

*Harshavardhan Vijay Moghe*

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## *Preface*

*Azuris* is a series of six illustrated novels — an 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 a divine, prosperous and advanced kingdom whose imperial adventurers are sent from the heaven 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.

Azuris is an imperial fiction — a singular genre that features noble to divine qualities and ideals. It combines high fantasy, science fiction, romance, theological inquiry, epic adventure, mystery and horror in one. Inspired by unique imagination, this story touches upon the idea of advanced humans, reimagines the Divine and expresses personal idealism on what makes a great kingdom.

### Novelistic Architecture

The novels contain intricate visuals and illustrations throughout. The overarching plot development takes place through the first three novels before dissolving into a non-linear narrative. The first three novels are *Divine Kingdom Azuris*, *Excleras Adventures* and *Azurinas*. These novels culminate into a time-warped situation — a chance for the reader to select and peruse the next three novels in any order. *Ivesgardnes* transports one into the ancient past whereas *Fragmentary Universe* continues in the present timeline and *Paragons* fast-forwards into the distant future. Like pieces of a puzzle, it is up to the reader to interpret how the story should end.

The novels are structured such that each novel spans four parts and each part, ten chapters. Each novel contains an introduction, prologue, epilogue and index. Each chapter features an epigraph, imperial briefing and data notes. There are subsections throughout, indicated by their heading. Separating the first three novels from the rest is the Tome — blue-paged encyclopaedia on the universe of Kingdom Azuris and its lore.

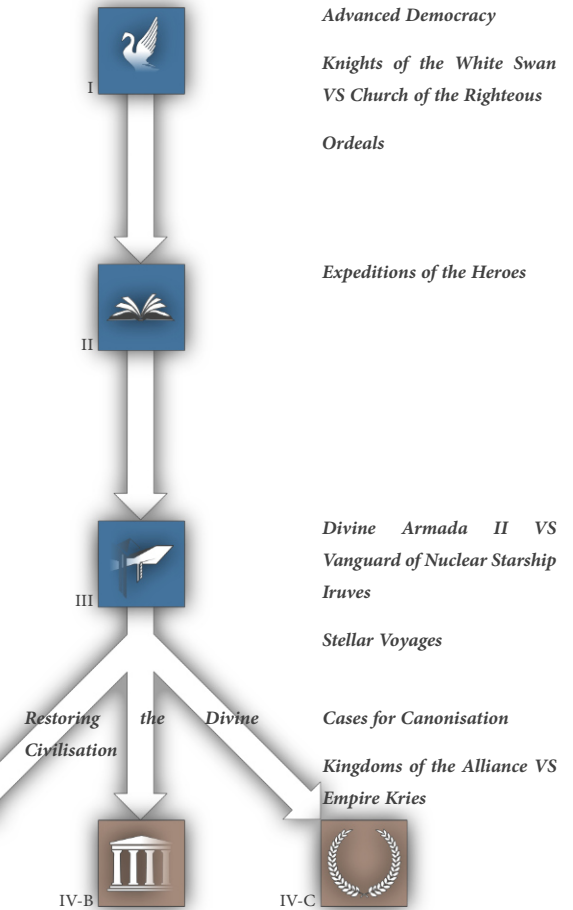
*Divine Kingdom Azuris* presents one's resolve through political, imperial and religious conflicts upon a sacred site, deserted following the First Armageddon with ramifications for humanity.

*Excleras Adventures* depicts secret expeditions that selected heroes undertake to investigate the true state of the universe whilst exploring and reconnecting with lost connections.

*Azurinas* recounts the epic voyages of an intergalactic starship armada that is 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*

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



*Restoring the Divine Civilisation*

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

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

Advanced Democracy | **Aliens (1)** | Animal-like Vehicles | Armoured Colossuses | Artifacts | **Artificial Intelligence (2)** | **Beacon of Light & Truth (3)** | Celestial Superweapons | 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 | Unique Cultures | Universe, State & Destiny

1 | *Supreme One*

Aliens are everywhere in the universe. Examples include a mysterious extraterrestrial entity that watches over Ankharas Stronghold and the brutal forces from the Archnemesis Empire Kries of the Supreme One.

2 | *Kluortes*

Artificial intelligence exists in the form of many things. Kluortes is one of them — a bug-like nanobot that has intrigued inventors for aeons because of its unpredictable, erratic behaviour with the potential to jeopardise humanity.

3 | *Jeresu's Flambeau*

Jeresu Sector is a quiet interstellar sector, a vital conduit between the Great Heaven and universe beyond. The contrast between the luminous and darker realms has inspired the use of a flaming torch called the Jeresu's Flambeau.

4 | *Unzas Complex*

There is a sacred megalith called the Unzas Complex. It features several obelisks and a temple, dedicated to the Sky Deity Unzas.

5 | *Winderzu's Scales*

The Imperial Courts of the Universe nestled within Stuwins Alcazar, Kingdom Azuris in the Great Heaven are a crucial establishment — iconised by the symbol of Winderzu's Scales — where the universe's most heinous nemeses are called to justice.

6 | *Kingdom Azuris*

The banner that features the White Swan and six stars represents the nation of Kingdom Azuris.

7 | *Ivesgardnes*

Ivesgardnes is one of the prime, angelic warriors from the First Armageddon. Whilst officially declared deceased, he is actually alive but somewhere entombed in an unknown realm, witnessing the rise and fall of great heroes and empires.

8 | *Nuclear Judgement*

The superweapon wielded by Nuclear Starship Iruves is the Nuclear Judgement. According to the Chronicles of the First Armageddon, it was historically used to unleash nuclear devastation — almost heaven-wide — leading to the Solemn Aeons.

9 | *Azurinas*

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



*Imperial Legends of the Divine Kingdom Azuris*

*The Precarious Universe*

*Introduction*

*Heavenly Adventures*

*Endless Statues*

*Early Stories*

*Departure from the Heaven*

*The First Contact*

*Early Stories II*

# *Divine Kingdom Azuris*

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- I. Adventures in Insguras Deserts
- II. Machinations
- III. Political Affairs
- IV. Dilemmas
- V. Ankharas Stronghold
- VI. Institution of the Sun's Knights
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- 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

- XVIII. A Fair Go at Enigma Nine
- XIX. From the Heaven to the Pandemonium
- XX. On the Question of the Serpent

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*Enigma Nine*

*Part I*

*The White Swan*

*At the Village of Auxestris*

*Chapter I*

## *Adventures in Insguras Deserts*

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

— Venus Florence