

DREAM ANIME CHRONICLES

ARMOR AGAINST THE EYE



*Armor On
was blue energy
wrapped in
borrowed steel.*



*They crossed
virtual worlds
through portals
and flight.*



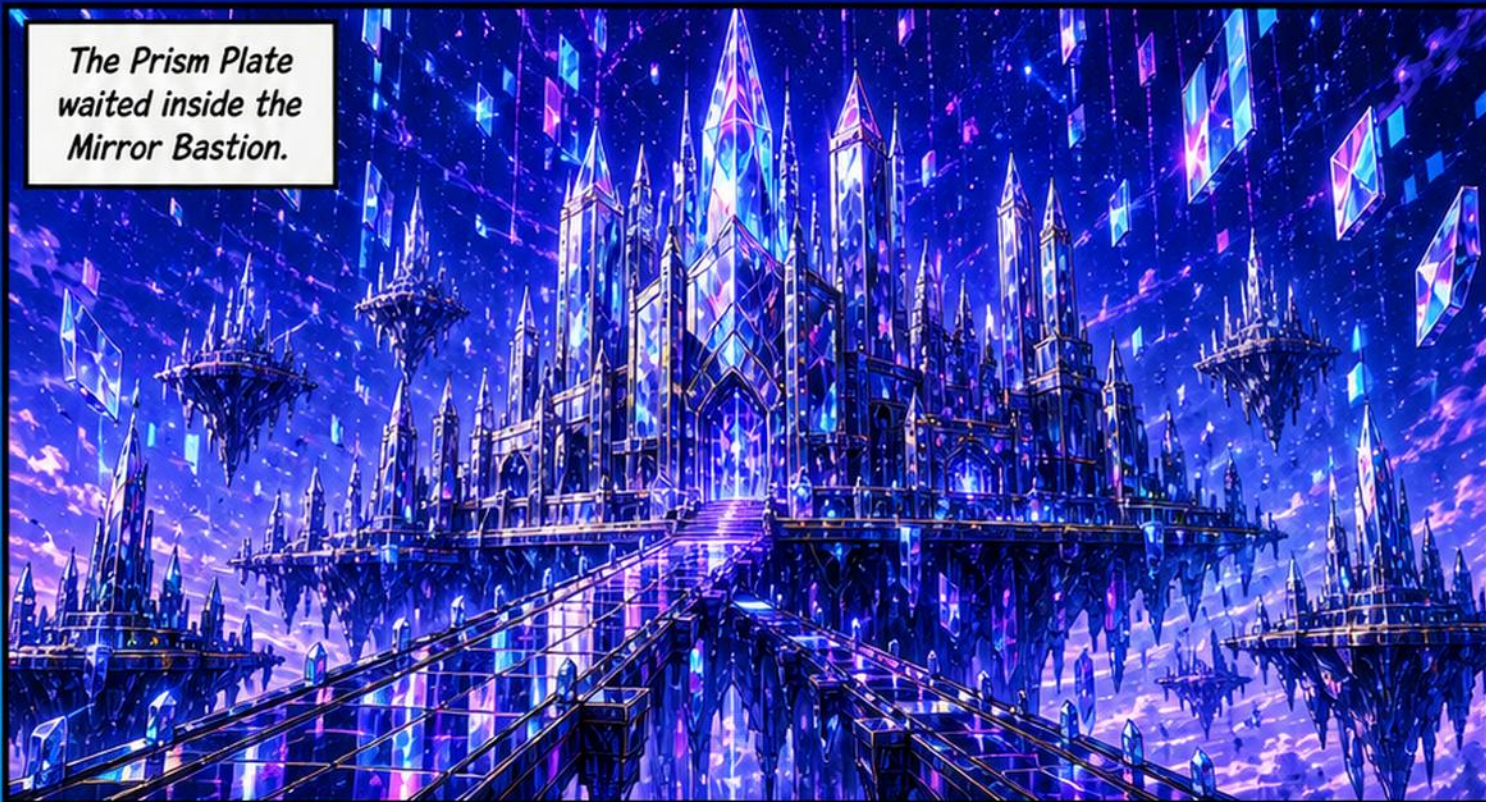
*Each defeated
warrior gave
them another
piece of
protection.*



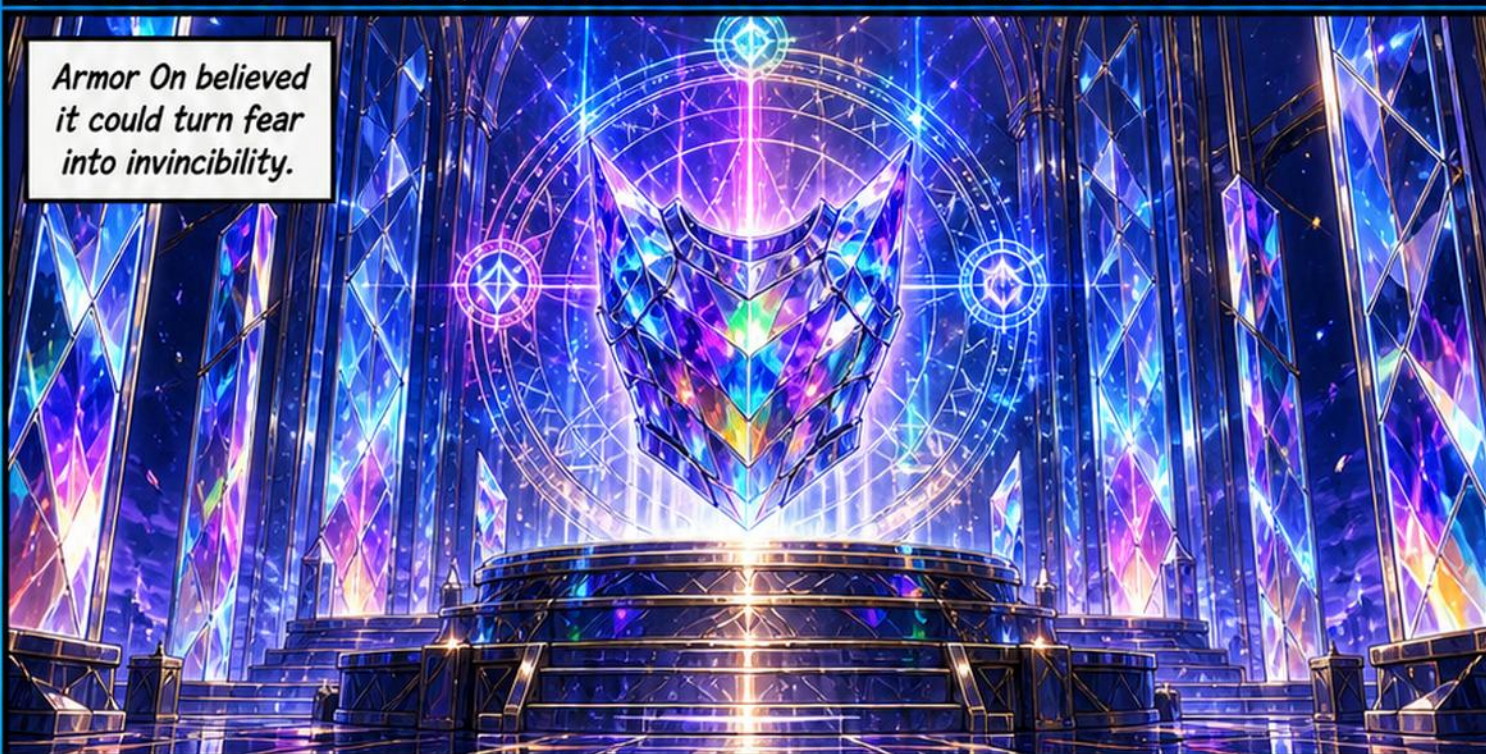
*But every
trophy was really
for the Eye that
watched from
nowhere.*



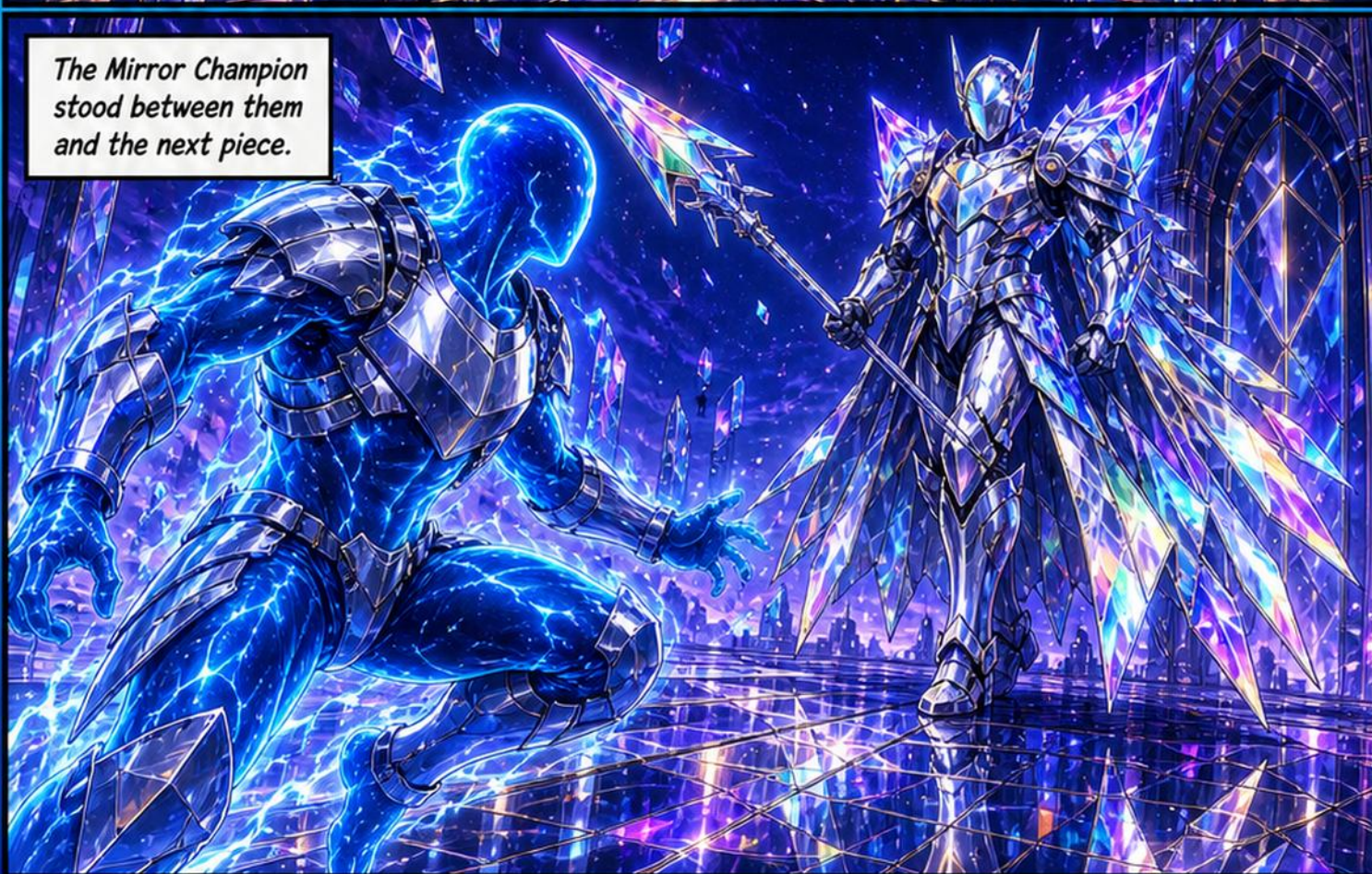
*The Prism Plate
waited inside the
Mirror Bastion.*



*Armor On believed
it could turn fear
into invincibility.*



*The Mirror Champion
stood between them
and the next piece.*



*Armor On
attacked like
every past victory
could repeat itself.*



*The Champion
reflected each
strike.*



*Armor acquisition
found no opening.*



*The harder Armor On
reached, the emptier
their hand became.*



So Armor On
changed the
battlefield.



Portals opened
above, below,
and behind.



Flight became
a storm of
blue comets.



The Bastion turned
every shortcut
into a trap.



The Prism Plate
stayed out of
reach.



Then the
Bastion stopped
showing enemies.



It showed
the reason
Armor On never
rested.



The Eye was
not in one
mirror.



It was in
all of them.



Armor On
stopped chasing
armor.



They listened
to the feeling of
being watched.



Astral perception
traced the false
reflections.



Only one path
was real.



The Champion
fell, but did
not break.



The Prism Plate
chose the warrior
who could face
the watcher.



Armor On was
not invincible.



They were
finally looking
back.





Armor On, a faceless blue-energy warrior, hunts armor across virtual worlds because the Watching Eye makes them afraid to stand still. In the Mirror Bastion, they chase the Prism Plate, convinced it will make them invincible. Direct force, armor stealing, portals, and flight all fail against the Mirror Champion. When every mirror reveals the Eye, Armor On uses astral perception to find the only real path. They win the Prism Plate without destroying the Champion and finally look back.