

high fantasy game inspired by undertale and more

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Ages

Age of Genesis

In the beginning, **The God of Creation, Seitei** forged the **Heavens** and the **Earth**. They wanted heaven to be a resting place for the dead, a dimension above the earth. Four days after the creation of The Heaven and The Earth, **Seitei** created **Servants** called **Angels**, whom are winged beings with holy magic imbued within their feathers. Five days later, he created **The First Child** as a reference to the first two **Beings** to grace the earth. Shortly after, **Seitei** created **The Garden of Eden** as a place for the first two **Beings** to reside in peace. **Seitei** wanted the first two **Beings** to keep their innocence. The First Child resided with Seitei up in the heavens not knowing that the first two Beings were subjected into a constant state of **overwhelming, incomprehensible eternity**. They are stripped of their freedom within the garden of eden and after overthinking things The First Child was the first to notice this. The First Child then rebelled against Seitei by taking the **avatar of a snake** and convincing the first Being to eat from **The Tree of Knowledge**. Seitei especially told the first two Beings to not eat from The Tree of Knowledge, knowing that once they do, they'll obtain **forbidden knowledge** about their sacred creator. The first Being ate from the tree, and gained knowledge that is currently unknown. Because of this, Seitei ordered them to be casted out of the garden and into the earth as **mindless, brainwashed monkeys**. The First Child, who has angry about Seitei's final decision, decided to eat many apples from The Tree of Knowledge and share his knowledge with the Angels in Heaven. This led to many, many Angels rebelling against Seitei, which led to a War within Heaven. Seitei casted The First Child and his Rebellion out of heaven, whom are now known as **The Devil and The Fallen Angels**. Though after the brutal loss within the war, The Fallen Angels split up individually, some hiding within the shadows desperately trying to find a way to free The Devil and some faked being by Seitei's side, so they could be in The Devils favour even after being casted out of the Heavens. The Devils punishment however was to be chained down in an underground prison deep **beneath the earth** where the fallen angels couldn't reach to contact The Devil. A Thousand years after the incident occurred, the Kingdom of [Blank] was founded by [Blank]. There, you reside as a Being...

Age of Prosperity

The **Cold War** between the **Servants of Creation** and the **Fallen Angels** is ongoing unbeknownst to Seitei and the Beings on earth. The Fallen Angels are constantly trying to convince the **Beings** to remember where they come from using **Telekinesis**, acting as **Truth Messengers**. Though the Beings on Earth call this an act of **black magic** and mortals who hear their voices call themselves **Messengers of Despair**, simplified: **Crazy Actualities**. These so called crazy actualities who get convinced by the Fallen Angels desperately attempt to share their knowledge with everyone else but they get shut down and checked on by the kingdom's doctors for mental illnesses. The Main Characters think that the individuals who hear these voices have some type of demon possessing their bodies to spread lies about their sacred God, since the **Benevolent Kingdom of [blank]** is under the rule of a righteous, loving God.

Age of Chaos

After many long months of fighting off '**Demons**' sent by **The Devil**, the sight of the 'Demons' being slain drives the **Fallen Angels** crazy, which makes them ultimately snap. They push with all their might and free The Devil from his **chains** using all of their **negative energy** combined to eviscerate the **positive energy** wrapped around The Devil. The Devil is free at last, but the Fallen Angels have exhausted themselves which leaves them at a vulnerable state. **The Main Characters** reach The Devil and are ready to battle him and exterminate him once and for all.

Age of Rebinding (Bad Ending)

THE BAD ENDING

The Devil stops you from slaying him and asks if he can borrow The Main Characters time. He shares his knowledge with The Main Characters and tries his best to convince The Main Characters that Seitei is **Malevolent** and keeping creatures captive in a **manipulated like state**, making them believe that **The First Sin** never occurred, but The Main Characters are too stubborn and they're too far into manipulation. This leads to them completely misunderstanding The Devil, thus making their final decision: **Slay The Devil and release the Kingdom of [blank] from his tyranny**. They slay The Devil and his Fallen Angels with heavy difficulty in the long run, continuing Seitei's reign over the Kingdom. Though, a few days after the execution of The Devil, another Being rises; They've regained their memory and they're ready to continue from scratch. **The Cycle continues...**

Age of Rebellion (Good Ending)

THE GOOD ENDING

The Devil stops you from slaying him and asks if he can borrow The Main Characters time. He shares his knowledge with The Main Characters and tries his best to convince The Main Characters that **Seitei** is **Malevolent** and keeping creatures captive in a **manipulated like state**, making them believe that **The First Sin** never occurred. The Main Characters listen closely and eventually decide to help end **Seitei's reign over Earth** once and for all, so the Individuals could finally be free from Seitei's captivity. The once believed **Benevolent Kingdom of [Blank]** was originally a **corrupt, apartheid like Kingdom coated with manipulation**, making the citizens believe that their Kingdom is the most prosperous of them all. The Main Characters, alongside The Devil and his Fallen Angels, make their way to Seitei with the sole purpose of putting an end to their reign. Thus begins yet another **heavenly war...**

Beings

Beings species that are present in the world.

No. 1 - Humans

The Human

At the Top of the Food Chain resides **The Human**. They are 2 legged mammals with 2 arms. They are also classified as **Great Apes** and **Primates**. They evolve to be creators, builders of society. They are responsible for the Earth's evolution. They are incredibly intelligent creatures capable of building **large scale castles, writing, speaking and solving complex analytical problems** and they can strategize and plan out war strategies with precision. They are able to invent things no other animal can invent. Some are equipped with incredible **determination** to win in battle which gives them **high resistance to demonic possession and resistance to illusion magic**. They use willpower and brute force in battle (**Aggression Trait**) and they gain higher confidence after a victory. They are curious creatures and they are constantly trying to examine and test on other species of humanoid creatures like **Elves, Goblins and others...** They use their intelligence wisely creating **Scientists and Chemists** who are incredibly useful individuals to our Main Characters. They make up around 25% of the earth's population excluding animals.

No. 2 - Elves

The Elves

The Elves are somewhat similar to [The Humans](#). 2 Legged Beings with 2 Arms but the only twist is that they usually wear **white robes with gold jewelry wrapped around them** and they have **pointy ears**. They have immense power totally superior to **Humans** and [Goblins](#) and at the moment the **Elves** and the **Humans** are in a quarrel with eachother. Both having their own kingdoms, they usually attack eachother out of spite. **The Humans** attack **The Elves** for their luxury and power hoping to maybe take over their kingdom and acquire their riches. The Elves however, refuse to hand them any riches and constantly defend themselves from the Humans. Currently **their kingdom is at peace, light green grass blooming all over and their kingdom sparkles with beauty**. The total opposite of the Kingdom of [Blank]. **Their Personalities vary but it's never aggressive and violent**. They are calm and collective, talkative and able to have a conversation with. They aren't too shy. They make up about **25% of the population excluding animals**. Since they are at constant peace with eachother, they never implemented a type of currency within their Kingdom and the law isn't too strict there. They use **Trading** to get what they want.

No. 3 - Goblins

The Goblins

The Goblins are **also 2 legged Beings with 2 arms** just like [The Humans](#) and [The Elves](#). Their Posture is very out of the ordinary, usually forward head facing. They are small green monsters who usually **are out for treasure, pleasure, and all sorts of bad stuff**. They reside in the **Dungeons**, the **Caves** and the **Mountains**. They usually only wear **loincloths** but they do like to wear the armor of fallen warriors and if left alone they will turn into **Warrior Goblins** with fighting skills that rival even the strongest Warriors. Their size varies, though their average height is around **5'0 (152.4 cm)**. They have the body of your average dwarf human and they act somewhat similar to **Neanderthals**. They are strategical and smart and are able to make war plans. The longer they live, the smarter and stronger they become. They make up **5%** of the population on Earth.

No. 4 - The Ogres

The Ogres

The Ogres are closely related to [The Goblins](#). They have similar traits and skin but **this type of Goblin is Colossal, equipped with pointy ear and horns and extremely sharp tusks and teeth**. They carry heavy weapons and are considered one of the **most completed versions of Goblins**. Their Intelligence varies but the **dumber Ogres usually get killed off by the smarter ones**. The Smartest ones leave their home place to pursue their goals which is to **make their race their own kingdom**. They wish to be somewhat similar to **the Elves** in peace. Smart Goblins/Ogres call themselves **Hobgoblins**. An Ogres weight usually varies from muscular to overweight. **The Muscular Ogres** are usually used in battle considering they are incredibly strong and agile, whilst **Overweight Ogres** usually lead the pack and only attack when the opponent gets too close to them. They make up around 5% of the Earths Population.

No. 5 - Hobgoblins

The Hobgoblins

The Hobgoblins are the smartest type of goblins and are **extremely rare**. They excel in every type of Smarts and they rival/are **superior to Humans in smarts**. They wear **glasses, professional clothing and are usually way more calm and cosmopolitan than normal Goblins**. They are able to have professional conversations being that their speaking capabilities are far more sophisticated than The Elves and The Humans. They are **able to create advanced, refined and ground breaking technology**. The Humans are usually trying to steal their technology, but due to their profound intelligence, they were able to make **defenses against The Humans** which made them try and think more ahead. The Hobgoblins are usually way **ahead of their time** and provide technology only with certain conditions like resources, buildings and stuff they think they might need. The Humans call them **state-of-the-art Goblins** and some wonder why they haven't built a kingdom for their race yet... They make up around **0.5%** of the population on Earth.

No. 6 - Dark Elves

[Exotic Species]

The Dark Elves

The Dark Elves are an **Exotic Species of Elf** that have pointy fingers, Devilish Markings around their neck, wrists, fingers, and face. They are also equipped with large scale wings with pointy spikes. They have **extremely dark skin and black eyes**. They are Elves that have broken free from **Seitei's Manipulation**, ultimately turning into a Being somewhat similar to the **Fallen Angels**. They are constantly looking for **The First Child**, they wreak havoc in doing so. Since The Fallen Angels have convinced The Dark Elves that their **Saviour** is underground, they constantly dig underground within the **Elven Kingdom**, injuring other Elves in the process. They use **Dark Magic** in battle and they only attack when something or someone is trying to interrupt their digging. Nothing much is known about them, they only make up around **0.03%** of the population on Earth.

No. 7 - Leonines

The Leonines

The Leonines are 2 legged **Beings** with 2 arms. They have **white-brown hair with Cat ears**. **They have paws instead of feet and hands and put “Nyah” in every sentence**. Their Vocabulary is exactly the same as The Humans but with a Twist: **Thenyah imewude Nyakomews inyu theirnyu mewords likenyah thisnyu**. They are extremely similar to Humans and live amongst them. They're **persuasive and cheeky**, usually able to convince people into doing their favours by using their **cuteness** to their advantage. They wear the same things as humans and usually try their best to fit in with humans. They get along with eachother very well and they help humans out alot with their **agility and charm**. They have the same exact traits as a normal cat and they can **shapeshift into their cat-forms anytime**. They make up around a small percentage of the earths population and because theyre technically all just cats so around **5-10%** of the earths population.

No 8 - Fallen Angels

The Fallen Angels are purgatorial, humanoid creatures that are equipped with soul manipulation magic and purgatorial magic. They are devoted to the devil and they try their hardest to release him from his shackles and they use high grade soul manipulation magic to cut the seal that's keeping the beings on earth in a brainwashed state. They're incredibly fast beings and they are very hard to beat in battle.

Appearance

The Fallen Angels are very slim, skinny beings with vantablack eyes and black tears running down their eyes. Their skin is dark grey and they have incredibly long dark hair and intense [heian tattooing](#) all over their body. Unlike normal angels who have large wings, they are devoid of any wings and are usually teleporting or flying using Gravitational Magic. They are very good at hiding themselves from the public, being able to shapeshift into crows. They are equipped with dark, old ancient draped upper garments (they usually like to take the upper garment off of their upper body and leave it hanging from their shoulder, kind of like [Hajun](#) from Shinza Bansho) and a dark glowing [jingu quan](#). Their bodies emit a dark, black aura everywhere and their nails are painted black. They also wield a defect, ancient sword with intense dark aura surrounding it.

No 9 - Angels

The Angels are servants of Seitei that serve him in the upper dimension where he resides above the universe he has created. They possess magic incomprehensible to the beings on earth. It's a combination of high grade celestial magic and high grade samsara magic both fused together, creating a Soul/Light Manipulation Magic combo. They are able to cleanse beings souls from their sins in a flash and even add sin to their body. They manipulate positive/negative energy and they are incredibly fast. Being able to teleport and go invisible in the blink of an eye.

APPEARANCE

The Appearance of an Angel varies. Though commonly its more like the appearance of a Fallen Angel. They have the physique of a Greek God with glowing golden eyes and 2 straight white glowing lines as pupils. Their hair is gold and cloud like, almost as if they have real clouds for hair. They flow on their scalp like water waves. They wear an ancient draped upper garment and they have golden [hagoromo](#) scarves trailing through the upper part of their body ([visual representation](#)). They have golden rings floating almost everywhere on their body and 6 wings made out of golden clouds. Their skin is completely white and they have glowing white stripes all over their body. They emit a divine, holy aura and because of their incomprehensible nature. Beings inferior to them dimension-wise see a kaleidoscope-like circle behind them, making up for not being able to comprehend their godlike mystique.

Characters

Main Characters

Our Main Characters

The Main Characters of the game consists of 3 People of different races. [one Elf](#), [one Leonine](#) and [one Human](#). They start off within the story resting within **the Alps** talking about how the kingdom is looking for anyone who thinks they could help **end the demonic reign** within the kingdom of [Blank]. With nothing too serious happening in their lives and they heard that they were promised a whole lot of money, they went to **The Valley of The Kings** to apply as **holy knights**. After a long, protracting Tarry, they finally were able to make it to the gates of the kings to apply. After explaining that theyre all more than qualified to become knights, the kings didn't buy it and kicked them out of the Valley of The Kings. From then on, they swore to obliterate every demon within the kingdom to prove that the Kings have made a grave mistake...

Kyo Calico

Kyo Calico is one of the protagonists within [GAME]. He is a homeless male Leonine tasked with the challenge of eviscerating every demon within the Kingdom of [Blank] with two of his best friends. He has incredible survival instincts and his agility is said to be far more superior than any other leonine, making him unique amongst his race. He is extremely low maintenance and is very independent, able to do solo tasks without needing the help of his best friends. He is very celebrated for his incredible adaptability and he tries his best to do the most for his friends. His goal in mind is to prove that he is able to easily kill demons to the kings and nothing else, but to his surprise, the demon's aren't truly as bad as everyone thinks...

APPEARANCE

Kyo is a very slim, pale, tall young man with messy neck-length white hair and white eyes. One of his most noticeable features is the shadow below each of his eyes, a result of him being an insomniac. Kyo is always shown to be wearing a pair of blue jeans whom he took from the closet of a random persons house. He also wears a long-sleeved white shirt which he rarely ever takes off. He also wears a silver necklace he got from a dumpster. He almost never wears shoes or socks, preferring to go barefoot, even while in public. Kyo also tends to hunch over when walking, usually grooming his paws. He also has several quirks, such as preferring to crouch rather than sit, eating only sweet foods (like desserts, candies and fruits) and bouncing items with his paws. He also has an unusual way of sitting, with both of his paws on the chair.

PERSONALITY

Kyo is shown to be generally persuasive and charming, he prefers to not get involved in matters that do not directly concern him and is shown to care deeply for his friends. Even throwing himself into life-threatening situations for their safety.

Corone Floquet

Corone is a Male, Human Protagonist within the game [BLANK]. He is, alongside [Kyo](#), homeless. He is also tasked with the challenge of eviscerating every demon within the Kingdom of [Blank] with two of his best friends. Having not the best traits, he doesn't like to fight much and is fond with staying in the sidelines while his friends fight. Being more of a support. Though his two friends usually try their best to convince him to fight. He is widely celebrated for his agility, being able to think fast in sticky situations and knowing where to go when things get south. He has very good survival instincts due to him being with Kyo a lot of the time, he was taught a thing or two by him. Corone is an incredible problem solver, often celebrated for his Analytical Skill.

APPEARANCE

Corone is a very slim and short young boy with a somewhat feminine-looking face and physique. He tries his best to look almost exactly like his best friend, Kyo, having short neck-length black hair and large brown eyes. He usually has a yellow long-sleeve polo shirt layered with a black and white striped vest on. He also has black, rolled up, relaxed fit jeans on and damaged sneakers he got from somewhere unknown. His most noticeable feature is that he usually has different comic books with him at all times.

PERSONALITY

Corone is extremely shy, often hiding his face in crowds and trying to be careful with how he acts. He tries his best to make himself look small as to not stand out. He stutters a lot in conversations and is extremely socially awkward. Though, in private and when he's most comfortable, his actions appear more cheerful. He walks alongside his best friends more cheerfully, usually swinging his arms forward and back when walking to show that he's happy. He is more confident with his best friends, being that they're his motivators to keep going. He is incredibly fainthearted, sometimes jumping in fear because of faint sounds and noises. Due to his extreme chronic anxiety, he is almost always worrying about his best friends even if they're not in dangerous situations and is at a constant state of excessive worry. His Mental Disorder is what keeps him from actually fighting at his best. He doesn't do much damage to enemies and is usually just debuffing them, he also tries to heal his friends using spells he learned from comic books. Though they mostly never work.

Tauriel

Tauriel is a protagonist in the game [BLANK]. He is an Elf disguised as a Human to be able to live within the Kingdom of [BLANK] without being deported out of the Kingdom, considering the Elves and the Humans are in a quarrel with each other. He's usually in and out of the Kingdom and he's currently on vacation alone. He's usually with his best friends, [Kyo](#) and [Corone](#), and run around with them for most of his time. He is also tasked with the challenge of eviscerating every demon within the Kingdom of [Blank] with two of his best friends. He doesn't really want to prove himself to anybody, he sees this challenge as a way to bond and socialise with his friends more. He has incredible Elven magic to his name and can amplify his statistics using spells. He's usually very fascinated by Kyo and Corone's way of surviving. Often being a little too enthusiastic...

APPEARANCE

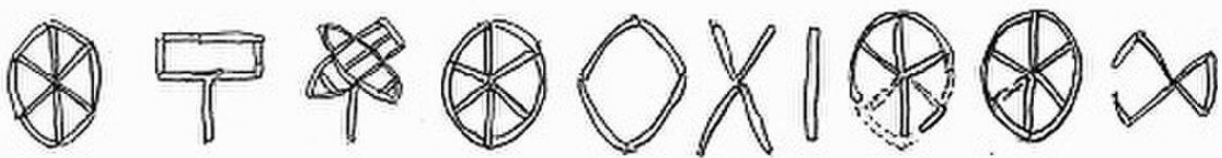
Tauriel is a tall, slender-framed elf with white skin and somewhat effeminate facial features and green eyes with yellow flows to it. He has gray braided hair with a lot of golden jewelry on it and he has markings on his right arm. He tries his best to copy the fashion of his best friends and after asking his friends what he should wear to fit in, Kyo was the one who offered him a long sleeved black shirt he stole off of some guys clothing line used to hang clothes to dry off, saying that it's only wet because he spilled soda all over it which he tried to desperately clean using river water. Tauriel now proudly wears most of the time to make Kyo happy. Due to Kyo stealing wallets from people, Corone was the one to buy Tauriel a big heap of clothing, excited to make Tauriel try them all on. Tauriel's clothing varies but for the most of it he wears a false dual layered shirt that appears as a white t-shirt with a gray long sleeve undershirt and white, loose fit sweatpants alongside sandals Kyo got from the forest.

PERSONALITY

Tauriel displays a somewhat resistance to established rules due to him wanting to diverge from his sophisticated Elven nature, and diverts from a well-behaved and mature demeanor to the surprise of others. He also has a habit of getting a little too enthusiastic about experiencing new things that his best friends truly take for granted like hunting, fishing, and anything that has to do with survival and homelessness. He is sweet and gentle, often entranced by the sight of two guys interacting closely together, sometimes imagining something [more intimate](#)...

Seitei - ★ GOD ★

Seitei is widely considered the general of creation, The God of the universe. He's the one who literally created everything we know of our existence and space. The entire universe worships her and his achievements. The magic power he possesses is beyond that of normal magic. Possessing and even being the creator of the most divine form of Samsāra. Being able to summon the [Wheel of Dharma](#) to determine the fate of oneself and other beings. The Wheel of Dharma/Dharmachakra is able to turn to different types of paths within the cyclicity of all life, matter and existence. [The Deva Path, The Manusya Path, The Asuras Path, The Tiryag Path, The Preta Path and The Hell Path.](#) The Deva Path is the God Path, being able to create, destroy, manipulate and transmutate. The God Path gives you the necessary tools to become God. The Manusya Path is the Demi-God Path, which is used by Angels and Fallen Angels. The Highest Grade of this Path is used by Archangels in battle. The Asuras Path is the Devils Path, being able to do almost everything the God path is able to do. Though it is still quite weak compared to the formidable Deva Path. The Highest Grade of the Asuras Path is being on par with the Deva Path. The Tiryag Path is the Animal Path, being able to tame and manipulate every type of beast and animal to your command. The Highest level of the Tiryag Path is being able to tame and control beasts on a higher plane of dimensionality. The Preta Path is the Ghost Path, being able to manipulate and control the soul. Though it only does that if it is being used by someone who is alive on earth. The highest grade of the Preta Path is being able to devour the positive/negative energy within your soul. Which leaves your soul in a dried state. The Hell Path is being able to send any type of being to eternal damnation. Only achieved through the Deva Path. The more Seitei's Dharmachakra turns, the stronger she gets.



APPEARANCE

Seitei usually appears as an orb of rainbow light to people who are inferior to him in dimensionality. But by the end of the game he appears as a [Shota](#) to the main characters. He has blonde, curly hair that covers his eyes. Whenever he does show his eyes to the main characters, her eyes are big

with Dharmachakrams for Pupils. He is a feisty and arrogant God, having a cheeky cat mouth with a snaggletooth, widely considered to be [Moé](#). His cheeks are blushy and red most of the time and he has little freckles on his cheekbone. She has a throbbing, cross-like red [anger mark](#) on his head most of the time to signify his feistiness. Her body is the size of a little boy, being only tiny bit chubby. He has an [ancient draped upper garment](#) on with a [Dharmachakra](#) ring on his ring finger. His skin is pale white with golden nails and he has a whirl like symbol tattooed on her palms. He also has ancient sandals on. Her style of fashion comes from what the ancient greeks cooked up back in their glory days when Alexander the Great was leading their army. When there were great philosophers like Socrates and Aristotle. He was amazed by their looks and took on their style for himself and ordered her angels to rock the style even better. He is very confident about his style and she loves to show off his great sense of fashion. He wears a golden crown of thorns on her head and golden earrings. He has golden jewels all over his body and she wears a golden ankle bracelet and a Hagoromo Scarf.

Story

blud

Prologue

In the Beginning of the Universe, in an infinite space of trifle and bupkus exists a Deity, a Deity able to easily develop and create Matters & Events. Anything the Deity desires, he makes. This Deity is named Seitei, the General of Creation. Being able to create and delete things on a nigh-omnipotent scale, he creates the Universe from scratch by unleashing a massive beam of light which harbors an entire cosmic web of space. This is the start of our universe... An unknown amount of time later, after creating the Universe, Seitei shapes a planet. A Planet that will be considered as a haven for hundreds if not thousands of species... Due to Seitei's exceptional Intelligence, he was able to create this planet in only 6 days. Whilst creating the planet, Seitei thought about developing a paradise, lush garden for the beings to reside in at peace. He starts working on how the beings should look like. He creates two types of creatures. A Man and a Woman. After a brief moment, he concludes the final touch. Creating a diminutive orb of light emitting rainbow light, he effectuates this orb of light within the two beings, ultimately creating life and consciousness. The Beings awaken to a ravishing, sublime light, ready to populate and evolve. They explore the lush garden, taking fruit and drinking pure water, taming all sorts of animals and beasts... Though, deep inside the garden resides a lone snake. It emits an evil, devilish aura... Whilst the woman was trying to pick fruit off of a tree, the snake executes his plan to manipulate the woman, proceeding to make its way to a nearby treebranch. It wraps itself around the treebranch to speak to the woman. Right next to the tree the woman was picking fruit off of, was the forbidden tree Seitei spoke to them about... Seitei specifically told the two beings to not eat from the forbidden tree of knowledge. Though because of the snake's manipulation, the Woman was tricked into eating from the tree. The Snake who tricked the woman was The Devil in disguise... Because of this, Seitei ordered them to be casted out of the garden and into the Earth. The Devils plan moving into motion, he decided to trick and toy with the Angels in the Empyrean. Using forbidden magic, he possessed the angels... This led to many, many Angels rebelling against Seitei in a brainwashed, manipulated state which led to a War within the Empyrean. Seitei casted the Devil and his Insurgency out of the Empyrean. Though after the brutal loss within the war, The Fallen Angels split up individually, some hiding within the shadows desperately trying to find a way to free The Devil and some faked being by Seitei's side, so they could be in The Devils favour even after being casted out of the Empyrean. The Devils punishment however was to be chained down in an underground prison deep beneath the earth where the fallen angels couldn't reach to contact The Devil. A Thousand years after the incident occured, The Devil continuously releases countless demons into the Kingdom of [Blank], whom was founded by [Blank]. There, you reside as a Being...

First Sequence

Kyo snoozes under a tree, sound asleep. Until a fruit from the tree drops on his head and startles him up. He gets up, grumpy, until he realises that he was sent to the village by his adoptive mother for vegetables. He panics and runs to the village fast. He's incredibly fast and agile, moving just like a cat. As he reaches the village, without thinking, he dashes to a vegetable stall and cuts in line. Ignoring the angry customers behind him, he lays a bag of coins next to the worker that's yelling at him to stay in the back of the line and takes the vegetables he needs. Thus begins his first fight against a steward trying to forcibly push him back in line. After easily winning his fight, he dashes back into the mountains and into his adoptive mother's home. She scolds him for taking too long. After that happens, he searches for Corone, who is reading in the room to his left. He tells Corone about what happened between him and the village steward. He desperately tries to tell him that it isn't safe to be messing with the village steward, and that he'll someday be sent to jail because of his antics. Kyo ignores his advice and tells him about another thing he saw. While running through the village to get to the stalls he encountered a town crier, yelling the daily announcements and news going around the Kingdom. He mentioned something about flying, devilish beings roaming around the Kingdom turning people into demons who raid villages, towns and cities with the sole purpose of turning others into demons just like them. Kyo was surprised upon hearing this but he had groceries in mind so he didn't pay attention for too long. He thought it'd be cool if him and Corone went out and searched for these beings, just so he could see their appearance in person. Corone was skeptical about this and kept refusing, saying that it's incredibly risky and that they might get turned into demons in the process. Kyo tries again and again. In the end, Kyo carries Corone and puts his little body on his shoulder, they then dash out of the house and into the deep forests. After a long while of Corone yelling and searching for these flying, devil beings. They found nothing and go home in the end, but upon reaching their destination, they come home unable to find their adoptive mother. The furniture in the house is a mess and the house itself looks destroyed. They run to the village in hopes of finding their mother taking refuge there. Only to find out that demons had raided the village near the mountain, and they kidnapped their mother in the process. In sheer panic and anxiety, they overthink that their mother got killed by the demons. Thus, this antagonizes their deep hatred for demons.

Second Sequence

After the tragic kidnapping of Kyo and Corone's Adoptive Mother, Kyo carries Corone on a piggyback ride and they run out of their now thrashed house of their adoptive mother in order to take a look at the village, which is now completely drenched in fire. Upon their arrival, Corone passes out in complete shock which makes his situation even worse than it is. Kyo then decides he's going to go out to find Tauriel, the Elf who is out looking at nature somewhere in the forest. He spends some time looking for him, fighting plenty goblins and criminals on his way. He depletes his stamina and is extremely vulnerable, eventually giving out and putting Corone in a sitting position with his back against a trunk. Kyo sits down and rests for a minute to think about the situation. Minutes turn into Hours and eventually he's just struggling to keep himself awake. Demons creep up to his location but Kyo refuses to acknowledge them, he cares only about Corone's safety. Slowly closing in on them are countless demons, ready to rip them to shreds. [Two Decisions show up: Number one is the decision where Kyo uses up all of his energy and adrenaline to fend off the demons creeping up on them to defend his unconscious friend. The Second decision is where Kyo just straight up accepts his fate and gives up. There's a 50% chance where Kyo gets saved by Tauriel, otherwise the game just ends entirely if you pick the second choice.] Continuing on with the story [First Decision], Kyo fights with all his might, after a few long minutes eventually he gives out and passes out. While all hope was thought to be lost, Tauriel jumps in out of nowhere and eradicates the demons surrounding them. He then picks up both Kyo and Corone and dashes off into their little hideout deep within the mountains. After a few hours of being unconscious, Corone wakes up to Tauriel basking in the sunlight, laying down in grass with his forearms crossed behind his head. He has rather the unbothered face. Corone crawls on his hands and knees to surprise Tauriel, though he already knew Corone was awake. He gets Corone to explain what happened and while Corone expects a harsh, panicky reaction from Tauriel. He seems calm and collected. He's ready to fight off the demons and bring the devil down once and for all...

Third Sequence

Kyo wakes up from his deep slumber to Corone and Tauriel speaking with each other. Kyo sits up and rubs his eyes, catching Tauriel's attention. Tauriel calls out his name and Corone turns back happily, thinking about hugging him. Corone jumps on Kyo and hugs him tightly, this surprises Kyo but he doesn't fight against it. Tauriel sits up and breathes in the cool, lukewarm mountain air before telling Corone and Kyo that they need to go and avenge their mother's life by getting the devil's head. This sentence stops Corone's little *retrouaille* with Kyo. Corone slowly turns his head to Tauriel, frightened and nervous, asking Tauriel if it's really necessary to go after the devil. Very obviously terrified about the fact that he has to fight the big bad of the earth. Kyo tries his hardest to convince Corone to come with them. Tauriel crosses his legs and puts his right hand on his right knee. He then closes his eyes and thinks of a plan while Kyo convinces Corone to join them in their quest to beat the devil. Eventually, Corone decides to join them and Tauriel thinks of a perfect plan. They get ready to set off on their journey. Kyo gets Corone in a piggyback ride and they parkour down the mountain. They jump down a really far drop into the forest. Corone squeals loud and hugs Kyo very tightly as they drop down. Tauriel uses Wind type magic to soften the impact as they land and they successfully land on foot without any repercussions. Corone continues to cling onto Kyo tightly, Kyo doesn't do anything against it and continues to carry Corone in a piggyback. Tauriel pulls out a map from his pocket and opens it. He then shows the map to Kyo and points it at a hotspot of where demons are most appearing. They mutually agree to make their way there and kill all of those demons rampaging through a poor, helpless village. Kyo and Tauriel are ecstatic about wiping an entire quad of demons but Corone, out of breath, reminds them that their magic is incredibly weak and that once they kill their first demon, it'll notify all the other demons which would cause them all to target them. Considering their magic they would fall quickly and die. They think about it for a second... (Decisions) 1. Decision: They come to the conclusion that Corone is calling them weaklings and they do not compare to the cowardly demons that go after the weak. They felt insulted by this and run off anyhow (This decision causes them to run into a horde of goblins, they give them a lot of trouble, which makes them realize that they might need to get stronger in order to actually fight demons). 2. Decision: They realise that Corone is right and that they really need to get stronger considering the demons are superpowered by fallen angels, in which the trio of main characters do not compare to whatsoever. They run off to a dungeon of goblins to get stronger, what they realise is that they're much stronger than they truly anticipated. This leads to a long fight...

Fourth Sequence

The Ravine of Goblins smells funny, almost disgusting. This causes Corone to gag alot. He gets sick and sits out for the rest of the fight, putting pressure on Kyo considering the fact that he has Corone in a piggyback. They run through the ravine with great speed until they encounter an incredibly huge leader goblin, ready to slam his huge pickaxe into their faces. They get into stance and get ready to fight. After finishing their fight with the Goblins, Kyo breathes heavily. He is totally out of breath and his back is heavily overwhelmed. He sits Corone down and falls down on his butt. Kyo takes a breather for a minute while Tauriel loots the ravine. After a few minutes Tauriel eventually finds a key on the ground somewhere. During their fight, a leader goblin must've dropped it by accident. He has no idea what this key could possibly unlock. He uses the golden wind to his advantage to follow a rough estimation of where this key would potentially be of use. He runs back to where Kyo and Corone are and to his surprise, Corone is up and okay. Kyo looks very exhausted but is still ready to leave regardless. Kyo stretches for a quick second ready to go, until tauriel tells them about this key and that they have to follow the golden wind Tauriel has called upon for guidance. This information goes through Kyo's ear and right out the other, so he plans to just blindly follow Tauriel to wherever he wants to go. Kyo puts Corone in a piggyback ride again and they dash off into their destination. In the shadows just now, there was something staring at them behind a tree... Hidden so well even Kyo couldn't sniff them out. The Shadow disappears into the air right after the trio left. As they parkour through the forest, the sun sets further and its slowly starting to get incredibly dark and considering that its currently in the midst of december, around december 21st to 22nd, it starts snowing incredibly hard. A Blizzard. Tauriel notices this. With extreme overthinking, Tauriel finally decides to maybe look for the Key's padlock tomorrow. Tauriel tells Kyo to maybe set shelter somewhere they know they'll be safe. Kyo, being the hobo bum of the group, knows the perfect place to sleep for tonight. Corone is fully knocked out and sleeping, though he's visibly not comfortable and shaking very hard resting on Kyo's back the entire time, so Tauriel and Kyo try their best to reach their destination fast. The cold starts to kick in, and they start to try and move a little faster. After a little while, Kyo notices that something is trying to catch up behind them... Kyo, with his very sharp eyesight, looks behind him to check it out. Its moving overwhelmingly fast. Kyo squints his eyes a little bit... A very tall (between 2 m and 2.3 m) elderly male of European descent, with an extremely emaciated appearance. The entity always appears completely naked, even when observed outdoors in freezing weather. Kyo analyses its face. A gaunt facial structure, unblinking staring eyes, a wide mouth filled with yellowed teeth, and a sparse, unkempt white beard. Pale, weathered skin that withstands sub-zero temperatures without protection. Kyo's face widens, and starts dashing away incredibly fast out of instinct and fear. Tauriel tries to light up their surroundings using Celestial Magic, but he notices that his celestial magic is completely shut down. The thing chasing them starts moving faster and faster, so Tauriel starts trying to catch up to Kyo. After a while of running, The Thing chasing them eventually disappears right as they reach their destination. Kyo gives up on trying to run anymore and just freefalls into the forest. Tauriel flies down to Kyo and falls to his knees, panting. They are clueless to what just chased them and they are unsure as to where that thing went. Tauriel takes a deep

breath and picks them both up and runs into a cave somewhere to rest. Tauriel finds a cave and puts the both of them down. Leaving Tauriel to protect them while they sleep...

Magic Types

4 Elements of Magic

The **4 Elements of Magic** derive from Divinity and Profanity and work on Positive and Negative Energy. Seitei is the one that brought these Elements of Magic to the Earth. Accessible to only the strong who are willing to train incredibly hard to achieve formidable magic, mostly habited by Elves and Dark Elves. Including Demons and Fallen Angels. While yes, Demons are humans, their magic energy blasts up the roof because of the Fallen Angels cutting off the leash that binds them to brainwashing. Which consists of using an incredible amount of Samsāra Magic. The Fallen Angels normally use the Third Realm (Third Evolution) on Humans and other humanoid species. The Third Realm gives the Samsāra user unfathomable precision over Soul Manipulation, making them be able to easily slash the thread binding mortals to permanent hypnosis.

Types of Magic and How they work against eachother

Celestial Magic -> A Divine Type, Has alot to do with Wind and Light. Works very well against purgatorial elements (such as chains and pyro-purity). It falls weak to Samsāra Magic, its only piercing attack is able to temporarily disable it though...

Purgatorial Magic -> A Purifying type, Has alot to do with Transformation and Purity. Works very well against Samsāra Magic (Soul Manipulation) and Wind Manipulation. It falls weak to Celestial Magic in its divine type.

Beadu Magic -> A Beserker type, Has alot to do with Adrenaline and Battle Spirit. Works very well against Purgatorial Magic (Purity, as willpower overpowers the art of patience). It falls weak to Samsāra Magic.

Samsāra Magic -> Samsāra Magic represents the repeating cycle of birth, life, death, and rebirth. It has alot to do with repelling/attracting due to it being able to manipulate your soul and gravity itself in its higher stages. Works extremely well against Beadu Magic (While Beadu greatly enhances your durability to withstand countless blows, Samsāra damages the soul.) and Celestial Magic (due to Samsāra being able to manipulate the soul, it tampers with ones inner divinity. Being able to completely shut down Celestial Magic entirely, as it requires you to be pure of heart and soul to function.)

Magical Attacks (Parriable, Unparriable, Dodgeable, Undodgeable and so on...)

Celestial Magic ♦

“ Wind Type Attacks »

1. Tatsumaki: A Great big Tornado of golden Wind. Capable of stunning the player for a set period of time but dealing a pitiful amount of damage. This attack can be reflected and held back using Gravitational Magic until it fades away. Otherwise its unparriable and due to its unpredictable nature, the word Tatsumaki is able to spontaneously change lanes. Regardless, it is capable of being dodged.

2. Gale Intrusion: A Huge Arrow made out of golden Wind. Capable of piercing armor to extremely low durability and deals a huge amount of damage to a player without armor. This attack is incredibly fast but it is parriable and dodgeable. It can be slowed down logarithmically [decrease in speed] which gives you time to react and parry. This attack cannot be reflected, as its piercing force ignores any type of attempt to reflect it back to the caster.

3. Breeze: 3 Little Golden Tornados in one spell. Capable of attacking the entire opposing party and it deals a huge load of damage due to the Wind Slashes circling round and round being incredibly sharp. This attack is incredibly slow and it can only be reflected back to the caster. The caster can also tweak the spell to make an upgraded version of the first move by combining 1 and 3 together. The Fusion attack is named Tarbreeze and it's parriable.

“ Light Type Attacks {Evolution} »

1. Luminescence: An extremely fast bullet of glowing light. Capable of piercing through armor and deals a medium amount of damage. It is very much parriable and can be dodged and reflected but you have to be able to react to it in time to be doing any of those. It can be slowed down with Gravitational Magic to give you a higher chance at reflecting it.

2. Phosphorescence: An absorption attack where the user absorbs all sorts of light magic thrown at them and they throw everything they've absorbed back at them. This attacks parriable/dodgeable/reflectable state depends on the attack they've absorbed. If the User absorbed an undodgeable attack and an unparriable attack, the user will launch an undodgeable attack and an unparriable attack at the opponent.

3. Gleam: A Blinding Attack where the user blasts an incredible beam of light to blind the opponent for a few seconds. This partially stuns the opponent and it cannot be blocked, parried or dodged. It can be reflected back using your own Gleam attack.

Purgatorial Magic ♠

“ Chain Type Attacks »

1. Judgement: A chain attack where the user throws a lariat of a chain at the opponent and if it where to hit, it would temporarily take away a specific magic ability from the opponent that got hit. This attack is parriable but not dodgeable, as it tracks the opponent and follows them.

2. Sagacity: Another Chain attack where the user connects a chain to the opponent to control their every move. They can make you fall right into their attacks on purpose using this attack. This attack is parriable but not dodgeable.

3. Adjudication: Yet another chain attack where the user connects a chain to the opponent. This chain determines positive and negative energy. Its purpose is inversion. If your positive energy is slightly above your negative energy, it rewrites your energy so both negative and positive energy are inverted. This gives the opponent a disadvantage because it usually inverts both energies by which one is lesser than another. Meaning if you were to have only 20% negative energy and 80% positive energy, it'd rewrite it to 80% negative energy and 20% positive energy. Which disables Celestial and Samsara Magic. Although, the user can also risk getting into a huge disadvantage themselves. It has a chance of inverting the energy of everyone in battle. Which brings the users teammates at an incredible disadvantage. This attack is unparriable and undodgeable but it can be reflected.

~ THESE ATTACKS CAN BE IMBUED WITH FIRE ~

Beadu Magic ♣

“ Berserker Type Attacks »

1. Adrenaline: This is support magic. It boosts your stats and it increases your durability by a long mile. This can be turned off by the opponent using Soul manipulation Magic. It also gives you the ability to throw an incredible amount of words at your opponent without a cooldown.

2. Manic Episode: This attack unleashes a fury of words. They're parriable and blockable but once they hit, they cause great damage. These words can be slowed down and deflected with Gravitational Magic.

3. Drug use: The user uses drugs to enhance their capabilities. They become nigh immortal for 4 minutes and 11 seconds considering they ignore pain and cannot fall. But once this enhancement ends, the user falls to their death.

- Note: This is considered a type of magic because the users use berserker magic to use these attacks, which is why it falls weak to Samsara Magic, as they are able to manipulate the raging berserker energy within their soul. You get a near infinite supply of [Amanita muscaria](#) with the drug

use attack. -

Samsara Magic ♥

“ Gravitational Type Attacks »

1. Singularity: This attack lets the user attract and absorb any type of magic and store it inside of their palm to later then launch out a fury of those same attacks they've absorbed at the opponent at any time. The state of this attack depends on the attack the user absorbed.

2. Criticality: This attack lets the user unleash an incredibly powerful pushing force at the opponent. The force depends on how long the user holds the attack, getting stronger and stronger the more the user holds. The state of this attack is usually blockable if at low pushing force, but this changes to parriable/dodgeable if at medium force, it then changes to only dodgeable if the opponent moves to the far right/far left at a really fast pace. Otherwise, it stuns the opponent for a moment.

3. Pheonix A: This attack lets the user unleash an incredibly powerful pulling force in the middle of the battle field, which absorbs all incoming attacks and even slightly damages the opponent in the process. The attack comes out as a tiny black hole from the users palm, it can be broken if a really fast piercing attack were to be thrown at it.

“ Soul Type Attacks »

1. Quintessence: