

FantasyFount Lore Doc

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 - **(To be continued in Chapter 5...)**
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I. Premise:

- **Introduction**
 - **Post-Family Ending of Undertale.**
 - **The fallen human never killed any monsters.**
 - **The fallen human befriended Papyrus and Undyne.**
 - **Asgore was killed by Flowey.**
 - **The 6 Human Souls Disappeared after Flowey absorbed them and was defeated by the fallen human.**
 - **Toriel becomes Queen and enstates a new policy of mercy for any future humans who come to the Underground.**
 - **Alphys, desperate to prove herself and make up for her past mistakes calls Sans and tells him to finish his broken machine project so she can see how it functions using the DT Serum as a power source. This machine is eventually renamed to the **Dark Well**.**
 - **Because the Human Souls are gone, Alphys technically has a limited supply of DT left, but she still has enough to run several trials.**
- **Main Characters**
 - **Testing the Dark Well and Exploring the Dark Worlds:**
 - **Alphys, Sans, Papyrus, Undyne**
 - **Governing the Underground:**
 - **Queen Toriel**

- **Supporting Characters**
 - **The Holiday Family (Living in New Home):**
 - **Carol, Dess, and Noelle Holiday**
 - **The Ghost Cousins (Friends of Alphys, Sans, Papyrus, and/or Undyne):**
 - **Mettaton (Underground Superstar), Mad Mew Mew (Living with Sans, Papyrus and Undyne), Napstablook (Caretaker of Blook Farms)**
 - **Gerson Boom (Undyne's Former Teacher)**
 - **Suzy (Mysterious Youth)**
 - **Flowey (Most Determined Being in the Underground; Bored and Restless)**
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II. Chapter 1 (The Sea of Silver and Gold)

- **Dark World: Sans and Papyrus's House**
 - **Pirate-themed because of Papyrus's Jolly Roger flag and General Skeleton Imagery**
 - **Locations that correspond to different rooms in the house are separated by Grand Doors**
- **Sub Locations:**
 - **Silver Shores (Sans's Lab, starting location)**
 - **The Golden Isles (General Dark World)**
 - **The Crimson Cruiser (The Milkbone Pirate's Ship/Papyrus's Racecar Bed)**
 - **The Socket (The cove where Kia's ship is anchored next to the Dark Fountain)**
 - **The Tidetreader (Kia's Pirate Ship/Sans's treadmill)**
 - **Sand Dollar Casino (Dog Shrine/Dog Casino)**
- **Story Events**
 - **Alphys, Sans, Papyrus, and Undyne all meet up at the Skelebros house and boot up Sans's machine with the DT Serum, creating a Dark World.**

- Alphys, Papyrus, and Undyne wake up separate from Sans and immediately set off to go find him.
- Sans woke up earlier and was immediately greeted by Kia (Sans's Silver Key) who recruited him into her Pirate Crew for unknown purposes.
- Pap, Undyne and Alphys run into the Milkbone Pirates and Undyne immediately tries to fight them until Papyrus reminds her of Toriel's nonviolence policy.
- The Milkbone Pirates tell the trio about the Dark Fountain and the old sea shantys that warn of the Dark Fountain's potential to flood the whole world in darkness if its not regulated.
- The Milkbone Pirates also explain that Kia has a dangerous fascination with the Dark Fountain, wanting to use it for some experiment to "change her own fate".
- The trio boards the Crimson Cruiser and go island hopping so that they can stop Kia, and hopefully find Sans.
- The trio fights off the Basockslisk while out at Sea.
- Meanwhile, Kia explains to Sans that she wants to help him break the Barrier and admonishes him for giving up on his original goal of "going back" and generally squandering his many talents.
- The Milkbone pirates stop by Sand Dollar Casino to restock supplies.
- The crew stops by the shop of Baron (King of Spades Darkner) and learn about how he used to be the King of Sand Dollar Island until Kia arrived and became the Ruler of the entire Dark World.
- The Milkbone pirates encounter Kia's underlings, led by Rouxls Kaard, and get shipwrecked near the Socket. From there, the trio go on foot towards Kia's ship following Rubble, who seems to know where Sans might be.
- Sans manages to slip away from Kia and re-joins Papyrus, Alphys, and Undyne.
- The quartet explore the ship and run into Kia, who rhetorically questions the group about the Dark Well, and how suspicious it is that neither Sans or Alphys can say with confidence WHO created the original blueprint for the machine.

- Regardless, the quartet fights Kia and wins. Kia then confesses that she doesn't want to destroy the World or anything, but she instead tries to convince Sans to promise that he'll keep experimenting with the Dark Worlds until they find a way to turn their dreams of breaking the Barrier into a reality.
 - Kia also tells the group to take Rubble and Rouxls with them because Rubble deserves to see more of the world and Rouxls needs to learn about friendship and puzzles from Papyrus.
 - Then they seal the Fountain and wake up in Sans's very disorganized and chaotic bedroom.
 - Sans then receives a phone call from Toriel who's curious how the experiment went.
- **The Milkbone Pirates**
 - Most of the crew are made up of Papyrus's Action Figures, including Captain Cannon
 - Rubble (Sans's Pet Rock; barks like a dog)
 - Basockslisk (Sans's dirty socks; sea serpent)
 - Bibliox (Sans's Quantum Physics Books and Joke Books)
 - Sand Dollar Casino Inhabitants
 - Rouxls Kaard (Rules Card; Kia's underling and self-proclaimed puzzle master)
 - Impiquin (Joker Card; Kia's favorite crewmate and entertainer)
 - Baron (Spades King Card; the former King of Sand Dollar Island before he was dethroned by Kia)
 - Prince (Ace of Spades; Baron's son)
 - Ruddins, Hathys, Clover, K. Round, Pippins (Various Casino Objects)
 - The Silverlock Pirates
 - Kia Silverlocks (Sans's Silver Key; Ruler of the Sea of Silver and Gold)
 - Chankies (Key Chains; Kia's underlings and crewmates)

III. Intermission 1 (New Home)

- **Story Events**
 - Sans, Papyrus, Undyne, and Alphys go to New Home to report to Toriel how the Dark Well experiment went.
 - Toriel is currently teaching, so the quartet reports their progress to Carol first. Alphys chooses to leave out most of the details and only tells her that they need to do more tests until she can prove that the Dark Well can be used to break the Barrier.
 - School lets out and Noelle comes home with Toriel. Undyne offers to benchpress seven children.
 - Toriel offers everyone to stay for dinner. Undyne and Papyrus talk about what the members of the Royal Guard have been doing now that its been disbanded.
 - **Other Notes**
 - Noelle's classmates are Berdly, MK, Catti, Jockington.
 - New Home has become generally livelier since Toriel took the throne.
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IV. Chapter 2 (Shimmer City and Dimmer City)

- **Dark World Description**
 - **Dark World: Alphys's Lab and the True Lab**
 - Magical Girl and Mecha themed based on Alphys's interests.
 - Features two distinct halves: Shimmer City (Alphys's Lab) and Dimmer City (True Lab)
 - **Sub Locations:**
 - Shimmer Field (starting location)
 - Shimmer City Downtown
 - The Watchtower (Veilance's Headquarters)
 - The Great Door (forcibly locked by Veilance until Flowey unlocks the True Lab in the Light World)

- **Dumpsite (located in Shimmer City on the immediate otherside of The Great Door)**
 - **Dimmer City Slums**
 - **Spamelia and Co. Law Offices (Spamelia's Shop in the Dimmer City Slums)**
 - **The Outskirts (The Amalgams live here)**
 - **The Livewire (Ramb's Cafe inside of Veilance's)**
- **Story Events**
 - The Skeleton Crew goes to Alphys's Lab to start the second Dark Well experiment.
 - Mad Mew Mew and Flowey watch them open the Dark World from outside the Lab.
 - The crew wake up and quickly run into some plugboys who adore Alphys. They tell the Skeleton Crew to go to the Watchtower and check on Veilance, who has been waiting for Alphys.
 - On their way through Shimmer Field, they run into Engar who challenges Undyne to a duel. While they are fighting, the Great Door opens, setting off Veilance's security system which starts collecting all the plugboys and taking them to the Watchtower.
 - The Skeleton Crew and Engar run to the Great Door where they're stopped by Mad Mew Mew who refuses to let them pass without fighting Undyne and Alphys.
 - During the fight, Mad Mew Mew destroys one of Veilance's Crane Arms, setting off an explosion that sends the Skeleton Crew flying through the Great Door.
 - The explosion causes Veilance to shutdown power throughout the entire city.
 - Waking up in the Dumpsite, Alphys and Undyne search for Sans and Papyrus while reflecting on their first meeting in Waterfall.
 - The party reunites and makes it Spamelia's shop.

- Spamelia explains that the cities weren't always separated until Veilance took power, and that it's likely that Veilance is going to keep trying to hunt them down to remove the Lightners from Dimmer City.
- Spamelia also gives them a letter addressed to "Ramb", who she says will help them shut down the Watchtower if they're able to get inside.
- Trying to lose Veilance's underlings, the Skeleton Crew runs further into Dimmer City. Rubble comes out to help them navigate the alleyways with it's keen sense of smell.
- The crew runs into Rastor and Vector who mistakes them for Veilance sympathizers and have a battle about it.
- Running deeper into the city, the crew makes it to the Outskirts, where they start encountering Amalgams obscured in the dark.
- Deedee also spots them and tries to capture them. Specifically honing in on Undyne for some unknown reason...
- Making it back to the city, the crew sees that the Swatch Siblings and Engar have stopped Veilance's security forces from tracking the crew, and that now everyone is hatching a plan to help them invade the Watchtower.
- Swinging back by Spamelia's, the crew see that Mad Mew Mew has calmed down and is just hanging out with Spamelia as they complain about their problems together. Notably, both Spamelia and Mad Mew Mew have troubled love lives! What could this possibly mean...
- Making it back to the Watchtower, the front door is locked, but Kia comes out to unlock it for them, getting impatient with all the running around.
- While on their way up the tower, Rouxls Kaard comes out saying that he's going to stop the crew and become Veilance's new second in command. The Skeleton Crew fight them and they win.
- Finally, the crew makes it to Ramb's cafe and gives him the letter from Spamelia. With this, Ramb agrees to show the crew into the backrooms where they can shut off Veilance's security protocols.
- As Veilance's underlings start to shutdown, Kia and Rubble start to petrify. Kia explains that petrification is a natural process that happens

to any Darkner if they stay too long in a Dark World where they don't "belong". It can be reversed though by shutting down the Dark Fountain.

- The party makes it to Veilance who explains that all they wanted to do was protect Alphys and her work. However, because Veilance spotted "The Anomaly" on their camera in the Light World, they're going to force Alphys to use the Dark Well *again* to cause the Dark World to expand further so Veilance can capture and apprehend the Anomaly once and for all.
 - The party fights Veilance and subdues them, resulting in Veilance admitting defeat. Veilance further explains that they were doing this to protect Deedee, who has grown obsolete now that the Human Souls are gone. Alphys however promises Veilance that Deedee won't be discarded, and that she actually may need their help in the future to continue the Dark Well experiments.
 - The Skeleton Crew seals the Dark Fountain and shuts down the Dark Well. The quartet and Mad Mew Mew wake up in the Light World. Mad Mew Mew admits that she used to be Undyne's old training dummy, and followed them to specifically asks if Undyne would still keep training with her, even though she's corporeal now, to which Undyne agrees.
 - Alphys and Mad Mew Mew receive a text from Mettaton at nearly the same time, inviting the group to come meet up with him at MTT resort.
- **Notable Darkners**
 - **Shimmer City:**
 - **Plugboys and Witchwires (Power Outlet Darkners; themed after Magical Girls and mascot characters)**
 - **Ramb (Power Outlet Darkner but doesn't want to fit in)**
 - **Most Cyber World Darkners also Reappear here**
 - **Shuttahs (Camera Darkners themed after Veilance)**
 - **Engar (Undyne's Broadsword)**
 - **Veilance (Security Camera Darkner and Ruler of the Dark World)**
 - **Dimmer City:**
 - **Spamelia (Spam E-Mail Darkner)**

- **Vecter and Rastor (Digital Art Program Darkners)**
 - **Deedee (The DT Extractor Darkner)**
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V. Intermission 2 (MTT Resort)

- **Story Events**
 - **Sans, Papyrus, Undyne, Alphys and Mad Mew Mew meet up with Mettaton at MTT Resort and tell him about the Dark Worlds.**
 - **At first, Mettaton is skeptical, but he's intrigued enough that he asks Alphys if he can watch them test the Dark Well out in Water-fall.**
 - **On the way out of the resort, Undyne catches Dess spraying graffiti on the wall outside leading to Dess challenging her to a battle.**
 - **Flowey catches Papyrus alone and tries to get Papyrus to tell him more about the Dark Well. Flowey admits that he watched the experiment at the Lab and Papyrus begins to suspect that Flowey was the one who opened the Great Door.**
 - **Flowey goes to Water-fall and unlocks MTT's house.**
 - **Notes**
 - **Dess tends to graffiti Fun Value NPCs and other odd entities like Everyman.**
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VI. Chapter 3 (Ghost Town and Somber Springs)

- **Dark World: Mettaton's House and eventually most of Water-fall**
 - **Club Cathode is musical and theater themed; Somber Springs is generally just Water-fall themed.**
 - **Somber Springs is large and surreal; as it grows, more Darkners start to petrify as the "theming" of the Dark World changes.**
- **Sub Locations:**
 - **Club Cathode (MTT's House)**

- **Ghost Town (MTT's Neighborhood)**
- **The Thunderdome (Blook Farms)**
- **Gerson's Study (messier and less well-furnished than its Deltarune counterpart)**
- **The Floodplains (Area Surrounding the Dark Fountain)**
- **Story Events**
 - For this experiment, Alphys decides to test how the Dark Well works when it's used "outdoors" by activating it next to MTT's house.
 - The group wakes up outside Ghost Town and are drawn to the town by the sound of Fosfer (MTT's TV) singing in the rain.
 - Fosfer introduces herself (she's especially excited to see Alphys and MTT again) and invites the Lightners into Club Cathode. They explain that since MTT left, the Club has fallen on hard times, and that the situation can only be improved if the Lightners can find a new home for the Darkners.
 - While expositing, Fosfer starts rambling about how if Alphys is here, she was expecting a certain Darkner to be with her. To this, Kia, Rubble, and Rouxls appear, disappointing Fosfer, until Kia pulls Spamelia out of Alphys's handbag.
 - Spamelia explains that she used to be Fosfer's business partner until Alphys stopped visiting MTT's house and that she couldn't come back even though she wanted to. (Notably, Fosfer is unhappy that Spamelia only describes their relationship as strictly professional.)
 - Fosfer also introduces Melpio and Thalamene (MTT's Musical Poster) as the directors of Club Cathode's theatre productions and they beg Mettaton to perform a show rehearsal with them which he coolly declines, but promises to come back for later after the party's finished exploring the Dark World.
 - The party goes outside to start exploring and notices that Napstablook was also pulled into the Dark World. Napstablook then leads them to the Snail Race Thunderdome, where several Lightners were also dragged in, and Alphys quickly realizes that this could potentially be a very dangerous situation.

- Undyne suggests that they look for her Old Mentor, Gerson Boom, first since he's old(?) and might need help.
- The Skeleton Crew lead the other Lightners to Club Cathode and explain the situation to Fosfer, who offers to use their "Scene Change" magic to help them quickly get around the large and expanding Dark World. Alphys can message Spamelia to tell Fosfer to warp the party around as needed.
- While traveling, the group notices that the Shadowgals seem to be acting out scenes of a play as they keep passing by.
- Fosfer warps the party over to Gerson's study who is mostly just minding his own business. Gerson asks them what all this Dark World business is about and Alphys gives him a recap of their experiments and the situation.
- Gerson says that if the Dark World is expanding in the Light World, he's been keeping track of all the Monsters he's seen pass through Water-fall today and gives the party a checklist of Monsters to go and rescue.
- Meanwhile, Flowey enters the Dark World and meets up with Melpio and Thalamene, telling them that this may be the perfect opportunity for them to finally get the audience of Lightners they've been waiting all this time for. In return, Flowey asks that if the Theatre Duo runs into Alphys and Sans again, that they'll try to capture them for him.
- The Skeleton Crew starts running through the Dark World, rescuing various lost Lightners and bringing them back to Club Cathode. In a particularly dark region, the group rescues a lost Suzy, though nobody learns her name at the time.
- After rescuing the last Lightner, the party reconvenes at the Club only to find that all the other Lightners have gone missing. Skeptical of Fosfer's motives, Undyne and Sans accuse them of tricking the Crew into gathering a captive audience of Lightners for them.
- Mettaton jumps to Fosfer's defense, positing that the Darkners are in an unfavorable position of having their existence be dependent on whether or not Lightners are entertained by them. Fosfer however still denies any wrong doing at all which is when-

- PLOT TWIST! Melpio, Thalamene, and the Shadow Gals were the ones who kidnapped all the Lightners! And they would have gotten away with it too if it weren't for Fosfer always bending over backwards to cater to the Lightners while ignoring the needs of their employees. The Theatre Duo capture Fosfer and claim that they're now the new Rulers of Club Cathode and that they're going to ensure that the Dark World keeps expanding until all of the Underground is their new captive audience.
- Rouxls immediately turns coat to try and curry favor with the newly crowned Theatre Duo.
- Spamelia shows up to try and stall Melpio and Thalamene while the Skeleton Crew escapes the club, being forced to split up along the way.
- (Group 1) Papyrus, Sans, and Mapstablook runs towards the Thunderdome while (Group 2) Undyne, Alphys, and Mettaton make their way back to Gerson.
- Undyne blames MTT for the situation, saying that all the Club Cathode Darkners are probably bitter that MTT left them behind like he did his family. MTT argues back but eventually Undyne accuses him of abandoning Alphys too which really strikes a nerve and forces Alphys to intervene.
- After the Alphys shuts down the argument, Gerson seems very perplexed and worried about something. He explains that he "thought" he saw the King and Queen's dead son speaking to some of the Shadow Gals but has no idea how this could be the case. Thinking on it a little, Alphys realizes that this could be The Flower that went missing from the True Lab and immediately tells Undyne and MTT that they need to find the others and book it to the Dark Fountain.
- While Sans and Papyrus are casually talking about everything that has happened before, Papyrus makes a vague allusion to a talking flower that prompts Sans to press for details. Papyrus eventually admits that the flower wanted him to help Alphys with the Dark World experiments which causes Sans to get serious and tell the others that the need to go the Dark Fountain.

- On their way back, Darkners begin to rapidly petrify in quick succession, including Rubble and Kia. They also discover that Spamelia petrified while they were gone, but interestingly, it looks like she sent out a message from her phone right before she did.
- Everyone meets back up the Floodplains, where they're stopped by Melpio and Thalamene who are holding Fosfer hostage by dangling her above a shark tank. Their terms are that MTT needs to bring them back with him to MTT resort and that Alphys needs to tell everyone about her secret or Fosfer will get short-circuited.
- Undyne refuses these terms and quickly saves Fosfer before starting a battle with Melpio and Thalamene.
- Upon defeating Melpio and Thalamene, Mettaton consoles the duo and tells them the reason why he even asked Alphys to open a Dark World here was because he needed to find a new spark of inspiration and promises to take his poster and other belongings back with him to the MTT Resort. Melpio and Thalamene decline, admitting that their jealousy of other Darkners led to this all happening in the first place, and that they need to take time to reflect on their actions before they can accept MTT's offer.
- Flowey interrupts revealing that he still has all the captured Monsters and that he's going to see what happens when the entire Underground is flooded with Darkness, no matter what anyone does.
- Flowey attacks the party and almost wipes everyone out until Alphys realizes that the message Spamelia sent was for her and contains the concept blueprints for Mettaton NEO. Opening the file, Mettaton turns into his NEO form and is able to beat Flowey.
- The Crew consoles Fosfer who thought that they were about to be abandoned again. After confirming that Fosfer is ok, the Crew seals the Dark Fountain.
- Going back to MTT's house, Alphys confesses to the party about the Determination experiments and that's why Flowey took on the appearance of Asgore and Toriel's dead son. MTT apologizes to Alphys for pressuring her so much to work on his body while she was handling such stressful

circumstances. Undyne is a bit more conflicted but is still supportive of Alphys, understanding that she was stuck in an unfavorable position.

- Carol calls Alphys and explains that the Underground is in a panic about what's been happening in Waterfall and she demands to speak with Alphys immediately, forbidding her from conducting any more Dark Well experiments for the foreseeable future.

- **Notable Darkners**

- **Club Cathode:**

- Fosfer (CRT Darkner)
 - Melpio and Thalamene (Musical Poster Darkner)
 - Most TV World Darkners (minus Shuttah and Pippins)
 - Jotters (Diary Page Darkners)
 - Mike Trio (Verda the Jotter, Rowan the Zapper, and Euri the Shadowgal)
 - Bloodrayne (How to Draw Dragons Darkner; created by paintedplum)

- Treble and Cleft (Music Box Statue Darkners)
 - Whisperias (Echo Flower Darkners)

VII. Chapter 3 Intermission (Snowdin and Fairwell)

- **Dark World: Fairwell (Papyrus's Shed)**
- **Story Events**
- **Notes**

VIII. Chapter 4 (Mantle Gardens)

- **Dark World: Mantle Gardens (New Home Castle)**
 - **Story Events**
 - **Darkners**
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