

Chapter I

blud

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Prologue

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

First Sequence

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

Second Sequence

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

Third Sequence

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

Fourth Sequence

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

Leaving Tauriel to protect them while they sleep...

Fifth Sequence

After a sleepless night, Kyo wakes up to Tauriel sound asleep. His mind is hazy and dizzy, he can't remember much of anything but something he saw in his dream which is about to fade away. A Tall... blank. Kyo analyses his surroundings and yawns. Only to realise that Corone is gone. With them being in the middle of nowhere, its only guaranteed that Corone might have been kidnapped. As Kyo stresses his life out, he suddenly falls to his knees and cries out Corone's name, only for him to be interrupted by a light tap on his nose. He looks upfront and is greeted by Corone, who woke up hours before Kyo and Tauriel. Kyo jumps on Corone and cuddles with him, Corone feels kind of uncomfortable but he just lets it happen. After a while of cuddling the both of them sit upright to catch their breath. After a minute or two Kyo asks Corone where he has been, in which Corone replies by telling him that he felt guilty about the fact that Kyo and Tauriel went through so much trouble for his sake and he felt like he just had to repay them in some way. Corone went out and gathered some vegetables and fruit for the trio in order to keep themselves healed and healthy. Why fruits and vegetables you ask? its because Corone couldn't bring himself to kill an animal so he just went for the less painful option. Kyo is ecstatic about this. He hasn't eaten in a very long time and he has an incredibly big appetite so anything will do. Kyo tries snatching an apple from the pile of fruits and vegetables, only for Corone to bop him in the head. Indicating that Kyo isn't allowed to have any until he desperately needs it. Corone knew that Kyo would be starving, so he hands him a beef jerky he bought while for farms that sell fruits and vegetables. Kyo swipes the beef jerky from Corone's hands and runs off not too far from the trio. Corone shifts his gaze to Tauriel, who is passed out on the floor after hours of shielding both of his best friends. This gives the player a split second decision to either wake tauriel up or let him sleep in. They are not able to choose any because Tauriel was awoken by a old, dirty boot thrown at him by Kyo, whom has just tripped and fell on his face trying to show Corone a boot he found while he was devouring his beef jerky. Corone gets startled really bad and Tauriel sits up incredibly fast, covering his face in pain whilst Kyo lays there unresponsive. Corone stands up and starts yelling at Kyo for being so clumsy. Tauriel spends a few minutes getting back into reality and realises that he passed out. He takes a deep breath and stops the commotion. He then offers the two to continue with their journey to get back at the demons by confronting their leader, reminding them of the tragedy. They reluctantly agree and start moving again. While Kyo does not remember the entity at all, it still hasn't disappeared from Tauriels mind. This bothers Tauriel very badly but he tries his best not to change the trajectory of the beginning to their journey by making it obvious that his mental health is actively declining due to the amount of shock and trauma he faced when trying to get away from the deformed entity. This makes Tauriel start overthinking incredibly hard throughout the run. This induces an extremely heavy fear of the dark and the mysterious within Tauriel, making him incredibly weak against demons and monsters who are uncanny and extremely scary in nature. Though his lively and upbeat personality does not change. Corone notices his somewhat frightened state. As it seems thats Tauriel has let his guard down already and has shown his terrified expression to his friends. Corone is concerned, too concerned. He goes up to Tauriel slowly and noticeably so he doesn't terrify Tauriel even more. Corone comforts Tauriel, making sure that everything is going to be fine and that the longer the journey, the

stronger they'll become; Eventually being able to defeat the lord of the flies. Tauriel thinks about this for a minute and calms down. He agrees with corone and this gives him motivation to be brave, as being a scaredy cat would mean that Kyo would have to fend off monsters all alone. They shake the dust off themselves and make their way through the woods. Their current goal is to find as many villages as they can to look for guides and clues on how to get to the top of the kingdom and what the flying entities are that turn beings into demons, hoping to maybe find the underground where the devil currently resides to seal him away for good. Kyo talks about how theres an elderly man in the woods somewhere within the dangerous parts of the lower kingdom that knows all about the supernatural, speculating that he might know something and that he is to point them in a set direction so they could continue on with their quest.

Sixth Sequence

After going through the forest, fighting many demons and goblins and even solving secret puzzles that unlock secret things. Eventually they reach their destination and find an old shack where the old man resides. As they were about to walk inside, Kyo puts them to a halt and explains that he isn't truly sure if that's where the old man lives. He has only ever seen him in the shadows and is 45% positive that he could just be a voice in his head. Corone and Tauriel stare at him for a bit in disbelief but eventually they convince themselves to think otherwise of what they were thinking of before. They ignore Kyo and run into the shack, hoping to find the old man Kyo was speaking of. Instead of a small, old and dusty shack... They were met with an extremely high hoard of light, blinding them in an instant. Flashing bright colours start appearing one by one slowly, eventually fading into the trio passed out on a cold, rocky floor. They were inside of a colossal dark, complex, and inescapable underground maze with endless twisting corridors and stone chambers designed to disorient anyone inside. It's extremely dark within this maze with the walls being made with rocky, ancient walls with moss and sand hanging from it. The floor is flat and heavily cracked, filled with skulls and bones and weapons. There is a lone torch beside the trio; Their only light source. In the distance, they could hear battle cries and deep, rumbling growls and roars. Almost like a combination of a savage, bloodlusted bull making snorting and grumbling sounds, alongside with bellows with guttural human-like shouts. Whatever it is, it's definitely not friendly. Kyo wakes up to this monstrosity, totally embarrassed by the fact that he led the gang to the wrong way... or did he?

The Labyrinth

Within the Labyrinth resides many treasures and rewards, exotic ones. Without these the trio could never even dream about holding up against a mutated human or brainwashed criminals. The Labyrinth holds a creature inside it, and this creature is aggressive and angry. It is desperate for food and it prefers anything. This creature is a [Minotaur](#), also known as Asterion. is a [mythical creature](#) portrayed during [classical antiquity](#) with the head and tail of a bull and the body of a man or, as described by Roman poet [Ovid](#), a being "part man and part bull". He dwells at the center of the [Labyrinth](#), which was an elaborate [maze](#)-like construction designed by the architect [Daedalus](#) and his son [Icarus](#), upon command of King [Minos](#) of [Crete](#). The challenge is not to defeat the angry Minotaur, but avoid it. The Trio is to look for specific weapons and items on the floor. These items and weapons are crucial because some of them hold a charm that guides the player to a destination crucial to finishing this challenge. How it does this is simple: The Charm the item/weapon holds is a golden thread that emits an incredible presence, helping the player navigate through the labyrinth for a few seconds. This presence is strong enough to make you hear voices in your head. These voices tell you various directions in which the player has to mash a specific button to resist going insane. Once they've done that the loudest voice in their head is the right one. These Voices can lead you to various treasure chests and crucial places for more clues on demons and fallen angels. Though, if the player fails to resist insanity: The Main Character

experiencing the extreme overstimulation tries killing themselves in desperation. Only to be stopped by one of the other main characters. If the Main Character experiences insanity without anyone there to help them. Their run ends. How the players sense the minotaur is through instinct. If the main character were to be chased by the minotaur, there is a chance that the main character being chased can eventually become paralysed in fear in the midst of running, sealing their fate. What the player must do to truly win the challenge is to find the glowing wooden door accompanied by the golden wind using the items/weapons holding the charm. The Minotaur is always blocking the exit, meaning that they will have to ultimately battle the Minotaur. If the player were to arrive at the exit with an item/weapon holding the golden thread, it would give them an incredibly huge advantage over the minotaur. Without the golden thread, winning against the minotaur is nearly impossible. Which is why you can choose to run away and navigate the minotaur away from the exit so the player could escape. Once the player escapes, The Main Characters are shot with yet another bright flash of light, indicating that they have come back to their original dimension. Waking up within the shack...

End Sequence

The Heroes wake up within the shack after their brutal fight against the Minotaur. What the Heroes have travelled into was a pocket dimension created unknowingly by the Devil. It emits an incredibly dark presence and it manifests itself in the form of real life buildings, with the buildings way of entrance being the way inside the pocket dimension. Once the pocket dimension has been travelled into it immediately closes and the only way of actually exiting is to locate the source thats powering the pocket dimension, and or, if the pocket dimension is equipped with a way of exit like the labyrinth the trio were in, the player can locate that and leave. The second option doesn't necessarily close it forever but it keeps it shut for 2 hours because the source that is powering the pocket dimension still resides within it. You can either explore the shack for clues and items and or leave.

Layout of the Shack

Inside the shack is antique furniture, heavily dusty and unused for a very long time. This shack only has a bathroom and a bedroom. It is made out of extremely old, dark oak wood. With the rug in the center of the shack being obsolete and almost primitive. Kyo comments on the dust flying around the shack, mentioning that it really hurts his eyes and tastes like metal. Inside the bedroom is a cat resting on the floor. It seems to have glasses on which weirds the trio out. This cat belongs to the old man and it is able to speak. The cat can guide you to the old man if you ask it politely and state your reason why. Within the bathroom resides a mouse with glasses and a scarf. It is able to speak aswell and this mouse is incredibly useful if you want to decrypt things. It is also able to fuse items/weapons together to create new and improved ones. If you tell the cat about the mouse it'll get surprised and instantly run over to the bathroom, effectively scaring away the mouse. This action extends your time of finding the mouse heavily, appearing only fairly very later in the story rather than now.

Outside of the Shack

Outside of the shack feels oddly quiet but there is an intense suspense. Bandits and thieves are in this area and you can sometimes spot them peeking over from a tree, planning to rob you. These guys only jump out if you get too close to them and they give alot of money if you beat them since its all stolen. In this case you have more than one choice: East, West and North. If you were to go east you'd stumble upon a very shy demon that is too embarrassed to attack. You're able to either encourage it or discourage it. Encouraging it would mean putting you in a fight with him, but his attacks are pretty easy to fend off. Discouraging him would make him cry and run away. Both options make him drop an apple and a banana. Both just items for food. Going west greets you with a dead end... Or is it a dead end? Staying there for more than 2 minutes makes a very nervous tree start yelling at you. It feels very nervous because you keep staring at it. Basically shooing you away. Going north is where the old mans cat originally wanted to go to, he guides you through a maze of trees. Eventually leading you to his owner.

The Old Man

The Cat leads you to a colossal manor. Where you'll meet Trunk, the Wizard, aka the old man resting outside of it. This NPC is able to give you a clear, detailed guide on how to navigate through the forest and get a hair closer to the devil which explains his eerie, ominous living conditions. He explains that the devil lives right next to the core of the earth and not just a few feet underground. The trio would have to dig a hole to the earth's core and only then would they have to navigate through an entire network of tunnels all each having individual rooms with different things. Trunk doesn't give you too much detail about the layout of the map and he neglects to mention a complete guide on how to find the devil. He does give you a charm for your troubles. This charm decreases poison attacks by a hair. The Player is able to ask Trunk various things:

| Kyo ~ { How old are you? }

{ Why so Anonymous? }

{ You're Suspicious... }

| Corone ~ { You know alot... }

{ Scary... }

Tauriel doesn't have any questions. Rather because he is quite spooked because of Trunks presence. Trunk resides within a large manor that is very dark and haunted. Trunk is usually brewing a large sum of spells, planning to recreate the Dharmachakra for specific reasons he's unable to name. Trunk has many weird, unnatural things around his house. Ranging from furniture suddenly speaking to you out of nowhere to floating utensils and brooms that clean rooms by themselves. The Furniture and Statues around the house are all able to attack you, in which you're able to either attack them or recruit them. Attacking them breaks them, meaning you'd have to pay for the damage around trunks house. Destroying too many things would lead to you being kicked out so you'd better recruit them. You can explore Trunks' house for items, potions and weapons.

Secret Bossfight

Within the labyrinth is a room filled to the brim of specific items. Almost all of them are completely useless. What you should normally be looking for in this room is a golden thread with sits beneath the items. Although, looking through the items even more you'd have a slight chance of pulling out a silver chakram accessory keychain which is essential for triggering the bossfight. After that, you'd eventually be told to 'go north' using a golden thread. You'd want to go east and find a secret trapdoor that shoots out a huge sword by stepping on it. Step on it and enter the room under the trapdoor. Inside the room is mounds of various furniture but in the center is a skeleton thats laying down on its back. It holds a note saying 'Thy only buoyancy when gazing out an aperture is for cipher to emerge.'. You'll have to look out the four windows in a pattern for someone to emerge. This entity materializes another chakram accessory keychain. After you've finished the labyrinth you want to hand the chakrams to the mouse. The Mouse will fuse the

chakrams together and create a dharmachakra accessory keychain. Let Tauriel accouter the keychain on his pants and make your way to the wizard. Instead of the wizard resting outside of his colossal manor, Trunk instead coats his house hidden and creates a pocket dimension. Tauriel is the one who needs to enter this pocket dimension and fight Trunk. This Pocket Dimension is basically Trunks fighting arena and its literally just a dark, foggy and eerie forest with them fighting in a flat circle area with no trees to bother them. If Tauriel were to win the fight using violence, Trunk will offer Tauriel an incredibly huge 4+ stat boost by infusing mixed potions into the dharmachakra accessory keychain. If Tauriel were to win the fight using only defensive magic, Trunk will eventually just sigh mid fight and give up. Trunk will then offer Tauriel a wizardry dagger for his troubles in the future [2+ attack potency boost] in exchange for his dharmachakra accessory keychain. Everything will then go back to normal and trunk will then reside outside of his creepy manor.

Epilogue

After the trio get done with Trunk's Abandoned Manor, Trunk will eventually give you a chakram he just finished brewing. This chakram opens a rift to the other side of the kingdom in the lower side. Equipping this chakram requires extreme will so it's better to hand it to the main character that has the most willpower. The Main Character holding the chakram will then be able to cut a rift into the air, in which you'd be able to jump into. The Trio jumps into the rift after a few dialogue exchanges and the chapter officially ends right then and there.

Easter Eggs and Secrets within Trunks Manor and the Labyrinth [cus i thought it'd be cool to add easter eggs and stuff lels]

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The Sword of Divergence is a legendary ancient babylonian sword that belonged to an absolute paragon named Yushin within the ancient babylonian history. It is said to have disappeared off the face of the earth one day out of nowhere with nobody ever being able to find it ever again. Unless... If you travel far into the Labyrinth and into many different rooms, eventually you'd be rifted into a pocket dimension within the Labyrinth Dimension. Basically a dimension-ception. This creates an incredibly huge crack in time, which glitches everything out completely. A Pocket Dimension within a Pocket Dimension causes reality to start bugging out and breaking in on itself completely, which is how if you were to survive in said room long enough without being obliterated into 500 different timelines and dimensions. You'd eventually encounter the sword of divergence stuck inside of a dead soldiers chest. This dead soldier is speculated to be the legendary hero Enkidu, slaughtered by the paragon Yushin in a brutal clash. Yushin may have seemed to have died in their battle aswell, considering he never took his sword back out of enkidu's chest. Enkidu, alongside the Sword, is then spawned in the corner of the room. Taking the sword out grants you an incredibly powerful weapon! [3+ Weapon Stats, 1+ MP (Mista Points)]

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*Running into the 5th room you go into when first being teleported into the labyrinth, whilst having the minotaur on your tail makes you able to stumble upon a random Mista Point on the ground in the room you're hiding in. This fake Mista Point only appears if you're having a slight heart attack. Obtaining it calms you down heavily and gives you a 100+ confidence/willpower boost for 2 minutes.*

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a brief frame of the lord of the rings cosplaying as a black and white version of william afton appears as the trio walks through the woods searching for Trunk.

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If you manage to somehow to convince the closet to open its jammed closet door in trunks guestroom, a huge beam of divine light appears. Only for it to be a cute dog made out of lightning bolts. It also has an adorable mohawk sitting between its perked up ears. This dog runs out the closet and gets stuck between the fence poles outside of the room.

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Obtaining 4 imperfect Maneki Neko-Bells (Golden Bells) [These bells are also able to be used on Trunks cat, considering its cat attire. This removes your chances of seeing the Starlight Jester] and making corone wear them activates the Starlight Jester. You then are supposed to run into the Basement and you'll see that a secret door has been opened. There, a row of starlit stairs will fall down, all rainbow and sparkly. The Starlight Jester will then come prancing down the stairs, being overdramatic with his intro. He then assigns the Trio a task in comedic manner. The Task is to bring him 4 Golden Bells! Though... That Task had already been solved (Stated By Kyo)... The Jester awkwardly stays in his dramatic pose before snatching the bells right off of Corone's attire and disappearing in an instant. Corone found that situation incredibly weird...

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If you switch to Kyo in the west side of the forest you'll get a cutscene where he finds a hard boiled french fry on the ground. He then eats the fry and vomits the entire thing out in an instant. This somehow gives him a smokers lung...

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If you switch to Tauriel and go to the east side of the forest, a new waypath would open up and only Tauriel is able to go through it. At the end of the waypath lies a huge chest with 100 silver and a huge bottle of wine (heals you by 20hp). By entering and leaving the space between the end of the waypath and the path thats behind the end of the waypath, there is a 1% chance that Tauriel will be transported into a 16 by 16 room with the walls covered in cute dog wallpapers. At the other side of the room is Mimi. If you tried communicating with her, she barks and slowly fades away into thin air, leaving a Dogcharm. Using it in battle gives you a 0.6% chance of getting one of your opponents blown up by a Mimi-dog that falls down from the sky (Takes away 150+ hp from bosses). Using it outside of battle gives you 1.5x silver from every chest.

Character Dialogue when equipping it:

Tauriel ~ [[Ugly...]]

Corone ~ [[Haaaa!! (≥▽≤)]]

Kyo ~ [[Yeah, sure... make me put the wrong charm on... Thats fine...]]

END OF CHAPTER 1