

These are a bunch of extra weapons Wild-Soul owns but I didn't add them to his page because they take up too much of the page space and would make reading Wild-Soul a boring experience.

Wild Weapons

Card of Soul Traits

Wild owns an infinite deck of cards that's silver-gray on the back of them that float around in their own sub-space separate from his Infinite Inventory, but he keeps another infinity of them in a card case in his coat pocket, just in case. Wild tends to draw five cards from each hand and throws them at his opponents. They all do something different when they make contact and what's on the card will be random, so Wild will have to make due with what he draws until he draws again. The cards have colors and symbols akin to that of the Human Soul Traits and Monster Souls in Undertale, along with two special cards that are special. These do not have completely the same level of power as their original, since Wild made these cards they all have been increased drastically to match Wild's destructive power.

Monster: Monster Cards are black cards with a Monster soul on it. Monster Cards are the wild cards of the deck often having a random effect when used. Each Monster Card has a chance of summoning the many attacks that were used by the many characters of Undertale. One unique thing that Monster Cards are able to do is merge with the Human Soul Trait Cards to become stronger either affecting its own power, or affecting the power of the Human Soul Traits.

Determination: Determination Cards or DT Cards are black cards with a red Determination soul on it, if you place your hand on the soul you can feel it beating and get a sense of Determination. On their own, DT Cards can put individuals in a time loop of an hour, they have an hour to find the save star that's trapping and destroy it, otherwise it's gonna load back to the point they were an hour ago, users of time manipulation, like Wild, or have no ties to time, cannot be affected by the card. If Wild gets a draw with a DT Card and a Monster Card and merges them, the card will unleash a Universal Sized, Multiversal damaging, DT explosion.

Bravery: Bravery Cards are black cards with an orange Bravery soul on it, just by holding it, you get a sense of strength and confidence, like you can do anything. On their own a Bravery Card will unleash a force that's like a flurry of punches, each punch capable of destroying a universe then unleashing one final punch powerful enough to destroy an entire multiverse. If Wild draws a Bravery Card and a Monster Card and merges them, it will create small orange glowing orbs that will target anyone Wild

chooses and pelt them with speeds faster than light, and will combine into once and create an explosion.

Justice: Justice Cards are black cards with a yellow Justice soul on it. The card emits a small light that gives the users a strong sense of right and wrong. On their own a Justice Card is able to summon a ring of 6 condensed fireballs around Wild-Soul, each will fire a small flame bullet that will hit anyone in a vital spot. If Wild draws a Justice Card with a Monster Card and merges them, the card will create a giant yellow eye that will fire out a giant laser that forces the opponent to feel their sins when made contact with the laser.

Kindness: Kindness Cards are black cards with a green Kindness soul on it. The emits a soft green glow that gives off a warmth, a feeling of protection. On their own a Kindness Card can instantly heal anyone Wild-Soul chooses. If Wild draws a Kindness Card and Monster Card and merges them the card will create a green, transparent body armor that can protect anyone from harm for as long as the person attacking is equal or weaker than Wild, anyone stronger is able break or bypass the armor.

Patience: Patience Cards are black cards with a cyan Patience soul on it. It gives off the sense that one must wait and time their attacks. On their own Patience Cards will slow down time around Wild and will give him time to react and think, users of time manipulation are immune to this effect. If Wild combines a Patience Soul with a Monster Soul then the card will create cyan strings that will wrap around anyone Wild chooses, they can even wrap around someone's soul.

Integrity: Integrity Cards are black cards with a blue Integrity soul on it. The card gives off a feeling of honesty and truth. On their own, Integrity Cards will unleash a blue flash that will create a blue field that will pull anyone and thing into its field in the direction Wild threw the card at. If Wild gets a draw of a Integrity Card and Monster Card and merges them, then the card will create two blue ballet shoes and will strike the opponent of Wild's choice with speeds similar to Wild's.

Perseverance: Perseverance Cards are black cards with a purple Perseverance soul on it. Holding the card gives the user the incentive not to give up no matter the challenge. On their own, Wild can give someone a powerful boost in power and to not give up until the very end. If Wild draws a Monster Card and Perseverance Card then fuses them, Wild can give someone a greater power than before, the person boosted by the power will begin to have a purple aura and won't give up until they've accomplished their goals, they are nearly determined to do it.

Flowey: Flowey Cards are like Monster Cards, when combined with any of the Human Soul Trait Cards something unique will happen for each card, however instead of something good, something bad will happen as Flowey Cards give the Human Soul Trait Cards a power as if they were at an LV of 20. Flowey Cards are dark yellow cards with Flowey on it, you feel nothing from it.

On their own Flowey Cards will summon a bullet hell of friendly pellets that are impossible to normally dodge. If Wild were to draw a **Flowey Card** with a **Determination Card** and merge them together the card will create a powerful slash that will completely erase an entire multiverse, and everyone in it, to nothing. If Wild draws a **Bravery Card** with a **Flowey Card** and merges them, then the card will unleash a flurry of punches, this time each punch is capable of destroying an entire multiverse with the final bunch capable of destroying a hyperverses. If Wild draws a **Justice Card** with a **Flowey Card** and merges them, the card will create a giant black eye with a yellow, flaming pupil that will fire a dark, more flame-like laser that forces the opponent to relive their worst and most sinful moments and have those sins slowly burn away their soul until there's nothing left. If Wild draws a **Kindness Card** with a **Flowey Card** and merges them together, instead of healing, the card will cause pain and decay to whoever Wild chooses. If Wild draws a **Patience Card** with a **Flowey Card** and combines them then the card will create cyan knives around anyone Wild chooses and will cut and slice them in rapid succession, however they do little damage. If Wild draws an **Integrity Card** with a **Flowey Card** then the card will create a black hole that will only pull in whoever Wild chooses, the gravity will and black hole will grow and won't stop until the person gets trapped in the black hole. If Wild draws a **Perseverance Card** with a **Flowey Card** then Wild can boost them up like before and give them the power to not give up, however this time individuals are more violent when affected like this.

If Wild draws a Flowey Card with all 6 Human Soul Trait Cards, he's able to form the Omega Flowey Card. The Omega Flowey Card is Wild's most 2nd powerful card, it is a black card with Flowey on it, but his face is distorted with a creepy smile with all 6 human souls on each of his pedals with a shadowy outline of Omega Flowey behind him. The card is capable of one of two things of Wild's choice, one is fire a powerful laser, then vines that pierce through anything, this will be on repeat over and over and over again until Wild wants it to stop. The second thing Wild is able to have the card do is self destruct, 6 of the human soul traits will pop out the card and will circle it, overloading it with power, when Wild throws the card at someone it will unleash a powerful, rainbow explosion that will erase anything it comes in contact to.

Asriel: Finally if Wild draws a Flowey Card with all 7 Human Soul Trait Cards and One Monster Card and merges them, along with his own power, he's able to summon something so powerful a card cannot contain his strength: Asriel, The God of Hyperdeath. What makes this card so powerful is not only the fact Asriel already has beyond infinite power, but he's been infused with much of Wild's chaos energy, more than the other cards combined, making him more powerful than the original, nearly as equal to Wild-Soul.

Asriel has all the powers and abilities he has like his original counterpart, but this time he's able to use the human soul traits in all forms, on their own, combined with a monster soul or combined with a Flowey Card, and he has access to tons of more

chaos magic thanks to Wild-Soul. At his full power Asriel is completely ethereal, made of chaotic, rainbow fire with 6 wings, 3 on each side, lit ablaze behind him, with dark blue pants with a purple cape behind the pants. In this state, Asriel is equal to Wild, in base, but Wild can always give him more chaos energy and have him to be a complete equal.

The Blades Bathed in Chaos

These blades can only be used in Wild's Black Destroyer form. Wild will summon various blades and sword-like weapons and will all stab and go into him, when they come out each blade will be black, but will shift in dark red colors, signifying the blades being covered in darkness and chaos. The blades have a destructive force unlike any other, able to cut and slash anything and everything.

- **Dimensional Cut:** Wild is able to cut and slice through any dimension, this will cut the reality of said dimension to fold in on itself, creating an odd rip in the dimension.
- **Shadow Killer:** Wild can stab himself with the blades and they will appear on the other side of someone's shadow and will pierce them instead, this can be anyone of Wild's choosing.
- **Hellspawns:** Hellspawns is when Wild turns the blades into monstrous destructive beasts that are nearly as strong as he is.
- **Dimensional Destruction:** Wild will summon a Great Sword bathed in Chaos and will have all other blades target everything around him, when he slices one of the blades it will create a chain reaction-explosive attack with each blade until the entire dimension around Wild has been fully destroyed to nothing.
- **Satan's Hand:** Satan's Hand is a more godly and powerful version of Special Hell. Wild will take all the Blades and merge them into one and will strike the ground with it, the ground will slowly begin to glow red and everything else around Wild will turn red too and when this happens the ground will begin emitting black smoke showing that the world is decaying. As the smoke rises, destructive blasts of many sizes will erupt as more black smoke follows. Any beings equal to Wild-Soul, in Black Destroyer form, will be erased as everything will glow a lot brighter after and will unleash a large powerful blast, however its range is only universal.

Hammer of Thor

Hammer of Thor is a weapon Wild created himself. It's made up of energy and has a mechanical shell around the hammer's head and the hammer's handle at the end. If wielded by someone else, since Wild already possesses boundless physical strength, the hammer would give someone the power to wipe out multiverses in a single blow.

The Hammer is also able to create and summon powerful volts of thunder that can rain down and nearly one-shot anyone who gets hit by them.

Poseidon's Trident

Poseidon's Trident is a very dark aqua blue with a golden ring in the center and is pale rainbow-white at the top. Wild had this trident for a long time, he doesn't even remember which Greek or Greek-Themed narrative he got it from. On its own it can only manipulate water limiting only the ocean and the weather, but after Wild upgraded it using Primordial Chaos manipulation, Wild is able to control all forms of liquid and liquify anything with the trident.