

Chapter XX: New Knowledge

How many monsters can fit inside of a forest? 1,000? 10,000? But certainly not a million... right?

Herobrine: Every faced a million monsters?

Well that just feels condescending towards me.

Steve: This is not the fight we asked for.

Herobrine: You're right, because this is the one where you lose.

Herobrine pointed to the forest and a zombie pressed a button atop a command block... the sky filled with thunderclouds.

Herobrine: Even with all of the power in the world, if even one creeper is left you've lost.

Alex: Well then we won't leave any left.

As the heroes charged at the hordes, lightning struck the creepers and charged them.

Herobrine: I would love to see you try.

...

Notch: Use your shields! Let the creepers blow up, and perhaps we can cause a great deal of collateral damage.

Fight scenes can't be explained, they persisted on to kill every last one, and were making progress.

Herobrine: It just gets easier... and easier.

-He said as he contained the Theory.

Herobrine: This can tell me all I want to know.

What does that mean? In the midst of the fight, the team fell back, having noticed they had lots of gunpowder and string... hmm. They came back to fight with crossbows loaded with fireworks, with enough splash damage to kill a large percent.

Boss Steve: There's too many, we've got to think of more methods!

Light Steve: He's right, we're running out of fireworks.

Boss Steve: Do we have tridents?

Notch: Not very good ones.

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God of Existence: Everyone fall back! New plan.

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Alex: What is it?

Steve: What's the plan?

God Existence: Alright, we need to herd all of the-

Notch: -Yes?

God looked over to see Herobrine holding up the theory.

God of Existence: We need to attack the source.

Notch: ...I like that plan.

The monster horde lost sight of them walking over to Herobrine, and based on their experience, Herobrine wouldn't be making things much more exciting.

Herobrine: So this is the object that can tell you the outcome. Might be useful.

Notch: You have caused me nothing but pain, and now, you're going to feel what we've all felt.

Herobrine: If I'm going down, then I'm not going down without a fight.

Light Steve: Don't ask for something you can't handle, Herobrine.

Herobrine: You won't kill me, and I can handle anything less than that.

Again, they fought... not much more to say. Herobrine was one of the most experienced fighters in the world, and he held out for a while. Quite a while.

Steve: Alex, the golems!

The iron golems were summoned and came to aid them. Herobrine was getting bashed around, and was about to have regrets.

Herobrine: You. Will. Not. Contain me.

The iron golems grabbed him by the arms and stretched him out. He was officially immobilized.

Notch: How do you like the iron lifting you?

Herobrine: I refuse to believe this! Put me down!

Steve: Herobrine, you can't write someone else's story for your own benefit. WE will create our own fate!

Herobrine: Do you not want me back, free of this terrible curse?!

Light Steve: That wouldn't be your endeavor if we put you down.

Herobrine: Don't evoke me.

Boss Steve: Oh yeah, because you haven't already been pushed to your limits.

Herobrine: Listen, you are at war with a ghost. If you expect to get anywhere, you're insane.

Me and my friends are just the tip of the iceberg, so don't celebrate too long. As a matter of fact, I'll be out before long.

Alex: Oh you'll be out alright. **PUNCH** **Phew**, I've wanted to do that for a while now.

The evil main character was now eased and could be imprisoned, but as he said, there was much more to come. Now for something long overdue... complete clarification.

Notch: And the legend... you two. Basically, you two were created for very special reasons, Alex, you were made with the power to transform into any living Minecraft creature. But Steve, you were created to duplicate yourself and your surroundings. So after you were born, I realized you wouldn't learn to control it until 91 hundred and 25 days. AKA, your quarter centennial. So I went back in time, and asked God to create a Spectrum of Steves, he said a rainbow would allow the fractionates to control the elements in which they are created.

Steve: Okay, okay, I am the first, but you went back in time to create these new ones, and then came back and now they're the same, and older? But also younger?

Notch: See you understand.

Steve: ...This really puts "I'm my own Grandpa" in perspective.

...

Alex: Okay, I have a question, what does C-T-G-B-Y mean? Is that some sort of sacred thing in the library?

Notch: Oh that just stands for "close the gate behind you", it swings back and scuffs the walls.

Alex: Oh. Alright then.

Steve: I have another.

Notch: Shoot.

Steve: What is the Matrix of All Evil?

Notch: Ah, I think that's better for God.

God of Existence: Those fools... well, sort of. The Matrix of All Evil, or in short “the MOAE” (*/mō-wā/*), are 3 abstract beings that control 3 necessary evil aspects... Death, Darkness, and Bloodlust. Death is the keeper of souls, Darkness is the beholder of those who commit negative actions, but Bloodlust... is more concrete. Bloodlust is the overtaker, the mind-ripper, the one you least want to encounter. It will overtake the entirety of your mind, and you will become bent on trying to satisfy it... just to get rid of it. If you don't by a certain point, it takes your abilities and learns your nature... it weaponizes you.

Alex: And that's what Herobrine has.

God of Existence: Precisely.

Steve: Wow. Okay, my last thing is this... when I had that dream, or-- experienced the theory, one word stuck out to me in the series of flashing and chaos.

Notch: What word?

Steve: Do you guys make meaning of “Stidrelm”?

Light Steve: Do we? Oh wow. Notch?

Notch: Ooo boy, well, “Stidrelm” is an acronym of a list. Each letter in the word references something- something very powerful. Runes.

Alex: Runes like markings?

Notch: Runes like “power of the entire Universe”. There are 8 runes that each control a vital element of the Universe's makeup, and “STIDRELM” is the list. “S” is for space, the vacuum, the void, the empty abyss. “T” is for time, the invisible, 1-dimensional measurement of past, present, and future. “I” is for illumination, the exertion of photons that glow and guide us through the dark. “D” is for darkness, the opposite of illumination, the element of blindness,

colorlessness, and indirect invisibility. “R”...well let’s come back to R. “E” is for energy, the power that allows mobility and processing- it takes form in food, heat, electricity, and even the push of the wind. “L” is for life, the factor of consciousness, intelligence, the ability to grow, to reproduce and evolve, and the ability to contemplate and to respond to the environment. “M” is for matter, the very fundamental particles that cause the Universe to have weight. And then back to “R”, “R” is for Righteousness, the aspect of moral goodness, the purity and value of an object or an organism... if used on the negative spectrum, it can take away what is pure and true... such as your state of mind. The Totem of Z, is the Rune of Righteousness. There’s no king Zagrm. I don’t know what was going through Herobrine's head to incorporate that.

Steve: Hah, hmm. That’s quite interesting.

God of Existence: Is everything starting to make sense?

Steve: Yeah, it is.

Notch: Well then-

Alex: Hold on, one other thing.

Notch: What is it?

Alex: What is the meaning of D-D-D and 6-6-6?

Notch: ...I don’t know that one. Where did you hear that?

Steve: That- We heard that in the stronghold of cursed knowledge.

Notch: I’m stumped. Guys?

Light Steve: By all means I’ve got nothing.

Boss Steve: I don’t know.

God of Existence: And what book was this in?

Keeper of the Rainbow: Oh! It was in the book with the weird glasses. It said “Vetiti”, which means forbidden, and then the Ds and 6s, and then the rest was a box.

Notch: ...I’m really quite unsure.

Alex: I mean other than that all the loopholes are tied up, right Steve?

Steve: Yeah, I think everything else was evidently clear.

God of Existence: Whatever this means, it’s tied to our next quest. Our next enemy, we’ll find out then.

Notch: Indeed, Alex and Steve, we are about to encounter an old arch-enemy, we’ve underestimated him before, this won’t be easy. So go and pack up the medicine cabinet, because now marks the quest to hunt down the INFECTER.

With that, Herobrine was able to be relieved of Bloodlust after careful experimentation, he felt a huge sense of relief. This story ends with forgiveness and peace- cheer and celebration, though, the next will end with an untied loophole, not all questions will be answered, not all will live to see victory. The INFECTER puts up a fight, and by the time they research him, the Bloodlust may endure within him forever...

Now maybe you’ll think twice on what possibilities lie ahead...

~ **T** ~ **H** ~ **E** ~ ~ **E** ~ **N** ~ **D** ~

The INFECTER: I have much planned, this will be quite exciting. As long as our slaves don’t fall out of line, the odds endure within our favor.

Herobrine: Indeed, we are... the divine fate!

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Voice: The Titan of Destruction, Check! Next up... The Genius of Control.

27,319 (gross) words! POG!