
Agent Excel

Date: 23/July/2021

Myth: [Krilessh](#)

> Profile

Name of Myth: [Krilessh](#)

Image of profile:



Profile About:

"Pm twvo aczdqdma, epw tqdma iv pwcz

Qv wkmiv, amtn-cxpmtl;

Ivl aw twvo pm, eqbp cvaxm vb xwe'z,

Pqa lmabqvg zmxmtt'l;

Ivl mdmz, ia bpm uqvcbma ntme,

Mvbmibml pmtx, wz kzqml—llqmc!"

Groups: [Anomaly Representatives Program](#), [Mental Assistant Department](#), [Myths With Potential](#), [Mythsman: Myths Investigation Service](#), [Roblox's Myths](#), [Robloxian Myth Hunters](#), [The Myth Files](#).

Games: [Castaway](#)

Presentation: Krilessh wears the "TORN TORN TORN..." shirt and pants as his regular clothes. He also wears the "Walk the Plank You Scurvy Dogs!" face as his face along with the "Privateer" hat as his hat.

> Games

Game Name: [Castaway](#)

Description: "A piece of land surrounded by water"

Creation Date: 5/5/2019

Update Date: 7/16/2021

Creator: [Krilessh](#)

In-Game Badges: Cast off

Findings/observations:



-Once I entered castaway I first noticed the five stone hedges surrounding me and it didn't take me long to see that I was on an island. Once I delved into the water I immediately saw the gigantic tower that had the island I was on on its peak. The water I was in was deep, very deep, it's hard to give an accurate estimate but I estimate it to be at least eight immortiuses in his larger form stacked on top of each

other. Deeper down I found many large white pipes on the walls, it seems that they might be injecting the walls with some substance. I also found a lot of sharks swimming around, they were larger than regular sharks but didn't actively seek or chase the player.



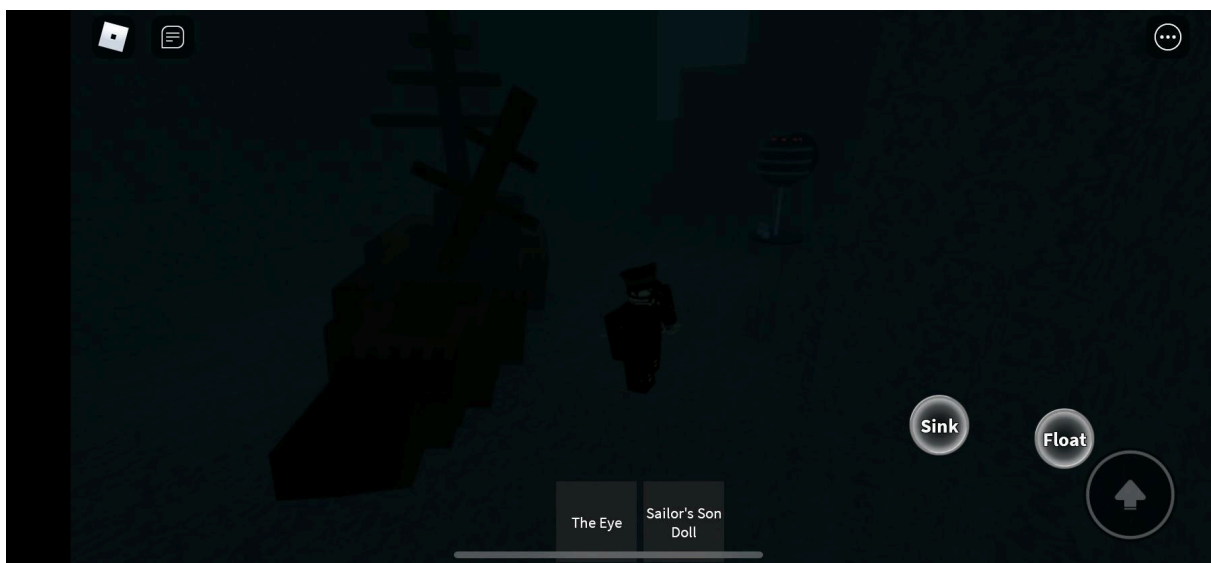
-After leaving the sharks and the pipes I found an entrance to some place, I entered and found a massive skeleton similar to the one I found in immortius's game. I also found a strange looking machine with a computer monitor next to it. I went to inspect the computer and clicked it, the text went blue and I looked around to see if something changed. I found nothing and decided to move on. I left the place and remembered something from when me and some other people met krilessh here.



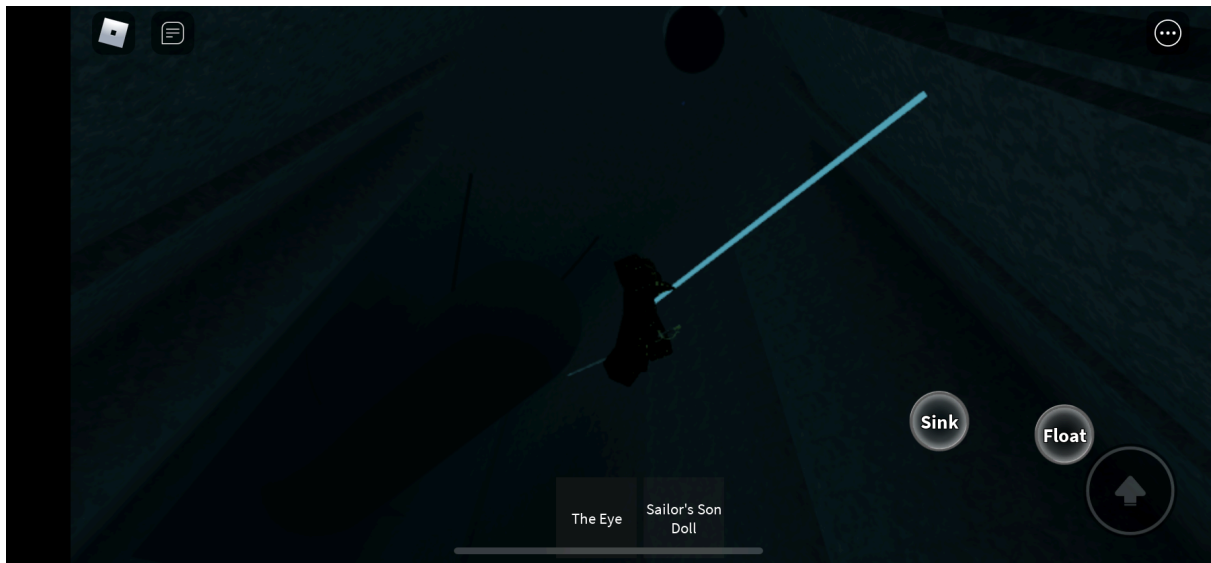
-When I continued swimming, I remembered the underwater house that I've been to when Krilessh himself joined the game around a week or two ago. After some time trying to find the entrance, I found a large machine and a monitor next to it, when I came in contact with the monitor, it turned the text on it blue. After that I went into the house itself, it had a small aquarium, a mini submarine, a bed but most importantly, the sailor's doll. The doll grants whoever has it an incredibly faster swim speed than normal which would make transportation easier.



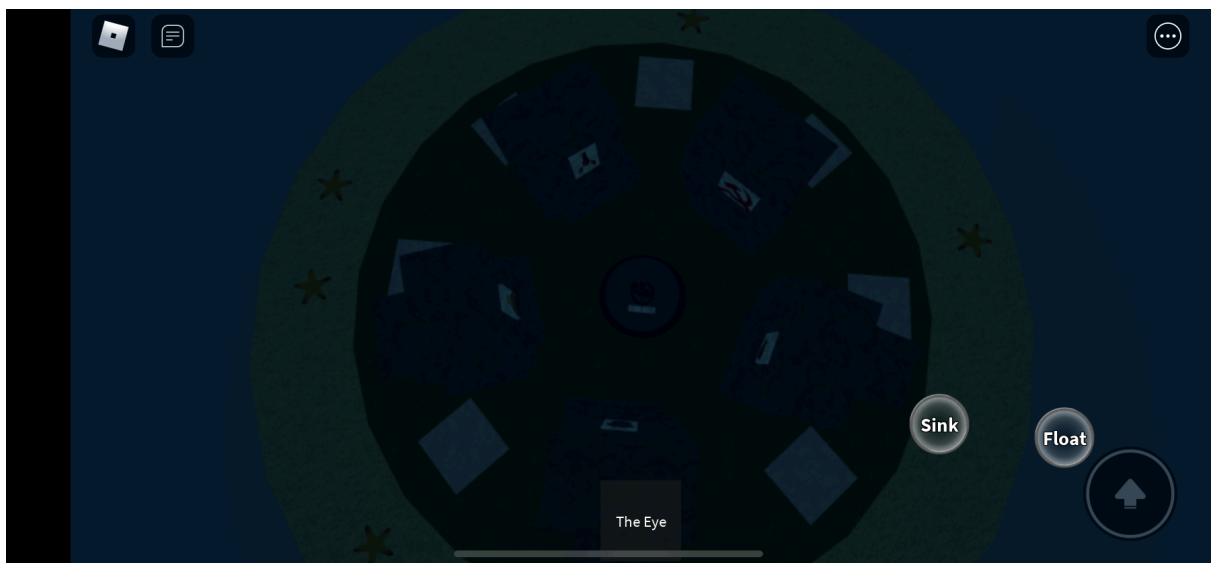
-When I left the house I thought that there would be more secret places that could be littered around the place. After some more looking I found an entrance, inside was a massive structure and another monitor with the machine. I touched the text on the monitor and the same thing happened as the last one, it turned blue.



-After leaving the structure, I immediately remembered the sunken ship krilessh showed us. It didn't take long before I found the entrance, when I went down I found the ship itself, it didn't have much inside but after further swimming I found another minister and machine. I clicked the monitor once again and left the area.



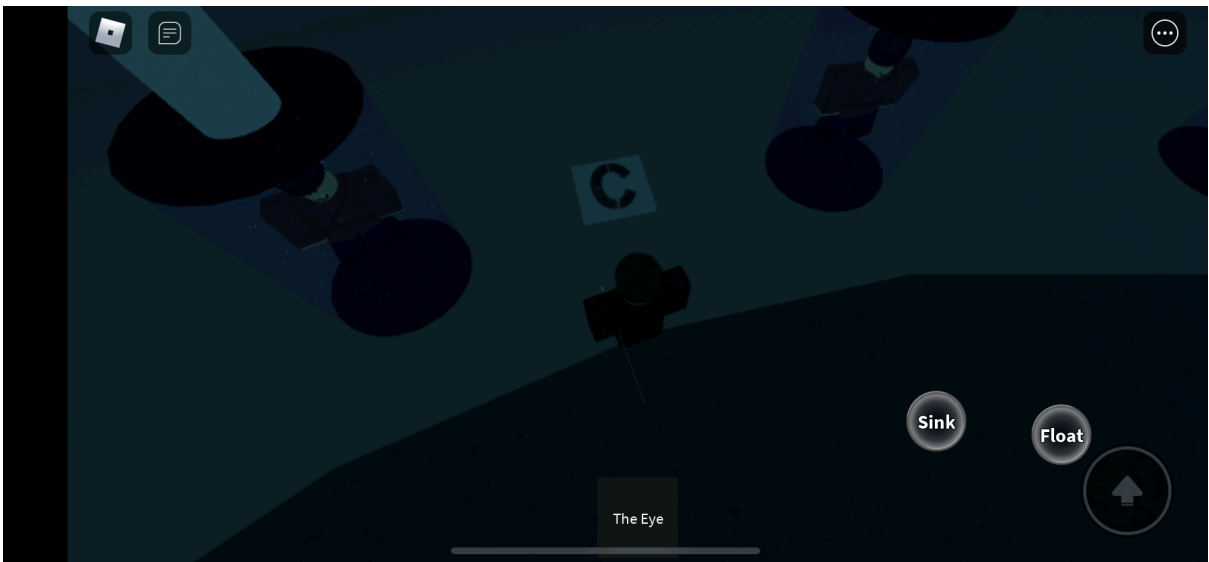
-When I left the ship, the eye guided me to another place, when I entered I saw a large submarine that had a communist symbol on it. When I tried to look for the monitor, I couldn't find it, I thought that there was no monitor here but just when I was about to leave I found it. For some reason the monitor was stuck to the roof of the place.



-After that, I decided to reset thinking the doll would be with me, but it wasn't. However, I found that the hinges had symbols on them. The symbols had something to do with every place I visited, the skeleton was the large skeleton I found in the beginning, the lobster was for the lobster I found at the entrance of the house, the chest was for the large structure I found, the ship was for the ship I found and the communist symbol was for the symbol I found on the submarine.



-I knew that the symbols had to do with something related to a pattern, so I used the eye and it led me to a small room with the symbols in an order next to each other, I knew what this meant and I rushed back to the island and clicked the symbols in that order. I then clicked the bunker and I was let in.



-Inside the bunker were several computers with people inside the little tubes all around the bunker, the people were wearing military outfits, the outfits looked like old soviet uniforms, possible from around world war 2 to the Cold War. There was also the letter c on the ground, when I clicked it I was brought to a small boat with immortius, true_faces and who I am assuming to be Bart_Montgomery. After that I was teleported to mind_walker's game.

> Theories

> My theory is that castaway is run by someone very powerful, some powerful enough to get a nephilim giant's skeleton from immortius's town and put it down in the bottom of the ocean, someone that could steal or even override a soviet submarine with personnel on board proven by the bodies in the tower. I think that there is only one man that could do all that, ipiprix and his mind walkers. Kriless himself however I'm not too sure of, I think that kriless was sailing in this area of the ocean and then his ship (which is the sunken ship) was destroyed and ipiprix tried to kidnap him but kriless got away and now lives in his underwater home with Shelly.

> Conclusion/Final comments

> This profile hunt was interesting, although not as fun and memorable as the Immortius hunt was, it still was fun and had a much clearer story than other games I have played.