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The Dreamrend Chronicle



Stories, lore, art, and secrets from Aethravel

<http://dreamrend.com>

Special points of interest:

- * New original artwork by the author!
- * Some behind-the-scenes notes from the creation of Aethravel.
- * A bit of world lore.
- * A brief, no spoiler, overview of Elyon Xiltris.
- * Making the world map!
- * A look at what's coming next.

From the Author



WOW...!

I FINALLY did it! I have written the first book of the Dreamrend series and published it on Amazon! And a humble and gracious shoutout goes to Kaz for being the very first person to buy a book written by me! Thank you SO much for taking the chance on my writing. And a huge thank you to everyone else that decided to purchase my book. I hope that you love reading

the story as much as I loved writing it.

Dreamrend is a story that was bouncing around in my head for about twenty years or more. I remember thinking about the details (no spoilers, I promise) and then I kept playing around with the premise for the over-all story and the reason behind Elyon's unexpected travels. After thinking long and hard about Elyon, I wanted him to have some friends to help him out, true companions to share his journey. Then, I started to think about the book itself and I immediately hit a wall. In my opinion, the opening chapter needed to really grab onto the reader and provide the best possible jumping off point for the rest of the chapters between the front and back covers. I finally settled on the first

chapter as it is now published and I must say that I am ecstatic about that opening. After the first chapter coalesced in my imagination, it was onto the next wall, the decision to actually write the entire story. More on that in coming newsletters, now let's see what else I can share about this world that I've dreamed up...

If there is something that you would like to know about this world, I'll see what I can do.

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A Look at Elyon Xiltris

When I first envisioned Elyon Xiltris, I wanted him to be inquisitive before he was ever heroic.

Elyon is an elf who hails from Sylvariel. He is contemplative and observant and tends to be intrigued by things he

doesn't understand. Once Elyon is faced with a mystery, he finds it hard to let it rest.

For as long as he can remember, Elyon has had the same dream that never seems to change but that still puzzles

him to no end. Elyon doesn't know why he has it or what it could mean.

Elyon isn't seeking glory; he is seeking the truth. Sometimes, the truth has a tendency to change everything.



Creating Dreamrend

It all began from one simple concept – what if dreams were more than dreams?

And then, worlds began to form.

I wanted Aethravel to be a world with a history, a distance, some old hurts, forgotten corners, and mysteries existing long before any characters had stepped into this world. The tale should not



Elyon wonders about his dream and what may happen next.

rush towards finding an answer. I wanted my readers to explore the world the same way Elyon explores it, learning more with every new place and new mystery.

The characters came afterwards and became the center of everything. While Elyon starts out the adventure, Reven, Bromli, Durgan, Lirael, and others all have different perspectives of the world around him. The relationships, conflicts, moments of comedy,

and loyalty of the characters have become as important as the main mystery of the tale.

Most of what is known about Dreamrend has been created through maps, character sheets, snippets of history, and questions which sometimes led to even more questions.

This is one thing I love about building this series.

Aethravel continues to show itself to me, and I hope the readers will enjoy exploring it just as much as I do.

**“The
dream has
always
been there,
waiting.”**

A Traveler’s Guide to Aethravel — Part One: The Road Ahead

Distance, memories and long roads through familiar lands define the world of Aethravel. At times, Aethravel can seem friendly and hospitable, at other times overwhelming and boundless. The coastal cities exchange goods with the inland villages, ancient forests protect the roads that have existed for many years and there are mountains that separate civilizations like an ocean.

Very few people ever venture past the boundaries of their homeland. They only see the tiny fraction of this large world since information takes time to travel and maps aren't always reliable. One man's ruined tower might be a dangerous place for someone else while quiet and cozy harbor might cater to very different crowds on the same day.

For those who want to explore the land of Aethravel, proper preparations are crucial. Roads are long and one can never know what will happen tomorrow but every road in Aethravel offers surprises.

The Road to Greyharbor

Another early visual was that of Greyharbor. The road leading there had to be a well-traveled one, imperfect and believable.

The journey is not through some uninhabited wasteland but rather through a land full of farmsteads and small communities, mud, carts, roadside chats, and reminders of how unexpected the world may be outside the

safety of home.

Greyharbor, the city itself, rests on the edge of this wider world. Elyon, reaching Greyharbor, will have moved further out of the comfort of the familiar into a world of which he knows mostly from stories.

This was crucial to me. Travel in Dreamrend had to count. Every single mile needed to become a part of the



Greyharbor is where we begin our journey with Elyon!

narrative for the simple reason that sometimes the road itself can become more memorable than the destination.

Meet Reven Siridz

When developing Reven Siridz, I made sure that he differed a lot from Elyon from the very first moments of their interaction.

For example, while Elyon is an angel with a naïve mindset, Reven is a very pragmatic, human character that knows a lot about the dangers of the world. While Elyon finds things curious, Reven prefers to ask questions about hidden intentions and suspicious behavior.

Also, Reven has a peculiar sense of humor that I like. Even though he does

not tend to show off and does not need to control any conversation, if he decides to take part in the discussion, he will definitely have something reasonable to say.

I like the fact that Reven's character cannot be described using only one feature. He is very guarded and sarcastic, but at the same time, he is neither cold nor cruel. He



Reven has learned that survival often begins with asking

is careful and alert, but he is not afraid of anything.

He knows that the world can be unpredictable and dangerous, and he knows how to protect himself from various hazards.

However, despite the fact that most of the time, Reven focuses on survival, he is still very curious, and his curiosity often drives him towards certain people or locations.

Reven trusts what he sees, questions what he hears, and rarely ignores the feeling that something is wrong.

Building Aethravel, One Road at a Time

When I began creating Aethravel, I knew that I needed a world big enough to make travel matter.

Characters would not be leaving one area and appearing in another location on the next page. Travel requires time. Villages spring up where they are needed. Ports are developed where ships can dock safely, and mountains, forests, rivers, and coasts

dictate travel through the world.

As the story evolved, so did Aethravel. One road became connected to a village, the village pointed towards an adjacent region, and soon the map filled itself in.

Certain places are necessary for the story, but others were simply created because they were there to be created.

And that is one of my favorite aspects of world-building. Aethravel was not crafted in one fell swoop; it has been created gradually, road by road, village by village, story by story.

How the Map of Aethravel Was Born



Making the map was harder than I thought!

At the time when I started making the map for Aethravel, I didn't just want it to be a simple indication of how things

were placed. I wanted it to be an active part of storytelling.

Distance had to matter, settlements had to be appropriately separated from each other through roads, the coastline had to make sense and the path from Greyharbor to Port Valryn had to take enough time to turn into a part of an adventure.

The map was modified several times while writing the story. Settlements

shifted locations, paths were edited, names were changed and some settlements were even cut out altogether.

This helped me to bring the map to life.

For me, the map isn't just a source of reference. It is an important part of worldbuilding which reminds me that every road, every harbor, every forest and border may become a story of their own.

Dreamrend Book One: The Awakening

Next week (or so) I'll tell you a bit more about Reven and I'll see if I can make a halfway okay drawing of him. Meanwhile, I included a clumsy sketch of Elyon outside of Greyharbor and one more bit of information at the bottom of the page.



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Things You Might Find in an Adventurer's Pack

As I consider travel in Dreamrend, I think of the kinds of items an adventurer should have on their person. The contents of a traveler's pack should be practical, rather than including every tool ever needed.

Food would likely be one of the first considerations, especially dried meats, hard bread, cheese, nuts, and other foods that will last over multiple days of travel. In addition to the food would be water to drink from the canteen and perhaps fire starting materials.

Additionally, most people traveling would probably pack a bedroll, extra clothes, a blade, rope, and some form

of material which may help to mend any clothes and dress up an injury.

Money would be helpful at times to pay a toll, ferry fare, inn keep, or even to buy additional food.

Personal items are also worth considering.

One could bring a letter from home, a trinket of sentimental value, a book, or good luck charm which does little outside of provide comfort.

It is the personal nature of these items which I appreciate.

Even if an elf, human, or dwarf packed in very different ways for the same journey, there would be one issue

common to each of them: everything weighs down on their backs.

In time, when the road stretches on, one comes to understand the difference between what we wish to carry and what we actually need.

