

Pure Khaos

Prelude

The world of Pure Khaos takes the history and all around story from Super Paper Mario and its position being the aftermath of what happened after the universe was saved from being destroyed! Before we jump into the present, let's go into the deep history of this story that takes place before the events of the world ending void.

The Ancients

The Ancients were an incredibly intelligent race that possessed powerful magic, however they lacked physical strength. 3,000 years prior to the world ending void, one of the Ancients circumvented his race's physical limitations by creating the "thinking tools" known as Pixls using knowledge gleaned from the prophetic book, the Dark Prognosticus. The Ancients used the Pixls to build great cities and spread their knowledge across many worlds. However, they grew dependent on their living tools, and after 1,000 years of prosperity, they were devastated by the uprising of their Pixls, who had fallen under the control of an entity called the Pixl Queen. The Pixl Queen had been the first Pixl created, and was horrified at how her fellow Pixls were being used, but their revolution was eventually foiled by the twelve original Pixls (besides herself) and their Ancient partners, all but one of whom perished.

The survivor discovered that the Pixls had been created from the souls of deceased people (with the Pixl Queen in particular being the daughter of the Ancient who made the Pixls), and to prevent the knowledge contained in the Dark Prognosticus from being used in such a way again and causing another tragedy like the Pixl Uprising, he took the book and disappeared. The Tribe of Darkness later broke off, a group of Ancients who became known for their great power and secrecy. The Tribe of Ancients accused them of stealing the Dark Prognosticus, and the idea that they wanted to use the book to enhance their shadowy powers joined the true story of their shielding of the book from those who would misuse it.

500 years after the Pixl Uprising, the Ancients became aware that the Dark Prognosticus predicted that all worlds would be consumed by a Void in 1,500 years' time. A group of four sages believed that the power of love could prevent the destruction, and their research led to the construction of the Purity Heart, which was meant to destroy the Chaos Heart that would create The Void. They wrote another book called the Light Prognosticus to provide the destined Heroes of Light with instructions and guidance in how to prevent the consumption of all worlds, and broke the Purity Heart into eight smaller Pure Hearts, which they then passed out to other trustworthy individuals for safekeeping for the next 1,500 years. They also created Flipside, and world between dimensions, and with the help of the Tribe of Darkness, they created its dark counterpart as well, Flopside, and hid Heart Pillars around both cities so that only the Hero would be able to go to them and deposit the Pure Hearts. They also used the Flipside Pit of 100 Trials to research the power of the Pure Hearts, while the Flopside Pit of 100 Trials was used to

study the dark magic of shadows, with both also serving to test the forces that guarded the Pure Hearts.

However, the Ancients' time was limited. After the Pixl Uprising, the Ancients grew fearful of their "thinking tools". They outlawed their creation and limited the power of the existing Pixls, which slowly dwindled in numbers until only the original 11 Pixls (since one died from defeating the Pixl Queen) remained, scattered across the worlds and hidden in Treasure Chests to await the Heroes of Light. Without the Pixls, the Ancients' power and influence began to decline, and by the time the events of the world ending void began to play out, their civilization was all but lost. Only a few descendents of the Tribe of Ancients are encountered, as well as the last member of the Tribe of Darkness and the lingering spirit of Merlumina, one of the four sages.

The Four Sages & Descendents

A few Ancients are spoken of, namely the four sages. Several descendents of the Tribe of Ancients and the Tribe of Darkness are also encountered, including Merlon, Merlee, Merlurvee, Bestovius and Old Man Watchitt and his grandson Bozzo (all descendents of the Ancients). Blumiere and his family, along with Nolrem, are the last remaining members of the Tribe of Darkness (Blumiere is the last of his family currently).

The Four Sages:

Merlimbis

"This gentle and loving sage is said to have created the Pure Hearts... She is a direct ancestor of the fortune-teller Merlurvee and the charmer Merlee..." —Tippi

Merlimbis, who is described by Tippi as "gentle and loving", was one of the four sages among the Tribe of Ancients. She is thought to have created the Pure Hearts, and therefore the Purity Heart. She is never directly encountered, only viewed in a stained glass window in Mirror Hall, which reveals that she looked very similar to Merlurvee and Merlee, both of whom are direct descendents of Merlimbis according to Tippi and Tiptron.



Merlight

“He had great knowledge of all worlds, and is said to have designed Flipside... He is a distant ancestor of Merlon, who still has many of his books at home.” —Tippi

Merlight is revealed by Tippi, to have been quite knowledgeable in the nature of dimensions/worlds, and used this knowledge in the design of Flipside. He is distantly related to Merlon, who looks identical to him and apparently possesses a large amount of the books Merlight left behind.



Merloo

“This sage was very wise and is even said to have written the Light Prognosticus... He was also a great magician who could control dimensions...” —Tippi

According to Tippi, Merloo was very wise in his time and is even thought to be the author of the Light Prognosticus (although authorship is also credited to Merlumina). He also possesses future vision. He has the appearance of a mustache-less, green robed character, but while other sages bear resemblance to the “Shaman” characters encountered, Merloo bears only a passing resemblance to Merlon and Norlem. However, Merloo is said to be a powerful, dimension-controlling magician, similarly to Dimentio and to the “Flip Wizard” Bestovius, a descendent of the Ancients who gives the ability to flip into dimensional point of views.



Merlumina

“The wisest of the sages, she was a leader of her people... She was also very passionate, inspiring dozens of legends of her romantic adventures...” —Tippi

Merlumina was a member of the Tribe of Ancients. 1,500 years before the world ending void, she was told to protect the Pure Heart in Yold Ruins and await the Hero of legend. 1,500 years later, her ghost still waited for the Hero to arrive. She is the only member of the sages to be met by the Heroes of Light. She is credited with writing the Light Prognosticus by Merlon, although Merloo was also said to be the author. She is distantly related to Old Man Watchitt, with whom she telepathically communicated while impatiently waiting for the Hero.



Merlumina's Sister

Merlumina's sister was given the purple Pure Heart, which she had to deliver to King Sammer I in Sammer's Kingdom. However, she fell in love with the king, leading to the two having 100 children, which could be the origin of the 100 Sammer Guys.

Additional Notes

The inventor of the Pixls was a human member of the Tribe of Ancients, as was his daughter by extension, who died and had her spirit transformed into the Pixl Queen, who is implied to have become a Shadoo, the creature of shadows and illusions that is encountered at the bottom of the Flopside Pit of 100 Trials. It is also implied that the other Pixls were also created from the souls of the deceased, possibly making the eleven Pixls that the Hero encounters Ancients. The Ancient magician who created those Pixls also had a son whom he believed had perished along with his wife. However, the son survived, and may be the ancestor of Count Bleck.

Ancient Descendents:

Merlon

“That's Merlon... He's a descendant of the Ancients who led us here... He toils to protect the world from destruction, the Light Prognosticus as his guide... He's the source of knowledge in Flipside. Most people here put their trust in him...” —Tippi

This wizened old sage is a descendant of the Ancients. He helps the Hero to decode the Light Prognosticus. Although he is often depicted as stubborn and comical, Merlon's integral wisdom inherently shines through. Merlon was responsible for saving Tippi's life when she apparently wandered into Flipside by turning her into a Pixl. He is able to revive her after she falls unconscious, and makes it clear that he cares a great deal for her and her well-being, as he requests that the Hero and his friends be sure to take care of her and reminds Tippi to return to him in one piece prior to her trip to Castle Bleck. Following the defeat of Bleck and the restoration of all worlds, Merlon questions one of the Hero's friends as to whether Tippi is happy where she is now, and the friend responds by assuring him she is.



Merlee

"That's Merlee, the charmer... Her spells are empowering when you're in a bind... She lives in a large mansion in Gloam Valley, but moved here to help the Heroes... She and Flipside's fortune-teller, Merluvlee, were rivals when they were classmates." —Tippi

Merlee is a fortune teller who speaks exclusively in rhymes. She will perform spells with her various magical devices that will grant random fortunes to people who seek her guidance. Whether it be strength, or wits. Like Merlon, she is a descendant of the Ancients. During the dawn of the world ending void, she lives in a mansion at Gloam Valley, one of the many worlds possessing a Pure Heart. She later moves to Flopside in a building adjacent to Merluvlee's house in Flipside to help the Heroes of light. Merlee and Merluvlee were rivals, and have been ever since they were classmates.



Merlurvee

"That's the fortune-teller, Merlurvee... She shows lost souls the path forward... She's pretty flamboyant, and some assume she's fake... But she has true vision..." —Tippi

Merlurvee is the fortune-teller of Flipside. She's a descendant of the Ancients, uses her true vision to grant hints on what needs to be done for the citizens of Flipside... If they pay a nifty fine of course. There's not much to her story, as she's only shared through tattle, or if you visit her tent.



Bestovius

"I assure you that if we are being watched from another dimension... Those beings will understand. But you lack the moustache for full comprehension." —Bestovius

Bestovius is a powerful sage, who is also the Dimensional Governor of Lineland and the so-called "Flip Wizard". He is responsible for granting the Heroes of Light the ability to flip between dimensions. He's a direct cousin of Old Man Watchitt, and a distant cousin of Merlon and Merlee.



Old Man Watchitt

"Whoozit?! I'm the elder around here, so watch it! What do you want? Get off my rug!"
—Old Man Watchitt

Old Man Watchitt is the crotchety mayor of Yold Town. His job is to keep people from going into the ruins. You know, lawsuits and all that. WATCH IT!!! The Heroes of Light were only granted passage to the Yold Ruins by Watchitt if they possessed one of the original 11 Pixls, Thoreau. His habit of yelling "WATCH IT!" comes from the 1000 years of him protecting the canyon that leads to the Yold Ruins, a place where the spirit of Merlumina rests and continues to protect one of the 8 Pure Hearts.



Darkness Descendents:

Norlem

"I know that what I have just shared with you might only serve to discourage you... I still must send you forth, however. It saddens me that I can do nothing else." —Norlem

Norlem, as his name suggests, is the Flopside doppelganger of Merlon. He strongly resembles his counterpart, especially with his inverted colour palette. He and Count Bleck are the only known descendents of the Tribe of Darkness. While his Flipside counterpart Merlon is generally hopeful due to his strong faith in the Heroes and the philosophy of the Light Prognosticus, Norlem displays a slightly more pessimistic view of things at times despite being just as friendly - his slightly more fatalistic attitude falls further in line with the Dark Prognosticus, even facing the end of all worlds with a sad, yet calm resignation. Despite this, Norlem does everything he can to support the Heroes and avert the dark book's predictions, still possessing hope and assisting in fighting the destructive prophecy like his cousin.



Count Bleck (Lord Blumiere)

“Bleh heh heh heh heh... The man known as Blumiere died long ago. Now there is only Bleck! The Dark Prognosticus’s choice to fulfil the prophecy. Nothing more!” —Count Bleck

Count Bleck, also known by his real name, Lord Blumiere, is an evil count. He’s responsible for summoning the Chaos Heart by forcefully setting up a forbidden marriage, and uses the Chaos Heart to open The Void, which has the power to destroy all worlds and dimensions. He also leads a troop of minions, with its primary members being Nastasia, O’Chunks, Mimi, Mr. L, and Dimentio.

His name, “Bleck”, is normally used as an onomatopoeia for disgust, but can also be interpreted as a corruption of “Black”, referring to darkness. His real name is likely a portmanteau of blue, referring to his colour, and lumiere, the French term for light and a reference to his status as a member of the Tribe of Darkness.

Prior to the events of the world ending void, Count Bleck went by the name Blumiere and was a member of the Tribe of Darkness, a group that broke off from the Tribe of Ancients after stealing the Dark Prognosticus in a misguided attempt to prevent its powers from being abused. One day, Blumiere was found injured at the base of a cliff by a human girl known as Timpani and was nursed back to health by her. Despite his father’s warnings to stay away from humans, Blumiere became captured by her kindness, and he frequently snuck out of his castle to meet with her, and they eventually fell in love.

He later learned that his father threatened Timpani. Blumiere learned that they could not be in love here, so he proposed to her. Though before they could be married, his father abducted and banished Timpani from their dimension, wiped her memory, and cursed her to wander through worlds until the day she died. Upon learning of Timpani’s disappearance, Blumiere travelled through dimensions to search for her, unaware that she had been found barely alive by Merlon, and was turned into a Pixl known as Tippi in order to save her. He ended up meeting Nastasia at some point during his search.

Blumiere eventually returned home after thinking that Timpani was gone forever. He believed that life and existence are meaningless without her, so he stole the Dark Prognosticus and used its power to destroy his dimension, and he decided to do the same to every world. Blumiere took the alias of Count Bleck, and along with his new assistant Nastasia, he moved to a new castle in a world of darkness and was eventually joined by Mimi, O’Chunks, and Dimentio. He also intends to create a new perfect world once the original is destroyed, but Dimentio claimed that he never actually intended to keep his promise.

Count Bleck eventually decides to target the Heroes world. He learned from the prophecy that the wedding of a princess and a monster will call forth the Chaos Heart. Due to this, he abducts 3 of the Heroes (2 being the princess and the monster, and 1 being converted into a henchman), and the entire monster’s troop, and forcibly weds the former two, forming the Chaos Heart. Count Bleck then uses the Chaos Heart to rip open the Void. Due to a disturbance during

the wedding ceremony, the 3 Heroes and the Troop scattered across the castle. To confront this problem, Bleck sends Nastasia to brainwash members of the Troop into joining him. He also sends his other minions to various dimensions in an attempt to prevent the 4th Hero from collecting the Pure Hearts.

After his minions are defeated and the 4th Hero reunites with the princess and the monster, Count Bleck stops treating the Hero as a “mere annoyance”. Bleck turns to the Dark Prognosticus and learns that a “man in orange” is the main factor of determining whether the prophecy of destruction will pass. He orders Nastasia to brainwash the orange Hero into Mr. L and attempts to stop the Hero with him. However, Mr L is defeated like his other minions. Bleck becomes angered after his attempts to stop the Hero failed, and he confronts them in person in Sammer’s Kingdom. He argues with Tippi over his motives and the value of all worlds, and begins to suspect that Tippi may be Timpani.

After the Heroes obtained the final Pure Heart from the Overthere, Bleck orders his minions to try and defeat them when they arrive at his castle. Dimentio later reveals to Bleck that Tippi mentioned the name “Blumiere”, which confirms she is Timpani. Nastasia begins to urge him to call off the void, but due to him being too far along in his plans to stop the Chaos Heart’s destruction, he ignores her urges, and secretly hopes that the Heroes will be capable of defeating him and saving all worlds, feeling he’s come too far to back down.

When the Hero and Tippi reach the inner sanctum of Castle Bleck, Bleck and Tippi once again argue before he sends Nastasia away and engages the Hero in a battle. Bleck is initially immune to all attacks due to the Chaos Heart, but the other 3 Heroes grant the Pure Hearts the power to negate the barrier. After Bleck is defeated, he insists the Hero to end his life before the Void destroys all worlds, against Tippi’s wishes.

Though before the Heroes ended his life, Dimentio appears and attacks the count, but the blow is taken by Nastasia, who is seemingly mortally wounded. Dimentio then takes control of the Chaos Heart, and plans to use it to create a new world in his image once the old worlds are gone. He banishes Bleck, Tippi, and Nastasia to Dimension D, intending to deal with them later, and merges with a brainwashed orange Hero and the Chaos Heart to form a giant body called Super Dimentio. At Dimension D, Count Bleck is reunited with O’Chunks and Mimi, whose love for Bleck manages to restore the Pure Hearts to weaken Super Dimentio and allows the Heroes to defeat him. Before his death, Dimentio manages to leave behind a “shadow” of his power, which will ensure all worlds will end as revenge for his death. As he is aware of the urgency of the situation, Count Bleck returns everyone to the chapel where the Chaos Heart was born, and he and Tippi exchange vows and wed each other. The true love between them supercharges the Pure Hearts, uniting them into the Purity Heart, and was meant to destroy the Chaos Heart. Though the shadow Dimentio cast of himself managed to snatch the Chaos Heart and store it into Dimentio’s body, reversing the prophecy’s destruction, but reviving Dimentio. Dimentio then vowed he would make his return in 1000 years.

Bleck claims that using his and Tippi's love to stop the Void would cause both of them to "cease to exist", but both Merlon and Nastasia believe that he is living happily together with Timpani. Because Bleck is now gone, his remaining minions O'Chunks and Mimi decide to create the perfect world that he promised them.

Now in current events, after the world ending void era, Blumiere and Timpani started a new life together on their newly made world. Blumiere returned to his old self, being happy and faithful. Together, they built a castle with the help of the newfound beings in their world, and started a family. Blumiere is now the father of 3 sons, Card, Sodao, and Vaek, and 1 daughter, Beezle. This family's newfound goal is to make sure the Purity Heart is kept safe for eternity.



Pixl

Pixls are an ally species to the universe, in order to help people by doing tasks based on their appearance, such as picking up items/creatures and throwing them, serving as explosives, or even acting as floating platforms to travel across the lands.

The name "Pixl" comes from the word "pixel", the smallest possible portion of an image, and may also be a reference to "pixie", another name for a fairy, which gives the Pixls their name in Japan, Fairin.

The main protagonist Pixls to the story are as follows: Tippi, Thoreau, Boomer, Slim, Thudley, Carrie, Fleep, Cudge, Dottie, Barry, Dashell and Piccolo, as well as the robot Pixl, Tiptron. Unlike the other Pixls, Tippi was not created by the Tribe of Ancients, but started out life as a human named Timpani, and was turned into a Pixl by Merlon as a desperate attempt to save her life when he found her close to death. At the tale's end, she marries Blumiere, turning into some sort of half-pixel half-human elemental species. Timpani, at the time, created a robotic version of her Pixl form named Tiptron, to substitute her power for others to continue using.

The history of Pixl's takes place 3,000 years before the world ending void. A powerful magician among the Ancients created the first twelve Pixls, eleven of which remain to this day, as the twelfth member remains unknown. He accomplished this by transferring a spirit into a vessel that he created for a specific purpose. It has been theorised that the spirits were from people, such as Flip-Flop Folk or humans, who had been sent to the Underwhere, which is supported by the fact that Merlon would one day contain Tippi's human soul within a Pixl form. After the magician's own death, his apprentices learned how to make many more Pixls based on his original twelve. They became known as "thinking tools" for the Ancients, who eventually became rather dependent on their Pixl helpers. Through the work of many Pixls, the Ancients prospered as they never had before.

One day, however, a catastrophe occurred. 1,000 years after the invention of Pixls, a huge Pixl, calling herself the Pixl Queen, suddenly appeared. Most Pixls were well-contained spirits, but she was believed to be a demonic spirit contained in a Pixl vessel, although it was later revealed that she was not only a human, but possibly the magician's own daughter, who grew ill and perished while he was conducting his research. While her exact motivation is unknown, one theory is that the Pixl queen was horrified by how the Pixls were used by the Ancients and she used her powers to command the other Pixls to rebel against their masters. Devastated by the loss of the Pixls they had become so dependent on, the Ancients found themselves unable to build and rule their empire, and were easily enslaved by the Pixl Queen.

In the midst of the ruin, the descendants of the magician's apprentices and inheritors of the twelve original Pixls appeared, defeated wave after wave of Pixl soldiers, and freed the enslaved Ancients. They used Catch Cards to trap the mind-controlled Pixl soldiers and then healed them. They saw their friends fall in battle one by one, yet preserved anyway. The last survivor managed to make it to the castle of the Pixl Queen, however she used her powers of illusion to hide and bombard him with horrific images. Fortunately, one of the Pixls at the fighter's had the ability to see the truth (paralleled by Tippi's Tattle-like ability 2,000 years later), and together they fought and defeated the Pixl Queen at the cost of the Pixl's life.

The vanquisher of the Pixl Queen then discovered the truth: she had been the first Pixl created, even predating the "original" 12 Pixls used to defeat her. She had been created from a human soul by the magician with knowledge he took from the Dark Prognosticus, so to prevent another catastrophe from ever happening, the survivor of the fight with the Pixl Queen took the book from her and disappeared. He then founded the Tribe of Darkness, which would come to be known as the thieves of the Dark Prognosticus, long suspected of using the dark knowledge contained within the book for their own ends, while in reality, they were also protecting the tome of truly evil uses.

Despite the hiding of the Dark Prognosticus, the Ancients had grown fearful of the Pixls. Their elders decided to limit the power of all Pixls and outlawed their creation. However, as a result of the Pixl uprising and the unavailability of their Pixl tools, the Ancients declined and disappeared and their technology was, for the most part, lost. Only surviving members of the original twelve Pixls were believed to still be in existence, scattered around the worlds. The eleven remaining

Pixls were eventually brought together by the Heroes during the world ending void era. They were joined by a twelfth, newly created Pixl, Tippi, who was eventually replaced by the robot Pixl, Tiptron, after she disappeared into the new world in her new form.

Tippi (Lady Timpani)

"I'm going to believe in them... And I'm going to believe in HIM... most of all." —Tippi

Tippi, also known by her real name Lady Timpani, is a Pixl. She is introduced to the Hero after the dawning of the world ending void, the birth of the Chaos Heart. She teleports the Hero to meet Merlon, so Merlon can exclaim the prophecy, and let the Heroes know of their destiny to save all worlds from the void. She assists the Heroes throughout the entire journey by finding secrets and exposing paths with her unique ability, and most prominently, providing tattle information on beings. After the Heroes fulfil the prophecy and save all worlds, Tippi turns back into her human form, with a little left over Pixl energy in her. She leaves with Blumiere into the newly created world made for the two. Tiptron, a robot built from a scale model by Francis when Tippi was kidnapped by him in The Bitlands, then replaces her power for the Heroes to use for future adventures.

Prior to becoming a Pixl, Tippi lived in an unnamed village as a human girl named Timpani. At one point, she happened across an injured man known as Blumiere, lying at the base of a cliff. Despite recognising him as a member of the Tribe of Darkness, she opted to do what she could to nurse him back to health, much to Blumiere's surprise. The two continued to see each other after his recovery and despite the protests of Blumiere's father, who opposed dirtying the blood of the tribe by permitting a union with a human. In light of threats to Timpani's safety, Blumiere proposed to her, suggesting that they would leave their home dimension and spend the rest of their lives searching for a place where their love could flourish.

It was then that Blumiere's father followed through on the threats he had made; although the exact fate he subjected Timpani to is unclear, Blumiere was unable to find her even after searching through every world he could think to look. Unbeknownst to him, an injured, amnesiac Timpani was ultimately found in the interdimensional town of Flipside by Merlon, who used the power of his ancestors to transfer her soul into the Pixl known as Tippi. Meanwhile, distraught by the loss of his love and the role he played in it, Blumiere adopted the alias of Count Bleck and stole the Dark Prognosticus from where his tribe had been protecting it for ages untold, seeking to fulfil its forbidden prophecies in order to bring about the end of all worlds.

Tippi is first introduced to the Primary Hero after Count Bleck abducts the other Heroes to his newly made castle. She brings him to Flipside and, along with Merlon, explains the events foretold in the prophecy of destruction, as well as how the Primary Hero fits the description of the Hero in the Light Prognosticus. Tippi agrees to accompany the Primary Hero in their quest to find the Pure Hearts.

As the Primary Hero reunites with their friends and progress is made throughout their journey, Tippi begins to recall memories of her past with Blumiere. When they crossed into The Bitlands,

she was kidnapped by Francis, a nerdy chameleon, and imprisoned in his fort as a “rare collectable” that he named “Francine”. This leads to the Heroes making their way there and battling Francis to save her. After his defeat, Tippi expresses her gratitude toward the Heroes for rescuing her and comes to trust them more, and the Green Pure Heart appears from her, much to her surprise. Merlon later explains that it was sealed in the fort and could only be gained by strong feelings of trust and friendship.

In the following interlude, Tippi mysteriously falls unconscious, and Merlon reveals to the Heroes how he had found and saved her from death, telling them she cannot survive much longer even in her Pixl form. Despite this, he is able to revive her and she chooses to continue travelling with the Heroes, stating her desire to be near the Primary Hero. During their trek through the near-destruction Sammer’s Kingdom, Tippi and the Heroes encounter Count Bleck, who finally reveals the first hint of his true motives to them through the mention of the name “Timpani”. Tippi was surprised by this, having heard the same name in her memories, but the count disappears before she can say anything more to him. She concludes soon after that she knew Bleck in the past but cannot remember when or how.

After the Heroes defeat Bonechill and obtain the eighth and final Pure Heart, Tippi recalls the last of her lost memories and finally learns to her horror that Blumiere is indeed Count Bleck. Despite this knowledge, however, she keeps her past a secret from the Heroes as they travel through Castle Bleck to defeat the count, knowing that only his death can end the prophecy of destruction. After the battle is won, Tippi is caught between killing the man she loves and letting every world be destroyed, while Bleck himself begs for the Heroes to end his life, desiring for the universe to be saved so that Tippi herself can live on.

Dimentio then appears and betrays the count, banishing Bleck, Tippi and a dying Nastasia to Dimension D before battling the Heroes with one of the Heroes being newly brainwashed and the Chaos Heart. While there, Tippi encourages Bleck not to give up, exclaiming that staying alive was how they were able to find each other again - her hope for all worlds, as well as the loyalty of Bleck’s other minions, restores power to the Pure Hearts, which had been drained previously in the fight against Bleck. Tippi returns with them to the Primary Hero and aids him in the fight against Super Dimentio. Upon his defeat and vanishing without a trace, however, the Chaos Heart remains intact - Bleck claims that Dimentio has left behind a shadow of his power to continue the destruction of all worlds. The Heroes and villains are returned to the chapel of Castle Bleck, where Bleck and Tippi exchange vows and wed each other at long last, using the true love they possess as a last effort to shatter the Chaos Heart and save the universe. After this event, Tippi becomes a human again, with Pixl-like features now part of her permanently, and she and Blumiere disappear to a newly made world by their companions, to live on and start a family together.



The Original Twelve

Thoreau

"No matter! Details do bore me!" —Thoreau

Thoreau is the second (first being Tippi) Pixl the Hero encounters during the world ending void era. Thoreau resembles a hand, with his head as the palm and the five circles being the fingers. This indicates his ability to grab and throw most things. The Hero used Thoreau to carry specific objects for puzzles, and clash enemies into each other by throwing them. These abilities originated in *Yume Kōjō: Doki Doki Panic*.

Thoreau is rescued from a treasure chest in Yold Town, and claims the Ancients locked him away for 1,500 years.



Boomer

"You build it, I blast it." —Boomer

Boomer is the third Pixl encountered by the Heroes. His special ability is to turn into a bomb that explodes, as alluded to by his name. Boomer can be used to open off areas that were once closed off by barriers, and his explosions can defeat enemies at a distance. Specific enemies can only be killed if they swallow Boomer, causing him to explode while inside the enemy.

Boomer is rescued from a treasure chest in an underground room in Gloam Valley. Before joining the team, he asks the following questions, but every response is an agreement, only with different emphasis:

1. "You stay up wonderin' if anyone ever gives presents TO Santa Claus."
2. "For some reason, you clean your room before a test."
3. "When someone says, 'Let's just be friends,' you think, 'Yeah, whatever.'"
4. "You don't really understand why I'm askin' you all these questions."
5. "You think shoppin' online is a wonderful and magical experience."
6. "You once put a shirt on inside out but didn't bother reversin' it before goin' out."
7. "You wanna be sleepin' when you're awake, but when you're tired, you wanna wake up."

8. "You're gettin' real tired of these questions."



Slim

*"OOOOONNNE! TWOOOOO! THREEEEE! FIIIIIVE! FOUUUR! SEVENTEEN!!!!
THREE-POINT-ONE-FOUR!!!! ONE MARZILLION!! TENNNN!!!" —Slim*

Slim is the fourth Pixl encountered by the Heroes. His special ability is to allow the user to become very thin, letting them have access to extremely narrow crevices. Also, if you stand still while thin, you become invisible and untouchable by entities.

Slim is rescued from a treasure chest in a hidden wall within Merlee's Mansion, which can be accessed by Boomer's explosion.



Barry

"Listen, let me give you some travel tips. You listening? Good." —Barry

Barry is the fifth Pixl encountered by the Heroes. His name is a real name, but used as a pun on his special ability: creating barriers, which is used to deflect and counter attacks. Additionally, the user of Barry will spin in a similar fashion Barry does while mobile.

The Heroes first meet Barry after Francis kidnaps Tippi. He reveals three tips on how to reach Fort Francis. Later, after Tippi is rescued and the Heroes backtrack to the beginning, Barry joins the team because he has nothing else to do. Barry does not realise that they were Heroes until they returned to see him after Francis was defeated - a fact that makes Barry ashamed, according to his Tattle shared by Tippi.



Thudley

"The sheer girthitude on display here is blowing my mind!" —Thudley

Thudley is the sixth Pixl encountered by the Heroes. Due to Tippi's Tattle, he was supposedly a former wrestling star. It is said that Thudley retired from wrestling after a hip-replacement operation, despite the fact he doesn't have any legs. It is possible that his wrestling career was from his life before being turned into a Pixl. His special ability allows the user to have the power to Ground Pound. Ground Pounding is when you leap in the air, front flips into a cannon ball position, and slams into the ground. This ability is useful to knockback enemies by colliding with them, and to solve puzzles by ground pounding switches. The name Thudley takes after the word "thud", an onomatopoeia for a weight falling, which makes sense for his design to look like a 1-ton weight.

Thudley was rescued in a treasure chest within a cave inside of The Tile Pool, located in The Bitlands.



Carrie

“Hold on a second. Before we get all friendly, we should see if we’re on the same page.”

—Carrie

Carrie is the seventh Pixl encountered by the Heroes. As her name (a pun on the word “carry”) indicates, her special ability is to transform into a platform that can carry the user through hazardous areas too wide to jump or float across, and to not step on harmful entities.

Carrie is rescued from a cage in Fort Francis’ basement in The Bitlands. There’s a switch across the room that frees her.



Fleep

“No toilet paper here, amore! ♪

I wait 100 yeeeeeears, amore! ♪

What for, what for, amore? ♪ ”

—Fleep

Fleep is the eighth Pixl encountered by the Heroes. Fleep’s powers let him flip the air dimensionally. His name is a pun on the word “flip”, and his appearance is that of a retractable roll-up window shade, complete with a pull string. Fleep’s ability to reverse a section of the air at will and can be used to phase hidden objects from one dimension into the dimension they’re placed in. Whenever a sparkling rift is seen in the air, Fleep can check whatever is behind it. His flipping abilities can also be used on entities, making them spin between dimensions, or spin regularly, confusing or making them dizzy.

Fleep is found in an outhouse on Planet Blobule, he requests some paper so he can “clean up”. The heroes eventually acquire the Ancient Clue paper from Blappy for this purpose.

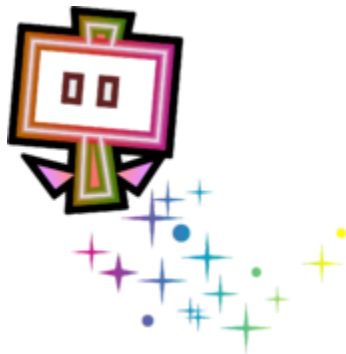


Cudge

“Real good wordin’, real good timin’! It really got me right there! In the heart!” —Cudge

Cudge is the ninth Pixl encountered by the Heroes. His name comes from “cudgel”, referring to a blunt weapon such as a Hammer, which Cudge manifests in the user’s hands to replace actual hammers. He’s used to destroy subtle or camouflaged objects that obstruct the Heroes’ path. He notes that he was not always a Pixl, meaning that Pixls might not be an actual species, but just transformed beings.

Cudge is found in Gap of Crag, within the Land of the Cragons (Crag). The Heroes have to find 3 elemental tablets found in different areas of the Crag, and place them inside the pillars within the Gap of Crag for Cudge to emerge.



Dottie

“Only heroes who know how to utilise the Pixls properly can travel with them...” —Dottie

Dottie is the tenth Pixl encountered by the Heroes. She has the ability to shrink the user, making them look almost like a dot, as referenced by her name. Most entities don’t notice the user when made into their small size. This ability becomes useful to access tiny buildings the Heroes

encountered early on their journey, going back to them to discover more information on what's to come for the end of the world, or just for shopping for tiny objects.

Dottie is found in the Floro Caverns within the Land of Crag with Gabbro, whom Dottie helped escape from the Floro Sapiens. Dottie used to be partnered with Gabbro, but left him by explaining as soon as the Heroes entered the room, that she was made to be with them. Having told this, she turns Gabbro small and tells him to get out of the caverns to safety, which he does, in a sad mood. Dottie loves meditation and suggests several times to the Heroes that they meditate together.



Dashell

“D-Dash and sh-shuffle and you’ll be able to dodge the fiercest attacks. Gotta tell you, that’s how I’ve survived many a battle. Yup. Fleeing. It works.” —Dashell

Dashell is the eleventh Pixl encountered by the Heroes. He simply grants a speed boost to the user, and his name itself comes from the word “dash”. He thinks fighting is useless and reveals that when he gets in a fight, he flees. According to his tattle provided by Tippi, Dashell believes that “Life is a sprint, not a marathon”.

Dashell is found in a treasure chest after defeating Wracktail during the Pit of 100 Trials era.



Piccolo

*"The bird, it warbles, TWEET!
The bug, it cries, CHEEP!
The frog, RRRRRRIBBIT!
The dog, GRRRRROWF!
Goats and cars, BLEEEET!"*
—Piccolo

Piccolo is the twelfth and final Pixl encountered by the Heroes. She is named after the instrument piccolo for her music-based power, which manifests as a short tune. This tune can cure the Heroes from any ailments, as well as putting entities to sleep. In addition, Piccolo can make objects with her emblem engraved on them disappear, usually revealing treasures. Piccolo will play a designated tune depending on the user wielding them.

Piccolo is discovered after the Heroes complete a series of tasks written on an obscure note that the Heroes are unsure where it came from:

1. Speak with Merlee in Flopside, she'll ask to get a Crystal Ball from Merlurvee.
2. Speak with Merlurvee in Flipside, she'll ask to get a Training Machine from Bestovius.
3. Speak with Bestovius in Lineland, he'll ask to get the You-Know-What from Old Man Watchitt.
4. Speak with Old Man Watchitt in Yold Town, he'll ask to get an autograph from Merlumina.
5. Speak with Merlumina in her hidden chamber where Fracktail was defeated in Yold Ruins within the Yold Desert, and obtain her autograph.
6. Retrace steps and give the people their requested items.
7. Merlee offers a charm, but it gets turned down and given a Random Key as a substitute, which unlocks a locked up house near the shop in Flopside.
8. Unlock the house and free Piccolo from the treasure chest.



The 12th Original Pixl

An unseen and unnamed Pixl is mentioned by Heronicus. Speaking to him after the world ending void era reveals that he spent so much of his life seeking a legendary Pixl, only for a rockslide to occur the moment he found it. Forced to choose between his comrade and the Pixl,

Heronicus chose to save his friend, and the Pixl was lost. This was potentially directed toward the Pixl who sacrificed themselves to defeat the Pixl Queen. No one knows what they looked like, nor do the remaining eleven remember what they looked like, as it was several thousands of years prior to the present.

Other Pixls

These Pixls are seen in the present of Pure Khaos, and originate from concept drawings by Colonel-Majora-777 on DeviantArt! Show them some love! Their concepts are fantastic!

Gravel

Gravel is a Pixl that can shift gravity into alternate directions. He emerges to encounter the main cast after interacting with too many gravitational items in the Whoa Zone, located in Outer Space. He's a very upgoing Pixl, with a lot of determination and wit.



Piper

Piper is a Pixl that can warp the user, or a group of users, into designated landmarks, such as towns and structures. She is located at the centre of every town, willing to accept a fee to transport people to the place of their choice. If given a designated item to hidden structures, she will warp to that structure. She usually keeps a stone cold expression on her face, and doesn't like interaction that much.



Piper

Mona

Mona is a Pixl that helps locate hidden treasures that can be used as currency. She arrived when she overheard one of the main protagonists not having enough currency to purchase an item, and served as an extra currency piece to help afford the item. Mona has a very kind soul, it is said by one of the shopkeepers that they were originally a little girl, who's sole goal was to make people happy, whether it was to give them things, or offer them a simple hug.



Flash

Flash is a Pixl that serves as a lightsource to the tall lanterns in New Sammer, a new town built after the Sammer Kingdom's revival when the void got destroyed. They are seen everywhere, and happily serve as a humble lantern to light the nights blissfully. They're often in a neutral state, happy or sad, just an empty mind.

Flash



Gearsome

Gearsome is a Pixl that specialises in constructing, repairing, and operating certain mechanisms. They can even fill in missing gear slots in some factorial machines. They're seen doing construction in various areas of the New World. They're a very determined Pixl, always on the lookout to help anyone that needs constructive work finished, especially vehicles like Cranes

and Lifts to get public construction done faster, as Gearsome dislikes the idiocy construction workers have with taking their time on constructing buildings and structures.

Gearsome



Augustus

Augustus is a Pixl that generates storms across the lands. He's one of the few Pixls that serve as a weather condition, as they don't happen naturally in the New World. Augustus is always angry of course, as his only purpose is to serve as a regular thunderstorm.

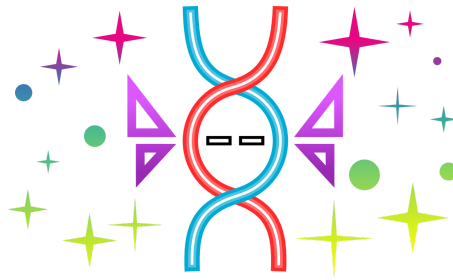
Augustus



Gene

Gene is a Pixl that temporarily alters allies and enemies DNA, mutating or devolving them. Doctors often keep this Pixl around for genetic mutation testing. There are limits to their genetic mutating, to prevent any corrupt ideas the supericials may have in mind. Gene is extremely

protective of their power, and would want nothing to do to harm anyone with their mutative abilities.



Gene

Facade

Facade is a Pixl that serves to disguise entities, usually as inanimate objects. They are often kept around in theatres for costumes and props, or for protection services to go undercover easier to capture criminals. This Pixl is often seen in a dramatic mood, representing the Tragedy and Comedy masks.



Facade