

AOS Investigation Report

Author: SecretSpeaker

Date: 04/05/2021

Myth Information

Myth Name: Veclores

Places Hunted:

• Radio (<https://www.roblox.com/games/6229801997/Radio>)
Scopophobia (<https://www.roblox.com/games/6044957038/Scopophobia>)
Chains Of Memories (<https://www.roblox.com/games/5851176726/Chains-Of-Memories>)
Temple (<https://www.roblox.com/games/6215193786/Temple>)
Sunshine (<https://www.roblox.com/games/6043574648/Sunshine>)
Radio. (<https://www.roblox.com/games/5652690167/Radio>)
The Other side (<https://www.roblox.com/games/5931161910/The-Other-Side>)
Paradise (<https://www.roblox.com/games/6129462980/Paradise>)
Perspective. (<https://www.roblox.com/games/6486868099/Perspective>)
Gone. (<https://www.roblox.com/games/6450262202/Gone>)
Time. (<https://www.roblox.com/games/6291868417/Time>)
Stranded. (<https://www.roblox.com/games/6187822491/Stranded?refPageId=e7183032-b291-4cdb-9ddc-e5bc2653ff4d>)

Findings

Part 1: Character Information

"In this matter, Hell was a better option." -Veclores

*Basic Information

Activity: Active

Join date: 09/04/2020

Place visits: 14k+

Role: Myth

Groups:

Chains of Punishments - Leader/Owner

Chains of Remembrance - Leader/Owner

Veclores is a myth/developer who has relationships with many myths and myth hunters. Veclores is currently very active, and updates games frequently.

***Biography**

[Mention of Suicide]

Veclores mostly uses games to express the backstory of the myth, as he is known for his game developing skills as well as their myth. He is notably featured in The Evening Myth Museum, which has a description of Veclores that reads “Veclores lived on a very unique planet compared to Earth. It was made of certain materials like rock, rusty metal, concrete, and all sorts of stones. Such was himself. He lived normally as anyone would. Until a tragedy was in place. Veclores’s planet was being destroyed by something unknown. His whole planet was destroyed, making it a broken wasteland. The only thing Veclores had left was his Radio. He listened to it everyday, driving into madness, and gaining amnesia. His mind went completely crazy, illusions, the world around him changing. He forgot everything that happened in his past. And his Radio was the only thing blocking the truth. Once he found out-he went completely insane, and ended up ending his friends. And himself. “

Biography information cited from The Evening Myth Museum

(<https://www.roblox.com/games/5448152925/The-Evening-Myth-Museum>)

***Appearance**

Veclores has a grey color palette, wearing slate clothing, and the hunter snow cap

(<https://www.roblox.com/catalog/63689493/Hunter-Snow-Cap>) as well as an eyepatch

(<https://www.roblox.com/catalog/74970669/Eyepatch>).

***Personality and Traits**

Veclores is a myth that speaks often with grammar and punctuation. Veclores has relations to many myth hunting groups, myths, and myth hunters and works closely with many of them. Veclores is very active, and often interacts with other myths and myth hunters, as well as being featured in myth youtube videos.

Groups

((Group - Rank))

Chains of Punishments - Leader/Owner

Chains of Remembrance - Leader/Owner

:Learning about Roblox Myths: - Large Myth

Rustland - Путешественница

A Hunter's Refuge - Architect

Agency Of Sight - Meteor Entities 

The Anomaly Representatives Program - Constructed Anomalies

Bronx Orphanage - Special Visitor

Dark's Small Museum Of Myths - [LM] Large Myth

Empire of the Horizons - Allies

Fallen Hero Familys... - Honorary Citizens

Feartroz Myth Museum - Medium Myth

Myth Community Wiki - Myth

Myth Founders - Prominent Myth

Myth Friends - {}Developers

Myth Hub - Myth

Myth Intelligence Directorate - Myth

Myth Research Unit - Developers

Myths Of Roblox - Popular Myth

Myths Of Robloxia (M.O.R - Illustrious Myth [IM]

Myths With Potential - Medium Myth

Provincial Assembly - Notable Citizen

RealBryanRMX Games - Myth

Relict. - Noted Bystander.

Roblox Myth Hunting Agents - Acclaimed Myth

Roblox's Myth Establishment - Probationer
Robloxia's Myth Collectors - Large Myth
Robloxian Myth Hunters - Myth Seeker
Saphire center - -Myth-
SO the Myths - Known Myth
The Emotional Rift - Honoured
The Evening group - (Developers!)
The Hunter's Union - [Myth]
The Myth Rabbits - [] The Noticable Myths
The Mythical Association - [INTERESTING MYTHS]
The Nox Cult - [Myth Friends]
The Penumbra Village - Purified Citizen
The Shrine of Memories - Friends

Relationships

NhirlWind

"It's best that things are kept secret."

NhirlWind has the rank of "The Victims" in Veclores's group Chains of Punishments.

NhirlWind wears the Slate outfit, just like Veclores. NhirlWind also wears a black scarf

(<https://www.roblox.com/catalog/5506005860/Black-Scarf-1-0>), as well as the Black Tricorn hat

(<https://www.roblox.com/catalog/5549970802/Black-Tricorn>)

Vinktores

Vinktores is one of the three with the rank "The Victims" in Chains of Punishments.

Vinktores wears the Black Trendy Hat

(<https://www.roblox.com/catalog/4904891637/Black-Trendy-Hat>), the black scarf

(<https://www.roblox.com/catalog/5890477424/Black-Scarf-1-0>), a black eyepatch

(<https://www.roblox.com/catalog/74970669/Eyepatch>), and has the classic black hair

(<https://www.roblox.com/catalog/5364461475/Classic-Black-Hair>). Vinktores also has the Freckles face.

Vashniores

"Son of NhirlWind."

Vashniores is the third and last person with “The Victims” rank in Chains of Punishments. Vashniores has a very warrior-like appearance, with the knight’s sword (<https://www.roblox.com/catalog/10831509/Knights-Sword>) and the Stone Infantry helmet (<https://www.roblox.com/catalog/71484051/Stone-Infantry>). Vashniores wears the Black scarf and black eyepatch like Vinktores.

***Theories**

List theories about myth in a bullet-point format in the style of:

- Veclores’s radio might be cursed or enchanted in some way, this is suspected by the fact it was the only thing not destroyed in the war-ravaged wasteland and was proven to cause Veclores’s amnesia. The radio also appears frequently in many of Veclores’s games.
- The unknown entity that destroyed Veclores’s homeland might have been the entity featured in Veclores’s game, with the deer skull mask and spikes growing out of its back. This is the only unidentified entity within Veclores’s games so far.

References

<https://www.roblox.com/users/1867209543/profile>,
<https://www.roblox.com/groups/8438211/Chains-of-Punishments#!/about>
<https://www.youtube.com/watch?v=dAonCjiO778>
<https://www.roblox.com/games/5448152925/The-Evening-Myth-Museum>

Gallery



Image 1A: Veclores's game •Radio, featuring all the brightly colored portals.



Image 1B: Some statues featured near the spawn point in Veclores's game The Other Side.



Image 2: A statue in Veclores's game The Other Side, featuring the entity in some of Veclores's games, wearing a deer skull mask.

Part 2: Game Information

***Basic Information**

•Radio

Place Visits: 2.7k+

Favorites: 90+

Like to Dislike Ratio:

Max Players: 37

Creation Date: 01/11/2021

Last Updated: 05/04/2021

Scopophobia.

Place Visits: 1.4k+

Favorites: 40+

Like to Dislike Ratio:

Max Players: 15

Creation Date: 12/05/2020

Last Updated: 02/11/2021

Chains Of Memories.

Place Visits: 1.8k+

Favorites: 30+

Like to Dislike Ratio:

Max Players: 10

Creation Date: 10/20/2020

Last Updated: 04/15/2021

Temple.

Place Visits: 587

Favorites: 10+

Like to Dislike Ratio:

Max Players: 90

Creation Date: 01/09/2021

Last Updated: 05/02/2021

Sunshine.

Place Visits: 1.7k+

Favorites: 30+

Like to Dislike Ratio:

Max Players: 15

Creation Date: 12/04/2020

Last Updated: 04/15/2021

Radio.

Place Visits: 3.3k+

Favorites: 100+

Like to Dislike Ratio:

Max Players: 100

Creation Date: 09/05/2020

Last Updated: 04/15/2021

Paradise.

Place Visits: 944

Favorites: 15+

Like to Dislike Ratio:

Max Players: 15

Creation Date: 12/24/2020

Last Updated: 03/30/2021

Perspective.

Place Visits: 96

Favorites: 5

Like to Dislike Ratio:

Max Players: 8

Creation Date: 03/07/2021

Last Updated: 05/01/2021

Gone.

Place Visits: 180+

Favorites: 5

Like to Dislike Ratio:

Max Players: 85

Creation Date: 02/26/2021

Last Updated: 04/03/2021

Time.

Place Visits: 100+

Favorites: 5

Like to Dislike Ratio:

Max Players: 5

Creation Date: 01/24/2021

Last Updated: 03/12/2021

The Other Side.

Place Visits: 1.5k+

Favorites: 35+

Like to Dislike Ratio:

Max Players: 5

Creation Date: 11/08/2020

Last Updated: 12/18/2020

Stranded.

Place Visits: 100+

Favorites: 10+

Like to Dislike Ratio:

Max Players: 14

Creation Date: 01/03/2021

Last Updated: 01/04/2021



***Overview**

•Radio

By: Veclores

Upon first joining the game there were a few things you may notice. There are different colored portals throughout the map, along with statues. I tested out the portals and found that they lead to various games also created by Veclores. Here are the portal colors and their locations, that are known. Please note that when the game Radio. Is mentioned it is not the same as the game •Radio.

White portal = Scopophobia.

Green portal = Chains Of Memories.

Pink portal = Temple.

Yellow portal = Sunshine.

Blue portal = Paradise.

Peach portal = Perspective.

There is also an orange portal, which is separated from the rest of them. It does not have a bridge, which leads to this portal being inaccessible for now.

The figure sitting on one of the main areas in the map will speak a few times as well, saying "A golden heart stopped beating, hard working hands at rest. It broke our hearts to see you go, God only takes the best."

***Walkthrough**

Scopophobia.

By: Veclores

In this game you are not your normal avatar. The game itself consists of a long stone bridge, which has items and people on it. Somewhere on the bridge you will encounter a person that is crouching on the bridge staring at a TV. The person is surrounded by rotating heads that constantly spin on the spot. Behind them, you will notice another figure. This figure is hanging off of the bridge behind the person, with a deer skull mask and spikes growing out of their back.

Further along the bridge you will notice an archway and two figures in front of it. The figure standing has long hair, a hat, and a scarf and they look down at the figure crouching on the ground in front of them (I'm guessing the figure with the long hair is Vinktores). The figure crouching on the ground is staring at papers that surround them.

Paper 1:

...-.-.-.-
- --- .- .
... ..

Paper 2:

UR UNF SBHAQ HF
UR UNF SBHAQ HF
UR UNF SBHAQ HF
UR UNF SBHAQ HF
UR UNF SBHAQ HF

Paper 3:

HE HAS FOUND US
HE HAS FOUND US
HE HAS FOUND US
HE HAS FOUND US
HE HAS FOUND US

Paper 4:

CYNARG?

Paper 5:

CREATOR?

Beside the figure, there is also a hammer.

Chains Of Memories.

By: Veclores

This layout appears to be an island surrounded by water. There are structures that are unreachable in the water around the island such as a white portal and an empty portal. There are objects on lowered pillars on the island, such as a radio, an empty pillar labeled "forgotten.", a cross labeled "unknown", and another forgotten object.

Temple.

By: Veclores

This area appears to be the inside of an abandoned castle or mansion with the walls being lined with various statues. There is a human-like figure against the wall, wearing a helmet and a scarf and missing an arm. Near them is a sword and a note, which reads "There's no way out of here. Perhaps i'll find a way tomorrow." On the opposite side of the spawn, there's an area blocked off by wooden planks with a door handle. Approaching this door will take you to a place with spike traps that hurt you whenever you step on them.

Sunshine.

By: Veclores

This game is a strand of small floating stone islands that lead to a portal. When you spawn, you might notice a statue with red eyes near spawn, and a cross with a mini clock that is located on the side of one of the islands. If you choose to take the path that leads away from the portal, you will come across a broken bridge which you can not cross without falling. Taking the portal will teleport you to Radio.

Radio.

By: Veclores

In this area, there are many floating stone islands of various sizes, that lead to a broken street, a green radio near a broken staircase, a cross with a mini clock, and a portal at the end. Throughout the journey to the portal, you will come across items such as a chessboard, a framed image, and a stoplight. Going through the portal will teleport you

to the next part of this journey, still within the same game. This also appears to have various sizes of floating islands, leading to the end. Near spawn, there is also a grassy island with one flower and figures at the end, which are below a glowing orange and yellow sphere with a smiling face. If you reach the end, you will notice that there are two statues on either side of the portal. One statue features two figures back-to-back, one with glowing orange eyes and the other with a glowing green eye and an eyepatch (I'm guessing the one with the eyepatch is Veclores and the other figure NhirWind?). The other statue has a deer skull mask, and spikes growing out of its back, which make me think it's similar to the entity that is hanging off the bridge in Scopophobia. Touching the statues with the two figures will take you to Chains Of Memories, while touching the entity will take you to The Other Side. On the same island as the spawn there is also a statue with a yellow glow that will teleport you to Sunshine. If you choose to walk into the portal, you will be taken to Paradise.

The Other Side.

By: Veclores

This game features a bridge, which connects two islands with a statue on each one. The first side has a figure with blue eyes which is back-to-back with another figure with blue eyes, both making up the one statue, and surrounded by a glowing, light blue spiral. The broken TV is located in the middle of the bridge, as well. On the other side there is the figure wearing the deer skull mask, with red glowing eyes and spikes growing out of their back. This statue is surrounded by a glowing red spiral.

Paradise.

By: Veclores

This appears to be similar to the layout of Chains Of Memories, with you spawning on an island surrounded by water. In the center of the island there is a statue with a note near it that reads "Qzchn... Bqnrr... Ats vgzs dkrd?" There's a few notes around the small island, one reading "Hu'd enqfnssdm lzmh sghmfr ats vgzs?" and the other reading "Ozrs." There are portals around this island, one with a cross near it and the others inactive, not including the one with the TV near it, which you spawn near. I assume it is the one you enter through. In the distance you can also see a statue that looks similar to the one of the entity with the deer skull mask. The one with the cross near it leads to Scopophobia.

Scopophobia is the fear of being stared at.

Perspective.

By: Veclores

In this game you are not your normal avatar. You appear as a slate-patterned entity with no head. This game has bridges lacing throughout it and connecting different isles for each other. The majority of the area is grey, with colored portals on different islands. The yellow one will teleport you to the game Time. upon contact, whereas the blue one will teleport you to the game Gone. if you do backwards from the spawn you will go through a pink portal which will teleport you to Temple. One of the most noticeable islands in this area is a chessboard with four figures on it. One of the figures has long hair, a scarf, and a hat which makes them resemble Vinktores. The figure to the left has a hat and a scarf, and the largest figure in the center resembles the entity featured in other games, with a deer skull mask and spikes growing out of their back. There is also one fallen figure that might be NhirlWind.

Time.

By: Veclores

This map is very dark, with narrow bridges and very little light to guide you across them. At the end of the first bridge you will see Veclores sitting at the end of the island. If you turn left and cross more bridges you will come across a broken TV and an orange portal. The orange portal will teleport you to Gone.

Gone.

By: Veclores

This landscape is very snowy, with many large statues partly buried in the snow. The recognizable statues include Veclores, NhirlWind, Vinktores, and Vashnoires.

Stranded.

By: Veclores

This area features a small island, surrounded by water. There is a statue in the middle of the island along with a radio. The perimeter of the island has three notes.

1. The first note reads "Oxapxccnw"
2. The second note reads "Uxbc vnvxarnb."
3. The third note reads "Hxd wnnm cx orem cqnv juu."

***History**

Veclores's games have gone through many stages of development and most are updated very frequently. One of the very notable times was in Veclores's game •Radio, in which the words at the beginning were added, the map made darker, and the placement of the portals shuffled around. Another notable time was in the game Temple, which a formerly blocked-off and unfinished area was updated and perfected.