seal. Only the least regal candidate is able to open the scroll and he is recognised as the new king. As the scroll is deciphered, it is understood that the country will need to change. Ania and Lia put an end to the Magic Out and magic together with peace return to Eteruria, which is becoming a more democratic system.

In the meantime, Shoi, who was plotting a coup d'état in Overia loses his position when he returns to his homeland, deceived by his own men. But even with the fall of Shoi, Puris and the others are kept hostage. Patros goes to their aid with a few others, hiding however their magical abilities. In exchange for the prisoners, they give Overia miraculous batteries called vis-magnetica able to sustain an entire city's energy supplies for months, and promise to send more in the future. Returning to Eteruria, a trial is held against a captured Garonte. After many difficulties, he is condemned.

One year later, Eteruria has finally reached political stability. They also reveal to the world its magical power, unable to hide it anymore. Initially frightened reactions eventually calm down, as Eteruria could have subdued the entire world if they wanted to; the fact that it hasn't, demonstrates that living in peaceful terms is possible. Eteruria is now considered "a peaceful country with incredibly advanced technology" instead of "a dangerous country of magicians".

One day, friends from Garan come visit Sinan. Ania and Puris head to the harbour to meet them, and muse on how happy and peaceful their life is.

AUTHOR'S MESSAGE

Madoka Sato

What is magic? Is magic the impossible? If we think about it, a lot of things we use today must have looked like magic in the past. Our grandparents wouldn't be able to believe that it's possible to talk to the telephone while taking a walk downtown. Maybe magic is technology so advanced that we cannot even imagine it.

I first thought about writing this book many years ago. Bookshops everywhere in the world were filled by fantasy books. But in reality there was no magic children could use to solve problems. Everywhere, at school or at home, there are many children that are unable to find their place in the world and look hard for just a little space for them; just like a child with no magic in a land of magic.

Ania, the protagonist, is born and raised as a 'musaijin' (a person with no magic) in Eteruria, where everyone has and uses their magic. She is discriminated against and grows up insecure. Eteruria is the only place on earth where magic exists, and while it developed prosperously, its people decided to isolate themselves from the rest of the world making the island invisible. Therefore, while a world war decimated the majority of humanity and famines and energy shortages afflicted the outside, the people of Eteruria didn't concern with it.

But then the Magic-Out happens and the whole country is filled with panic. Everything had always been obtained with magic, and now the weather is terrible, cultivations are ruined, and with no food nor electric power even security is at risk. It is national crisis. They can only rely on the information and wisdom that Ania has learned reading old foreign books about places where magic didn't exist.

A girl with no magic begins then a revolution. She explains that living without magic is possible; using the wind for energy and herbs as medicine.

Afterwards, Ania decides to study more thoroughly this new lifestyle in a country called Overia. There, she meets her twin sister, who was supposed to be born dead. Ania discovers that if the two of them are together, they might be able to end the Magic-Out. However, she finds that she is basically kept captive by the government in Overia and it will be difficult to return to Eteruria.

The two sisters then hide in ships directed to Eteruria risking their lives. But when they reach Eteruria, they see that the capital Sinan is a sea of fire. The anti-government party had started a civil war.

In such a tragedy, although aware that the Magic-Out must be ended immediately, Ania hesitates knowing that magic coming back won't actually solve problems at their roots. After consulting the old sages of Eteruria, she is convinced of it.

She then confronts her father who is government authority, and questions the justice of their social system, where people's lives are determined at birth. She proposes to change their feudal society and is opposed to return to being a rich country that does not care about the rest of the world. She threatens that she will not put an end to the Magic-Out if he doesn't agree.

At the end, the Magic-Out ends and Eteruria returns to being a prosperous and happy country; however their feudal hierarchy has been abolished and stops using its invisible barrier. Eteruria becomes a democratic and international country.

One girl with no magic powers is able to change not only a whole country but the whole world. Her power is not weapons but words. The fruit of wisdom, conscience and courage.

With this story I want to convey that technology can never be separated from the wisdom to use it and the importance of overcoming crisis together and the joy of living with others.

And of course, I would be thankful if readers enjoy seeing Ania succeed and become more and more flexible and strong.

REQUESTS ON THE REALISATION OF A FILM BASED ON THE BOOK MAGIC-OUT

These are the fundamental points that I would like to be kept unchanged when making a film based on the book Magic-Out, although aware that it will be impossible for it to be a perfectly faithful adaptation of the original book. Details can be discussed at a later time. Thank you in advanced.

1. The protagonist's gender

I would like the protagonist to be a girl. The story begins with her being weak and at disadvantage in her position of 'musaijin' (person with no magic ability) going against her father, one of the most powerful figures of the country. I think that this way, her transformation into a determined girl would be more evident.

2. Portrayal of magic as super-advanced technology

Most of the magic described in the book are things that could be achieved with super advanced technology. There are some magic abilities, such as reading secret thoughts or the ability to show feelings of people recently passed away, that are more about psychology than technology. But apart from those, the magic described here is something that may be doable in reality, just not yet achieved, such as weather-control or the creation of electric energy. The invisible barrier might be the least probable one in reality. But even this could be an optical illusion using holographic principles. Therefore, magic should be portrayed as something that now is impossible but could be achievable in the future.

3. Words over weapons

In the third book there is a scene where a civil war is described but I hope that violence will not become a main point of the film. The message of the book is that the power of words can change people's way of thinking and eventually result in changing the world. Magic-Out is a story that could be linked to Greta Thunberg, nominated for a peace Nobel Prize. The school-strike that she started to protest on global warming is becoming an important movement world-wide. Today, this should be the era where we change the world through words and not weapons.