

GLOW

WORLD BIBLE

OVERVIEW

What if magic was harnessed as an energy source and spurred an industrial revolution? What if that technology turned the world for a time into a Utopia? What if too much of a good thing eventually poisoned the Earth, leaving it a husk?

This is the setting of the GLOW - a world where the fantastic spurred both industrial revolution and nuclear holocaust. A barren world, where survivors struggle to live in the endless desert known as the Waste. A world filled with warlords, city-states, cults, and fallen-empires. A world where mankind has spoiled the earth and threatens to do so again.

The Glow is the story of two siblings - Caszy and Koken - and their journey across this world. Caszy, the older sister, has trained her entire life to be a master of both the Wastes and the longrifle. Her younger brother Koken is an artificer - someone who can intuitively understand and fix the Old [technology] leftover from before the world ended. It is this gift which eventually spurs the two on their journey as the world learns of Koken's ability and seeks to exploit it for their own ends.

This document is designed to help the artists and writers of Glow maintain tonal and plot consistency as the story and world unfold. It is updated periodically and only contains what has been published and established as canon in Glow.

STYLE

The *Glow* embodies the style and colors of Avatar: The Last Airbender, the dreamlike line work and surreal palettes of Moebius, the intimate wonder of Miyazaki, and the sweeping, operatic scale of Final Fantasy. It is an *East-Meets-West Manga* in spirit and execution — a world where Eastern philosophies, aesthetics, and architecture blend seamlessly with Western frontier grit and mythic heroism.

This is a place of memorable characters, mysterious allure, and expansive vistas — a setting where every mountain range hides a forgotten empire, every caravan carries both trade and treachery, and every ruined tower hums with the dangerous beauty of the Glow. Its cultures, fashions, and architecture draw from a living mosaic of inspirations: the shifting dunes of the Bedouin, the windswept fortresses of the Himalayas, the endless steppe of Mongolian riders, the spiritual traditions of North American Indigenous tribes, and the raw survivalism of the Wild West.

A desert veil might shimmer with runic embroidery. A steppe warrior's bow could be strung with Glow-charged sinew. A Western revolver might be carved with sigils older than memory. Everything familiar is made strange again.

ARTISTIC INFLUENCES

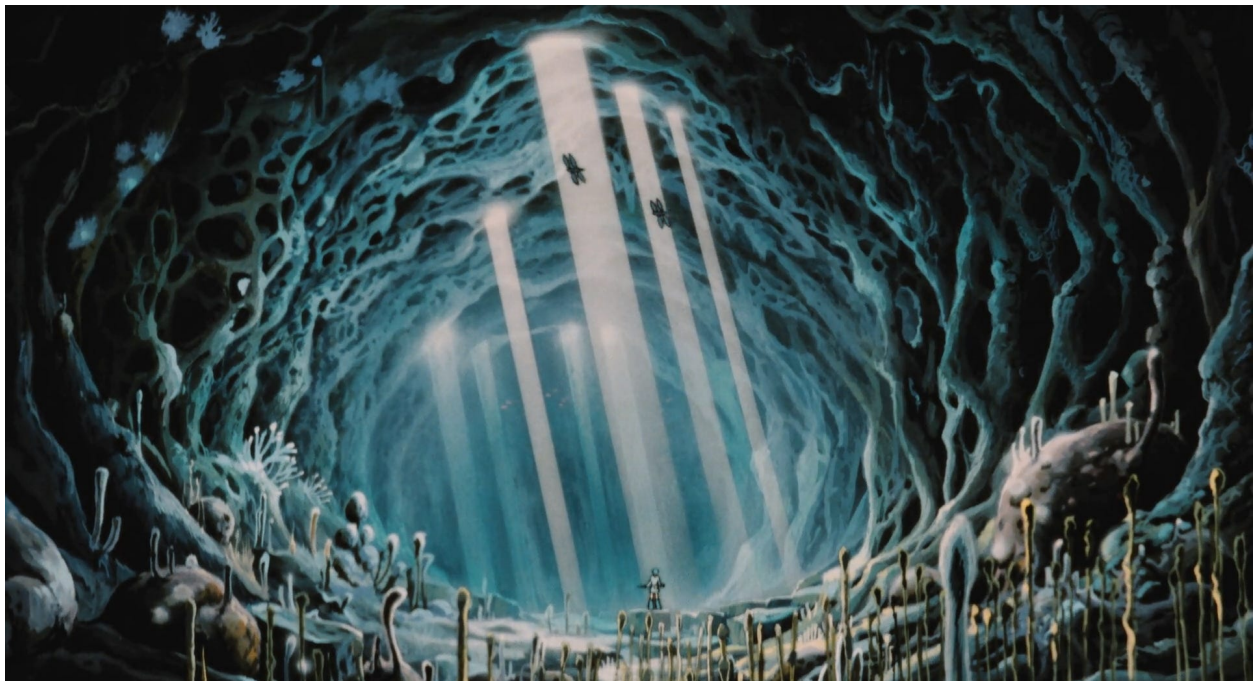
Avatar: The Last Airbender – Color-rich elemental worldbuilding, cultural layering, and fluid action. The biggest stylistic reference all around.



Moebius – Surreal landscapes, airy line work, a sense of scale that dwarfs the human form. A sense of scale, strange technology, wonder, and psychedelic science fantasy.



Hayao Miyazaki – The magical in the mundane, ecological themes, strange-yet-endearing creatures. Themes of environmental collapse, man needing to harmonize with nature. *Glow* is almost a spiritual sequel to *Nausicaä: Valley of the Wind*.



Final Fantasy – Grand operatic fantasy fused with technology, lush costume design, iconic silhouettes. Macro themes of nature versus nurture, aliens, cloning, angels, spirits, and magical technology.



CULTURAL INFLUENCES

Bedouin Nomads – Layered desert garments, tented markets, survivalist ingenuity.



Himalayan and Tibetan – Tiered monasteries, prayer flags, ornate sacred motifs.

Mongolian Steppe Cultures – Nomadic mobility, horse-based martial traditions, felt-wrapped dwellings.

North American Indigenous Tribes – Deep connection to the land, animal symbolism, oral history traditions.

Wild West Frontier – Isolated outposts, lawless territories, the tension between freedom and survival.

Islamic Calligraphy & Architecture – Flowing geometry, sacred pattern work, arches and domes that speak of lost grandeur.

Esoteric Hermeticism & Atlantean Myth – Ancient knowledge as both salvation and curse, a vanished golden age hinted in every ruin.

VISUAL PRINCIPLES

When keying in the aesthetic of the world, we look to the following principles:

- Sense of Awe and Wonder
- Familiar but Different
- Magical Technology
- Mutated Monstrosities

tone & audience

Glow is a coming of age story and is created primarily for Young Adults aged 12+. Its action, humor, and relationships should be keyed to be appropriate for that age group. It is a story that covers some dark themes like displacement and manipulation, but it

WORLD

CORE CONCEPTS

The Glow - The Glow is a sticky blue substance that is essentially the embodiment of mana in liquid form. It's also an extremely "radioactive" material that has caused the world to fall into an apocalypse. Old Nym technology uses the Glow, and it can be found in abundance in the world, especially near broken Towers.

The Towers - The Towers are ancient structures and are the most visible remnants of the Nymeran Empire. The Towers are essentially large structures that store and pump Glow into the environment; they're thus both huge reserves of power and terraforming devices. During the *Pax Nymera*, Towers were constructed across all corners of the world and transformed any type of environment into a verdant paradise. Now most of the Towers have been destroyed and along with them the world.

The Fall - The Fall is the ancient cataclysmic event which caused the destruction of the world. Towers all over the world simultaneously fell and spilled their Glow content into the earth, spoiling the environment forever. Most survivors know of the Fall as a legend passed down through the generations, but nobody knows why the Towers fell.

The Old - The Old refers to the ancient Nymeran Technology that still litters the world. The Towers are the most obvious remnants of the Old, but other parts have been scavenged by various groups for survival or use. Longrifles, guns that shoot the Glow, are another example of the Old. Nymeran Technology is predicated on the use of the Glow through a rune system which conducts the Glow like technology. The scavenging of bricks and runes is thus a thriving business all throughout the Wastes. Rare runes are oftentimes sources of conflict throughout the Wastes.

THE WORLD

The Wastelands are now an arid desert, filled with nothing but sand and jagged mountainous terrain. There is not much that lives here. Oasis' sprinkle the otherwise deserted landscape, spouting small pockets of life and vegetation.

The world is harsh, the sun is hot. Sandstorms eat everything in their path. Animals have been mutated from the Glow into cancerous versions of themselves. The world is dying and wants to take you with it. Still, life persists. Small pockets of communities, some no more than a handful of people toil on and survive. Despite its past, the Waste teams with life, culture, and war.

The architecture of the world has a unique oriental/arabesque style, absorbed in rich vibrant colors, circular arches, and tall pillars and gates. Think of the paintings of David Roberts, the homes on Tatooine in Star Wars, and the fantastic Nepalese and Tibetan shrines and castles.

The clothing is arabesque, but unique as well. Imagine Lawrence of Arabia, The people of Braavos in Game of Thrones, etc. Come up with awesome stuff.



FACTIONS

Shoddai - Shoddai is a small town built into the side of a mountain. It's humble with probably hundreds like it scattered throughout the Wastes. It's also the home of Kelbourne, Koken, and Caszy, and gets brutally sacked by the Stonehands when Myra convinces them to capture Koken.

The Last Tower - The Last Tower is the refuge of descendants of Nym. It is the city of Myra, and its people consider themselves the last vestige of civilization in a broken world. The location of the Last Tower is kept secret from the rest of the world, and only occasionally do they venture outside into the Wastes. People of the Last Tower are distinguished by their pale skin and hair.

The Stonehands - Led by Morik Stonehand, the Stonehands are a gang of wasteland bandits. Typical of other criminal groups, the Stonehands are thrust to prominence by the appearance of Myra and their eventual pursuit of Koken and Caszy throughout the Wastes.

The Arkadi - Arkadis is a large city located near a Wasteland Oasis. It is among the biggest and most influential cities in the Wastes. The Arkadi are a trade-based people who will barter for almost anything, including lives. There is only an informal system of governance in Arkadis where the eight most influential families broker policy over the entirety of the city.

Karaanites - A faction that rose from the ashes of a destroyed world. The Karaanites embraced the Glow that destroyed their homelands, finding strength in its power. They believe that the glow's power is a force of good when understood and used in moderation. Tattooing themselves to harness its power, the Karaanites gain unique powers from telekenesis to fireballs. Overindulgence of this power drives unfortunate Karaanites mad, forces drastic mutations, or delivers a slow death. Their leader is Nestor, an old man with great powers. They're kind of a monastatic order.

LOCATIONS

MAGIC & TECH

LANGUAGE

CREATURES & CONSTRUCTS

Factions

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And Many More... the Wastes are filled with colorful characters and groups out for their own gain. *The Glow* is an odyssey epic, and it's our goal to have the world intertangled into a defining conflict as we progress.

STORY

CHARACTER PROFILES

Caszy - A young hunter (huntress?), adept with the longrifle and surviving in the Wastes. Trained by Kelbourne since birth to protect her brother, Caszy is fierce, loyal, and extremely stubborn. She is the driving force behind the *Glow*, and it's her indomitable spirit that pushes her and her brother onto great things.

Koken - Koken has always had a gift with the Old. He's what's known as an Artificer- someone who can intuitively understand Old technology and get it to work. Myra spies this ability while in Shoddai and plots to capture Koken, thinking that with his ability he would be able to restore the Towers and thus the Nymeran Empire. Koken is the most important character in the *Glow*, and he is ultimately the one that reshapes the Wastes, for better or worse, depending on who captures him.

Myra - A beautiful sorceress. Myra hails from the Last Tower and is a direct descendant of an ancient and noble Nymeran house. She has full mastery over magic and is one of the few who still knows of the old arts. In her past, Myra rebelled and explored the Wastes against the wishes of her elders, though time has made her more sympathetic to the ideology of her people. She wishes nothing more than to restore Old Nym, and seeks to seize Koken's ability to do just that. She is a complicated character who starts out mysterious but her background is key to unlocking the mysteries of the Wastes. Her conflict with Caszy begins over a simple misunderstanding.

Morik Stonehands - The leader of the Stonehands, Morik is a brute of a man with a base level of cunning. He possesses the Stonehand, an Old gauntlet which acts as a controlling device for his Golem, also of the Old. Morik obtained the Stonehand by slicing the throat of its old owner, his former warlord. Morik's betrayal has made him paranoid of his own men. To prevent a similar fate, Morik sleeps in the embrace of his golem. Morik is a brute but underestimate him at your own peril.

Kelbourne - A stone-cold, rough-houser. The waste hasn't been kind to him. A solitary vagabond, he had travelled from place to place to survive, picking up one-off jobs to make bread. This lifestyle has made him more quiet, some might say cold. In his youth he was a key Prospector, and made many forays down into the Wastes. After meeting Caszy and Koken, he decided to take them under his wing and settle down in Shoddai. Nowadays he gives Caszy most of the outings and Koken is preternaturally gifted with the runes.

Anders - The cheeky, prettyboy of Shoddai. Anders is initially introduced as the young love interest of Caszy, but is thrust into the Wastes when he escapes with Caszy and Koken after Shoddai burns. Anders disagrees with Caszy's cold-blooded desire for revenge.

Yassar - Fit, charming, and overly arrogant, he is one to charm the socks off of you, then sell you into slavery. He is out for his own, as is the tradition of the Wastes. Hailing from Arkadis, Sharif is an influential citizen, and one of the richest in all of the town. He tricks Caszy and Koken into slavery, yet proves himself to be a benign master. He finds out about Koken's ability and tries to win Caszy over with riches. Soon after, Myra arrives and reveals herself as a sorceress. She offers great reward for Koken and Caszy, and Sharif finds himself in trouble. The entire town is after him, so he slips in with the handmaidens and Koken and Caszy. Once outside he reveals himself to Caszy, and stops her from killing him by reminding how he just saved their lives.

Nestor - Leader of the Karaanites,

PLOT TIMELINE

Shoddai is our Home - Koken and Caszy return from a successful scavenge in the wastes, bringing home a unique artifact. Kelbourne decides to sell it to Myra, against the protests of Koken and Caszy. Myra is intrigued by Koken's expertise in Old technology.

Once activated, the artifact explodes, putting Kelbourne into a coma. Caszy blames Myra and vows to avenge her father's death. Myra flees from Shoddai, only to return with Morik's gang - her goal, take Koken. Caszy, along with her boyfriend Anders, successfully smuggles Koken out of the city before it is destroyed.

Arkadis - Caszy, Anders, and Koken travel through the desert, trying to escape Morik and his men. On their way, they meet Sharif, who helps guide them to his city - Arkadis. Unbeknownst to them, he enslaves them and sells Anders in the slaver's market.

Anders is taken back out into the desert by his new masters, while Caszy and Koken are taken to Sharif's palace. Morik, who has regained their trail, places a bounty on Sharif, Caszy, and Koken. The three barely escape from Sharif's palace but not the city.

The Karaanites - Anders hobbles across the desert along with the rest of the Karaanite caravan. Some sandpeople attack them, only to be fended off by Nestor, the Karaanite leader. He teaches Anders the way of his people and ensures that, if he joins the tribe, that he will become more powerful than he ever imagined.

Meanwhile Koken, Caszy, and Sharif find themselves trapped in Arkadis trying to keep a low profile. With the entire city after them, the three look for some way back out into the Wastes.

THEMES & SYMBOLS

HOW IT ENDS

As the story progresses we want to introduce more factions into the world and raise the stakes. The mystery of the Last Tower should be revealed somewhere earlyish in season two and eventually more descendants of Nymera should be introduced as word of Myra's goals and Koken's ability spreads.

The culmination of season one is the raiding of a vault containing thousands upon thousands of Morik's stone golems. Koken comes into Morik's possession who then uses him to open the vault and gains access to the army, only for an unlikely teamup of Caszy and Myra to stop him, etc. etc.

Thematically, the key element is the relationship between Koken and Caszy. Caszy always sees herself as a protector of Koken but eventually Koken needs to realize that the power is in his hands. His decision on how to use his power will eventually, inevitably change the Wastes forever and he has to come to terms with that. Caszy on the other hand eventually wants to use Koken's power for revenge on Shoddai and to blast her enemies, which Koken should realize is not too different from the way his enemies want to treat him... Maybe in the end it's ultimate sacrifice for Koken but that's where it needs to go...

Caszy's relationship with Myra is also a large plot point. It could be said that all of it could have been avoided had Caszy just trusted Myra, whom she never did. Caszy can be very spiteful and it spurred Myra into invading with Stonehands.

CREATOR'S GUIDE