

Chapter I

One day, an ordinary child was playing in the woods nearby their home. While playing they noticed a glowing portal. After spending a while thinking, curiosity overwhelmed them and the child stepped into the portal. This led them to a magical world, where odd creatures threw the child over their shoulders and started to carry them around.

Looking around, the child noticed the place to be covered in soot and various different places were letting out billows of smoke. After being carried for some time, the child noticed a great pink shape rising above the horizon. Getting closer revealed this shape to be a giant dragon! Somehow it seemed sad. The creatures carrying the child took them to the dragon.

“Welcome to Wizardria, stranger”, it said, smoke still escaping from its nostrils.

“Is this your cave?” the child wondered.

“This is Rune Grove and I am its guardian. But I have failed completely, because I got angry and singed the whole place. That Wizard just seems to know where to sting with his words”, the dragon lamented.

“Wizard?” the child asked.

“He is the biggest nuisance in Wizardria. He likes to tease others and sowing chaos”, the dragon explained, “But someone must stop him.”

“I will help you!” the child roared courageously.

“That’s great! But first you must learn how to cast spells”, the dragon said. “Because only magic will open the portals between our magical worlds because they are normally closed to restrict Wizard’s movements.”

“You can use my magic wand”, the dragon said and offered its tail, at the end of which was a golden wand.

Then the dragon informed the child about a series of tests that measure one’s proclivity and ability in spell casting that the child must pass in order to learn a spell to operate the portals. The dragon’s helper creatures showed the way to the arena where the trials will take place. After a time the child found their way to the arena, the entrance to which was located in between various scorched trees, bushes and rocks.

The child noticed that amongst the burned things there were soot-covered tiles on the ground, each etched with some kind of a rune. The child found a way to clean up the tiles and fully uncover the runes and in doing so, they were filled with understanding of what the rune means which opened an intangible, magical lock within their mind. These locks, the child thought, must normally prevent people from wielding magic. Once all the tiles were cleaned up, the child realized that if they called the ideas of certain runes in a certain sequence, focusing the subsequently created magical energy through the wand would create a magical effect, also known as a spell.

After this revelation the child returned to the dragon, who revealed a sequence of three runes that will allow passage through the portal into another magical world.

“All magical worlds are connected to Wizardria, but they can be quite different from one another”, the dragon explained. “So go forth to the next world, where you will meet its guardian.”

“The rune stones of Rune Grove have been destroyed in the flames and they must be planted again. The sprouts for new runes can be found in these other worlds. Please return here with these sprouts so we can repair Rune Grove!” the dragon asked.

After accepting the dragon’s quest, the child left for the first portal, recalled the rune sequence given by the dragon, flicked their wand and opened the portal with a blinding flash. Then the child stepped into the portal that took them deeper into the strange world of Wizardria...

Chapter II

The child arrived in a new world that looked very different from Rune Grove. The environment was colorful and jolly and far in the distance grand mushroom houses with illuminated windows could be seen. They also noticed that on top of the various visible hills, hiding behind trees and mushrooms, there were shapes of some things that had noticed the child.

“You must be the volunteer who the dragon messaged me about”, an unknown creature, that the child had not noticed was standing right beside them, said. “I am the guardian of Shroomwood.”

“Nice to meet you; I need a rune stone sprout in order to restore Rune Grove back to how it was”, the child said.

“To get one, you must first help me with a small problem”, the creature answered. “If you succeed, you can get an extra prize to go with it!”

“What kind of a prize?” the child asked.

“My old pocket dimension has been taken over by one of the evil spirits of Wizard. I keep the sprout there, so you need to expel this spirit and free the dimension first. You can keep the pocket dimension and make it your own so you can feel at home in Wizardia while helping out the dragon”, the creature explained.

“Sounds wonderful!” the child exclaimed.

The guardian of shroomwood told the child where to get to the pocket dimension, and revealed a new sequence to build from the runes of the mind that will open the way there. It also reassured the child that while it didn’t know how to get rid of the evil spirit, the child would surely find a way to do it.

Before going into the dimension, the child decided to seek out and speak to some of the other creatures that live in Shroomwood with the hope that they might know what to do about the evil spirit. Each creature the child talked to gave a different item, the likes of which the child had never seen before at home, and said it to have latent magical properties.

Upon arriving in the pocket dimension, the evil spirit let loose by Wizard noticed the child immediately and tried to cast them out of the dimension, but the child was quicker than the spirit and managed to trap it with the magical items the creatures had given them.

After angrily rattling in the trap, the evil spirit retreated from the dimension, leaving behind a magical animal that thanked the child by jumping around happily. The child then disarmed the trap, allowing the animal to jump out who then directly walked over to where the rune stone sprout was stored. The child decided to keep this animal around as a pet and asked it to take care of the dimension while they were gone.

Upon returning from the pocket dimension, Shroomwood's guardian thanked the child and formally gave ownership of the pocket dimension to them, on the condition that the child must take good care of it. The guardian also explained that whenever the child wants to go in the pocket dimension they can just recall the rune sequence and they will get transported there.

The child jumped into a portal leading back to Rune Grove in order to return the rune stone sprout, but something peculiar happened on the way back...

Chapter III

Instead of the familiar Rune Grove, the child appeared in a strange world that was completely different than the previous ones. The portal closed as quickly as it opened, and the child was unable to open a way back with the spells they tried. Looking around, the surrounding area was densely populated by various plants and rock formations. The area then spread into different paths, leading upwards and downwards all around. One rock formation seemed to be moving, and it moved closer to the child after it seemed to notice them. The moving rock reached out what looked like an arm, lifted the child up and took them with it into the safety of a cave. Once the child woke up, they were confused as to where they were and asked the rocks which direction Rune Grove might be.

"This is my home. My name is Troll!" the rock formation said. "Rune Grove is located in another world than this place. Odd, that you have come here if you were trying to get to the dragon instead."

"I went through a portal in Shroomwood that was supposed to lead to Rune Grove, but somehow I ended up here!" the child lamented.

"Did you do something unusual there that might have affected the portal pathways?" Troll inquired.

"I went into the pocket dimension where I expelled Wizard's evil spirit—" the child started.

"Wizard probably saw what you did and scrambled the portal pathways to deny your return to Rune Grove", Troll mused.

The child explained the situation to Troll, who, after being absorbed in through for a while, said that perhaps Wizard had teased the dragon, causing it to burn down Rune Grove because Wizard does not believe in the effectiveness of the rune stones, because they have no latent magical power. Troll explained, that even though they are not magical, they can still grant strength and security regardless.

"Luckily Wizard's sabotaged portal led here, because I know we have a sprout for the rune of somewhere in this world", Troll exclaimed.

The child set out to find the sprout from the cave systems that was filled with different types of traps and mazes. Troll did warn about them beforehand, and gave tips about how to solve them. The cave finally led out into a world proper, and the child found the world's guardian there. The guardian asked about who the child is and what they were doing there. The child explained what had happened and asked about where they could find the sprout as well as the way back to Rune Grove. The guardian pointed out a direction and taught a special rune sequence for a spell that would disarm all the security measures.

After acquiring the rune sprout, the child returns to Troll, who leads them to the portal that should take them back to Rune Grove. At the same time Troll says that he would like to join in because he wants to personally plant the rune of courage, because it is said that whoever plants a new rune benefits from it the most.

When the two stepped into the portal, they were faced with Wizard on the other side of the portal who noticed them both and casts a banishment spell that takes the child and Troll into Wizard's shadow world where his lair is. Wizard explains that his plan is in danger of failing due to the child's meddling. He assures the child he does not want to harm them as long as they stay out of the way, that the issue is between him and the guardians of Wizardria and no one else.

The child must now rescue Troll, who is nowhere to be seen, and find a way out of Wizard's dangerous shadow world...

Chapter IV

The shadow world was full of Wizard's evil spirits, all of which were trying to hinder the child's movements in the area. They would put up blockades, trigger traps, move platforms around, and cast spells that would transport the child to different locations. The child persevered, and used the spells they had learned thus far to counteract the spirits' efforts. The child would also pick up new spells by observing how the spirits cast their spells. Finally, the child reaches Troll.

Troll has been locked within a great terrarium that is filled with frogs. The frogs are jumping and climbing around both the terrarium and Troll, who looks frightened and pleads the child to let him out. After a time the child figures out a spell that opens the lock and in an instant has to jump away as Troll crashes out of the terrarium, bringing down one of the sides with him. Troll dashes into a nearby portal, but when the child tries to follow him, Wizard appears and dissipates the portal.

"That rock monstrosity managed to escape, but you will stay here for all eternity!" Wizard laughed.

Wizard flicked his wand and started a barrage of different spells, all targeted at the child. The child, however, bolstered by a slew of new spells they picked up from the evil spirits, managed to nullify the ones that would not have otherwise missed. With each spell nullified Wizard cast another, and by doing so took a step back each time. During the duel the child realized that if they sneakily opened a portal behind him, Wizard would eventually step into it if they could keep this up long enough.

After what seemed like forever due to the effort it took, Wizard finally took his final step and fell into the portal and the child closed it immediately after. Then the child decided to open the way to the pocket dimension and fetch their new pet to help get rid of all the evil spirits inhabiting the area.

Once that was done, the child returned to Rune Grove where all the guardians of the magical worlds were there to welcome the child back, along with the dragon who looked relieved.

"Thankfully you're alright, what happened?" the dragon asked.

"Wizard fell into a portal, but—" the child started.

Before the child could finish their sentence, a portal appeared above the dragon and Wizard fell out of it. The dragon caught him from mid-air and began:

"As punishment for your misdeeds, the guardians of the magical worlds together have decided that you will be stripped of your title of guardian of the shadow world and that you will be planted as a tree in Faewood so you can have some time to think about what you have done."

All the guardians together cast a great spell, which transformed Wizard into a tree sprout and subsequently threw him into a portal that seemingly led to Faewood.

Then, the dragon thanked the child for their help and said that they are forever welcome to visit again whenever they want, and also gave the child permission to keep the golden wand as well as the pocket dimension so they can come and go as they please. Afterwards the dragon opened a portal that led the child back home, where it seemed like no time had passed at all and the child was right back in the woods nearby their home.

Some time passed, when suddenly the child received a letter from the principal of the school of Wizardria. It said that the child's bravery had convinced her that even regular children are capable of great deeds in the world of magic and from now on they are welcome to enroll at the school of Wizardria to learn spell craft. Attached was a pre-approved application to the school's next semester...