

LYPSE & BLUES

Genre: Action, Adventure, Mature, Thriller

There was a barrier that prevents the two dimensions from interacting with one other in a world with an undetermined timeline and setting. This strange universe incorporates elements from the past, present, and future simultaneously in one space. There are two worlds: the regnum/spirit realm and the material realm. The entire world is reminiscent of a dark post-apocalyptic setting, with certain locations that appear peaceful while others are toxic, terrifying & deadly. This world has traded God's blessing and supervision for immense power and longevity. Humans may live for thousands of years in perfect health, but it comes at a high cost. Oblivion is what awaits humans and mortals once they die, and their corpses do not rot after years of dying. Because there is no "God" to preserve life and existence, this universe is unique and terrifying. There is no "nature" in action in this world as everything as little as rainfall, the weather, insects, and the sun rising is dependent on an individual's approval to make it happen. This is a world where anyone can strive for greater power, but godhood requires a sacrifice in the form of mortal souls. In a world where mortals give up their humanity in order to become almighty beings, they will never achieve their goal since they do not yet understand how to live as mortals and have a limited idea of what it means to be something greater.

THE MATERIAL REALM

The material realm is a scary region of space in which the majority of mankind lives. Some people were born and raised in the regnum, but they are scarce and live in terror of being hunted by the creatures who reside there. There are no animals on the earth since only people survive, and there is minimal plant life and just dead trees. Five continents are dominated by a group of humans known as "divines." These are the humans who have the most resemblance to an almighty being in the world, since they serve as the acting replacements for blessings to their respective continents, with people worshipping and idolizing them. In the material realm, there is a wider disparity between humans since your worth is determined by how powerful you are.

Within each continent, the poor dwell in squalor and rely on primitive inventions to survive on the outskirts. Divines and other higher-class people live their lives in prosperity and tranquility within the inner circle. The secret question of how individuals become stronger is answered by consuming mortal souls; however, divines are different because they were born with their divinity. To avoid conflicting interests among divines, divines unite to isolate themselves within society, forming a community of individuals who share the same power and authority. Divines are extremely rare and strong. A continent's largest number of divines is merely ten people. Every divine is linked to one another as a near or distant member of one family, according to observations. That is, the potential of becoming a divine is determined by your ancestry. The divines are so strong and unique that they are the world's sole immortal beings. They can never die and can do almost anything they choose, with the only limitation being an oath taken by themselves. Great power requires special control.

THE REGNUM/SPIRIT WORLD

The land of nightmares and horror, where grotesque monsters hunt for living things to survive. These monsters are traditionally referred to as demons, spirits, devils, and so on. In this universe, they are known as the Etruscans, Daeva, or Goethi (meaning "from another realm"), and they are divided into five tiers, with classes 4 and 5 being the lowest. Class 3 and beyond are the highest classes. Only higher-level Daevas may make contracts with humans in which a bargain is created to satisfy a desire from each Daeva, with varying conditions for each Daeva. Lower-class Daeva, on the other hand, are mindless threats who live to terrorize the planet. The more human-like a Daeva is in structure and mentality, the smarter and more powerful they are. These demons are typically tricksters that attempt to create contracts with people and deceive them in order to steal their souls. Unlike humans, who get strength by sacrifice, the Daeva gain strength through contracting.

The regnum's terrain is seven times larger than the Earth's. These beings live in a parallel universe where the sky is permanently gloomy and their sun appears as a moving eyeball in the sky. It is a shattered dimension teeming with predators and evil. It has an extremely chilly temperature with an eldritch red-painted sky that makes it impossible to distinguish the difference between day and night. In that universe, everything that causes fear exists. The seven kings of the regnum, who are considered the seven rulers of the entire dimension, are the chief powers in that world. These rulers are higher than tier 1 Daeva and are classified as a special tier demon. They are the regnum's sole immortal beings, yet they are not as powerful as divines. The rulers' names are Mara, Ashmedai, Belhor, the Count, Delusor, Baelle, and Ars. This is the most recent information on the regnum, and it hasn't been updated in a long time because there is more hidden information in the dark world. The world was not always like this, but what led to the present situation was greed and a weakness for power. The history will explain why this world became a horrible place, the division of humanity, and the birth of a world in which everyone is a ritualist who draws power from the realm of demons.

HISTORY OF THE FIVE KINGDOMS

This world's history began after Armageddon, which wiped out every being in the common revelation, where mortals would face judgment for their actions. This should have been the end of all creation, but something triggered a world reset or rather a world continuation after an incomprehensible amount of time. This trigger was unnatural and imperfect, resulting in a time rift with elements from the past, present, and future all converging in one space. The world began afresh with only a small percentage of people and a few remnants of the previous existence (languages, cultures, buildings). Human beings have never undergone evolution this time, with several cultures emerging and dispersing within a few years. This time humans hadn't sacrificed the blessings they have and lived with their usual lifespan. There wasn't anything special about them at this time, as they were religious and followed teachings of peace and morality with no idea of what rituals are. The introduction of rituals and sorcery began 5000 years again when humanity was restarted, after a human being gave his soul for the knowledge of the unknown, and no one appears to know who or how that person came into contact with the regnum. From this knowledge

shared among humans, people began contacting the spirit realm for petty desires and greed, causing a paradigm shift in the world.

This world has grown accustomed to rituals to the point where ritualists are respected by the general public, and it has become a competition for ritualists to gain more power. At the time, the barrier that separated the two worlds was temporarily opened every time a ritual was performed to contact the other realm. Humans left their traditional and peaceful moral practices and indulged in illicit practices involving demons from a world they were never supposed to interact with. Rituals became enticing, and they influenced every aspect of their daily lives, including wars, communication, requests, and knowledge. Human Sacrifices became introduced and out of control when people began sacrificing the lives of their infant children, family, and friends in order to fulfill their contract with demons. The material realm's demonic imbalance eventually resulted in the destruction of the barrier. The bloodthirsty Daeva set about wreaking havoc on the world, killing and destroying everything in their path. Since the only way to kill a Daeva was to use their power against them, expert ritualists were in high demand among kingdoms. Other selfish kings in distant lands sacrificed their people's souls to appease the Daeva's bloodlust and be spared. Other kings from various lands struck deals to cure their diseases and gain longevity. The Daeva have the ability to do anything, including time travel, immortality, and other miracles, but they only trick people into believing what they want in order to easily consume their souls. Many kingdoms fell and many human kings died, leaving only five kingdoms standing, one on each of the world's five continents.

THE GREAT SACRIFICE FOR IMMORTALITY

The five great continents were the south, north, central, east, and west continents of the world. Each continent had many rulers until they were all wiped out by the demons except a few kings and the rule of the continent entirely focused on one king in each continent. After years of ruling their continents, the five kings succumbed to defeat at the hands of the Daeva. The king of the central continent was killed by a demon he had bargained a deal with and that demon was Ashmedai, one of the all-powerful demons of the regnum. At the time of their deaths, each king had a son who would carry their legacy and the prince of the central continent had the most impactful moment among the rest of his friend group of the five princes. His sole motivation was to find an end to the massacre and avenge his continent making sure nothing like this happens again. This event 7000 years ago was what led to the great sacrifice where humans cut ties completely with their God.

A mysterious sage appeared in their countries, suggesting a request that would undoubtedly aid the material world in overcoming the evil it was facing. The five princes were tempted to change the world by making a deal with the most powerful entity in purgatory. They spent 30 years preparing to meet the being and another 30 years getting to purgatory. This omnipotent being can only bestow one wish in its existence and can only be contacted once in every 5 billion years. The entity explained that the price of their salvation from devils is to give up something precious in their hearts. The prince of the southern continent offered his long-time wife and children, the prince

of the northern continent gave up his eye and sleep with his most beloved brother, the prince of the west gave up his followers and his heart, the prince of the east gave up his only daughter and her family, and the prince of the central continent gave up every citizen on his continent, including his family and friends. Unbeknownst to them, the being with whom they made a deal was not a demon or anything like what they had previously experienced, but something far more powerful. Before departing purgatory, the prince of the central continent made one more unrestricted wish: that he and the party he had come with be granted power greater than anything, including the being itself. The being laughed hysterically as he realized the true nature of humanity and bestowed upon them powers much beyond his own. Because they were too powerful to return to their world, their sacrifice came at a cost, but this problem can be solved by sending thousands of innocent souls to purgatory for sacrifices every month. The five princes agreed to the condition as a group and became known as the "Divines." Their first sacrifice was made in exchange for immortality and knowledge, while the second was made in exchange for divinity. The divines had the ability to destroy the regnum and its creatures but chose not to, resulting in the unbalance of the material realm and the regnum. This gave rise to a new power in the material world, allowing humans and the Daeva to be treated equally to humans who had previously been their prey. This information is only known to the five princes and the being from purgatory, and it is unknown to the rest of the world, who believe that rejecting God's teachings has changed their lives. The first generation of divines have been alive for thousands of years and they recently started losing interest in interfering with human affairs.

SEPARATION OF THE BORDERLANDS AND THE FORMATION OF THE INNER CIRCLE

The world changed as a result of the sacrifices of the five princes. They divided their continents into three sections: the land past the borderlands, which were separated by a massive wall with a barrier that prevented entry into major cities, and the inner circle, which is a domain where every divine remained separate from time and space to avoid interfering with human affairs. There was never a reason given as to why the divines chose not to destroy the regnum or even separate their people. Everyone believes the divines separated their families in order to separate the poor citizens from royalty. Unfortunately, the true reason for the separation was to turn the land beyond the borderlands into sacrificial terrains where the Daeva still roam and terrorize the people. The people living beyond the borderlands see the divines and the ritualists as their saviors, helping to save them from the Daeva, but they never eradicate them, instead they hunt them down and put an end to their terror for a limited time. The people beyond the borderlands are unable to defeat the Daeva because knowledge of rituals is restricted to the borderlands and the inner circle with only a few who have that knowledge. Humans also can live for a very long time, but the people there are giving birth at a higher rate because there is a high chance that they will be destroyed by the demons of the regnum. They have no idea that they are nothing more than human sacrifices who will be killed by the demons, who will then be killed by the ritualists sent there. Every month, this was the plan for sacrificing mortal souls to purgatory. Both demon and human souls are used in the sacrifice, and this government system is used on every continent.

EXTERMINATION WARS AND SACRIFICIAL POPULATION MASSACRES

The gradual sacrifices went on for thousands of years with no one knowing what was going on, but they saw these divines as heroes and idolized and worshiped them. These divines would send them food via the skies, rain, and so on. Their greatest power was the ability to turn the impossible into reality, allowing them to easily perform miracles. Making them God's practical replacements. The entire world continues to regard divines as the purest and righteous people on the planet; very few saw them as selfish, while others saw them as Gods. Those who saw them as Gods believe that by loving these divines, they are doing the most righteous thing possible because the divines and people from the borderlands are regarded as the people of Eden for them. Some even blame themselves for not having been born there. Those few people who saw them as selfish and greedy started growing more over the years but they can do nothing to overwhelm the divines and their followers. They faked their support and formed secret groups within themselves to avoid suspicion because they had nowhere else to go. Because the divines possessed omniscience, they decided to play along with their schemes. When humans began to form contracts with the demons based on alliance rather than sacrifice, things began to go wrong. The Divines saw this as an act of treason against their government so they carried out the extermination wars against the traitors. This was used as a justification for killing the people beyond the borderlands. Babies, women, and others were murdered on the idea that they were plotting with the Daeva, whether or not this was true. This was a one-sided genocide that killed more than half of the people living beyond the borderlands. They even went into the regnum and slaughtered the majority of the Daeva there.

They established a unit of expert and royal-born ritualists from the borderlands, and the few illegal ritualists born beyond the borderlands would be pardoned for their sins if they agreed to bear the weight of killing their colleagues and family. The divines' authority commanded this scheme, but they did not actually participate in the genocide. Both the worshippers and the people against their government were killed indiscriminately. Instead of viewing the divines as the monsters they truly are, the divines were utilizing this ploy to deceive them into thinking they should begin asking forgiveness from them and their prayers were never answered. The true reality of the extermination wars was nothing more than another sacrificial rite carried out by the divines once the previous method became insufficient, but this time they used pawns to carry out their dirty job. They were referred to as the "extermination unit." When the genocide was still ongoing, the Daeva began spreading further havoc on the earth. This even resulted in the seven rulers' involvement in the material realm. They were quickly wiped out by ritualists, and the Daeva were conquered. To bring this battle to a peaceful conclusion, the divines commanded that the strongest and most active ritualists in the war be killed in order to make their loss less painful in the material realm since they killed the regnum's strongest forces. That ritualist was assassinated by the same government that had promised him and his family peace; his death marked the end of the extermination wars, and his name was forgotten in the years that followed. Most ritualists who participated in the genocide are still haunted by sorrow and confusion over the deaths of their people, but they would prefer to remain silent than challenging the authority of their continent.

THE ALLIED REBELLION IN THE SOUTHERN CONTINENT (THE PLOT)

Years after the extermination wars, the poor continue to fear the Daeva, but fewer ritualists are sent there, and the zone has become a haunted area where people just manage to survive. A group of children resides in one of the southern continent's orphanages, hoping for a future where they can be free of the oppression of both the demons and the divines. To their amazement, there was a power shift among the divines when the southern continent's ruler opted to hand sovereignty to his youngest children, the divinity's triplets. The eldest of the triplets, his youngest daughter among her two younger brothers, wielded the most authority as she was the eldest, she was chosen to be the new leader. The first divines who went to purgatory were astonished as to why their old friend had decided to take a break after everything they had gone through, but they respected his decision because they agreed that they had no right to meddle with his family affairs.

The newly appointed young divine's first instruction was to open the borders and allow people to settle in an area near the borders but outside the inner circle. Many people tried to make it, but the journey there was dangerous, and thankfully for the little orphans, some made it across the border. Many died and gave up in their pursuit of the Eden they had longed for. Nobody knew why the border was reopened for the first time in history, but there was still discrimination between the two classes of people because their area within the border was remote from the cities of the inner circle. They could only see a glimpse of the inner circle, which was out of reach. The others who didn't make it saw this as fate and went on with their lives, narrowly escaping the demons.

The young orphans and those who made it to the borderlands lived with fewer problems and were grateful to the divines for their generosity. They were educated, and they developed their civilization without fear of Daeva attacks. After a few years, there was a word of a rebellion forming outside of the borderlands. This time, there came the word of a man born of Daeva and Human parents who could control demons and bring them outside of the southern continent to live in the regnum. The motivation for this man's crusade is to seek independence from the Daeva and ritualists' oppression. As the divines decided to send a few ritualists beyond the borderlands to save their towns from destruction. These people had also survived the extermination war. Some of them resented the divines because they were homicidal maniacs who murdered people under the guise of humans forging agreements with the Daeva. The only issue the people living beyond the borderlands faced was the threat of demons. Their messiah, who was descended from both human and demon ancestors, was regarded as a revolutionary. His goal is not to start a war, but rather to gain peaceful independence from the inner circle and the divines, who regard them as undervalued residents of the continent. The anxiety was rising as he gathered more supporters and his plan was being carried out as predicted.

As a result, the newly chosen divine implemented a plan to launch the second generation of extermination wars against the resistance. Their leader was the only target because he was the symbol of their revolution. The children of the orphanages who were given the chance to cross the borderlands a few years ago were the most active participants in this activity. The cost of their liberation from the demons was simply the creation of a new generation of warriors to carry out their wars. Instead of experienced ritualists, they used child soldiers to do the job this time. The divines saw this as mercy because even though their revolt will never succeed, they are giving

them the opportunity to fight for their freedom. Unbeknownst to these children, they were picked up in a bus and transported outside of the borderlands to the continent's outskirts. The orphans were accompanied by upper-class children from the inner circle. The upper-class children thought this was a routine training exercise to teach them rituals, but they were unknowingly active members of a covert war sent out to assassinate a rebellious leader. They were sent out on the outskirts and instructed not to return home until the job was completed. Inexperienced, terrified, and unsure where to begin, this group of children will have to confront and assassinate a guy they know nothing about. As a result, the rebellion hired bodyguards and mercenaries to protect this man. To murder the rebellion's leader, these young warriors, including orphans and upper-class children, will have to battle every mercenary. Fortunately for them, there are no ritualists, which makes their job easier. After completing their assignment, they should return to the location where they were dropped first, and only then will they be able to locate the vehicle that carried them there. The divines initiated this plan in order for the children of the inner circle to gain battle experience, and they combined them with the orphans in the event that anyone is in danger, they will be sacrificed first. In this strange environment, they just have one goal left: to survive.