

# Withering Away

## A MineCraft Adaptation

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# Chapter 1

## Origins



he terrain consists of green with a slightly tan-tinted grass, along with gray-barked, orange-cored trees. These Acacia trees, topped with leaves the color of the grass below, are scattered randomly throughout this hilly, plateaued atmosphere. Within the hills lie immense cavern systems that surface along the plateaus. The single tall nuisances, called grass blades, fill up this savanna and work to annoy its survivors. On one of the plateaus, its survivors create a path winding up the mountain to their meager storage facilities. North of the storage rests a small farm which they use for growing potatoes. They smelt their home-grown potato crop in order to use as food. Baked potatoes are not the best item of food in the savanna, but serve as a reliable and sustainable source.

The beginnings of a castle, gray to match the acacia tree's bark, can be seen from anywhere on the plateau.

The Builders, iinpherno and Drachaux, have inhabited the savanna for many weeks. These two have been hard at work on Mob-Farms, destroying all the grass-blades, and (wait for it) building castles.

<iinpherno> Sure thing, Drachaux, I'll go and grab some more stone for the castle

<Drachaux> Watch out for the grass, lol

<iinpherno> Lol

Whilst iinpherno is down in the mines collecting dull stone, the blades of grass start to grow, becoming double-tall grass. Meanwhile, back at the base, Drachaux is hard at work, building the spire. From atop this newly built spire, he sees the immense amount of double-tall grass. After attempting to hit it, he realizes the grass is not going away.

<Drachaux> iinpherno, has this ever happened to you?

<iinpherno> I've never had this happen to me before. It's probably just a glitch. Try hitting it again to see what happens.

<Drachaux> It just spawned three new ones. They're only single tall, but still.

<iinpherno> Ha-ha *your* butt's still. That's something my butt never is. But seriously, that *is* weird dough, bruh.

<Drachaux> Idk, I'll just leave it alone for now.

# Chapter 2

## Holding Strong



here is gold to iinpherno's left, who is hard at work getting to thirty-two "xp levels" so he can enchant better armor and weapons. He has also just come across an abandoned mineshaft at y=26, made of wooden supports and the occasional rail on the floor. This randomly-generated structure is full of valuable resources used to gain xp. After exploring the small and abundant mineshaft, iinpherno decides to go for a swim up a water-stream that leads to another caving system.

At 'The Base,' Drachaux is working on gathering material in order to find the 'Stronghold'. As Drachaux grabs the blaze powder, an enderman sneaks up on him and tries to attack. Luckily, he is able to kill this beast and loot it of its ender-pearls. Drachaux slides over to the crafting table and uses the two items to craft up the eyes-of-ender needed. Whilst Drachaux uses his time wisely,

iinpherno is frolicking and slowly walking his way to the surface.

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Now that iinpherno and Drachaux have found the illusive Stronghold, they can begin to work on getting to the End. Three of the twelve eyes-of-ender are already installed on their portal frames. One of the main reasons that these two came to the Stronghold initially was to find the library that rests within the Stronghold; bookshelves require a lot of materials, and bookshelves are easily found within the Stronghold's library. These materials will allow them to enhance weapon and armor enchantments so they will have a better chance of reaching The End.

On their way to the surface, they are attacked by something — completely unaware of what the attacker is — but something nonetheless. Because the duo can't kill it, they decide to try and get out of its follow-range. However, this provides little help; the beast just kept coming towards them. Finally, iinpherno pulls out a bottle from his inventory and throws it at this elusive beast. The beast slowly shrinks from 2 x 2 x 5 all the way down to the size of a block. This becomes quite helpful for Drachaux because he is now able to kill it with a single hit.

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Their unfortunate encounter with the beast made it difficult for them to get back to the surface, but nonetheless they are able to. Now at the surface, they do not have any clues of where they might be, or what they are doing here. They do not know how to get home.

# Chapter 3

## Beginnings Of Something Unworldly



o the east they see a sea with hundreds of stacks of sand just before the large amounts of blue. In the jumble of Drachaux fighting a creeper and two zombies, iinpherno thinks of something that he should have thought of a lot sooner: *sand smelts into glass, iron ore smelts into iron ingots, and I already have redstone, so...* Then suddenly a creeper sneaks up on them and *cah-boom!*

The creeper puts them at 10% health and half a heart, drastically setting back iinpherno's plans. Now the duo has to find and/or build shelter. The night passes, thankfully, as they had many zombies knocking at the door. Now that their health is back, iinpherno can get to work on his master plans. He is now able to smelt all the items he needs in peace and somewhat quiet, but Drachaux is making too much noise for iinpherno's liking.

<iinpherno> Drachaux, what are you... doing?

<Drachaux> Idk

<iinpherno> Ah, sounds like fun

<Drachaux> Why yes, yes it is, thank you very much

Well, as iinpherno finishes smelting his stuffins, Drachaux steps outside and sees a cave. He decides to go dungeon-hunting, hoping to find a saddle or two. He has 29.0% chance of finding one saddle and a 8.4% chance of finding both saddles needed for the journey home.

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iinpherno has smelted all the materials that he needs. Now all he has to do is put the glass in the top right corner, redstone in the center, and iron on all sides of the redstone.

<iinpherno> Drachaux, I made a compass to get us home

He hears nothing.

<iinpherno> Drachaux?

<iinpherno> Drachaux?

*I'll just stay here and wait, iinpherno thought.*

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Drachaux finds his dungeon and beats his odds of 0.93% of finding at least one gold horse armor, at least one iron armor, and two saddles. Just in front of the mouth of the cave, Drachaux finds himself stuck in some sort of green cobweb... no, wait...

<Drachaux> Ahhhh!!!

# Chapter 4

## The Mystical Underworld



though the duo is separated, they can still make progress. Drachaux has woken up somewhere, where “Deja Vu” is the only word that comes to his mind. *Maybe a dream, maybe a vision, but whatever this is — it's hella scary.* This, one of many things going through his head, is the most interesting to his capturers. They have never seen anything like this, other than villagers, and they have never come across something this... smart.

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After Drachaux escapes his cell, he notices many different species of mob that he has never seen before.

<TravelingTrivia> Hello...

<Drachaux> Drachaux

<TravelingTrivia> Hello, Drachaux, I am TravelingTrivia, the Collector. Very nice to meet you.

<Drachaux> You as well...?

<TravelingTrivia> Mister Drachaux, I collect all the unique and special things of the three realms. And you, my friend, have something I want.

<Drachaux> Oh, so *now* we're friends?

# Chapter 5

## You Knowhere



here on the surface, iinpherno decides to look in the caves. After a long while...

<iinpherno> Drachaux? where r u?

<TravelingTrivia> Oh, you Knowhere

<iinpherno> I Do?

<TravelingTrivia> Oh, just use your brain

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iinpherno, now using something dear to him, walks back through the cave in his mind, and remembers seeing three buttons. At first he doesn't think much of it, but then remembers a piston, and a redstone lamp, and...

He considered it just a village mine since there was a villager and a village on the surface. *Could that be... no... well, it's worth a look.* iinpherno tries the two different codes but gives up and breaks the wall, rigs the redstone, and what do ya know? Where will this lead? Knowhere maybe. It could possibly even be a fake.

# Chapter ∞

## 21 Days 'Til Now



*raveling Trivia... what a weird product name. Why would you want to do trivia while riding a horse?* iinpherno thought while browsing.  
<iinpherno> No, we're good, but thank you  
<Villager 17> But sir, this might come in handy in the caves. It has all the answers in the back of the book. It's like an encyclopedia in trivia form.

<Drauchaux> Fine, we'll take it  
<Villager 38> Good choice, my friend  
<iinpherno> Have a nice day

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Some time passes and there seems to be a skeleton army a little ways ahead. The village has no defense and very few and limited weapons.

<Drachaux> Take cover!  
<iinpherno> What is it?

# Chapter 6

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he skeleton army approaches, now seen by iinpherno. He decides to set up some tower defenses and does so with ease, thanks to the practice he had with the mob farms a few days ago.

<Draucaux> iinpherno, all the skeletons just turned into grass!

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Now enough of this backstory stuff. Still after Drachaux, iinpherno is hard at work trying to decipher code and solve puzzles. All this, of course, is done in an attempt to get to Drachaux. *Wait, there must be a door or an easy way in and out because the base owner wouldn't want to go through this every time*, he thinks. So then if I can find that, I won't have to die... right?

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Little surprise to him, iinpherno doesn't find the door. But he does have some blocks and realizes that he can

just build across the pit. And sure enough, iinpherno finds Drachaux, and unfortunately finds TravilingTrivia.

<iinpherno> You were the villager who sold me that book  
<TravelingTrivia> Yep. I'm just a boy, that's all that you'll let me be!

# Chapter 7

## Withering Away



he cave, oh the cave. It is not what one might expect, well other than it's gray. Oddly, there are lots of dead things along with the few living things that are mostly off in the corner, untouched. One of the most eye-catching, more like ear-catching, is the sound of Mr. Peanut.

<Mr. Peanut> An orange Peanut for me, wow well i accept you

It is really hard for iinferno to concentrate with all the ambient noise.

<TravelingTrivia> Oh, Drachaux

Wait why would Drachaux want him self... unless oh that means that TravelingTrivia wanted me to come not Drachaux. I could say I know that you're not drachaux but then he would know I'm here if he doesn't already. Or I could not say nothing because he doesn't need to know I

know he's not Drachaux plus he doesn't need to know I'm here.

All the people in the visible cells are crazy so then Drachaux and any of the other newly captured peeps must be somewhere else where it is less easy to escape. But where is that?

<TravelingTrivia> Where is iinpherno? He should have been here by now.

iinpherno ponders, *Sweet, he doesn't know I'm here. That solves that mystery. Oh, the map that we made, it will show us where its copies are and Drachaux has a copy. Here we are, the merry old map that says Drachaux is behind the wall to my... east.*

Sure enough, there's a door with cells behind it. Drachaux is there and so is the Villager who sold iinpherno the Traveling Trivia Book. iinpherno begins to open all the cell doors.

<TravelingTrivia> Leaving so soon?

<iinpherno> Yeah, we were looking for the exit. Could you help us?

<Drachaux> We wish we could stay and play but we really have to head for the hills.

<TravelingTrivia> Oh man, maybe another time.

iinpherno fails to notice that TravelingTrivia is shifting into a Wither.

<iinpherno> That would be fi...

<TravelingTrivia> No, you must stay, I insist.

TravelingTrivia, feeling angry, shoots the exit.

<Drachaux> Tell me you have a better exit plan than that.

The exit crumbles before Drachaux notices the floating skull traveling directly towards him. He quickly ducks and dodges to escape the Wither effect. The dodged skulls continues on its course towards the very cell in which the skeleton horses reside. iinpherno quickly pulls out a longbow and discharges his regeneration-arrow, which doesn't actually heal the undead but hurts him more, at TravelingTrivia. Drachaux ender-pearls to the other side of the facility to confuse The Collector and give him and iinpherno the upper hand.

TravelingTrivia decides to pick off one of the two. he goes for iinpherno but Drachaux intervenes with two arrows to the back of the three headed monster. The Collector fires six skulls at the ceiling breaking a hole so he can terrorize the village. iinpherno and Drachaux both lob ender-pearls to the surface. Fortunately, the tower defenses iinpherno set up 21 days ago kicked in and TravelingTrivia was intercepted out of the sky.