

OMEN: THE CYCLE OF SHADOWS

THE CYCLE OF THE LIE

THE GATOPARDISMO OF THE LIE

The Complete Narrative of the OMEN Universe

PROLOGUE: THE PARADOX OF DESIRE

"One cannot desire what one does not know. And to know is to condemn oneself to desire."

In the world of OMEN, there exists a truth that transcends time: power does not liberate, it enslaves. Oppressors live tormented by the infinite weight of their ambition, while the oppressed sleep peacefully under the yoke of orders they never question.

This is the story of three civilizations trapped in an eternal cycle, where the victim becomes the executioner, and the executioner discovers that ruling is the worst of condemnations. It is the story of how the pursuit of freedom always ends in new slavery, and how the desire to preserve power inevitably produces its own destruction.

BOOK I: THE KINGDOM OF THE APOLOS

THE GREAT METROPOLIS: APOLLYON

Aesthetic: Industrial-elegant, vertical architecture of steel and glass, perfect geometric lines. Formal uniforms with structured cuts, high-performance technical fabrics and use of leathers (polyamide, ripstop nylon, reflective fabrics, suede and expensive leathers). Palette: grays, deep blacks, beige. Prominent BAGS, symbols of efficiency and order.

Climate: Artificial temperate, climate controlled through advanced technology. Non-existent seasons. Eternally autumnal.

Philosophy: The Apolos represent absolute reason, the ought-to-be, total control over chaos. They are the architects of order, the guardians of maximum efficiency. They believe that governing is a duty, not a privilege—a burden that only superior minds can bear.

THE THREE SUBJUGATED PEOPLES

Three civilizations exist under the yoke of Apollyon. They are isolated from each other, without knowledge of the others' existence. The Apolos deliberately keep them separated—to divide is to control.

No living generation remembers a time before subjugation. For them, this is the only possible reality. They don't question because they cannot desire what they've never known.

1. THE HELION: THE PEOPLE OF ICE

Location: The Northern Highlands, perpetually snow-covered mountains, black conifer forests, frozen tundra.

Aesthetic: Functional layers, insulating pieces, heavy leather with water-resistant treatment, technical wool, synthetic fleece linings. Wide silhouettes to capture heat. Deep hoods, hermetic closures. Palette: charcoal gray, dark moss green, dirty white, rust. Inspiration: arctic survival clothing, polar expedition workwear.

Culture: Blue crystal miners—a mineral that the Apolos use as an energy source. The Helion spend their lives in the mines, extracting the crystal from the frozen depths. They don't see it as exploitation; it's all they know. Their purpose. Their identity.

Character: Stoic, silent, resilient. The harshness of the climate has forged bodies and minds that endure without questioning. They live in small communities, coal in the stoves, root soup for dinner. They believe the cold is a test from the gods, and the Apolos, their emissaries.

Key clothing:

Multi-layer parkas with pockets for mining tools

Cargo pants with knee reinforcements (garment-dyed in frozen mud tones)

Protective masks integrated into hoods against cutting wind

Removable gloves that convert into mittens

2. THE TERRAN: THE PEOPLE OF EARTH

Location: The Central Plains, infinite crop fields, slow rivers, broadleaf forests. Temperate climate, four mild seasons.

Aesthetic: Versatile cotton, resistant linen, denim with vintage washes, breathable fabrics. Utilitarian silhouettes, clothing that adapts to fieldwork. Palette: sand beige, faded olive green, earth brown, oxidized yellow. Inspiration: agricultural workwear, rural worker uniforms, laborer clothing.

Culture: Farmers and artisans. They cultivate the fields that feed Apollyon. They weave the basic fabrics that the Apolos later refine in their factories. The Terran are the invisible sustenance—they work from dawn to dusk, calloused hands, bent backs.

Character: Communal, hard-working, connected to the land. They celebrate small harvest festivals, sing ancient songs whose meaning they've forgotten. They live in villages of adobe and wood, dusty markets, children running barefoot. They believe the Apolos are distant gods who grant them order. Without them, they believe, there would only be chaos.

Key clothing:

Removable "dis-integration" jackets that adapt from long to short

Pants with adjustable straps for fieldwork

Heavy cotton shirts with garment-dye treatment in earth tones

Multi-pocket backpacks for agricultural tools

Scout caps with sun protection

3. THE NYCTOS: THE PEOPLE OF SHADOWS

Location: The Dark Forests of the South, dense jungles, perpetual humidity, fog that never dissipates. Sunlight filtered through canopies of giant trees. Constant rains.

Aesthetic: Light but resistant fabrics, ripstop nylon, cotton-polyester blends, modular layers that adapt to humidity. Fluid silhouettes, clothing that moves with the body. Palette: worn black, deep forest green, fog gray, bark brown. Inspiration: tropical exploration clothing, jungle operation uniforms.

Culture: Gatherers of bioluminescent fungi and extractors of resin from millennial trees—materials that the Apolos use for their lighting technologies and advanced adhesives. The Nyctos move silently among the trees, live on elevated platforms, respect the rhythms of the jungle.

Character: Contemplative, mystical, adaptable. They have developed a rich oral culture—they tell stories by the light of fungi, speak with reverence of "the times of silence" (before the Apolos), although no one remembers if that really existed or is just myth. They believe the Apolos brought structure to the chaos of nature.

Key clothing:

Light "voyage" parkas with collapsible hoods in rigid collars

Pants with side ventilation through zippered openings

Modular vests with multiple pocket configurations

Integrated masks that protect from toxic spores

Fabrics with anti-humidity treatment (industrial finishes)

THE STRUCTURE OF APOLO POWER

The Three Archons: The leaders of Apollyon. Three individuals who have ruled for so long that some believe they are immortal. In reality, they are hereditary titles—when an Archon dies, another takes their place, adopting their name and mask.

Archon PRIMUS (The First): Controls industrial production and technology. Oversees the factories where resources from the three peoples are processed.

Archon RATIO (Reason): Controls information and education. Decides what knowledge is allowed, what history is taught.

Archon ORDEN (Order): Controls the military force, the PMU (Primal Military Units)—elite mercenaries who maintain control over subjugated territories.

The Archons live in crystal towers in the heart of Apollyon. They never descend. They never see the ground. Their orders are transmitted through published writings. They are prisoners of their own power—every decision is a burden, every day is a struggle against the paranoia of losing control.

THE AGENT OF CHAOS: LEAR

Who he is: The youngest son of Archon ORDEN. Born into absolute privilege, educated in the perfection of Apolo reason. But something in him is broken—or perhaps, he's the only one who isn't.

The Discovery: Lear discovers, by accident, ancient archives in the depths of the Towers. Archives that reveal the truth: the three peoples were not always subjugated. There was a time, generations ago, when Helion, Terran and Nyctos were independent civilizations. There was a time when Apollyon was just another city-state, not an empire.

The Threat: Lear cannot accept the lie. He decides he must reveal the truth to the three peoples. He naively believes that knowledge will set them free.

The Danger: The Archons see Lear as an existential threat. If the truth is revealed, the system collapses. Not through violent rebellion, but because order only works when the governed voluntarily accept it. The legitimacy of Apolo power is based on the three peoples believing it has always been this way.

The Sentence: Lear must be eliminated. But they cannot do it openly—he's family. Instead, they exile him to the Highlands, stripped of the power he always knew, condemned to live among the Helion.

LEAR'S FALL

Lear arrives at the blue crystal mines, dressed in the Apolo uniform that now seems obscenely out of place. The Helion look at him with curiosity but without hostility. To them, he's just another worker.

First Lesson: Lear tries to tell them about the truth, about the forgotten history. They don't believe him. Worse still: they don't care.

"If what you say is true," an elderly Helion woman tells him while grinding roots for dinner, "what changes? We still need to eat. We still need shelter. The Apolos give us that. What would you give us in return?"

Second Lesson: Lear discovers that freedom without structure is terror. The Helion don't want to make decisions—they've never had to. When Lear asks them what they desire, they look at him confused. They don't know. They cannot desire what they've never imagined.

Third Lesson: Lear begins to work in the mines. The cold. The exhaustion. The simplicity of life. Eat, sleep, work. There are no big questions. No weight of decisions. For the first time in his life, Lear sleeps peacefully.

BOOK II: THE AWAKENING

THE ENCOUNTER

While Lear lives among the Helion, something unexpected happens: three people from different peoples meet.

KAEL (Helion): A curious young miner, one of the few who listens to Lear's words with genuine interest. Kael has seen things in the depths of the mines—tunnels that go beyond what they should, sealed chambers with symbols he doesn't understand. He suspects there's more world than he's been told. Helion becomes Lear's friend through the stories he tells, that curiosity he has intensifies with each conversation he has with Lear, secret conversations they hold in an abandoned cabin in the mountains.

NYX (Nyctos): A gatherer who arrived pursuing a migration of bioluminescent fungi—a phenomenon that only occurs every decade. The fungi led her out of her usual territory, toward the mountains. She's the first Nyctos to see snow.

The Impossible Encounter: In the abandoned cabin in the mountains, during a storm, the three take shelter. When they realize that NYX comes from the Nyctos civilization, the shock is absolute.

The Apolos had told them that each lived in the only habitable territory in the world. That beyond their borders there was only death.

The Seed of Doubt: If the Apolos lied about this, what else did they lie about?

ADD HOW THEY MEET THE OTHER FROM THE TERRAN CIVILIZATION

THE UNCONSCIOUS ALLIANCE

Kael, Lear and Nyx begin to communicate secretly. They develop a message system using Apolo trade networks—they hide notes in shipments, use codes based on weaving patterns.

The Discovery: Through their exchanges, they reconstruct the lost history:

Three generations ago, Apollyon was just a trading city. The Helion, Terran and Nyctos were independent peoples who traded freely with each other. But the Great Plague came—a disease that devastated the three civilizations.

Apollyon, with its superior medical technology, offered help. In exchange, they asked for temporary authority to coordinate the response. The three peoples, desperate, accepted.

The plague ended. The temporary authority was never returned.

The Plan: Kael, Lear and Nyx decide they must reunite their peoples. Not to rebel (not yet), but simply to remember that there are more of them. They believe that mutual knowledge will be enough to weaken Apolo control.

THE GREAT GATHERING

Using trade routes, the three organize a secret meeting in a neutral valley, equidistant from the three territories. They convince small groups from each people to travel, under the pretext of deliveries or gatherings.

The Moment: When the groups meet, there is initial confusion, then amazement, finally euphoria. The Helion touch Terran cotton for the first time, soft and warm. The Terran taste Nyctos fungi, which glow in the dark. The Nyctos feel snow for the first time.

The Revelation: Lear tells them the complete story. This time, with proof—documents he has stolen, memories he has reconstructed.

The Decision: The three peoples form an alliance. Not to destroy Apollyon, but to demand autonomy. They want to govern their own territories, trade freely among themselves, maintain diplomatic relations with Apollyon as equals.

THE ARCHONS' RESPONSE

The Archons discover the alliance. Their response is calculated: they give them what they ask for.

Why? Because the Archons understand something the three peoples don't yet comprehend: ruling is a curse, not a privilege.

Archon ORDEN, in a private meeting with his peers, says:

"Let them have their freedom. Let them suffer the weight of deciding their own destiny. In a generation, they will beg us to govern them again."

BOOK III: THE CYCLE REPEATS

THE ERA OF FREEDOM

The three peoples celebrate. Apollyon withdraws its administrators. The PMUs pull back. For the first time in generations, the Helion, Terran and Nyctos are free.

First Year: Euphoria. Governing councils are established in each territory. Constitutions are drafted. Cultural exchange festivals are organized. Kael, Terra and Nyx are seen as heroes.

Second Year: Problems. Without Apolo infrastructure, supply chains collapse. The Helion don't know how to distribute their blue crystal efficiently. The Terran suffer plagues in their crops without Apolo technical knowledge. The Nyctos face uncontrolled deforestation when external traders enter the jungle.

Third Year: Internal conflicts. Each people must now make difficult decisions: How to distribute scarce resources? Who has authority? How to resolve disputes?

Plato's Paradox: They were given freedom, but they don't know what to do with it. They don't know what they need because they never learned to identify their needs. They try to self-govern and do it poorly.

THE RISE OF NEW POWER

The Formal Alliance: To resolve problems, the three peoples decide to formalize their cooperation. They create a Tripartite Council that will coordinate trade, defense and justice.

The Natural Leader: Terra emerges as the Council's leader. She is charismatic, intelligent, pragmatic. The Terran, being in the geographic center, naturally become the hub of trade and communication.

Progress: Under Terra's leadership, things improve. Systems stabilize. Trade flows. Life becomes predictable again.

Fifth Year: The alliance works too well. Terran territories prosper more than others—they have better access to resources, better climate, better geographic position. Wealth concentrates.

The Change: Terra, who began as a helpful leader, starts to change. The weight of decisions, constant stress, the paranoia that everything will collapse if she fails—are corrupting her.

She begins to make unilateral decisions "for the common good." She begins to justify increasingly more control as "necessary for stability."

THE NEW OPPRESSION

Eighth Year: Terra proposes a "protection measure": to guarantee the alliance's defense against external threats (although there are none), she suggests creating a centralized military force. The other peoples, remembering how Apollyon's forces protected them before, accept.

The Force: They're called the Terran Order Forces. They recruit from all three peoples, but high command is Terran. They wear resistant cotton uniforms with alliance insignias. They are trained in Terran fields.

Ninth Year: Terra suggests that, to maximize efficiency, the Helion should specialize completely in mining, and the Nyctos in gathering. "Each people does what they do best."

In practice, this means the Helion and Nyctos lose autonomy. They become dependent on the Terran distribution system.

Tenth Year: Terra is no longer a leader—she's a ruler. She lives in a fortress in the heart of the Plains, surrounded by Custodians. She makes decisions that affect millions of lives, but tormented by the weight of power.

The Justified Invasion: When the Helion complain they're being exploited, Terra responds with military force. But she doesn't call it invasion—she calls it "stabilizing intervention."

"I'm protecting them from themselves," she says, and partly, she believes it.

THE RESISTANCE

Kael and Nyx: The other two heroes of the original revolution watch what's happening with horror. Terra was their friend. Now she's what they swore to overthrow.

The New Alliance: Kael (Helion) and Nyx (Nyctos) form a secret alliance between their peoples. They call it ADAM (acronym for "Dionysian Anti-Metropolis Alliance"—a nod to their earthly nature against oppressive reason).

ADAM Aesthetic: Post-apocalyptic survival clothing. They mix fabrics from their two cultures—Helion wool with light Nyctos cotton. They use hemp mesh and rip-stop fabrics for functional windbreakers. Everything has garment-dye in earth, mud, moss tones. It's clothing of rebel nomads, loners living on the margins.

ADAM key pieces:

"Voyage" parkas remixed with Helion wool linings

Cargo pants with pockets adapted for nomadic life

Nyctos protection masks modified for cold

Modular vests combining pockets from both cultures

Industrial treatments on organic cotton—the contradiction between post-apocalyptic technology and organic life

Philosophy: ADAM represents the return to Dionysus—the earthly, the carnal, the impulsive. They reject the "superior reason" that justifies oppression. They live in forests, mountains, the margins. They are post-apocalyptic loners who prefer chaotic freedom to ordered slavery.

THE RETURN OF APOLLYON

Thirteenth Year: Apollyon, which has been watching all this time, sends emissaries to Kael and Nyx.

The Offer: The Archons offer military help to overthrow Terra. In exchange, they simply want to reestablish commercial order.

The Dilemma: Kael and Nyx know this is a trap. They know that allying with Apollyon means returning to the yoke. But Terra has become so oppressive that the people suffer.

The Philosophical Question: Is it better to be oppressed by an oppressive dictator (Apollyon) who eliminates individual freedoms and growth opportunities but provides order and peace, or suffer under an inexperienced tyrant (Terra) who does allow freedoms but generates chaos and violence?

Kael's Decision: He accepts Apolo help. Nyx opposes, but is overruled in ADAM's council.

THE WAR OF THREE POWERS

The Sides:

Apollyon + ADAM: The Apolos provide advanced military technology and PMUs. ADAM provides terrain knowledge and guerrilla warfare.

The Terran Hegemony: The Earth Custodians, with reinforced cotton uniforms and standard equipment. They outnumber but are less trained.

The Neutrals: Many civilians from the three peoples who just want the war to end.

War Aesthetic:

PMU (Primal Military Units): Black, gray and military green uniforms. Advanced technical fabrics and leathers (polyamide, nylon and suede). Functional and industrial, with industrial washes that give them a "combat-worn" appearance. Professional mercenary aesthetic.

Terran Custodians: Resistant cotton uniforms in beige, brown, olive green tones. More "agrarian military"—practical but less technological. They represent the "people's army" that has become a tool of oppression.

ADAM Guerrillas: No standard uniform—each guerrilla wears mishmash pieces from Helion and Nyctos. Functional layers, recycled fabrics, clothing that looks like it survived multiple battles. Real post-apocalyptic, not aesthetic.

Duration: Two years of bloody conflict.

BOOK IV: THE FINAL REVELATION

THE BITTER VICTORY

Terra is defeated. The Custodians surrender. The Terran Hegemony collapses.

The Trial: Terra is brought before a tribunal in Apollyon. Kael is part of the jury. They expect her to plead, to defend herself.

Instead, Terra simply says:

"Now you understand, don't you? Power doesn't corrupt. We corrupt power with our need for it. I didn't want to become this. But every decision I didn't make was a catastrophe. Every moment of weakness was chaos. Ruling is not freedom—it's the worst of slaveries. And you, Kael, now carry that."

The Horror: Kael realizes Terra is right. During the war, he had to make terrible decisions—sacrifice villages to win battles, kill Terran civilians to "liberate" his own people. The weight of those decisions has changed him.

THE NEW ORDER

The Apolo Proposal: The Archons offer a new agreement: Apollyon will resume administration of the three territories, but with local representatives in government. Kael would be the Helion representative. Nyx, the Nyctos.

The Temptation: It's almost the same as before, but now Kael would have a voice in decisions. He would have to carry the weight of power, but at least it would be shared power.

The Alternative: ADAM can try to establish an independent government again. But Kael knows how that ends—he just lived it with Terra.

Lear's Moment: The exiled Lear, who has lived this entire cycle from the margins, tells Kael:

"Freedom is overrated. When you were oppressed, you slept peacefully because another decided for you. Now that you're free, the weight of each decision corrupts you. Perhaps the Helion were better off before, when they didn't know what they now desire. One cannot desire what one does not know. And to know is to condemn oneself to desire."

KAEL'S DECISION

Kael, exhausted, broken, accepts the Apolo agreement.

ADAM dissolves. The Helion return to the mines. The Nyctos return to the forests. The Terran return to the fields.

But now they all know the truth. They know they were once free. They know they could be again. And that is a seed that will never die and will resurface with new generations who don't understand the horror of war, who are born with ambition for more possibilities, with desires for power.

Kael as Archon: Kael becomes the new Archon HELION, the first non-Apolo to rule in Apollyon. He lives in a crystal tower, wearing gray and structured Apolo uniforms. He makes decisions that affect millions.

And he doesn't sleep.

The Final Paradox: The Helion who return to the mines, who return to being "oppressed," sleep better than Kael. They don't have to decide. They don't have to carry the guilt of their decisions. Reduced freedom gave them emotional peace.

THE CYCLE CONTINUES

Twenty Years Later:

A young Nyctos named ASH discovers ancient archives in the ruins of an ADAM outpost. Archives that tell the story of Kael, Terra and Lear.

Ash realizes that the current system is oppression disguised as representation. He decides he must reveal the truth to the three peoples. He naively believes that knowledge will set them free.

The Perfect Cycle: The story repeats. The oppressed will rise. They will form an alliance. They will overthrow the oppressors. One of them will be corrupted by power. The others will rise against them. And eventually, someone will accept the yoke again because freedom is heavier than chains.

EPILOGUE: THE MORAL

This is the story of the OMEN universe.

It's not a story of heroes and villains, because everyone is both.

It's not a story of freedom vs oppression, because freedom creates its own oppression.

It's a story about the human tragedy that Nietzsche described: we live between what should be (Apollo) and what is (Dionysus), between desire and the reality that generates in individuals a constant disappointment with life.

It's a story about the Buddhist desire that enslaves us: Terra desired power, and that desire destroyed her. Kael de