

Character List of Magical Characters

Briar: Protagonist

-Archetype: Knight/Hero.

-She's pretty morally driven, will do anything that she deems is the right thing to do.

Has a rebellious streak.

-Ran away from her responsibilities to her Nation because she wanted to fight for people who weren't able to fight for themselves, her parents are the King and Queen of a Nation.

-Ability: No ability in the beginning, ends up developing an invincible force field.

-Strengths: Loyal, polite, strong, lady-like, best fighter in her ranking.

-Weaknesses: No magic, Cosmus (love interest), doubts herself.

Kira: Villain

-Archetype: Villain.

-The sister of Cosmus, unlike her brother, she wasn't able to forgive her mother for abandoning them on the streets when they were children.

-She takes her anger out on Aura, the Headmistress, who she blames for not being able to fix Kira after she came to the school begging for help.

-Ability: Can reach into the nether (dark reality) and manipulate dark energy.

-Weaknesses: Her mother, Cosmus (brother).

Cosmus: Supporting Role

-Archetype: Protector.

-Brother of Kira, decided to take all the pain he's suffered as a child and focused that to protecting the school under Headmistress Aura's regime.

-Has a nasty habit of inflicting harm upon himself, since pain and rejection is all he's known as a child.

-Special bond to Aura, who acted as a second mother to Cosmus at the school.

-Ability: Can reach into the aether (light reality) and manipulate light energy.

-Strengths: Fighting for his loved ones, Aura, Surviving on his own.

-Weakness: Briar (love interest), has a habit of sacrificing himself for his loved ones.
Terrified of his own power.

Aura: Headmistress

-Archetype: Helper.

-Headmistress of Bridgewood Fairs, one of the Triad, a group of powerful Witches who control Celestial Energy.

-Her brother is the First Knight, Gladien, who founded the school Knightingale which Briar studied at before going to Bridgewood Fairs.

-Ability: Can control the Celestial Energy of the Sun.

-Strengths: Her love for her students, Powerful Witch, Wise.

-Weaknesses: Kira (She feels responsible for the monster Kira became).

Orpheus: Nature Nymph

-Archetype: Magical Helper.

-Nymph who ends up being one of the Protagonists best friends. He is goofy and very gay, but when in need, is reliable and willing to do anything for Briar.

-His best friend, and soulmate is Marine (a Storm Nymph), and they have been through the murder of their own Grove together and survived.

-They are the reigning Champions at the school, and no team except for Briar and Arden were able to match their skill set.

-Ability: Manipulate plants.

-Strengths: Nature, pretty boys, reliable in combat, Marine.

-Weaknesses: Can be naive and distracted, emotional, fire.

Marine: Storm Nymph

-Archetype: Magical Helper.

-Marine stands for growth, she is the character that goes through the most character development because she hadn't unlocked her abilities to the fullest until later on in the novel.

-She goes from Water Nymph, and undergoes a series of trials that grants her on the Storm Nymph council.

-Her soulmate is Orpheus.

-Ability: Manipulate Water and eventually, the weather.

-Strengths: Water, Orpheus, pretty boys, willing to sacrifice herself for Orpheus.

-Weaknesses: Can be too judgmental.

Arden: Fire Demon

-Archetype: Omnipotent.

-He is Briar's partner in combat at the school and her right-hand man.

-He is completely loyal to her, but still remains as a single individual amongst the team.

He never really does end up 'fitting in' but prefers not to in the end.

-He has a rebellious streak, and he constantly finds himself being held back by Briar.

-However, has to go through intense pain and control just to be able to control his powers.

-Ability: Manipulate Fire.

-Strengths: Fire, Briar, protective and loyal.

-Weaknesses: His own fears of hurting someone hinder him from achieving full potential in his powers, hot-tempered, alone, Zephyr.

Zephyr: Warlock

-Archetype: Antagonist.

-A broken Warlock who was sold into slavery as a little boy, he escaped and then got into a bad crowd of Warlocks who went on kill missions for corrupt Kings.

-Never really had someone to care for him other than his mother who died at a young age, he goes to the school to pose as Kira's spy and ends up poisoning Aura.

-However, learns that Kira will just kill him as soon as he is no longer needed, and so he makes a recovery and asks the team if he can join them.

-Fell in love with Arden.

-Ability: He's a rare type of Warlock who can control force fields that he self-generates, he is able to survive on his own, becomes Briar's left hand man.

-Weaknesses: Arden, his shifting loyalties, greed and lust for money and power, he will never be able to be able to truly relax and feel safe or free.

Felix: Human.

-Archetype: Inventor.

-Briar's uncle, he is a skilled inventor. Famous for using magical energy to enhance the weapons that he creates. He also makes a lot of Briar's swords.

-The Headmaster of Knightingale.

-Left royalty to spend his time leading a colony of Freedom Fighters with his wife, Sunkiss who's a Warlock.

-Ability: No magic, however he is very smart and creative. A skilled inventor.

-Strengths: His inventions, wise, clever, strange.

-Weaknesses: His family, magic as a disadvantage.

The Seven Gatekeepers:

Briar

Arden

Orpheus

Marine

Zephyr

Cosmus

Felix

Story Plot:

In the beginning: Our protagonist is a nineteen-year old girl who joins an all-inclusive magic school after graduating from Knightingale, the school of Knights, at the top of her rank. She is quiet, innovative and tactful. Her experience at Bridgewood Fairs starts with her admissions test to determine her rank, and her skill and rapid progression starts to attract the attention of a husky guardian.

In the middle: She rises in rank. Along with her fighting partner, Arden, who just so happens to be the son of a fire demon, end up on the Champion's board with Orpheus and Marine as well as some other friends they've made. But Briar still isn't convinced that she truly belongs there. With the relationship between Cosmus and her growing, his secrets are starting to be noticed as strange things keep happening within school grounds as well as an undercover mage who is slowly breaking down the schools barriers.

In the end: Briar and Arden fight Zephyr, a broken mage who has a rare power: the ability to manipulate force-fields. Once they defeat him, Zephyr runs away abandoning the students, but Orpheus and Marine get all the students to safety, Briar's Uncle has offered his services and has a bunker just outside the outskirts of the citadel that they escape to. Cosmus meets his sister in battle, but learns that she's there to kill Aura.