

would you like to look at a guide that's a giant spreadsheet instead of a giant word doc? want a beginner guide? or maybe a guide that updates faster than mine(sorry)? go check out Kodome's guide! she's put a lot of work into it and she's a much better player than I am so she's got some great advice on things I don't even touch on in this guide.

Kodome guide: [Eternal Nightmare Guide Compilation by Kodome](#)

also if anyone wants to look through Eternal Nightmare enemies, I made a document that goes over all of them(up to Pylgia b/c I've been lazy)

Eternal Nightmare Enemy Index: [PtN Enemy Index](#)

new Relics as of Shin route: These are all pretty easy to find, especially if you do story mode since it greatly limits the number of general encounters that can show up. I was able to find a lot of new Relics in my first run, and was only held back by the fact that six of our new Relics are all available from the same couple of encounters

Last Stand Relics: These are 6 new Universal Relics all available from 2 new encounters: [In the Mist](#)(phase 6), and [Lighthouse](#)(phase 5)

Priestess Relics: While you can certainly find these all from just doing normal playthroughs, Shin's route introduces some encounters that let you specifically get Priestess Relics. These are [Deadly Shadows](#)(phase 2), [Lighthouse](#)(phase 5), two different [Porthole encounters](#)(both phase 4), and [Tentacle](#)(phase 3)

Achievements:

1. Ascension: Reach 2400 Nightmare points in a single game
2. Boom! Boom! Boom!: Deal maximum damage equal to or greater than 300,000 in a single hit
3. Boxer: Clear level once with the King of Combat team
4. Challenger: Win a battle with only one Sinner on your team
5. Chaotic Vortex: Clear any Confront Nightmare level with a Chaos level of 24 or above
6. Cleaner: Kill a total of 500 enemies
7. Cleanup Expert: Defeat 5000 enemies
8. Collector: Own at least 30 Relics during exploration
9. Deep Dive: Clear level once with the Umbra CRIT team
10. Dine Alone: Clear Exploration Mode with no more than one Sinner
11. Dominion: Own at least 15 [Emperor] Relics during exploration
12. Du-du-du: Use Dudu to kill an enemy
13. Engineer: Own at least 10 Imprints during exploration
14. Explorer: Successfully complete Exploration Mode 10 times
15. Financial Expert: Have 0 [Illusory Moon Coins] during exploration
16. Gardener: Activate at least 2 nurture points at the same time
17. High and Mighty: Clear Exploration without any A-Class or B-Class Sinners in the team
18. High Walls: Clear level once with the Infinite Protection team
19. Hurry, Hurry, Hurry: Clear level within 60 moves

20. Kaleidoscope: Clear level once with the Arcane Exploration team
21. Link: Obtain all available Sinners from the first batch of [Heart of Eternity]
22. Morning Star: Complete 10 premonition goals in battle
23. Observer: Read the whole story of Eternal Nightmare [Heart of Eternity]
24. Old Friend: Obtain all available Relics from the first batch of [Heart of Eternity]
25. Overheated: Clear any Confront Nightmare level with a Chaos Level of 16 or above
26. Pipefitter: Defeat 1000 enemies
27. Primordial Ocean: Clear level once with the Life Loss team
28. Reflection: use Vanilla to defeat the final boss in [Heart of Eternity]
29. Safe Word: Light up all the nodes of the Nightmare Realm Stele
30. Sculptor: One Sinner has at least 3 Engraved states
31. Signs of Calamity: Obtain all available imprints from the first batch of [Heart of Eternity]
32. Shade: Light up a node of the Nightmare Realm Stele-Reversed
33. Spaghetti: Clear any Confront Nightmare level with a Chaos Level of 8 or above
34. Special Agent: Clear level once with the Bullseye team
35. Tycoon: Exceed 2,000 Illusory Moon Coins in a single game

Secret Achievements:

1. Anomalies: Finish exploring the [Misty Depths] area
2. Knock Knock: Get a rare reward in the [Sealed Door] event
3. Mohs Hardness 10: Complete the [Nightmare Merchant] event and receive the Diamond-level reward
4. Plumber: Complete the [Pipeline Journey] event with Lynn's help
5. Prohibited: Win a grand prize in the [Realm Stele] event lottery
6. Quotation: Make a deal with the Nightmare Tribe in the [Nightmare Blessing] event
7. The Weak: Complete the [Mine Factory] event and obtain an [Elite Firebather] Imprint

Achievements Guide(for the hard ones and the hidden ones):

Anomalies:

Enter the Misty Depths area in any route besides Mantis's(it won't show up there) and just look at the link below to figure out which maze you have. Misty Depths will only show up at phase 4 and is not the same as Misty Frenzy.

https://www.bilibili.com/video/BV1864y1K7Z9/?p=2&spm_id_from=pageDriver&vd_source=11ab32c6295c3a1c679a0bd43166534e

Du-du-du:

Since Dudu can't deal damage herself, instead slot her into a team that allows her to deal damage passively. The Tower and Chariot Relic series allow for this(my personal preference is

Tower but you do you), and I'm pretty sure Engrave: Emperor - II would work too although I haven't tested this one myself

Emperor - II: Trigger a [Slay] against an enemy upon receiving damage from them. This effect can be triggered up to 6 times per second

Dine Alone:

Some of this is flexible if you have your Realm Stele and Realm Stele Reversed maxed out and are playing on Chaos level 0. I did this achievement with only EMP which I know isn't the ideal candidate for this. You can only make custom teams with Sinners you already own anyways so look at your roster and think about who you think would work

Mantis map is better since it's shorter.

Useful Sinner characteristics: corebreak + a cheap-ish ult, high normal attack damage, can move with their ult(just less to think about unless you want to go Chariot)

Useful Imprints: Blockers: **Guardian** is a must-have from the prep phase in my book. You're going to need all the extra blockers you can get to help you stall enemies until your single Sinner can deal with them. There are nodes on the Realm Stele-Reversed that give Guardian some upgrades too if you want a little extra help. **Puppet** is also useful, although less so since it can't be moved once the battle starts. **Robot** is also pretty useful although I don't know if any summon capable Sinners would be great for this and the ability to upgrade this guy is pretty useful. Idk maybe Eleven could do it. Lastly, if you can get it, the **Bathe in Fire** imprint aka the Fire bather imprint would be perfect for a run like this although getting that particular set of encounters is super RNG reliant so think of it as a nice addition instead of a must-have

In general all the other imprints are pretty useful too but Dimming Sun is the only other one I'm going to bring up by name because healing may not be something you come across very easily in this kind of run

Hurry Hurry Hurry:

All this achievement needs is just reaching the end of a route by moving as few circles as possible. Do the Mantis route and just head straight to the Nightmare Fissure every Moon Phase. Take the most direct path possible. It may take a couple tries but this achievement isn't too bad once you know what it's looking for

Knock Knock:

This achievement is from the [Man of Survival](#) encounter series. The first encounter is found on the right side of phase 3 in Mantis's route. Select >collect resource. The next encounter is found in phase 4 and is called [Sealed Door](#). Just select >use the rusty key and then >go deeper behind the door. To save time checking either side of the map, you can just enter a battle tile and then click the 'leave temporarily' option since this will still uncover that side of the map and you can see whether any encounters are there

Link:

Use a checklist! [Here's one I made!](#) Just make a copy of it and use it yourself! I think it's easy to just try and grab as many Sinners from a single class, depending on whatever Relic series

you end up going with since most of them are meant for a specific class anyways. Modesty is the series I use for Catalyst Sinners although I know that's not really what it was meant for lol. Also go for anyone but Mantis's route if you really want to focus on this since there are more phases and therefore more opportunities for Sinners from shops, encounters, or Sinner moon phases. You can probably just casually play through for some other achievements and get this anyways though. Some of these achievements are really RNG reliant

Mohs Hardness 10:

This achievement comes from the Nightmare Bazaar encounter series. There are several Nightmare Bazaar events so I'm calling this one the Nightmare Bazaar(invest) event. It begins in phase 3 of Mantis's route. [Here's a link to the full event text](#) if you'd like to see it, and if you don't, simply choose >become a Diamond Investor(consume 40 Illusory Moon Coins). After that another Nightmare Bazaar encounter will pop up in phase 5. Just choose >ask about investment returns. You'll get the achievement and a ton of coins from it.

Old Friend:

Use a checklist or attempt to get all the available Relics for a certain Relic Collection in a single run for all the ones in the general pool. I have a [checklist](#) if you want to track them(just make a copy of it or sth idk). Below are some of the harder to get Relics.
portal maze w/ relics can happen in all routes except Mantis's

Entangled Cables/Chaotic Wires: This Relic is obtained in its A rank form Entangled Cables from the Mechanical Factory event located in Phase 2 of Vanilla's route. I have the entire event outlined below if you want to see what all the potential outcomes are but the options you need to select for this are >continue forward and >take the chunk of metal. You should find the Inquiry Service event in Phase 7 where you can choose to insert either Darkling or Entangled Cables to get their S rank forms. I don't know if Inquiry Service is guaranteed to show up after initiating the Mechanical Factory event so keep that in mind I guess.

Entangled Cables: All mechanical enemies' Max HP is decreased by 40%

Chaotic Wires: All mechanical enemies' Max HP decreased by 80%

Darkling/Distorted Visage: This Relic is obtained in its B rank form, Darkling, from the Distorted Shadow encounter in Phase 1 of Vanilla's route. Make sure you don't have the Realm Stele node activated that replaces your encounter in Phase 1 with a Battle - Premonition if you already have your Realm Steles maxed out because that will replace this event. The options you need to select in the first encounter are >go straight ahead and >pick up the sculpture. You can find the Inquiry Service event in Phase 7 which allows you to either upgrade Darkling or Entangled Cables. It tells you what you're upgrading before you choose your options so I feel like that part is pretty self explanatory.

Darkling: Effect currently unknown

Distorted Visage: After the battle starts, 1 SAN is depleted every 5 seconds, and all allied Sinners recover 6 Energy

Faceless Bind/Mist Dispelling Lamp: Faceless Bind is obtained from the Scrapped Bot encounter, located in Phase 4 of Vanilla's route. Just select >'try to repair(-30 coins)' to get it.

The second Scrapped Bot encounter is located in Phase 7 and you need to select '>take out the repair tool' to obtain Mist Dispelling Lamp

Faceless Bind: Effect currently unknown

Mist Dispelling Lamp: Starting from the next Moon Phase, the number of negative effects on the map is reduced by 1

All-Purpose Template: This Relic is from the [Amnesiac](#) encounter in phase 5 of either route. Pick >yes and then >give him 40 Illusory Moon Coins

All-Purpose Template: For each Moon Phase explored, obtain 1 [Imprint] at random. The effect doesn't grant [Special Imprints]

Black Key VIP: This Relic is from the [Two Types of Keys](#) encounter in phase 3 of Mantis's route, phase 2 of Vanilla's route, or phase 2 of Hestia's route. Pick >ask about the key's background, then >I don't want it, and finally >pick up card

Black Key VIP: Gain 50 [Illusory Moon Coins] for each Moon Phase explored

Golden Prickle: This Relic is from one of the [Strange Spike](#) encounters. Pick >go with the flow, >explore the ruins, and then >pick up the spike(I have it noted that I've found it in phase 3 of Mantis's route and phase 4 of Vanilla's and Pylgia's route, but I could have missed it in Hestia's route, idk)

Golden Prickle: For every 20 [Illusory Moon Coins] in the backpack, all allied units gain a 3% damage boost. This effect can stack up to 100 times

Nightmare Blessing: The Nightmare Blessing item can be found from two different Nightmare Blessing events which I like to call [Nightmare Blessing\(gamble\)](#) and [Nightmare Blessing\(wary\)](#). Nightmare Blessing(gamble) I've only found in phase 3 of Mantis's route in the center, but I've found Nightmare Blessing(wary) in both phase 3 of Mantis's route on either side or the center, and phase 7 of Vanilla's route, but only in a normal Sinner apparition phase. For Nightmare Blessing(gamble), just gamble until you get your item. It's taken me a max of 3 tries in all the times I've found it so it shouldn't eat up too many coins. For Nightmare Blessing(wary), you want to ignore the goblin and then either pay the 50 coins or you can say that's too expensive and pay 200 Realm Cubes instead. Please note that you do specifically need to find Nightmare Blessing(wary) and get the item from that encounter for a different achievement, so that's the one you should probably aim for.

Nightmare Blessing: Get an extra 25% discount when trading in the Nightmare Shop

Relic Collection - III: This Relic is found from an encounter in Mantis route Phase 3 on the right side of the map. The encounter is called [Man of Survival](#), and all you need to do is >wait, and then >pick up the manual

Relic Collection - III: For the next 2 [Battles], after winning, you can choose an extra Battle Buff Relic

Insect Repellant Lamp: This is a Universal Relic that can only be obtained once you've obtained almost all the other Universal Relics.

As of the Hestia update, it appears the appearance conditions for the Insect Repellant Lamp have changed drastically. It kind of just seems to randomly show up at any point now, regardless of how many Universal Relics are in your inventory. I'm leaving the methods I used below for anyone that needs to really try and look for it, but at this point that's probably not needed. Still, I'd rather be safe than sorry

General tips:

- don't pick up anything besides Universal relics since picking up relics in other series might make them more common? I haven't tested this enough myself but this is what I did when I got this relic so idk maybe it'll work for you too
- go Vanilla's/Hestia's route since more phases gives more chances for shops, encounters, and battles that give relics
- be prepared to reroll a lot so make sure you have all rerolls from the Realm Stele unlocked and it helps if you get the Nightmare Deal relic early on
- also very important is the Illusion Flask, which lets you potentially get relic selectors from random resources on the map. Once you have this, it's a good idea to go for coin phases that give you more chances to activate this relic. I've heard that if you don't get this by about halfway through the run you probably want to reset
- all the Relic Collection relics are also very useful so grab them over pretty much anything else when you see them
- since you'll probably be using a lot of coins during this run, make sure you have all relevant Realm Stele nodes unlocked (shop discount, earnings increase) as well as Sinners that let you get more coins. Here's all the Sinners that have relevant Nightmare Talents:

- Etti: Each time a [Resource Chest] on the map is obtained, there's a 1% chance of getting 1000 [Illusory Moon Coins] (probably not worth the low chances but hey you never know)
- Oliver: Gain an extra 15% discount when making transactions in the shop
- Countess Chelsea: Gain 200 [Illusory Moon Coins] when the Sinner is recruited into the team
- Matilda: Gain 80-120 [Illusory Moon Coins] when the Sinner is recruited into the team
- Pricilla: gain 2 [Nightmare Keys] when the Sinner is recruited into the team (while Nightmare Keys aren't money, they let you get relics from the Crafting Service)
- Roulecca: Gain 50 [Illusory Moon Coins] for each shop incident triggered
- Angell: Illusory Moon Coin earning rate + 10%. For every 100 Illusory Moon Coins you own, all allied units gain a 2% Attack boost, capped at 40%
- Lynn: Familiar with the sewage system, and can perform exceptionally well under certain special circumstances (not a must-have, but if she pops up from a Sinner recruitment thing she's worth having for the chance one of her events pops up)

- My go-to team for this achievement personally was a custom team of Deren for the damage and Oliver for the shop discount but go with whatever works for you. You can also just start with the team who has only Universal Relics(atm it's Zephyr/000)
- also relevant: feel free to dip out of Sinner recruitments and relic selectors if you're not seeing what you want. Sinner recruitments give 50 coins(unboosted) for exiting them and relic selectors give 30. Just make sure you use up your rerolls on the relic selectors first
- since money is so important to this run, don't grab [King's Price] unless you're really close to the end and set on money
- turn off the Chariot and Tower relic nodes in the Realm Stele to reduce the overall number of relics that can show up during the run

Insect Repellant Lamp: All insectoid enemies' Max HP decreased by 80%

Gear: This Chariot Relic is practically impossible to find. I don't know if Aisno intended to make a Chariot team and then just forgot to turn the Relic that makes Chariot Relics more common off or what but the irony of the hardest to find Chariot Relic being one that's supposed to make them more common is not lost on me

Basically the only way you can guarantee getting this is by getting almost all the Chariot Relics and then getting lucky and getting a phase 8 Portal Maze that gives you a couple guaranteed Relics from the series it chooses. It appears that the Relic type chosen is likely completely random whether you have Relics of that type or not, but since it's unlikely the Gear will show up unless you literally force it to, it's recommended to only go for Chariot and Universal Relics. However, since this Phase does give two encounters with 3 Relics from the series and allows you to reroll if you have that unlocked, you can skip out on a couple of Chariot Relics if you want and go for another Relic series if you're that close to having them all.

The only other way you can get this, as crazy of a chance as it is, is from Hecate's Nightmare Talent. You gain one B rank Relic from her when she's recruited, although it seems like the circumstances for getting it from Hecate are weird and not something the normal player will encounter([video for proof](#))

General tips:

- make sure you have the Tower Relics turned off
- Universal Relics should be fine to grab
- use a custom team or the team that only starts with Universal Relics since every other team gives you a Relic from another Relic series and this will create a higher chance for not just Chariot Relics to be prioritized when Relic selectors happen, unless the way that selectors prioritize Relics changes
- grab all the Chariot Relics you can throughout the run because you get only two selectors at the end of the Portal Maze
- back out of all Relic selectors that don't give Chariot Relics(or Universal Relics if you want them). it may look like they cost 30 coins to do that but they actually give you 30 coins. idk maybe it was just me that thought that

- some of the stuff from the Insect Repellent tips can be applied here but to a lesser extent since there's a lot less Chariot Relics

Gear: The appearance rate of [Chariot] Relics and Engravings is increased

Plumber:

The [Pipeline Journey](#) encounter is found in phase 3 of all routes. There's the option to '>'go through the underground pipeline' that you can only select if you have Lynn. That's all! Pretty simple

Prohibited:

After unlocking the Spendthrift option from the Realm Stele-Reversed(right side, symbol of some coins), get the +100 coins outcome from the Invest option at a Realm Stele(+130 if it's boosted from Realm Stele upgrades)

Quotation:

The Nightmare Blessing item can be found from one Nightmare Blessing event which I call [Nightmare Blessing\(wary\)](#). There's also [Nightmare Blessing\(gamble\)](#) which has the same outcome but I guess it doesn't give the achievement. Nightmare Blessing(wary) is found in both phase 3 of Mantis's route, which I've found on either side or in the center, and phase 7 of Vanilla's route, but only in a normal Sinner apparition phase. All you need to do is ignore the goblin and then either pay the 50 coins or you can say that's too expensive and pay 200 Realm Cubes instead. To save time checking either side of the map, you can just enter a battle tile and then click the 'leave temporarily' option since this will still uncover that side of the map

Signs of Calamity:

Getting all the imprints isn't too hard if you know how to get all the special ones. The only ones I'm going to mention come from Sinners or encounters. Also here's a [checklist](#) if you want it

Sinner imprints:

Raven Shield: Raven

Fear Imprint: Enfer

Seven Star Shield: OwO

Shadow Shield: Crache

Encounter Imprints:

[Bathe in Fire](#): This imprint is found from the [People in the little mine](#) encounter series. The first encounter is found on the left side of phase 3 of Mantis's route. You can tell whether you've gotten this encounter series to show up because there will be two encounters one space apart. At the first encounter you'll find a boy on the verge of death. To save time checking either side of the map, you can just enter a battle tile and then click the 'leave temporarily' option since this will still uncover that side of the map and you can see whether any encounters are there. You can't do anything at first but the encounter like one or two spaces away lets you buy some food and water. Buy it and then go back and give it to him. The [next encounter](#) is found in phase 4. Just give him some more coins and move onto phase 6, where you find the [final encounter](#). You can either select >give him 50 or >ask what's the reason, >give him 100

Earthfire: This imprint is found from the [Frozen Ruins](#) encounter found in phase 7 of Vanilla's route. Select >observe carefully and then >keep observing

The Weak:

This achievement is just from getting the Bathe in Fire imprint so I'm just pasting what I put like two inches above this here again :)

This imprint is found from the [People in the little mine](#) encounter series. The first encounter is found on the left side of phase 3 of Mantis's route. You can tell whether you've gotten this encounter series to show up because there will be two encounters one space apart. To save time checking either side of the map, you can just enter a battle tile and then click the 'leave temporarily' option since this will still uncover that side of the map and you can see whether any encounters are there. At the first encounter you'll find a boy on the verge of death. You can't do anything at first but the encounter like one or two spaces away lets you buy some food and water. Buy it and then go back and give it to him. The [next encounter](#) is found in phase 4. Just give him some more coins and move onto phase 6, where you find the [final encounter](#). You can either select (need to test>give him 50) or (has been tested) >ask what's the reason, >give him 100

Nightmare Talents:

Arcane:

S:

Eirene: During the battle preparation phase, you can choose to use the Chief's skill [Bombard] for the battle, which reduces the cost of [Bombard] to 1 point and deals additional True Damage based on the enemy's Max HP

Bombard: Deals massive Physical Damage and 3 Core Damage to all enemies in a 3x3 square around

Eleven: When an enemy on the field is in [Fear] state, its damage taken is increased by 10%. The effect lasts for the whole battle

Etti: Each time a [Resource Chest] on the map is obtained, there's a 1% chance of getting 1000 [Illusory Moon Coins]

Hestia: For each [Sun] Relic owned, gains a 5% Magic Damage boost

Raven: Gain 1 Special Imprint [Raven Shield] when the Sinner is recruited into the team

Stargazer: All allied summoned creatures gain a 15% Max HP boost and a 10% damage boost

Vautour Bleu: For every [Nightmare Key] in the backpack, all allied units gain a 6% Magic Penetration boost, capped at 30%

Yingying: All allied Sinners gain a 10% Energy Recovery Speed boost

A:

Echo: All allies gain 15% Magic Penetration

Hecate: When recruited into the team, randomly gain a B-Class Battle Buff Relic

Ignis: All allies gain 15% Magic Penetration

Lamia: All allied units gain a 12% Skill Damage boost

Luvia Ray: During battle, all enemies will receive 15 stacks of [Electrocution]

Oliver: Gain an extra 15% discount when making transactions in the shop

Victoria: All allied units gain a 12% Magic Damage boost

Wuhuanzi: All allied units gain a 12% Magic Damage boost

B:

Joan: All enemies' Magic Resistance is lowered by 10%

Kelvin: All enemies' Attack Speed is lowered by 10%

Catalyst:

S:

Cabernet: All allied units gain a 5% Attack boost

Coquelic: All allied Sinners gain a 10% Energy Recovery Speed boost

Du Ruo: Gain a random Imprint when the Sinner is recruited into the team

Enfer: Gain 1 Special Imprint [Fear Imprint] when the Sinner is recruited into the team

Eve: For each battle won, all allied units gain a 2% boost to their Max HP and Damage dealt, up to 20%

Hamel: Gain 1 [Fear Puppet] when the Sinner is recruited into the team

Jelena: For each battle won, all allied units gain a 2.5% boost of the Shield they receive. The boost is capped at 25%.

L.L.: At the start of battle, gain 1 Chief Energy

Parfait: All allied units gain a 5% Attack boost.

Shin: All allied units gain a 5% Attack boost.

A:

Anne: All allied units gain a 15% increase in the healing effects received.

Ariel: One allied Sinner's injured status is randomly removed for each Realm Stele event triggered

Cassia: All allied units gain a 15% increase in the healing effects received

Chameleon: Recover 20 [SAN] when the Sinner is recruited into the team

Dudu: For each battle won, all allied Sinners gain a 3% damage boost. The boost is capped at 30%

Letta: can find the way out of the mist and performs exceptionally well under certain special circumstances

Mr. Fox: All enemies' core broken state extends by 1 second

Shawn: For each [Nightmare Key] in the backpack, all allied units gain a 3% Energy recovery boost. The boost is capped at 30%

Zephyr: All allied units gain a 20% Energy recovery boost when Pressure is greater than 70

B:

Lisa: All enemies' Movement Speed is lowered by 10%.

Macchiato: All allied units take 10% less damage

Endura:

S:

Demon: For every Sinner in the exploration team, all allied units gain a 3% Max HP boost, max 90%

OwO: Gain 1 Special Imprint [Seven Star Shield] when the Sinner is recruited into the team

Rahu: All allied units recover 1% Max HP per second

Vanilla: Gains a 7% Max HP boost each time entering a [Void Rift] or [Moonlight Rift]. The boost is capped at 35%.

Yugu: Increased chance to obtain "Strength" Relics. For every "Strength" Relic owned, all allied units gain a 1% CRIT Damage boost

A:

Cinnabar: For each battle won, all allied units gain a 2.5% boost of the Shield they receive. The boost is capped at 25%

Countess Chelsea: Gain 200 [Illusory Moon Coins] when the Sinner is recruited into the team

Dove: For every Relic from the [Relic Collection] collected, gains a 10% Magic Resistance boost

Golan: For every 100 Illusory Moon Coins held, all allied units gain a 2% Max HP boost, up to 30%

Kawa-Kawa: All allied units gain a 15% boost of Shield effects given

Levy: For every Relic in the Backpack, all allied units gain a 1% Magic Resistance boost. The boost is capped at 25%

Luminita: All allied units gain a 12% Defense boost

Nino: for each battle won, all allied units gain a 2% Defense boost. The boost is capped at 20%

Uni: After each battle starts, all allied units are immune to the first 3 hits they take

B:

Demolia: All allied units gain a 12% Max HP boost

K.K.: All allied units gain a 12% Defense boost

Peggy: All allied units gain a 15% Shield effects boost

Fury:

S:

Deren: All allied units gain a 10% CRIT Rate boost

Donald: All allied Sinners gain a 30% [Electrocution] damage boost

Jasmine: All allied Sinners gain a 15% [Life Loss] damage boost.

Nox: For every 30 enemies killed during the exploration, all allied units gain a 0.6% Attack boost. The boost is capped at 6%

Pylgia: For each [Realm Stele] incident triggered, recover 5 SAN and reduce 15 Pressure

Yao: For each Sinner in the exploration team, all allied units gain a 1% Attack boost. The boost is capped at 30%

Zoya: For every Sinner in the exploration team, all allied units gain a 3% damage boost. The boost is capped at 90%

A:

Christina: All allied units gain a 12% Physical Damage boost

Corso: During battle, all enemies will receive 15 stacks of [Electrocution]

Dolly: For each battle won, all allied units gain a 2.5% Attack Speed bonus. The bonus is capped at 25%

Horo: For every 6 times all allied units deal damage, they recover 3% of their Max HP

Lysandra: All allied units gain a 5% Attack boost.

Mess: All enemies' Attack is lowered by 6%

Mira: For every Relic from the [Relic Collection] collected, gains a 10% Attack Speed boost(Relic Collection is that set of 4 book Relics, of which only 3 are available during a normal playthrough)

Ninety-Nine: All allied units gain 3% Lifesteal

Pacassi: All enemies' Max HP is lowered by 8%

Wendy: During the battle, for every enemy present on the field, all allied units gain a 1% damage boost

B:

Che: All enemies take 10% more damage

Hella: All allied units gain a 18% Normal Attack damage boost.

Pepper: All allied Sinners gain a 15% [Life Loss] damage boost

Reticle:

S:

Bianca: For each [Relic Collection] series Relic collected, the Sinner gains a 10% energy recovery boost(Relic Collection is that set of 4 Universal book Relics, of which only 3 are available during a normal playthrough)

Dreya: all allied Sinners gain a 15% [Life Loss] damage boost

Hypatia: All allied units gain a 15% Attack Speed boost

Korryn: For every 30 enemies killed during the exploration, all allied units gain a 0.6% Attack boost. The boost is capped at 6%

Lady Pearl: Trigger a Sinner recruitment event at the start of Moon Phase Five

Langley: all allied Reticle Sinners gain a 12% damage boost

Oak Casket: For each battle won, all allied Sinners gain a 1.5% Energy Recovery boost. The boost is capped at 15%

Shalom: For each battle won, all allied units gain a 2.5% Normal Attack boost. The boost is capped at 25%

Summer: All allied units gain a 15% Attack Speed boost

A:

Jane: All allied units gain a 12% Physical damage boost

Matilda: Gain 80-120 [Illusory Moon Coins] when the Sinner is recruited into the team

Pine: All allied units gain a 10% CRIT Rate boost

Pricilla: gain 2 [Nightmare Keys] when the Sinner is recruited into the team

Roulecca: Gain 50 [Illusory Moon Coins] for each shop incident triggered

Thalia: All allied units gain a 15% Attack Speed boost.

Wolverine: All enemies' Defense is lowered by 10%

Yanyan: All allied units gain a 15% Attack Speed boost

B:

EMP: All allied units gain a 25% CRIT Damage boost

Flora: Every time an allied unit deal Normal Attack, there's a 0.5% chance stunning the enemy for 1 second

Umbra:

S:

000: For each Relic in the inventory, 000 gains a 1% Attack Speed boost, up to 50%

Adela: For each battle won, all allied units gain a 4% CRIT damage boost. The boost is capped at 40%

Angell: Illusory Moon Coin earning rate + 10%. For every 100 Illusory Moon Coins you own, all allied units gain a 2% Attack boost, capped at 40%

Bai Yi: All allied Sinners gain 1 Energy every time they deal a CRIT with a Normal Attack. Each allied Sinner can trigger this effect up to once every 3 seconds

Crache: Gain 1 Special Imprint [Shadow Shield] when the Sinner is recruited into the team

Graves: All allied units gain a 5% Attack boost

Mantis: all allied units receive 15% Physical Penetration

Serpent: When all allied units have no enemies in the grid they are in, a 15% damage boost is gained.

A:

Eureka: gain a random Imprint when the Sinner is recruited into the team

Garofano: All allied units deal 15% more damage to enemies marked with [Weakspot].

Iron: During battle, all enemies will receive 15 stacks of [Electrocution]

Lynn: Familiar with the sewage system, and can perform exceptionally well under certain special circumstances

McQueen: for each battle won, all allied units gain a 2% Max HP boost. The boost is capped at 20%

Poffy: All allied units gain a 15% Attack Speed boost

Shrooma: [Modesty] Relic's drop rate increases

Sumire: all allied Sinners gain a 115% [Life Loss] damage boost

Tetra: For each battle won, all allied units gain a 2% CRIT Rate boost. The boost is capped at 20%.

Thistle: All allied Sinners gain a 30% Burn Damage boost.

B:

Gekkabijin: Versed in trap removal and performs extraordinarily in certain special encounters

Labyrinth: All allied Sinners gain 3 Energy every time they break a core

Relics/Exploration Buffs:

Chariot:

unlocked after buying the Iron Cavalry space in the Nightmare Realm Stele - Reversed

S:

Scavenger Instinct: After the battle starts, restore 1 movement count for every enemy killed

Winged Charge: For each stack of [Godspeed], all allied units gain a 0.6% Attack boost

A:

Bat Whispers: 1 move limit is recovered every 5 seconds

Bug Nest: Each time an allied unit moves, all allied units restore 3% of their Max HP

Dragon Wings: The stacking limit of [Godspeed] increases to 150

Kitty Shadow: For every 15 moves consumed, 1 Chief's Energy is recovered

Wolf Attack: Each time an allied unit moves, their next Normal Attack will strike quickly once

B:

Clock: Every time a Movement is consumed, there's a 20% probability that the consumption will be written down to zero

Core: For every three [Chariot] series Relics held, gain an extra stack of [Godspeed] whenever an allied unit moves

Gear: The appearance rate of [Chariot] Relics and Engravings is increased

Light Feather: Move limit increases by 15.

Meter: Whenever an allied unit moves, a stack of [Godspeed] is added to the field. This effect can stack up to 100 times, and last throughout the battle. At the same time, (Attack *300%) True Damage is dealt on all enemies within a 3x3 square. For each [Godspeed] stack, damage increases by 3%

Night Owl: After the battle starts, add 30 [Godspeed] stacks on the field

Swift Scythe: For each stack of [Godspeed], all allied units gain a 0.3% CRIT Rate boost and a 0.6% CRIT Damage boost

Wings of Return: Recover 20 moves when the move limit is down to zero. The effect can only be triggered once every battle.

Death

S:

Libram: For each type of [Life Loss] carried by all enemies, they take 2500 Physical Damage per second. ([Life Loss] effects inflicted by different characters are considered different types of [Life Loss] effects)

Past Life Scripture: When an enemy in [Life Loss] state dies, damage equal to 30% of the total damage that all their [Life Loss] effects would have dealt for the remains duration is dealt to all enemies within a 3x3 square around them

A:

Dark Fruit: After an enemy is [Life Loss] status dies, all allied Sinners recover 1 energy

Seed of Decline: After an enemy in [Life Loss] status dies, all allied units reoccur 4% of their Max HP

Dewdrop Fountain: Upon obtaining this Relic, randomly recruit one of the following Sinners: Dreya, Levy, Sumire, and Pepper. For each of the aforementioned Sinners in the team, all allied units gain a 4%/8%/13%/20% Attack boost

Thorny Vines: [Ignite] consumption is reduced by 1, causing all enemies within range to be considered as gaining an extra [Life Loss] state for 20 seconds

Flower of Recurrence: When an enemy in [Life Loss] state dies, the duration of all their [Life Loss] effects is reset and applied to the nearest enemy

B:

Deep Abyss Eye: When an enemy carries 3 types of [Life Loss], they gain (Max HP*15%) True Damage. This effect can only be triggered once per battle

DisSea Document: All [Life Loss] effects last for 5 seconds longer

Deathbird: For every [Death] series Relic held, all allied units gain a 4% [Life Loss] damage boost

Kiss of Death: When the enemy has the [Life Loss] effect, reduces their Defense by 15%

Nail of Agony: The trigger intervals of all [Life Loss] effects shorten by 0.2 seconds

Predator: When all allied units deal damage, for every type of [Life Loss] effect the enemy carries, the damage they take increases by 6%. ([Life Loss] effects inflicted by different characters are considered different types of [Life Loss] effects)

Thorny Crown: All allied units gain a 20% [Life Loss] damage boost

Underworld Clock: The appearance rate of [Death] Relics and Engravings is increased

Emperor:

S:

Elder's Scepter: Every 5 seconds, one [Slay] is triggered on all enemies on the battlefield

Heavenly Verdict: For each enemy killed, [Slay] is reset for all allied units

Purging Verdict: [Slay] directly kills enemies whose HP is below 20%

A:

Commander: For every Chaos Level, [Slay] deals an additional 50 Physical Damage

Executioner: Each time [Slay] is triggered, the corresponding enemy takes 18% more damage for the rest of the battle

Jester: [Dark Sound] consumption is reduced by 1. In addition, three [Slay] will be triggered on all enemies within the skill range

Opressor: Each time [Slay] is triggered, all allied units restore 3% of their Max HP

B:

Execution: All allied units trigger [Slay] when dealing damage to enemies with HP less than 50%. This effect has a 12-second cooldown after each trigger and is calculated separately for each allied unit.

[Slay]: Deals an additional 1500 Physical Damage

Imposition: When all allied units deal damage to an enemy, for every 10% HP the enemy loses, the damage dealt increases by 2.5%

Heroic Spirit: For each enemy killed, all allied units gain a 1% damage boost. The effect stacks up to 20 times and lasts throughout the battle.

Imperial Edict: Enemies receive an [Slay] upon entering the battlefield

Medal Awarding: For each Fury Sinner in the Sinner team, all allied units gain a 4% Physical Damage boost

Military Power: All allied units gain a 15% Physical Damage boost

Royal Authority: The appearance rate of [Emperor] Relics and Engravings is increased

Royal Crown: For each [Emperor] Relic held, the HP Coefficient required to trigger [Slay] increases by 5%, and the Physical Damage dealt by [Slay] increases by 350.

Fool:

S:

Fool's Statue: Each time all allied units land a hit with a Normal Attack, the damage increases by 15% for each grid exceeding 1 between the enemy and themselves

Premium Chisel: When launching a Normal Attack, all allied units have a 30% chance of dealing the attack twice

A:

Fallen Moon Core: All allied units deal an extra (Enemy's current HP * 1%) True Damage to enemies with every 10th Normal Attack blow

Fallen Moon Fragment: Each time all allied units gain [Focus], they become immune to the next damage received. This effect can stack up to 10 times.

Lone Vessel: The stacking limit of [Last Stand] increases to 7. After use, all allied units gain 1 stack of [Focus]

Pen of Foolishness: For each stack of [Focus] all allied units have, they gain 4% Physical Penetration

B:

Ancient Cave Painting: When an allied unit's HP is above 80%, they gain a 25% Attack Speed increase

Black Key VIP(correct name: Nameless Photo): For each Reticle Sinner in the Sinner team, all allied units gain a 5% Attack Speed boost

Golden Prickle(probably the wrong name): The stacking limit of [Focus] increases to 7. After the battle begins, all allied units gain 1 extra stack of [Focus]

Nightmare Blessing(correct name: Useless Eyepiece): After the battle starts, all allied units are immune to the first 3 hits they take

Old Map: Every 12 seconds, all allied units gain 1 stack of [Focus]. [Focus]: All allied units gain a 6% Attack Speed boost. The effect can stack up to 5 times. One stack is removed after taking damage from any enemy

Old Shackles: The appearance rate of [Fool] Relics and Engravings is increased

Rotten Tooth: All enemies' Movement Speed is reduced by 15%. This effect is removed if there is an allied Sinner within the 3x3 square around the enemies.

Forgotten Chronicle: For each [Fool] series Relic held, the Attack Speed bonus of [Focus] is increased by 2%

Sanity Dew(correct name: Empty Gun Shell): All allied units gain a 15% Attack Speed bonus

Justice:

S:

Conviction: After the battle starts, for every 2 stacks of [Fountainhead] removed, all allied Sinners gain 1 energy

Reincarnation: For each point of Energy consumed by all allied Sinners, a 1% damage boost is gained. This effect can stack up to 200 times

A:

Celestial Globe: Restore 1 Chief's Energy every 15 seconds

Inverted Pyramid: After the battle starts, for every 2 stacks of [Fountainhead] removed, all allied Sinners gain 5% Magic Penetration. This effect can stack up to 10 times

Morning Starlight: [Empower] Energy recovery is increased by 5 points

Scales of Fairness: After [Fountainhead] is removed, for each stack of [Fountainhead] removed, (Attack *5%) shield is recovered for all allied units

B:

Astrolabe: For each [Justice] series Relic held, the Skill Damage bonus of [Fountainhead] increases by 6%

Astrology Card: For every 5 Energy all allied Sinners consume, they gain 1 Energy

Crystal Ball: The appearance rate of [Justice] Relics and Engravings is increased

Crystal Essence: After the battle starts, all allied Sinners gain 8 energy

Fountainhead: All allied units gain a 15% Skill Damage boost

Hourglass: After the battle starts, all allied Sinners gain 2 stacks of [Fountainhead]. Each time an energy-consuming Ultimate is used, all allied Sinners gain one stack of [Fountainhead].

[Fountainhead]: Removed after using an Ultimate. For each stack removed, gain a 20% Skill Damage boost for 4 seconds. [Fountainhead] can stack up to 10 times

Pendulum: After using the Chief Potestas, all allied Sinners gain 3 Energy.

Starfall: For each Arcane Sinner in the Sinner team, all allied units gain an 8% Skill Damage boost

Modesty:

S:

Mini-Turret Mount: After [Robot Prototype] is enhanced to LV 10, enhances the skill [Barrage Attack]: the trigger interval is reduced by 4 seconds. For every alien unit on the field, launches 1 additional Missile

Radiation Core: Each time an allied unit dies or a summoned creature disappears, all allied Sinners gain 3 Energy

A:

Syringe: Each time an allied unit dies or a summoned creature disappears, all allied units restore 8% of their Max HP

Timed Detonator: After [Robot Prototype] is enhanced to LV 8, unlocks the skill [Self-Destruction]: Upon use, deals (Max HP *200%) True Damage to itself. For each enhancement level, it deals (Attack *1000%) True Damage and 2 Core Damage to all enemies within a 3x3 square. [Self-Destruction] has a 2-second cooldown after each use

Portable Grenade: After the battle starts, when the number of allied units on the field reaches 6, whenever an allied unit dies thereafter, they deal 15,000 True Damage to all enemies in a 3x3 square around them

Pulse Mechanical Hammer: After an allied unit performs a summon, all allied units gain a 5% damage boost. The effect stacks up to 10 times and lasts throughout the battle.

Mania Exoskeleton: Upon obtaining this Relic, recruit a random Sinner capable of performing summons. For each Summoner on the team, all allied units gain a 3%/6%/10%/15%/20%/25%/30% Attack boost
Sinners summoned by this Relic: Eureka, Pricilla, Chelsea, McQueen, Summer, Cabernet, Shrooma, Eleven,

B:

Carrier Machine: For each [Modesty] Relic held, all allied summoned creatures gain a 5% Attribute boost provided by the Robot Prototype's enhancement level.

Exploration Machine: After an allied unit performs a summon, all allied units gain a 35% Attack Speed boost for 8 seconds

Final Capsule: When the Robot Prototype sustains fatal damage, it restores 100% of its Max HP. This effect can only be triggered once per battle.

Mechanical Arm: All allied summoned creatures gain a 15% Max HP boost and a 10% damage boost

Missile Launcher: After [Robot Prototype] is enhanced to LV. 4, unlocks the skill [Barrage Attack]: Launches 12 Missiles every 12 seconds to continuously attack random enemies across the field. Each Missile deals (Attack *350%) True Damage

Robot Prototype: Gains 1 Special Imprint [Robot Prototype].
[Robot Prototype]: Max HP 6000, Attack 800, Defense and Magic Resistance 600. Can block 1 enemy, After an allied unit performs a summon, the level of [Robot Prototype] is enhanced by 1, each level granting a 6% Max HP boost and a 3% Attack boost. [Robot Prototype] can be enhanced up to 30 times

Power Glove: Each enhancement level provides an extra 3% Attack boost to [Robot Prototype]

Vacuum Tube: The appearance rate of [Modesty] Relics and Engravings is increased

Priestess:

S:

Evil Eye Pendant: When Chief's Potentia [Heal] targets an [Immortal] Sinner, they fall into [Insanity]. [Insanity]: Deals 30% more damage and gains 200% Attack Speed, but takes 200 True Damage per second. [Insanity] is temporarily disabled when HP falls below 30%

Grace of Life: At the start of battle, [Immortal] Sinners deal 1% more damage for every 1 existing Pressure

A:

Blaze of Delirium: The first Sinner to enter [Mania Form] during battle falls into [Insanity]. [Insanity]: Deals 30% more damage and gains 200% Attack Speed, but takes 200 True Damage per second. [Insanity] is temporarily disabled when HP falls below 30%

Bloodline of Sin: For each [Immortal] Sinner in the exploration team, all Sinners gain a 10% HP boost and a 10% Attack boost. This effect can stack up to 6 times

Drink of Damnation: Sinners in [Mania Form] recover 2% of their Max HP per second.

Martyr's Reliquary: When obtaining this Relic, randomly recruit an [Immortal] Sinner. This Sinner deals 100% more damage, takes 40% less damage, and immediately gains 40 M-Value upon entering battle

Scarlet Armor: When [Immortal] Sinners recover HP, they deal 4,000 True Damage to enemies within the 3x3 square. This effect can only be triggered once per second

B:

Bloodlaw Chalice: When [Immortal] Sinners recover HP, they also gain 1 M-Value. This effect can only be triggered once per second

Channeling Slate: The appearance rate of [Priestess] Relics and Engravings is increased

Cursemark: Whenever a Sinner enters [Mania Form], all Sinners deal 10% more damage. This effect can stack up to 6 times

Mask of Confession: At the start of battle, [Immortal] Sinners gain 1 M-Value for every 2 existing Pressure

Ritual Robe: When [Immortal] Sinners exit [Mania Form], all Sinners recover 2,000 HP and 10 M-Value

Sacrificial Blade: [Immortal] Sinners' Attack +20%

Substitute: Removes 1 Pressure-related negative effect when obtaining this Relic

(note: this negates one of any potential negative Pressure effects, not just ones you have)

Vessel: At the start of battle, [Immortal] Sinners gain 10 M-Value. They gain 1 M-Value additionally for each [Priestess] Relic owned

Strength:

S:

Fearless Break: Each time all allied Sinners break a core, their own Ultimate refreshes charging. This effect only applies to energy-consuming Ultimates

Thunderer's Roar: After all allied units' CRIT Rate reaches 100%, for every 1% excess CRIT Rate, a 0.7% Attack boost is gained

A:

Break Formation: During the battle, all enemies' broken core state is extended by 2 seconds

Brutality: Each time all allied units deal a critical hit, they recover (Damage *2%) HP

Fierce: After breaking a core, all allied units gain 3 stacks of Lethality

Fighting Spirit: After all allied units' CRIT Rate reaches 100%, for every 1% excess CRIT Rate, a 0.7% CRIT Damage boost is gained

Lethality: [Link] consumption is reduced by 1, during which triggering a critical hit will not remove any stacks of [Lethality]

B:

Anvil: The appearance rate of [Strength] Relics and Engravings is increased

Craftsman's Hammer: Every 15 seconds, all allied units gain a 4% CRIT Rate boost and an 8% CRIT Damage boost. This effect can stack up to 10 times.

Dagger: Every 4 seconds, all allied units get 1 stack of [Lethality].

[Lethality]: Gain a 100% CRIT Rate boost. This effect can stack up to 6 times, and 1 stack will be removed

Heartbreak: All enemies whose cores are broken take 15% extra damage

Shadow Veil: For each Umbra Sinner in the Sinner team, all allied units gain a 4% CRIT Rate boost and an 8% CRIT damage boost

Stone Spear: After breaking a core, gain 1 Chief Energy

Triangle of Strength: For each [Strength] series Relic held, the acquisition interval of [Lethality] is reduced by 0.3 seconds

Sun:

S:

Priest Mask: [Blazing Altar] unlock altar effect: For each enemy killed, all allied units within the altar's effect range gain a 2% Energy Recovery Speed boost, stacking up to 25 times

Sanctifying Dagger: Each time a [Burn] mark vanishes, all allied units gain 1.2% Magic Damage boost and a 0.6% Magic Penetration. This effect can be stacked up to 50 times, lasting the entire battle

A:

Brass Candlestick: Upon obtaining this Relic, randomly recruit one of the following Sinners: Yao, Hestia, Yanyan, Thistle, and Ignis. For each of the aforementioned Sinners in the team, all allied units gain a 5%/10%/15%/20%/25% Attack boost

Ceremonial Censer: [Blazing Altar] unlock altar effect: For each allied unit present within the altar's effect range, all allied units within range gain a 5% Skill Damage boost, stacking up to 12 times

Crimson Ritual: [Blazing Altar] Max HP +15%, Defense & Magic Resistance +10%. Altar effect range level +1

Solar Bronze Mirror: [Blazing Altar] unlock altar effect: Each time a [Burn] mark vanishes, deals 6000 Magic Damage to all enemies on the field. For each [Sun] Relic owned, this damage increases by 1500. This effect can be triggered up to once every 4 seconds

B:

Altar Statue: Gains 1 Special Imprint [Blazing Altar].

[Blazing Altar]: Max HP 8000. Defense and Magic Resistance 450. Can block 1 enemy. The altar affects only a certain range and grants different effects to all units within the range. The effects disappear when the units exit the range.

Initial altar effect: Restores 2% Max HP per second for all allied units within the range.

Altar effect range levels: LV.1 covers the surrounding 3x3 square. LV.2 covers the surrounding two-grid diamond-shaped area. LV.3 covers the entire field

Holy Torch: All allied units gain a 20% [Burn] damage boost

Holy Water: When an allied unit uses a normal attack, they gain a 4% Skill Damage boost. This effect can be stacked up to 10 times and lasts 4 seconds

Lighter: [Blazing Altar] unlock altar effect: All allied units within the altar's effect range deal 15% more damage and take 10% less damage

Light Guard: For every [Sun] Relic owned, all allied units gain a 4% [Burn] damage boost

Sundial: When an allied unit applies a [Burn] mark, they gain a 4% Attack Speed boost. This effect can be stacked up to 10 times and lasts 4 seconds

Sun Medal: The appearance rate of [Sun] Relics and Engravings is increased

Vintage Flask: [Blazing Altar] Restores 2% Max HP per second. Cannot block enemies or be targeted when current HP is below 30%

Tower:

unlocked after buying the Dome space in the Nightmare Realm Stele - Reversed

S:

Radiation Source: When all allied units are carrying a Shield, they deal (Shield *10%) True Damage per second to all enemies within a 3x3 square around them

Void Mirror: When all allies units are carrying a Shield, they gain a (Shield *0.5%) Attack boost.

A:

Particle Shield: When all allied units are carrying a Shield, they will deal (Shield *5%) True Damage to an enemy when taking damage from that enemy

Reactive Core: Every time allied Sinners obtain a Shield, they gain 1 Energy

Shield Pyramid: The shield effect of [Shield] is doubled, lasting for the entire battle.

Void Barrier: All allied units deal an extra (Shield *15%) True Damage to enemies with every Normal Attack

B:

Base: The appearance rate of [Tower] Relics and Engravings is increased

Beacon: All allied units gain a 15% Shield effects boost.

Bracelet: For each Endura Sinner in the Sinner team, all allied units gain a 5% Shield Efficiency boost

Force Field: All allied units gain 1 more Block count.

Generator: All allied units gain [Tower Sanctuary].

[Tower Sanctuary]: Upon receiving a Shield, the unit gains an extra (Shield *20%) Shield for the entire battle

Module: For each [Tower] series Relic held, the Shield Coefficient of [Tower Sanctuary] is increased by 3%

Prosthetic: After the battle starts, all units gain a (Max HP *20%) Shield that lasts for the entire battle. For each level explored, they gain an extra (Max HP *4%) Shield

Support Machine: Every time all allied Sinners gain a Shield, (Shield *4%) True Damage is dealt to all enemies

Universal:

S:

All-Purpose Template: For each Moon Phase explored, obtain 1 [Imprint] at random. The effect doesn't grant [Special Imprints]

Chaotic Wires: All mechanical enemies' Max HP decreased by 80%
enemies affected by this: Prototype - Logic, Prototype - Perception, Prototype - Memory, Nightmare Scrapped Bot, Nightmare Missile Model, Nightmare Chainsaw Model,

Corrupted Gift: When Pressure first reaches 25, 50, 75, and 100, obtain a random Combat Relic and lose 5 SAN at each threshold
(note: it will give you Relics for thresholds already reached upon obtaining)

Deep Sea Anchor: Each time a Relic is discarded, Pressure is reduced by 15

Distorted Visage: After the battle starts, 1 SAN is depleted every 5 seconds, and all allied Sinners recover 6 Energy

Endless Cycle: Each time [SAN] is gained, receive double the amount of [Illusory Moon Coins] at the same time

Entangled Memory: On obtaining this Relic, recover 10 [SAN]

Eternal Truth: Each Pressure point increases the damage dealt by Sinners by 0.4%

Golden Prickle: For every 20 [Illusory Moon Coins] in the backpack, all allied units gain a 3% damage boost. This effect can stack up to 100 times

King's Price: After obtaining this Relic, [Illusory Moon Coin] earning rate decreases by 100%, and the number of Sinners that can be deployed in the battle preparation stage increases by one.

Nightmare Legacy: Obtain Nightmare Key x4. Pressure increases by 10 additionally when crossing levels.

Potentas Core: Each time the Chief loses SAN during battle, gain 1 Chief Energy.

Redemption Contract: Whenever Pressure decreases, gain 3 SAN. Whenever Pressure increases, lose 15 Illusory Moon coins

Relic Collection - III: For the next 2 [Battles], after winning, you can choose an extra Battle Buff Relic

Relic Collection - IV: For each [Battle - Boss] won, you can choose an extra Battle Buff Relic.

Sharpened Harpoon: When Pressure is below 50, Sinners' Attack +15%

A:

Dusty Memories: Randomly obtain a Battle Buff Relic

Entangled Cables: All mechanical enemies' Max HP is decreased by 40%

Illusory Moon Crystal: Gain 100 [Illusory Moon Coins] for each perfect rating obtained in a challenge level

Illusion Dewdrop: All allied B-Class Sinners' Max HP, Attack, Defense, and Magic Resistance increase by 40%

Insect Repellent Lamp: All insectoid enemies' Max HP decreased by 80%

Heartache: After obtaining this Relic, [SAN] earning rate decreases by 50%, and the number of Imprints that can be deployed in the battle preparation stage increases by one.

Lone Traveler: When the number of Sinner deployed in the battle preparation stage is no more than 1, all allied units gain a 50% Attack boost, a 50% Energy Recovery boost, 15% Lifesteal, and damage taken is reduced by 30%

Magical Cube: Recruit a random Sinner.

Mist Dispelling Lamp: Starting from the next Moon Phase, the number of negative effects on the map is reduced by 1

Relic Collection - II: When triggering a [Realm Stele] event, you can choose to trigger an event to choose an Exploration Buff Relic once

Rusty Dive Mask: When depth is 400m or less, Pressure growth rate increases by 20%. When depth is greater than 400m, Pressure growth rate decreases by 20%

Rusty Mechanical Leg: When the number of Sinners deployed in the battle preparation stage is no more than 1, all enemies lose 2% of their Max HP every second

Sanity Blossom: Upon obtaining this Relic, the [SAN] limit is increased by 15, and an equal amount of [SAN] is restored

Sanity Dew: For each [Battle] won, 2 [SAN] is restored

Soul Ash: At settlement, Nightmare points increase by 500

Treasure Seeker's Staff: Gain 50 Illusory Moon Coins for each new area explored in Embers of Long Night

B:

Black Key VIP: Gain 50 [Illusory Moon Coins] for each Moon Phase explored

Corpus Dewdrop: All allied Sinners' Max HP, Attack, Defense, and Magic Resistance increase by 15%. Total points are lowered by 30%

Darkling: Effect currently unknown

Eclipsed Dream Box: Each time you obtain resources from the map, the benefits increase

Energy Conch: At the start of the battle, gain 1 Chief Energy

Eye of Vengeance: Every time [SAN] is depleted during a battle, deal 20,000 True Damage to all enemies on the field

Faceless Bind: Effect currently unknown

Illusion Flask: Each time you obtain resources from the map, there is a 10% chance of triggering an event to choose an Exploration Buff Relic

Map Fragment: Gain an exploration-type Relic each time you enter a Rune Ore area

Melodic Crown: After each [Realm Stele] event is triggered, an extra 20 [SAN] is recovered

Nightmare Blessing: Get an extra 25% discount when trading in the Nightmare Shop

Nightmare Deal: The required amount of Illusory Moon Coins is reduced by 50% with each reset

Nightmare Embryo: For each [Nurture] carried out during exploration, all allied units gain a 10% Max HP boost

Old Barnacle Jar: Gain 20 Pressure when obtaining this . From then on, lose 10 Pressure whenever entering [Nightmare Shop], [Discount Strategy], or [Only the Best Goods]

Relic Collection - I: After winning a battle, there's a 10% chance of triggering an event to choose an Exploration Buff Relic

Sanity Seed: Upon obtaining this Relic, the [SAN] limit is increased by 10, and an equal amount of [SAN] is restored

Unexpected Messenger: For each *Curse state* owned, Illusory Moon Coin earning rate increases by 10%

Writhing Reef: When owning this, each Pressure point increases both damage dealt and damage taken by 0.5%

Standard Imprints:

Dimming Sun:

Lv 1: Recovers 4% Max HP per second for the allied unit on that grid

Lv 2: Recovers 8% Max HP per second for the allied unit on that grid

Energy Blast: After the battle starts, a sprite that can be claimed by allied Sinners is generated on this grid.

Lv 1: The Sinner who claims it will then deal 1 Core Damage to the enemy with the most cores on the field

Lv 2: The Sinner who claims it will then deal 2 Core Damage to the enemy with the most cores on the battlefield

Glimmer: After the battle starts, a sprite that can be claimed by allied Sinners is generated on this grid.

Lv 1: After the battle starts, a sprite that can be claimed by allied Sinners is generated on the grid. The Sinner who claims it will gain 20 energy.

Lv 2: After the battle starts, a sprite that can be claimed by allied Sinners is generated on the grid. The Sinner who claims it will gain 60 energy.

Mech: After the battle starts, if no allied units are present in that grid, an immovable [Mech Cannon] will be summoned to that grid to aid the battle. The effect can only be triggered once per battle

Lv 1: [Mecha Cannon]: Max HP 3000, Attack 1000, Defense and Magic Resistance 200. Cannot block enemies

Lv 2: [Mecha Cannon]: Max HP 3500, Attack 1200, Defense and Magic Resistance 200. Cannot block enemies

Puppet: After the battle starts, if no allied units are present in that grid, an immovable [Fear Puppet] will be summoned to that grid to aid in the battle. The effect can only be triggered once per battle

Lv 1: [Fear Puppet]: Max HP 8000, Attack 500, Defense and Magic Resistance 600. Can block 2 enemies

Lv 2: [Fear Puppet]: Max HP 10,000, Attack 600, Defense and Magic Resistance 750. Can block 2 enemies

Recall:

Lv 1: Sends the enemies passing by that grid back to the same grid 3 seconds later. This effect can only be triggered once by the same enemy

Lv 2: Sends the enemies passing by that grid back to the same grid 4 seconds later. This effect can only be triggered once by the same enemy

Recover:

Lv 1: Restore 2 SAN after the battle ends. This effect can only be triggered once per battle

Lv 2: Restore 4 SAN after the battle ends. This effect can only be triggered once per battle

Rusty Blade: After the battle starts, a sprite that can be claimed by allied units is generated on this grid

Lv 1: The unit that claims it will gain a 100% Attack Speed boost for 12 seconds

Lv2: The unit that claims it will gain a 200% Attack Speed boost for 12 seconds

Stratum:

After the battle starts, a sprite that can be claimed by allied units is generated on this grid.

Lv 1: The unit that claims it will gain a (Max HP*75%) Shield that lasts for the entire battle

Lv 2: The unit that claims it will gain a (Max HP*200%) Shield that lasts for the entire battle

Unstoppable: After the battle starts, a sprite that can be claimed by allied units is generated on this grid.

Lv 1: The unit who claims it will then deal 20,000 True Damage to all enemies on the field

Lv 2: The unit who claims it will then deal 30,000 True Damage to all enemies on the field and instantly kill all normal enemies

Wealth:

Lv 1: At the end of the battle, 10 [Illusory Moon Coins] are produced. This effect can only be triggered once per battle

Lv 2: At the end of the battle, 30 [Illusory Moon Coins] are produced. This effect can only be triggered once per battle

Special Imprints:

Bathe in Fire:

Lv 1: After the battle starts, if no allied units are present in that grid, a powerful [Fire Bather] will be summoned to that grid to aid the battle. This effect can only be triggered once per battle.

[Fire Bather]: Max HP 25000, Attack 2500, Defense and Magic Resistance 1500. Can block 2 enemies

this imprint cannot be upgraded

Blazing Altar:

After the battle starts, if no allied units are present in that grid, summons a [Blazing Altar] there to aid the battle. This effect can only be triggered once per battle.

[Blazing Altar]: Max HP 8000. Defense and Magic Resistance 450. Can block 1 enemy. The altar affects only a certain range and grants different effects to all units within the range. The effects disappear when the units exit the range.

Initial altar effect: Restores 2% Max HP per second for all allied units within the range.

Altar effect range levels: LV.1 covers the surrounding 3x3 square. LV.2 covers the surrounding two-grid diamond-shaped area. LV.3 covers the entire field

Earthfire:

Lv 1: The effect is unknown. It seems that different effects will be triggered under different circumstances

Lv 2: The effect is unknown. It seems that different effects will be triggered under different circumstances

observations: appears to be one of Eirene's black holes; can deal 2 core dmg at either level or deal straight dmg to a coreless enemy and holds them on that tile as it deals dmg; did 1/5? of prototype-logic's health it looks like so probably better than a single Eirene ult but since it's single use it's up to you whether it's worth it to use

Fear Imprint:

Lv 1: Marks enemies passing by that grid with [Fear] for 2 seconds. The effect can only be triggered for the same enemy once

Lv 2: Marks enemies passing by that grid with [Fear] for 4 seconds. The effect can only be triggered for the same enemy once

Firepower: After the battle starts, if no allied units are present in that grid, an immovable [Primitive Mecha Cannon] will be summoned to that grid to aid in the battle.

Lv 1: [Primitive Mecha Cannon]: Max HP 3000, Attack 1000, Defense and Magic Resistance 200. Cannot block enemies

Lv 2: [Primitive Mecha Cannon]: Max HP 5000, Attack 1500, Defense and Magic Resistance 400. Cannot block enemies

Guardian: After the battle starts, if no allied units are present in that grid, a [Contract Fighter] will be summoned to that grid to aid the battle. The effect can only be triggered once per battle.

Lv 1: [Contract Fighter]: Max HP: 6000, Attack 700, Defense and Magic Resistance 500. Can block 1 enemy

Lv 2: [Contract Fighter]: Max HP: 10,000, Attack 1200, Defense and Magic Resistance 800. Can block 1 enemy

Raven Imprint:

Lv 1: Grants a stack of [Feather Mark] to the enemies passing by that grid. The effect can only be triggered once by the same enemy

Lv 2: Enemies passing through this grid will gain a stack of [Feather Mark], which increases the Magic Damage they take by 15%. This effect can only be triggered on the same enemy once and lasts the entire battle.

Robot Prototype: After the battle starts, if no allied units are present in this grid, a [Robot Prototype] will be summoned to aid the battle.

[Robot Prototype]: Max HP 6000, Attack 800, Defense and Magic Resistance 600. Can block 1 enemy, After an allied unit performs a summon, the level of [Robot Prototype] is enhanced by 1, each level granting a 6% Max HP boost and a 3% Attack boost. [Robot Prototype] can be enhanced up to 30 times

Seven Star Imprint:

Lv 1: Lowers the damage taken by all allied units by 15% in the 3x3 square around that grid

Lv 2: Lowers the damage taken by all allied units by 25% in the 3x3 square around that grid

Shadow Imprint:

Lv 1: Sinners in that grid gain a 10% Attack boost, nor can they be targeted by enemies

Lv 2: Sinners in that grid gain a 15% Attack boost, nor can they be targeted by enemies

Runes:

Sun-Peep:

After the battle starts, if no allied units are present in that grid, [Darkness Peeper] will be summoned to aid in the battle

[Darkness Peeper]: Max HP 6000, Attack 900, Defense and Magic Resistance 400. Can block 1 enemy. Can use Ultimate [Peeping Eye]

[Blazing Shield]: Grants an (Attack*500%) Shield to an allied unit. Applies a [Burn] mark to surrounding enemies every 2s, lasting 12s. Can only be used once per battle

Lv 2: [Darkness Peeper]: Max HP 7500, Attack 1100, Defense and Magic Resistance 400. Can block 1 enemy. Can use Ultimate [Peeping Eye].

[Peeping Eye]: Grants an (Attack*500%) Shield to an allied unit. Applies a [Burn] mark to surrounding enemies every 2s, lasting 12s. Can only be used twice per battle

Lv 3: [Darkness Peeper]: Max HP 9000, Attack 1300, Defense and Magic Resistance 400. Can block 1 enemy. Can use Ultimate [Peeping Eye]

[Peeping Eye]: Grants an (Attack*500%) Shield to an allied unit. Applies a [Burn] mark to surrounding enemies every 2s, lasting 12s. Can only be used twice per battle

Skill upgrades:

Altar+: All [Blazing Altar] altar effects increase by 20%

Asteroid: Unlock Ultimate [Asteroid]: Deals (Attack *5000%) Magic Damage and 2 Core Damage to all enemies within the 3x3 square and summons a [Darkborn] to the central grid. For each additional enemy hit, summon an extra [Darkborn] to that grid. Up to one can be summoned to each grid. Lasts the entire battle and can only be used once per battle

Legacy: If a [Blazing Altar] is present on the field, the altar effect range increases by one level

Blazeye: [Peeping Eye] no longer has a use limit per battle. There is a 15-second cooldown after each use

Universal-Conceal

(please note that the screen showing what this is after you obtain it differs from the screen showing what it is in the Rune category in your inventory; 600 vs 450 defense and mres)

After the battle starts, if no allied units are present in that grid, a [Shadow Wanderer] will be summoned to that grid to aid the battle

[Shadow Wanderer]: Max HP 12000, Attack 500, Defense and Magic Resistance 450. Can block 1 enemy. Can use Ultimate [Concealed Shadow]

[Concealed Shadow]: Gain 10 [Illusory Moon Coins]. Can only be used once per battle

Lv 2: [Shadow Wanderer]: Max HP 13500, Attack 500, Defense and Magic Resistance 500. Can block 1 enemy. Can use Ultimate [Concealed Shadow]

[Concealed Shadow]: Gain 10 [Illusory Moon Coins]. Can only be used once per battle

Lv3: [Shadow Wanderer]: Max HP 15000, Attack 500, Defense and Magic Resistance 550. Can block 1 enemy. Can use Ultimate [Concealed Shadow]

[Concealed Shadow]: Gain 10 [Illusory Moon Coins]. Can only be used once per battle

Skill upgrades:

Might: For each 10 [Illusory Moon Coins] in the backpack, all allied units gain a 1% Attack boost. This effect can stack up to 100 times

Phantom: Unlock Ultimate [Illusory Shadow]:

Instantly kills all non-boss enemies within a single grid. Gains 30 [Illusory Moon Coins] for each enemy killed by this effect. Can only be used 3 times per exploration

EN-Fruit: [Concealed Shadow] additionally excavates [Energy Fruit] and can now be used three times per battle.

[Energy Fruit]: When an Allied Sinner picks it up, they gain 20 Energy

Asylum: For each Relic of the same series owned(taking the highest count in the backpack), [Concealed Shadow] gains 3 extra [Illusory Moon Coins]

Emperor-Execution:

After battle starts, if no allied units are present in that grid, an [Iron Dominion] will be summoned to that grid to aid the battle.

[Iron Dominion]: Max HP 10,000, Attack 700, Defense and Magic Resistance 500. Can block 1 enemy. Can use Ultimate [Punitive Intimidation]

[Punitive Intimidation]: Deals (Attack*1200%) Physical Damage to all enemies within 3 grids ahead and applies [Blade Mark].

[Blade Mark]: When taking damage from allied Fury Sinners, triggers [Slay] once. The mark is removed after [Slay] has been triggered twice.(Ultimate can only be used once per battle

Skill upgrades:

Regal Suppression: Whenever all allied Fury Sinners have triggered [Slay] 6 times in total, [Iron Dominion]'s next attack will deal (Attack*1000%) Physical Damage to the 3x3 square ahead and apply [Blade Mark]

Execution Stage: [Punitive Intimidation] uses +1 per battle

Conquest Decree: When [Blade Mark] is triggered, deals additional (Current HP*1%) Physical Damage to the enemy

Second Verdict: [Blade Mark] gains one additional [Slay] use

Justice-Bladeborne:

After the battle starts, if no allied units are present in that grid, a [Token of Justice] will be summoned to that grid to aid the battle

[Token of Justice]: Max HP 6000, Attack 900, Defense and Magic Resistance 400. Can block 1 enemy. Can use Ultimate [Edge of Balance]

[Edge of Balance]: Chooses an allied Arcane Sinner to share 70% of their received damage for the entire battle. Every time that Sinner consumes 30 Energy, the Rune summoned creature will swing the [Edge of Equilibrium] at its next attack, dealing (Attack*1200%) Magic Damage to all enemies within the 3 rows ahead. (Active Skill 1 has a 15-second cooldown after each use)

Skill upgrades:

Imbalance: [Edge of Equilibrium] deals an additional half-damage hit

Universal Conversation: Whenever [Token of Justice] takes damage, the Arcane Sinner on which [Ultimate] is effective gains 1 Energy. This effect can be triggered up to 3 times per second

Fool-Yesterday:

After the battle starts, if no allied units are present in that grid, an [Obstinate Wraith] will be summoned to that grid to aid the battle.

[Obstinate Wraith]: Max HP 6000, Attack 900, Defense and Magic Resistance 400. Can block 1 enemy. Can use Ultimate [Ancient Etching]

[Ancient Etching]: Grants itself and all allied Reticle Sinners a 30% Attack Speed increase and 30% Physical Penetration for 15 seconds.(Ultimate can only be used once per battle)

Iv2: Max HP 7500, Attack 1100, Defense and Magic Resistance 400. Can block 1 enemy

Iv3: Max HP 9000, Attack 1300, Defense and Magic Resistance 400. Can block 1 enemy

Upgrades:

Blind Faith: During [Ancient Etching], all allied Reticle Sinners gain 2 stacks of [Focus] after casting their Ultimate

Nameless One: For every 8 normal attacks dealt, the allied Reticle Sinner on the field with the least [Focus] stacks gains one stack of [Focus]

Perishing Remnant: During [Ancient Etching], all allied Reticle Sinners consume 1 stack of [Focus] each time they use a normal attack, dealing an additional (Enemy's Attack*100%) Physical Damage, counting as normal attack damage

Rusted Remains: [Ancient Etching] Uses +1 per battle

Engravings:

* = unlocked via Realm Stele-Reversed

Chariot:

Chariot - I: For each stack of [Godspeed], gain a 3% damage boost

*Chariot - II: [Godspeed] can cause CRIT hits. The CRIT effect depends on the unit's own CRIT rate and CRIT damage bonus

Chariot - III: After each move, all allied units gain a (Max HP*3%) Shield that lasts for the entire battle. For each stack of [Godspeed], the Shield Coefficient increases by 0.1%

Death:

Death - I: Every 15 seconds, all enemies on the field are given in additional [Life Loss] status, which deals (Attack*200%) Physical Damage per second for 10 seconds

*Death - II: When dealing Normal Attack damage to an enemy carrying the [Life Loss] status, additional (total damage from remaining life loss duration*1%) damage is dealt

Death - III: Recovers 1 Energy when dealing damage to an enemy carrying the [Life Loss] status

Emperor:

Emperor - I: [Slay] trigger interval changes to a maximum of 3 times per second

*Emperor - II: Trigger an [Slay] against an enemy upon receiving damage from them. This effect can be triggered up to 6 times per second

Emperor - III: Gain 4 Energy for each enemy killed, Gain 20 Energy for each elite or boss enemy killed

Fool:

Fool - I: Unable to block or be targeted by enemies. After the battle begins, gain 5 stacks of [Focus]

Fool - II: Every time the Sinner deals Normal Attack damage, [Rebound] will be triggered. They'll deal an extra (Attack *80%) Physical Damage once to the 2 nearest enemies.

*Fool - III: for each stack of [Focus], gain a 30% Skill Damage boost

Justice:

Justice - I: When casting an Ultimate, if the Energy consumption is over 25, the Sinner will deal (Attack *1200%) Damage to all enemies in the target grid of the Ultimate. For each stack of [Fountainhead], its damage increases by 400%

*Justice - II: After [Fountainhead] is removed, the same number of [Fountainhead] stacks is gained again. This effect has a 15-second cooldown after each trigger.

Justice - III: Gain 100 Energy each time using an Ultimate. This effect has a 15 second cooldown after each trigger

Modesty:

Modesty - I: Every time Ultimate is released, the [Robot Prototype] launches a [Barrage Attack]

*Modesty - III: Immediately dies upon entering the battlefield. All allied summoned creatures gain 100% of the character's Max HP and a 100% Attack boost for this battle (please note that using Du Ruo's ECB to counter this effect will just cause the chosen Sinner to die again immediately. no I don't know if that gives another boost)

Priestess:

Priestess - I: For every 1 M-Value possessed, damage dealt increases by 1%, up to 100%

Priestess - II: When entering battle, falls into [Insanity]. [Insanity]: Deals 30% more damage and gains 200% Attack Speed, but takes 200 True Damage per second. [Insanity] is temporarily disabled when HP falls below 30%

Priestess - III: Gain 1 M-Value per second

Strength:

Strength - I: Total CRIT Rate becomes 1.5 times. Each critical hit increases total damage by 30%. This effect is calculated separately from CRIT Damage.

Strength - II: Normal Attacks cannot deal CRIT hits. Skill Damage can cause a CRIT hit. The CRIT effect depends on the unit's own CRIT Rate and CRIT Damage bonus. Once the CRIT Rate reaches 100%, for each 1% excess CRIT Rate, a 1% Skill Damage bonus is gained

*Strength - III: Each time a CRIT is dealt, the target is also stunned for 2 seconds. This effect has a 6-second cooldown after each trigger

Sun:

*Sun - I: Each normal attack deals an additional (Attack*50%) Magic Damage and applies [Burn]

[Burn]: Deals (Attack*40%) Magic damage per second for 5 seconds

Sun - II: Upon death, restores 100% of Max HP and rejoins the battle, granting all allied units a 20% Attack boost for 5 seconds. This effect can only be triggered three times per battle

Sun - III: Gains a 70% [Burn] damage boost

Tower:

*Tower - I: Every 10 seconds, all allied units gain a (Max HP *30%) Shield that lasts for the entire battle.

Tower - II: After the battle starts, gain an extra stackable [Tower Sanctuary]

Tower - III: After each move, if enemies are present in the target grid, the Sinner deals (Shield *100%) True Damage to them and loses 20% of their Shield

Universal:

Beauty: No longer restores energy over time, but gains a 200% Skill Damage boost.

Cornerstone: Gain a 50% Normal Attack boost

Crown: Gain a 50% increase in Shield efficiency

Glory: Gain a 50% Damage boost

Kingdom: Gain a 50% Max HP boost

Knowledge: Gain a 50% [Life Loss] damage boost

Mercy: Takes 200% more damage and deals 200% more damage

Severity: Gain a 50% Attack Speed boost

Understanding: Gain a 50% Magic Damage boost

Victory: Gain a 50% Physical Damage boost

Wisdom: Gain a 50% Skill Damage boost

Realm Stele:

You see someone crouching on the ground. The red glow in front of her solidifies into more Illusory Moon Coins
130 coins

You see a figure etching a familiar mark on the Realm Stele that matches the existing patterns
SAN fully recovered

The figures quietly disappear. You notice a red glow on the ground
A-class Relic selection

The figures are scattered in disarray. It seems like nothing is happening
nothing :)

The figures converge towards you, their chaotic babble, echoing in your ears
SAN -10

Fortuity options: shhhh I've been lazy with these

consume x5 SAN

prize:

The shadow loses but refuses to admit it(or sth like that)

+65 coins

consume SAN x5 and accept the Curse

“Who’s there?” You hear a voice calling from the depths of the shallows. It sounds like one of your companions. You can smell the corruption from the depths. It makes you slightly sick.

S rank Sinner selector

Curses:

fun fact I just got three of these from the same encounter :)

Desolation: The initial number of items displayed in the shop is reduced by 2

Trapped Spirit: Unable to recover SAN with the Realm Stele

Settlement: Each time you enter the next Moon Phase, 30 Illusory Moon Coins are deducted

Withered: No. of refreshes -1

Shin Specific Encounters:

Answer:

You keep searching. The ship’s power system failed long ago, killed by the earlier tremors. In the damp and heavy air of the corridor, you call Sigmund’s name while cautiously advancing. Until, at last, you hear a response. A flurry of urgent, rapid knocks suddenly echoes from behind you, from an empty room you had already searched.

1. Check again
2. Try to talk
3. Leave temporarily

1. You and Reid carefully search the cabin, but the only discovery is a waterlogged puppet trapped beneath a collapsed metal rack. “Maybe the current knocked it against the rack...”

Reid muses. To prevent other crew members from being startled by the sound, you tuck the puppet away in a drawer and lock it

- Leave temporarily(reduce a small amount of Pressure)
 - Pressure -10

2. You continue calling out for Sigmund, and the knocking answers, each tap falling in eerie unison with his name. In the dim cabin, something seems to lock eyes with you. That same creeping dizziness surges through you, your vision swimming as darkness laps at the edges like a rising tide. Reid sweeps the cabin again, but his search yields nothing. Jaw tight, he grips your arm and pulls you away, his expression somber.

- Follow the advice(obtain Illusory Moon Coins)
 - coins +?

3. (no text) pauses the encounter and lets you move around the map again)

Answer(lights):

The white lights stretch endlessly before you— unwavering, undimmed. You don’t know your destination, only that it holds the answers you’ve always sought.

- move forward
 - nothing happens

Deadly Shadows:

You walk alone through the darkness. The moment your consciousness sharpened, you were already here. In this dazed state, you don't know how long you've been walking or where you're heading. But you don't dare stop. Something moves in the blackness—shifting, coiling. Wet, chewing sounds echo from every direction, each one fraying your resolve.

1. Quicken your pace
2. Stop
3. Turn back

1. Unable to suppress your rising fear, you finally break into a desperate sprint. The unseen horrors in the darkness grow louder, closer. The ground beneath you turns damp, then soft, then clinging. With each step, the mire drags at your legs, slowing your frantic escape until, at last, exhaustion claims you. The prey has fallen. Now comes the kill.

- Enter
 - battle vs 11 White Writhing Form

You don't know how you survived the ordeal. When the final impact passes, the unspeakable being finally dissolves. But you find no relief. Its voice still echoes in your ears.

Do not resist... do not flee... Sink... return... Your name was carved in the deep long ago...

(more text, presumably part of the route)

- B rank Relic selector

2. Your senses grow numb, leaving you disoriented. Then, in a dazed surrender, your feet leave the ground as unseen forces compress you into a tight, helpless ball. And yet... staying like this feels strangely comforting, doesn't it?

- Enter
 - battle vs 2 White Binding Seal, 7 White Writhing Form, 2 White Void Shadow
 - Pressure +5, Priestess Relic selector

3. You feel it before you see it—a weighty gaze drilling into your back. Countless ominous premonitions flash through your mind. Yet, against the clamor of the dread, you steel yourself and turn around. There, in the suffocating dark, hangs a grotesque cluster of massive, bloodshot eyes.

- Enter
 - battle vs 2 White Binding Seal, 7 White Writhing Form, 2 White Void Shadow
 - Pressure +5, coins +65(boosted)

Despair:

In the shadowed corner of the ship's cabin, you see that figure nearly swallowed by the darkness. The despair radiating from him burns even fiercer than other shadows. This isn't his first encounter with that monster. "It's coming... she'll get us killed... heh, hehehe... none of us can escape..." You want to help end his endless suffering, but the moment you reach out, Ragnar lunges at you. "It's too late—" Abruptly, his choked whispers vanish into the wind howling through the corridor, leaving only silence behind.

- Trace memories(enter)
 - battle vs 2 Nightmare Omniform, 27 Nightmare Writhing Form, 3 Nightmare Void Shadow
 - Pressure +5, A rank Relic selector

Dissipation:

Scene after scene of horror unfolds before you, each one drenched in fear and despair. Finally, you halt before a familiar shadow. “Can’t let them reach the upper levels,,, protect... have to do something...” He paces the corridor like a trapped animal, torn between flight and defiance. But with every step, his form fades, until he crumples to the ground. You reach out, your fingers brushing against him only in time to hear his final whisper before he completely fades away—”Sorry... Mom... I’ve let you down... again....”

- Trace memories(enter)
 - battle vs 2 Nightmare Binding Seal, 3 Nightmare Hatching Eye, 6 Nightmare Void Shadow, 14 Sand Revenant
 - Pressure +5, A rank Relic selector

Escape:

You’ve grown accustomed to the rules of the illusion. Now, so long as your resolve stands unshaken, neither the bewitching mists, nor the darkness, nor the lurking monsters can bar your way. Reality—and your companions—await beyond

1. Break free from the illusion
 2. Keep wandering
1. takes you into the next section(not a Moon Phase change)
 2. (no text) pauses the encounter

Exit:

Hallucinations waltz with screams across your vision, while a searing hunger claws its way from the depths of your soul. It compels you towards the mist, its flickering crimson glow pulsing like a diseased heart. The sea of calamity churns; the drowning surge and since in its tides. In this ever-shifting nightmare, what can you possibly do?

1. Continue onwards(to the next Moon Phase)
2. Take a rest(leave temporarily)

Gaze:

You stand on a platform barely a square meter in size, buffeted by howling winds. At this height, every sway of the ship’s hull rolls beneath your feet. Thick gray clouds smother the sky, choking out the sunlight and leaving the world shrouded in gloom

1. Observe navigation direction
 2. Observe stern direction
1. Pressure +10

You gaze into the distance, straining your eyes toward the ship s heading—but only an unbroken expanse of ocean meets your gaze. Beneath you, the metal framework groans under the lashing wind, its shuddering creaks setting your teeth on edge. You need to pick up the pace.

- A. Observe leeward direction
 - B. Observe windward direction
- A. The sea wind slices through the dense fog, yet no trace of land emerges from the gloom. You tug your collar higher, bracing against the relentless gusts, but the cold seeps deeper into your bones. To stave off hypothermia, you must move faster.

- observe intently(consume a small amount of SAN)
 - SAN -5

Tears sting your eyes as the sea wind lashes your face. Squinting through the blur, you finally catch sight of an unusual shadowy line. Where the sea bleeds into the leaden sky, the shadow wavers like a warped pencil stroke, thin and dark. At first glance, it seems almost insignificant.

- Follow your instinct(obtain a Nightmare Key)
 - Nightmare Key +1

B. Tears sting your eyes as the sea wind lashes your face. Squinting through the blur, you finally catch sight of an unusual shadowy line. Where the sea bleeds into the leaden sky, the shadow wavers like a warped pencil stroke, thin and dark. At first glance, it seems almost insignificant.

- Follow your instinct(obtain a Nightmare Key)
 - Nightmare Key +1

2. (Pressure +10)

As far as your eyes can see, the only breaks in the endless gray of the sea are the twin white wakes carved by the ship's propellers. You wrench your gaze back and instinctively look down at your feet—suddenly, terrifyingly aware of just how high up you are. Your heartbeat stutters, then surges, pounding so hard your vision blurs. A gasp tears from your throat as the wind bites at your skin. Only when the cold sweat slicking your body dries in the frigid air can you steady yourself enough to keep watching.

- A. Observe leeward direction
- B. Observe windward direction

A. The sea wind slices through the dense fog, yet no trace of land emerges from the gloom. You tug your collar higher, bracing against the relentless gusts, but the cold seeps deeper into your bones. To stave off hypothermia, you must move faster.

- Observe intently(consume a small amount of SAN)
 - SAN -5

Tears sting your eyes as the sea wind lashes your face. Squinting through the blur, you finally catch sight of an unusual shadowy line. Where the sea bleeds into the leaden sky, the shadow wavers like a warped pencil stroke, thin and dark. At first glance, it seems almost insignificant.

- Follow your instinct(obtain a Nightmare Key)
 - Nightmare Key +1

Guard(mutter):

"How much farther..." Reid mutters under his breath. He stays by the door, his fingers absently tracing the handle of his axe.

- 1. Try to comfort him
- 2. Remain silent

1. "Soon, we'll be there soon..." Your words sound hollow, yet in this moment, they're all anyone has left to believe in.

- Leave(gain a small amount of Pressure)
 - Pressure +10

2. The shadow of land ahead still seems impossibly distant—or maybe it's just this bridge, its every second stretching into an oppressive, suffocating eternity. You can't comfort Reid. How could you, when you don't even believe it yourself?

- Leave(consume a small amount of SAN)
 - SAN -5

Guard(anxiety):

Reid's hands, slick with sweat, grip the axe tightly. His anxiety is palpable.

1. Comfort Reid
 2. Encourage Reid
1. "Listen—that metallic knocking is getting closer." The maintenance team that went out will return safely soon. In fact, Reid has already completed his mission. Hearing this, Reid seizes on the point, and some of the tension finally leaves his body.
- Chat with him for a while(obtain random Imprint)
 - +1 random standard Imprint
2. "They'll be back soon. We've been safe this whole time, and it's all thanks to you." Reid has indeed done his job well. Your words seem to bolster his confidence, if only a little, and he responds with a casual wave.
- Chat with Reid for a while(recruit a Sinner)
 - S rank Sinner selector

Guide:

Without you realizing it, white lights have gathered around you. They weave an ethereal path through the black and crimson depths of the abyss, guiding you ever onward.

- Move forward
 - nothing happens

Hand in Box I:

As the waves surge, the ship lurches, sending a stack of compressed biscuits tumbling from a shelf into a chest below. A moment later, something stirs inside. Amidst the rustling, a skeletal, scaled hand emerges, its clawed fingers groping the air.

1. Insert Relic(A B-class Relic will be discarded)
 2. Insert material
 3. Abandon exploration
1. (pulls up a selector of B-class Relics, choose one to discard)
You toss the relic into the chest's pitch-black crack. The chest slams shut abruptly. Something rustles inside for a moment, then falls eerily still. Somehow, you know that this strange encounter is not over yet.
- End incident
 - nothing happens
2. After a faint rustling, the pleasant clink of metal reaches your ears. The hand bursts through the chest, flinging a glittering handful of Illusory Moon Coins at you.
- End incident
 - coins +50

Hull:

As time slips by, the metallic knocking fades into the distance. The comms officer edges toward the hull, breath held, recording every tap and radio signal in his logbook.

1. As for more details
2. Pray silently

1. “Judging by the sounds, they must have moved below deck by now.” Teto, the comms officer, not only responds to you but projects the update clearly, ensuring everyone nearby catches every word.

- leave(greatly reduce Pressure)
 - Pressure -20

2. You whisper a silent prayer for their safe passage. It’s all you can do now.

- Leave(recover SAN)
 - SAN +10

Illusion:

Darkness presses down as unseen forces warp the world around you. It’s as if reality itself has been poured into a vast, bottomless well. And you fall, endlessly, through the void.

1. Resist
2. Obey

1. The final scenes you witness flash uncontrollably through your mind. Crew members impaled by writhing tentacles, their bodies liquefying into pools of inky sludge, their faces contorted in pure terror.

- Shatter the illusion(greatly reduce Pressure)
 - Pressure -20

2. The crash of waves against jagged rocks, the distant growl of thunder buried in storm clouds, the last, fading cries of seabirds—one by one, these sounds slip away. Slowly, silence swallows everything, until even the pulse of your own heartbeat vanishes into the void.

- Fall(obtain Illusory Moon Coins)
 - coins +39(boosted)

Immortal:

The wind howls—a mournful cry—as towering waves crash without end. The research vessel picks up a signal from an unregistered collector. It’s a relic from the deep sea—A stone box, its surface etched with ancient, forgotten script.

1. Examine the stone box(obtain a random [Immortal] Sinner)
2. Abandon investigation(obtain 50 Illusory Moon Coins)

1. (no text) Immortal Sinner selector

In the Mist:

You pilot the damaged research vessel through the choppy sea as the fog coils thicker around you. Even with land looming ahead, you must navigate with caution. Then, through the haze, you see strange, shimmering shapes adrift in the water. In the distance, they resemble the remains of some colossal creature. Your grip tightens on the wheel, palms slick with sweat, knowing the crash is inevitable. Here they come—the remains touch the bow, only to spin away and dissolve into nothingness. Fortunately, they are just creations of condensed fog and dust.

- Continue navigation
 - coins +26(boosted)

In the Mist:

The bridge is cold and still, any lingering warmth long since drained away. Thick fog presses in, swallowing the deck whole. Your hands tighten around the wheel as you steal glances at the

cabin door—and at Shin. All you can do is pray that all of you endure long enough to reach land. Pylgia returns in a rush. Shaking out the damp blanket, she quietly turns the dark stains away from your view before draping it over you and Shin, who is growing weaker by the minute.

1. Accept(heal a Sinner)
2. Refuse(obtain a Last Stand Relic)
3. Take a brief rest(recover SAN)

1. takes you to the heal screen like a Realm Stele would, does not complete the encounter if you have no one that needs to be healed but you can't select anything else if you return to it

2. Last Stand Relic selector(selection of S rank Universal Relics: Deep Sea Anchor, Sharpened Harpoon, Redemption Contract,)

3. SAN +15

In the Mist:

The wind and waves gradually subside, leaving the research vessel adrift in silence. In your daze, a flickering blue light catches your eye. You rub your eyes, only to see the glow intensify. This is no illusion. As the ship drifts closer, the shapes resolve into blue flowers. Unlike the mist, they don't fade. Instead, they gather near the bow, swirling along the hull as the current pulls them past. However, something is cutting through the waves, charging straight for the ship.

- Fight
 - battle vs 10 Mutated Hatching Eye, 18 Mutant Writhing Form
 - Pressure +5, A rank Relic selector

In the Mist:

Blue flowers drift ashore on the distant gray white beach that blends into the thick fog, outlining the vague contours of the land. Above, the shadow looms heavier by the moment. It's towering like a row of grim giants standing shoulder to shoulder, watching, silent and pitiless, as you mortals struggle in your fragile, fleeting existence. The cliffs offer no refuge, no hope of landfall. "These flowers... I think they're native to the restricted area. I've never seen so many before." "...Helen once mentioned finding fields of these blue flowers deep in the ruins of that city. Maybe our destination is what's left of it." Pylgia forces the words out, talking more than usual, as if to fill the silence before it crushes you all. But the unseen weight lingers, relentless.

- Try your best to recover
 - Pressure +10

Lighthouse:

You return to the familiar yet strange sea's surface. The viscous water churns like boiling mud, your frail body reduced to driftwood, your last shreds of rationality a tattered sail. And in the storm's chaos, you glimpse it: a shard of blue light, sharp against the drowning dark.

1. Shin?
2. Pylgia?

1. You remember Shin's blue eyes. She was still alive when you left... You must go back.

- Press on determinedly(obtain a Priestess Relic)
 - Priestess Relic selector

2. You think of Pylgia, of that blue ocean you once saw in your dream. She's still underwater. You must bring her back.

- Press on determinedly(obtain a Last Stand Relic)
 - Last Stand Relic selector

Lower Deck:

The lower cabins appear temporarily off-limits, though faint, delirious murmurs seep from inside. In the distance, Shin waits, gesturing for you to follow her to the bridge to meet the helmsman. You ponder for a moment, having a general idea of what's happening inside.

- Follow Shin
 - nothing happens

Lure:

Though the darkness has assailed you time and again, that same helpless feeling returns, its icy grip tightening around you. This time, however, you are not alone in the void. A writhing mass of tentacles, twisted into a humanoid form, glares at you with predatory intent. But clutched in its hand is something that clearly doesn't belong to this world: a safety axe

1. Reid?
2. Is that you?

1. You call out softly, and the humanoid figure writhes as it retreats with an eerie, dissonant sigh—almost like a sound of disappointment. Then, in a fleeting instant, another vision flashes before you: the deck of the ship, the bite of salt-laden wind, Reid's white-knuckled grip on the safety axe. But just as quickly, the image vanishes without a trace

- A. leave resolutely(disable a set of Pressure effects)
- B. observe carefully(consume SAN x10 to remove a negative Pressure effect)

A. pulls up a list of pressure effects, one of which you can select to disable. you do not have to be affected by that pressure effect in order to disable it

B. -10 SAN, pulls up a list of pressure effects, one of which you can select to disable. you do not have to be affected by that pressure effect in order to disable it

2. You call out softly, and the humanoid figure writhes as it retreats with an eerie, dissonant sigh—almost like a sound of disappointment. Then, in a fleeting instant, another vision flashes before you: the deck of the ship, the bite of salt-laden wind, Reid's white-knuckled grip on the safety axe. But just as quickly, the image vanishes without a trace

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A. pulls up a list of pressure effects, one of which you can select to disable. you do not have to be affected by that pressure effect in order to disable it

Mission:

You chase the black shadow, and the moment you make contact, foreign memories surge into your mind. "Land... this is what she wanted... I can't fail her..." A distant silhouette of land twists in impossible ways, warping like a nightmare given form. Yet the young man at the wheel can't look away. "Just... a hallucination... the course is right. I have to get them out... what she

entrusted to me... can't... let... her down..." The moment the shadow touches him, the land opens its eyes. The black figure then bursts apart, dissolving like foam beneath the sun. When you regain your senses, you stand alone in the empty corridor. As if nothing had happened at all.

- Trace memories(enter)
 - battle vs 2 Nightmare Omniform, 12 Nightmare Writhing Form, 2 Nightmare Void Shadow
 - Pressure +5, random Engraving selector

Monster:

You walk alone through the darkness, toward the blurred silhouette of the ship. Faint glimmers flicker in the fog—brief, trembling—before the encroaching darkness swallows them whole. Perhaps these fragile specks of light hold the key to your escape.

1. Touch the bright spot
2. leave temporarily

1. You reach out to touch the light, and warmth seeps into your fingertips, spreading slowly through your body. The heat is intoxicating—you crave more, desperate to lose yourself in it. They're yours... All YOURS! Then, a sharp pain pierces your earlobe, snapping you back to reality.

- A. try to resist
- B. surrender to desire

A. The sharp sting in your earlobe is the only tether left to your crumbling sanity. A cold sweat erupts across your skin as nausea twists in your gut. That light—it almost had you.

- obtain Illusory Moon Coins
 - +39 coins(boosted)

B. You devour the specks of light with ravenous hunger, until at last, you seem to become one with this ominous darkness

- Recover SAN
 - SAN +15

2. (no text) pauses the encounter

Passage:

The exploration ship's layout is incredibly intricate. Without prior familiarity, it's all too easy to lose your way while navigating its maze of twisting passages and vertical shafts.

1. Advance
2. leave temporarily

1. teleports you to another map tile in the phase

2. (no text) pauses the encounter

Piano Music:

You bathe in warm white light, like an infant adrift in the comfort of amniotic fluid. Then, distant piano notes awaken you. They are sighs from someone long gone, calling that name even you had forgotten. Dazed, you rise and follow the music.

- Move forward
 - nothing happens

Porthole(approach):

The bridge grows colder by the minute. A deep, creeping chill seeps into your bones, thick enough to slow your blood. With no means to keep warm, you force yourself up, pacing just to keep the numbness at bay. Ragnar remains motionless by the porthole. His occasional dry laugh cuts the silence—hollow, mirthless. If not for that, he might as well be dead.

1. Approach proactively
2. Observe silently

1. You find a blanket and drape it over Ragnar's shoulders. He doesn't stir—no thanks, no acknowledgement—just the slow, unconscious rhythm of his breath. His head tilts back, eyes distant, as if fixed on something far beyond the window.

- leave(obtain a random Priestess Relic)
 - Priestess Relic selector

2. You watch Ragnar in silence, your mind tracing back to your own unease. What have you overlooked? What hidden depths does he hold?

- A. Think carefully(consume a small amount of SAN and obtain Nightmare Key x1)
- B. Leave

A. SAN -5, Nightmare Key +1

B.

Porthole(check):

The ship rocks gently as you gaze out the window, the sea's surface calm and undisturbed—utterly ordinary. Then, in the space of a blink, a dark shadow flickers across the glass.

1. Check the porthole
2. Stay vigilant

1. You lean closer to inspect the porthole and notice a faint, almost imperceptible scratch, likely left by the recent impact. As your fingernails brush against the mark, something cold and viscous seeps out.

- Clean up the liquid(obtain a random Priestess Relic)
 - Priestess Relic selector

2. You stay completely focused, every sense on high alert. Sweat stings your eyes, nearly blurring your vision, but aside from the distant knocking, no other anomalies appear. Perhaps the crisis is truly over.

- Steady your nerves(greatly reduce Pressure)
 - Pressure -20

Radio(stay):

You check the radio again, straining to hear Pylgia's voice. But no matter which frequency you try, only broken static crackles back.

1. Stay by the radio
2. Check out something else

1. You stand guard by the radio, refusing to budge, until the unseen cold gnaws at your bones and nearly turns you to ice.

- Get up and leave(gain a small amount of Pressure)
 - Pressure +10

2. “Don’t worry. If anything comes through, I’ll let you know.” The nearby comms officer forces a smile, trying to reassure you.

- Nod(gain a small amount of Pressure)
 - Pressure +10

Radio(tuning):

The radio crackles to life abruptly, and the nearby comms officer lights up with delight.

- Start tuning the radio

A human voice flickers through the static—distorted, warped beyond recognition. It loops the same word over and over, a frantic, glitching echo, but the meaning is lost in the noise.

- Continue tuning the radio

-or-

A shrieking, ear-piercing noise erupts from the receiver. Everyone covers their ears.

- continue tuning the radio
 - SAN -5

End point for both:

“No signs of... any anomaly. Those ‘things’ should have retreated by now.” It’s Pylgia’s voice. She’s still safe. “Are you... alright?” you reply, unable to hide your relief. “The seawater... it’s stable now. Don’t worry...”

- Record the transmission(obtain 1 Relic reward)
 - high rank Relic selector

Search:

Whenever your focus wavers, those eye-studded tendrils lash out—slick with mucus, twitching like maggots in decay, their stench a thick miasma of rotting flesh and festering wounds. The ceaseless battle has left you exhausted, your will hanging by a thread.

1. Leeward search
2. Windward search

1. Everything is gray and lifeless. The sky churns with brooding clouds, while the sea lies still, a vast expanse of ink-black water. There are no waves, no ripples, only an eerie, endless calm. Even the briny wind has gone astray, lost in this abyssal maze.

- Struggle forward(gain a small amount of Pressure)
 - Pressure +10

2. You press on along the nearly vanished shipping route, fighting your way forward until, at last, the fog parts to reveal the silhouette of a massive ship, still as a forgotten tombstone adrift in the mist.

- Advance toward the giant wheel(obtain Engraving reward)
 - random Engraving selector

Sigmund:

Reid wants to join you on the search for Sigmund—both of you had heard his desperate cries amid the earlier chaos. You pick your way through the shattered lower compartments. Then, beyond the metal wreckage, a familiar figure comes into view.

1. Destroy obstacle
2. Communicate remotely

1. Reid hacks at the debris with his fire axe, trying to carve a path out. Amidst the sharp screech of metal, the person hiding behind the wreckage suddenly lets out a raw, desperate shout, "Don't come any closer!" Reid freezes, stunned by the voice's hysterical edge. Yet the person refuses to relent. "Monsters... they're everywhere... it found me... Can't let it mark you too... Don't come! You'll get killed!" Before Reid can respond, the figure lurches backward, stumbling into the deeper darkness as if fleeing an unseen hunter.

- Let him leave first(greatly reduce Pressure)
 - -30 Pressure(?)

2. "...Sigmund, is that you?" Reid's voice trembles, barely more than a whisper. The figure jerks around at the sound, startled. Even in the suffocating darkness of the corridor, you feel you can see his bloodshot eyes. "Don't come any closer—" His voice cracks, thick with suppressed terror. He frantically waves his hands at you both, then stumbles into the deeper blackness.

- obtain Illusory Moon Coins
 - coins +39(boosted)

Spy:

As the lights flicker, you're plunged once more into the cold, dark illusion. This time, you walk alone through the decaying corridors of a forgotten ship. The floor beneath you—stained a deep, unnatural red—is slick with something thick and foul, stretching endlessly under a dim, red glow. Then, a sound cuts through the silence—sharp, insistent knocks rattling the cabin door beside you. Through the grime-smeared glass window, a voice slithers into your ears: "Let's make a deal..."

1. Money Transaction(replace a set of Pressure effects)
2. Peer at the shadow(Consume SAN x10 to disable a set of Pressure effects)
3. Try to open the door(Consume Nightmare Key x1 to remove a negative Pressure effect)

1. pulls up a list of pressure effects, one of which you can select to disable. you do not have to be affected by that pressure effect in order to disable it. Upon selecting a Pressure effect, it will be replaced with another potential Pressure effect for that level.

"Bring them closer," the voice urges. As you step toward the cabin door, a mass of living shadow forces itself through the crack, accompanied by a nauseating squelching sound. Greedily, it devours the Illusory Moon Coins in your hand. "You may pass now."

- Try to open the door
 - doesn't take any coins?

2. SAN -10, pulls up a list of pressure effects, one of which you can select to disable. you do not have to be affected by that pressure effect in order to disable it

You edge closer to the grime-smeared glass window, straining to see the source of the voice. And then, you see it. A body, swollen and ruined by the sea, its flesh bloated with decay. Time and saltwater have erased any trace of what it once was. You can't distinguish a face, yet somehow, you know. It's smiling at you.

- Stay away from the hatch
 - ends encounter

Stare:

Even after returning to reality, that familiar oppressive presence lingers, clinging to you, wrapping tighter with every breath. But this time, you're ready.

1. Close your eyes

2. Struggle to resist

1. Following your experience, you close your eyes. This time, you “see” it. It has been here all along. Slimy tentacles erupt from the shadows beneath you. Each one is studded with trembling eyeballs, their pupils twitching erratically—until, at once, they sense you. And in unison, every single one turns to stare. There’s nowhere left to run.

- enter
 - battle vs 2 White Hatching Eye, 15 White Writhing Form
 - Pressure +5, immortal Sinner selector

2. Furious, shrill wails reverberate through the darkness, clawing at your skull as you press your hands to your ears in agony. Your mind goes numb, just as thick, slimy tentacles erupt from the shadows beneath you. Dozens of trembling eyeballs glisten along their lengths, all swiveling toward you at once. There’s nowhere left to run.

- Enter
 - battle vs 2 White Omniform, 15 White Writhing Form, 3 White Void Shadow
 - Pressure +5, immortal Sinner selector

Stare:

The “person” before you locks eyes with you as opposing forces—ascension and descent—wrench at your body. Crimson and azure light sears through you, pulling you apart in every direction. Yet you do not falter. You hold her gaze, unbroken.

- Face the abyss
 - battle vs 1 Shin, Abyssal Spawn, 8 Nightmare Binding Seal, 110 Nightmare Writhing Form, 12 Nightmare Void Shadow
 - high rank Relic selector

Tentacle:

Though darkness has assailed you time and again, that same helpless feeling returns—the icy grip of the abyss dragging you down. But this time, you are not alone in the void. A severed tentacle thrashes before you, its hateful eyes locked on onto yours. It writhes in furious defiance, its shrieks piercing the gloom. Now might be your only chance to end it for good.

1. Launch an attack
2. Observe for a moment

1. You shift into a cautious attack stance, crouching low as you inch toward the injured tentacle. Almost there. Just as you raise your hand to strike, a searing pain lances through your calf, catching you off-guard—another creature has attacked you.

- Enter(obtain a random Priestess Relic)
 - battle vs 4 White Hatching Eye, 24 White Writhing Form
 - Pressure +5, Priestess Relic selector

2. You watch, cold and detached, as the severed tentacle writhes in agony. After a moment—as if bored by its own futile thrashing—the twitching limb is swallowed whole by a deeper darkness. The chewing grows louder. It is still hungry.

- End Incident(obtain random Imprint)
 - +1 random standard Imprint

Pylgia Specific Encounters:

Bumpy Ride Home:

You struggle to maneuver the submarine toward the small boat. Suddenly, a brute force seizes the vessel. The entire submarine lurches downward, plunging deeper into the water

1. peek around
2. reach out
3. leave temporarily
1. You glimpse a dark silhouette pressed against the submarine's hull
 - touch the shadow(recruit Sinner)
 - random Sinner selector
2. You retrieve a barnacle-encrusted box from the water.
 - A. Open the box(obtain a rare Relic)
 - B. Give up(obtain a few Illusory Moon Coins)
- A. (no text) high rank Relic selector

Coral Remains:

You've ventured deep into a coral reef, searching for a way through, but find no exit. The markers you've left have vanished inexplicably in the murky waters, leaving no trace. You close your eyes to concentrate, trying to shut out all visual distractions. After a moment, you begin to hear whispers.

When you open your eyes again, the once-motionless coral has contorted into a grotesque human face, howling as it lurches toward you

1. fight it(enter battle)
 2. hold your breath(consume a small amount of SAN)
 3. escape(consume some SAN)
 1. (no text) battle vs 16 White Jaw-Snapper
- Your attack forces the coral polyps to spit out a stone fragment. The polyps instantly lose their aggressive drive, writhing listlessly over the reef
- obtain [Writhing Reef]
2. You slow your breathing and lean against the bare reef, willing yourself to calm down. The coral polyps wriggle and slither on your skin. Eventually, mistaking you for a lifeless object, they abandon their futile hunt
 - lose SAN
 - SAN -5

Deep Sea Anomaly(murky):

The water ahead grows murky with particles resembling organic debris or living plankton.

"Marine snow," someone whispers in wonder.

You all watch, mesmerized by the white "snowflakes," a spectacle even more extraordinary than snowfall on land

- recover SAN
 - SAN +5

Deep Sea Anomaly(cave):

You pass a cluster of caves. The caves are of varying sizes, their interiors gleaming with phosphorescent blue light. Even as the area grows more treacherous, you can't help but be captivated by this stunning view

- compose yourself
 - Pressure -10?

Deep Sea Anomaly(viscous):

The water grows viscous, thick enough for the submarine's path to be visible to the naked eye. A massive shadow slowly approaches from the front.

"Back up, back up! That's the monster's mouth!"

Someone shouts. Looking closer, what you thought was a shipwreck reveals itself to be an enormous fish, sparse fangs rising like masts

- Pressure up
 - Pressure +10

Deep Sea Anomaly(snow):

As you continue descending, you encounter another patch of marine snow. In the pitch-black abyss, the white flurries appear unsettlingly dense. As thread-like shapes begin to appear, you suddenly realize the truth about this "snowy scene". These are the remains of a devoured carcass

- pressure up
 - pressure +10

Deep Sea Anomaly(spike):

The seawater's temperature spikes suddenly. Even through the submarine's hull, you feel your blood running scalding hot as steam begins to cloud your vision

1. investigate(recover a small amount of SAN)
2. back off(reduce a small amount of Pressure)

1. You notice the rock face below emitting a bright orange-red glow, like it's half-melted.

Tectonic activity is unusually intense here, but the heat has greatly lessened since you entered this area, offering some relief from your exhausting journey

- recover SAN
 - SAN +5

2. You hastily pull the submarine back, narrowly avoiding what seems to be a dangerous zone

- ease Pressure
 - Pressure -10

Deep Sea Relic:

Pylgia notices something unusual near the reef.

"Don't follow me. It's nothing important. I'll be right back."

"What did you find?" Ragnar cranes his neck to look

1. follow and investigate
2. wait for Pylgia

1. The submarine follows Pylgia with its searchlight, gradually approaching the reef covered in barnacles. You watch as Pylgia gently removes several of them.

"What's that?"

Under the searchlight's beam, you spot a jar encrusted with barnacles. Prompted by you, Pylgia retrieves the jar. While most would find the object repulsive, disgusting even, Pylgia seems delighted with it

- retrieve the jar
 - obtain [Old Barnacle Jar]

2. A moment later, Pylgia returns to the submarine, showing you the barnacles she's stored in her diving pouch. "The barnacles here are quite remarkable."

- obtain 20 Illusory Moon Coins
 - coins +20

Deep Sea Relic:

You encounter some debris floating in the water. Upon closer inspection, they turn out to be everyday items belonging to an expedition team.

1. Pick up items(gain Pressure and recruit Sinner)
 2. Cast aside(obtain Illusory Moon Coins)
1. (no text) non-S rank Sinner selector(?)

Deep Sea Statue:

In the blue glow, you see a faceless statue looming on the seabed like a lone, withered tree

1. try to destroy the statue(recover 5 SAN. Can continue to gain more Pressure)
 2. make an offering to the statue(reduce 10 Pressure. Can continue to reduce Pressure)
1. You approach the statue and attempt to destroy this ominous object
- A. destroy the base(gain 20 Pressure and recover 5 SAN)
 - B. destroy the top(gain 20 Pressure and obtain 50 Illusory Moon Coins)
 - C. leave
 - A. (no text) Pressure +20, SAN +5, coins?)
 - B. (no text) Pressure +20, coins +50
 - C.(no text) ends encounter
2. You approach the statue and make an offering with redundant supplies
- A. offer Illusory Moon Coins(consume 50 Illusory Moon coins and reduce 20 Pressure)
 - B. offer Nightmare Key(consume 1 Nightmare Key and reduce 40 Pressure)
 - C. leave
- A. (no text) coins -50, Pressure -20
B. (no text) key -1, Pressure -40
C.(no text) Pressure -10???

Earthsea Treasure:

Following the parched riverbed, you find a mine. The ores here seem unusual

1. pick up ore
 2. research here(Sun-Peep required)
1. (no text) coins +39(boosted)
2. To preserve the ores' unique vitality, you decide to conduct research on the site. You discover that the ores contain a specific fire energy
- gain a random Sun Relic
 - random Sun relic selector

Ethereal Plankton(reef):

Following the white plankton, you drift slowly until you stop before a reef. Beneath black algae, bones of unknown creatures lie in a tangled heap, occasional strands of sticky flesh floating up only to be devoured eagerly by the surrounding fish. The plankton reshapes its formation, pointing toward a shadow-drenched rift

1. reach into the crevice
2. stay still

1. In the slick, sticky rift, your hand fumbles upon a neatly shaped object. Its surface feels rough with corroded metal while slimy algae parasitize its grooves.

Upon the touch, you instinctively withdraw your hand. Fortunately, it doesn't appear to be a dangerous object

- take it
 - obtain [Rusty Dive Mask]

2. Dread and terror paralyze you as you sense that besides the plankton, monstrosities lurk in the depths of the rift. As you hesitate, something strikes your exposed skin with surgical precision. Your palm burns as if branded by hot iron, throbbing with sharp pain

- flee
 - SAN -5

Ethereal Plankton(dolphin):

Outside the porthole, the white plankton gather into the shape of a dolphin, playfully circling and dancing around the submarine. Gradually, you begin to relax, your grip on the depth helm loosening slightly.

- compose yourself
 - SAN +10, pressure -20

Ethereal Plankton(envelope):

White plankton envelopes the submarine, their luminescent glow illuminating your path forward

- pressure down
 - Pressure -10

Ethereal Plankton(grow):

The white plankton is growing larger in size, illuminating a small area ahead of the submarine, filling you with reassurance

- ease Pressure
 - Pressure -10

Ethereal Plankton(break):

In the deep sea, you feel utterly insignificant. Loneliness and fear grip your mind. The white plankton senses your distress and gathers around you, forming a white cocoon to embrace you within.

1. Take a break(reduce a small amount of Pressure)
2. Touch(recover a small amount of SAN)

1. Protected by the white plankton, you gather your strength before pressing onward.

- ease Pressure
 - Pressure -?

Lost(coral):

You approach a coral reef peeking out of the water surface. The formations stand tall beneath the Illusory Moon's light, emitting warning hums as you draw near

- leave
 - coins +10

Lost(robot):

You encounter a plankton robot gathering resources on the water surface. It appears to possess only basic intelligence and ignores your approach

- recover SAN
 - SAN +5

Lost(abyss):

Above the abyss, besides the white plankton that has accompanied you all this time, you see no other living creatures

- lose SAN
- SAN -5

Lost(group):

You spot a group of tiny white plankton clustering together on the water surface

- reduce pressure
 - Pressure -10

Lurking Crisis:

Pylgia taps gently on the porthole, drawing your attention to something unusual beneath the submarine. She points to an enormous, uncanny shadow in the black water, its edges gleaming in faint blue light

1. launch an attack
2. continue on

1. You venture closer to the area and discover a cluster of small organisms made up of fractured blue reef debris

- enter battle
- battle vs 2 White Benthic Predator, 12 White Jaw-Snapper
 - coins +65(boosted), +1 Fear Puppet(could be random imprint)

2. The submarine maintains its course when a bone-piercing chill suddenly seizes the whole crew. Through the temperature control system shows no abnormal readings inside the vessel, frost inexplicably begins to form on the portholes, a sign that something is terribly wrong

- press on
 - Pressure +10

Monster:

Monsters are blocking your way. Then the white plankton appears, gathering around you as if trying to communicate. Though you can't understand its language, you know you're getting closer to Pylgia

1. fight it

2. leave temporarily
- 1.(no text) 4 nightmare benthic predator, 20 nightmare jaw snapper
The monsters keep backing away, distancing themselves from you
 - venture deeper
 - A rank relic selector, SAN +15
2. (no text) temporarily pauses encounter

Perilous Illusion(creature):

You encounter a group of humanoid creatures. They look small and frail, gathering in a group on the rock face ahead. Their hollow eye sockets are unresponsive to the searchlight's powerful beam

1. retreat with caution
2. take a closer look
3. engage with caution
1. A violent impact crashes down from above. You've fallen right into their trap. Falling reefs have immobilized the submarine
 - enter battle
 - battle vs 3 white benthic predator, 11 white jaw snapper
 - coins +10, +1 random imprint
 - 2. The monster bursts onto the submarine as you get closer, and you are caught off guard by a nightmarish "face" pressed against the porthole.
 - enter battle
 - +1 random standard Imprint, +13 coins(boosted)

Perilous Illusion(wail):

As you slip deeper into the abyss, you hear a chorus of piercing wails from the darkness below

1. evade tactically(consume SAN x5)(no SAN is deducted as far as I could tell)
2. engage with caution
3. leave temporarily
1. Unable to pinpoint the monster's location, you steel yourselves and make a dash for it
 - enter battle
 - battle vs 3 mutated benthic predator, 17 mutated jaw snapper
 - coins +10, +1 random imprint(no SAN deducted)

Perilous Illusion(gaze):

Down in the abyss, you can always sense the gaze of an enormous presence from behind you, yet the sensors have never picked up anything unusual

1. avoid it
2. fight
3. leave temporarily
1. You increase speed, trying to shake off the unknown pursuit, only to plunge into a stretch of pitch-black waters. Menacing howls and the screeches of scratched metal echo from all directions. Something is hunting you
 - enter battle
 - battle vs 4 White Benthic Predator, 7 White Jaw-Snapper
 - B rank Relic selector
 - 2. (no text) battle vs 4 white benthic predator, 7 white jaw snapper

- A rank Relic selector

3. (no text) exits the encounter temporarily

Pursuit(sub):

The monster constantly shifts its form to keep up with the submarine's speed, tailing you and occasionally ramming into the vessel as if toying with its prey.

"It's forcing us to descend."

"Like hell we will!" Ragnar pulls hard on the depth helm. Provoked, the monster accelerates and catches up, hitting the submarine with savage force

- pressure up
 - Pressure +10

Shape of Despair(red):

Deep in the abyss, blood-red light drenches your surroundings. The monsters you've created encircle and drag at you, yet you remain completely still

1. muster courage
2. escape(consume SAN x5)

1. (no text) battle vs 6 mutated benthic predator, 28 mutated jaw snapper

2. (no text) SAN -5

Shape of Despair(vision):

Your vision begins to darken. At first, you think it's just the surrounding light dimming, but within moments, you can't see anything at all

1. call out to Pylgia(consume some SAN and reduce Pressure)
2. wait for your vision to come back(gain Pressure and receive Relic reward)

1. You feel the white plankton slowly drift closer, gathering around you. The thick darkness clouding your vision gradually dissolves. As you open your eyes, the monster clinging to your face scurries away

- consume SAN and reduce Pressure
 - SAN -5, Pressure -10

Shape of Fear(algae):

You pilot the submarine through a narrow gap thick with ink-black algae. The algae brush against the vessel and leave sticky trails on the portholes. But besides them, you sense something else watching you

1. stop for a closer look
2. hurry up and leave
3. leave temporarily

1. Your gaze meets a pair of bloodshot eyes. They belong to a marine creature that died not long ago. Its decaying tongue seems to be hiding something beneath it

- consume SAN x5 and obtain Relic reward
 - A rank relic selector

2. You accelerate, crashing through more algae, but your view ahead only grows hazier. The passage's exit is right there, yet somehow it takes you a long time to reach it.

- Recover SAN and gain Pressure
 - Pressure +10, SAN +5

3. (no text) pauses the encounter

Shape of Fear(dark):

Your vision begins to darken. At first, you think it's just the surrounding light dimming, but within moments, you can't see anything at all

1. call out to Pylgia
2. wait for your vision to come back

1. You feel the white plankton slowly drift closer, gathering around you. The thick darkness clouding your vision gradually dissolves. As you open your eyes, the monster clinging to your face scurries away

- consume SAN and reduce Pressure
 - SAN -???, Pressure -???

2. Noticing an alien sensation on your head, you reach up to feel something slimy and foul-smelling on your face. Fighting back nausea, you tear the foreign object away. Your vision returns to you.

- Obtain reward and gain Pressure
 - Pressure +10, A rank Relic selector(no rerolling)

Thoughts:

After walking for what feels like forever, you finally feel a bit tired. A whirlwind of thoughts swirling in your mind. Why did you come here? Where are you going? And why did you choose to embark on this journey?

1. rest for a while
2. keep going

1. (no text) SAN +10

Undertow:

A powerful undercurrent snares you in its grip, consuming your will as it violently drags you into the ocean's depths

1. swim away
2. steady yourself

1. The force of the current is overwhelming. As your strength drains, all you can manage is to brace your head against the impact

- lose SAN
 - SAN -5

The white plankton appears just in time, brushing against your hands with a gentle force, as if to pull you forward. Following them, you weave through the reefs' maze of currents until you finally emerge from danger moments later

- recover SAN
 - SAN +10

2. You hook your belt to the nearby coral reef, barely managing to steady yourself against the current. The reef crumbles, and the undercurrent claims you once more

- lose SAN
 - SAN -5

The white plankton appears just in time, brushing against your hands with a gentle force, as if to pull you forward. Following them, you weave through the reefs' maze of currents until you finally emerge from danger moments later

- recover SAN
 - SAN +10

Unexpected Crisis:

The wounded creature shrieks as it charges toward the submarine

- enter battle
 - A rank Relic selector

Hestia Specific Encounters:

Dream Zone:(Phase 5)

You encounter the robed figure again. It mumbles words you can't understand

1. make out his words(requires a token)
 2. leave
1. It seems pleased that you can understand it. To express gratitude, it shows you the way
- obtain the map to a hidden area
 - (nothing happens, but it allows you to progress in this encounter series if you find the next one later)
2. Not wanting to decipher its words, you turn and leave
- recover SAN
 - SAN +6? idk I have a Relic that's doing weird things to my SAN earning rate

Duel of Justice:

A bandit-like figure blocks your path, seemingly wanting a duel

1. fight it head-on
 2. brawl of justice
1. (no text) battle vs 1 Ambitious Desert Bandit Captain, 16 Desert bandit Cheering Squad, only 1 Sinner may be deployed, beat in 3 minutes I think?
- The figure loses and offers you a treasured item as a plea for mercy before slinking away
- obtain spoils
 - B rank Relic selector
2. (no text) battle vs 1 Desert Bandit Captain, 22 Desert Bandit
- The defeated figure flees in panic. You pick up the Illusory Moon Coins he left behind in haste.
- obtain spoils
 - coins +52

Earthsea Realm Stele:

Bushes conceal the Realm Stele. You only notice its exposed corner on your third pass

1. cut the bushes
 2. leave
1. You approach the Realm Stele and see a handful of Illusory Moon Coins on it
- obtain reward
 - coins +13(boosted)

2. Realm Steles like this seem quite common in DisSea. You decide to mind your own business for now

- leave
 - (nothing happens)

Forest Shadow:

You traverse the foggy DisSea forest. Mist forms a small shadow that quietly follows you. "Will you play with me?"

1. play with him
 2. leave
1. You play with the shadow for a while, feeling your nerves gradually relax
- recover SAN
 - SAN +5
2. (ends encounter)

Gathering Dark Clouds:

Dark clouds gather on the horizon. As you approach, you realize it's a crowd of monsters! Disturbed by your footsteps, they charge at you

1. face the battle
 2. drop Illusory Moon Coins to avoid battle
1. (no text)
- triggers battle vs 10 White Darkborn, 9 Mutated Darkborn, 2 White Darkness Peeper
 - B rank Relic selector
- 2.(no text)
- -10 coins

Guidance of Fire:

Following the Illusory Moon's guidance, you find an abandoned camp where signs of a fire still remain

1. search the lab
 2. leave
1. You find some usable supplies in the camp ruins
- obtain reward
 - +1 random standard imprint
2. (ends encounter)

Illusory Moon Emergence:(phase 8)

The Illusory Moon suddenly starts pulsing rhythmically. You realize something is following you. It seems to be an ally of the figure that drew you the map, with no intent to attack you. It just gazes blankly up at the bizarre Illusory Moon

1. place the map under the moonlight
 2. leave
1. The map completes itself after absorbing the Illusory Moon's energy. The marks emerge, and you realize this is a treasure map. You immediately head to the indicated area. There, a Realm Stele stands still in the water, bathing in the gentle moonlight
- Accept the reward(lose [Map Fragment] and obtain [Treasure Seeker's Staff])
 - lose [Map Fragment] and obtain [Treasure Seeker's Staff]

Offering of Fire:

Passing through the dark foggy forest, you find a temple. The bonfire on the altar is ablaze, as if some devotee has been worshiping their faith here. As you arrive, the faint firelight flickers. Something rolls off the altar

- take the reward
 - B rank Relic selector

Malice in the Darkness:

Red eyes glow in the darkness. The malevolent gaze makes you wary

1. fight here
 2. rush out of the cave and counterattack outside(consume 10 Illusory Moon Coins)
1. (no text)
 - triggers battle vs 12 White Darkborn, 2 White Darkness Peeper
 2. (no text)
 - triggers battle vs 2 White Blade Seed, 14 White Darkborn
 - I forgot to check what the outcome of this is but it's probably just a B rank relic selector. more work for me to do later I guess

Occupied Mine:

Rogue diggers have occupied the mine. A shadow asks you to help drive them away

1. go left(defeat the Cautious Rogue Digger)
 2. go right(defeat the Reckless Rogue Digger)
 3. just grab some ore and escape to avoid trouble(consume SAN x5 for Illusory Moon Coins x50)
1. (no text)
 - triggers battle vs 1 Arrogant Rogue Digger, 2 White Crystal Prism, 7 Contaminated Crystal Prism, 1 White Poisonous Bomb, 2 Mutated Poisonous Bomb
 - B rank Relic selector(+ A rank Relic selector for completing Battle-Omen goal)
 2. (no text)
 - triggers battle vs 1 Arrogant Rogue Digger, 1 White Blade Seed, 2 Contaminated Blade Seed, 2 White Crystal Prism, 6 Contaminated Crystal Prism
 - B rank Relic selector, +26 coins

Prayer of Fire:

This is an altar under the Illusory Moon, fire already gone out. "Pray to me, and I shall protect you," a voice echoes in your head

1. light the altar bonfire
 2. be extra vigilant
1. The extinguished bonfire is rekindled. You are lucky to find some Illusory Moon Coins nearby
 - pick up the Illusory Moon Coins
 - +42 coins(w/ Angell)
 2. You decide it's more important to continue on your journey
 - leave
 - (nothing happens)

Shadow in the Way:

Walking through a thick fog, you're stopped by a malicious shadow. Danger! The shadow suddenly attacks!

1. face the fight
2. set up a trap(consume 10 Illusory Moon Coins)
1. (no text)
 - triggers battle vs 1 Manor Owner, 4 Soulless Nightmare, 18 Mutated Darkborn
 - A rank Relic selector
2. (no text)
 - triggers a battle vs 1 Manor Owner, 4 Soulless Nightmare, 14 Mutated Darkborn, 4 Nightmare Darkborn with the following addition: 'Illusory Moon Coins have been spent on preparation. Traps targeting the enemy will be set up on the battlefield'(basically sets up a 3x4 or 3x5? grid of Wolverine ult)
 - A rank Relic selector

Shallows Raid:

Abandoned buildings scatter on the shallows. Staring at the desolate scene, you feel dazed. Something seems to be approaching you

1. enter
2. escape(consume SAN x5)
1. (no text)
 - triggers battle vs 18 White Darkborn, 15 Mutated Darkborn
 -

Silent Vigil:(Phase 3)

A strange cry catches your attention. You see a robed figure struggling painfully under the red moonlight, its limbs contorted and deformed

1. wait here
2. hide your presence
3. run away immediately
1. The figure notices you standing by. It gradually calms down and waves at you before departing
 - wave goodbye
 - (nothing happens that you can see at the moment, but it unlocks the option we need in the next encounter in this series)
2. The figure doesn't notice your presence. It staggers away, seemingly leaving something behind on the ground
 - obtain Illusory Moon Coins
 - +39 coins
3. The strange cry still echoes in the distance
 - leave
 - (nothing happens)

Strange Map:(phase 2)

Following the light, you traverse a dark, parched riverbed. At the far end stands a blurry figure, awaiting you. "I've been... waiting for you..." He curls up on the ground, seeming to be drawing something

1. observe carefully
2. escape

1. You crouch down and quietly observe his actions. He draws what looks like a map on the ground. "The desired object..." The figure fades away after finishing the last stroke. The drawing on the ground alone persuades you it wasn't an illusion. But why isn't there any mark on this map?

- accept the request
- can obtain Relic [Map Fragment]
- Map Fragment: Gain an exploration-type Relic each time you enter a Rune Ore area

2. Gazing at the distant figure, an instinctive fear takes over your body. You flee in the opposite direction

- leave
 - (nothing happens)

[next encounter in this chain](#)

Unexpected Messenger:(found Phase 4, Two Types of Keys found Phase 2)

You pass through a dense forest and spot a blurry figure at the exit. It resembles the old man who gave you the key in the ruins. "Why... do you have... the key?"

found in phase 4 of Hestia's route it seems, although idk maybe it's just a new encounter and I'll find it in Vanilla's route or sth now

1. Accept the identity card(requires [Black Key VIP]**please note, this is the Universal Relic and not the Fool Relic with the same name. the Fool Relic name is a glitch and should be something else**)(obtain Unexpected Messenger: For each *Curse state* owned, Illusory Moon Coin earning rate increases by 10%)
2. Not interested

1. "...The nightmare stays with you," he says and vanishes

- leave
 - obtain [Unexpected Messenger]

2. He shakes his head regretfully and turns away

- leave
 - (nothing happens)

Warmth in the Darkness:

The bright flames bring you some warmth. You feel your frozen body regain some sensation

- recover SAN
- SAN +5

Whispers of the Night:

At the umpteenth turn, you finally lose all patience. The voice in your ear continues guiding you: Just one more turn and you'll reach it. It's not a mirage. It's our oasis

- recover SAN
 - SAN +5

Yellowed Letter:

To our beloved Priestess Hestia,

By the time you read this letter, the expedition will have already ventured deeper into the unknown. Please understand it is not a matter of mistrust, nor is it our intention to abandon you. But our duty compels us forward, even if the path is as perilous as you have foreseen. We recognize that it would be unbecoming to forcibly take you with us against your will. Therefore, we are leaving you with this camp. It is well-stocked with supplies and equipped with the mechanic's auto-turrets. They will keep you safe. Surely, you may manage to flee this place with these provisions, but I would suggest you to stay and await our return. We promise to come back.

When we do, you may join us and decide on your next destination. Many in the expedition are willing to offer you a home. The choice then would entirely be yours.

That is all for now. May fortune favor us all.

Sincerely,

Helenistique Juniper Winslet III

- confirm
 - (nothing happens, yay lore)

Driving Force(Thank you to Kodome for giving me the text for this since it's so hard to find):

A ragged figure asks you for directions. He seems to have lost both his way and his memory.

1. Guide him to a safe place(requires the hidden area map from Dream Zone)
 2. ask about his past
1. He trades his supplies with you
 - I. gain 5 random relics and lose all coins
 - II. leave temporarily
 2. The memory loss doesn't seem to hinder his journey. His optimism is contagious
 - recover SAN
 - SAN +5

Encounters:

some encounters have the same name but different text/options/outcomes so I put something in parentheses to differentiate them

also if I have A or S rank Relic selector written somewhere it could very well just be a high rank Relic selector and I haven't gotten a mixed selection yet

"Amber":

You see the light of the Illusory Moon falling from the sky, and a little bug happens to fly into the light. You see the light solidify in an instant like amber, trapping the bug inside

1. take away the crystal

2. leave it here
1. You pick up the "amber." It has some weight to it, and is lustrous. Looks like it could sell for a good amount of money
 - leave
 - coins +26
2. The "amber" falls to the ground. The next instant, you notice the crystal suddenly dissolves and turns back into moonlight, flowing into the void. Only the bug inside the "amber", transformed into a tiny fossil, remains on the ground
 - pick up fossil
 - A rank Relic selector

Amnesiac:

The spacetime inside the Eternal Nightmare is chaotic. You constantly encounter both familiar and unfamiliar things, most of which are apparitions. This time, you meet a man with a faint, flickering figure. "Have you... seen me... before?" He tries to speak, but his voice is choppy like a broken record.

1. yes
 2. no
 1. Upon hearing an affirmative answer, the apparition solidifies more and more. He reaches out to you and says: "You have power condensed from the Illusory Moon... I need it..."
 - continue
- As he moves, the Illusory Moon Coins in your hand start to glow
- I. Give him 20 Illusory Moon Coins(gain a random Imprint)
 - II. Give him 40 Illusory Moon Coins(obtain Relic [All Purpose Template])
 - III. Leave
- I. The man's apparition suddenly vanishes, and an unknown object appears in your hand
 - leave
 - -20 coins, +1 random standard imprint
 - II. The man's apparition suddenly vanishes, and an unknown object appears in your hand
 - leave
 - -40 coins, obtain [All Purpose Template]
 - III. "Have you... seen... my memories?" Upon hearing a negative answer, the man seems to repeat the question. Just as you're about to ask something, his figure disappears
 - leave
 - nothing else happens
 2. "Have you... seen... my memories?" Upon hearing a negative answer, the man seems to repeat the question. Just as you're about to ask something, his figure disappears
 - leave
 - nothing happens

Beggar:

In a dark corner of the ruins, you come across a lost beggar in ragged clothes who stares at you in a daze

1. give him some money(consume 10 Illusory Moon Coins)
2. leave
1. He picks up a pebble from the ground and hands it to you. When your hand touches it, the beggar dissolves into mist and merges with the pebble
 - leave
 - +1 random standard imprint(Mech?)
2. He picks up a pebble from the ground and hands it to you. When your hand touches it, the beggar dissolves into mist and merges with the pebble

- leave
 - nothing happens

Building Ruins(chest):

You stop next to the ruins of a building, which are covered in dust and rusted from age. However, there's a chest in the corner that's quite clean, as if it had just been placed there.

1. rummage through the chest
 2. look for the owner
1. The contents of the chest don't seem damaged. You find some things inside.
 - pick up resource
 - A rank Relic selector, random Sinner gains a Scar

there's a good chance the encounter will just end there but there's also the chance that the next text will show up after the A rank selector

You take out the chest's contents and rummage around to make sure you didn't miss anything. You suddenly sense a chill from inside the chest. Reaching into it, your fingers graze against some cold and hard items at the bottom

 - I. take it out
 - II. throw it away

I. It's a couple of Illusory Moon Coins. For some reason, you didn't notice them the first time around

 - take it happily
 - +30 coins
 2. You fail to find the chest's owner, but you spot some Illusory Moon Coins next to the chest. They vaguely form a line, pointing to an unknown location.
 - leave
 - +39 coins

Building Ruins(flower):

You come before some heavily damaged ruins. The ground is littered with rusty bullet marks, yet at the center of the ruins is a blossoming blue flower.

1. search for traces
 2. recuperate here
1. Amidst the ruins, you find many objects that are unrecognizable due to damage
 - organize resources

You sort them all out one by one, trying to find something useful

 - leave
 - B rank Relic selector
 2. Amid the floral fragrance, you feel a sense of tranquility
 - jump in
 - SAN +5

Cocoon of Nurture:

You trek through the first and hear a heartbeat in the distance. Passing through the dense foliage, you see a large red sporocarp, seemingly nurturing something within

1. Use Nightmare Key(consume 1 Nightmare Key)
 2. Poke it
 3. leave
1. The Nightmare Key sinks into the sporocarp. You hear the heartbeat speed up until the sporocarp bursts with a loud boom, and a red glow appears before your eyes
 - Pick up the red light
 - nightmare key -1, A or S class Relic selection

2. Thick goo overflows from the sporocarp, corroding the ground. Once all the liquid has flowed out, you see something twisted remaining in the center of the sporocarp

- pick up Alien
- +39 coins

3.(ends encounter)

Collector's Cabinet(collectible):

this event can end as early as the 1st try or as late as the 5th try. it all depends on how lucky you are

You enter an unoccupied room filled with books and odd and curious items. A faint hand is gently tapping the desk in front of the cabinet. There are Illusory Moon Coins on one side, and a collectible on the other.

1. give him some Illusory Moon Coins(10% chance to obtain a collectible)(consume 10 coins)
 2. escape
1. The hand continues to tap on the desk, seemingly ignoring the Illusory Moon Coins you've offered
- I. give him some Illusory Moon Coins(30% chance to obtain a collectible)(consume 10 coins)
 - II. escape
- I. The hand continues to tap on the desk, seemingly ignoring the Illusory Moon Coins you've offered
- A. Give him some Illusory Moon Coins(50% chance to obtain a collectible)(consume 10 coins)
 - B. escape
- A. The hand continues to tap on the desk, seemingly ignoring the Illusory Moon Coins you've offered
1. Give him some Illusory Moon Coins(70% chance to obtain a collectible)(consume 10 coins)
 2. escape
1. The hand continues to tap on the desk, seemingly ignoring the Illusory Moon Coins you've offered
- I. Give him some Illusory Moon Coins(100% chance to obtain a collectible)(consume 10 coins)
 - II. escape
- I. The hand accepts the Illusory Moon Coins and retrieves a collective from the cabinet
- leave
 - high rank Relic selector

Collector's Cabinet(Sinner):

this event can end as early as the 1st try or as late as the 5th try. it all depends on how lucky you are

You enter an unoccupied room filled with books and odd and curious items. An invisible hand emerges in your mind, seizing a fragment of your memory, seemingly wanting to take it away.

1. Give him SAN(10% chance to obtain a Sinner)(consume 1 SAN)
 2. Escape
1. With your permission, the hand effortlessly leaves your body. Under the glow of a strange light, you see the apparition of a Sinner appear before you.
- I. Give him SAN(30% chance to obtain a Sinner)(consume SAN x2)
 - II. Leave

1. With your permission, the hand effortlessly leaves your body. Under the glow of a strange light, you see the apparition of a Sinner appear before you.
 - accept
 - random S-class Sinner selection, random B-class Sinner selection from hitting the 100%(?)
2. You exit the room. The strange hand, confined by the room, disappears from your body.
 - leave
 - nothing happens

Dismember:

You gaze ahead and see ruins before you. There's no sign of life here, only human sculptures littered all over the roadside. The buildings here have all been severely damaged, either burned or completely knocked down. They seem to have suffered some strong impact

1. touch the sculpture(20% chance to receive a scar)
2. escape(some SAN will be lost)
1. When you put your hand on a sculpture, the cold slippery feel makes you shudder. You seem to see an illusion of the sky turning red and buildings collapsing
 - leave
 - SAN +15(+1 random Sinner may receive a Scar)
2. You turn to leave, but hear a faint howling behind you. You can only quicken your pace
 - leave
 - SAN -5

Distorted Shadow:

You step into the DisSea, the fog twirls around you as if it's alive, wrapping around you and alternating into various illusions. A distorted and dangerous shadow looms ahead

1. stay put
2. go straight ahead
1. The illusions formed by the fog shatter and reform. You observe them closely, without noticing the black mire emerging under your feet. When you realize, the black liquid has already submerged your feet
 - forcibly flee
 - SAN -10
2. As you walk, you gradually see the true form of that shadow. Inside of it is black liquid, while its outside is covered in spiked rocks. It seems to be another giant monster. Just as you ready yourself to confront it, the monster collapses into a small sculpture
 - pick up the sculpture
 - obtain [Darkling]

[next encounter in this chain](#)

Drunk:

You come across a drunk near a lighthouse. He glances at you, his breath stinking of booze. "What are you looking at?" he curses drunkenly, rushing toward you while waving his fists.

- reluctantly go into battle
 - only one Sinner allowed in battle, vs Underground Fistfighter
 - +1 random standard imprint

Escape Nightmare:

In the depths of the nightmare, a shadow is charging like a bull, wails can be heard wherever it goes. Judging by the direction it's heading, it seems it won't run into you.

1. chase after it(a battle will be triggered)
2. avoid it
1. You run towards the direction of the shadow and manage to stop it. It's a rampaging machine with visible damage on its metal head.
 - go into battle
 - triggers battle vs 1 Frenzied White Scrapped Bot, 10 White Scrapped Bot
 - A rank Relic selector
2. You keep your distance from the shadow, and you never find out what happened
 - leave
 - nothing happens

Expedition Begins:

On the dreary shoal, you notice groups of apparitions holding banners and singing loudly. Their expressions vary, but you can hear the determination and confidence in their song.

1. join
2. stay far away from this place
1. As you finally manage to keep up with them, the figures disappear one by one before your eyes. Some are crushed by monsters, while others merge slowly into the dark shoal. "Onwards, towards our destination!" Those are the last words you hear.
 - I. continue forward(may trigger a battle)
 - II. leave
- I. You press ahead alone, and at the end of the road, you see a monster formed by black liquid. By the time you notice, the monster's body has already surrounded you.
 - go into battle
 - triggers battle vs 1 Mutated Parasite, 1 Contaminated Shadowwalker, 10 White Crystal Prism, 7 Contaminated Crystal Prism
 - coins +26(?), +1 random standard imprint
- II. ends the encounter
2. (no text)
 - triggers battle vs 1 Mutated Parasite, 1 Contaminated Shadowwalker, 10 White Crystal Prism, 7 Contaminated Crystal Prism
 - leave
 - coins +26, +1 random standard imprint

-or-

-20 coins, idk what the text was because I wasn't paying attention

Flower Sea Trap:

You tread slowly into the quiet sea of flowers, but as soon as you go in, the environment changes. Bare, claw-like branches trap you in the middle, and sharp thorns sprout out to form a cage.

1. Dismantle the trap(Sinner Gekkabijin required)
2. Destroy the trap
1. Gekkabijin uses a small knife to slash through the gaps of the cage. Silently, the thorns separate to form a path.
 - leave
 - A rank Relic selector
2. Shriill roars echo in your ears as a bunch of strange looking creatures emerge from the trees
 - battle

- can't view enemy spawn locations, vs 6 Contaminated Blade Seed, 1 Nightmare Parasite, 9 White Poisonous Bomb
- SAN +5

Fool:

After traversing through a thick layer of fog, you find a smack two-story library. When you walk inside, both the humanoid monster on the first floor and the non-humanoid monster in the second floor stare at you

- pretend they don't exist
 - talk to the humanoid monster
 - talk to the non-humanoid monster
- You ignore them and go about searching for useful supplies. The two strange monsters simply observe your movements in silence but don't interfere
 - leave
 - SAN +5
 - Without saying a word, the humanoid monster throws a blue pendant in front of you. It points to the second floor, as if to tell you to use the pendant to kill the other monster
 - kill the non-humanoid monster
 - directly take the pendant
 - The blue pendant emits a light as bright as the dawn, completely dissipating the non-human monster. A new pendant lands on the ground
 - pick up the blue pendant(obtain [Heroic Spirit])
 - pick up the yellow pendant(obtain [Fountainhead])
 - They notice your actions and rush towards you together to attack
 - go into battle
 - triggers battle vs 1 White Explosive Seed(that's what she said)
 - obtain [Fool's Statue]
 - "Heughh!" The non-humanoid monster lets out an eerie shriek and throws a yellow pendant in front of you. It points to the first floor and makes a big cross with its black mist-like body, as if telling you to use the pendant to kill the humanoid monster
 - kill the humanoid monster
 - directly take the pendant
 - The yellow pendant emits a light as deep as the dusk, completely dissipating the humanoid monster. A new pendant lands on the ground
 - pick up the yellow pendant(obtain [Fountainhead])
 - pick up the blue pendant(obtain [Heroic Spirit])
- you might just receive the one relic you don't have if you choose to receive a relic you already do have
- They notice your actions and rush towards you together to attack
 - go into battle
 - triggers battle vs 1 White Shadowwalker
 - get [Fool's Statue]

Forest of Mist:

You venture deep into the forest, surrounded by dark mist. Specks of yellow light float around you, like some type of lifeforms or special environment

- collect Fluorescent(Letta required)
 - follow the fluorescent light
 - return the way you came
- The yellow specks of light get absorbed into Letta's lantern. As the lantern shines, the mist in the forest quietly dissipates

- move forward

Passing through the dense forest, you see a large red sporocarp, seemingly nurturing something within. Under the light of the lantern the sporocarp successfully nurtures and hatches the red light

- pick up the red light
 - A rank Relic selector

2. Following these floating specks of light, you delve deeper into the forest. The mist gets thicker, and through it, you see many pairs of red eyes staring at you. It's a trap

- go into battle
 - triggers battle vs 13 White Blade Seed, 3 Contaminated Blade Seed, 1 Nightmare Blade Seed
 - A rank Relic selector

Forest of Nightmares:

You move through the dense forest, hearing rustling noises all around. Ahead is a deformed old tree, appearing to be in the forest, yet also appearing to be on the water. The light of the Illusory Moon shines all around you. The ground beneath your feet looks like DisSea, but when you step on it, there are no splashes. It's still the soft forest soil. Illusion and reality, Nightmare and DisSea, past and present... two completely different timespaces overlap, making it difficult for you to distinguish. A familiar scent comes from the old tree, and you try to grab it to anchor your existence

1. search for the ancient tree
 2. close your eyes
1. Fluorescent light dances in the dense forest. The humidity of DisSea recedes, and the scene in front of you gradually becomes one. There are chaotic footprints under the tree. Following the footprints, you pick up some exploration equipment left by the people who were here before.
- obtain random standard imprint
2. Closing your eyes, a vague red light appears in the darkness, and your consciousness steps forward along that light. Soon, the rustling sound in your ears falls silent. When you open your eyes again, you find a small clearing in front of you
- obtain Illusory Moon Coins
 - +30 coins

Frozen Ruins:

you find yourself deep within ruins covered in snow and ice. Judging by the design of these frozen machines, they seem to be products from the previous generation

1. explore carefully
 2. leave this place
 3. observe carefully
1. You delve deeper into the ice-bound ruins, but the deeper you go, the lower the temperature gets. Whether it's buildings, machines, or even the increasingly thick fog, is frozen by the solid ice, and you'll instantly get frostbite if you touch anything. In the end, you leave without anything but the wounds on your body
- leave
 - SAN -10
- 2.(ends the encounter)
- 3.You find a suitable windbreak and carefully observe the changes in the ruins. It doesn't take long for you to notice that the solid ice here shows signs of melting, and the melting speed is accelerating.
1. keep observing

2. delve deeper into the ruins
1. In less than a minute, all the solid ice has melted away. When you try to enter the ruins for exploration, you find that the surrounding machines also slowly melt away like snow (obtain imprint [Earthfire])
 - get special imprint Earthfire
2. As you walk towards the inner part of the ruins, you soon find yourself caught in a thick fog. When you emerge from the fog, the ruins have vanished without trace, leaving only a few machines with melted ice crystals on the outside
 - Take the device (obtain a random [Modesty] Relic)

Guard:

As you traverse a narrow valley, you encounter a group of retro-looking soldiers guarding the main path. They watch you vigilantly, weapons in hand, refusing to let anyone pass through easily

1. go around (requires 1 Nightmare Key)
2. Go right through
1. The Nightmare Key dissolves into red mist and envelopes you. As if hypnotized, the soldiers no longer seem to see you. With the help of the mist, you manage to pass through.
 - continue onwards
 - coins +130, -1 key
2. The enemy squadron blocks your path and attacks you without saying a word
 - go into battle
 - +1 random standard imprint

Guard?:

You notice that there are many humanoid robots in this area patrolling in a fixed direction, acting as guards. When you approach them, you hear a piercing alarm sound. They move in unison and draw their weapons. "Eliminate! Eliminate!"

- go into battle
 - triggers battle vs 2 Mutated Chainsaw Model, 2 Mutated Missile Model, 16 Mutated Scrapped Bot
 - A rank Relic selection

Hello:

A humanoid monster comes up to you. Unlike the non-human monsters, it seems to have some intelligence. "Cuckoo... big... rich... together." Its speech is muddled and difficult to understand

1. friendly banter
2. clear the threat
1. The creature stammers and gestures wildly for quite some time before you finally get what it's trying to say. Turns out this monster wants you to accompany it somewhere
 - I. agree
 - II. reject
- I. You follow it down a small path to a mine full of Illusory Moon Coins. "Half... each," it stammers
 - accept
 - +52 coins
- II. "Bad!" the monster mutters. It snatches something from you and runs away
 - chase it (a battle will be triggered)
 - triggers battle vs 9 White Shadowwalker, 6 Contaminated Shadowwalker, 1 Nightmare Shadowwalker
 - +39 coins

2. Except for the apparitions of the past and the neutral Nightmare Tribe, all the monsters in the Nightmare Space are full of malice towards you. A temporary alliance means nothing.

- strike first
 - triggers battle vs 9 White Shadowwalker, 6 Contaminated Shadowwalker, 1 Nightmare Shadowwalker
 - +65 coins

Hunter in the Void:

In this chaotic void, only the glowing rift can guide your way. As you walk towards it, you're noticed by a horde of monsters roaming in the void

- go into battle
 - triggers battle where you can't see monster spawns, vs 4 White Phantom Blade Seed
 - coins +13, +1 random standard imprint

Illusion:

You search about aimlessly in the Nightmare Space. Suddenly, you come across an illusory forest.

1. search for a way out
 2. focus and observe
1. You wander in the forest for a long time, but can't find a way out. Your legs feel weak from walking, and you have a head-splitting headache. Finally, you see a white glimmer before you. When it shines on your face, the forest around you disappears, even though you're still standing in the same spot.
 - pick up SAN dose
 - SAN +5
 2. You observe your surroundings closely and spot a creature cowering behind the trees. It seems to have sensed your gaze and vanishes.
 - search for traces(obtain Imprint reward)

You follow its escape trail and finally escape from this illusory forest

- leave
 - gain random standard imprint

Illusory Moon Crystal:

There's a crystal here formed by the light of the Illusory Moon. It discharges large amount of Illusory Moon Coins.

- poach
 - +130 coins

Inquiry Service:

RSX-MDAA-II: identity verified. Please input your command. The strange machine in front of you queries

1. check maintenance records(requires Relic [Entangled Cables])
 2. check exploration records(requires Relic [Darkling])
 3. leave
1. RSX-MDAA-II: Information locked. Please insert the corresponding key.
 - I. Insert key(requires Entangled Cables)
 - II. return

- I. Logistics mechanical component RSX-C-5461. Operational time #####. Offline time #####. Maintenance performed #####. Backup components manufactured #####, awaiting retrieval.
 - remove the key
 - obtain [Chaotic Wires]
2. RSX-MDAA-II: Information locked. Please insert the corresponding key.
 - I. insert key(requires Darkling)
 - II. return
- I. #####: Lost again. I hope I can make it back to camp this time. If I can't find my way back, I hope whoever finds this exploration log will take these with you.

Attachments:

1. Terrain Records (Southwest) #1657
2. Exploration Records x155
3. Hand-drawn Pictures x320
 - remove the key
 - obtain [Distorted Visage]
3. (ends encounter)

Invasion:

You see an endless horde of monsters rushing towards you in a frenzy, their crimson eyes fixed on you. You can feel their anticipation of capturing you, their desire to assimilate you into their group. You stay in place, observing the behavior of these apparitions, but it's not until the crimson claws lightly scratch your body that you realize the battle has begun

1. use the shackles(a battle will be triggered)
2. escape(gain one stack of scar)
1. A pair of blood-red claws slash your body, but in the next instant, a gust of power knocks it down. In the depths of your consciousness, some type of power is thawing
 - go into battle
 - triggers battle vs 9 white blade seed, 3 contaminated blade seed, 6 white crystal prism, 3 contaminated crystal prism
 - get b rank relic selector
2. You muster your remaining strength to overcome the pain of your injuries and run wildly from this mysterious space. After you leave, the monsters that had been chasing you quickly dissipate into thin air
 - leave
 - 1 random Sinner gains 1 Scar

Laboratory(instrument):

You discover an abandoned laboratory full of complex instruments. There are also a couple of tattered research records on the ground.

1. check the instruments(a battle will be triggered)
2. search the lab
1. When you approach the instruments, an alarm suddenly goes off. Groups of robot guards rushed toward you from all directions.
 - go into battle
 - triggers battle vs 1 Nightmare Parasite, 1 Nightmare Shadowwalker, 12 White Crystal Prism, 2 Contaminated Crystal Prism, 2 Nightmare Crystal Prism
 - Relic selection
2. You find some valuable things in the lab
 - pick up resource
 - +1 random standard imprint

Laboratory(research):

You discover an abandoned laboratory full of complex instruments. There are also a couple of tattered research records on the ground

1. Review research records(consume 10 SAN)
2. Search the lab
1. When you pick up the research records, the papers dissolve to dust, leaving behind only a bunch of chaotic letters suspended in the air. Only a few are normal words, while most are twisted and mysterious runes that look like they originated from the mind of a madman
 - Leave
 - coins +130, SAN -10
2. You find some valuable things in the lab
 - pick up resources
 - +1 random standard imprint

Land of Engraving:

You find an odd chisel knife on the ancient metal sculpture. When you pick it up, you suddenly have the urge to carve something.

1. sculpt(lose some SAN and obtain [Soul Ash])([Soul Ash]: +500 Nightmare points at Settlement)
2. leave the sculpting knife(recover SAN)
3. take the sculpting knife(obtain random Relic)
1. You feel a brain-splitting headache, but spurred by some inexplicable force, you carve out a bunch of strange characters
 - leave
 - SAN -10, obtain Soul Ash
2. (not text) SAN +5
3. (no text) B class Relic selector

Lighthouse Fisherman:

A lighthouse glows faintly in the distance. Amidst the flickering light and shadows you see a fisherman walking towards you to show you his catch.

1. Purchase(consume 20 Illusory Moon Coins)
2. Express thanks
1. You pay the fisherman, the Illusory Moon Coins he asked for and receive a fish... Wait, this doesn't look like a fish
 - obtain random Imprint(standard)
2. You pay your respects to the fisherman. It's a fish that can swim in nightmares, after all. But in the end, you decide not to buy such useless things.
 - -10 SAN

Man of Survival(1):

moon phase 3, right side

A flicker of firelight emerges from the darkness. As you approach, you find a campfire. Its flames are extinguished, leaving only embers of warmth. It seems someone has just left

1. wait
2. collect resource
1. You sit down next to the campfire and wait quietly. Soon, you hear approaching footsteps. It's a man concealed by the shadows. He's very cautious, and unwilling to engage in conversation. He simply throws a manual in front of you and leaves
 - I. pick up the manual(prob gives Relic Collection - III)

- II. let go of the manual
- I. It's a manual documenting dangerous items, which might prove helpful for your journey ahead
 - leave
 - obtain [Relic Collection - III]
- II. Sensing danger, you toss the manual aside
 - leave
 - nothing happens, but it lets the phase 5 event happen
- 2. Near the campfire, you find a rusty key
 - leave
 - obtain the item [Rusty Key](does not show in inventory)

next encounter in chain

Man of Survival(2):

(if you didn't pick up the Relic Collection - III)

You see a campfire ahead with a man squatting beside it, seemingly waiting for his food to cook.

As you approach, he remains silent, giving no response

- leave

(if you picked up the Relic Collection - III)

You see a campfire ahead with a man squatting beside it, seemingly waiting for his food to cook.

As you approach, he brandishes a manual that looks vaguely familiar. "We can help each other," he says, tossing a small package your way

- pick up the package
 - high rank Relic selector

Material:

An old little robot with unknown creator and manufacture date. its control center seems to be disintegrated, and it can only perform some basic actions

- 1. dismantle for materials
- 2. take as a memento
- 1. (no text) +26 coins
- 2. (no text) A rank Relic selector

Mechanical Factory:

You've wandered into an abandoned factory. Twisted metal pipes are everywhere. Following an intact pipe, you find at its end a net formed by countless rusted rebar. Within the net, you see many individual mechanical structures which seem to be unassembled parts

- 1. view the parts
- 2. continue forward
- 3. turn and leave
- 1. Upon closer inspection, although these mechanical parts are rusty, most of them are well-shaped and connected. You try to take a part, but the entire factory suddenly roars to life. Amidst the intense rumbling, the intertwined rebar sinks into the ground, vanishing without a trace
 - take the parts

Before the entire factory sinks into the ground, you manage to grab a complete mechanical part.

- obtain random imprint

2. You struggle through the rebar jungle, not knowing how long it took before reaching the center of the factory. All the pipes and metal converge here, twisting into a chunk of metal at the center

- take the chunk of metal
- obtain [Entangled Cables]: All mechanical enemies' Max HP is decreased by 40%

3. (ends encounter)

Metal Chest(alarm):

You come across a huge supply chest that seems to contain a lot of useful stuff. However, your intuition tells you it'll be hard to get ahold of them

1. collect resource(50% chance to trigger a battle)
2. turn off the alarm(requires Gekkabijin)

1. (no text)

- triggers battle vs 5 Contaminated Blade Seed, 1 Nightmare Explosive Seed, 8 White Crystal Prism, 3 Contaminated Crystal Prism
-

2. With Gekkabijin's help, you successfully dodge a tiny metal wire

- collect resource
- A rank Relic selector, +42 coins(w/ Angell)

Metal Chest(corroded):

In the middle of the shallows, you see a metal chest, half submerged in the water. Despite being severely corroded, it still gives off an air of mystery.

1. Open the chest(requires 1 Nightmare Key)
2. Explore the surroundings

1. You open the chest with all your strength and discover some curious items inside

- pick up resource
- S rank Relic selector or A rank Relic selector

2. Near the chest, you discover a trail of footprints leading to an unknown location

- follow the footprints
- +1 Nightmare Key

Metal Chest(supply):

You come across a huge supply chest that seems to contain a lot of useful stuff

- collect resource
- +1 random standard imprint

Metal Trap(Lynn):

if you choose to go left or right, I'm pretty sure the outcomes are random. any of the rooms below can appear and I mostly have them here to keep track of the options

As you walk by the shallows, a huge box emerges from the water and swallows you up. You end up in a small metal room with two doors on either side, each leading to somewhere unknown.

Inside the room, someone has carved the words "the safety exit is in the middle"

1. Crack the trap(requires Lynn to select)
2. go left
3. go right

1. With Gekkabijin's help, you successfully get to the center of the maze, where you find the safety exit

- leave
- A class Relic selector
- yes I know that's the wrong name, but it's what was written there

I'm pretty sure that the rooms that show up are random so I'm just going to leave them here and show what you get from them as well as the final outcomes of this encounter

The light of the Illusory Moon pierces through the metal walls and condenses into Illusory Moon Coins inside the room

- +39 coins

There's nothing in this room

- nothing happens

Black liquid floods the entire room

- need to re-encounter this one to see if nothing really happens with it

Flames sweep into the room from all directions

- SAN -5

A Nightmare Key has been carelessly left in a corner of the room

- +1 Nightmare Key

ending:

As you venture deeper, you finally get to the center of the maze. However, there's no safety exit here, only a deep, thorny pit

- jump in
 - +1 random standard imprint

-or-

As you venture deeper, you finally get to the center of the maze. However, there's no safety exit here, only a deep thorny pit

- jump in
 - 1 random Sinner gains a Scar, +1 random standard imprint

-or-

With Gekkabijin's help, you successfully get to the center of the maze, where you find the safety exit

- leave
 - A class Relic selector
 - yes I know that's the wrong name, but it's what was written there. also you don't even have Lynn for this but idk man it displays like that

(this may be an error in my note-taking process)Metal Trap(Gekkabijin):

flames sweep into the room from all directions

SAN -5, A class Relic selector

Military Officer:

You come across a group of soldiers made of mist. Clearly, they're also apparitions from the past. Only the head officer seems a little bit solid. "Who are you, and what are you doing in this restricted zone? Do you have permission to be here?"

1. Tell the truth(a battle will be triggered)
 2. conceal your identity
1. You inform the officer of your identity, and your theories about their existence. "What a load of bollocks. Arrest this person!"
 - go into battle
 - triggers battle with 1 Legion Adjutant, 7 White Blade Seed, 3 Contaminated Blade Seed, 16 White Crystal Prism, 2 Contaminated Crystal Prism
 - A class Relic selector

2. You tell the officer that you're an expert with in-depth knowledge of the environment who has been sent here as reinforcement by their superiors. The officer nods and lets you join their team.
- find a chance to slip away
 - +39 coins

Mine Apparition:

A bustling mine appears before you. As the metal machines turn, the workers shuffling about in the dust notice your arrival. They stare at you vigilantly.

1. chat with the workers
 2. explore the mine
1. "Argh... ergh..." The workers' voices seem to be filtered by a vast barrier. You have no idea what they're saying. As you try to decipher their muffled words, the entire mine sinks into the ground.
- obtain Imprint
 - SAN -10, +1 random standard imprint
2. You sneak around the heart of the mine, evading the workers' notice. Finally, you spot an ancient stone wall upon which the entire scene of the mine is cast upon like film on loop
- obtain Realm Cubes
 - cubes +10

Mine Factory(1):

You encounter that little boy again. As soon as he sees you, he rushes over and thanks you repeatedly. But after a while, he asks in a hushed voice, "Can you give me some more money?"

1. give him some Illusory Moon Coins(consume 10 Illusory Moon Coins)
 2. don't give him any
1. "Thank you! Thank you! This is the last time, I promise!" The boy looks a bit embarrassed, but takes your money without hesitation
- say goodbye(ends encounter)

Mine Factory(2):

"200! All I want is 200! I promise this is the latest time!" The boy kneels on the ground and kowtows non-stop

1. Give him 50
 2. Ask him what's the reason
 3. Don't give
1. The boy sobs and wails. "I promise I'll repay you when I grow up!" Amidst the howling wind and sand, the boy's figure fades away, leaving behind only an imprint on the ground
- pick up the imprint
 - obtain [Bathe in Fire]
- 2."The mine is going to shut down, but my mom needs money to treat her sickness. Trust me, I promise to pay you back in the future, even if I have to sell my soul."
- I. Give him 100
 - II. leave
- I. The boy stares blankly at the Illusory Moon Coins in his hand. They glimmer in the howling wind and sand before disappearing altogether, leaving behind an exquisite imprint
- pick up the imprint
 - obtain [Bath in Fire]

Misty Illusion:

In the distance, chaotic red lights flicker, looking like a storm, yet also like a thick barrier. As you try to walk towards that direction, the fog thickens, and you seem to step into an illusion. The

shoal of the DisSea in the illusion is no different from reality, but the cold stone you're stepping on reminds you —This is just an illusion, you haven't left the stormy wasteland

1. break free from the illusion
 2. go with the flow
1. You try to find an abnormality in this illusion, hoping to leave this area as soon as possible. Finally, in a corner of the shoal, you find an object emitting a misty fog. Perhaps, this is the root of the illusion
 - pick up
 - A rank Relic selector
 2. You walk along the path in the illusion, hoping to see familiar scenery at the end. Although you fail to find the exit, you still pick up some useful materials along the way.
 - leave
 - coins +26

Modification Parts:

"Here are three types of modification parts you need, but they are not compatible with each other. You can choose one only." Vanilla's voice comes from a pocket watch, and the three types of modifications made from scrap materials are neatly laid out in front of the camp entrance, waiting for you

1. Choose Heavy Rocket Fists
 2. Choose Spider Prosthetics
 3. Choose Super Power Source
1. Heavy Rocket Fists obtained. All units gain an Attack boost!
 2. Spider Prosthetics obtained. Move limit increased!
 3. Super Power Source obtained. All units gain energy at the start of battle!

Moonlight Trap:

In this chaotic void, only the glowing rift can guide your way. As you walk towards it, you realize that it's not a rift, but an indicator of a giant mech

- go into battle
 - triggers battle vs 4 White Chainsaw Model, 7 White Scrapped Bot
 - B class Relic selector

Mutant Bug:

You see a Mutant Bug that has strayed from the group, and behind it is a large cluster of cocoon-like objects. You can't tell if they are newborn larvae or captured prey. As you approach, the Mutant Bug stares at you, seemingly expressing some human-like emotions with its compound eyes

1. try to communicate
 2. wait for change
1. "■■■■■" A buzzing sound rings out from the Mutant Bug's mouth. You don't understand it, but you feel a warmth. It seems very happy about your presence
 - obtain SAN
 - SAN +15
 2. White threads appear on its shell, multiplying until they completely encase the Mutant Bug from the outside world
 - obtain Illusory Moon Coins
 - +39 coins

Mutation:

You walk into the settlement of the Nightmare Tribe, where they are cheering around a Nightmare Goblin, excitedly inviting you to join their dance as soon as they see you

- ask for more details

"A Nightmare is about to dissipate!" A familiar merchant, seeing your confusion, starts to explain, "It has found all the fragments, so it can dissipate now, and dissipation brings happiness!" You have no idea what it was talking about. But soon, you don't have time to ponder its words, as the Nightmare Goblin surrounded in the center suddenly begins to expand and deform, turning into a twisted monster. "How could this happen!" "Fake fragments! They're contaminated!" they wail

1. Save the Nightmare Tribe(a battle will be triggered)
2. leave

1. (triggers battle vs Mutated Soulless Nightmare, time limit 3 min)

You defeat the mutated Nightmare Goblin, and the lucky survivors start cheering around you.

"Well done!" "It's gone!" As they cheer happily, they shove something into your hands. "This is a gift!"

- take
- coins +13, SAN +5, +1 random standard imprint

2.(ends encounter)

Nest:

Deep within the bug nest, you see many larvae surrounding a red sporocarp at the center. You hear the rustling sounds again, but this time, you can vaguely perceive their meaning. If only you could get a bit closer...

- follow the sound

The center of the bug nest seems close yet far. You keep moving forward, but the sounds in your ears never change. However, more and more images gradually surface in your mind: houses crushed by boulders, tiny figures in a hurricane, flesh swallowed by mutated monsters... Fear, panic, longing for companionship but finding none, craving strength but being powerless. Even though you still can't understand those sounds, you completely understand their feelings. "Mantis! Mantis!" they call out.

- leave
- +30 coins

Nightmare Bazaar(food):

After searching around, you finally find a Nightmare Bazaar. Luckily, food and water are sold here, though the food is just dark-colored bread

1. purchase(consume 10 Illusory Moon Coins)
2. leave

1. For a very low price, you buy a load of dark bread and a big jug of water from a Nightmare Merchant

- leave

2. (ends encounter but allows you to come back and re-activate it if you want to get the food and water still)

[back to People in the little mine](#)

Nightmare Bazaar(invest):

You encounter a Nightmare Tribe member journeying alone. Unlike his kin, he carries no merchandise and appears rather pitiful. "You're lucky to have come across me. This is your

chance to make a fortune.” Despite his destitute appearance, he speaks with arrogance, lifting his bowl as if to bestow charity. “There are two investment plans to choose from. Gold Investor: 50. Diamond Investor: 150. Make sure to seize this opportunity.

1. become a Gold Investor(consume 20 Illusory Moon Coins)
 2. become a Diamond Investor(consume 40 Illusory Moon Coins)
 3. leave
1. “You have a keen eye, but not keen enough.” After saying that, the traveler turns around and walks away
 - leave
 - obtain the Gold Investor’s Certificate or Ticket maybe? idk I didn’t read fast enough(does not show up in your inventory it seems)
 2. “You have a keen eye. You’ll be blessed in the future!” After saying that, the traveler turns around and walks away
 - leave
 - you have obtained the Diamond Investor’s Ticket(does not show up in your inventory)
 3. (ends encounter)

Nightmare Bazaar(invest end):

You see a familiar figure: the Nightmare Merchant now has some goods on him. Seeing his investor, he seems somewhat happy.

1. ask about investment returns
 2. leave
1. (if you got the Diamond Investment Ticket)“Diamond surely gives the highest returns!” He opens his bag, revealing a pile of Illusory Moon Coins. “Mmm... These are all yours now.”
 - I. accept
 - II. reject
 - I. +650 coins
 - II. “This still isn’t enough?!” He’s quite shocked. “Then what if I add this? He turns around, seemingly wanting to take something else from his bag, but as soon as the bag opens, he jumps in and disappears
 - leave
 - (nothing happens)
 - 1..(if you got the Gold Investment Ticket)“Gold surely gives the highest returns!” He turns around, hesitates over his goods for a while, then selects an item for you. “This item is very expensive. Cherish it.”
 - I. accept
 - II. reject
- I. B rank Relic selector

Nightmare Bazaar(trade):

At a bustling Nightmare Bazaar, you spot a masked Nightmare Goblin selling a variety of masks. The masks all look peculiar in style and color, and you can’t tell what creatures they’re supposed to represent

1. trade(consume 10 Illusory Moon Coins)
 2. leave
1. You make a deal with the masked goblin, and it randomly picks a mask for you. However, the mask shatters by itself as soon as you take it, revealing what’s hidden inside
 - leave(50% chance to obtain a Relic, 50% chance to receive a Scar)
 - high rank Relic selector -or- 1 random Sinner gets a Scar
 2. (ends event)

Nightmare Blessing(gamble):

You come across a Nightmare Tribe traveler who is jumping around this chaotic place with wares on its back. "Want to try your luck?" The traveler looks at you, head tilted

1. give it a try(consume 10 Illusory Moon Coins)
2. thanks but no thanks

"Let's see what you got?" The goblin traveler scratches its head. "Doesn't seem like you got anything."

- I. continue(consume 10 coins)
- II. thanks but no thanks

I. "Let's see what you got?" The goblin traveler jumps out. "Wow, you got something good!"

- say goodbye
- obtain [Nightmare Blessing]

II. "What a pity...but I'll still be here for a while. Come find me if you want to draw a prize."

- leave(can still re-enter encounter)

2. "What a pity...but I'll still be here for a while. Come find me if you want to draw a prize."

- leave(can still re-enter encounter)

-I've gotten the prize after two tries both times but idk maybe I'm getting lucky(okay I got it in 3 once)

Nightmare Blessing(wary):

You come across a Nightmare Tribe traveler who is jumping around this chaotic place with its wares on its back. After seeing you, the little guy warily takes a few steps back

1. buy something
2. ignore it

1. As soon as you approach it flees in fright, disappearing in the blink of an eye

- smile in exasperation
- nothing happens

2. "Wanna buy something?" It walks towards you eagerly. "Since you're my first sale of the day, I'll give you this baby for the low, low price of 50!"

- I. Agree to the price
- II. Too expensive

I. "Pay up, please. You give me the money, I give you good." It stares at you intently, hand behind its back

- pay
- gain [Nightmare Blessing]: Get an extra 25% discount when trading in the Nightmare Shop

II. "Then do you have those cheap stones? The ones called Realm Cubes. I can also sell it to you for 200 of those."

- A. bought
- B. buy nothing

A. "Hehe, nice doing business with you! You definitely got a good deal!"

- leave
- obtain [Nightmare Blessing]: Get an extra 25% discount when trading in the Nightmare Shop

A. (ends interaction)

Nightmare Depths:

Under the moonlight, the figures of the past reappear one by one. The mass of monsters stare at you blankly and silently

1. Attack the monster(a battle will be triggered)
 - coins +39
2. Leave(recover a small amount of SAN)
 - SAN +5

1.

Nightmare Goblin:

In the dark night, you see a line of Nightmare Goblins wearing all sorts of masks marching towards somewhere

1. keep up with them
2. not interested
1. Finally, they come to a spot in the forest under the Illusory Moon, and begin to venerate it devoutly
 - I. imitate their actions(consume SAN x5)
 - II. watch quietly(recover SAN)
- I. (no text) SAN -5, A rank Relic selector
2. (no text)SAN + 15, coins +39

Nightmare Settlement:

You come to a Nightmare Tribe settlement. These little goblins are the only creatures you've encountered in this chaotic place that you're able to communicate with who aren't apparitions. They respond warmly after spotting you, and one of them gives you a piece of dark bread

1. eat all of it
2. take just a bite
1. Although you are full, you feel your body swelling, as if something is growing inside you, alongside some abnormal pain
 - take it easy
 - SAN +5, random Sinner gains a scar(might be random whether the scar happens but high chance?)
2. Even though the bread looks like a piece of coal, there's a hint of sweetness to its taste. Seeing that you're not used to this food, the guy throws you a few more Illusory Moon Coins.
 - leave
 - +30 coins

Peculiar Ball:

A mechanical ball suspended in mid-air detects your presence and lights up a screen. The button on the left is red, while the button on the right is blue. The ball starts to play cheerful music, as if urging you to do something

1. try tapping the red button(consume 50 Illusory Moon Coins)
2. try tapping the blue button(consume 50 Illusory Moon Coins)
3. ignore it
1. The screen glows and the music becomes more jubilant. The ball spits out a small pile of Illusory Moon Coins
 1. tap the red button again(consume 50 Illusory Moon Coins)
 - +65 coins
 - ??? coins
 2. tap the blue button again(consume 50 Illusory Moon Coins)
 3. stop playing

1. (after three taps) The screen glows and the music becomes more jubilant. The ball spits out a small pile of Illusory Moon Coins
 - leave
2. The screen dims, and the music becomes more full. You discover that all your illusory Moon coins have been whisked away.
 1. tap the red button again(consume 50 Illusory Moon Coins)
 2. tap the blue button again(consume 50 Illusory Moon Coins)
 3. stop playing
1. The screen glows and the music becomes more jubilant. The ball spits out a small pile of Illusory Moon Coins
 - +50 coins

Based on all the times I've done this, there seem to be two patterns for each button based on how many times it lets you tap it.

Red x3: +50, +50, +50

Blue x3: -50, -50, -50

Red x4: +30, -100, +30, +30

Blue x4: -100, +30, -100, -100

Switching colors partway through the pattern will just give you the result from that same spot in the other color's pattern, although you can only really notice this with the x4 pattern. For example, going Red, Blue, Blue, Red would give +30,+30, -100, +30 and Red, Blue, Red, Red would just give +30 x4. This encounter really isn't worth it unless you happen to have the coin earning upgrade/Angell and get the +50 pattern

Peculiar Stone Slate:

You discover a towering stone, slate and grades with many runes. Around the slate are numerous pebbles of different sizes

1. collect pebbles(obtain Realm Cubes)
 2. record the inscription on the slate(recover SAN)
1. Realm Cubes +200
 2. SAN +5

People in the little mine:

In the depths of the little mine, you encounter a child on the verge of death. Though he's aware of your presence, he doesn't have enough strength to ask for help. Only his eyelashes flutter slightly

- try to save him

You quickly realize that what he needs right now is food. But as a raw consciousness in a Nightmare Space, you don't need to eat or drink, so you haven't taken any food or water with you

- go find food and water

(after purchasing food and water) You carefully feed him some food and water. After a while, he regains a bit of his strength. "I want some money..." the boy says timidly

1. give him some Illusory Moon Coins(consume 10 Illusory Moon Coins)
2. don't give him any

1. "Thank you! Thank you! Cough cough..." The boy chokes from excitement
 - say goodbye
 - +1 Nightmare key

[next encounter in this chain](#)(food)
[next encounter after that](#)

Phantom Shadow:

A broke-down car passes in front of you. The people on board are laughing and joking, seemingly oblivious to the Nightmare's dangers. By some inexplicable impulse, you try to climb into the car, but your hand just glides over it. It's a phantom from the past, unable to be touched or influenced. On either side of the tire tracks, you see more and more Mutant Bugs, silently standing guard, indifferent to your approach

1. follow the apparition
 2. touch the Mutant Bug
1. You follow the tire tracks and finally reach a pile of ruins, covered with dried moss and thorny vines. In the center of the ruins, you find a broken compass, which emits a faint blue glow at the slightest touch.
 - obtain SAN
 - SAN +15
 2. Your hands touch these terrifying bugs. They are not illusions, and from their hard chitin shells, you feel their coldness. They are not living creatures, but dead remnants, molted shells that scatter into specks of red moonlight when pressed down upon.
 - obtain Illusory Moon Coins
 - +39 coins

Pipeline Journey:

A bustling mine appears before you. As the metal machines churn, the workers shuffling about in the dust notice your arrival. They stare at you vigilantly. Nearby, you discover a hidden underground pipeline.

1. go through the underground pipeline(requires Sinner Lynn)
 2. go directly
1. With Lynn's guidance, you jump into the underground pipeline, and realize that it directly leads to the depths of the mine
 - leave
 - A class Relic selection, +39 coins
 2. You go around the workers to the outskirts of the mine, and discover some useful things
 - leave
 - coins +52

Pitiful Guy:

A small figure stands in a corner of the ruins, looking quite piteous. As you approach, he suddenly leaps out, snatches your supplies, and leaves

1. catch up to him
 2. loss is a blessing
1. (-50 coins)You immediately chase after him, but he's too fast for you to catch. Finally, the fellow jumps into an old pipeline and disappears into the darkness
 - I. Jump into the pipeline(requires Lynn to select)
 - II. forget it
 - I. Finally, you manage to find the fellow with Lynn's help. You beat him up and take a lot of good stuff from him

- leave
- +280 coins

II. (nothing happens)

2.(no text) coins -50

Pursue:

The swarm chases after you. Stoked by the Illusory Moon, they have become extremely crazed and dangerous. A fork in the road appears not far ahead. The left path is shrouded in a hazy blue mist, while a small boat docked by a stream appears on the right.

1. walk left
2. walk right
1. You venture into the blue mist, and a familiar scene appears before your eyes. It's an apparition of the Stone Slate, forming a temporary safe zone and the dangerous Nightmare.
 - obtain SAN
 - SAN +15
2. There are some supplies left on the boat. You get on, leaving the monsters behind, and sail along the stream into the distant darkness
 - obtain Illusory Moon Coins
 - +39 coins

Pursuit(chase):

The large group of monsters is chasing you. They're fast, and certainly outnumber you. It's a terrifying sight. Fortunately, even these monsters can't adapt to this chaotic space, and you've managed to shake off quite a few along the way. To the right ahead, there are flickering spatial fluctuations, which seem dangerous; while the left side is very quiet, and a blue glow can be seen

1. run to the right
2. run to the left
3. stop running, turn back and fight(a battle will be triggered)
1. You carefully follow the rhythm of the spatial fluctuations as you run. It slows you down, but many monsters have disappeared into the void
 - got caught up
 - triggers a battle vs 3 raging white poisonous bombs + 12 white poisonous bombs
 - upon winning, +1 random standard imprint and 13? coins(idk I wasn't paying super close attention)
2. You head towards the glow on the left side, only to smell a drowsy scent. Something is wrong, but when you look back, you realize the monsters are also affected by the scent
 - got caught up
 - 'some enemies have disappeared into the void. Fewer enemies appear in the battle'
 - vs 1 Raging White Poisonous Bomb, 12 White Poisonous Bomb
 - coins +13, +1 standard random imprint

Question Asker(camp):

A man with a blurred out face is standing in front of a stone slate. "Did you find the camp?" he asks over and over

1. found it
2. didn't find it
1. "The real camp or the ruins of the camp?" The man finally changes his question
 - I. it's the real camp

- II. it's the camp ruins(obtain Relic reward)
- I. "I hope you can find the real camp." The man sighs. "But the camp has long since disappeared... That's just apparition left in the fissure." Seeing your puzzled expression, the man shakes his head and continues: "There are many stone slates here. I hope you can help me find them."
 - promise him
 - +130 coins
- II. "You're right. I just thought the camp was still there." The man nods and smiles. "This is for you."
 - accept
 - A rank Relic selector
- 2. "Is that so... I hope you can find it, then. If you can find it, I hope you can convince that guy."
 - I. convince him what?(obtain Relic reward)
 - II. which person?(obtain Nightmare Key x1)
- I. "Convince him not to wait anymore." The man smiles bitterly, and hands you the map in his hand
 - accept
 - A rank Relic selector
- II. "The guy who hides in his memories and refuses to leave." The man lets out a soft sigh and gives you some things. "I hope these things can help you."
 - accept
 - Nightmare Key +1

Question Asker(promise):

A man with a blurred out face is standing in front of a stone slate. He makes a strange request. "Can you help me find myself? He's at the camp."

- 1. promise him
- 2. express doubt
- 1. "Thank you." The man nods and gives you some things
 - accept
 - +130 coins
- 2. "You may meet many versions of me, but only the one in the camp is real. All the others are just his memories." You look at him in surprise and confusion, but the man who calls himself a memory explains no further. Like the morning dew, he vanishes without a trace in the blink of an eye, leaving behind only a long sigh
 - leave quietly
 - SAN +15

Reticence:

You enter a dilapidated room. All you see are the furniture and decor scattered around. The light of the Illusory Moon shines through the roof upon your hand.

- 1. look at your own hand
- 2. look at the Illusory Moon
- 1. You look at your hand. It looks distorted under the moonlight, as if about to mutate into a monster.
 - leave
 - SAN +15
- 2. You turn to leave, but hear faint howling behind you. You can only quicken your pace
 - leave
 - SAN -5, coins +39

River Valley Shadows:

You venture slowly along the narrow river valley. A few dark figures come into view. They are surrounding a man kneeling on the ground, seething with menace.

1. help out(may trigger a battle)
2. stay far away
1. Just as you try to step forward, the trapped man suddenly begins to shriek. The Dark Mist starts to spread outward amidst the screams, trapping everyone in the pitch-black illusion.
 - Break free from the illusion

You escape from the illusion with difficulty, your body covered in scars from the Dark Mist.

Turning around, you see the Dark Mist has dissipated, and the valley is empty.

- leave
 - random Sinner gains a Scar(or nothing happens? at least in Hestia route)

-or-

As you approach, the group of thugs turns their threatening and malicious gaze on you. As you try to move closer, the man they've cornered starts screaming, releasing a Dark Mist that traps you and the thugs

- go into battle
 - triggers battle vs The Trapped One
 - B rank Relic selector

2. You leave far away from that place. The dark figures also dissipate

- leave
- nothing happens

Sanity Blossom:

To your surprise, you discover a blue flower blooming amidst the ruins as you pass by. It gives you a vague sense of familiarity.

1. use(heal a Sinner)
2. put it away for now(obtain random Relic)
2. You file away this blue flower for later use, but it dissolves into light and merges with your body
 - leave
 - A rank Relic selector

Scrapped Bot(start):

"Beep boop beep boop beep boop beep boop..." The abandoned robot in front of you flashes red lights, and its speaker vibrates non-stop, emitting intelligible sounds. Looks like it's broken.

1. try to repair(consume 30 Illusory Moon Coins)
2. retrieve the materials
3. leave
1. You take out an automatic repair tool, and attempt to fix it. After a while, your repair tool starts to sound an alarm as well: beep boop beep boop beep boop... The repair tool emits a similar beeping sound even though it doesn't have a speaker, and the abandoned robot you were trying to fix is now beyond repair.
 1. take the strange repair tool(obtain Faceless Bind)
 2. take the scrapped robot
2. (no text) -30 coins, obtain Faceless Bind(effect currently unknown)
3. +1 random standard imprint

Scrapped Bot(end):

The familiar abandoned robot reappears at your feet. It hasn't been that long since you last saw it, but it's now covered in rust, as if it had been abandoned for decades.

1. take out the repair tool(requires [Faceless Bind])
 2. retrieve materials
 3. leave
1. The constantly beeping repair tool rapidly oxidizes, and not long after, it turns to ash in your hands. A gentle breeze blows by, and the robot on the ground also disintegrates. Among a pile of rusty fragments, you see a warm and soft light. It's formless and flowing, flickering with many familiar scenes. Is this the robot's chip, or just a memory it retained.
 - preserve the light
 - obtain [Mist Dispelling Lamp]: Starting from the next Moon Phase, the number of negative effects on the map is reduced by 1

Sealed Door:

(if you didn't pick up the rusty key)

You walk through the forest. The surroundings grow darker, as if you are descending underground

- pick up speed

After what felt like an eternity, you finally emerge from the pitch-black forest. You didn't encounter any danger, but you feel mentally and physically drained

- leave
- SAN -5

(if you picked up the rusty key)

You walk through the forest. The surroundings grow darker, as if you are descending underground. After a long time, you finally see something other than trees: a door hidden beneath massive roots

1. use the rusty key
 2. leave
1. Rumbles echo through the forest as the underground door slowly opens. Amidst the chaos, you see a faint light emanating from behind the door
 - I. go deeper behind the door
 - II. leave
- I. (no text)high rank Relic selector
 2. (ends encounter)

[next encounter in chain](#)

Seed:

There is a glowing blue seed on the parched ground

1. plant the seed
 2. take away the seed
1. "This place needs some hope." You think as you plant the seed into the ground. After a while, a blue branch sprouts out, but doesn't grow any further.
 1. water it
 1. The plant grows slowly, completely losing the vigor it had when it was first planted. But to your surprise, there's some mysterious liquid oozing from its branches
 - collect tree sap
 - SAN +15
 2. When you pick up the seed, you feel a warm current that seems to wash away your fatigue

- leave
- SAN +5

Shadows of the Past:

You get caught up in a heavy fog. From inside the fog, you hear a faint voice say, "Is it safe outside? I can exchange my collection for the answer"

1. Not yet
2. It's safe now
1. "Thank you..." The fog dissipates, and you find some new things in your possession. You catch a glimpse of a strange monster amidst the haze
 - leave
 - +random standard imprint
2. "Thank you..." The fog dissipates, and you find some new things in your possession. You catch a glimpse of a strange monster amidst the haze
 - leave
 - +30 coins

Silent Harp:

A woman is playing a harp, but you can neither see the strings nor hear the music, only wisps of smoke swirling around you

1. listen to the version with sound(consume x25 SAN and obtain an Engraving)
2. continue listening to the silent version(recover x15 SAN)
3. leave
1. At your request, the dim moonlight condenses into strings, and as the woman plucks them, you hear music, but can't make any sense of it. You see a faint red line engraved on your hand.
 - leave
 - Engraving selection
2. Although you can't hear anything, you feel as if you've started to float, some invisible force pulling your consciousness slowly into the sky
 - leave
 - SAN +15

Similar Flowers:

Looking at the flower in front of you, you're a bit puzzled. You clearly picked it last time you were here, but the exact same flower has appeared again. Even the supply box near the flower is the same as the one you last saw.

1. collect resource
2. pick up petals
1. +26 coins
2. SAN +10

Small Pyramid:

You spot a small pyramid amidst the desert ruins. There seems to be something hidden inside.

1. try to touch it(50% chance to trigger a battle)
2. take a detour
1. You reach out to touch the pyramid in the desert. A mirage-like scene suddenly unfolds before your eyes. You see a man standing beside a boulder, a small child walking through the ruins, a brand-new camp, aging bit by bit, and a vast starry sky unfurling over the dark sea.

- leave
 - triggers battle vs 2 Contaminated Blade Seed, 1 Contaminated Gun Seed, 8 White Crystal Prism, 6 Contaminated Crystal Prism
 - +65 coins

-or-

hmmm might just be the same text for both options and this one just gives coins and doesn't trigger a battle

2. You decide not to touch the mysterious pyramid and move on
 - leave

Solid Colored Woodland:

The light from the Illusory Moon shines down and the large trees grow lushly. In the middle of the woodland lie some special items

- Take things away
 - +1 random standard imprint

Solitude:

You press on, accompanied only by the desolate scenery and burgeoning swarm. There is no trace of human activity. On your journey through the Nightmare Fissure, the "Mantis" who spoke with you seems to have her own will. Is she still alive?

1. Is she human?
2. Or a monster?
1. As opposed to a non-existent apparition, "Mantis" seems more like a real person. You want to find her again, to confirm the truth behind everything
 - leave
 - +1 random standard imprint
2. Even as a monster, "Mantis" still retains her humanity. You want to know more about those experiences buried in the past, and about the secrets that are closely linked to you
 - leave
 - +42 coins(w/ Angell)

Stranded:

You see a stranded ship upon the shallows. The fresh marks on the hull suggest it hadn't been wrecked for long. You board the ship for a closer look, but the brake chamber is locked, obstructing your way.

1. open it(consume 1 Nightmare Key)
2. don't open it
1. You open the door of the brake chamber. The interior of the ship surprises you. All the strange machinery and incomprehensible graffiti makes the ship seem like it's from another dimension.
 - leave
 - +1 random standard imprint, 39 coins
2. You give up trying to enter the ship and look around instead, but find nothing worth noting
 - nothing happens(you can still access this event after selecting the leave option in case you get a key somewhere else in this moon phase)

Strange Spike(item):

Near a pool of dark liquid by the shallows of DisSea, you spot something shining on a black crystal spike

1. pick up item(may trigger a battle)
2. stay far away from this place

1. You cautiously approach the crystal spike and noticed that a part of it has some special markings

- leave
- (it shouldn't say that but that's what it says)

Mesmerized by the twisting patterns, you can't help but pick it up from the ground. When you raise your head, you see the shallows starting to sway. From under the surface of the water, a creature made of crystal stirs and rises.

- go into battle
- vs 4 White Blade Seed, 14 White Poisonous Bomb
- +1 Nightmare Key

-or-

Mesmerized by the twisting patterns, you can't help but pick it up from the ground. Once you hold it in your hand, you realize it's a key made of crystal

- leave
- +1 Nightmare Key

2. You choose not to take any risks and continue to venture along the shadows

- leave
- (nothing happens)

Strange Spike(resist):

Near a pool of dark liquid by the shallows of DisSea, you spot something shining on a black crystal spike. When you go closer, a bunch of contorted monsters suddenly spring forth, grabbing you by the limbs.

1. resist
2. go with the flow

1. (triggers a battle vs 4 Contaminated Blade Seed, 12 White Poisonous Bomb, 6 Mutated Poisonous Bomb)

- obtain random standard imprint

2. The monsters don't hurt you, but simply drag you into the water. Through the transparent black liquid, you see the ruins of a dilapidated camp. The monsters guide you to the ruins, then disperse.

1. explore the ruins
2. leave

1. This is a small camp that had probably been built on land, but is now submerged underwater. At the center of the ruins, you spot a dead monster with a black spike growing from it.

- take down the spike
 - obtain Golden Prickle(for every 20 Illusory Moon Coins in the backpack, all allied units gain a 3% damage boost. This effect can stack up to 100 times)

2. (ends encounter)

Strange Stone Slate:

You discover a strange stone slate carved with ancient runes that seem to glow red. There are also transparent black bubbles floating around the slate.

1. observe the stone slate
2. Touch the bubble(a battle will be triggered)

1. "Come...find..." "This is...the starting point." You can barely make out the text on the stone slate. An inexplicable force overwhelms you

- continue exploring
 - SAN +5

-or-

The runes on the stone slate are almost impossible to decipher. Suddenly, those letters leap off the slate and gush towards you

- continue exploring
 - SAN -5

2. The bubbles, big and small surround and envelope you

- go into battle
 - triggers battle vs 2 Nightmare Gun Seed, 12 White Crystal Prism, 6 Contaminated Crystal Prism, 2 Nightmare Crystal Prism
 - A rank Relic selector

Supply Chest:

You find an exquisite supply chest in the ruins, but fail to open it despite trying for quite some time

1. Use Nightmare Key
 2. Pick the lock(Sinner Gekkabijin required)
 3. leave in exasperation
1. (no text) A rank Relic selector
 2. (no text) high class Relic selector

Surreal Illusion:

The light of the Illusory Moon illuminates your surroundings, lifting your spirits skyward. Several Nightmare Fissures open up around you in a kaleidoscope of different colors

1. enter white fissure
 2. enter red fissure
 3. enter black fissure
1. Your consciousness enters an orb of white light. You seem to faintly see yourself tapping the things on a familiar desk one by one

Vanilla Route:

- I. pick up the report
- II. pick up the pen
- III. pick up the comms terminal

I. You awaken from the illusory dream to find yourself still trapped in the Nightmare. But what amazes you is that you're now holding the thing you were longing for in your heart

- leave
 - SAN +15 or random A class Relic(Soul Ash), SAN +15 and coins +130, A rank Relic selector

II. You awaken from the illusory dream to find yourself still trapped in the Nightmare. But what amazes you is that you're now holding the thing you were longing for in your heart

- leave
 - SAN +??? or coins +130

III. You awaken from the illusory dream to find yourself still trapped in the Nightmare. But what amazes you is that you're now holding the thing you were longing for in your heart

- leave
 - S class Sinner selector

Mantis Route:

- I. pick up the card
- II. pick up the report
- III. pick up the pen

I. You awaken from the illusory dream to find yourself still trapped in the Nightmare. But what amazes you is that you're now holding the thing you were longing for in your heart

- leave
- A or S rank selector

II. You awaken from the illusory dream to find yourself still trapped in the Nightmare. But what amazes you is that you're now holding the thing you were longing for in your heart

- leave
- SAN +15

2. Your consciousness travels in the same direction as the red light, sweeping through countless Nightmare Spaces. Numerous scenes erupt before your eyes. When you wake up in extreme pain, you find that countless Illusory Moon Crystals have sprouted all around you

- Collect Illusory Moon Crystal
 - +130 coins, SAN -15

3. (triggers a battle vs 5 Contaminated Blade Seed, 1 Nightmare Explosive Seed, 8 White Crystal Prism, 3 Contaminated Crystal Prism)

- coins +98(?), high rank relic selector

Hestia(?) version

- triggers battle vs 9 white shadowwalker, 6 contaminated shadowwalker, 1 nightmare shadowwalker

Survival Expert?:

You discover a little hut with smoke coming out from its chimney. It seems like someone is cooking there.

1. knock
2. take a sniff from a distance

1. "A rare guest indeed..." The person inside seems to know who you are, and swings open the door without hesitation. "These are all dishes you won't find anywhere else. Want a taste?"

- I. give it a try
- II. not gonna try again, sorry

I. The first dish is called "Dreameater". It's made by placing a rare Sanity Blossom in topsoil. The second dish is called "Onsen Egg". The cooking method is common, but the egg is special. The third dish is called "Old Friends", which is made from leaves and worms. Which one do you want to try?

- A. first dish
- B. second dish
- C. third dish

A. This dish tastes like gritty shaved ice, but the flavor is constantly changing. "It's hard to keep a clear head, so we need something to remind ourselves." the man says. He then sees you out.

- leave
 - SAN +5

B. This dish looks hazy at first, but when you pick it up, the light of the Illusory Moon suddenly shines on it and clears the haze. "When there is no other way, we always have to give it a shot," the man says. He then sees you out.

- leave
 - +39 coins

C. This dish looks extremely strange, and has a strong odor. "I'm not a chef but I have to deal with these little things often. If you don't like the taste, you can take it back. It might be of use to you later."

- leave
 - +1 random standard imprint

II. The aroma wafting inside is quite odd: a mix of fragrant and stinky, spicy and sweet at the same time. It makes you almost feel like you've lost your sense of smell

- steer clear
 - SAN -10

The Assembler:

"Do...you...have...any...requests?" "Want...a...reward?" This is a mechanical puppet. It looks just like any normal toy, but when you approach to take a closer look, it stretches out its limbs and firmly binds you in place. "Tell...me...your...request!"

1. don't want anything
 2. want to become stronger(consume SAN x15)
1. You feel a sting on your hand. The puppet releases you, and hands you a small box
 - take the reward(obtain 50 Illusory Moon Coins)
 - +50 coins
 2. Your brain throbs with intense pain, and everything goes dark. You hear the mechanical puppet clicking. "Good..." In pain, you hear it say: "This is your reward." When you open your eyes again, the puppet has already let go of you and disappeared
 - take the reward(obtain random Relic)
 - A rank Relic selector

The Faceless One:

Outside the camp, various chaotic phenomena can be seen, some unfamiliar, some strangely familiar. For example, this aimless, faceless shadow before you. It quietly approaches, seemingly waiting for your decision.

1. turn around to probe
 2. greet
1. The shadow stand still behind you, silent and motionless
 - touch the phantom
 - recruit random Sinner
 2. You wave at it, and suddenly, the shadow appears right before you, and two eerie black limbs take shape on either side of you. As you observe, these unknown entities, now with basic shapes, charge directly at you.
 - resist
 - triggers battle vs 1 Contaminated Shadowwalker

The black shadow dissipates, turning into strands of black thread swirling around you. As you ponder, those chaotic lines weave and overlap, slowly forming a new figure.

- touch the phantom
- obtain a random Sinner selection

Two Types of Keys:

You encounter an elderly man in the ruins. He sits wearily next to a dilapidated wooden chest, clutching a key in his hand

1. ask about the key's background
 2. buy the Nightmare Key(Consume 40 Illusory Moon Coins)
1. "This is no ordinary key. It's the ticket to a club... Do you want it?" The old man looks you up and down, as if trying to figure out something
 - I. I want it
 - II. I don't want it

- I. "But you can't afford to pay the price I want..." With a wave of his hand, the old man disappears, leaving behind a Nightmare Key on the ground
 - Pick up the Nightmare Key
 - +1 Nightmare Key
- II. 2. "Maybe... this club no longer exists." The old man sighs and hands you the key. AS you hold it, it dissolves into an exquisite metal card
 - pick up card
 - get Black Key VIP(gain 50 Illusory Moon Coins for each Moon Phase explored)
2. "An interesting choice." The old man accepts the deal with a smile
 - leave
 - coins -40, +1 Nightmare Key

Unexpected Messenger

Want some good stuff?:

"I've got all the best and latest goods here, top quality at great prices. Want to give it a try? I have a rule though. You have to pick at random without peeking!" A shifty little goblin jabbars to you excitedly

1. try your luck(consume 1 Illusory Moon Coin)
 2. He's a liar. Ignore him
- 1."Too bad...didn't get a good one."
- I. Continue(consume 1 Illusory Moon Coin)
 - II. He's a liar. Ignore him.
- I. "Too bad...didn't get a good one."
- (I'm not putting the options here again but this can basically go forever)
- II. "Thank you, come again!" the fellow says gleefully, dripping with schadenfreude.
- A. beat him up(a battle will be triggered vs Head Porter+, 10 Wandering Bandit)
 - B. leave quietly
- A. (triggers battle vs 1 Head Porter + and 10 wandering bandits)
- +30 coins
- B.(ends encounter)

2.(no text) triggers a battle vs 1 Head Porter + and 10 Wandering Bandits

(the easiest way to get out of this encounter without a fight is to just give one coin to the goblin and then quietly leave)

Whitesands Dispute:

You're treading slowly on WhiteSands when you suddenly hear a mechanical roar in the distance. The sound gets closer and closer, as if heading towards you.

1. stay where you are
 2. hide
1. You stay on the spot to see what happens. Soon, a sand ship zips towards you, pursued by a bunch of shrieking desert bandits. "Run!" The sand ship's loudspeaker blasts out this warning as it makes a detour, leading the desert bandits in another direction.
- I. catch up
 - II. ignore them
- I. (triggers battle vs 3 Assault Boat, 2 Sandworm, 5 Desert Bandit, 11 Sand Revenant)
- The people on the sand ship come down, express their things, and give you a special imprint
- accept
 - +1 guardian imprint

- II. The commotion disappears into the distance. You've avoided a pointless battle
 - leave
 - +39 coins
- 2. You find a sandpit, squat inside and peek out. You see a bunch of desert bandits chasing a sand ship. The ship is brand new, but it looks less advanced than the other ones you've seen before. Neither the ship nor the bandits notice you. Maybe this is a good chance for a sneak attack
 - I. attack the bandit(s)
 - II. continue to hide
- I. (triggers battle vs 3 Assault Boat, 7 White Blade Seed, 4 Contaminated Blade Seed, 3 Sandworm, 9 Sand Revenant

The people on the sand ship come down, express their things, and give you a special imprint

 - accept
 - +1 guardian imprint
- II. The commotion disappears into the distance. You've avoided a pointless battle
 - leave
 - +39 coins

Wilderness Ruins:

In the distance, chaotic red lights flicker, looking like a storm, yet also like a thick barrier. Between the flashes of light, you vaguely see many black figures on the ground, all heading in that direction.

- 1. search for traces
- 2. turn back
- 1. You walk forward. You've seen quite a few monsters along the way and picked up some useful materials. You don't know how long has passed, but you finally noticed that you're getting a bit closer to that red light.
 - leave
 - B Rank Relic selection
- 2. You turn back and walk in the direction you came from, but after walking for a long time, the scenery around you hasn't changed at all, with only strands of fog flowing and the red light flickering inconsistently
 - leave
 - SAN +5

Mantis Route(text):

Part 1: Mist

??: ...*Rustling*...

choice: ...Who's that?

Amidst the chaos, a vague and hazy voice gently stirs your consciousness.

A voice tries to touch and awaken you, and to convey some kind of message or emotion.

There's a familiar, nostalgic essence to it. Your consciousness begins to coalesce to chase after it.

choice: Who's there? Who's calling me?

??: ...You...you can truly hear us...

??: ...You can hear our voices...you...can sense our existence...

??: Wonderful...You've been lost for too long...Let us take you back...

Something emerges from the murky darkness. One of them, two of them... they caress your body, affirming your existence.

choice: Back... to where?

??: ...Back to your companions... your most cherished companions...

Four of them, five of them, six... More and more of them cling to your skin, blocking the senses you've just regained.

A sense of suffocation strikes you. Fear jolts you awake, and you open your eyes...

What cherished companions? What's crawling all over you are countless hard, black Mutant Bugs. Their mouths tremble as if ready to bite, and in their hollow compound eyes, you can't see any emotions, only the reflection of your own twisted face.

Before you can scream, your mouth is filled with these writhing creatures. They speak for you, and their buzzing resonates directly into your mind.

Mutant Bug: *Welcome back. We are taking you back, back to...*

Mutant Bug: *Her side!!!*

Chief: Ahhh!

Staff A: A contamination is leaking. Chief is unstable. Those without protective gear retreat immediately! Go get the Hypercube and activate the blocker!

Staff B: The Hypercube can't suppress it! This contamination is like the one in April. Could it be another...

Signaller: I detect signals from the FAC. Something has happened to BR-000 over at DisSea!

September 8, N.F. 113

DisSea Outskirts,

No. 2 Broken Frontline Monitoring Station

FAC Captain: A massive amount of Mania contaminants is approaching. All units go into S-Class alert status. The FAC's main force is at the BR-002 defense line, guarding against attacks by the Underground. We can only rely on ourselves here.

FAC Captain: Activate the anti-Mania field and defense armor. Ground combat troops should also...

FAC Soldier: Visuals of the contaminants have arrived. They are not land units, nor Corruptors, they're... flying!

FAC Captain: ...Is that... a Mantis swarm?

Mutant Bugs are anomalous creatures that appeared after Nightfall. With sightings of them worldwide, they have been captured on film in exploration shows long before the expedition. They appear in swarms and are highly aggressive towards humans, but luckily, their individual strength is limited. They are common, easy-to-defeat calamitous apostles that lack stability.

It was not until the DisSea Explosion in N.F. 84 that a new and more powerful type of Mutant Bug was sighted near BR-000

The new Mutant Bugs are far superior to regular ones in numbers, strength, stability, and aggression, boasting astonishing group attributes. A thorough investigation found that as early as prior to the founding of DisCity, rare records of the DisSea expedition

mentioned the existence of higher-level Mutant Bug colonies in the forbidden zone. The experts on the team named them Mantises.

Rough calculations based on these records indicate that a swarm of Mantises can be as dangerous as an A+ WhiteSands Apostle.

Fortunately, like the WhiteSands Apostles, they are also attracted to the depths of BR-000, and have never left the Black Ring's range since N.F. 84. Humans only observed their form during the DisSea Explosion in N.F. 84 when the Black Ring was not yet fully stable.

They have never left BR-000... until now.

FAC Captain: Find cover! Don't expose yourselves! Those creatures aren't coming to pillage... their target is us! I'll cover the rear, everyone immediately... Ahhh!!

FAC Soldier: Captain!!

Before he can finish speaking, the Mutant Bugs swoop down with a shriek. Their spear-like claws shatter the FAC captain's armored arm and lift him into the air.

The man roars and shoots at them with the gun in his other hand. The bullets bounce off their hard shells one after another. One of the bugs knocks his gun away with its third arm and yanks him into the sky towards the Illusory Moon.

FAC Captain: Don't mind me! Get back to base and use the anti-aircraft weapons! They must have a leader. I'll confirm the location. Comms is still working. I... I'll give you the coordinates! I...

FAC Captain: I see the Mantis Queen! She's... a Sinner?!

Mantis Queen: ...*Hehe... Hehehehe...*

Mantis Queen: *You're back... All of you... Back to my side...*

Mantis Queen: *My most cherished ... companions...*

FAC Captain: Ahhh...!!

Chief: ...Where is this?

Your shackles disperse the swarm of bugs. Your consciousness instantly clears, and you find yourself thrown back into the desolate depths of the nightmare. Unlike before, this time it's like a twisted jungle of contamination filled with chilling buzzing sounds.

Those Mutant Bugs are nearby, hiding themselves in the misty darkness. They are wary of the red glow in your hand, but they haven't completely left... they are just waiting and guarding their prey. You must find a way to leave and wake up. You step forward, looking for a way out. Amidst the fear, you are tugged by the inexplicably familiar aura emanating from the depths of the mist.

...It's as if an old friend is whispering softly.

Following a faint glimmer of light, you break out of the dense forest and come to a small clearing.

The half-split Illusory Moon hangs in the sky. Under the red light, you do indeed see an old friend.

Scholar in White: ...

It's a person with no visible signs of contamination. You easily recognize her face and remember her name.

choice: Dreya?

She doesn't respond to your call. She stares at the Illusory Moon and walks forward in a daze. In front of her, the blurry shadows of bugs have already gathered.

choice: Stop her

Dreya: ?!

Chief: Don't go, it's dangerous there!

The scholar looks at your hand on her wrist, then glances at you. Her expression changes from confusion to terror as she struggles to free her wrist.

Dreya: ...No, let go...

choice: It's me. Don't you recognize me?

She backs away as if she didn't hear you, her gaze darting between you and the encroaching Mutant Bugs. Her expression becomes increasingly panicked, as if there's no difference between you and the approaching creatures.

Dreya: ...I don't want to... I haven't seen it yet... I haven't found out the truth... I...

She doesn't recognize you, but you don't have time to feel sad about it. This might be the influence of the Illusory Moon. In any case, the Mutant Bugs are closing in. You have to take her away, so you try to pull her towards you by force.

If it's Mania that's causing her consciousness to become chaotic, do you have a way to sober her up?

(prompt) Press & hold to shackle

Dreya: Don't!

When the shackles touch Dreya, the part of her body that gets touched turns transparent. The red light spikes pass through her like piercing a hologram, and this hologram doesn't give you the same feeling that initially attracted you here.

This isn't the real Dreya. She's just a part of the dream, and the one dreaming is...

?: *Let her go!*

A sudden flash of light zips by, and the Mutant Bugs in front of you immediately fly away in terror with broken wings. Something high-speed instantly crushes all the enemies. Before you have a chance to see what it is, the light teleports next to you.

Chief: Mmph...!

Something hits you in the gut, hurling you out several meters. Even if this is a dream, it still hurt, and you feel a little dizzy from the pain.

You see a strange figure protecting Dreya, adopting a defensive stance against you.

?: *...I don't want to fight you, but you can't hurt my companion.*

?: *Back off, Mantis! Go back to your territory!*

Chief: Your... companion?

Clutching your stomach, you struggle to prop up your body and look at the attacker.

Its face is blurry, but the scythe-like arms, rock-hard body, and strange buzzing sounds all confirm one thing...

choice: You're not her companion.

Chief: You're just like those bugs, a Mania monster...

Chief: No, that's what you are! Don't hurt my companion!

Power gathers in your palm again. You grip your red light spike, which has become more powerful in this chaotic space. It cuts through the air, piercing towards the shadow across from you.

However, all it does is shatter a hard spike on its shoulder. The monster disappears in an instant, taking Dreya with it.

The next second, your wrist is seized, and you're flipped over and pinned to the ground.

The monster is on top of you. Its hard, scythe-like arms are clearly visible, pressing against your neck with terrifying force. Layers of filth cover its head. You can't see its face, but you can feel the gaze of this strange creature.

?: *I knew you could understand my words. If that's the case, then go back. Go back and find your own heart.*

?: *If you were once human, don't hurt your past. Otherwise, I really will...*

?: *Wait, you are...?!*

It suddenly pauses. The force pinning you lessens, and the scythe across your neck slowly dissolves into a soft arm.

The hand moves away from your neck, gently caressing your earring. You feel human fingertips on your earlobe. A bit cold, but very real. Then, you hear a woman's crisp laughter.

?: ...Why did you come here, too? You scared me.

?: This is Mantis territory. It's very easy to hallucinate here. We almost started fighting each other.

choice: ...Who are you? I don't know you.

But at this moment, you do feel a sense of familiarity.

The filth and spikes on the shadow fade away. The one sitting on you is no longer a terrifying Mutant Bug, but a chuckling, short-haired woman who has calmed down.

Short-haired Woman: Haha, how can you not know? It's me, □□□, the naturalist of the expedition team.

Short-haired Woman: Although I made a mistake in my haste just now, I was also the one who saw through the illusion. You can trust my professionalism, right?

Short-haired Woman: No hard feelings, okay? I didn't expect a kid like you to follow us all the way out here. Good on you.

She pulls you up from the ground, dusts you off, and pinches your face, as if trying to squeeze out a smile like hers.

Short-haired Woman: Thanks for coming to find us, little guide. With you here, I feel much more at ease.

Part 2: Dense Forest

The green-haired woman walks forward holding your hand in one hand and Dreyā's in the other. This time, the frightened scholar doesn't resist. She has recognized her companion.

Dreyā: Mantis... Thank you for coming to pick me up...

Short-haired Woman: Don't mention it.

Short-haired Woman: But my name isn't Mantis; I study Mantises. Look... It's those dark flying creatures over there. That idiot Keylan calls them DisSea cockroaches. It pisses me off. He knows nothing about Nightfall ecology!

She points at the shadowy Mutant Bugs in the distance, then points at herself with the hand holding Dreyā's hand.

Short-haired Woman: My name is □□□. Don't you remember? You even complimented my name the first time we met.

Her soothing words finally makes Dreyā smile.

Dreyā: Yes... Mantis is indeed a beautiful name.

The astronomer is completely at a loss.

Short-haired Woman: ...Well, that is indeed a good name. After all, I was the one who discovered and named these Mutant Bugs.

Short-haired Woman: Since Dreya likes it, you can start calling me "Mantis" from now on, I guess.

"Mantis": "Mantis" knows Mantises the best, and will lead everyone to escape from them... that plot isn't half bad. If the DV had power, recording it would surely make for a good show.

"Mantis" leads you to a dilapidated car. She ushers you two in, then gets into the driver's seat.

"Mantis": Dear little guide, can you please help take care of dear Dreya? Get her to get some good sleep and she'll be fine.

"Mantis": She is just temporarily affected by the Illusory Moon. Astronomers love the moon the most, right? Once we're back, Doctor Banyan will be able to awaken her quickly. By then, she might be able to find the Perishing Star.

Those comforting words obviously have no effect in such a setting. The dark twisted forest spreads out in every direction, and the shadowy bugs are closing in from behind the car.

Clearly, this entire area is Mantis territory.

choice: ...Can we even make it back?

"Mantis": Who are you asking?

"Mantis" remains unfazed. She skillfully fiddles with a homemade device in the car, which emits a bizarre buzzing sound similar to the Mutant Bugs and launches something into the distance.

A few of the approaching bugs swoop past the old car, chasing the bait.

"Mantis": See, this is a mimicry effect. I worked a long time on it. It not only imitates sound waves, but also uses contamination resonance. Now, the bugs think we are also Mantises, and Mantises rarely attack their own kind.

She fiddles with the console again, and it starts playing music that is completely out of place with the current setting.

"Mantis": I'm the most famous naturalist of the Nightfall Era, and a survival expert who has traversed the apocalypse. I led my team to film the best-selling documentary series "□□□ and Friends' Wilderness Trek" as soon as the expedition began. That title is a bit wordy; let's just call it "Wilderness Trek".

"Mantis": No matter how many terrifying monsters are born in the apocalypse, we can find a way to deal with them if we understand them enough. Fear comes from the unknown, and evasion can't solve the problem. What we need is the courage to explore and seek knowledge. Her smile is bright and touching. As if affected by her courage, your mind recovers a bit.

"Mantis": I dug up some earthworms along the way and brought them here in case you were hungry. Earthworms don't think, so they aren't affected by the contamination. The simpler the life form, the more resilient they are.

"Mantis": Want to eat some? They're high in protein!

choice: ?? No way!

"Mantis": All right, I know you guys can't stomach it. I also packed some compressed biscuits before we set out. You can eat those. The delicious earthworms are mine then.

You watch as she picks up a wriggling, juicy earthworm and slurps it into her mouth. She chews a few times with a look of enjoyment on her face before swallowing...

This scene makes you lose your appetite for the compressed biscuit in your hand, and your sanity deteriorates a bit.

choice: Sure, I'll have some.

With your eyes closed, you pick up a wriggling, juicy earthworm and slurp it into your mouth. After an indescribable assault on the taste buds, you swallow it...

You do feel a bit full, but your sanity seems to have deteriorated a bit. "Mantis" claps for you.

(both routes converge here)

choice: Where did you get the courage to eat this...

"Mantis": Haha, well, I've got you guys ~

"Mantis": With you guys around, I can traverse the apocalypse and face the unknown. Thinking about how my efforts can also bring courage to everyone fills me with energy.

"Mantis": So, let's get back. Let's go back to everyone...

The battered pickup truck bounces along in the dense fog of shadows. The driver hums a tune cheerfully as if carrying a little sun on the road.

You still can't remember this overly familiar person. You don't even understand her real name. But her smile is so familiar, nostalgic, and soothing, healing your weary body and mind. After a rest, you'll ask her more about it...

The pickup truck gives rushes forward as fast as it can, almost falling apart from the rocky bumps in the road.

Chasing close behind is a large swarm of Mantises.

"Mantis": I haven't been this popular for a long time. Hold on, we're almost there!

Chief: Didn't you just say you knew a lot about them? Why are we still being chased like this!!

"Mantis": It's all different under the Illusory Moon!

"Mantis": Ouch!

After the pickup truck goes over the last ditch of its life and crashes heavily into a rock, breaking down completely. Mantis is the first one to get back up. She grabs all the cartridges and kicks open the car door.

"Mantis": You guys stay in the car. I'll lure them away!

choice: Wait!

The bullets had run out long ago. The naturalist only realizes this when she pulls the trigger of the empty gun. All she could do is turn the gun around and use it as a bat. She then tosses a homemade bug repellent smoke bomb near the car door and runs out of the smoke, leading the bugs away from you.

Chief: Mantis—!

"Mantis": Don't make a sound! Protect Dreyra, and wait for your companions to come! I'll be fine!

Before she can finish her sentence, a Mutant Bug knocks her aside. She can barely block its sharp claws with her firearm.

Mutant Bug: #%@@% ¥ @%@ ...!

"Mantis": No! I have my own companions. I need to go back somewhere else! As for you guys...

The swarm of bugs lets out an indistinguishable, terrifying shriek. "Mantis," however, seems to understand and starts yelling back at them.

"Mantis": Take a good look at what you're doing! Would humans treat their own kind like this?! She drops the firearm that had been holding off the creature and finds something to thrust in its face. The bug lets out a shrill screech, pushing "Mantis" away and convulsing in the sky with trembling wings.

In that moment, she also seems stunned. But more Mutant Bugs are rushing at her, and this time "Mantis" has no strength left to fight back. You must help her!

(prompt) Press & hold to shackle

The shackles are successfully released, but you can't see the result.

A dazzling white light suddenly engulfs everything, followed by the sound of bullets, shouts, and fierce resistance from the bugs.

Soon, the light dims. A few Mutant Bugs twitch on the ground, while many more have been forced to keep their distance.

Three people in protective suits stand in front of "Mantis," guarding against the sky with crude weapons. Only after confirming the bugs have left do they turn their heads to curse "Mantis."

Armed Person: Didn't we say we were going to find help? Why did you run out here? Are you trying to scare us to death? If you keep this up, I'm really going to knock you out and lock you in the car!

"Mantis": Ahaha, I knew you guys would come for me...

"Mantis": It's so good to have you guys here...

You help Dreya out of the smoke, and someone immediately comes over to you. Are they teammates of "Mantis"? Are they... humans?

"Mantis" sits paralyzed on the ground. The naturalist gasps for breath, staring at the motionless Mutant Bug remains nearby with a mixed expression.

The "magic weapon" in her hands that scared off the Mutant Bugs a few minutes ago is just an ordinary mirror.

Part 3: Camp

Rescue Team Member: Here, eat this to replenish your energy. No biscuit for you. That's what you get for running off like a little kiddo.

Rescue Team Member: But we saved a piece of candy for you. A brave child who protects companions deserves a reward.

You take the stone-hard bread and broken hard candy. You're not hungry and don't have to eat, but one still has to talk tough.

choice: I'm not a little kid.

Rescue Team Member: Okay okay, go over there and take care of Dreya and the wounded. Or get some sleep. We'll be on the move again soon. Little kids should keep their strength up.

This is the eighth futile rebuttal you've made. To these "people," you're not an adult at all, no matter how tall you are. Or rather, anything you do that exceeds what a "child" does is ignored. It's as if you're acting out a scripted movie.

You've tried to secretly cast your shackles, but they just pass through them. These "teammates" and "Dreya" are all holograms.

The only person the shackles ever touched is now discussing something with her teammates, an unprecedentedly serious look on her face.

"Mantis": They evolve too quickly. Brute force won't work. We need to change our approach to get our remaining companions back... If we consider the Mutant Bugs as a type of Apostle of Ashes and analyze their habits, we might find a breakthrough.

Rescue Team Member: But all the Apostles of Ashes are heading for the Perishing Star. You said that this behavior is the core feature of the Apostles. The Mantises only stay on the outskirts of the forbidden zone, and even occasionally leave DisSea to prey on humans. They're different.

"Mantis": ...Only what's manifested is different.

You eavesdrop from under the car and get a rough understanding of the situation:

The sudden Illusory Moon anomaly disrupted the expedition's plans. A four-person team including the astronomer went missing, and an investigation revealed that they were forced to flee into Mutant Bug territory.

As a naturalist studying Mantises, "Mantis" led a rescue team deep into the hinterland to find her teammates. A few days passed, and they found three people but lost two more. Including the "guide" who popped up, the six people here now are all that's left.

"Mantis": In their natural state, the Apostles of Ashes have no stable form. Their energy and radiation changes unpredictably, and their collapse or re-emergence cannot be logically explained. People attribute this to the unique power of the Apostles of Ashes and fear it.

"Mantis": But no one really knows for sure. This phenomenon could still have other explanations.

"Mantis": Before joining the expedition, I led a team to track and observe the Apostles of Ashes. Rather than saying their forms are unpredictable, it's more accurate to say that their material existence in this world is extremely unstable. It's as if they have some serious flaw.

"Mantis": Apostles of Ashes worldwide do share a common feature: they migrate to the Perishing Star without stopping. They don't do it to feed, reproduce, or evolve, but I have a guess...

"Mantis": Perhaps these apocalyptic creatures are seeking the Perishing Star or something to fix their own flaw. The Perishing Star, or something in this forbidden zone, allows them to exist more stably in our material world.

Rescue Team Member: ...You've discussed this many times. Without knowing what the Perishing Star is, this hypothesis is hard to verify and doesn't help the expedition.

"Mantis": Yes, we can't reach the Perishing Star. But the Mantises provide another research direction... a simple extrapolation.

"Mantis": They are a relatively weak Apostle, afraid to go deeper into the forbidden zone and face stronger "mutants." Thus, they only hover around the outskirts of DisSea in swarms. But they also need to fix themselves, so they constantly kidnap humans nearby... I guess humans are a substitute for the Perishing Star.

"Mantis": From when they were first recorded till now, the Mantises' form has grown visibly more stable. Their behavioral intelligence has improved, and their perception towards humans has deepened. Their flaw is being remedied by "hunting" humans and human belongings.

"Mantis": They're curious about humans. They try to understand and even imitate humans. I can occasionally scare them off with a mirror. The perception they have of themselves and humans may have shifted or merged.

She whispers, her voice gradually lowering, but her speech quickens, and her emotions becomes increasingly fervent.

"Mantis": Perhaps this is the essence of the Apostle of Ashes. The so-called "creature" is a manifestation of a certain collective human consciousness invading reality. The Mantis has a strong swarm attribute, so it could be a manifestation of the human concept of collectivity.

"Mantis": The instability of the collective subconscious leads to the instability of the Apostle. Strengthening their own collective consciousness is their way of stabilizing themselves. This can be proven over time, but more importantly...

"Mantis": If they really are manifestations of human consciousness, then we might be able to understand these terrifying creatures, and even communicate with them. If their origin is also "human", we might be able to awaken their humanity and...

Rescue Team Member: Communicate with them? Do you have a death wish?! This isn't one of your television shows! You think your naive and baseless guesses can keep us alive?!

A sharp rebuke interrupts the scholar's fervent analysis. "Mantis" snaps her head up as if waking up with a start. She meets the iron-faced gaze of her companion and comes to her senses, the color gradually draining from her face.

Rescue Team Member: ...I understand how you feel. If the monsters could be understood, humanity could avoid many deaths. It's a beautiful wish, but...

Rescue Team Member: It's too difficult. These monsters have claimed countless lives worldwide. Your guesses, on the other hand, lack evidence and persuasion. Humanity doesn't have the resources to prove it... Pure hope and desire is not enough.

"Mantis": ...No, I should be the one apologizing. I really have no way to prove it. The apocalypse isn't a TV show... acting on assumptions will only lead us all into danger.

A sense of guilt lingers in the silence following the outburst. Seeing Mantis hang her head, the woman's face shifts from anger to remorse. She grasps the scholar's hand, but can only muster a painfully sorrowful smile.

Rescue Team Member: Your positivity has always encouraged us, but in the end, it's your rationality as scholars that saves lives and brings salvation to humanity.

Rescue Team Member: Let's go back to the base. This mission's goal is to find you scholars and ensure your safety. The Mutant Bugs will be back. We can't stay here for long.

"Mantis": ...Now? Some people haven't returned yet. Your husband was taken away by a Mantis. If we leave now, he will...

Rescue Team Member: If we leave now, at least you, Dreyra, and the guide will survive. The expedition team can't lose you. After taking you back, I'll come back to rescue the others.

Rescue Team Member: My husband... he would make the same choice. He would also do everything to protect humanity's top scholars and safeguard the hope to defeat the apocalypse.

"Mantis" opens her mouth but says nothing. A look at her companion's expression tells her there's no room for negotiation. She lowers her head.

"Mantis": ...I'm not that strong... if it weren't for all of you...

The team member seems to want to say something else. "Mantis" lifts her head again, forcing a somewhat strained smile.

"Mantis": It's nothing! I'm going to prepare some weapons that can repel bugs. They always come in handy.

A few minutes later, the scholar is silently assembling ammunition with her back to you. You're hiding under the vehicle, undecided on what to do. She starts to speak.

"Mantis": Come out, kid. I know you've been eavesdropping.

You crawl out from under the vehicle and silently stand by the scholar, helping her with the ammo. She turns to smile at you. You can't shake the feeling that her smile is somewhat forced, which makes you sad.

choice: ...Your hypothesis is inspiring

choice: Everyone's just looking out for you.

(regardless of your choice, the following text happens)

As soon as the words leave your mouth, you realize how feeble your attempt to comfort her is. In this illusion, how much help can a "child's" comfort be to a scholar facing the immense pressure of life and death?

Seeing you stop mid-sentence, Mantis doesn't press for more. After a while, she softly continues.

"Mantis": Before joining the expedition team, I filmed four seasons of the blockbuster documentary series, "Wilderness Trek," which became a worldwide hit. When people talk about me, they praise me as a heroic survival expert and a trustworthy naturalist.

"Mantis": To be a heroic survival expert, one must be romantic and brave, ready to face disaster and unveil the truth. One must never give up, and bring courage and confidence to everyone in the Nightfall era.

"Mantis": On the other hand, to be a trusted naturalist, one must be prudent and cautious. One must collect data bit by bit, then analyze and summarize it. One must boldly hypothesize and carefully verify the results, and face countless disappointing failures without cheating or lying.

"Mantis": Which identity do you think suits me better, kid?

choice: Survival expert. You gave me courage.

choice: Naturalist. You're trustworthy.

(regardless of your choice, the following text happens)

"Mantis": Hehe, thank you. Actually, I'm good at both, like a superhero. Pretty cool, right? She smiles brightly again. Then, the smile fades into an expression that you cannot tell is gentle or forlorn.

"Mantis": Because I am not alone...

"Mantis": Back then, I had an entire filming crew with me, traveling north and south, traversing the apocalypse. We were chased by all kinds of monsters. Together, we celebrated our victories and shouldered each other's failures. We overcame difficulties with one another, and collectively dreamed of a brighter future.

"Mantis": Grouping up is truly humanity's most wonderful attribute. Even though I'm just an ordinary person, with them, I can keep going no matter how dark the night. With them, I am invincible.

"Mantis": So, for me, my most important identity is clear... "everyone's companion."

"Mantis": Just like now, some people comforted me, some shook me back to my senses, and some made me worry... I won't be lost. With you guys, I'm a superhero.

"Mantis": This superhero will definitely take you all back. No companion left behind.

Her contagious laughter is devoid of any gloom.

Chief: I haven't watched "Wilderness Trek" yet. Will you show me when we get back to the camp? After the expedition is over, I'll apply to join the filming crew, too. It looks fun.

"Mantis": ...Haha, now that you mention it, I never thought about filming a fifth season.

"Mantis": There will be many delicious bugs to eat once we're out. Don't be a picky eater, okay?

She ruffles your hair, and is about to say something else when a scream suddenly interrupts. You both rush over immediately.

The female team member who just confronted Mantis is now staring pale-faced at the entrance of the hideout. A man covered in filth is robotically and maniacally destroying the surrounding bug repellent devices.

"Mantis" also freezes, then quickly steps forward to shield you. She raises her gun and shoots decisively at the man's leg. The monster falls to its knees with a muffled thud, but "Mantis's" teammate lets out a cry.

"Mantis": Back off! I only incapacitated him, but he's not your husband anymore! Protect yourself!

The man on the ground is making chaotic noises, and starts to bite with his mouth. His face is shriveled, as if he's been drained dry, and there's no sign of humanity in his eyes. Yet this appearance is vaguely familiar to you.

choice: ...A Corruptor?

"Mantis": Watch out!!

The last device is paralyzed, and two giant scythes break out of the man's body. A black, evil arthropod creature is born from the bloody rain. The scene is too overwhelming. As everyone is frozen in place by shock, the incoming swarm of Mutant Bugs snatches them away.

As the monster charges at you, a gunshot rings out, and several Mutant Bug heads are blown apart. You turn to see "Mantis" holding a gun, shielding you behind her.

Her sunny disposition had disappeared, replaced by a terrifying power that is suppressed but stirring in the darkness.

"Mantis": ...Kid, take care of the injured. Don't leave them. It's all up to you here...

choice: ...What about you??

"Mantis": I'm going to bring our companions back.

Green flames flash in the scholar's eyes. She rushes out so fast that you have no time to react. You couldn't stop her at all.

You carefully attend to Dreyra and the wounded, and try your best to repair the blocker. The environment has become somewhat distorted, and you feel uneasy. But what's worse is the state of "Mantis".

The moment she rushed out, you saw black spikes growing out of her body.

You must find her and get her to come back. You have a bad feeling about this.

You venture out deeper and deeper alone. You've lost count of how many battles you've experienced, dodging contamination and Mutant Bugs. Now, you are lost in the distorted chaos. You don't know when you fell down, or how long it's been.

When your consciousness returns, you feel as if you're floating in the air or on the sea, bobbing up and down.

?: ...Didn't we agree that you'd wait for me back there? What would I do if something happened to you, too...

choice: ...Who's that?

You struggle to open your eyes and roughly make out the person talking to you.

"Mantis" is carrying you through the twisted forest, returning to the shelter that had just been attacked. The scholar walks steadily, with strength that does not match her figure.

The female rescuer who just lost her husband is also back. She is still in a coma, but the wounds on her body have been properly treated.

"Mantis": You're the last one. I've saved all the people I can.

"Mantis": Now, you must leave Mantis territory. You can't stop even for a moment.

choice: What about you?

"Mantis": I'm going to the bug nest to bring back the people who were captured.

choice: There's no way we're letting you go alone!

"Mantis" smiles, opens the car door and puts you in the driver's seat, then starts to treat your wounds.

Yet she is one who clearly has more contamination and wounds. The scholar still has a faint smile on her lips, but her eyes are somewhat hollow. She begins to whisper softly.

"Mantis": My guess was correct. The Mutant Bugs are interested in "human wisdom and behavior", particularly "group sentiment."

“Mantis”: They keep repairing themselves at astonishing speeds, and now they are using human relationships and feelings to set traps. Their understanding of human nature is progressing too fast... way too fast...

“Mantis”: I was too naive. Because they crave the human heart, I unconsciously got close to them naturally, hoping that they could be communicable peers. Ha...

“Mantis”: There are clearly more ways in nature to acquire intelligence, and more ways to repair... It's my fault that a naturalist like me was so unimaginative...

“Mantis”: ...There's no time. They could die at any time waiting for rescue. Now the only one who can act is me...

choice: It's too dangerous. If you go, you'll also just...

“Mantis”: Don't underestimate me. I just single-handedly saved you from a swarm of Mutant Bugs. You missed quite the exciting battle while you were passed out.

“Mantis”: I'm the one who knows them best. While researching how to fight them, I also gained some power. I can also occasionally understand their communications. Only I can do this. You remember what she looked like when you first saw her: covered in spikes and with prominent signs of mutation... You thought that was just from the illusion, but now it seems that's not the case.

choice: You may have been contaminated by Mania.

“Mantis”: “Mania”... what's that? The abnormal radiation of the Perishing Star? Sounds like a pretty good name. Keylan would definitely like it.

Her giggly optimism might be infectious to many, but now it feels like a fishbone stuck in your throat.

choice: I'm going with you. You can't venture out alone.

“Mantis”: ...

An uncomfortable silence ensues. After a while, she finally speaks, but dodges your question.

“Mantis”: You said that after getting out, you want to shoot the fifth season of “Wilderness Trek” with me...

“Mantis”: I'm sorry. That show has been permanently canceled. The fourth season ended halfway during the production.

“Mantis”: The production crew, my most precious companions, have already gone to another world. They died on the journey of exploring the apocalypse. I joined the expedition team on their behalf to continue our journey.

“Mantis”: I believe in my wild conjectures. I believe that their spirits still exist in this world, perhaps inside an apostle we don't understand yet. I believe that I will eventually find them...

“Mantis”: But I really don't want you to meet the same fate.

“Mantis”: I know that humanity needs a great superhero scholar, but... this superhero is a bit selfish. She needs you. I don't want to lose any more companions. Not a single one.

choice: ...I can fight too. I'll go with you.

You want to prove it to her with your shackles, but “Mantis” gently takes your hand.

“Mantis”: I know. It feels different carrying you now.

“Mantis”: You've gotten much heavier and taller, kid. So much taller...

“Mantis”: You are no longer the kid we knew, right?

“Mantis”: I'm not “Mantis,” but I'm sure you don't remember my real name.

choice: I...

“Mantis”: It's okay. I'm glad you stumbled back here, back to me.

She tightens her grip on your hand.

“Mantis”: Our little guide has become more mature, braver, and smarter. You’ve become more powerful, kinder, and better at taking care of everyone.

“Mantis”: We used to take care of you, but now you’ve grown up, and we can depend on you.

“Mantis”: I can only temporarily repel the Mutant Bugs, but this is still their territory. If you have the power and really want to help me... then protect my companions on my behalf.

“Mantis”: Take them back to the camp, and find Keylan’s stone slate. You know the way. Everyone is waiting for you there. You won’t be lost.

“Mantis”: Even if you don’t remember, you can hear where your heart wants to lead you. She smiles, reaching out to gently touch your earring.

“Mantis”: Once you find the stone slate, use it to return to your own era safely.

“Mantis”: This is not your era, nor where you ought to be. You have real companions to worry about, and more important things to do.

“Mantis”: Don’t forget the way back.

You are speechless. It takes you a while to respond.

choice: ...I promise you, I’ll definitely get them back.

Chief: But I don’t want to leave just like that. I’ll wait for you at the stone slate. If you don’t come back, I’ll come find you.

Chief: Even if I don’t belong here, even if I’m destined to leave... I want you to see me off. I want to leave on happy terms. That’s not too much to ask for, is it?

Chief: Aren’t we companions?

“Mantis”: ...Of course we are.

“Mantis”: No matter where or when, or what we turn into ... you will always be my companion. The car starts and you look back at her. Mantis stays in place, watching you. Before she disappears into the thick fog, her silhouette subtly starts to change. You can’t see her face, and you don’t know what happened.

...You only know that now she is alone.

“Mantis”: Find Keylan’s stone slate. Everyone is waiting for you there. You won’t be lost.

“Mantis”: Even if you don’t remember, you can hear where your heart wants to lead you.

“Mantis”: ...Protect my companions on my behalf.

You grit your teeth, gripping the steering wheel tightly. As the earring swings, you vaguely sense the direction through the fog. You stomp on the accelerator and zoom the car forward. Even if the ones in the car aren’t real “people,” you must do what you promised. Besides, by now, you have your own guess about what’s happening here...

Safeguarding these “companions” is safeguarding the heart of that human scholar, and her heart is what’s holding up this illusionary realm of chaos.

The realm of chaos distorts, gradually crumbling away. You feel the buzzing of the Mutant Bugs right by your ear, chasing and pressuring you.

Yet some other kind of determination lights up the road ahead for you, resisting everything that is hunting you. The two clash, causing vibrations from time to time. You struggle to move forward amidst their shadow.

...Finally, you see the faint light of the camp in the fog. You immediately spot the conspicuous stone slate, and stomp hard on the accelerator to zoom towards it.

The car flips over at the guardrail. You struggle to push the door open and tumble out.

choice: ...I did it.

The crash blurred your vision, but you can hear chaotic footsteps approaching.

Vague Voice: ...Take Dreyia to the infirmary. The Illusory Moon isn’t over. I’ll handle it.

Vague Voice: I'll deal with the car. It can't be scrapped.

Someone takes over the injured from the car, while someone else reaches out to you. You try to grab their hand, but keep missing. Everything in front of you is increasingly distorted. Your head hurts terribly, and the buzzing of the bugs is getting closer.

choice: She's still there. Go save her, please...

Vague Voice: ...Kid, you...

Chief: "Mantis" went to the bug nest. She's alone, hurry...

Finally, you grab someone's hand. You lift up your hand, wanting to shout. At this moment, everything in front of you suddenly shatters like glass...

Something broke. The world blurs and fades. The view becomes distorted and drifting, and the sounds become ethereal. The figures of those helping each other gradually become transparent and unreal.

Only the black stone slate in the center of the camp remains motionless and unfazed.

"Mantis": Once you find the stone slate, use it to return to your own era safely.

"Mantis": This is not your era, nor where you ought to be. You have real companions to worry about, and more important things to do.

The pure determination that escorted you back has dissipated. The barely stable world suddenly shatters, and the buzzing of the Mutant Bugs surges in. Under the Illusory Moon, a more frenzied consciousness has defeated the will that hindered it and begins to devour everything.

The will of the naturalist that protected you has disappeared.

Because you protected her companions, you can now leave safely. Her wish has been fulfilled, so she can rest easy... right?

"Mantis": I don't want to lose any more companions. Not a single one.

Chief: Aaahhh--!!

There is no choice. A stronger emotion takes over your heart, forcing you to your feet and swat aside all the illusions with a roar. You run away from the stone slate and into the chaotic, rolling illusions of the nightmare. There's only one thought on your mind...

...Bring her back.

Part 4: Nest

Once you left the stone slate, everything in front of you has become clear. As you run, you see this world for the first time as it is.

The radiance of the red moon illuminates a fearsome forest that twists and writhes as if it is alive. Swarms of bugs dance between the branches, and low, frenzied murmurs penetrate your mind. Now, you can finally understand their fragmented meanings.

Mutant Bug: *Her side...*

This is the "understanding" and "communication" she desired. But at this moment, it only fuels your fear and anger.

choice: Get lost!

(prompt) Press & hold to shackle

You've lost count of how many times you've cast your shackles. The red light obliterates the frenzied Mutant Bugs and severs the thorns blocking your path. As you destroy everything, your consciousness becomes murky and distorted. Your brain aches like it's being pricked by needles.

The more this continues, the clearer you see. Under the red moon, up high and glowing green in the center of the insect swarm, is the Mantis nest. When you look at it, you hear a familiar voice, like a distant, continuously echoing call.

?: ...Hehe... Hehehehe...

?: *You're back... All of you... Back to my side...*

?: *Oh companions of Mantis...*

You fix your gaze on the bug nest. Your pace quickens, and finally, you start running. Human items are scattered all over the depths of the nest. You try to check them out, but eventually give up because they make you vomit repeatedly. You can only proceed on foot. There are thousands upon millions of Mutant Bugs, but they no longer attack you. Their tiny insect eyes glow in the dark, watching you, quivering and rustling... Though still fragmented, they are communicating with you in human language that can be fully understood.

Mutant Bug: *...We... are weak... Here... we can't fight against more terrifying beings... we... can't embrace the Ultimate End...*

Mutant Bug: *But the weak can huddle for warmth... when tiny bugs gather to form a swarm, we can become strong... and survive...*

Mutant Bug: *...The yearning for companions... the yearning to be part of a group... this kind of determination turned into Mantis...*

They're speaking in human language, yet it feels like some kind of malicious and clumsy imitation, making you instinctively vigilant and resentful. The naturalist's years of thought are now spoken out of these alien mouths.

choice: "Mantis" came here? Where is she?

?: *You are... looking for me?*

A gust of wind suddenly blows from behind you. Just as you're about to turn around, a green light flashes. Two huge scythes cut through the darkness, forcefully clamping your arms and lifting you up. A cold, rugged shell pressed painfully against your back.

A woman's voice mixed with the nauseating sound of trembling mouthparts rings in your ear.

?: *I am Mantis...*

?: *Your... companion...*

choice: No! You are not!

Your shackles blast off a corner of the bug nest, but you are violently thrown into the air and land heavily on the other side. Two scythes pin down your wrists, pressing you hard against the hard, uneven filth of the bug nest.

?: *Hee hee hee hee yes, and no... Not yet, at least.*

?: *You are still... human. Humans... are much weaker than Mantises.*

Having been struck to the point of almost vomiting blood, you have no strength left to resist. The owner of the scythes slowly approaches from the darkness, revealing her figure.

...Unlike all the other Mutant Bugs, this monster actually has a somewhat human form. The familiar stature and green hair of the woman chills you to the bone.

Mantis Queen: *...The human heart is complete, yet... fragile and easy to break... It is contradictory... and unpredictable...*

Mantis Queen: *It's why "I," regrettably born from you... have different forms, unstable, and not strong enough...*

Mantis Queen: *I want... to fix myself... a spirit similar to mine, a more determined will... I need... a true anchor of my own...*

Mantis Queen: *I want the Perishing Star ...or you...*

You indeed sense the scholar's aura on her. On the bright side, at least she can converse, and still remembers her theories. Maybe... you can still awaken her. Think... think carefully what you should do...

She comes close to your neck, sniffing like an animal, her mouthparts quivering. She sticks out her tongue to taste the cold sweat seeping from you and laughs tremulously.

...This is the affectation of a predator. A chill rushes to your head, and your shackles strike aside the greedy-faced monster, but she simply laughs as she leaps into the air.

choice: Back off!

Chief: Release the humans you've captured! Give me back my companions! Otherwise, I'll tear down your bug nest and kill you!

Mantis Queen: *Hee hee hee hee hee... so you want companions too, like us.*

Mantis Queen: *You fear loneliness and weakness... hence you yearn to be part of a group, to be protected by those stronger than you...*

Mantis Queen: *You and I... Humans and Mantises... In this respect, we're all the same... The companion you're looking for shares the same feeling as us...*

Mantis Queen: *I enjoy talking to her very much. I like her a lot.*

An ominous premonition surges in your heart.

choice: ...Where is she?

Mantis Queen: *Here, in the swarm, in my heart...*

Mantis Queen: *...Turn ...around.*

Behind you, the rock-hard filth suddenly throbs like a monstrous heartbeat and turns soft, slowly wrapping around your hand.

Your mind goes blank, and your body rigidly turns around.

The previously dark and rock-hard filth is now glowing, revealing a semi-transparent, jelly-like outer wall. It resembles a huge egg, but also looks like it's dissolving and digesting something. You can vaguely see something soaking inside...

Mantis Queen: *Humans... are weak... but not all are weak...*

Mantis Queen: In those frail shells, there occasionally are... strong, steadfast, unwavering spirits...

Mantis Queen: *That's what we need...*

You touch the semi-transparent outer wall with trembling fingers, trying to discern the mess within the egg. They have already been dissolved, but you know what's inside.

Mantis Queen: *She wanted to converse with me. She came searching for companions, too. Apart from her weak body and fleeting lifespan... she's very much like me.*

Mantis Queen: *So, I brought her to the companions she was looking for. I made her my "companion." We became stronger together. Isn't that good?*

Mantis Queen: *She became me, from now on, we will enhance the Perishing Star together.*

Part 5: Monster

Your shackles violently tear through the space, obliterating every Mutant Bug that approaches you as well as destroying the bug nest, as if exacting vengeance.

But the real enemy is floating in the air, watching all this, and waiting for you to gradually run out of energy.

Mantis Queen: *I like your power.*

Mantis Queen: *More importantly, your loyal persistence to your companions.*

Mantis Queen: *She was the same. Stubborn and crazed.*

Mantis Queen: *She was obstinate about a hypothesis that no one believed in and kept focus on the abyss. She kept trying to approach and converse with me, searching for those who have departed.*

Mantis Queen: *But that's not a real companion.*

With a wave of her hand, another wave of bugs attack you, breaking past the shackles and knocking you to the ground.

Mantis Queen: *Companions are our strength. The more companions we have, the stronger we are. Creatures band together for survival, not the other way around...*

Mantis Queen: *She awakened a mighty power long ago. She could have gotten more, but she took too many risks for her "companions." She stagnated, and halted where she was.*

Mantis Queen: *One must learn to accept their deaths. How come humans become weak after losing them?*

She slowly lands in front of you and reaches out.

choice: Monster! You killed her!

Already exhausted, you muster the last of your strength to unleash the shackles. The red light roars towards the monster. You have to kill it! You must!

But just as you're about to pierce her, that person changes. The mask falls off and the contamination recedes, revealing a familiar face and voice.

The light spike halts abruptly. This wasn't a conscious, rational decision, but an instinctive one... you can't harm a "companion," even if it's only a moment's hesitation.

"Mantis": *You're just like her. She also had the same expression as you.*

Tsss...!

Her spike pierces your body, and your shackles shatter.

"Mantis": *Companions shouldn't be your Achilles heel. You've all been held back by illusory things for too long. Now... I'll help you.*

"Mantis": *Become my companion.*

You've tried your best.

But this is someone else's nightmare. It controls all the rules, just like the Illusory Moon amidst this chaos. In front of a greater determination, human faith is so insignificant.

You're pinned to the giant egg's outer wall by the cold limbs. The blood flowing out lands on the egg. It pulses excitedly, heating up and sticking to you bit by bit. Your body gradually sinks in. You weakly cast your shackles, which shatter piteously against the chitinous shell.

With a body that looks like the scholar, and donning a familiar yet unfamiliar smile, the owner of the nightmare leans in close and gazes at you.

Mantis Queen: *Just like her, you were lured into a trap by the bait of "companions." Once you lose someone, you're easy to defeat.*

Mantis Queen: *Both of you are weak, flawed, but it's okay. I've found you. I'll be your companion.*

Mantis Queen: *From now on, together, we'll become stronger, and complete...*

It affectionately sniffs your scent and licks your blood and sweat. This only stirs up your burning hatred, but even this rage gets sucked deep into the lethal gel.

The acid dissolves your spirit, and the buzzing of insects erodes your consciousness. The boundary between reality and illusion gradually blurs. Specks of light appear before your eyes, getting closer and closer and corrupting your vision, yet you can't do anything.

All you hear is a vague, floating voice that sounds like a buzzing insect. It is the voice of the Mantis.

??: *Are you... here for your companion too?*

??: *Where is your companion? What's... their name?*

??: *Do you want... my help?*

choice: ...Stop talking. Shut up.

Chief: I won't be deceived... Even if you were once human, even if you mimic our language, you're just cruel monsters born from Mania. You don't understand the human heart at all. You're not worthy to talk about companions.

Chief: You're not my companions...

??: ...

??: *Why do you say that? I... understand, don't I?*

choice: Eh...?

You're taken aback for a moment, lifting your head to see nothing but emptiness. Yet faint points of light touch you, resonating a voice deep within your heart.

Speaking slowly, as if understanding, as if learning, as if... recalling.

??: *It's not about coming together. It's not about adding more strength to become stronger. That's not enough.*

??: *We can endure the night because we support each other. We can soar to greater heights because we strive for it.*

??: *Essentially, we are weak... It's our cherished feelings for each other that transcend all boundaries and make us strong.*

??: *People become superheroes for each other. When a superhero joins another superhero, we can conquer anything.*

??: *That's the meaning of companionship, isn't it?*

choice: ...That's right.

??: *Hehe, so I... understand everything. How can you say I don't understand?*

choice: ...Who are you?

??: *Me? Hmmm... I, don't remember. But...*

??: *Our feelings are the same. Let me think, hmmm...*

(both routes converge here)

??: *If I share the same feeling as you, then are we... also companions?*

??: *Would you... like to be my companion?*

Flickering specks of lights, illusory voices, and strange thoughts... At this moment, you have no idea who you're talking to. But deep inside, you long to answer this question, and yearn to grasp this unfamiliar spark...

choice: ...Of course, I'd love to.

A warm current ripples around you. The sparks of light tremble slightly, exciting you.

??: *I'm so glad... I thought I wouldn't be able to find any...*

??: *My companions are here! I've finally found you all! Now, I'm going to...*

??: *... take you home!*

The gel binding you suddenly explodes. Some of the gel still obstructs your vision, but you clearly hear a scream. The hard claws holding you loosen abruptly, and you vaguely see the humanoid Mutant Bug retreating and convulsing. Then...

A strong light suddenly bursts and explodes from within its body!

Mantis Queen: *Aaaaaaaaahhhhhhhh!!!*

Mantis Queen: *Get lost! Get out! Die! We worked so hard to get this... the Mantises worked so hard...*

FAC Captain: A rift has appeared on the Mantis Queen's body! She is leaking a lot of Mania energy and affecting the Illusory Moon! Now! Concentrate fire and eliminate her!!

FAC Soldier: Visual confirmation! We see it too! The Mantis swarm is in chaos! They've lost their combat ability!

FAC Soldier: Now! Concentrate fire and get the captain back!!

FAC Captain: Don't ***** waste time on me!! Follow the orders and shoot the queen!!!

Mantis Queen: *Aaaaaaaaahhhhhhhh!!!*

Just like how the Mutant Bugs slaughtered the rescuers, a green light erupts from the rift in the Mantis Queen's chest, rising and unfurling into brilliant wings. At the base of the wings of light, a newborn rises, breaking free from the cocoon.

You want to take a closer look, but a violent wave erupts in the bug nest, rushing towards you in fury. Just as something grabs your clothes, a strong light and a powerful gust of wind instantly demolishes the entire bug nest.

A pair of strong hands yank you away. Your feet leave the ground, and you're flying away at high speed. The feeling of weightlessness almost makes you vomit. After several intense booms, a cold wind suddenly hits. The stench of the bug nest is swept away. You quickly regain your breath, and your consciousness clears...

Looking down, your legs are dangling in the air. A swarm of bugs is chasing you but can't catch up... Soaring with unprecedented lightness, you fly farther and farther from the ground.

Someone is holding you tightly, breaking you free from all constraints. Facing the wind, you soar high into the sky.

The newborn Sinner is holding you tightly, skimming past the chaos. Her slender wings of light scatter sparkles as she flies, blocking out the twisted red light of the Illusory Moon like a cascading river of light. There is never daytime in a Nightmare, but in this moment, she illuminates the whole night sky.

choice: You're... Mantis?

No, that's not her name. What should you call her?

She doesn't answer, nor does she need to. Under the mask that resembles compound eyes, you see a familiar bright and radiant smile. Her clear chirps remind you of that joyful laughter.

Winged Sinner: □□□□...!

You fly for a long, long time, until you can't see the swarm, the contamination, or the twisted red moonlight. "Mantis" slowly, carefully placing you on the ground, then gently lands in front of you.

The endpoint of the journey is the stone slate you had promised to go to. But this time, there's no camp, and no blurry figures.

There are only a few ice-blue crystallized flowers blooming around the slate, and the two of you.

You understand... You must bid farewell here after all.

choice: You kept your promise. You came to see me off.

Chief: Thank you.

Chief: ...

choice: Would you like to come with me?

Chief: We can try. Once we get out, we can form a new crew, shoot a new season of “Wilderness Trek.” I can introduce you to them. Whether it’s eating bugs or something else, a lot of people will like it.

Chief: Even though we come from different eras... people will always like adventure, right? And you are the greatest adventurer.

You reach out to her. She tilts her head, as if she doesn’t understand. She raises her chitinout scythe arm and waggles it a bit. Then, as if imitating you, she also reaches out to you, roughly mimicing your angle.

You choke up, unsure of how to respond. Ever since you left the gel, you can no longer hear the voice in your heart.

She seems to not understand why you’re showing a pained expression. She reaches out with both arms, as if to pinch your face to make you smile, carefully avoiding the serrated edges on her own claws.

choice: Try to smile at her

Chief: Can you... still understand my words?

She tilts her head, and her antenna-like bangs flutter a bit. You don’t understand what this means, but at least she attempts to respond to you.

You make a few hand gestures.

choice: I remember your hypothesis.

Chief: The lifeforms in DisSea aren’t monsters... they are the embodiment of collective subconsciousness...

Chief: The stronger the conviction, the greater the manifestation. There is no hierarchy in consciousness. Only when they merge and conflict does instability occur. And you broke their blockade, taking control.

Chief: You were right. There is indeed humanity in Apostles of Ashes, and they can also awaken humanity... You’ve proven this hypothesis yourself.

Chief: You are truly the most amazing human naturalist of all time. You are the bright little explorer who brings courage to everyone, and... our best companion, my superhero.

Seeming to finally understand that you’re praising her, “Mantis” flutters her luminescent wings excitedly and emits a crisp chirp.

“Mantis”: #@¥#@\$! ¥&@¥@%

Chief: Can you understand my words? Do you feel happy?

Chief: Are these movements of yours... trying to tell me something?

“Mantis”: #¥&%#@¥% ~ ~ ~

You reach out to touch her sheathed cheek, but your hand trembles uncontrollably. Your vision gradually blurs and your voice becomes choked.

choice: But I can’t understand you anymore...

Chief: I can’t understand what you’re saying and I don’t know how to convey my feelings to you. Do you really not remember anything?

The red light of the shackles disperses the contamination clinging to her face, revealing only those fluorescent eyes. She blinks at you, showing kindness, curiosity, and perhaps confusion... Or maybe it’s just a projection of your own guesses.

Those are no longer human eyes. How could you possibly understand them?

Chief: You said we’ll always be companions. You said there’s a possibility of communicating with the Mutant Bugs, and that we could potentially understand each other. No matter how long it takes, I want to spend time to get to know you.

Chief: But I can't let go of the former you. I have so many questions to ask you, and so many things to say. If you can understand me, can you please come back?

Chief: I don't even know your name. I've forgotten all of you...

You choke up, shedding tears. You want to confide something, but this pain is now yours alone.

She tilts her head to look at you, leans in, and sniffs curiously. She licks your tears as if trying to understand you, then shakes her head vigorously as if she tasted something bitter, her little wings trembling.

After calming down, she flashes an innocent smile and reaches past your shoulder to touch something behind you...

Behind you, a name lights up on the stone slate.

choice: ...Marguerite?

Chief: Is this your name?

This name doesn't awaken any lost memories, but it lights up a warmth in some slumbering corner of your heart. You turn around, wanting to call out her name...




You've found the key to leave. You finally start to awaken from the Eternal Nightmare. The woman's smile dissolves like stardust, scattering to the wind like startled fireflies.


Your consciousness is pushed away, serenaded by the tune of gentle bug chirps.

Confirmed Expedition Members in Mantis Route:

all statuses are based on just Mantis route, even if we know something happens to them later

Image	Info	Status
	name: Dreya gender: female	alive, tempted by the Illusory Moon
	name: Marguerite/Mantis gender: female	digested by the Mantis tribe, broke out of the Mantis Queen's body as Mantis, retaining some of Marguerite(idk if this counts as dead or alive; it's kind of a ship of theseus scenario lol)
	name: Little Guide gender: depends notes: Chief self-insert	alive

	<p>name: Rescue Team Member gender: female notes: scolds Marguerite about thinking she can communicate with the Mutant Bugs, husband kidnapped by Mutant Bugs</p>	<p>alive</p>
	<p>name: Rescue Team Member gender: male notes: kidnapped by Mutant Bugs, taken over and turned into a Mutant Bug</p>	<p>dead</p>
	<p>name: ?? gender: female? notes: Doctor Banyan? this character talks about taking care of Dreya at the infirmary so it could be someone associated with medical stuff</p>	<p>alive</p>

	name: ?? gender: ? notes: offers to take care of the car after it crashes so they could be some kind of mechanic; this is probably Vanilla before she got a finalized design	alive
	name: an unspecified number of kidnapped members who were presumably also turned into Mutant Bugs	dead most likely

Echoes of Phantasm:

playlist of all the videos I used for this:

<https://youtube.com/playlist?list=PL7d3ZqDFO556JDthMoEQIhsq5RHnbzZgs&si=IFQg-8-lsl7B4cuq>

Loading Text:

Echoes intensify when no one is aware. The moon rises as nightmares near. At the awakening moment, the path diverges.

Moonlight is seeping into the dream, glittering with an unknown light. Deep sea covers the earth and brings forth dense fog.

On the two ends of reality and fantasy, flowers with similar patterns are blooming

Oddities are brewing. You will hear those long-gone voices and see those resurrected phantoms.

Pioneer

Sealed Information:

Strange Egg: An unknown lifeform is developing in the dark purple shadow. The veil of mystery will only be lifted when it is born

Strange Pocket Watch: Turn the hands and you will hear voices from the past. Control devices to damage the ground in the mysterious realm.

Rusty Dagger: A rusty dagger that gives the holder indescribable courage when gripping it. Can be used to destroy shadow monsters with their backs turned to you in the mysterious realm

Hand-drawn Map: A hand-drawn map marked with various simple hand-drawn shapes.

Old Boat Light: An old boat light that can still illuminate the path ahead. Disperses surrounding black mist in the mysterious realm.

Second Dagger: Though its shape is slightly different than the other dagger's, their forms and materials show that they belong to the same set of weapons.

Silver Panpipe: A silver musical instrument that produces mournful low notes when played.

Gold Key: A gold key that looks like it opens the gate of some kind of grand hall.

Old Book: An old book tinted with amber. The text in it is not in the language of the DisCity.

Earring: Around two weeks ago, Faye specifically gifted the Chief this earring as an apology. According to Faye, she paid good money for it at a fancy exhibition and it's no cheap dupe made by some rando.

(when obtaining: An earring contained in a bizarre container, looking familiar)

Into the Mist:

X-1: Misty Boundary - In the illusory realm, the Chief enters a mysterious area concealed in mist where phantom-like creatures are lurking around with wicked intentions.

X-2: Misty Inner Ring - Led by the dim light, the Chief traverses the misty zone and witnesses visions that are equal parts real and surreal.

X-3: Misty Center - Eerie voices echo vehemently in the center, dragging the Chief's consciousness into an even deeper space.

Searching in the mist, you find some peculiar items. Like living creatures, they are leading you toward the center of the misty zone.

Strange Phenomenon of Clocks:

Maroon eyes are glistening beside you with a man-eating ferocity. As if stimulated by them, the glowing pocket watch in your hand is running automatically.

1. observe the pocketwatch

The pointer stops after turning for a while. Following the direction it's pointing to, you seem to be seeing something.

(camera slides over to the exit)

2. ignore it

Controller:

A device covered in rust that looks ancient but has a somehow futuristic design. Having stopped for years, it's only begun running

1. turn the pointer(destroy the nearby area)

With a click from the pointer, the surroundings collapse into pieces all of a sudden.

(destroys a space next to you)

2. leave temporarily

(no text, no effect)

Ferry Worker:

A ferryman rowing a small boat stops in front of you. "Wanna get on the boat?" He asks softly.

"The fare is cheap."

1. Pay the fee(Lose [Strange Egg])

The ferryman invites you aboard politely, then rows toward the destination speedily.

(teleports you right in front of the exit)(You lose [Strange Egg])

2. (if you have [Purple Gem]) Pay the fee(Lose [Purple Gem])

The ferryman invites you aboard politely, then rows toward the destination speedily.

(teleports you right in front of the exit)(You lose [Purple Gem])

3. Refuse

"What a pity!" The ferryman mumbles sadly

Phantom Blocking the Way:

A bunch of phantoms emerges from the surroundings. Though their faces are blurry, you can still sense their greed and menace.

1. Hand over [Strange Egg]

As if fearing you might regret your decision, these phantoms swarm in together and snatch the egg in your hands.

(You lose [Strange Egg])

-or-

(if you have [Purple Gem])

As if fearing you might regret your decision, these phantoms swarm in together and snatch the gem in your hands.

(You lose [Purple Gem])

2. Refuse

(battle)

Musician:

The woman is playing the harp. Seeing you approach, she pauses and looks at you curiously. "May I touch it?" The woman asks amiably.

1. Let her touch

"Such a peculiar life form..." The woman sighs before she starts playing the harp again, moonlight solidifying to form a purple gem upon the strings

Mysterious Woman: This is for you. Treat it as a thank-you gift from me.

([Purple Gem] obtained)

[Purple Gem]: A purple gem made out of solidified moonlight by the musician. It has the exact same shape as that strange egg.

2. Pretend not hearing that

(if you run into a shadow monster)

Shadow Monster: Ghost! You ghost! You should be dead already!

EX-X: Misty Phantoms - The phantoms strike again. Angered by the foreign intruder, they're closing in on the Chief.

City of Ruins:

Y-1: Boundary of Ruins - Coming out of the mist, the Chief arrives at yet another mysterious realm. The ruins of countless building are contorted in one place, looking like some kind of natural monument.

Y-2: Inner Ring of Ruins - Following the map, the Chief navigates through the ruins and sees numerous lost relics.

Y-3: Center of Ruins - Eerie voices echo vehemently in the center, dragging the Chief's consciousness into an even deeper space.

You feel a strange familiarity with the ruins. The feeling is so strong that it's almost like you've lived here for a long time.

The landscape here reminds you of the map you've found before. Some terrifying monsters are guarding three treasure troves.

You grip the dagger and prepare to go around the field of view of these monsters and attack from behind.

Solidified Treasure:

Following the signs on the map, you arrive at some ruins made up of broken buildings. As you get closer, illusions suddenly take over you. You see silver growing out of the sea surface, forming a vaguely shaped musical instrument.

1. search elsewhere

In the center of the ruins, you find a silver panpipe. It seems to be the reason why the surrounding area has turned into silver.

([Silver Panpipe] obtained)

2. leave

Solidified Treasure:

Following the signs on the map, you arrive at some ruins made up of broken buildings. As you get closer, illusions suddenly take over you. You see gold forming some steps which a sculpture-like person is climbing.

1. search elsewhere

In the center of the ruins, you find a gold key. It seems to be the reason why the surrounding area has turned into gold

([Golden Key] obtained)

2. leave

Solidified Treasure:

Following the signs on the map, you arrive at some ruins made up of broken buildings. As you get closer, illusions suddenly take over you. You see amber forming a cluster in the air, seeming to be hiding something in the center.

1. search elsewhere

In the center of the ruins, you find a book covered in amber. It seems to be the reason why the surrounding area has turned into amber.

([Old Book] obtained)

2. leave

EX-Y: Phantom of Ruins - The phantoms strike again. Angered by the foreign intruder, they're closing in on the Chief.

Path to Reunion:

Z-1: Deep Stage Boundary - Coming out of the ruins, the Chief arrives at yet another mysterious realm where black vapor floats in the air and brings about heavy pressure.

Z-2: Deep Stage Inner Ring - Following destiny's calling, the Chief navigates through this place and sees many bewildering visions.

Z-3: Deep Stage Center - Eerie voices echo vehemently in the center, dragging the Chief's consciousness into an even deeper space.

You're sitting on the boat, surrounded by the pitch-black sea. Two floating white whirlpools are moving back and forth under the boat's light.

Under your navigation, the boat moves forward and crashes straight into that white whirlpool. The whirlpool vanishes as tiny light spots and disperses the thick black fog ahead.

?: Go forward... Go forward...

The voices in the Memory Fragment sound bizarre and exaggerated, like the voices of countless different people with different emotions all merged together.

?: Leave here... Leave here... Run, run!

The chaotic human-like phantoms are screaming around the boat and only this last sentence sounds the clearest, reaching you from behind.

You discover the remaining Memory Fragment, but the vision in this fragment is already severely distorted and only some vague voices can be heard.

?: Don't be afraid... Don't be afraid!

Passing through infinite eerie phantoms, you come to the heart of this place. A small, oddly-shaped box is floating above the sea, emitting a faint white glow.

With a buzz, an invisible pressure shrouds the entire space. You attempt to move but find that you can't control your body. You try to speak but no sound comes out, until...

Cheerful Male Voice: You're just a tour guide now, but who knows? Perhaps in the future everyone will have to listen to you.

Child's Voice: I don't want everyone to listen to me.

Cheerful Male Voice: Then you listen to them. Pay attention to what they want, what they want to do... Then lead them, just like you do now. Find the right path and lead the way.

Amid the vivid voices, the boat is floating forward on its own. You finally make out the object in the box. It's an earring, just like the one on your ear.

It's the one you received about two weeks ago.

(obtained [Mysterious Earring])

Z-4: Deep Stage Origin - Falling even deeper, in pitch darkness, the Chief, senses the calling from flashing bright light.

EX-Z: Deep Stage Phantoms - Eerie voices echo vehemently in the center, dragging the Chief's consciousness into an even deeper space.

Sentinel

Items:

Timeless Sand: Echoes of the past morph into grains of sand, falling stealthily, ferrying you through the ocean of WhiteSands

Spyglass: An obsolete spyglass, but you can still see at extreme distances.

"Parsimony": A regal crown of gold materializes from thin air. You can hear it whispering and calling for something.

Astrolabe: A celestial disc charting the journey of countless stars, whose paths intertwined in a complex dance.

Lead Shield: A small gray shield that seems to unfold some sort of shielding force field.

Fresco I: An ancient stone covered in scratches, large and small. "Here, time itself is meaningless, but the moments savored are indelibly etched in(incomplete)

Fresco II: An ancient stone with a crude painting carved into it. "They have never lost their courage, only that so many were left behind."

Fresco III: An ancient stone with many twisting lines carved into it. "Truth is an enigma, an unspoken paradox, only those who've beheld it(incomplete)
(unknown 9th item)

WhiteSands Flow:

X-1: WhiteSands Boarder - The desert reflected in the light, gradually fading away from its original color and transforming into an infinite sea of white sands.

X-2: WhiteSands Surface - Like an indistinct mist, the wandering white sands gently brushed around Chief's body.

X-3: WhiteSands Depth: Guided by an ineffable power, Chief sank into the sea of sand, falling towards the deeper depths.

The illusory WhiteSands flow incessantly, like an underground river. At the point where these "rivers" intersect, a certain rift flickers, seemingly passable.

WhiteSands Fissure:

The WhiteSands flows intersect here. You can travel through the rift to another place.

1. go through the rift
2. leave temporarily

An old stone slate, deeply buried in the WhiteSands, bearing evident artificial scratches.
"What time is it now?" Amidst the void, you seem to hear such a voice.

While exploring this place, you hear chaotic murmurings surrounding you. Something malicious is chasing you.

"Do not step into the first river you encounter, seek its other end." Someone whispers in your ear.

An old stone slate, deeply buried in the WhiteSands, bearing many twisted lines.
These lines are interwoven, chaotic and complex, making it difficult to discern what the engraver wanted to express.

An old stone slate, deeply buried in the WhiteSands, bearing traces of doodles.
Have you found them? Someone murmurs.

WhiteSands Exit:

Following the dark underground currents, you finally come to the exit... Or perhaps, it is the entrance to another bubble.

1. leave
2. stay for now

loss dialogue: Why... Why? Why disturb us?!

Ex-X: WhiteSands Phantom - Once again, the unknown monsters attacked. Enraged by the intrusion of an outsider into the depths, they swarmed towards Chief.

StarSea Tides:

Y-1: StarSea Border - Passing through the bubble, Chief's consciousness seemed to be floating among a radiant sea of stars.

Y-2: StarSea Surface - "Truth..." "This is the truth..." The compelling voice grew louder and louder as Chief pondered.

Y-3: StarSea Depth - The compelling stirred back among the sea of stars, dragging Chief into deeper space.

This bubble is filled with countless stars, and your consciousness is suspended among them. You realize that the path you're taking through the bubbles follows someone's past traces. This person had many targets to find and made many attempts to seek them. Just like the faint human figure you see through the spyglass, she is also one of the targets.

The light between the stars forms rifts. Before passing through them, you need to think carefully. What seems like a safe destination might not be the right path. And what appears to be a dangerous future may be the road you should embark upon.

As you approach, you notice that this figure is flickering and blurry, but the astrolabe in their hand is very clear.

Your arrival disrupts the cycle of this image. The astrolabe gently falls to the ground.

As you approach, you notice that this figure is flickering and blurry, seemingly communicating with someone, or pleading for help.

Your arrival disrupts the cycle of this image. The shattered crown gently falls to the ground.

StarSea Exit:

Through countless rifts, you finally come to the exit of this bubble.

1. leave
2. stay for now

loss text: Who.. Who's there...

EX-Y: StarSea Phantom - Once again, the unknown monsters attacked. Enraged by the intrusion of an outsider into the depths, they swarmed towards Chief.

DisSea Vortex:

Z-1: DisSea Border - Passing through the bubble, Chief arrives at the DisSea, familiar yet unfamiliar.

Z-2: DisSea Surface - Following the observed exit of the rift, Chief walks through the DisSea.

Z-3: DisSea Depth - Unusual images appear in the distance, and Chief continues toward the depths.

You've been to the DisSea, but compared to here, even the DisSea seems all too "calm."
Screaming monsters, black liquid wildly twisting into different shapes in the air, and the faintly visible voices of temptation all around, are all assaulting your spirit.
But you find some listless illusions standing still, their gaze seemingly fixed in one direction.
With the shield in your hand, you can knock these monsters down from behind.

DisSea Fissure:

The black liquid is suspended in mid-air forming a twisting vortex through which you can travel to another place.

1. go through the vortex
2. leave temporarily

You see a familiar stone slate, but this time it's much more complete, the content on it becomes barely recognizable.

(Fresco I)

(description)Thousands and thousands of scratches. If each scratch represents a unit of time, how long has the engraver been here?

You see a familiar stone slate, but this time it's much more complete, the content on it becomes barely recognizable.

(Fresco II)

(description)[This is a fresco. On it, one figure after another marches forward in a long queue. Their target is a crystal that is emitting red light.]

At the end of the line, a shrunken figure is squatting on the ground, covering its head with its hands.

You see a familiar stone slate, but this time it's much more complete, the content on it becomes barely recognizable.

(Fresco III)

(description)These intertwined lines faintly form a figure. Maybe it's a map, or maybe it's just some more random murmurs.

After passing through countless whirlpools, you finally arrive at the exit of this bubble.

A man waits here, just as he has in the past.

?: "You... Have you found them?"

1. Yes
2. Not yet
3. Who are you looking for? And who are you?

1. ?: That's good...

In just an instant, you see his figure turn into black threads scattering in all directions, forming new human shapes in every corner.

These human shapes vary in size and appearance, but they all share one thing: looking at you. You feel this pressure coming at you from all directions. Though no one speaks, you can understand what all these glances are trying to convey. "Please take us... with you," they plead thus.

DisSea Exit:

As the man's figure dissipated, the exit of the turbulence was revealed.

1. leave
2. stay for now

Z-4: DisSea Origin - In the depths of the DisSea, a flickering white light calls out to Chief.

EX-Z: DisSea Phantom - Once again, the unknown monsters attacked. Enraged by the intrusion of an outsider into the depths, they swarmed towards Chief.

Observer

Items:

Portable Grenade: After a Sinner uses their Ultimate, they recover 50% Energy.

A portable Energy Blast Hand Grenade, which appears to be very powerful.

Mechanical Arm: Increases Sinners' Attack Speed by 60%.

A standard model mechanical arm for repairing work, but it can also be used for combat when necessary.

Pulse Mechanical Hammer: After a Sinner lands a critical hit, they gain 5 Energy. This can be triggered up to once per second.

A classic Pulse Mechanical Hammer, best paired with a mechanical arm with enough power for flexible use.

Exploration Machine: Whenever a Sinner moves, their Attack increases by 10%. Each Sinner can stack this up to 10 times.

A small exploration machine, not only for drilling but also a useful vehicle under special conditions.

Radiation Core: Sinners lose 10% of their HP every 3 seconds, while dealing 200% of their lost HP as True Damage to enemies within a 3x3 area.

A radiation filled energy core. The designer seems to have not taken any safety measures into consideration.

Power Glove: Sinners deal additional damage equal to own Defense*200% with each normal attack.

An external power glove. The material is a special flexible alloy.

Timed Detonator: While in combat, for each Sinner that dies, the damage dealt by the remaining Sinners is increased by 60%, and the damage received is reduced by 10%.

A detonator that can detonate energy from various unstable sources. Its technical principle is unknown.

Mania Exoskeleton: For each 1 M-Value a Sinner has, they deal 3% more damage.

An exoskeleton device that can inject Mania into the operator's body.

Syringe: The healing received is stored. When such healing reaches 20% of Max HP, deals 50% of the healing as True Damage to all enemies.

A syringe that looks very simple in structure but can automatically generate healing medicine.

Energy Blast Module: Increases Sinners' skill damage by 60%.

An Energy Blast Module that can be implanted into mechanical devices, brimming with fierce purple energy within.

Berserk Module: Increases Sinners' normal attack damage by 60%.

A Berserk Module that can be implanted into a mechanical device, with a flame-like glow burning within.

Swift Module: Every time a Sinner uses their Ultimate, they gain 1 Movement. Each Sinner can gain this up to once per second.

A Swift Module that can be implanted into a mechanical device, with small molecular fluid constantly coursing irregularly within.

Charging Module: Increases Sinners' Energy gaining speed by 30%.

A Charging Module that can be implanted into a mechanical device, housing blue liquid energy within.

Repair Module: Increase Sinners' HP by 80%. Recover 3% of Max HP per second.

A Repair Module that can be implanted into a mechanical device. The repair fluid coursing within is actually a large number of nanobots.

Defense Module: Increase Sinners' Defense by 300%.

A Defense Module that can be implanted into a mechanical device. The protective fluid within can effectively protect the mechanical surface.

Self-Destruct Module: After a Sinner uses their Ultimate, if they do not move, they die after 5 seconds.

A Self-Destruct Module that can be implanted into a mechanical device, which can turn any machine into an explosive device when necessary.

Mania Module: At the start of the battle, Sinners immediately gain 100 M-Value.

A Mania Module that can be implanted into a mechanical device, storing a large amount of Mania material in a special way.

Healing Module: Increases the healing done by Sinners by 60%.

A Healing Module that can be implanted into a mechanical device. The synthetic hormones within can effectively enhance the constitution of living beings.

Observation Point I:

Log 001:

Place: Original Observation Point

Time: ???

Anomaly: Dense fog was observed in the surroundings, with dangerous creatures approaching.

Note: This type of creature contains multiple mutated traits.

M1-1: The First Upheaval - The field of view has been covered by an unusually thick fog, and large numbers of monsters have been found lurking in the mist.

Log 002:

Location: Original Observation Point

Time: ???

Anomaly: Objects in the surrounding environment were observed to suddenly accelerate in speed, lasting for 5 seconds before returning to normal.

M1-2: Battle Preparation - The subjective time is different from the time observed by the instruments, and it is not possible to determine for the time being if the instruments are damaged.

M1-3: Cross the Boundary - Traveled through the foggy area and entered another anomalous area.

Observation Point II:

Log 003:

Location: Second Observation Point

Time: ???

Anomaly: Two different sights were observed overlapping at the same spacetime location for a duration of approximately 1 year.

Note: Spatial instability in the region is suspected.

M2-1: Special Attempt - Attempting to enter the area of spatial overlap, automatic recording has been turned on.

Log 004:

Location: Second Observation Point

Time: T+1Y/5M/4H/27M/38S

Anomaly: All sounds suddenly became distorted, similar to a reverb effect, lasting approximately 10 years.

Notes: This effect includes all types of communication devices.

M2-2: Time Record - Began recording subjective time using primitive means.

M2-3: Cross the Boundary - Traveled through the spatial overlap area and entered another anomalous area.

Observation Point III:

Log 005:

Location: Third Observation Point

Time: T+16Y/7M/2D/6H/49M/52S

Anomaly: Multiple suns were observed in the sky, in series with each other to form a halo, lasting about 400 years.

Note: No extra heat detected, can't confirm if it's hallucination.

M3-1: Steady Advance - Maintain a steady speed towards the calibration point.

Log 006:

Location: Third Observation Point

Time: T+511Y/3M/9D/3H/58S

Anomaly: Sudden rise in temperature to 70 degrees Celsius observed, and rising, lasting for approximately 1640 years.

Note: A large amount of equipment was destroyed due to the heat.

M3-2: Heat Protection - Some equipment damaged, need to prepare protective measures.

M3-3: Cross the Boundary - Traveled through the hot zone and into another anomalous area.

Observation Point IV:

Log 007:

Location: Fourth Observation Point

Time: T+1511Y/6M/18D/7H/5M/12S

Anomaly: Gravity enhancement observed, causing all objects to be pulled toward the ground for approximately 3164 years.

Note: Targeted modifications to existing equipment are required.

M4-1: Equipment Upgrade - Started to upgrade existing equipment with a view to coping with the anomalous area.

Log 008:

Location: Fourth Observation Point

Time: T+6315Y/8D/27H/11M/23S

Anomaly: Simultaneous extreme recession and extreme decay of objects in the surroundings was observed.

Note: Time recording failed. Need to rely on memory to record.

M4-2: Eternal Willpower - Most of the time monitoring measures have failed, but awareness remains stable.

M4-3: Endless Observation - All exploration logs and anomaly logs have been completed, moving towards next calibration point.

Anomaly Simulation:

EX-M1: Anomaly Simulation 1 - Start a simulation study of past anomaly records. Expected time: ???

EX-M2: Anomaly Situation 2 - Start a simulation study of past anomaly records. Expected time: ???

EX-M3: Anomaly Situation 3 - Start a simulation study of past anomaly records. Expected time: ???

EX-M4: Anomaly Situation 4 - Start a simulation study of past anomaly records. Expected time: ???

Arrival

Items:

Black Storm:

Afterburner-1:

“In the dark night devoid of light, she comes into this world, bringing the changeless flame of eternity.”

To Do List for later when I have the energy:

Now

- ☐ Realm Stele Upright and Reversed options and costs
 - ☐ what encounters/engravings are tied to these unlocks
- ☐ Is it possible to get anything from the Want Some Good Stuff encounter?(+fix formatting)
- ☐ go through and replaced boosted coin amounts with unboosted amounts
- ☐ update phases + routes for relics up in the achievement section
- ☐ update Pylgia + Shin encounters
- ☒ update runes
- ☒ ~~investigate whether Illusion Flask procs only give Universal Relics(they do)~~
- Encounters that need more info:
 - ☒ ~~Escape Nightmare(2-V)~~

- ☒ Hello(9 V)
- ☐ Expedition Begins(4 both)
- ☐ Surreal Illusion(Mantis version)
- ☐ Metal Trap(Gekka)(3 nurture)
- ☐ Metal Trap(Lynn) specifically the black liquid random thing(3 both)(also the safety exit line)
- ☐ Nightmare Bazaar(invest)
- ☐ Scrapped Bot(+check the text for the encounters because there might be typos)
- ☒ ~~Similar Flowers(4 imprint)~~
- ☐ Supply Chest(check text too)
- ☒ ~~Want some good stuff?~~
- ☒ ~~duel of justice~~
- ☐ malice in the darkness(H)
- ☐ illusory moon emergence(H)

Later

- ☐ Do the special events in the Realm Stele upright/reversed disable other events? My guess is yes but who knows
- ☐ better formatting in this guide lol

☒ Eternal Nightmare Encounters.xlsx

- ☒ ~~bring up errors in names/descriptions(there's like 4 Fool Relics with the wrong names, Bianca is missing a Relic Collection name in her Nightmare Talent description, some Death Relic has the name [Grim Reaper] instead of Death in the description, minor grammar/naming errors in certain events)~~
 - ☒ ~~Death Relic that needs fixing:~~
 - Underworld Clock
 - ☒ ~~Fool Relics that seem like they have the wrong names:~~
 - Sanity Blossom
 - Sanity Dew
 - Golden Prickle
 - Nightmare Blessing
 - Black Key VIP
- ☒ ~~Effect of Phase number on Sinners if any(or is it just showing promotion numbers)~~
- ☐ track what encounters are found in a run to see if any specifically show up together
- ☐ continue tracking phase options for Vanilla's route to see if there are any patterns
- ☒ ~~Is misty depths specific to a certain phase like the Portal Maze(Relic thing)? Also what's the difference between Misty Depths and Misty Frenzy?~~
 - okay both are teleportation maze things, but I think they have different text and maybe different teleportation maze things?
 - Misty Frenzy start says:
 - Teleportation Guide:
 1. Exercise caution when traveling in this area.
 2. When the teleportation has failed and you've fallen into a trap, don't panic. Every teleportation has a 66.666667% failure rate
 3. When the teleportation is successful, don't get too happy either, because your destination might not be safe
- Misty Frenzy has Spatial Fluctuations which appear to have a random chance to take you to a battle or a Relic selector maybe? some sort of reward. so they're different than Misty Depths

- both Misty Frenzy and Misty Depths are specific to phase 4
- ☐ test Relic Collection effects on Bianca and Mira(if Mira's is easily testable)
- ☒ ~~rewatch Pioneer videos to see if there's any more unique loading text~~