

I

THE MEETING

Peter and “the others” are the Ascendants. The others include Peter’s sister Janet, Jack and his sister Julie, George, and Cody. Peter is the leader of all Ascendants, and he leads very well. He is 13 years old and about five feet tall. He *loves* to play badminton, and he is *good* at it.

Now moving on to the others, Janet is almost nine months younger than her brother and loves to play Basketball. She has waist-high, Choco-brown hair and is two or three inches shorter than Peter.

Jack is a master gamer, coder, and decoder. He is a master in hacking, too. He can hack into *any* device. He can decode almost anything. So basically, without him, they’re fresh meat for a pack of wolves. His *annoying* sister Julie is annoying. She *always* interferes in their meetings, jump scares them, and puts all the spooky stuff around their house.

George is a master of disguise. He once stole the Mona Lisa disguised *as* the Mona Lisa. He can disguise himself and anyone else perfectly. That means, without Jack and George, the Ascendants are toast.

Finally, Cody. He has greyish hair, is about four and a half feet tall, and is basically...the bait. He hates being the bait, but they still compel him to do it by giving him...stuff. For some reason, all monsters, dragons, and all the other *DANGEROUS* organisms get attracted towards Cody. So, whenever they need to find one, they just put him in the middle of a big field, and all the monsters come there.

Also, all the Ascendants have powers, special powers. Peter can see small glimpses of the future whenever he wants, but it drains a *lot* of his energy. Janet can *take* people to the future for a short time to show them. But to do that, Peter and Janet must work together. So basically, Peter sees the future, and Janet takes people there.

Jack can hypnotise anybody using different mood songs from his DJ laptop. And by *hypnotise*, I mean he can make people act like anything or anyone until he wants. So that is a great power.

Julie has the power of water. She can literally spray gallons of water from her hands. But to do that, she needs hydration. Her weakness—For now, she can't control large water bodies.

In addition to his disguises, George has the power of illusion—he can produce images and sounds to distract

and confuse enemies. Although he has such great power, he doesn't like to use it.

Cody, meanwhile, has the power of absorption. He can absorb and redirect energy from powerful attacks, making him the group's protection field in dangerous situations.

It was a beautiful, pleasant Sunday morning on the 1st of July, and Peter was on his way to see the Paris Luminatics with his parents. The others were also on their way. They had decided to meet at the entrance of the Preditorium (*it is the name of the stadium, by the way*) just after the high jump got over.

As the sun rose higher and the city buzzed with Luminatic excitement, the Ascendants couldn't hide their excitement either.

Each of them carried a special item that reflected their powers: Jack had his DJ laptop slung over his shoulder, Julie had her water bottle, George wore an unfamiliar hat ready for his next disguise, and Cody held a chain that reminded him of his power. Their plan was simple—meet at the Preditorium entrance, blend in with the crowd, and be ready.

As Peter walked through the streets of Paris, the bright colours of the Luminatic flags shone in the

sunlight. He glanced inside his pocket to make sure his ticket was safe, making his way to the entrance.

Janet, meanwhile, was already at the venue, looking for her friends.

Little did they know, this day might be the beginning of an adventure so dangerous that none of them would ever forget.

As the Ascendants gathered, each felt thrilled and responsible, knowing that they might have to use their powers at any moment.

Just as the last cheers faded from the high jump event, a deep rumble could be felt beneath the stadium floor, startling the crowd. Peter, Jack, George, Cody and Janet looked at each other—this was no ordinary tremor.

Suddenly, from the far end of the entrance, a group of shadowy figures emerged, moving swiftly through the audience.

They moved unnaturally, as if gliding a few inches above the ground.

The Ascendants drew closer, with their weapons in hand, and Cody, ready to launch a protective forcefield if needed.

Jack secretly prepared his DJ laptop, ready to play hypnotic songs if needed.

Julie sipped from her water bottle, making sure she was ready to use her power at any moment.

George scanned the environment, thinking of new illusions to hide their actions.

At that very instant, Janet whispered, “I think we’re about to get our first test. Are you all ready?”

“Let’s do this!” replied everyone in unity.

As the mysterious figures approached, the air grew warm with tension.

The Ascendants slipped into action and blended with the crowd without any effort. The adventure had begun.

II

BLENDING IN

Hidden in the crowd, the Ascendants maintained a careful watch.

Janet's eyes darted from the shadowy figures to her friends, her mind racing.

The group moved in coordination, ready for anything.

Suddenly, one of the shadowy figures broke away from the group, gliding dangerously close to the Ascendants.

Without hesitation, George whispered, "Everyone, keep moving. Don't let them spot us."

Jack nodded, fingers poised above his DJ laptop, and replied under his breath, "Ready when you are, George."

Julie squeezed her water bottle, summoning a tiny ripple of water in her palm, hidden from view.

A voice echoed from the mysterious figure, cold and distorted: "You there! Halt!"

Janet responded firmly, “We’re just here for the games. Is there a problem?”

The figure paused, eyes narrowing, as if searching for a sign of weakness.

Cody, sensing the danger, whispered softly, “Stick to the plan, don’t let them split us up.”

The group tightened their formation, alert to every movement around them.

For a tense moment, time seemed to stand still. The only sounds were the distant cheers.

Then, just as the figure seemed about to speak again, Jack quickly tapped his laptop, releasing a subtle melody that rippled through the air.

Almost instantly, the crowd began to sway with the music, distracted.

Julie leaned in and whispered, “Now’s our chance. Let’s go!”

The Ascendants slipped further into the entrance, determined to protect the Paris Luminatics at all costs.

Yet as they hurried deeper into the stadium, the sense of unease did not go away.

Peter glanced over his shoulder, catching sight of the figures regrouping, their eyes fixed on the Ascendants.

The team exchanged looks, understanding that this was only the beginning—the fate of the games, and perhaps even more, now rested in their hands.

The figure holding the emblem appears to be a leader of the shadowy group.

The emblem is an unknown symbol pulsing with green light and relates to some mysterious power or energy.

The figure handled it with caution, suggesting it must be important.

As the Ascendants followed the figure bearing the strange emblem, they found themselves in the labyrinthine corridors beneath the stadium.

These passageways, originally made for maintenance staff and rarely used by the public, were dimly lit by half-lit lanterns.

The maze-like quality of the tunnels made them feel like they were slowly moving into another world, far from the crowd above.