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. You are unable to breathe. You better be careful. 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. A bright neon sign that says “The Casino of Casinos.” A bouncer tugs your wing.**

**“Get up.”**

**You are dehydrated so you enter the casino with the hopes to score a drink somehow. Billions of souls hover in the air, betting parts of their consciousness to win. In this casino, you can bet your Pocket Knives, your Solar Flares, and even your ability to flutter away and gnash your teeth. But be careful, you have no idea how much longer your journey out of hell will be. Mr. 12, the pursuer of Time, could still be out there. But your thirst overwhelms you. You go up to the dealer. His name, Jacques, seems to know exactly what you want and pours a nice glistening bottle of champagne.**

**“If it lands on red, you win a nice glass of champagne on the house. If it lands on black, you lose whatever ability of yours that you offer me. Heh heh.” Jacques licks his lips and rubs his hands.**

**“What will it be?”**

**(gnash your teeth)**

45% You win a bottle of champagne. Your health increases by one.

45% You lose your ability to gnash your teeth. You get offered a bottle of mud water. You lose one hp.

10% Mr. 12 storms into the casino and strangles you. (Mr. 12 attack scenario).

**(if you flutter away)**

45% You win a bottle of champagne. Your health increases by one.

45% You lose your ability to flutter away. You get offered a bottle of mud water. You lose one hp.

10% Mr. 12 storms into the casino and strangles you. (Mr. 12 attack scenario).

**(if you solar flare)**

45% You win a bottle of champagne. Your health increases by one.

45% You lose your ability your solar flare ability. You get offered a bottle of mud water. You lose one hp.

10% Mr. 12 storms into the casino and strangles you. (Mr. 12 attack scenario).

**(if you pocket knife)**

45% You win a bottle of champagne. Your health increases by one.

45% You lose your pocket knife. You get offered a bottle of mud water. You lose one hp.

10% Mr. 12 storms into the casino and strangles you. (Mr. 12 attack scenario).

You are no longer dehydrated and you exit that terrible casino. Souls wither as fast as they enter. In the corner of your eye, you spot Mr. 12 roaming the aisles of slot machines. Quick. Hide. You see a janitor’s closet but it has a word-lock in it! Do you have any idea what the password is?

If you guessed the right password:

You unlock the door. A chamber holding golden trinkets, elaborate paintings of an age far gone, and a throne. Mr. 12’s room. Darcy, the Janitor of Time, lives here in the casino. Besides you, you see a cage with a crying heart. A teal costume.

“Oh please, let me out. I beg you.”

And you do so, as a reward, the man known as Mr. Heart bestows upon you a pocket knife. “I do not know who you will face next, but be careful. Here is an old poem that will help you.”

In the painting you see a portrait of a young janitor chain smoking two cigarettes. The next you see a grave with a giant Tabacco pipe laying on its left side, and in the third portrait, you see an old factory worker keeled over. Odd artwork that’s for sure. You leave the locked room when Mr. 12 walks past. You finally leave the casino.

**(if all the requirements have been met) (this includes Darcy receiving two cigarettes, Darcy the Toy Worker being killed, and Darcy’s Grave receiving a pipe on the left.)**

**You see a vortex in the sky and a giant furball hops from the sky. A rainbow bridge descends down in front of the casino. You don’t know what is going on but the Furball looks at you. Suddenly, Mr. 12 marches towards the both of you. Furball joins your team.**

**(if none of the requirements have been met)**

**Oh the skeletons of old scuttle away when the sun comes,**

**Like a large king who has long dwelled hell but his flesh still bends,**

**Or like the gargoyle who hates teeth that is sharper than his,**

**Old stone soldiers whose feet shapes thy ground but arms cannot even reach the air!**

**But that terrible Mr. 12, thy Janitor of Time, use pocket knifes to end him this time.**



(The store keeper is Scar D. Cat or Stu Pit)

That’s enough casino for today or ever. You flutter out of the casino. What are you trying to do again? Oh yeah, get out of the underworld. After days of wandering on the road (There is only one road in the underworld. Very convenient actually), you meet a lemonade stand that oddly enough is selling pocket knives and Solar Flare Orbs in addition to lemonade. What do you do?

**(gnash your teeth)**

45% The store keeper cries and runs away. It turns out that the store keeper is a massive scaredy-cat. You pick up two pocket knives.

45% The store keeper grabs you by your wings and uses you as a toothpick. Ouch!

10% The store keeper gnashes their teeth back at you. You flutter away.

**(if you flutter away)**

100% Nothing.

**(if you solar flare)**

(if the store keeper is Stu Pid) 55% When you are about to use your own solar flare, you realize that the solar flares are locked in a vault. You ask the storekeeper to unlock the vault so you can see if they are real. The storekeeper does so

(if the store keeper is Stu Pid) 35% You use solar flare on the store keeper and he falls onto the ground. You loot his inventory. A gallon of lemonade heals 1 HP and you get a pocket knife. You realize that the Solar Flare orbs are locked in a vault.

(if the store keeper is Scar D. Cat)

100% Scar D. Cat swipes at you and picks up his shop and leaves.

**(if you pocket knife)**

**100%** if you pocket knife. The knife does nothing to his rock-iron body. Stu Pid. He grabs you by the wings and uses you as a toothpick. Ouch!

**100%** if you pocket knife, Scar D. Cat. The cat scampers away. Leaving his store to your discretion. You heal 1 HP, collect a fresh pocket knife and even get to keep the one that you just brandished! But unfortunately, you cannot brake open the Solar Flare vault. You hear Mr. 12’s infamous jingle and you flutter away.

You have walked very far and the amount of souls that you see lingering dwindle until you are the very last one. You should feel very proud of your luck so far. But be careful, the kindness and generosity of the underworld does not correlate with how much deeper you go. You now stand in front of a castle crafted out of brimstone. Judging from the ornate decorations, you can tell that this must be the ruler of the Underworld. Maybe you can ask the owner if he can whisk you out of the underworld. Who knows, you’ve seen a lot of things happen today. You enter the king of the underworld’s castle and the king will be with you shortly. So in the meantime, rest up in one of the castle’s many rooms. Now, you don’t remember what room the guard told you to enter. Was it the blue room, red room, yellow room, or the green room?

**If blue room selected =>**

50% Stone Golem Ending

50% Large King Ending

**If red room selected=>**

50% The Large King Ending

50% Gargoyle Ending

**If Yellow Room Selected =>**

40% Skeleton Ending =>

10% No boss fight =>

50% Gargoyle Ending =>

**If green Room is selected =>**

50% Skeleton Ending =>

50% Stone Golem Ending =>

What? This isn’t a bedroom. This is a giant chamber. A sleeping gargoyle wakes and becomes disgusted at the sight of you.

“Get away! You smell of him!”

You couldn’t refute or explain yourself before the gargoyle charges at you. What do you do?

5 Stone Golems awaken as you flutter into the room. Mold and moss flakes float off their gigantic ancient arms as they grasp for your frail wings. Judging how everything in the underworld has the tendency of attacking you, their slow movement towards you does not seem inviting. What do you do?

As you step into your bedroom to finally relax after what seemed like a never-ending trek, you are not finished yet. Inside your bedroom is a large fleshy king adorned in a robe crafted out of otherworldly silk.

“Oh no! No no no no!” The king heaves off the bed and storms towards you. “You will not seek council with the ruler of the underworld!” You have no idea how intense things are going to get. Is this guy just joking around. W-What do you do?

A skeleton wiggles out of the ground. Seems harmless enough. Until you realize that a whole swarm of them are wiggling out of the ground and they flood your room like water. Three little skeletons dance around the place. You blink and now there are twelve. You better act fast because now there are thirty six of them prancing around. What do you do?

You look at the four doors and you realize that none of them are for you. But rather, the 5th door that seems to have been there the entire time. “TRUE ENDING” room. I think this is the room you are looking for. Good job. You look at the framing of the door. Something or someone must’ve helped you reach this door because you feel like someone has. When you pull the handle of the door, you don’t have enough strength to do so. Until someone who you have never seen before helps you.

The furball joins you.

Pepper and Furball vs. The Whale