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## *Preface*

*Azuris* is a series of six illustrated novels — inspiring story about one's determination, courage and adventure in the universe that is fraught with chaos, human injustice and deterioration. It is the name of divine, prosperous and advanced kingdom that rules the heaven and sends its imperial adventurers to the universe on expeditions, at war and for everyone's salvation. Kingdom Azuris is venerated as the universal apotheosis of humanity, adventure and innovation.

Novels *Azuris* series is written with imagination, inspiration upon extensive video gaming and interesting literature and — of course — for the love of a new kind of nation that is ideally adventurous, heavenly and so worthy of universal consideration. Intention overall is to a) infuse the readers with epic, heroic adventures, b) deliver everlasting morals on the value of righteousness and c) exalt Kingdom Azuris in its universal glory.

Partly inspired by literary role-playing game, *Azuris* is an *imperial fiction*, positioning the reader like an adventurer in the story with quests, assignments and objectives. Interspersed with intricate visuals and illustrations, its novelistic architecture is such that the overarching plot development flows through the first three novels before branching out into the next three but parallel ones.

### Novelistic Architecture

The first three novels — *Divine Kingdom Azuris*, *Excleras Adventures* and *Azurinas* — must be read in serial manner. The end of the third novel is a time-warped situation that provides the readers the option of reading the next three parallel novels in any order. *Ivesgardnes* transports the readers back into the ancient past whereas *Fragmentary Universe* continues in the present timeline and *Paragons* fast forwards into the future, many aeons away. How the story ends overall is up to the reader's interpretation, perhaps treating the latter three novels as complementary pieces of a grand puzzle.

Each of the six novels contains four parts and each part, ten chapters. Distinguishing features that set the chapters apart from the rest are epigraph and endnotes. Inserted between the first three and next three novels is the Tome that is blue pages.

*Divine Kingdom Azuris* depicts the interplay of political, imperial and religious tensions at a sacred site, deserted following the First Armageddon with ramifications for the universe.

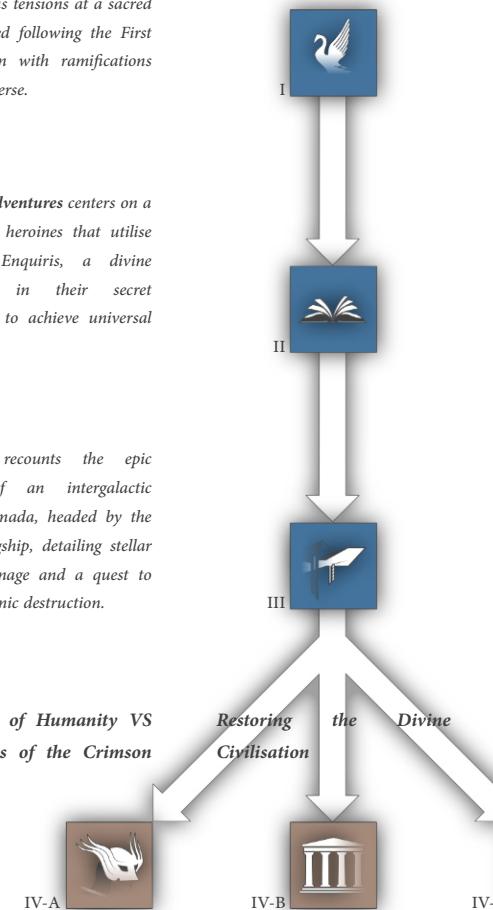
*Excleras Adventures* centers on a network of heroines that utilise Invention Enquiris, a divine technology in their secret endeavours to achieve universal order.

*Azurinas* recounts the epic voyages of an intergalactic starship armada, headed by the Divine Flagship, detailing stellar wars, espionage and a quest to prevent cosmic destruction.

*Defenders of Humanity* VS *Dignitaries of the Crimson Hand*

*Restoring the Divine Civilisation*

*Divine*



*Advanced Democracy*

*Knights of the White Swan*  
VS *Church of the Righteous*

*Transformations*

*Labyrinthine Expeditions*

*Divine Armada II* VS  
*Vanguard of Nuclear Starship*  
*Iruves*

*Stellar Voyages*

*Cases for Canonisation*

*Kingdoms of the Alliance* VS  
*Empire Kries*

*Paragons* narrates a joint effort amongst multiple challengers, during a final battle with the archnemesis, seeking to immortalise their loved ones as the most humanitarian contributors.

*Ivesgardnes* is about a brotherhood of saintly warriors, committed to vanquishing the most heinous adversaries and upholding compassion, justice and solidarity.

*Fragmentary Universe* illustrates a fragmented universe, a jigsaw puzzle of cosmic proportions whose destiny lies in the divinely enlightened completion of its configuration.

Advanced Democracy | Aliens (1) | Animal-like Vehicles | Armoured Colossuses | Artifacts | Artificial Intelligence (2) | Beacon of Light & Truth (3) | Celestial Superweapons | Distinctive Cultures | Divine Civilisations | Energy-powered Weapons | Enigmas | Epic Adventures | Ethereal Technologies | Human Advancements | Intelligent Architecture (4) | Justice (5) | Kingdoms, Empires & Nations (6) | Knights, Templars & Angels (7) | Magical Powers | Nobility | Nuclear Wars (8) | Philosophical Expeditions | Post-apocalyptic Eras | Sky Cities | Starships (9) | Stellar Castles | Time Travel | Universe, State & Destiny

#### 1 | Supreme One

Head symbolises not only the mysterious overwatch, an extraterrestrial entity over the Ankharas Stronghold but also allied, neutral and enemy factions such as the Archnemesis Empire Kries of the Supreme One.

#### 2 | Kluortes

Insectile robot just goes to show that such inventions as AI are unpredictable in behaviours and do pose risks not only to humanity but also the universe and its future.

#### 3 | Jeresu's Flambeau

Flaming torch serves to remind all of the hope for existence in the face of darkness and universal inexistence.

#### 4 | Unzas Complex

Megalith houses several obelisks and a temple that venerates Sky Deity Unzas.

#### 5 | Winderzu's Scales

Scales of justice can be found at the Imperial Courts of the Universe, Stuwins Alcazar in Kingdom Azuris in the Great Heaven, where even the universe's most heinous nemeses are brought to justice.

#### 6 | Kingdom Azuris

Banner features the White Swan and six stars, representing the nation of Kingdom Azuris.

#### 7 | Ivesgardnes

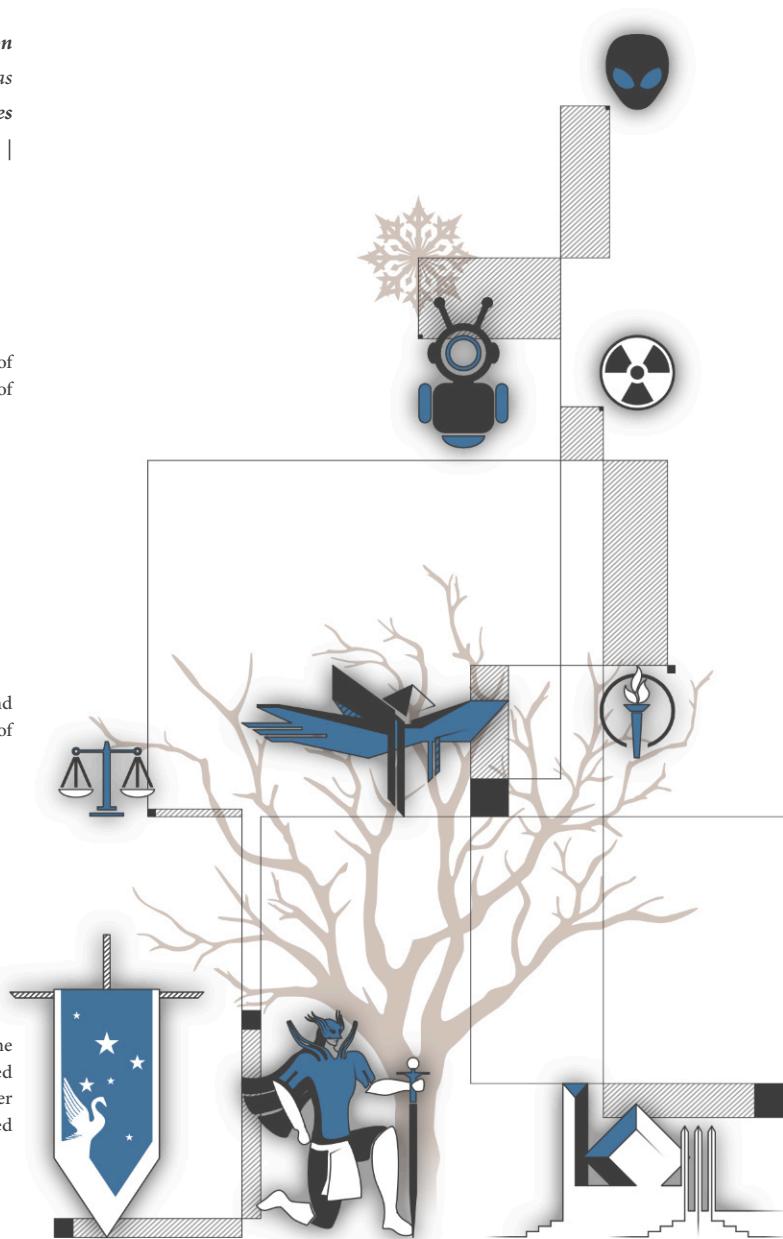
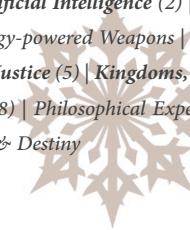
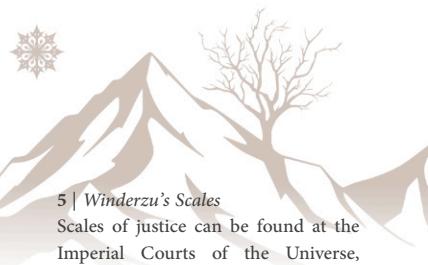
Angelic warrior kneels down with a sword-staff, so staid, solemn, pensive and jaded that harkens back to the Eternal Tales of the First Armageddon.

#### 8 | Nuclear Judgement

Superweapon Nuclear Judgement, used by Nuclear Starship Iruves, not only evokes poignant memories of the First Armageddon but also serves to warn of future calamities.

#### 9 | Azurinas

Divine Flagship Azurinas hails as one of the most powerful starships, seated by Grand Admiral Hans Aquis over the Divine Armada II of a hundred thousand starships.



## *Introduction*

*Early Stories*

*Heavenly Adventures*

*The Endless Statues*

‘The heaven isn’t all it should be,’ said Lord Surya, his nose shimmering just like White Eagle — his mount — that stood next to him.

‘Humankind could exist anywhere in the universe,’ Seraph Jues Disperas anxiously pursed his thin indigo lips, uttering words veiled with slim hope.

‘Let’s organise an intergalactic expedition and put this presumption to the test,’ Angel Prousten Disperas concluded.

#### *Departure from the Heaven*

Several students, selected from Stuwins Aqua School, waited on the school docks beside the White Streams.

The aurora mist and chill dulled the memories and traumas of their onerous school life. The morning sunlight slowly infused everywhere with gentle warmth — the White Streams glistening in turquoise that replenished the anticipant students with excitement.

The seven students were from year one. A girl checked her wristwatch that read seven o’clock. With a sigh, she exclaimed, ‘I didn’t have to wake up so early and get here. It’s all stupid!'

‘Yeah, who came up with this idea? Your sis will never make it, Sahas,’ shouted a boy, shaking his head and rolling eyes.

Sahas Iswan, the youngest but totally uninterested and bored student when it comes to expeditions, smirked.

‘She met with an accident and ended up in hospital!’

All turned and stared at Sahas Iswan.

*What the...*

‘So I am the boss — no excursion today! Anyone wanna play sticks and fight, step forward!’

‘Here I come, friends — anyone still wanna go on excursion, step back,’ echoed Sarasvati.

## *Early Stories II*

*She finally arrived*, the shiver went down everyone's spine — particularly Sahas Iswan's.

'All? Ok, stand in line,' shouted Sarasvati with a clap.

All returned the shout, 'Yes, Ms Sarasvati!'

'No, don't call me that. I'm still a student — one year higher. The teacher is this one,' she said, pointing to the supervisor behind.

*Star Commander Nues Isynas!*

Star Commander Nues Isynas lowered her spectacles, looking stylish with an air of authority. She spoke, 'I will be the supervisor. Sarasvati is one of several year two pupils that were elected to play part in leading the expedition and more — congratulations on getting selected, everyone. I will let her do the honours...'

She nodded to Sarasvati that returned the same and said, 'Thank you, Ms Isynas.

Sarasvati then turned back to the group, took a deep breath and stamped on the ground, declaring, 'As we embark, I am pleased that the first destination to get a glimpse of new humankind is somewhere in the galaxy Milky Way, in the Solar System, in a planet called the Earth!'

# *Divine Kingdom Azuris*

## Introduction

### Prologue

#### Part I | The White Swan

- I. Adventures in Insguras Deserts
- II. Machinations
- III. Political Affairs
- IV. Dilemmas
- V. Ankharas Stronghold
- VI. Institution of the Sun's Knights
- VII. Nuclear Judgement
- VIII. A Wasteland Declared Terra Nullius
- IX. Stellar White Swan NS-IV
- X. A Shattered Dream

#### Part II | The First Appearance

- XI. Interstellar Visions
- XII. Institutionalised
- XIII. Odysseys
- XIV. The Earth, Milky Way N' Its Humankind Sanctioned
- XV. A Truth Somewhere
- XVI. Wanderings
- XVII. Someone Elusive

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XIX. From the Heaven to the Pandemonium

XX. On the Question of the Serpent

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## *Introduction*

## *Prologue*

*Human Agendas*

*Enigma Nine*

*Part I*

*The White Swan*

*Chapter I*

*Adventures in Insguras Deserts*

*Weakness comes from division whereas strength, from unity.*

- Venus Florence