You have spent 11,903,243,243 years in the underworld. It is hot but you’ve gotten used to it by now. But now, you have grown tired of staring at the stalactite and stalagmites that adorn your cavern. You flutter out of your little hovel. In front of you is your neighbor, Sally Mander. Once again, he is slithering around, rubbing his belly all against your flowers.

**(if you gnash your teeth)**

Your neighbor gnashes his teeth back at you.

15% chance of receiving a First Aid Kid

5% chance of being attacked

**(if you flutter away)**

50% chance of receiving a First Aid Kit

5% of receiving a Pocket Knife

**(if you use Solar Flare)**

75% chance of receiving Pocket Knife

50% chance of receiving First Aid Kit



[Note: Solar Flare / Pocket Knives / First Aid Kits are a finite ability. Use sparingly incase you get into trouble. Solar Flare blinds your opponent, allowing you to flutter away while pocket knives OHKO typically whoever you encounter. Pocket Knives are dropped randomly and First Aid Kits allow you to run away to your last checkpoint. First Aid Kits are automatically applied to your health.]

Right before your grand escape from the underworld, you visit your favorite deli on Brimstone Avenue. Devin the Demon greets you and pre-emptively starts making your usual go-to order, the Reuben but without the Russian dressing and sauerkraut. (In case you didn’t know, they don’t have sauerkraut in hell, I mean, uh, the underworld). Suddenly a very large rattling knocks over everything in the restaurant. A giant dragon exhales fire and smoke into the restaurant. Luckily, you were behind the rotisserie. What do you do?

**(if you gnash your teeth)**

70% The dragon bites you.

30% The dragon bites you and misses.

**(if you flutter away)**

80% You successfully run away.

20% You run away but the dragon swipes at your wing.

**(if you use Solar Flare)**

65% Pocket Knife

35% The Dragon is blinded and you run away.

**(if you use Pocket Knife)**

100% You successfully run away.

Devin The Demon crawls out of the deli wreckage. You look down upon him in his last dying moments. He asks you to finish him off.

**(if you gnash your teeth)**

50% Devin curses you as he tries to strangle you with his last moments.

50% Devin nabs your wings and bites you. Ouch!

**(if you flutter away)**

40% Devin cries as you leave him. Bringing up all the years that you ate at his establishment.

60% Devin hurls a pocket knife at you. It hurts but you can use this for later. Nice trade-off.

**(if you use solar flare)**

100% Devin winces.

**(if you use a pocket knife)**

100% Devin thanks you and gives you a first aid kit.

You eat your Reuben before you head to The Underworld Overpass. You don’t know if that will take you out of the underworld. Your underworld buddies have said that there are rumors of an exit but nothing credible. But hey, it’s a direction. Suddenly, you encounter The Menacing Miasma. You’ve always heard folklore about it but never in your wildest dreams would you have ever thought that you’d encounter in on the intersate. It calls your name and states all your personal information out loud. What do you do?

**(if you flutter away)**

35% You successfully run away

10% You successfully run away + First Aid Kid.

5% You run away but it poisons you.

20% You take damage.

15% You take damage + 1 point towards Hell Ending.

15% You take damage but you pick up a pocket knife.

**(if you gnash teeth)**

50% the miasma dissipates (1+ Gargoyle Ending)

25% The miasma dissipates and drops a pocket knife (1+ Stone Golem Ending)

25% The miasma eats your ability to use Solar Flare.

**(if you use Solar Flare)**

85% the miasma dissipates and drops a pocket knife

15% the miasma rebounds your Solar Flare and you take damage

**(if you use Pocket Knife)**

100% The knife does nothing.

**On the Underworld Expressway, you encounter a traveler. Wrapped in black clothes, he looms over you. Looking at your wings. Strange bizarre tattoos all over his arms. What do you do?**

**(if you gnash your teeth)**

33% The traveler cries and gives you a First Aid Kid.

33% The traveler snaps back and smacks you around.

34% The traveler warns you about Mr. 12, the man stuck in time.

**(if flutter away)**

100% The traveler warns you about Mr. 12, the man stuck in time.

**(if you use solar flare or pocket knife)**

100% The traveler falls on the ground. You find a first aid kit.

**You have a 50/50 shot of landing in Desolate Village or Wild City.**

**You arrive in an abandoned town. Infinite depravity and poverty. Skeletons lie around. Do you gnash your teeth and enter the store or flutter away and stay on the path?**

**(if you gnash your teeth)**

25% You enter the store and pick up a Pocket Knife.

25% You enter the store and pick up a First Aid Kit.

25% You enter the store and you see a yellow crystal. You refueled your Solar Flare abilities.

15% You enter the store. Nothing at all. Not even a speck of dust is in there.

10% Mr. 12 appears from the corner of your eye and grabs your wings.

**You arrive in Wild City. The capital of the Underworld. The worst characters are here. Do you gnash your teeth and enter the store or flutter away and stay on the path?**

**(if you gnash your teeth)**

33% You have a good time at a whole bunch of bars. You weren’t very productive. You were able to have a nice meal. You heal up.

33% An unspeakable unfathomable horror of Darkness, Mr. 12, scares you. You dropped a pocket knife.

34% A strange miasma floods the entire city. The unfathomable horror of Darkness, Mr. 12 tears at you. Buildings topple over and you are left with one HP. But thankfully, in the rubble, you find two pocket knives.

**(if you flutter away)**

100% You ignore the city as it calls for you. Maybe you did good. Maybe you did bad. Who knows what could’ve happened to you in the Wild City.

**As you approach the end of the Underworld Overpass, you pass a man limping. You peek at his shadows only to realize that he doesn’t have one. No. He has one. It’s him. And before you know it, the man reaches for you and his palm drowns you. What do you do?**

**(gnash your teeth)**

100% Mr. 12 kills you.

**(if you flutter away)**

70% Mr. 12 kills you.

30% You are able to fly away.

**(if you solar flare)**

50% Mr. 12 drops you.

50% Mr. 12 drops you. You find enough energy within yourself to solar flare once again.

**(if you pocket knife)**

70% Mr. 12 drops you.

30% Mr. 12 melts. Leaving a first aid kid.

**You hide in a cardboard box as Mr. 12 pursues you. Why is this guy pursuing you? Never in your time in the underworld have you ever seen this guy. You sleep in a cardboard box until you feel sure that Mr. 12 is gone. You fall asleep and find yourself at the front door of the Casino.**

