

# **DTG Chaos: Walkthrough**

By <Fractured0Eye>

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## **[1] Introduction**

Welcome to DTG: Chaos, the world's strangest DTG spinoff, by Chairheir Studios.

Compared to the other games in the DTG series, this one's a black sheep; it runs off a convoluted grid-based system, and players only get to control their own, helpless descendant inside a maniac's uncontrollable mindscape, watched by me, a majestic butterfly as they work together in usually successful attempts to not die.

Odds are, if you're reading this, you should know it's impossible to win. I've seen the possible futures; there's only three "main" timelines where the descendants survive the whole ordeal.

But maybe you'll try. And fail. Unless you listen to what I have to say. So please, listen to me.

### **[1.1] About the Author**

I, <FracturedEye>, am a being present in Chaos's Mindscape. I am known by many names, but Chaos often refers to me as "The Chaos Butterfly", "The <0>ld <0>ne", or "Experiment #1". I am blessed with the power of future sight, which has nigh unlimited power inside Chaos's mindscape. I am aware this world's true fate hasn't been set in stone, but I've seen all the branches. To pass the time, I've compiled my knowledge into this encyclopedia of sorts.

So, Roxxanne. In about 10654 of the potential timelines, you purchased this walkthrough. 10651 of those timelines had all of you perishing. So, good choice; you've given yourself a 25% higher chance to survive the mindscape. But 25% of 0 is still 0. So good luck.

## [2] Controls

Honestly, this section is here because most walkthroughs possess these sections.

DTG: Chaos can be played with whatever standard-issue keyboard and mouse you have around the house. The control scheme is as follows:

**KEYBOARD:** Enter movement commands, attack commands, commands in general really.

**MOUSE:** Navigate the Chaos Spreadsheet.

Of course, if you're that special snowflake playing with a controller, here are the controls for you.\*

**Left Stick:** Move Cursor

**Right Stick / Touchpad:** Pan Camera

**X:** Select / Confirm

**O:** Deselect / Cancel

**^:** Tactical Menu

**[]:** Access Dev Console

**Right1 Trigger:** Select Basic Attack

**Left1 Trigger:** Select Favorite Spell

**Right2 / Left2 Trigger:** Choose Ability

**D-Pad Up:** Request Healing

**D-Pad Right:** Request Buff

**D-Pad Down:** Taunt

**D-Pad Left:** Announce Special Status

Then again, none of you play with a controller. But just in case.

\*controller not guaranteed to actually work, especially if you lack proper thumbs, like me, or the person that chaos refers to as "furry".

### [3] Story

This world has a story? Of course it does. Here's a version that suits you all.

Mere moments after the end of DTG 2, a being known as Chaos ambushed all the descendants at the end-of-game party with his special weapon known as the dreamer; an awful device that can put people to sleep, and then transfer their consciousnesses to a mindscape, where they can be eviscerated with ease.

(Another note about the Dreamer: The Dreamer has the ability to convert items from the mindscape into actual constructs. This will be helpful.)

Upon entering the Mindscape, the players met Chaos face to face. He promptly threw them into an arena; a silly and short-sighted attempt at murdering the players. There, they survived, learned the ways of the world, and slew the Origin Creeper, destroying the whole arena in the process.

As they escaped the smouldering wreckage, Chaos realized that the Dreamer was broken; he couldn't simply erase the descendants from his memory (thus killing them off) as he planned; this gave the descendants a tiny, insignificant spark of hope.

From there, they entered the Recollection Woods, a fluffy-pink woods that looks like cotton-candy and is honestly sickening. There, they met the first of the surviving Morality Cores; a spider, simply known as That One Friendly Spider. To progress further into Chaos's mindscape and have a chance of escaping, the descendants knew they'd need to go through Memoir Caverns; which was blocked off with a blob of Crimstone.

After a general round of spider-genocide and other battles, the descendants discovered an old shack in the woods; one that belonged to the Sleuth. Inside, they found a Clentaminator, a device that could remove the crimstone boulder blocking their passage. They also found various Chaos Logs throughout the area, detailing how Chaos resurrected the Chaos Butterfly, and how he ended up making a memory version of the Sleuth.

Elsewhere, one of the descendants, known as Wilson, found a being known as the Glitch Girl. I won't go into detail about her character; there's a section for that. She ended up following the descendants into Memoir Caves.

Once the crimstone barrier was out of the way, thanks to the Clentaminator, the descendants fought the Sleuth; an angry and hopeless memory, guided by powerless, dead voices. After the Sleuth was forced to retreat by way of launching his own house at him, the descendants went off to explore the cave-

But then they met Zetta. He was one of the few who made the idiotic decision to make an alliance with Chaos (and the only one to make it work). Zetta chased the group deeper into the caves.

Early in the caves, they found a mass of blue memory orbs, which promptly attempted to kill them all. This was a creature later identified as anarchistsCreation, which promptly blew a hole through the wall, and revealed the Hangar. Inside, they found a broken down ship, which the Glitch Girl went to work on, repairing bits of it as the descendants explored the caves, searching for missing components.

During their searches, a few events of interest happened; they fought anarchistsCreation in a state where he was but a convulsing blob of memories, caused the Glitch Girl to remember her identity (as a girl known as Chloe Elem, or her chumhandle, gladiusAssailant), and fought a certain annoying animatronic bear for the possession of a rifle piece.

They also learned of the concept of Morality Cores; things that managed to keep Chaos from absolutely destroying the hell out of everything. Four of seven remained in his mindscape; Gladius was one of them. Anyway, during their cave-based adventures, they met a being with an ambiguous gender; Glitch Temmie. The Temmies were later revealed to be a highly intelligent race, who had massive communication troubles until Chaos intervened.

The Temmies were also shown to be allied with Chaos, and a massive battle happened in an area known as the Temmie Workshop. During the course of the battle, another descendant, Insert, cracked the secrets of a purple disc they found earlier, detailing the fate of the Chairheir after the events of DTG 2.

Then, reality proceeded to shatter. Strange beasts, which I collectively refer to as Errors started to appear. They fought the descendants as the battle with Glitch Temmie raged on. And then, in the greatest fit of irony, the peace-loving Wilson ended up killing multiple Temmie's in a single laser blast.

That was quite humorous.

This ended up breaking Glitch Temmie's heart, but it ultimately allowed the descendants to SPARE Glitch Temmie, unlike countless other monsters that had crossed them. During the course of their fight, the descendant(?) known as Aaron managed to convince That One Friendly Spider to join them on their quest. After the ship was completed after what felt like ten thousand years, they took off into the skies, where anarchistsCreation once again appeared, believing he could defeat the descendants because "he was a zone boss".

This proved to be a stupid idea, and anarchistsCreation promptly died at the hands of a temmie. His fate still isn't sealed; his orb remains in the descendants inventory, a ticking time bomb, waiting to go off. Moments after anarchistsCreation's death, the descendants entered the Shattered Skies, where they engaged in aerial combat with various non-romantic ships. During their time in the skies, they met with the Origin Zombie, who was promptly dumped into the abyss below as his ship crumbled.

After this, the descendants arrived on a island known as Splinter Drift. There, after another brief run-in with a Crimson Scale, they met one of Chaos's pitiful OC's, a girl named Marron, and her best-friend puppet, Ette. After she demonstrated her hatred of Chaos and his mindscape, she left inside a weirdly-placed Escape Pod, headed straight for Nightmare Mountain.

Shortly after her absence (and a battle against a Godmodder), the Descendants left for Nightmare Mountain as the entirety of the Splinter Drift awoke, the Core inside it rising to full power. They flew straight into battle with the fearsome Nightmare, a warship that's really focused on killing people via mindscape consciousness obliteration and not so much actually gunning down other warships. Zetta, taking the form of a gigantic skykraken, opposed the Descendants with his multi-tentacled might.

If only because the real Dreamer wasn't on board the Nightmare, the players made not-short work of it, slaughtering the cores powering the Nightmare and saving Oriko's very soul from a non-concealed Undertale reference. They soon landed at Nightmare Mountain's base without another word.

On the way up to the Summit, they met one final obstacle; the third remaining Morality Core, Chairitomb, who was being controlled by Chaos himself, using his awesome SOUL-based power against the Descendants. Retreating with haste, so that they could track down the SOULs that powered Chairitomb, and so that they wouldn't die, the Descendants walked right into an ambush set up by none other than the pitiful Marron.

Thanks to Toast's skills at talking to angry teenage girls, she instead opted to challenge three of the descendants to a duel, in which she got absolutely destroyed, failing to even gently nudge any of her foes. She later recovered, with both the members joining the party, the puppetmaster joining thanks to bribery, while the puppet joined of her own accord.

The players then tracked down the SOULs of Chairitomb. Each SOUL had their own challenges, but the players fought the SOUL of Ender, killing its replicas of various players, and also fought the SOUL of Revenge, guarded by an annoying excuse for a DJ, Ayaze. During the Ayaze fight, the descendant known as Redstone made a remark about eating a Temmie, which Ayaze managed to spin into anti-descendant propaganda. This turned the Temmies against the descendants, but only for a short while; Roxxanne stole Ayaze's own will, and forced her to deliver a message as a mind-puppet.

I'll then go and gloss over the part in which Chloe Elem and the Operative got "shipped." Thanks to how Redstone managed to turn the Temmies against his allies, the descendants decided to execute the robot. Disgusted by her allies cruelty, Chloe flung Redstone inside the MW Antidisestablishmentarianism, where he proceeded to commit suicide, causing Chloe to break down and cry in a rather hilarious fashion. From there, the Operative went over to comfort her... then they both confessed their feelings. There. I covered that part.

Later, the Descendants, wanting to get as much loot as they possibly could, went to engage Bill Cipher, the resident shopkeeper, in



combat. And since you can clearly see that the story section still has more meat to it, you can easily infer that Bill Cipher died a most horrible death at the ends of everyone.

The players also went after two other souls around this time; the SOUL of Fire, and the SOUL of Healing. The SOUL of Fire was guarded by Ornstein and Smough originally, but one of my stolen scales was used to awaken an ancient Temmie Hero, the... Temmie Hero. They became a monstrosity of my scales and the First Flame, but it was soon slaughtered, along with the SOUL of Fire. The SOUL of Healing was guarded by Origin Skeletron Prime, a prime example of why you shouldn't cross games. It died in a rather quick fashion.

Around the time where the Descendants were fighting Skeletron Prime, Roxxanne took her sweet time brewing and ingesting some tea, made out of the finest Waluigi Thyme that 20 Gold can buy. In her thyme-fueled something, she went out of her way to fly to a distant island in the Mindscape, relieve Flumpty Bumpty of his morality core status, and for basically no reason (she could've just left, really), she beat the everloving eggs out of the egg, slaying him and then flying away. However, her conflict here caused the Shattered, one of Xavier's various failed experiments to appear. It screwed with the very fabric of the world, before meeting its end by the hands of the Operative.

Also at that time, in another display of amazing diplomacy, the Descendants met and proceeded to fight a boy known as Xavier Elem, the Morality Core's sister. His arrogance and attacks on his own sister caused him to become the target of the warrior's anger, and he proceeded to get his house blown to shreds in a matter of minutes, the descendants using siege equipment to tear down his walls.

Oh, Roxxanne. Thinking that everything can be resolved by violence. Soon enough, you'll be left bleeding out on the ground, as all of your friends die alongside you. Plenty of timelines end in that fashion.

With all four SOULs destroyed by this point, the Descendants decided to take up their arms, and go after Chairitomb. After a relatively short battle involving the biggest macross missile massacre in recorded DTG history, Chairitomb was disabled, and the Descendants were allowed to go North.

But what lies beyond? That's for another time.

### [3.1] Characters

#### Chaos

**Age:** ???

**Cause of Death:** ???

The main antagonist of this world. He works against the descendants, and has a very creative goal of "omnicide". He is apparently a past version of the Chairheir, corrupted by the Glitch. Or maybe the Chairheir was fundamentally corrupted?

Like I'd give you his full entry.

#### Descendants

**Age:** Various

**Cause of Death:** Various

The "heroes" of the story. They will all fall eventually, unless they are fated to follow one of the three surviving timelines. They're all sociopaths; every single last one of them. Make no mistakes.

#### That One Friendly Spider

**Age:** 54. It's a pretty ancient spider.

**Cause of Death:** ???

One of the four surviving morality cores. Apparently based on a spider from the Land of Chairs and Anarchy, from what I can derive. Must've been one of the first things the Chairheir met for it to become a Morality Core.

#### Glitch Girl / gladiusAssailant / Chloe Elem

**Age:** 17

**Cause of Death:** ???

One of the four surviving morality cores. She joined the descendants on their journey. She's a sad, but honestly funny case; a memory who doesn't even really know what she's based on!

I'd loooooove to tell you about her source material, but I can't exactly do that yet. In due time. (Stupid localized mindscape future vision.)

Has fallen in love with The Operative. Disgusting. I liked the timeline with Marron x Operative slightly better. (That route doesn't exist, but the mental image of it has caused you damage.)

## **Zetta**

**Age:** ???

**Cause of Death:** Doesn't happen, at least in the Mindscape.

Chaos's one ally. He has the power to manipulate the mindscape to his will, taking a variety of forms. And by "variety", I mean a hydra. I bet he can be a sky kraken, though.

## **The Chaos Butterfly**

**Age:** Ancient.

**Cause of Death:** Zeroth War, ???

Like I'd tell you much more about this one. Perhaps all will be revealed on the anniversary.

## **The Sleuth**

**Age:** ???

**Cause of Death:** Psi-War, All of you, ???

The Chairheir's ancestor. Apparently, during the Psi-War, the Psi-Modder got so annoyed that he cast a curse on the Sleuth. The curse that gave birth to...

Several things. Let's put it at that. Anyway, he appeared to fight the descendants, and was promptly stopped via application of house-to-face. Chaos is also apparently afraid of him; afraid enough to block off Memoir Caverns with a Crimstone boulder-afraid.

Has been sighted by Chaos outside of the Mindscape. He's still "stark raving mad", apparently.

## **anarchistsCreation**

**Age:** Less than a year.

**Cause of Death:** Temmie.

One of Chaos's various failed creations. He was apparently a "scapegoat" of sorts, meant to take the fall for Chaos later so that he could keep existing or something.

After being taken down by a Temmie, his memory orb was destroyed via chainsaw application. He resides in the Hollow now.

## **Marron**

**Age:** 17. However, has actually existed for less than a year.

**Cause of Death:** ???

Chaos's terrible Original Character. She used to be a kind and confident girl, but the moment she found out that her entire

(terribly-made) past was but a fabrication of Chaos, her heart became twisted. Ette is her "sister" / BFF.

### **Ette**

**Age:** 16. However, has actually existed for less than a year.

**Cause of Death:** ???

Chaos's other silly Original Character, who is Marron's sister and BFF, as disgusting as that term is. Despite being a literal puppet, she possess much greater physical strength than Marron. Always silent; there lies no foreseeable futures in which she ever does talk\*.

EDIT: Hahahaha, that's a lie. She talks (in a literal sense) in a few timelines. But to do that... well, I won't elaborate. It'd be funny to see you walk one of those paths.

### **Xavier Elem**

**Age:** 18.

**Cause of Death:** ??? (Formerly "presumed dead, via Flumpty".)

The creator of every single last Ware entity, Xavier has a wonderful history of horrible ideas. He seems to be determined to screw this world, and all other worlds over. Honestly. He's known to be a gorilla, to both his sister and others. He is, however, a genius, in every sense of the world, and he's not afraid to flaunt it to others.

Despite his genius, he's committed several massive mistakes, involving setting me free (Well, not really. But some of you view this as horrible. Fanservice. Woo.), creating Ware, and also several, other normal human crimes.

Recently, as I've learned through the Coder's Logs, little snippets of memory, he's used another version of Ire and fused him with a girl's consciousness. This abomination is Attempt 15.

### **Xavier Elem (Mari Form)**

**Age:** 18, still. Changing genders doesn't change your age.

**Cause of Death:** ???

A version of Xavier Elem created by the probably-insane Lyra. After being put to sleep in a fight, the foxgirl decided it'd be a great idea to transform him into an anime girl. Now he (referred to as "she" from this point onward) has an improved moveset, better looks, and the same disgusting attitude as before.

If you want more details on her... look at Xavier Elem's original article.

### **[3.2] The Divide**

There are exactly three timelines; three successful timelines in which the descendants survive the mindscape. Each of them play out in radically different ways. The three massive gaps between them is why I call this section The Divide: three ways for this world to end.

First, there's a route I call Wings. In which-

**[REDACTED]**

Then, there's the route I call Confusion. In which-

**[REDACTED]**

Last, there's my "favorite" route; Skyfall. In which-

**[REDACTED]**

#### **[4] Building Your Character**

Given that most of you already have a "character", this section seems unneeded, right? I'm sure you're all like "my character is roxxanne", or "my character is techpiece". Well, in the Mindscape, your powers are weakened by the Dreamer, and there's also the fact that only your consciousness is here.

Your powers in the mindscape are determined by the body your consciousness creates here. Each body in the mindscape has a few main stats; HP, MP, STR, AGI, INT, and SPC. I'll go over these stats rather quickly.

**HP:** Health Points. These determine how much damage you can take in the mindscape before your mindscape body destabilizes, and then die. A strange quirk with HP is that having more HP doesn't actually make blows hurt less; a blow that deals (10) damage to a thing with 15 HP will hurt as much as a blow to a 100 HP character. It is said that having over ~999 HP is agonizing, once you get low on HP. Not that I'd know.

**MP:** Manipulation Points. Most people who enter the mindscape can't even use conventional magic most of the time, which begs the question; how do they even use magic? Denizens of the mindscape have limited ability to control the mindscape, shown by their MP. MP is used to convert the fabric of the mindscape into attacks; a ball of flames, boosting your speed for a use of Blade Rush; things like that.

**STR:** Strength. Strength in the mindscape is weird; it's both physical strength, and something else. With high levels of STR, your weapon is imbued with the power to do harm, and the power to sunder the creatures of the mindscape.

**AGI:** Agility. It's always hard to control a body that's different from your own. Your AGI stat is a measure of how well you can control that body, and make it move around. A stat of 12 is about how well you can move around your actual body.

**INT:** Intelligence. Your Intelligence is a measure of your knowledge of how to control the mindscape, hence why you can have an INT stat of 0 and not be an idiot. INT ties heavily into your MP.

**SPC:** Special. AREN'T YOU A SPECIAL SNOWFLAKE. Honestly, I'm not really sure why this stat makes you better at performing special maneuvers; maybe it's just your skill at charging things? Hell if I know. I don't even have proper stats.

Given the fact that you are spinning a new body for use in the mindscape, you have a whole host of new ways to take yourself. Ever wanted to stop being a bruiser in reality, and become an epic-tier mage? Well, you can. While I'll be going over how to best distribute your build in the next section, I'll give you some general tips for making a body. Not that it'll save you.

### **1. Don't completely focus your build.**

While it may be nice to have a satisfying 12 AGI and nothing else of note, what will you do if you encounter a foe that has 100% accuracy? Then what will you do? The answer? You die. Therefore, be sure to invest points into other things to get you out of a jam; maybe some INT for a spell to keep you alive, some HP so you don't die, things like that.

### **2. Pack some sustain.**

Often, you'll be flung into battle after battle; don't you want to survive those battles? It pays to keep some healing spells or some regen around, so you don't horribly die from 15 light 1-damage pokes. You won't always have the money to buy heals from that memory-made cheapskate, so keep other methods around.

### **3. Bring some support skills.**

You may find yourself in a situation where attacking would be impractical, or you simply can't attack. That's when it helps to pop a support skill on yourself; perhaps a weapon buff or a defensive move so you can charge in with reckless abandon.

So yes; in the next few sections, I'll be covering more things about spinning your mindscape body.



#### **[4.1] Minmaxing**

You're a bit of a munchkin, aren't you? Hahaha.

But let's be honest; if you wish to survive, you'll need to fine-tune your body. Abuse the hell out of anything you can, and pray to god that Chaos doesn't patch it using the Dreamer in a variety of creative ways.

There are a few simple ways to minmax, and some more... "creative" techniques.

##### **1. Simple Optimization**

If you haven't figured this out yet, I fear for you. If you have a spell that gets better for every 2 INT, consider NOT putting yourself at a useless 3 INT.

##### **2. Weapon Abuse**

This is also fairly simple. Some weapons weren't meant to have so many points funneled into them; take Lightform for instance. It has a super-powerful attack that scales with INT. Find things like these, and abuse those. You could also stack STR with a weapon like The Other Side, and deploy rapid fire full heals to your allies.

##### **3. Skillpoint Banking**

This is a somewhat advanced technique. Some players may be banking skillpoints for that chance to get a +1 to their favorite stats, like INT or AGI. Why not use those one or two points and put them into another stat, like HP or MP, and respec once you get enough points for what you REALLY want? Very handy against foes that'll take plenty of magic to down, or foes with high attack values where you'd need a bit of extra HP to squeeze through.

##### **4. Synergizing**

Know the best way to abuse the hell out of the universe? Work together. Build two characters in such a way that they can act as one. Splash Enchant Weapon + TemeFour could give you some serious burst potential, Taunt + Guardian could potentially mitigate all the damage in a round; there's plenty of synergies that can only be obtained by players working together.

## **[4.2] Skill Guide**

There are plenty of obvious ways to manipulate the mindscape, through the use of knowledge-granting Tomes. Each method of usage, whether a humble fireball or an incredibly stupid technique that involves making Temmie clones of yourself, has its' own use. I shall give my piece on every skill you own thus far.

### **Elemental Bolt**

Remember when I called the fireball humble mere seconds ago? That's all it is; a simple fire/ice/lightning ball that deals moderate damage. It works fire as a base-damage tool for a mage, or simply a ranged option for a melee-heavy character. Creating these simple elemental bolts is a trivial task.

### **Heal**

Healing is something nobody wants to do, but they'll do it anyway because supports. Most members of the party should carry around a sort of healing, so why not take this? Healing wounds isn't as easy as inflicting them in Chaos's world.

### **Telekinesis**

A rather simple enemy/ally relocation spell. I'd highly recommend at least ONE person to carry this spell along, or perhaps Shifting Sands. Repositioning foes is highly important in combat. This spell allows you to mess with the gravitational features of the mindscape for a brief period, which results in a telekinesis-esque effect.

### **Enchant Element**

A simple act of imbuing power into a weapon, generally with a beneficial elemental effect. It's fine for a support role, or for somebody who doesn't really have anything to do in a turn. Casting it has the same principle as Fireball, only you're infusing it with a weapon rather than shooting somebody's eye out.

### **Blade Rush**

Melee characters often have a hard time slaying multiple targets in one go, and the tendency to not want to invest in Intelligence. That's where Blade Rush comes in, a rather basic mobility skill that scales with Strength and Agility. Blade Rush augments the user's agility for a brief time period, allowing them to blink straight through enemies, the sword or whatever bladed weapon working wonders as it cleaves through as it follows you.

### **Grenade**

Why would anybody run this skill in its' current state? Tell you what; give some Wire Bits, a Lightbulb, and some Incendiary Bits to Bill Cipher or Temmie (along with the tome) and he/tem could whip up an upgrade. Don't say I never did anything for you.

### **Greater Blink**

A skill that's handy for traversing walled environments, Blink allows you to circumvent walls, move a few extra squares, and even attack after, all in one tidy package. It's good for low AGI-characters, or characters that wish to have a global presence on the field.

### **Guardian**

Everybody's favorite spell, when it comes to living for a few more seconds. A sufficiently powerful support could keep entire teams alive for quite awhile if they invest enough points into Intelligence. I'd recommend it to anybody who wants to be loved in their lonely life. Guardian simply creates a thin, translucent barrier around the bodies of everybody in it's radius, which bends to fit the user for optimal protection.

### **Counter**

A rather nice tool for surviving, which also comes with the bonus of GIVING YOU COMMON SENSE; eg, attacking people if they miss you and they're wide open. That's exactly how it works in the mindscape. Good for high-evasion builds. I especially recommend using Range 2 melee weapons with this.

### **Pushback**

It's really nothing too great, if you're alone, or if you have plenty of ranged allies with you. With any sort of melee ally, this can provide great value, as it inflicts Prone on whatever it hits. Pushback imbues your weapon with powerful air magic, which launches whatever it hits. Speaking of which, this skill should be of the Air element now. So yay.

### **Earthbomb**

This generally follows the same principle of Pushback, but it's ranged, and you shoot ugly balls of pure gaia. Works well with melee allies, not so much otherwise. Also a good positioning tool. This skill simply allows you to tear up the ground, and with a flick of

the wrist, lets you fire it forward towards your foes. Don't ask how it works in ships, inside creatures stomachs, ect...

(Not that the latter will happen. There's literally only one future for that, and it's a rather ugly one.)

### **Firebomb / Iceblast / Thunderburst**

Completely unrelated to Earthbomb, the Firebomb family allows users to harness the elements, and expend them over a large area, causing widespread destruction. A good tool for any aspiring mage. Be wary; without proper training, murdering your allies is a very possible thing to do, and a very funny thing to do. Using these spells is very similar to the usage of Fireball and it's related spells, only with more power, and purposely unstable. This instability allows it to explode on impact after being tossed.

### **Ice Pillar**

Should be called Ice Wall now, but who cares, really? This spell works well if you need to approach a strong sentry-type foe, or if you simply need to delay the advance on an enemy. Great for cowards / strategists. I hear that if you manage to surround yourself in ice pillars, you'll actually heal at a rapid rate. This spell harnesses any bit of cold in the area, and allows the user to create and manipulate a "cold spot", which can freeze the very air for cover.

### **Summon**

Why not bring a friend to the mindscape? Either a bystander that Chaos pulled in, or a product of your own twisted minds, Summon allows you to do just that. Since their conciousnesses are treated differently (if they have one), their bodies are only as good as you can make them. Good for people with unreliable allies.

### **Beam**

Sometimes lasers are the only way to deal with a foe, and Chaos respects that. While this spell is very much only for high Intelligence mages, it's power is unrivaled for wiping hordes of foes. Unless specified, this spell harnesses energy in a part of your body (or a tool), and releases it from a spot in a destructive beam. Unless specified, this location will often be your mouth.

### **Dogsong**

Nobody wants to wield the cancerous power of dogs. Despite how disgusting this spell's flavor is, it cannot be denied that it is a

fine support skill, not requiring constant input to support your allies. Good for keeping your allies topped up against weak AoE moves. This spell, while active, causes low amounts of dogs to swarm the area, somehow healing allies. If Barkgenesis is active, then [REDACTED]

### **Infuse**

A rather simple spell that allows the transferal of mana from one target to another, through physical expulsion from the body, sent outward from the palms. While this certainly won't have much of an application for explosive burst mages, characters who seldom use their MP could act as a "battery" for their allies.

### **Prayer**

While a prayer rarely helps anyone, it can placebo those who receive it into thinking they can take on anything, shrugging off their poison, burns, or in rare occasions, timebombs. (Don't ask how that works.) The slight usage of mana however, seems to be what actually helps with the target's issues, and grants them a bit of residual power.

### **Shifting Sands**

The first of many spells to be custom-ordered. Chaos enjoys fun and interesting ways to kill things, and he wishes to make your time in the mindscape interesting, to say the least. A huge tool for positioning, and a good replacement for Telekinesis. This spell liquifies the ground, which then allows the user (and a target) to flow through it, swapping positions.

### **Manaburn**

Manaburn is one of the many "anti-caster" spells, handy for neutralizing threats outside of Silence. It also has a fair bit more utility; the bonus Health damage is something that Silence can only dream about. This spell directly saps the energy from a foe, which often results in painful backlash for the target.

### **Zillycharm**

Don't run this please. It's perhaps the single most annoying spell to see in the game. I won't even give you a proper piece on it. Trickster Mode; who even came up with that concept?

### **Augmentation**

This spell is a fine choice for anybody who wishes to obliterate a foe in a single blow. It's not too helpful outside of that, however. It works especially well with Rifles, as you can alternate between augmenting and shooting with no disruptions to your attack cycle. This spell simply temporarily transmutes parts of the body into proper robotic bits, allowing you to use your weapon with even greater power and precision. I hear a First Guardian came up with this spell? How strange.

### **Silence**

If only I could cast this on all of you. This spell is simply a suppression tool to be used against casters. It's a fine choice, and potentially preferable over Manaburn if they have high MP pools. I've foreseen that Chaos is plotting a new form of silence called "Muted", which should be fun for you leaders out there. This spell simply creates a hex on the target, which prevents the target from enchanting rituals; this can be huge in a universe where you need to call out your attacks. FIREBALL! FIREBALL! FIREBALL!

### **Taunt**

Even the strongest of basic mooks in the mindscape can fall prone to a simple insult, even if it wasn't directly targeted at said mook. That's all Taunt is; an insult. Foes will go for the user if possible. Stronger-willed (or just stronger) creatures can resist your petty insults, and just keep punching you. A fine choice for high HP or AC builds.

### **Sentry**

What's better than having a single minion that can move, has a personality, and is generally helpful? Why, having an immobile, emotionless minion that deals a truckload of damage! While this spell allows for a seemingly infinite number of sentries, a timeline shows that building more than five will actually displease the Engineering Gods, transforming your sentries into [REDACTED]. There are no timelines in which the caster survives this.

### **Melody**

The combo of a ritualistic song and dance can sap the energy right from the singer, sending it through the ground like a wave. This energy can then be imbued into another being, granting them the will and power to perform a second action in battle. It's said that those who use the song are fated to die but that'll only happen if you go just a little too far.

### **Derivation**

The key spell in any Secretary's arsenal. Secretaries tend to do plenty of work around the mindscape (or vanishing parts of it, anyway), and they're often attacked by the subjects they deal with. This version of Derivation is stronger, but it's not as good as dividing. You cannot beat a secretary in a math-off. They are simply the best there is. A very situational spell; pack this and a normal damage spell, like Fireball.

### **Eternal Nightmare**

This skill is actually derived from the Pokemon move "Dream Eater", which allows the user to quite literally devour the target's dream through a psychic uplink, restoring life to the glutton who uses it. However, this skill seems to simply transform the target's dreams into a nightmare of eternal pain and torment, causing massive mental damage. Those with weak minds often die outright from the sheer mental pain and shock that they receive.

### **Sapsplash**

Hippies. This spell simply isn't as strong as the Firebomb family, but it works well with said spell. It's a fine damage option for a support who has fire-flinging friends. This spell harnesses the energies of the Great Tree, and allows you to create massive orbs of sap, which you can toss away in a direction.

### **Healmore**

The flavor text for this spell is all you need. If you're too lazy to look it up, here it is. "In the words of a certain team, "Probably the best skill in the game."" A must for any support who's worth something.

### **Totem**

Not garbage, unlike a Shaman's hero power. A grand option for going support; it benefits the user, and keeps them alive. With enough Intelligence, it can be used to hold a choke with it's damage aura. Just be wary against foes with splash-AoE effects; Totems will often be subject to them, and end up being a waste of MP. This spell channels the souls of tortured shamans, and makes them summon a totem for you, that's worth something.

### **Descendant**

Despite being unable to use your namesake powers of "Descendancy", Chaos has provided an out for you, because sometimes things are just too flashy to outright ban. This grants you a slight adrenaline boost; one that you might experience from fighting a Godmodder, allowing you to perform one classic "Destroy the Godmodder" style attack. Effectiveness varies on how creative the user is.

### **Temstwo**

...Also another annoying spell. This creates a Temmie clone of the user; a 'cute' helper in the creator's image. While it's main purpose is to cast spells, in a pinch, it could be used to tank hits for the caster, or secure objectives. It's also an ideal skill for negotiating with other Temmies; they might believe your clone to be an actual Temmie, and act accordingly.

### **Revive**

If you have reckless allies, this spell is an absolute must. People love not being dead, and that's what this spell does; make you not dead. Doesn't work on memories, glitch monsters, or actually most constructs of the Mindscape in general. So be careful who you kill; they won't be coming back. This spell can call back souls from the Hollow, and allow them to re-craft their body.

### **Mindcrush**

What can be better than instantly exploding a foe's mind? Answer; a lot of things. Unless you're fighting a Chaos Saber, the MP that would be used on this spell should be used on something else. It can be used akin to a rifle on elites and bosses, to deny them of an attacking turn because they're busy being dead. This spell, as the title suggests, crushes a foe's mind (or mindscape, assuming you aren't in it), instantly killing them unless they're of a higher mental capacity.

### **() Turn**

The ultimate spell for any sort of melee players. Despite it's insane INT costs, this can be used as a sort of "double action" spell. It works well with weapons like the Paintbrush for deadly status-effect combos, the Snowflake Scythe; they're all viable synergies. This spell works similarly to the technique from that game with the USB-stick sword. Chaos must've liked it.

### **Gasterblaster**



The spell of the always-unfought Memory Sans. While this spell isn't a perfect recreation of the art of Gasterblasting, it is a fine knockoff created by the Temmies. Namely, it takes plenty of power to create and operate a blaster, a mere mechanical bootleg of the source spell. That doesn't mean it's though; firing a beam off every round certainly does have a use!

### **Temship Raid**

It's an oddity as to how this spell works. Instead of using your MP to manifest something to use, you instead transfer the power to Glitch Temmie, who puts your power to 'good' usage elsewhere. You're then repaid with an aerial assault, courtesy of your Temmie pal. Naturally, casting a second Temship Raid when a Temship is already about won't magically create another Glitch Temmie to help you, but a dropship will gladly bring more crew for you to lead to their death.

### [4.3] Recommended Equipment

Every class has a set of ideal gear that they may wish to use. But sometimes, you may simply lack the brainpower to determine what your build needs. Or sometimes, you simply need a bit of advice from your old friend to get some "exclusive" gear recipes.

Ask me what sort of "build" you'd like an ideal gear build for. I'll provide a simple example in this "Warrior" build.

#### **Warrior:**

Axe *(Basic Item)*

Mechtoid Helmet *(Knight's Helmet + Titanium + Durasteel + Wire Bits)*

Elite Muton Armor *(Muton Armor + Titanium + Durasteel + Wire Bits + Energy Source)*

Origin Flesh *(Boss Drop)*

A simple set of equipment, focused around soaking up hits with ease and dishing out massive damage with an axe. The Origin Flesh helps remove the downside of the Axe; enemies won't be able to move into range to strike you thanks to it, offsetting your negative retreat value.

#### **Sniper:**

Pulse Rifle *(Crafted Item)*

Scanner *(Shop Item)*

Siege Dress *(Cloak of Concealment + Durasteel + Circuit Boards + Model Tank)*

Origin Bone *(Boss Drop)*

This set of equipment focuses on instantly removing threats from the battle, while also providing plenty of sustainable damage for when you don't need to burst a foe down. The Scanner provides 100% Hit Rate just so you can't be ruined by terrible RNG, while the Siege Dress massively boosts Prone and it's bonuses, also increasing crit rate. The Origin Bone then provides it's silly potential Uber-Crit, which on occasion, would allow you to instantly remove even the most threatening of foes.

#### **Offensive Mage:**

Bill's Cane *(Shop Item)*

Providence's Hatstack *(Providence's Topper + Oblivion's Topper + Enchanted Hatstack)*

True Mage Robes *(Shop Item)*

Ashen Estus *(Any MP Potion + Ember -or- lots of other materials)*

We're skipping Dog Mage. Screw that notion. Anyway, this set of items provides unrivaled magical damage, as well as sustainability. Bill's Cane is a give-in; it's by far the best caster item in the game. Providence's Hatstack provided a ridiculous amount of map control to the user, even if Oblivion on it is weaker than the standalone Oblivion's Topper. The True Mage Robes are here so that you can enjoy another spell slot; even with Bill's Cane, it pays to have spells that you commonly use loaded up, as to not waste slots. The Ashen Estus then allows you to easily stay loaded up on MP, allowing for massive sustain in battle, which a mage normally lacks.

### **Status Support Mage:**

The Inkblotter *(The Other Side + Notebook)*  
Binding Hatstack *(Enchanted Hatstack + various enchantments)*  
Guardian's Robes *(Mage Robes + Metal Plating)*  
Neverfade Toxin *(Event: Inferno Arachnid, Halloween)*

The Status Support Mage build, despite being called a mage, isn't too much of a mage at all. While it certainly is suggested to have good INT and skill-slot providing items, it actually isn't needed. To spread helpful status effects and healing over your allies, the Inkblotter is rather good for this, adding both healing and blessings in a single strike. The Binding Hatstack, meanwhile, allows you to obtain buffs that you pass onto your allies, making things like Enchant Weapon even more helpful than normal. The Guardian's Robes simply allow for more INT and AC, and the Neverfade Toxin increases the duration of your status effects. It's a simple build, really.

### **Regen Tank:**

The Web *(Hidden Item)*  
Yggdrasil's Veil *(Sap Soaked Helmet + Living Wood Wand + Great Tree Core + Mythril)*  
Crimson Amber *(Wolverine's Rival + lots of materials)*  
Burrito Estus *(Estus Flask + Potions of Burrito)*

The Regen Tank build, a build notorious for breaking the game with the Sap Soaked Helmet and lots and lots of regen, was recently nerfed into the ground. However, despite this, it still has a load of power. The Web allows you to make usage of your vast MHP pool to deal incredible amounts of damage per attack, while Yggdrasil's Veil allows you to burn splinters to increase your regen output dramatically for a turn. The Crimson Amber provides plenty of HP regen as well as some well-needed AC, while the Burrito Estus allows you to regen immense amounts of HP AND use it in a pinch to recover

large amounts of HP. Vast amounts of HP are recommended for using the build, so that you can properly use your regen and weapon.

### **Clericbot:**

Life Essence Railgun (...lots of crafting.)

Pope's Hat (Nurse's Hat + Hallowed Bars)

Anything That Grants Good HP Regen (See: Darkside)

Temmie Flakes, the Original Breakfast (Box of Temmie Flakes + Temmie Flakes + Temmie Flakes + Temmie Flakes + ect...)

The Clericbot Build is designed to provide incredible amounts of healing; massive amounts of burst to a single target, and small amounts to those around the supporter. The Life Essence Railgun provides massive amounts of utility; more burst, status effect cleansing, and divine shields for when simple healing isn't enough to keep the target alive. The Pope's Hat is a direct upgrade to the Nurse's Hat, providing much more healing per cast of healing spells, or firing of the basic weapon. Temmie Flakes, the Original Breakfast is a somewhat disgusting trinket, but it provides plenty of support in allowing you to share your HP Regen with surrounding allies. However, it doesn't grant any regen itself, so it pays to pair it with a piece of armor that grants good HP Regen. High INT values are suggested with this piece of gear, allowing spells like Healmore to restore unneeded amounts of HP, and perhaps provide a good offensive option for the user.

### **Dodge Tank:**

Sunmade -or- Leo Saber (Lightform + Origin Blaze Dust) (Leo Ring + Rapier + Soul of Ornstein)

Meta Mask (Fishing: Golden Crate)

Meta Cloak (Cloak of Concealment + Blarkness + Meta Mask)

Rabbit's Foot (Basic Item)

The Dodge Tank build is a build that focuses on having a base of 75% dodge so that absolutely nothing can hit you. Ever. For weaponry, the Sunmade and Leo Saber both serve the same roles; both of them are capable of passively granting Counterhappy. However, the Sunmade functions better as an offensive tool, while the Leo Saber works more as a defensive tool. The Meta Mask and Cloak are both there to grant AGI and bonus Dodge, which when paired with a passive counter, makes you a rather unappealing target. It also allows you to save some points to put into HP. The Rabbit's Foot is for when an attack manages to slip through your defenses, preventing otherwise lethal

hits. Good AGI and high HP are both good for this build to allow you to hit the Dodge cap, and to survive any arrant hits on your person.

### **Cobalt Valkyrie: (For Chloe)**

Sunmade *(Lightform + Origin Blaze Dust)*

Azure Headpiece *(Mana Circlet + Cobalt + Diamonds + Origin Blaze Dust)*

Cobalt Flare *(Blazing Armor + Cobalt + Diamonds)*

Memory Core *(Fixed Item)*

A build made specifically for the girl Chloe Elem. While she really should be dead, I feel obliged to give this to you, anyway. The Sunmade, a weapon that can take several forms, is an absolutely killer melee weapon that's suited for any situation. The Azure Headpiece provides well-needed protection for a melee brawler, as well as some extra magical power for the girl's special skills + a skillslot. The Cobalt Flare, some ridiculous armor with blue flames, grants even more defense, fire resistance, and a huge bonus to fire-element attacks. The Memory Core is completely mandatory, as it's literally a part of her being. A partner who can use other attack elements could be of great use to Chloe, as with this build, she'll almost be fully restricted to fire-based attacks.

### **Sisterhood's Sword: (For Marron)**

Geotherma *(Therma + Earth-elemental objects)*

Dolled-Up Ribbon *(Ette's Hairribbon + Puppet Parts)*

Needlebound Cloak *(Marron's Cloak + Needles + Souls)*

Puppet Charm *(Fixed Item)*

You really wanted a build for the puppeteer, too? Fine. This build focuses solely on raw damage, due to Ette's massive defenses. Geotherma, an improved version of Therma, fires a deadly three-shot burst, of which the last shot can knock foes back. The Dolled-Up Ribbon allows Marron to call one of her lesser puppets into battle, further increasing her DPS. It also provides a bit of special charge. The Needlebound Cloak, a highly suicidal item, grants immense damage boosts in exchange for AC, which doesn't matter if the wearer won't be getting hit at all. The Puppet Charm gives the sister a little bit of survivability if Ette is slain, or if the two become separated. She really doesn't deserve these upgrades, but if you do this, consider improving Ette's defensive capabilities. She's made of fabric after all; shouldn't be too hard.

## **[5] Zones**

Chaos's fragile mindscape is divided into four main zones. (Well, to be technical, there's thirteen. But you'll only be visiting four. PROBABLY.) These zones are Recollection Woods, Memoir Caverns, the Shattered Skies, and Nightmare Mountain. Each of these zones has their own inhabitants, fights, and boss battles.

There's also two other zones; The Phantasm and The Hollow. You probably won't be visiting those. Anyway, here, I will give you hopeless descendants guides of the zones you'll be visiting.

Quick overview, because I can.

**RECOLLECTION WOODS:** It's your generic foresty-setting. Very easy to survive.

**MEMOIR CAVERNS:** A large, cavernous area, with a race against the clock. Is of moderate difficulty.

**SHATTERED SKIES:** The strangest area in the game, with airships and the like. Is of moderate/high difficulty.

**NIGHTMARE MOUNTAIN:** A massive mountain, with tons of "optional" branches. Is of high difficulty.

**THE PHANTASM:** A broken land, that's rather quick to run through. Is of massive difficulty.

**THE HOLLOW:** You're going to die, you poor gorillas. Or maybe you're already dead, and you're here. WHO KNOWS.

### **[5.3] The Shattered Skies**

The Shattered Skies are a fun little section. It provides a rather short change of pace to the world; instead of walking around on the ground, you're walking around on a ship, and still killing things!

So, walkthrough for the zone;

When you first start, there really won't be many threats. You can take it easy, learn the basics of flying your ship, things like that. About halfway through your first flight, you will encounter the Splinter Kestrel. It's a pretty fragile ship in all honesty; how sturdy would a ship made of literal splinters be? Answer; not sturdy.

The real threat during this fight is something that'll spawn a turn later; a lesser ship known as the Cargo Ship. I highly recommend boarding this and looting the cache; you'll obtain another piece of the Glitch Rifle. Deal with the next few lesser ships, and then you'll face the Hostile Containment Airship, which contains a boss fight with the Origin Zombie. As per usual, if you want fight guides, head to the proper section.

Once all that's done, you'll land on this nice wooden island for a few turns while your ship resupplies or something. It'll be back to the usual exploring formula for then. There are a few spots you'll want to stop and visit; the Hollow Patch (which is made more fun if you did something during an event earlier), the Furniture Graveyard, and if you feel up to it, The Island Core. Also visit the Cavern of OC's if you like losing sanity.

Once you've explored the island for a few turns, the ship will be ready, and you'll go on your second flight, and you will face the boss of Zone 3, the Nightmare. Unless you enjoy a hasty murder later, complete the side objective during this fight. If you completed a side objective during [8.12], you'll get a bit of assistance during this fight.

...I have detailed this battle in the proper Battle Guide directory. Skip over to there if you wish to know what to do.

Once that's done, you will arrive at Nightmare Mountain, and things will only get more fun from there. And maybe you'll meet me there, eventually.

## **[6] Bestiary**

This world is unforgiving. Monsters lie around every corner, fueled either by their own savage nature, their will to defend the mindscape, or simply because Chaos wants them to kill things. To put it simply; in this world, it's kill or be killed.

There are plenty of exceptions to this rule (as your few acts of MERCY have proved), but this rule mostly stands. But they're just memories that you're fighting. Surely, you should kill them all. Every single last one of them. Chaos won't miss them. I won't miss them. Do it.

But anyway, enemies have three main classifications: Standard, Elite and Boss. Standard Foes tend to be the weakest of the bunch; memories with little to no value to Chaos, or simple constructs of metal or glitch. Elites tend to be more important to the mindscape as a whole; either they hold positions of power, or they're consisted of more important / memorable memories. Take the Toxic Crawler, for instance; it's not a very important memory at all, but it's actually one of Chaos's first successful attempts at creating robots in the mindscape.

And then there's the Boss foes. These foes tend to be either Origin Creatures (fabled to be in the code of minecraft), highly important memories (gladiusAssailant, the Sleuth), or other, stronger beings. (Chaos, anarchistsCreation)

So, with the Bestiary section, i'll take requests. Ask me about a foe, and I'll give you a write-up about it. It's lore, quirks, fun things like that.

Do note that on the threat scale, a 2 is ten times greater than a 1. And so on.



## **[6.1] Common Foes**

What would an adventure be without hordes of faceless individuals to cut through? They're normally unremarkable foes, which mainly pose a threat thanks to their numbers. There are some exceptions, like the Chaos Saber which do take more effort to kill, but those are rare. Anyway, submit requests and I will deliver.

### **-Glitch Mobs**

**Threat Level:** 2 / 10

**Abilities:** Varying, but you should know them; they're Minecraft mobs.

**Recommended Tactic:** Do you really need one?

The most common type of foe. Glitch Monsters were specifically created by Chaos to be cannon fodder. Just so that you'd be familiar with them, he even made sure to make them resemble familiar foes. Besides, what would a Minecraft-themed game be without their iconic monsters?

Their tactics are boring, unvaried, and mindless, just like their source material. Move towards the enemy. Hit them. Hardly any Glitch Mobs deviate from this plan.

Of note is that there are a few "special" Glitch Monsters that don't even originate from Minecraft. Not much caution is needed to deal with them.

### **-Chaos Sabers**

**Threat Level:** 4 / 10

**Abilities:** AoE damage, "Sprinting", double attacks.

**Recommended Tactic:** Burst them down before they become too big a problem. Abuse elemental weaknesses.

Chaos Sabers were created with the intent of being Chaos's "basic infantry". They're the staple unit of his army; big, tanky mecha armed with swords and crowd-control attacks, utilizing a powerful burst of electricity from the robot's core.

While they're big and imposing, they're absolutely no problem when they're up against at least a few of your number. Just make sure they don't get to your back line, as their swords do hurt.

Apparently, the boy "Xavier" modified Chaos's initial design of the Chaos Saber, creating his own variants, the "X-Sabers". They're built

with only physical combat in mind, but they tend to be much deadlier than their original builds.

**-Crimson Scales**

**Threat Level:** 10 / 10

**Abilities:** Everything, with luck.

**Recommended Tactic:** Destroy them as fast as you possibly can, unless there are Scale Beasts in the area.

Chaos has stolen my scales from me, and is using them in an attempt to kill you all. While an individual scale is fragile, each one possesses the power to absolutely shred reality, and certainly turn (and melt) some heads with their awesome power.

Every scales is a little part of me. While I consist of millions of these scales, I possess little threat to you. As long as you comply. We can escape the mindscape. All you need to do is take down the Dreamer's shielding. Then we'll both be free.

The entropic energies that leak off my scales empower my constructs in various ways. However, due to my nature, this energy can harm my own constructs. See the Scale Beasts, for example.

## **[6.2] Elites**

Elites. Always fun to deal with. There are a few traits that all elites seem to share; the fact that they drop loot after death, and that they always have some sort of special gimmick. Some of them even blur the line between boss and elite.

Request which foes you'd like to look up.

### **-Memory Ayaze**

**Threat Level:** 6 / 10

**Abilities:** Terrain Manipulation, Summoning, Ranged Shots

**Recommended Tactic:** Control Ayaze's constant flow of summons, and use whatever means possible to control the terrain. Stop her music.

**Description:** Ayaze is certainly an interesting case; some strange, obviously sociopathic girl, who has an obsession with rhythm games. Given Ayaze's power, it was no surprise when Chaos recruited Ayaze to protect one of the Souls; namely, the Soul of Revenge.

In battle, she summons the souls of deceased rhythm gamers with a broken will, and bends their now-weak will to her command. She also uses her stepfile altering powers to screw with the terrain itself, painting the land in her image.

### **-Ware Entities:**

Moved [here](#).

### [6.3] Bosses

Bosses are rather strong foes that'll take more than a few turns to kill. (Usually.) Most of them carry around skill points and epic loot, which won't come easily; bosses are one of the few things that can threaten field wipes and general genocide.

Like the Elites section, we take requests. And by we, I mean myself.

#### **-Shade of Pane**

**Threat Level:** 8 / 10

**Abilities:** Chess, Summoning, AoE Attacks, Instant Death, Damage Resistance

**Recommended Tactic:** Use multi-hit attacks to whittle down his HP quickly. Apply Damage over Time effects.

Pane is a delta-plus Godmodder, who's Minecraft username is "The\_King\_of\_Pane." To test all of you, the descendants, he created this shade to attempt your grizzly murder. The shade looks just like him, in all actuality, except obscured by the Veil.

It has since been confirmed that Pane does, in fact, enjoy chess. Truthfully, it is hard to deliver information on Godmodders and their constructs, without it being falsified. Such a shame.

#### **-Ware**

**Threat Level:** 12.5 / 10

**Abilities:** Everything.

**Recommended Tactic:** Spread out your fire just a touch. Keep your HP up. Don't fall for it.

The second-hardest boss in the game. Not that I know of any others, though; I'd like to think that the Skyfall Route has a harder boss, but I can't see any further in that timeline.

Recent reports from Chaos's arrays of drones have revealed that Ware is alive outside of the Mindscape, currently harbored on LOCAA. That'll be fun for you; if you survive this place.

#### **Origin Mobs**

**Threat Level:** 8 / 10

**Abilities:** Varies, but they're just more advanced Minecraft mobs.

**Recommended Tactic:** Varies from mob to mob, but it is required.

The Origin Mobs are monsters found within the code of Minecraft, which are so massively powerful that every single monster found within the realms of the game are spun from the very essence of each beast. While they may not be very imposing in the Mindscape, it'd certainly take a team of Descendants to take one down in the battlefield.

Each one is a massively mutated grotesque abomination of a creature, with powers far greater than their spawn. While there are several recreations in the Mindscape, the only four that will be relevant to you are the Origin Creeper, Spider, Zombie, and Skeleton.

**-Bill Cipher**

**Threat Level:** 9 / 10

**Abilities:** Player Spells, "Deals", Instant-Kill Cane Gun, Possession

**Recommended Tactic:** Get the Temmies to help you with this one, otherwise you'll lose important people to the Cane Gun, and fast.

Bill Cipher, the all-important shopkeeper of the mindscape. He rivals the Temmies in mindscape presence, Bill selling various goods around the Mindscape. Both of them would enjoy the removal of the other.

Bill mainly fights with low-effort attacks, such as a cane beam that instantly vaporizes those who are close. However, in bigger battles, Bill will often make deals with whoever he's fighting, granting them power in exchange for giving him a boost of sorts. Not all of these deals are in his favor however, given that he needs to think them up on the spot. Accept whatever deals would cause minimal havoc to your team, and maximum carnage to him.

In his most desperate hours, he'll go as far as to possess party members, greatly increasing their power as he uses them as a vessel. Bill's dodge chance however, seems to rise greatly when at incredibly low HP. Finding a proper way to take him down at this stage would be a great idea.

Has recently been at-odds with the Secretaries. If you wish to take him down, try to draw some towards him.

## **[7] Items**

There's plenty of strange items in Chaos's mindscape. Weapons, armor, useless trinkets; there's loads of them. They are, however, rather essential to your survival; they'll augment your combat abilities, and allow you to increase your stats beyond their normal threshold. There are four primary kinds of items.

### **Consumables:**

These fill the common JRPG niche of HP-restoration items, MP-restoration, and items to give you a bit of extra kick in combat, whether through damage or buffing the user.

### **Armor:**

These grant bonus stats to the player, even if they don't really fit the user at all. It's the thought that counts apparently, when it comes to wearing armor.

### **Weapons:**

These are thing things that actually allow you to hit things. Especially essential since you can't actually use your standard descendant powers during attacks.

### **Crafting Materials:**

The worthless items that you'll find throughout the mindscape. They're often used in conjunction with other useless trinkets to create less useless trinkets, like weapons or armor.

### **Key Items:**

These items are highly important for whatever reason. Try not to lose them or destroy them; you may need them later. Not to be confused with the key in Zone 6.

### **[7.1] Consumables**

Most consumables tend to do two things; restore HP, or MP. These consumables come in a variety of forms, from simple snacks to carefully-brewed potions. There's also a good deal of "special" consumables that can be used to attack, or ones that simply have absurd effects.

Request which items you'd like to look up. Maybe it'll help you diet.

#### **Jack-o-Melon**

**Rarity:** Common during Halloween, Uncommon otherwise.

Jack-o-Melons, originating from that one TV show that the late Bill Cipher loathed, are a stellar and delicious replacement to the average pumpkin-based lantern. Few innovations in the halloween market have been as influential as the humble Jack-o-Melon, which actually provides something edible once you gut it.

Restores (16) HP, and (8) MP. Good for mages, but don't be concerned about saving it for them; there are better MP restoratives.

#### **Anti-Glitch Rifle Rounds**

**Rarity:** Ultra Rare

The ammunition to the fabled Anti-Glitch Rifle. It possess so much power against Glitch monsters, that it could instantly obliterate any sort of Glitch creature, besides perhaps Chaos or myself, to a lesser extent. However, I could certainly see it dealing massive damage to the either of us. Luckily for Chaos, he has the Glitch Rifle Rounds, and probably wouldn't give them to you, unless he can mock you with them somehow.

Deals a vague-but-instant-death amount of damage to Glitch Monsters, with a few exceptions. Also applies "Destabilization" on all Glitch Monsters within Range **10** of the original target, regardless of Line of Sight. This allows you to gently tap the afflicted targets, and kill them near-instantly.

#### **Can of Hammed Spam**

**Rarity:** Ultra Rare

The inside contents of this can look disgusting; as the name of this item suggests, all you'll find is a strange combination of ham, spam, and body parts from Flumpty's previous victims. It's strangely delicious, though. For whatever reason, Flumpty has cursed the can to replace your movement with Horsepower for 5 turns; moving 1 space



consumes 1 unit of Horsepower, and if you run out, you won't be able to move. All of your Horsepower will vanish once the "NEIGH" status effect wears off.

Restores (16) HP, and grants the user 16 Horsepower and "NEIGH" for 5 turns. Tastes good, if a bit salty.

**Origin Blaze Rod:**

**Rarity:** Unique

...I feel as if this item was already described. But I'll describe it to you anyway.

About five times the size of your ordinary Blaze Rod, these Origin Blaze Rods are perpetually covered in a blue, unearthly fire. Runes dot the surface of the rods, revealing alchemical symbols for fire, sulphur, and other similar elements. They crackle with immense amounts of energy, akin to that of the Origin Mobs. The powder produced from these rods could power a Brewing Stand for all eternity.

A consumable item for usage in the Infernal Torment. Only eight are in existence. I hope you didn't fire any off before officially obtaining the weapon.

**Waluigi Thyme:**

**Rarity:** WAA

What? You want to USE this? Your odds of survival are pitiful are best, ESPECIALLY if you use it against Ware himself.

I'm not going to tell you what Thyme does. You probably know yourself what sort of havoc this substance can wreak on the timeline.

## **[7.2] Weaponry**

Weapons are commonplace in the mindscape, just given how dangerous the world is. While they all vary in design and actual potential lethality, the powers of the Mindscape cause them to still be eligible killing instruments. Each weapon has it's own power, range, and retreat values, as well as a special skill.

Request which items you want to look up. Maybe you'll learn which ones are actually good outside of the mindscape.

### **Anti Glitch Rifle**

**Actual Lethality:** 1 / 10.

A rifle that was burned into Chaos's memory, after he got shot by it. While it's actual properties are actually unknown, Chaos presumes that it simply dissolves Glitch entities with a burst of code, making it highly effective against the array of glitchy Mindscape constructs that plague the land.

This wouldn't be very effective in real life. At all. Really, it'd probably heal people if you aimed it at them. You might knock them back, though.

### **Bill's Cane**

**Actual Lethality:** Varies / 10

The cane of the iconic shopkeeping triangle himself. The Cane isn't so much an actual tool, as it is a body part of Bill Cipher himself; it's a "limb" of sorts. He's capable of creating new canes at will to replace ones that he sells off. Now that Bill is dead, this is the only part of him that remains.

As a highly-lethal magical device, it can almost certainly level armies and explode heads. It just depends on what spells you know of.

### **Bloodstained Foil**

**Actual Lethality:** 3 / 10

A simple fencing foil, covered in blood. While it doesn't actually hurt much at all, due to the circumstances of Experiment 15, Chaos fears this particular weapon. With 15 being created by Xavier to "rectify mistakes", Chaos believes that "mistakes" means himself. Do note that Experiment 15 will relentlessly (but unwillingly) chase whoever is in possession of the weapon, and once she comes within Range 1 of the wielder, [REDACTED].

Fencing foils weren't made to kill. While it could be a good tool for gouging out eyes, there's certainly more useful and practical weapons to use for murder.

#### **Chairheir's Promise / Chairheir's Lament**

**Actual Lethality:** 10 / 10

A seemingly ordinary chair made out of a combination of simple oak, thyme, and entropic substances. While it would seem mundane, the combination of thyme and entropy is never something to be trifled with; this is the sort of power that could accidentally crack a universe in two, if you're unlucky enough.

This weapon is practically a ticking time-bomb; if it goes off, it on average, could wipe out a small chunk of a continent.

#### **Fat Man**

**Actual Lethality:** 10 / 10

Ah, the standard nuke launcher that every game has. While it takes an insane amount of crafting to create, as well as the usage of plenty of explosive devices, it can really punch holes in massive enemy groups. Too bad it suffers from some of the same problems as the Infernal Torment.

As a device capable of launching tiny nuclear devices, this weapon easily hits a 10 on the lethality scale.

#### **Glass Dagger**

**Actual Lethality:** 4 / 10

A beautifully crafted dagger, forged by Pane as a gift to the Descendants after they fought and defeated his Shade. Made up of glass from hilt to blade, finesse is needed to use the dagger without breaking it. A piece of purple stained glass on the pommel of the dagger causes the user to enter a "berserk" state when pressed, allowing them to deal additional damage at the cost of injuring those they may be working with.

With enough training and skill, one could use a glass dagger effectively in real life. Just don't expect it to last long.

#### **Glitch Temmie**

**Actual Lethality:** I can't quantify this.

...It's a Temmie. Probably the most worthless weapon in the game, unless you actually feed it. Once you do, it'll hit usable levels, as well as doing something... desirable.

Hitting something with a Temmie in real life probably won't be very effective, but it is a Temmie. Who knows what their powers may do?

### **Infernal Torment**

**Actual Lethality:** 8 / 10.

A flaming railgun, formed from the body of the fallen Memory Origin Blaze. While it is unknown where Chaos got the idea of making the Infernal Torment, it is known that it was formed by forcibly stuffing the Origin Blaze into a vortex of glitch, slowly tearing it apart and rebuilding its form until the weapon was created.

While this would be a potent weapon in the real world, it only seems to specialize in mowing down infantry. I can't give it full marks.

### **Inkblot Prime**

**Actual Lethality:** (-1 / 5.1) / 10.

An odd hybrid between a shotgun and a crossbow, along with a notepad. A "hull" of solid durasteel makes of the stock and barrel, the latter resembling a shotgun with the limbs of a crossbow flanking it. Ink rings circle around the barrel, which can be expelled from the device as a spray of "lead", or an inky arrow. With proper manipulation of the ink, this can be used to seal up wounds. Has the blessings of Yung Venuz, the rapper gun god from Venus.

This weapon has a variable lethality; normally it's just a shotgun / crossbow, which isn't the deadliest, but it can seal wounds as well. The blessing of a Gun God made it slightly deadlier, so there's that.

### **Inksalibur**

**Actual Lethality:** (-1.5 / 5.6) / 10.

A one-handed sword that seems to swirl with clouds of ink, both within the blade's very surface, and in literal clouds of ink that emanate off of the blade. The colors of the Neathbow, in all their glory, flow through the veins of the blade, allowing the user to utilize them in a variety of... support maneuvers. Yes, the deadly-looking bladed weapon is a sword that spews healing blasts of ink. It's better if you don't question it too hard.

Like the Inkblot Prime before it, this weapon has a variable lethality. It heals even better than the Inkblot Prime, and some of the colors it can utilize have nasty effects...

#### **Night's Bladed Seat**

**Actual Lethality:** 2 / 10.

A chair that was once personally crafted by the Chairheir himself, but since upgraded to increase its murderous power. While it'd normally be just your standard office chair, Chaos's abrupt fear of chairs causes it to be quite deadly in the trained hands, but also deadly to the trained hand. Of note is that the Chairheir dislikes this weapon; he considers it a "tainted version of a masterpiece."

Office chairs generally aren't very good bludgeoning weapons in real life. Even if weaponized, a steel folding chair would do you better.

#### **Nightmarron**

**Actual Lethality:** 5 / 10.

An overly complex scythe, which the weapon's namesake uses as a simple, featureless scythe. It's actually just blatantly the Crescent Rose, and as those who watch RWBY know, the scythe is impractical to use at best. In fact, Marron even looks vaguely like the owner of said base scythe. Chaos can't even create his own OC's hah.

It's a scythe. While there's plenty of fun deadly surprises in the weapon, without proper training, it's impossible to use without losing any limbs.

#### **Oblivion's Topper**

**Actual Lethality:** 10 / 10.

A hat dropped by the enigmatic Bill Cipher after his death. Ever since bill 'shattered', he grew to have two hats instead of one. This hat plants violent, suppressed dreams in targets you attack. On your cue, this can cause the targets to lash out, their limbs or weapons glowing with an amethyst flame.

Now, this weapon too, is capable of accessing minds. What could possibly cause more destruction than controlling the mind of a galactic leader, and making them say things that they'd regret...?

#### **Operative's Katana**

**Actual Lethality:** 5 / 10.

A simply forged katana, presumably crafted by the Operative himself. What it lacks in design or actual creativity, it makes up for in elegance; with enough control and grace, hitting the weak points of a foe becomes almost trivial. The strange weighting of the weapon makes it rather weak in the wrong hands, however.

It's a katana. It's pretty lethal to humanoid foes, but lacks the group-clearing / ranged potential of other weapons.

### **Over Easy**

**Actual Lethality:** 6 / 10

A gigantic flaming frying pan once owned by Flumpty Bumpty, originally used as a bath. Apparently, Flumpty's massive HP pool was a result of him being so hard-boiled. While it is a clumsy weapon, there is one thing that makes it worthwhile; Flumpty's influence. Upon hitting someone with it, they're considered to be part of a friendship game. And once "Flumpty", or the pan catches them, they die.

Given that it is a gigantic flaming frying pan, it'll hurt whatever you bash with it. However, the potential for arson gives it a lethal boost in power.

### **Scalebrine**

**Actual Lethality:** 9.5 / 10

An abomination of a perfectly good weapon. While it is certainly more deadly and somewhat more controllable, it's just not the same. You just had to go and ruin perfection, didn't you? Whatever the case is, it generally looks and feels the same as Scaleform, so I can't say much else about it.

As a weapon of entropy enhanced with a bit of Herobrine's blood, of course this weapon will be deadly. It's still highly dangerous to the user, so again, I can't give it full marks.

### **Scaleform**

**Actual Lethality:** 9 / 10

A deadly weapon, made up of several small scales, resembling my own. Like the host, the scales can constantly rearrange themselves to create new and deadly forms, as dictated by the user (with enough mental willpower), or pure entropic energy. This weapon also possesses an immensely powerful "true form," which is much stronger than any other form the weapon can take.

As a weapon of entropy, this weapon would be undoubtedly powerful against any "real" target. And to the user. Therefore, I can't give it full marks due to the random nature of this weapon.

### **Scattergun**

**Actual Lethality:** 5 / 10

You know what? Your ignorance is sickening; there's another wiki you can use to view the fine details of this weapon. So, I'll give you a rather detailed tutorial on how to google it. Step One: Open a new tab using that little parallelogram that's to the right of your furthest-right tab. Step Two: Go to [www.google.com](http://www.google.com). You can type Google if you feel like it. Then, you hit enter to go to your site. Step Three: Type in "scattergun tf2" into the searchbar. From here, you can click "Search" or simply hit Enter. Step Four: Click the top result. And that's how you learn what a Scattergun is.

As a simple shotgun device, the Scattergun isn't really exceptional in its ability to kill other beings. It's not that special.

### **Toby's Reality Manipulating Stick**

**Actual Lethality:** 6 / 10

A simple-looking stick, akin to what you'd use to play fetch with a pupper. This "ordinary" stick, thanks to how Chaos views dogs, is a massively powerful weapon in the Mindscape, allowing you to tap directly into the Mindscape to cast powerful spells. It can even grotesquely morph the bodies of foes into mindless dogs themselves.

A magical stick isn't the most ideal weapon in a real-world situation, especially when the dogs in said world are weak in comparison to dogs in this reality.

### **Widow's Kiss**

**Actual Lethality:** 5.5 / 10

While normally I'd redirect you to the Overwatch Wiki, the Widow's Kiss doesn't have much information on it within the pages of the wiki. So I'll give you my piece on it. The Widow's Kiss is a hybrid between an assault rifle and a sniper rifle, switching between the two on demand. The bullets from the weapon seem to be materialized on trigger press from a stockpile of energy, allowing the user to synthesize either long-ranged sniper rounds for a larger cost, or simple, disposable machine gun rounds.

As a sniper rifle, the Widow's Kiss gets a slight lethality bonus for having that long-ranged kick that's always good for dropping important targets, shattering revolutions, or making history.



### **[7.3] Armor**

Ever heard of the term "fashion souls?" It's a ridiculous term used in the community of some strange really-easy action game. That term does not apply here; armor should be worn without style in mind. Even if it means wearing a literal dog on your head. Armor is divided into three categories; Helmet, Armor, and Trinket.

Request which items you'd like to look up. It might help you look okay, if that's your goal for whatever reason.

#### **Cowboy Hat**

**Category:** Helmet

**Style:** A+

yeehaw

...hahaha. I'll give you a normal entry. The Cowboy Hat is a strange piece of headgear that is infused with a human SOUL. While it seems mundane, it replaces your "text" in battle with the phrase "yeehaw". Despite this downside of sorts, it does grant the user +2 Critical Rate, and +1 [REDACTED]. Truly a hat for a sharpshooter.

Now, didn't you mention scanning it? I won't just give you all the answers for anomalous gear such as this.

#### **Providence's Topper**

**Category:** Helmet

**Style:** B+

One of Bill Cipher's two hats, stolen from him after his death. While it looks nearly featureless black, and surprisingly flat, the hat itself normally glows with a blue flame. Its ability, taken from the triangle's fighting tactics, allows the user to enslave those that it kills with psychic attacks. While there's only so much you can do with an enslaved dead body, the knowledge of Bill, still embedded within the fabric of the hat, makes it a very useful topper.

Top hats tend to be stylish, especially when those top hats are on fire. While it's certainly lacking in the color department, the flatness of the hat gives it this unique allure.

#### **Sap Soaked Helmet**

**Category:** Helmet

**Style:** D-

A strange helmet crudely pieced together with an Alchemiter, back when it was still around. This hat grants a few lesser bonuses, but the main selling point is the double health regen, granted by the sap of the Great Tree. Combine this with any amount of health regen items, and it's quite possible you'll never die. Just be wary; the sap is rather flammable.

This hat looks... still bad. Nice usage of the chisel, though. I suppose it doesn't look like a randomly hardened pattern of sap anymore, which wasn't nice on the eye.

### **Skeletron Prime Mask**

**Category:** Helmet

**Style:** D (A+ on Halloween)

A mask dropped by the late Origin Skeletron Prime. This mask, despite being near paper-thin, possesses a great deal of circuitry, which allows the user to control two small disembodied arms, separate from the mask. The arms attempt to replicate those of the user, but due to a massive error in their creation, glitch out and explode when the user is holding a weapon, as it seems to register the weapons as parts of the user's limbs. I should also mention that this has a one in seven chance to drop, and that you're really lucky.

While this mask would certainly look weird in public, and is generally really out of place, it alone could be an award-winning halloween costume.

### **Cracked Shell**

**Category:** Armor

**Style:** D (Intimidation: A+)

A cracked eggshell that was left behind by the deceased former morality core, Flumpty Bumpty. Do note that if you're wearing this, you're effectively wearing his corpse as armor. That's perhaps the most metal thing that's ever occurred in the Mindscape. Residual energy from Flumpty's thyme-based spree grants it massive power, but the shell looks like it could break at any time, killing the wearer with it.

It's a massive eggshell. While it's highly intimidating, it really doesn't look all that great. It's an eggshell.

### **Crimson Serpent Robes**

**Category:** Armor

**Style:** A+ (No bias.)

An absolutely stunning robe, created from little fragments of Entropy. While it does look a bit like the ordinary Mage Robe, what really sets it apart are the eight serpents flowing out of the collar piece. Each one instinctively attempts to snap at whatever comes by, and at times, they even detach themselves from the robe to engage in combat, with a new serpent being produced to take it's place on the robe.

Blatantly the best looking piece of equipment in the game; nothing says fashion like having eight entropic crimson snakes of certain death trailing off of your body.

### **Entropic Toby's Reality Manipulating Robes**

**Category:** Armor

**Style:** This isn't armor.

I'm fairly certain that you don't know the meaning of "robes", as this is quite simply a dog that likes to hang by your neck. Admittedly, it does emit enough untouchable red residue that flows around you to vaguely resemble a robe, but that doesn't count.

Having a dog hanging from your neck is not stylish, in any sense of the word. Let the dog walk if it wants.

### **Shard Bulk**

**Category:** Armor

**Style:** C-

A misshapen piece of crystal that fell off of a Crystal Construct. The unique properties of the crystals that made up large chunks of the Nightmare allow them to shift to key locations to blunt the force of an attack. It can only do this every so often, but who cares; you're lucky the crystal isn't trying to snap your neck. Not related to sharks in any way; honestly, who thought of that in the first place!?

As a large piece of jagged crystal, most of the "style points" come from the fact that the crystals are a vibrant red, and reflect light really well.

#### **Ammonomicon**

**Category:** Trinket

**Style:** B+

A book that originates from a place known as the Gungeon, a place filled with fearsome beasts. And by "beasts", I mean literal living bullets. How creative. This book contains guides on every single creature living in the gungeon, and holds a variety of recipes and notes for hundreds of unique guns, ranging from bows to black-hole launchers. It also details how to roll, which you should probably know already.

If the Witch Mercy skin proved anything, having a hide-bound book on your person looks rather nice. While the bullet-based designs may be tacky to some, it still does have some flair.

#### **Fahrenheit Amulet**

**Category:** Trinket

**Style:** B+

While it's function isn't all that special, being a **gorillaized** Finale Amulet, what's of note is that this item has SOMEHOW been filled with the cliched power of love. Thanks to Chloe's affections, the amulet grants a special bonus to the Operative when he wears it. Other than that, it's nothing special; just a slightly better Finale Amulet.

Despite how disgusting it's circumstances are, it's a rather stylish item; a durasteel amulet emblazoned with a dagger-shaped gem that resembles a ruby. It even ignites in times of danger.

#### **Medal of True Heroism**

**Category:** Trinket

**Style:** C

A medal awarded for True Heroism. The truest of heroism; not whatever you think you're doing. You certainly haven't earned it, but yet you're bold enough to wear the medal anyway. The Temmie Hero, who is now obliged to help whoever wears the medal, if only to say "thanks"

to whoever revived tem, will follow the wearer into battle. An amazing item for any summoner.

Medals aren't the most stylish thing in the world, and the temmie face and ears certainly don't help it in the looks department. Some people might find it slightly endearing, so the score is higher than it SHOULD be. Maybe it's because the Temmie Hero looked stunning as the Tem of Cinders.

### **Origin String**

**Category:** Trinket

**Style:** D

The Origin String is one of the various Origin Trinkets scattered about the mindscape. This one grants the amazing benefit of +1 Range, something to be exploited with ranged weapons like the Infernal Torment. The +1 DMG isn't really significant, but it's a little extra for your efforts.

In terms of style, it's a literal piece of string. Sure, it does glow blue, but that doesn't change the fact that it's string.

#### **[7.4] Crafting Materials**

You know crafting materials well. They vary in size, function and usefulness, but they're all usable. With the exception of the Giant Stone Middle Finger, of course. Generally made from random materials in the mindscape or sometimes basic memories, you can make whatever you please with them. USUALLY.

Request which items you'd like to look up. Maybe you'll learn something.

#### **Cobblestone**

**Rarity:** Literally Everywhere

...are you serious? Must you look up these mundane items that you can simply look up on the Minecraft Wiki? What I will say though, is that this item can be found everywhere in the Mindscape. Dig deep enough into whatever island you're standing on, and poof; cobblestone.

Pretty useless for upgrading gear, but maybe you'll build something nice with it. Who knows.

#### **Glitch Gel**

**Rarity:** Common

Glitch Gel is a common substance dropped by Glitch Slimes, which even an unarmed player could take out. While not as helpful as regular gel, it does burn 38% brighter than the regular type, and can be harvested for Glitch Residue, a powerful crafting ingredient for making any glitchy weapons. Despite the bright burn of the gel, it flickers out quickly.

A Glitch Flamethrower is an ideal usage for the Glitch Gel; perhaps try upgrading the Infernal Torment with it?

#### **Entropic Fragments**

**Rarity:** Common. For me.

Little bits of scales. Little bits of me. Fun for the whole party. Sadly, I can't use them to 'play' with you; something isn't letting me. They glow with a red sheen, and shake without any aggravation.

Now, while they do possess plenty of power, be wary as to what you craft with them. Failure to craft will result in the destruction of both you (multiple times) and the fragment (once). Even successful crafts may have odd side-effects brought about by the nature of my being. Such is life.

**Redstone**

**Rarity:** Common

Another form of wiring, seldom used around the Mindscape. While you could look this up on the Minecraft Wiki, I feel the need to elaborate that this substance is not to be confused with the dead player. (He's a bad crafting material, by the way.)

Not very helpful for wiring, but much better for enchanting items with electricity. Try that out.

**Incendiary Bits**

**Rarity:** Uncommon

Incendiary bits aren't too common a sight inside the mindscape; Chaos doesn't really use fire too much, after all. These bits tend to be magical fire crystals, which combust at the slightest provocation. They're good for creating fire-based items, and really not much else.

Do note that these bits tend to be reusable; they can light on fire many times before they flicker out of existence, their fire spent.

**Diamonds**

**Rarity:** Rare

Honestly. Did you need to request this? Here you go, you ignorant excuse for whatever type of being you might be.

<http://minecraft.gamepedia.com/Diamond>

**Gravcore Ore**

**Rarity:** Rare

A unique ore found within the Mindscape, and the very reason the floating islands of the Mindscape exist. It is a dull faint green, and while very soft and fragile, it seems to float when given an electrical pulse. However, larger quantities of this ore can float just as well even without any power. Massive quantities of this ore, usually located within the center of each island, allow them to stay afloat. This is commonly used within all mindscape ships and floating objects of all shapes and sizes... especially since it resists the incredible gravity between all of the islands.

Incredibly useful for personal flight; there's a reason this stuff is precious, and costs a pretty penny when attempting to purchase it from Temmies. However, it's certainly worth the cost.

### **Hollowed Bark**

**Rarity:** Rare

Bark scraped from the surface of Hollowed Trees, residing within Hollow pockets or Zone 6, the Hollow. It possesses no actual color, and is cold to the touch. The wood is very hard to farm naturally; Hollowed Trees don't drop saplings, and instead will themselves into existence randomly within the Hollow when a tree is slain within the Mindscape. Be wary; Secretaries value these trees for unknown reasons. But does anybody really understand them? Answer; no.

Try using them to create an ice staff; the natural chill of the wood would serve it well. Whatever you do though, do NOT make Hollowed Splinters. They're not worth it.

### **Mythril Bars**

**Rarity:** Ultra Rare

This basic fantasy-game metal has the property of being great at upgrading weapons. It's said that this ability is born of a "regret" of sorts for a universe left unfinished...

Not as great a material for simply CREATING something, but works well for UPGRADING something.

### **Saurite Bars**

**Rarity:** Ultra Rare

A strange, dark green metal bar. While it may not be as strong as say, the Hallowed Bars, it possesses "voices" of sorts, which emanate out at random. These voices are demanding, wanting to be made into specific forms. For example, if you wanted to make a Tommy Gun out of them, you could only make one special kind that sings as it shoots.

Works especially well for use in psychic or magical weapons; those voices tend to pack a punch.

### **Souls of Might**

**Rarity:** Unique

Powerful souls dropped by a being known as the Destroyer. These souls, imbued with the very power of the beast that had to be taken down to get these, can make extremely powerful tools. Of note is that Souls of Might excel in creating ranged weapons; Melee isn't their forte. How strange, given the Destroyer's primary method of attack...

### **Dog Residue**



**Rarity:** Unique (then, once you get ONE, common)

A disgusting substance. Historians forever argue as to what it really is; a shiny trail left by a dog? A dog-shaped husk shed from a dog's carapace? Dirty dishes left unwashed by a dog? Glowing crystals secreted by a dog? An unfinished jigsaw puzzle left by a dog? A web spun by a dog to ensnare prey? It is all of those things at once.

Not very helpful in the crafting department, either. You can make Dog Equipment, which might let you transform into a dog upon death, but that's it. At least you can't possibly lose all of it; it's nigh infinite, and you'd need to be an idiot to lose all of it. Oh wait.

### **Zettastone**

**Rarity:** Unique

A stone separated from Zetta's Skykraken form. While stones much like these are usually manipulated by Zetta, when separated from the main body, they can't be controlled. Now removed from the body of Zetta via process of Nightmare explosion, it acts as a powerful psychic amplifier. I'd suggest using it in items that Zetta is known to use, or things that represent him in some way.

### **Yung Venus Action Figure**

**Rarity:** Unique

I'll just read you the back of the box it came in. "WOW!" the back reads, in large, bolded, capital font, "THE NEW YUNG VENUS ACTION FIGURE IS THE BEST NEW TOY OF TWENTY EXTY SIX! NOT ONLY DOES THIS ACTION FIGURE HAVE BENDABLE LIMBS, BUT IT EVEN HAS WORKING TWIN REVOLVERS THAT FIRE BB PELLETS! A GOOD GIFT FOR KIDS SIX AND UNDER, OR TRUE DOOM MURDERHEADS!"

### **Bottled Bottled Water**

**Rarity:** Crafted

It's a water bottle, contained within another water bottle. Both bottles are made of glass. How is this even possible...? It'd be understandable if the creator used a form of Blink on it, but she didn't. It's truly a perplexing thing... and also nearly useless. Have fun getting the water out of the second bottle, idiots.

### **Pinarium Ingot**

**Rarity:** ???

While I can't say what it's good for, or it's real properties, I can say for certain that you could've used it better. There's a few other timelines where you did something more fun with it. But oh well.

Anyway, you found this off of an easter egg gone wrong; it was originally an Auto-Pinary, but it tried to Auto-Pinary a non-existent entity, which caused it to self-terminate, leaving a bit of Pinarium.

### **Pink Terminal**

**Rarity:** ???

I can't really see how-

The Pink Terminal is a ceremonial cerebral computer created by crossing the streams of apocrypha and operation. It has a direct link to Uroboros, the manifestation of an entity known only as "Probject Pinary" within the mindscape. It can be used to input commands and generate outputs, which can have peculiar effects that haven't yet been tested out. It looks like a standard Update Terminal, but all the keys are in a superior tongue, and when you aren't looking, the monitor seems to fade to a kaleidoscopic static.

-I can define this. I might need to hire a guest writer or something. But that wouldn't be in the spirit of the walkthrough.

### **[7.5] Key Items**

The "key items" are highly important items through your run of the mindscape. Each one is different, and will serve you by either being helpful later, or by granting you abilities so important that they MUST be a key item. Take the Magical Tome, for instance, which grant +1 Skill Slot. Be careful with these; there's no replacements.

#### **Cracked Blue Memory Orb**

Ah. It seems you've finally destroyed it. It won't bother you anymore. It would've respawned anarchistsCreation, but now he's dead. Once and for all.

#### **Magical Tome**

The "origin mob" of the Spell Tomes, the Magical Tome is a font of magical knowledge. Sadly, the spells detailed within it are useless at best. It is a good read however, giving those who read it an increased magical understanding. This somehow means more skillslots.

#### **Memory Fragments**

The little bits of memory that made up the Ware Entities. Each one is highly similar; they're all made of the same upbringing. My ascent. His alterations. They all diverge eventually though, eventually becoming the beasts you see today. For every 4 you collect, you obtain another use of the Thyme Memory Orb.

#### **Thyme Memory Orb**

The Thyme Memory Orb is a weapon of mass destruction. Upon use, it'll probably kill or leave in a fatal state everything on the map, destroy / create various items, and generally just be a huge pain when you activate it. Truly, a last-resort weapon...

...using it in the presence of a Ware Entity might provide a positive response, however. Perhaps it'll open a communication line with Ware; the other part of him.

## **[8] Battle Guide**

Here's a rather quick collection of the various maps that have appeared throughout your "playsession". I'll give my personal thoughts on each fight, laugh about the deaths; everything like that. I'll also tell you how to win, unless you're doing the battle right now. That'd be cheaty.

### **Current Viewed Battles:**

- The Temmie Workship
- Shipping and Recieving
- The Chaos Test
- The Chessboard
- The MW Antidisestablistmentarism (Zone 2 Finale)
- Transmissions Hub
- Falls of Reflection
- The Bonfire
- Creature Testing Chamber
- The Rundown House
- Anor Londo
- The Final Rush

### **Inaccessable Battles:**

These are battles you normally won't be able to access. Will be filled on request.

- The Hangar (to be requested)
- The Cavern of OC's
- Near The Summit (Ambush Version)

### **[8.12] The Temmie Workship**

**Difficulty:** 5 / 10 (6 / 10 if going Pacifist)

**Foes:** Glitch Temmie, TWKTTT's, Temmie Archers (+other random foes if going Pacifist)

This was quite the interesting battle; it started with a quick ambush, which given the earlier circumstances, created an interesting situation during the fight.

The tactic here is simple; blitz down Glitch Temmie before tem can create a horde of tems. There's no good reason to attempt MERCY; Temmie drops a free piece of Temmie Armor if you kill tem, which is quite the valuable piece of loot.

Attempting MERCY doesn't do anything until later, so I really wouldn't bother; it's a small bonus that makes a hard fight a little easier. If you do attempt MERCY, there's one way to succeed; max Glitch Temmie's EMOTION's meter. This will cause tem to undergo an emotional breakdown, and give you the chance to wipe out the remaining foes without interference from tem.

I'd also remove the crate ASAP; if it reaches the escape zone, Zone 4's boss becomes a whole lot harder. If you do take down the crate, get a tankier character to tank the missile shots; the splash can ruin an uncoordinated team.

#### **[8.14] Shipping and Recieving**

**Difficulty:** 1 / 10 (5 / 10 if going for bonus)

**Foes:** Chaos Sabers, Chaos Haxors, Zetta (boss)

If this fight was accessed (which it was), you should know that some members of your party have mental issues and should probably be removed before they cause "issues".

The objective of this fight is simple; die.

If you care for some bonus loot, you'll need to survive two turns. I'd recommend abusing items; the concept of 'Rule of Cool' will allow you to use as many items as you want this turn.

Walls, Keep-Out-Signs and sentries do wonders during this fight. If you managed to kitbash a Temmie Immortemity Potion, surviving should be trivial.

It's impossible to win this fight; Zetta will actually obtain copious amounts of buffs and 1HKO moves if you somehow drop his HP to 0. So have fun with that.

## **[8.16] The Chaos Test**

**Difficulty:** 7 / 10

**Foes:** Faceless Automations, Chaos Sabers, Chaos (boss)

Oh boy. This map. This was a great surprise as I went through the various timelines. Watching Oriko and Battlefury die? Priceless. Hahaha.

But anyway, how do you win this fight? Well, the first turn should be spent using defensive buffs; ensuring you don't die and the like for the future turns. Also raise your dodge stat if at all possible; it increases your odds of escape.

After turn 1, Chaos will turn on the players in the fight, drop the barrier, and attempt your general murder. A button will appear. Press that, and most of the foes in the room will be vented. (And if you roll properly to dodge, you as well.) Code Thorns will appear on the edges of the room, and more buttons will appear on the console.

If you failed to escape earlier, press the "Other Cannon" button. That'll vent you out of the room, and hopefully take you to safety. A shame that they patched up the breaches on the ship; some of you might've lived that.

### **[8.17] The MW Antidiseestablishmentarianism Cargo Bay**

**Difficulty:** 6 (10 if your party sucks at cooperating) / 10

**Foes:** anarchistsCreation

This battle takes place in the skies over... nothing. As a boss level, the majority of the fight will be spent dealing with anarchistsCreation, a glitch who quite enjoys blowing up others. The two most important things to understand in this battle are crystal control and prime control.

Throughout the fight, anarchistsCreation will spawn loads of blue crystals throughout the room, which'll deal damage to him if destroyed. This tends to be rather helpful, as anarchistsCreation is heavily resistant to damage otherwise. You must work with your allies as to not hit the crystals too hard; hit them too hard, and they'll instead blow up and injure those around them. Don't kill them, and anarchistsCreation's abilities will make your life a living hell.

Controlling the Primed status effect is also important. It's routinely applied by the big boss himself, and his crystals. It's dispelled with a single hit, but said hit deals minicrits in damage. Lightly tapping your allies is a good idea at this point, otherwise anarchistsCreation will deal an unreasonable amount of damage to the primed sucker, and die.

Other things to note are the appliances around the room, which can be corrupted and turned into allies for the boss. Upon hitting low HP (200), anarchistsCreation will spawn a grand total of five crystals at once. Don't be overwhelmed, and divide your attacks evenly to dispose of the boss. It's a very simple battle if you can all work together to achieve a common goal.



## **[8.21] The Chessboard**

**Difficulty:** 8.5 / 10

**Foes:** Shade of Pane

This one is a doozy. The Shade of Pane has the following things; insane burst damage, summoning, and plenty of terrain manipulation. That's not to mention his ridiculous armor, which makes him take 1 damage from every last attack directed his way. There's a few survival tips here that you'll need to heed.

### **1. Control the summons.**

Pane's summons have the same resistances as him; they take 1 damage per attack. While they may not seem like a huge threat, you'll think otherwise when he starts promoting his minions to Queens, which can tank damage for Pane himself. Wipe out the minions while they're in their weakest form; a pawn.

### **2. Take note of Glass Sculpt.**

Glass Sculpt allows Pane to use one of your abilities; he can't use things that you don't pack. He won't use extremely powerful spells like Beam or Mindcrush until he drops below a certain threshold of HP. Even then, you'll get a turn's notice before he'll start using them to obliterate you.

Now, the best way to win this battle is to greatly modify everyone's builds before the battle even begins. Pane will thrive and wipe parties if he's given the ability to copy powerful splash abilities like Thunderburst and Beam. Switch away from these skills before the fight starts, and you'll be golden.

It also helps to bring sets of dual pistols or other similar, double-tapping weapons. It'll effectively double your DPS against the Shade, which means less time facing blade hell.

## **[8.27] Transmissions Hub**

**Difficulty:** 7 / 10

**Foes:** Glitch Ayaze, Arrow-Kun, SOUL of Revenge, [ERROR]

The battle here is a march towards Ayaze's bunker, while not getting offed by either Ayaze's speakers or the constant swarm of Arrow-Kuns. While Ayaze herself might not be too physically powerful, she has the power of summons, as well as terrain manipulation. Her most powerful summons, the "speakers", are static defensive turrets that blow others away with the power of music. And I do mean "blow away"; being within Range 3 of them will knock you back a space.

By far the most concerning part of her battle is her quick-charging passive, Stepfile. Each stepfile has various effects which can devastate a team if you aren't properly prepared for it. She'll use them in this order.

**HAVOC:** Ayaze's Speakers deal massive damage to all those within Range 1 of them. Counterplay against this is simple; just don't stand near the speakers and you'll be fine.

**THYMIUM:** [ERROR]

**SHAME:** Ayaze's Speakers inflict Badly Poisoned for three turns to all those within Range 2 of them. Given the bigger range, this is harder to avoid. It still shouldn't be a problem, though.

**HBT:** Ayaze herself will do some crazy hardware BS and proceed to rewrite most of the tiles on the map. Nothing hostile will spawn beneath you in the interest of "game design", however.

One final caveat to the fight is that Ayaze can attack through walls, and she's in a bunker of sorts with double-thick walls. You'll need to break into the bunker to kill her. Do note that the SOUL of Revenge is in there with her, which grants her passive counter-attacks for somewhat okay damage.

## **[8.28] Falls of Reflection**

**Difficulty:** Depends On Who You Bring / 10

**Foes:** Glitch Players, Ender Mirror

This is a simple skirmish against three Glitch Players, and the SOUL of Ender. There's four variations in the groups, and I would recommend building your three-man team on what you suppose you'll be facing. For example, if you fear that you'll be facing Glitch Roxxanne, who would have inhuman dodging abilities, bring somebody with a 100% Hit Rate.

The SOUL of Ender / Ender Mirror adds another dimension to the battle, however. It can massively buff one glitch player during its action, granting them bonus AC as well as DMG. It'll also create copies of any NPC characters and summons you send its way.

If you hit the Ender Mirror hard enough (25+ damage in a single hit), it'll shatter, allowing you to bring in your NPC allies and summons. Make use of this, otherwise it'll be a 3v4, in the foe's favor. If you fail to shatter the mirror, a liberal usage of items will be your friend, as well as your first-strike advantage.

**[8.29] The Bonfire**

**Difficulty:** 6 / 10

**Foes:** Tem of Cinders

Once this battle begins, spend your time buffing up and running. As you're aware, Chaos has stolen my scales. He'll use it on the Pool of White, transforming it into the Tem of Cinders. Be careful. To fight th-

cc: whoa i do no(t) have your s(c)ales

cc: seriously.

cc: if i did, i'd know (t)ha(t) (t)hose are far (t)oo dangerous (t)o fling around in(t)o random pools of mol(t)en (t)emmie hero.

Ah, he'll deny possession of my scales. You saw him testing on them. He obviously has them in his grasp. Be wary when the-

cc: no gorilla off

I guess I won't fill this in, then. Too many... pests.

### **[8.31] Creature Testing Chamber**

**Difficulty:** 7 / 10

**Foes:** Origin Skeletron Prime, Glitch Skeleton, Glitch Wither Skeleton

Do note that if you met the Grief Clause during a certain fight, this fight will be skipped, and all potential rewards for this fight will be lost. Then you'll get to fight something massively fun later.

Origin Skeletron Prime, an amalgam of both the Origin Skeleton and Skeletron Prime, possesses the abilities of both creatures, to some extent. Namely, the Origin Skeleton's bowplay and actual body, and Origin Skeletron's arms and basically everything else. During the fight, you'll need to avoid the four arms; the Sword Arm, the Axe Arm, the Bow Arm, and the Spawner Arm. I'll list the arms off in order of priority.

**Spawner Arm:** Killing this arm first is great, for obvious reasons. If you kill whatever's making hordes of monsters, you don't get killed by said horde of monsters. Simple stuff.

**Bow Arm:** The constant stuns and silences of this arm are simply too much to not deal with. It also somewhat high damage, so I insist; kill this arm next.

**Sword Arm:** The Sword Arm's disarm skill can potentially render an ally useless for the remainder of the fight, but that's the worst-case scenario. Still, kill this arm next to avoid disarms.

**Axe Arm:** This arm only really deals damage. It even lacks accuracy to properly hit targets. Not a huge threat.

Focus the arms down before killing Skeletron; like the actual Skeletron Prime, this fight becomes laughable once all arms are down.

### [8.32] The Rundown House

**Difficulty:** 7.5 / 10

**Foes:** Xavier Elem, God's Hand, X-Sabers, X-Rays, X-Drones, the whole damn house

Xavier isn't much of a threat by himself; he's a somewhat powerful mage, but he can't really take many hits. What does make him threatening, is his map presence. When you raid the house, Xavier can attack you from practically any location, and spawn reinforcements on your face at will.

A few special notes about this battle; if Chloe is in the house, Xavier will do everything to make her life hell; he'll focus his attacks on her, and dump units on her head. Abuse this if you can; it can easily divert his attention. This battle also has three "floors"; three separate maps to travel to and from. Xavier can drop you back down into the lower floor with some traps, but the Basement can't be accessed by this method.

Now, there's three main strategies I'd employ in this fight; Bait, Siege, and Cut. I'll go over these tactics.

**Bait:** To start, place Chloe in the back end of the house, away from the staircase. While she'll almost certainly die, it'll draw away the attention from your forces, and allow you to easily take the house. Highly recommended.

**Siege:** The Rundown House can actually be modified and damaged by firing things at it with, whether with a slingshot or a ballista. For this tactic, you'll need a front line to prevent forces from reaching the launching device, and a back line for loading and firing the ballista. Enough shots on the house could make it damaged beyond repair, making it laughably easy to take it. Moderately recommended.

**Cut:** The Rundown House has a power source, down in the basement. Smashing said power source would render most of Xavier's forces worthless, but he'd still maintain control of his special hand-laser drone, the "God's Hand", which has an internal power source. Not recommended; the basement is heavily fortified. In fact, he's expecting you to go after the power source, so he'll have a load of forces down there by the time the battle starts.

Any one of these three tactics can result in a victory.

### **[8.38] Anor Londo**

**Difficulty:** 8.5 / 10

**Foes:** Ornstein, Smough, Abyssal Ornstein / Abyssal Smough

Ornstein and Smough are two deadly foes, but a healthy application of strats can ensure your victory. The first phase is pretty easy, the second one... not so much.

Ornstein and Smough in the first phase both act at the same time, following an interconnected boss pattern. The general rule of the fight is "stay far from Ornstein, and stay close to Smough." Failure to do so will allow them to get max value from their attacks, or allow them to set up their most devastating moves.

Based on who you kill first, the other boss will receive a massive power spike. Each of them has slightly varying movesets (Abyssal Ornstein has deadlier ranged attacks and Archer attacks, while Abyssal Smough has deadlier melee attacks and has more on-person attacks.) Whichever one you face should be picked based on team composition, and ability to deal with multiple targets.

Do note that killing Smough first will result in you looting the Leo Ring, a very powerful trinket that may also be used in the composition of several pieces of gear.

### **[8.39] The Final Rush**

**Difficulty:** 10 / 10

**Foes:** If I listed them, we'd be here for days.

The Final Rush is a very, very difficult fight, if only due to the endurance aspect of it. There are ten "bosses" and then an actual boss after all ten of them are dead. While casualties early on may be few and sporadic, the real threat is the boss at the end. Which you'll end up fighting after the ten other bosses, which will almost certainly sap your strength and MP before you reach them.

Now, a few general tips for every boss:

**The Heroes:** Splash. Splash is your friend.

**The Essence:** Kill the Blast Shards to reduce his damage output.

**The Faker:** Get five people to be creative to instantly remove him.

**The Bowl:** Abuse weaknesses, but don't get tripped up by the respawn.

**The Judge:** Abuse splash, but don't fire 100-damage nukes.

**The Unknown:** Conditionals are your friend.

**The Rider:** Get behind him.

**The Jury:** Watch his phase.

**The Forge:** Blitz him. You can't play around him, so take no chances.

**The Flesh:** Control those adds, kill the "buds".

**The Plague:** Die.



#### [8.40] The Sphere: Outer Shell

Difficulty: 8 / 10

Foes: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13.

63 63 3a 20 49 20 6b 65 65 70 20 63 72 65 61 74 69 6e 67 20 74 68 69  
6e 67 73 2e 20 54 68 69 6e 67 73 20 74 68 61 74 20 61 72 65 20 74 65  
72 72 6f 72 69 7a 69 6e 67 20 65 76 65 72 79 6f 6e 65 2e 20 54 68 65  
20 6f 6e 73 6c 61 75 67 68 74 20 6e 65 76 65 72 20 65 6e 64 73 2e 20  
54 68 65 79 20 68 61 76 65 20 63 6f 6d 65 20 74 6f 20 63 61 6c 6c 20  
6d 79 20 63 72 65 61 74 69 6f 6e 73 20 74 68 65 20 49 74 69 2e 20 52  
61 76 65 6e 6f 75 73 2c 20 68 65 61 72 74 6c 65 73 73 20 6d 6f 6e 73  
74 65 72 73 20 74 68 61 74 20 73 65 65 6d 20 74 6f 20 6f 6e 6c 79 20  
65 78 69 73 74 20 66 6f 72 20 74 68 65 20 73 6f 6c 65 20 70 75 72 70  
6f 73 65 20 6f 66 20 6d 75 72 64 65 72 2e 20 44 65 73 74 72 75 63 74  
69 6f 6e 2e 20 42 61 73 69 63 61 6c 6c 79 2c 20 74 68 65 79 27 72 65  
20 65 76 65 72 79 20 73 69 6e 67 6c 65 20 65 6e 74 69 74 79 20 69 6e  
20 61 6c 6c 20 6f 66 20 74 68 65 20 47 6f 64 6d 6f 64 64 69 6e 67 20  
57 61 72 73 2e 0d 0a 63 63 3a 20 5a 69 6e 67 2e

## **[8.102] The Cavern of OC's**

**Difficulty:** 4 / 10

**Foes:** Marron, Ette

Odds are, if you're reading this, you pissed off Marron. Or maybe you're just looking up what you may have missed.

This is a simple 2v2 battle against Chaos's (terrible) OC's. In order to understand this battle, you'll need to understand what the abilities are of Marron, and Ette.

**Marron:** She's the DPS and support all rolled into one. At least here, anyway. She's a somewhat capable fighter who can fire dark-magic needles, which deal moderate damage AND drain the target's HP, restoring HP to her puppet, Ette. Her other move of note can knock the target prone, but it really isn't that dangerous.

She's actually surprisingly frail, despite her design clearly resembling that of a stereotypical anime action girl. Her passive makes her stronger just by being close to Ette via the generic power of "friendship". Disgusting.

**Ette:** She's the tank of the group, and a real pain to deal with. She has a surprisingly massive HP pool and a Range 2 Zone of Control, making her really hard to approach. Her build is simply focused around supporting Marron and protecting her; for example, her passive Sisterhood protects Marron as long as she's within Range 1 of her.

While she may be bulky, her attack power is laughable, except for one move. She won't use it though, unless something bad happens to Marron. If you're going to maim / kill Marron, make sure Ette's dead first, or you'll be having a grand old time.

Your general tactic for this battle is simple; keep the two separated. Their passives make both of them incredibly hard to deal with; especially when it's just a 2v2. Use Telekinesis or Shifting Sands to break up the group, then drop Marron if you're planning to just incapacitate her, or Ette if you plan on killing Marron.

Killing Marron will prevent two other, harder battles from being possible. I highly recommend it. She's an awful girl, trying to attack an innocent butterfly. She deserved those scars.

## **[9] Conclusion**

A conclusion to a walkthrough? Truly, a strange concept. But they do exist, and I felt obliged to put one here. Sometimes, they put credits here. I may as well do that.

**WRITING:** <FracturedEye>

**EDITING / CO-PRODUCING:** His Magnificence, <0>

**TIMELINE SCOURING:** <FracturedEye>

**IN MEMORY OF:** All the Descendants

Now wasn't that nice.

I even put a memorial.

Perhaps if you listen I'll remove this memorial.

If you wish to contact me, email me at [fracturedgaze@gmail.com](mailto:fracturedgaze@gmail.com). You can ask questions, get hints for non-specific things...

But that's it. And now, for a message.

**[10] A Message**

So, you skipped all the way to the last section? Predictable.

Anyway, there's something I wanted to relay; bring down the shields on the Dreamer. That's the only way you can achieve your perfect, happy ending. Right after your final fight, YOU MUST do that.

Why must you bring down the shields? As long as the shields are up, you can't leave. The Dreamer will keep you all in, as long as the shields remain. Don't listen to what Chaos might say; they'll keep you in there. Forever. Once the shields are down, I'll destroy the Dreamer myself.

And remember; I am not your enemy.

<FracturedEye> signing off.