

Chapter X: ~~FINE DINE MINE~~ HEROBRINE?

Almost a week, the trio had no clues other than D-D-D and 6-6-6. They hadn't heard from the Guardian Sun for a while, and they still had 3 and half weeks before Guardian Moon would come to consciousness again. Till then, they had a lot to decipher.

Sam: Okay, that sense of relief we felt after pausing Guardian Moon- I think that was a purposeful infliction.

Alex: Then the spirit thing that corrupted Guardian Sun, that must have correlated somehow.

Steve: But how exactly do they relate?

Sam: ...D. D.

Steve: What the heck are we missing?

Alex: I think there's one place we can go with more resources.

This "place" was a local factory- actually, a mining ravine. And it was a feeding ground for alien artifacts, strange objects that defined the world beyond- made of all kinds of foundational units. It was the ravine they fell into almost 7 months ago.

Alex: Well the ink is cleared.

Sam: So quiet.

Steve: Maybe they're down below.

Alex: I don't think so, I hear people inside.

Sam: Wonder what they're up to.

Alex: We'll see.

They came around the building to the enter...

Steve: “The Dine of a Fine Mine”. I’ll never get over that.

Knock knock.

Miner 1: ...Good Afternoon, Do you have an interview?

Alex: No, we wanted to come to see what kinds of things we can find here, we know this place is commonly disrupted by space artifacts.

Miner 2: That’s true, nothin’ today but coal.

Alex: Can we speak to the boss?

Miner 1: He’s not available right now.

Owner: Actually, I’d be fine with a visit from prospectors.

...

Sam: We’re not exactly prospectors, we just wanted to ask questions, then get permission to go down into the mine to explore and hunt for clues.

Owner: All good, all good, but I do have a demand.

Steve: How much? I’ve got gold, emeralds, a few-

Owner: Oh no no, I don’t mean physical pay, I mean a bit of... knowledge for knowledge.

Alex: Oh, like what kind?

Owner: *Throat Clearing* Do the people of the Ancient World still exist?

Steve: Ancient- which ancient world?

Owner: Oh, you guys hadn’t moved into the village yet, well go down to Infinity Pass, and you’ll find the secret.

Sam: So we can go into the mines?

Owner: Of course, just find the book, and bring it up to me.

Alex: Alright you got it. Thank you sir.

The Owner gave Alex, Steve, and Sam full-powered picks, and then they walked down into the mines. But then the owner unlocked a secret room, and came into a pile of treasure. And... his face was a mask.

White entity: They'll crack the code, and I'll get the final clues.

Deep in the mines, at the intersection for emerald and redstone mines, and Infinity Pass...

Alex: Well... there it is.

Sam: I've never been here.

Steve: Legend says nobody makes it to the end, but sometimes it's entirely an illusion.

Alex: The Treasurers must've made it, so we should be able to as well.

3 hours later...

Sam: I can't even see the world behind us, maybe it IS infinite.

Steve: They didn't realize that.

Many skeletons.

Alex: Well, there must be an end somewhere.

Another 3 hours later...

Steve: Hey, I think we're almost 1% of the way there!

Sam: Or 99, I think I see light!

Steve: Really?

They... ran-ish... to the light, and found a massive cavern of lava bubbling amid bedrock.

Alex: "The Last Remnants"

Steve: There's a chest!

Sam: With quite the abundance of gold.

Going to the chest was easy, and they found the book... "Our Apologies, by the Golden Guardians themselves.

Steve: The ancient world, keepers of alien artifacts, and hermits of the quietest locations of the Nether. After the epidemic broke out, the portal was unable to be deconstructed, and it lay across the icebergs of the western ocean, still active.

Alex: ...That's where we'll find answers.

...

White entity: Hm hm hm.

The odd entity obtained the knowledge, and set out to find this gateway to the lost city!

Alex: Alright, well let's bring that back up to the owner, and then we can set off.

Sam: ...Hold on, do you think that the owner might utilize this knowledge as well?

Yes.

Alex: I mean maybe, this- Steve?

Steve: What do you think this does?

Sam: No no-no-no, don't press any buttons in a chamber of lava!

Steve: That's a very good point.

Alex: Alright around the lava, up to the tunnel.

Pressure plate.

Sam: Um.

Steve: Well, that point has been disregarded apparently.

Sam: I'm not sure what it did.

They heard some sort of mechanism from underneath the chest, and suddenly, multiple pistons were activated, and the chest was raised up to smash the button.

Steve: That seems way too elaborate to have a bad outcome.

Sam: Or it has an elaborate death sentence.

The chandelier began to glow brighter. Soon enough it was brighter than the sun, but once the light dissipated, Alex, Steve, and Sam were gone.

Steve: My God that was bright!

Alex: What kind of trap is that?

Sam: The good kind.

Alex: What?

They were standing on a pedestal made from quartz, on a small delta next to the sea. They had been teleported from the cavern to a small island with a small digout, and at the mouth of the digout was a grand arch with a sign post: “Akabuwiiir Village; they who believed”.

Steve: That’s a bit of a weird outcome, aren’t we supposed to travel a long journey and meet some wizard or something.

Sam: ...This is a whole different ballpark.

And they went in.