# Important Information

The core of this document will be analyzing and explaining the complexities and components of Dream's scheme during the Exile Arc that ultimately led to his own self-imprisonment, as well as all the secondary objectives Dream achieved throughout the scheme.

All individuals mentioned in this document are roleplaying fictional characters and are **NOT** their real-life counterparts. The Dream SMP is scripted and should therefore be treated as any other work of fiction.

When referring to the DSMP throughout this document, I am referring to the land and faction that calls itself the DSMP rather than the server itself.

Each individual has three lives, and upon losing all three, they will be permanently killed unless they are later revived.

(By XDwasGone)

# Introduction

The beginning of the scheme actually has its roots long before the events of the Exile Arc even begin and can mainly be contextualized through Dream's own dialogue with Tommy during the final stream of the DSMP. During their conversation, Dream reveals that everything up until that point, barring a few events such as Quackity's formation of Las Nevadas and Wilbur's development post-mortem, had been orchestrated by him and Punz, with the plan stemming all the way back to before the commissioning of the prison.

The first part of this document will mainly be speculation on my end regarding how exactly the scheme was eventually formed. However, this has no real bearing on the plan itself beyond attributing even more to the impressiveness of Dream's foresight, considering just how far in advance he had planned ahead. The timeline of events is simply what I believe to be the most rational and explainable sequence of events that may have occurred.




*Punz and Dream revealing they had planned everything before the prison was even built.*

## Pre-Exile Timeline

### Deal with Schlatt

From what we understand and are shown of the timeline, we know that Dream received the revival book from Schlatt in exchange for his assistance during the Pogtopia Rebellion, which Dream was originally

sponsoring. Dream accepted this offer, as we see, and in exchange for the book he fought for Schlatt during the rebellion. However, we see that his full effort was not in aid of Schlatt, as he had already acquired the alleged revival book and was simply fighting out of goodwill. Schlatt ultimately lost the war, with Dream giving up towards the end, viewing the entire conflict as pointless, and making away with the revival book.

## Revival Experiments

Once Dream acquired the revival book, he conferred with Punz, his closest ally, regarding the fact that he had obtained it. However, the issue arose that Dream was unsure whether or not the revival book was legitimate, which is what led to the revival experiments. Punz was unsure which individuals they could use as test subjects without anyone noticing, mainly due to the tight-knit community that had been established following the formation of the new L'Manberg government and the unity behind Pogtopia. However, Dream was able to accurately identify two individuals they could use in the experiments: Vikkstar and LazarBeam, kidnapping them and experimenting on them by repeatedly killing and reviving them in different ways to first prove the validity of the book and also learn its specific properties.

*To understand the specific process behind Dream choosing these two individuals, it is important to note that these two citizens of the DSMP were largely removed from the major conflicts of the server. That isn't to say that they were outcasts or recluses—quite the contrary, as they were well-liked by many members and were quite popular. However, Dream understood the leverage that came from the high social standing these two individuals held. Because they were both viewed so positively while remaining detached from the server's major conflicts, there was a natural expectation that they could simply leave the community to pursue other ventures and disappear without raising suspicion. Even if someone were to notice their absence, few would find it particularly strange. This is exactly what Dream leveraged.*

*It is important to note that Dream understood the complex web of social relationships, interpersonal dynamics, and public perceptions surrounding Vikkstar and LazarBeam despite himself being a social recluse who rarely interacted with either of them or the larger public.*







*Excerpt from a video uploaded detailing Dream's research into the Revival Book.*

From these experiments, Dream was able to make several key discoveries that would later become important to his contingency:

1) The revival book functions more as a piece of text than as a book itself. Once the specific text is written into a book and paired with a deceased individual, it is capable of bringing that person back from death.
2) Time within the dead realm operates differently from the real world, passing far more slowly. This is not directly stated, but it should have been fairly obvious to Dream. Although he tells Tommy that he only discovered this after reviving him, we know this is false considering this is extremely basic information that would have become apparent during the revival experiments. Dream also claimed Tommy was his first successful revival, which we know was not the case.
3) An individual's body is not where they are revived. Instead, the revived person appears wherever the book is burned.
    a) The exception occurs when an individual remains after death in the form of a spirit. In that case, the spirit must be present at the location where the book is burned, and the revived individual will appear in the ghost's place. This is implied to have already been known by Dream, as he was aware of Ghostbur's existence following Wilbur's death and appeared to know that he needed to lure Ghostbur into the prison in order to revive Wilbur.

## Enderwalk Ranboo Creation + Prison Commision

Following Dream and Punz gaining a better grasp of the functions of the revival book, we can reasonably conclude that this was when the scheme of the Final Waltz was formulated along with the larger scheme of Immortal Utopia, with two key actions being taken as groundwork.

Firstly, Dream created the alternate personality within Ranboo, either by creating it himself or by kidnapping an already existing Enderwalk Ranboo. He designed this personality to activate upon seeing Dream's ":)" symbol, making it completely loyal to him while remaining entirely unknown to Ranboo's primary personality.

*Alternate personalities do not emerge randomly with certain predictable traits. They are shaped by the emotional experiences surrounding their formation. Their personality traits, memories, behavioral tendencies, and relationships are all direct products of the psychological state that led to their creation. Memory fragmentation between identities is also determined by how the mind compartmentalizes these experiences.*

*What makes Dream's feat so impressive is that he was specifically able to produce certain desirable traits into Ranboo's psyche. Enderwalk Ranboo was completely loyal to Dream and was conditioned to emerge only upon seeing Dream's ":)" symbol, meaning Dream had to facilitate an emotional state within Ranboo that caused his mind to determine that the optimal defensive response was the creation of an identity that was hyper-loyal to Dream. He also had to establish a strong emotional association between the ":)" symbol and the formation of that identity so that it would only emerge when exposed to that trigger.*

*Dream also appears to have deliberately structured how memories were distributed between Ranboo's identities. While Ranboo's primary personality suffers from severe memory loss and is forced to rely on memory books, Enderwalk Ranboo possesses access to the collective memories shared across the personalities while remaining completely hidden*

*from the primary personality. This allowed Enderwalk Ranboo to retain full knowledge of Dream's plans while ensuring that Ranboo himself remained genuinely unaware of his own involvement.*

*Dream's manipulation extended even further through the apparent creation of a tertiary personality modeled after himself. This personality shared Dream's rationalizations and knowledge of the larger scheme while functioning as an extension of Dream's own will. Unlike Enderwalk Ranboo, this personality was able to manifest even while Ranboo's primary personality remained in control, influencing him through auditory and visual hallucinations without taking control of his body. (See here for more indepth analysis)*




*Example fo a hallucination manifested by the tertiary personality.*

Aside from how impressive this feat is in terms of psychological understanding and Dream's grasp of the human mind, Enderwalk Ranboo also exclusively spoke the language of Endermen. This means that, at some point during this period or even beforehand, Dream learned to become fully fluent in Enderman by observing their interactions with one another and deriving an entire alphabet from them.

*Unlike a conventional language, Dream had no teacher or written translations to work from within the lands of the DSMP. Instead, he would have needed to derive the language purely through observation of Endermen interacting with one another. This would have required him to identify recurring vocalizations, associate them with consistent behaviors and contexts, distinguish between different words and phrases, and gradually infer the underlying grammatical structure governing the language.*

*Beyond simply learning to understand and speak the language, Dream also derived a complete written alphabet that matched the one naturally used by Endermen. This would have required him to identify repeated symbols, determine that they represented a writing system rather than arbitrary markings, establish the correspondence between individual*

*symbols and spoken sounds, and reconstruct the relationships between those symbols until he was able to accurately reproduce the entire script.*




*Example of Enderwalk Ranboo exclusively communicating through the Enderman Language.*

The next step in Dream's setup for his scheme was commissioning Sam to begin construction of the prison. Dream misled Sam into believing that the prison was being built to contain a specific individual whom Dream had in mind. In actuality, as we see at the end of the Final Waltz scheme, Dream had always intended for himself to be imprisoned within it.




*Dream and Punz reveal that the plan had always been for Dream to be imprisoned and that the method of escape had already been determined beforehand, with only the length of his imprisonment being slightly different from what they had originally planned.*

## Tommy Exiling

Once the groundwork had been laid, Dream put the main scheme of the Final Waltz into action, beginning with the introduction of Ranboo into the greater DSMP. The introduction of Ranboo had a twofold effect.

1) Gain a valuable and practically undetectable spy.
    a) *Ranboo seemingly had no connection to Dream in any capacity and was generally considered likable by the other members of the SMP due to his timid and honest nature. This allowed Dream to plant a spy within the ranks of those who might eventually oppose him without showing any signs of actually being a spy. Ranboo himself did not know that he was feeding Dream information and would genuinely grow and foster relationships with the other members of the server. His friendships, behavior, and apparent loyalty would all be completely genuine from the perspective of his primary personality. This made the possibility of discovering his connection to Dream extremely unlikely, as there would be no conscious deception for the other members to detect.*
2) Cause Tommy to do something reckless.
    a) *Dream's prediction of Tommy's actions after meeting Ranboo stemmed from his extensive psychological understanding of both Tommy and Ranboo. Tommy was an individual who was extremely prone to spontaneous actions with little consideration for their consequences or the opinions of others. He also possessed a constant need to project himself as powerful and important. This*

*tendency would have been particularly strong at this point due to his recent appointment as a governing member of the newly freed L'Manberg.*

*Ranboo, in contrast, was generally timid, passive, and non-confrontational. He was also completely new to DSMP and had yet to establish himself within its social hierarchy. Dream understood that Tommy would act more carelessly around Ranboo, as Ranboo would not attempt to regulate his behavior or challenge his decisions. Tommy would also likely view Ranboo as impressionable due to his newness to the DSMP and attempt to establish himself as the more experienced and important individual within their relationship.*

*Dream predicted that when Tommy was placed alongside Ranboo, someone who would not attempt to regulate him and whom Tommy viewed as impressionable, Tommy would eventually do something reckless in an attempt to prove himself.*




*Ranboo and Tommy breaking in and burning down George's new home.*

This prediction on Dream's part turned out to be correct, with Tommy eventually burning down George's house alongside Ranboo, which was exactly the type of opportunity Dream needed to push for Tommy's exile. (While the methodology explained above is the general framework, I do believe that Dream had actually specifically predicted that Tommy would burn George's house and had made George king to gain the political leverage he needed.)

Dream had prepared a large quantity of obsidian beforehand, and upon Tommy burning down George's home, he immediately began erecting large walls around L'Manberg. However, at the same time, Dream

ensured that his actions remained within what could reasonably be considered a proportionate response, leveraging three key facts to justify his actions.

1) George was the king of the DSMP faction.
    a) *Dream had previously appointed George as the king of the DSMP, and upon seeing Tommy loot and burn down his home, Dream argued that Tommy's actions could be considered a declaration of war. Given that L'Manberg and the greater DSMP were technically independent factions, an attack against the king of one nation by a member of another could reasonably be treated as a diplomatic conflict rather than a simple act of vandalism.*
2) The former treaties with L'Manberg were void.
    a) *Dream reasoned that all previous agreements with L'Manberg were void and no longer valid, considering that the agreements had been made with the government prior to it being overthrown. Given that Schlatt had been democratically elected and was then overthrown, Dream reasoned that while the governing body and name of L'Manberg may have shared similarities with its previous form, it was effectively a new nation. Therefore, any treaties or agreements that might have previously prevented such actions were void.*
3) Tommy was an official of L'Manberg.
    a) *Given that Tommy held governing power within L'Manberg, Dream argued that Tommy should be held to a higher standard and that his actions should carry greater diplomatic weight. Tommy was not simply a private citizen acting independently but an official representative of L'Manberg's government. Dream could therefore frame the destruction of George's home as an action committed by a member of the L'Manberg government against the king of another nation. This allowed Dream to argue that Tommy should be held significantly more responsible for his actions.*



*L'manburg surrounded by obsidian walls built by Dream.*

Dream requested to have an audience with the cabinet of L'Manberg, with Tubbo, the president, then quickly assembling Quackity, Tommy, and Fundy to have a conversation with Dream. Once Dream had his audience, he outlined the points above and, importantly, in a manner that was very much outside of his norm, ensured that he seemed entirely reasonable throughout the exchange.

*Dream understood that Tommy would never accept responsibility for his actions while, at the same time, it would be entirely evident to everyone that it had been Tommy who burned down George's home. Dream understood a few key factors about Tommy's mental state at the given moment. Tommy did not inherently believe that what he had done was wrong and would never willingly accept any form of punishment.*

*This was mainly due to Tommy's inherent belief that, now that his best friend was in a considerable position of power, he would be free to act as he wished. Tommy also did not understand the implications and inherent responsibilities that came with his position as vice president. He also possessed an deep hatred for Dream and would take almost any opportunity to slight him. Following the establishment of the new L'Manberg government, Tommy's priorities had also shifted almost entirely towards the singular purpose of reclaiming his discs.*

*It is unlikely, however, that Tommy would have done anything too egregious on his own, which is why Dream used the introduction of Ranboo to coax Tommy into taking such an extreme action.*




*Tommy explaining his rational and goals to Tubbo following Dream's ultimatum.*

During the conversation with the cabinet, Dream showed that he was willing to compromise, even being open to the idea of holding a court trial to determine Tommy's guilt, while beginning to push for the

idea of exiling Tommy. All of this was intentionally done to frame himself as being in the "right" in the eyes of Tubbo. At the same time, this would slowly erode the relationship between Tommy and Tubbo. Tubbo would grow increasingly frustrated with Tommy as he began to contrast Tommy's actions with Dream's seemingly reasonable behavior, all while knowing that Tommy was guilty.

*Note: Throughout this period and up until Tommy's eventual exile, Dream would constantly flash the ":)" symbol to Tommy whenever nobody else was looking, using it as a private taunt that only Tommy would notice.*

Before the trial, Dream asked to speak with Tubbo privately. Here, he began to plant the main seeds that would lead to the eventual fracturing of Tommy and Tubbo's relationship. Dream took Tubbo aside and began to appeal to Tubbo's rationality and desire for peace. He contrasted these desires with Tommy's actions and the constant conflict he was creating. Dream then made two very important points that would cause Tubbo to begin swaying to his side.

1) Tubbo was president.
    a) *While this may not seem like much on the surface, Dream made it a point to repeatedly emphasize Tubbo's authority. This mainly had a twofold effect. Firstly, it showed that Dream respected Tubbo's position, which would make Tubbo more likely to listen to and agree with him. Secondly, it reminded Tubbo of the authority that he was supposed to hold as president.*

        *Up until this point, Tubbo had constantly been overshadowed by the other members of his cabinet. They would often make decisions without asking him for the final say despite Tubbo being the president. Tubbo had not shown much of an issue with this treatment until now. However, the current situation created the perfect circumstances for Dream to begin changing this. Tubbo himself believed that Tommy was fully responsible for his actions. At the same time, Dream was constantly validating Tubbo's authority and reminding him that the final decision should belong to him. This began to seed resentment within Tubbo towards the way he had been treated by the other members of his cabinet.*

2) Dream liked Tubbo.
    a) *Dream once again presented himself to Tubbo as someone who could be reasoned with. He repeatedly mentioned that he liked Tubbo as president because they shared the common goal of peace. Given the current situation, this would naturally appeal to Tubbo. Dream presented himself as someone who respected Tubbo's authority, understood his desire for peace, and was willing to work with him to achieve it.*

        *We later learn that this sentiment was untrue, as Dream outright states that he views Tubbo as an incredibly weak leader. However, during this conversation, Dream repeatedly expressed this sentiment to get into Tubbo's good graces. This also created a direct contrast between Dream and Tommy. Dream presented himself as someone who respected Tubbo's authority and wanted peace. Tommy, meanwhile, constantly disregarded Tubbo's authority and created conflicts that Tubbo was then forced to resolve.*

At the trial itself, Tommy eventually took full responsibility for his actions after seeing that Ranboo might also be punished for the crime.

*Dream understood that no matter how selfish Tommy could be as a person, he still cared for those around him in his own way. Dream knew that Tommy would gladly take all the blame if it meant protecting Ranboo. This became even more likely after Tommy saw that Ranboo had lost a large part of his memory and had no real way of defending himself.*

*Dream exploited this aspect of Tommy's personality to create a surefire method of placing the entire blame on him. Rather than simply attempting to prove Tommy's guilt, Dream created a situation where Tommy would willingly confess to the crime himself. By placing Ranboo at risk of punishment, Dream leveraged Tommy's attachment to those around him and ensured that Tommy would voluntarily take full responsibility.*




*Dream's conversation with Tubbo.*

Once Tommy was declared guilty, he was placed under probation. Dream continued to push for Tommy's exile but was not overwhelmingly forceful in his approach. Instead, he emphasized that they should meet again in three days to make the final negotiations regarding Tommy's punishment.

Dream knew that Tommy would already be unhappy with his existing punishment. He also knew that upon hearing that Dream still wanted him exiled, Tommy would lash out. This is exactly what happened. Despite Tubbo's request for Tommy to stop speaking, Tommy continued and claimed that he could go and do whatever he wanted. This allowed Dream to respond without appearing like the aggressor by stating that if Tubbo did not want to exile Tommy, he could instead hand over the disc.

Tommy obviously objected to this, stating that he had given Tubbo the disc as a sign of confidence. Tubbo then reminded Tommy, with growing frustration, of his position and authority as president. Importantly, Tubbo did not promise Tommy that he would refuse to give Dream the disc.

*The exchange following the result of the trial was very carefully navigated by Dream to continue fracturing Tommy and Tubbo's relationship while also furthering his goal of getting Tommy exiled. Dream started the conversation by stating that probation was simply not enough for what Tommy had done and what Tommy would continue to do. He cited Tommy's own statement that his sole goal was to piss Dream off. (As a side note, Dream was not present to hear Tommy make this statement, meaning he had either received this information from Enderwalk Ranboo or predicted that Tommy would make such an assertion.) Dream also emphasized that Tommy was one of the few representatives of L'Manberg and had openly shown no intention of changing his behavior.*

*After escalating the situation by suggesting further punishment, Dream then backed off slightly and became the one to seemingly de-escalate it. He did this by making an assertion that, on the surface, appeared to be a concession.*




*Dream says to Tubbo in an importantly neutral voice:*

*"I'll give you three days to think. Think about it. If you come back and say the same thing, I have some stuff to say, but if you change your mind, and I think that's the best thing to do, we're fine. If you don't change your mind, we can talk."* *(Image Link)*

*From Tubbo's perspective, it appeared as if he had successfully ensured that Dream, at least for the time being, would not continue pressing for Tommy's immediate exile. It also appeared that Dream had left room for further negotiations regarding Tommy's punishment. Most importantly, Dream presented himself as someone willing to compromise by giving Tubbo three days to consider his decision before continuing negotiations.*

*In reality, Dream did not actually make any concessions. He made himself appear more reasonable while never withdrawing his demand for Tommy's exile. Dream had successfully shifted the situation from whether Tommy should be exiled to whether Tubbo could convince him not to exile Tommy.*

*Throughout the conversation, Dream was also making subtle slights towards Tommy. He referred to Tommy as "him" in a condescending voice and generally spoke negatively about his character. Dream knew that these smaller provocations would cause Tommy to break his promise to Tubbo and begin insulting him.*

*Rather than directly escalating the situation himself, Dream only needed to provoke Tommy enough for Tommy to do it for him. Tommy's reaction once again allowed Dream to appear as the "victim" of the situation. Tubbo had just watched Dream seemingly attempt to negotiate peacefully and give them additional time to consider their decision, only for Tommy to immediately become hostile towards him.*

*This gave Dream the opportunity to introduce the possibility of Tubbo giving him the disc instead. Importantly, Dream only brought up this option after Tommy had escalated the situation. Dream therefore avoided appearing as if he had entered the conversation with the intention of taking Tommy's disc. Instead, he could present the demand as a response to Tommy's continued hostility and unwillingness to change.*

*At this point, Dream understood that Tubbo was already frustrated with Tommy. He also knew that the idea of Tubbo's own authority was still fresh in his mind due to their previous conversation. Because of this, Dream knew that Tubbo would not be entirely against considering the possibility of giving him the disc. (Image Link)*




*Dream could also predict that Tommy would be shocked and outraged by Tubbo even considering this possibility. Tommy had originally given Tubbo the disc as a sign of trust and confidence in him. From Tommy's perspective, Tubbo considering giving it to Dream would therefore be seen as a betrayal of that trust.*

*The situation looked entirely different from Tubbo's perspective. Dream had spent their previous conversations emphasizing Tubbo's authority and responsibilities as president. Tubbo was also becoming increasingly frustrated with Tommy's refusal to recognize that his actions had consequences. Dream therefore created a situation where Tubbo would use Tommy's moment of shock to once again lecture him about his actions and remind him of his authority as president.*

*With this single exchange, Dream was able to simultaneously accomplish several objectives. He avoided any perceived responsibility for escalating the situation by allowing Tommy to become hostile first. He maintained his appearance as the reasonable party by seemingly offering Tubbo additional time and room for negotiation. He introduced the possibility of acquiring Tommy's disc without appearing to have entered the conversation intending to take it. Most importantly, he placed Tommy and Tubbo directly at odds with one another by creating a situation where Tommy viewed Tubbo's consideration of the deal as a betrayal, while Tubbo viewed Tommy's reaction as further evidence of his refusal to respect Tubbo's authority or accept responsibility for his actions.*




*Tommy and Tubbo arguing following the conversation with Dream.*

Three days later, with tensions already high, Dream and the cabinet of L'Manberg reconvened at the Holy Land. The Holy Land was a location on the DSMP where combat was strictly forbidden, which served as a sign of good faith from Dream. By choosing this location, Dream presented himself as someone who was taking the negotiations regarding Tommy's exile seriously and was genuinely willing to hear Tubbo out. At the same time, Dream had doubled the height of the walls surrounding L'Manberg, mainly as a tactic to place further pressure on Tubbo.

*The effectiveness of the walls came from the fact that Dream did not need to make any further direct threats. Their increased height communicated the possibility of further escalation without Dream ever having to explicitly state what he intended to do. This allowed Dream to maintain the reasonable image he had spent the previous conversations creating while still reminding Tubbo of the consequences that could come from refusing to reach an agreement.*

*The contrast between Dream's two actions was especially important. On one hand, he was meeting Tubbo peacefully within the Holy Land and presenting himself as willing to negotiate. On the other, the walls surrounding L'Manberg had doubled in height. Dream was simultaneously presenting Tubbo with cooperation and intimidation while keeping the two separated enough that he could avoid appearing openly hostile.*

*This placed Tubbo under increasing pressure to make some form of decision that would appease Dream. At this point, Tubbo already believed that Dream had been wronged by Tommy and viewed Tommy as responsible for the current situation, so the walls therefore became a constant physical reminder of the consequences of Tommy's actions and the conflict Tubbo was now responsible for resolving.*

*The walls also had the additional effect of making Tubbo feel psychologically trapped. Tubbo spent a large amount of his time within L'Manberg, meaning the walls were not a temporary threat that he could simply distance himself from. By doubling their height, Dream ensured that the pressure of the negotiations continued even when he was not physically present.*

*Dream had therefore created a form of passive pressure that required almost no further action on his part, with Tubbo left to imagine the possible consequences himself, allowing his own fear and uncertainty to create much of the pressure Dream needed.*

Note: At this point, Ranboo had also become quite close with many members of the L'Manberg cabinet and was appointed as the minutes man for the meeting between Dream and the cabinet. This furthered Dream's objective of integrating Ranboo into their ranks to act as a spy for him.




*Ranboo acting as the minutes man.*

Once the negotiations began, Dream's primary objective was not actually to have Tommy exiled during this exchange. In fact, he was extremely reasonable with the L'Manberg cabinet regarding Tommy's punishment. What Dream did ensure was that exile remained on the table as a possible option.

*Dream began the conversation by once again restating that he wanted Tommy to be exiled. When Tubbo pushed against this and argued for a lesser punishment, Dream did not strongly disagree or attempt to force the issue. Instead, he simply reaffirmed that Tubbo had considered exile and got him to concede that it remained an option under the worst possible circumstances. This was all Dream needed from the exchange. He did not need Tubbo to agree to exile Tommy immediately. He only needed Tubbo to accept that there were circumstances where exile could become a reasonable punishment.*

The rest of the negotiations involved Dream being extremely open to ideas from the L'Manberg cabinet. He vastly scaled down his original demands and rarely put forward ideas of his own, instead allowing the other side to speak and agreeing with many of their suggestions. This once again made him appear favorable in Tubbo's eyes. Rather than Dream forcing a punishment onto L'Manberg, the final agreement appeared to be something that Tubbo and the cabinet had actively participated in creating.

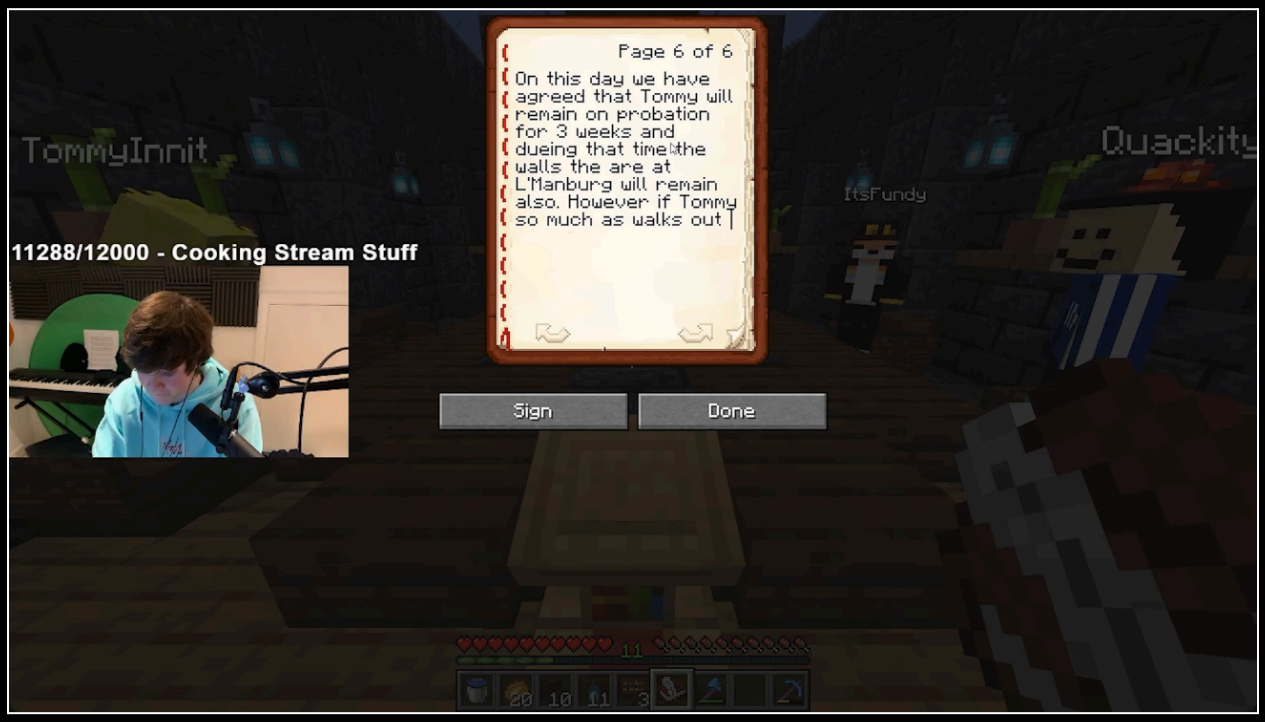
Dream eventually agreed to the following propositions as the final terms of Tommy's punishment:

1) The walls surrounding L'Manberg would remain for a temporary period.
    a) If Tommy did anything wrong, the height of the walls would be doubled.
2) Tommy would remain on probation for three weeks.
    a) If Tommy did anything wrong, his probation would be extended.

These conditions were extremely mild when compared to Dream's original demand for exile. Dream even showed leniency towards Tommy during the negotiations. Originally, he pushed for Tommy simply cursing someone out to be enough to extend his probation and double the height of the walls. After Tommy protested against this condition, Dream willingly decided against it.

*The importance of this exchange was that Dream had managed to establish exile as an accepted possibility while making almost every other concession requested of him. From Tubbo's perspective, Dream had entered the negotiations demanding Tommy's exile and then willingly compromised until they reached a significantly lighter punishment. This further strengthened Dream's presentation as the reasonable party within the conflict.*

After Tubbo wrote the conditions down, both him and Dream signed off on it.



*Tubbo writing the agreement for Tommy's punishment.*

This would not stand for long, as Tommy made a very important realization that Dream had been banking on: Dream did not actually hold any immediate leverage over him. Dream did not have any of Tommy's discs, while Tommy had something that belonged to Dream: Spirit, the hide of his dead horse.

Up until this point, Tommy was mainly afraid of Dream's threat regarding the walls. During the negotiations, he realized that Dream did not currently possess the discs. After the book was signed by all parties, Tommy promptly got up, tore down the desk, and began gloating towards Dream. He used Spirit as leverage and threatened to burn it if Dream did not comply.

This moment was exactly what Dream had predicted would occur and had been building towards for the past few days. Initially, Dream acted as if he had been swayed by Tommy's threat. He even went silent and obeyed when Tommy ordered him to tear down the walls surrounding L'Manberg. This made it appear as if Tommy had successfully reversed the situation and gained control over Dream.

Dream then suddenly began extending the walls further. He claimed that he did not care what Tommy did with Spirit and revealed that his true goal was to acquire Tommy's discs. He then threatened that if Tommy was not exiled, the walls would be extended to the sky and guards would patrol them, killing anyone inside L'Manberg who did not wear armor. (This was already one of L'Manberg's laws, but Dream repurposed it into a threat, turning something that had been part of their own tradition into a method of oppression that could be used against them.)

The core foundation and goals of Dream's actions here are as follows:

1) Creating a divide between Tubbo and his cabinet.
    a) *This had a twofold effect. Firstly, Tubbo grew more distant from Tommy. While Tubbo tried to maintain peace, Tommy consistently acted recklessly, refused to take accountability, and then caused a situation that had almost been resolved to escalate far beyond its original point.*

       *Secondly, this made Tubbo's resentment towards the cabinet more apparent. Dream had already spent prior conversations emphasizing Tubbo's authority as president. This meant that when Tommy began threatening Dream, Tubbo was now far more aware of whether his authority was being respected. Tubbo repeatedly warned that Tommy's actions were a bad idea, but Quackity and Fundy disregarded him and went along with Tommy. This reinforced the idea to Tubbo that he was president in name, but not in practice.*

2) Solidifying Dream's favorable position in Tubbo's mind.
    a) *Dream did eventually reveal that he wanted Tommy's discs, but by this point he had already spent several days presenting himself as the more reasonable party. During the negotiations, he had appeared open to compromise, scaled back his demands, accepted lighter punishments, and gave Tubbo time to think. Even when Tommy threatened him with Spirit, Dream did not immediately raise his voice or retaliate.*

*This mattered because it made L'Manberg look like the side responsible for escalation. From Tubbo's perspective, Dream had been willing to negotiate over a crime that Tommy obviously committed. He had even walked back some of his demands. Tommy, in contrast, refused to accept punishment, mocked Dream, threatened him, and destroyed the negotiating table immediately after the agreement had been signed.*

*Dream's reveal therefore did not erase the reasonable image he had built. Instead, it allowed him to frame his harsher response as something Tommy had forced him into. Dream could now appear as someone who had attempted diplomacy but had been pushed past the point of compromise by Tommy's continued recklessness.*

3) Making Tubbo realize Tommy needed to be exiled.
    a) *This was the most important objective of the exchange. Dream did not simply want to force Tubbo to exile Tommy. He wanted Tubbo to arrive at that conclusion himself.*

    *When Tommy realized he had leverage and refused to listen to Tubbo, Tubbo began to internally recognize that Tommy's actions could only lead to exile. Dream had created repeated opportunities for Tommy to display the exact traits that made him dangerous from Tubbo's perspective. Tommy was erratic, reckless, unwilling to follow agreements, and openly dismissive of Tubbo's authority.*

    *The situation was also structured so that Tubbo would feel personally undermined. Tommy was not only provoking Dream. He was doing so after Tubbo had negotiated on his behalf. He was doing so after Tubbo had secured a lighter punishment. He was doing so while ignoring Tubbo's direct warnings. This turned Tommy's actions from a general political problem into a personal rejection of Tubbo's authority.*

    *Dream's tactic was effective because he allowed Tommy to become the evidence against himself. Every time Dream gave room for compromise, Tommy made himself look less deserving of it. Every time Tubbo tried to protect Tommy, Tommy made Tubbo look weaker for doing so.*

Now, regarding Dream's prediction of Tommy's eventual outburst, Dream had brought up the discs during their previous meeting for the reasons stated above, but also to implant the idea of them being at stake within Tommy's mind. By reminding Tommy of the discs and presenting them as something Dream still wanted, Dream facilitated a specific train of thought:

***Dream wants my discs → Dream doesn't have my discs → Dream can't threaten me → I have Dream's dead horse → I can threaten Dream.***

*Dream's prediction of this thought process was exactly why he was so open to favorable terms during the negotiations in the first place. He knew that, given the opportunity, Tommy would immediately attempt to get one over on him. This meant that any terms Dream agreed to during the negotiations would ultimately not matter, as Dream had already predicted that Tommy would break the agreement immediately afterwards.*

*By accepting favorable terms, Dream lost practically nothing. Instead, every concession he made strengthened his position for what he knew would happen next. The more reasonable Dream appeared during the negotiations, the worse Tommy's eventual actions would look by comparison. Dream could therefore willingly scale down his demands and allow Tubbo to believe that he had successfully negotiated a peaceful resolution because he knew Tommy would destroy that resolution himself.*

*Once Tommy threatened Dream with Spirit, Dream could then push for exile from a significantly stronger position. Rather than appearing as if he had wanted to force Tommy into exile from the beginning unreasonably, Dream now appeared validated in his previous concerns. He had given Tommy another opportunity, accepted favorable terms, and seemingly attempted to resolve the conflict peacefully, only for Tommy to immediately prove Dream's claims about his behavior correct.*




*Dream threatening Tubbo to exile Tommy.*

Following these events, Tubbo was naturally placed in a very difficult situation. On one hand, he had his closest friend Tommy, someone he had been willing to die for and had experienced almost everything with, alongside Fundy and Quackity, who wanted to refuse Dream's demands and fight rather than exile Tommy. On the other hand, Tubbo had seen with his own eyes that Dream was right about Tommy. He also had the added frustration of once again having his authority overlooked despite his position as president, alongside the threat that defying Dream posed to L'Manberg as a nation, something Tommy had shown very little consideration for.

*Dream had obviously anticipated that Tommy would not easily give in to his demands given his nature. He could also reasonably predict that Fundy and Quackity would go along with Tommy's desire to fight. This furthered the divide*

*within the cabinet and made Tubbo feel as if his voice was not being heard. The resentment Dream had been building over the past few days was brought to the surface as Tubbo repeatedly watched the other members of his government ignore his concerns and make decisions without seriously considering his position.*

Eventually, the plan of getting Techno on their side to fight Dream was decided upon (*Dream may have predicted this too*). Tubbo viewing this as not only irresponsible for the long-term survival of the nation but also incredibly reckless given its low chances of success, this was the final push Tubbo needed to fully solidify his decision to exile Tommy.

*Over the past few days, Tubbo had repeatedly seen Tommy act recklessly, refuse to understand his own position, avoid responsibility for his actions, endanger the country for his personal interests, and disregard Tubbo's authority whenever his decisions went against what Tommy wanted.*

When meeting with Dream, despite what Tommy, Fundy, and Quackity believed would happen, Tubbo announced that he was exiling Tommy.

He argued that any further conflict was bad for the nation and that the others were thinking emotionally rather than rationally. He then confronted his cabinet over the fact that they had undermined his authority from the beginning of his presidency. Tubbo explained that when he was sworn in, he had promised to do what was best for the nation and that Tommy's continued presence was no longer beneficial to L'Manberg. Tommy had repeatedly shown that he did not have the nation's best interests at heart. Tubbo even went as far as stating that the discs were not important before allowing Dream to take Tommy away for exile. He remained firm in his decision despite constant protests and even accusations that he was becoming like Schlatt.

*The reason behind this final shift, where Tubbo suddenly became far more confident in his authority and began viewing the situation from what he believed to be a rational rather than emotional perspective, was once again the result of Dream.*

*Dream had deliberately boosted Tubbo's confidence through flattery and validation. He repeatedly emphasized Tubbo's authority as president and treated him as someone capable of making important decisions. Dream also allowed Tubbo to successfully negotiate with him and reach compromises, which made Tubbo feel more capable as a leader. At the same time, Dream planted the idea that Tubbo needed to stand up for himself within his own cabinet and made him increasingly aware of how often his authority was being disregarded.*

*Dream also created a contrast between rationality and emotional attachment that directly influenced Tubbo's eventual justification for exile. Tommy's fixation on the discs was presented as something that repeatedly caused conflict and placed L'Manberg in danger. Dream, meanwhile, had spent the previous negotiations presenting himself as someone willing to put aside his personal interests and reach compromises. By the time Tubbo made his final decision, he had begun to associate Tommy and the rest of his cabinet with emotional and reckless decision-making while viewing his own willingness to exile Tommy as the rational decision of a responsible president.*




*Tubbo exiling Tommy.*

## Butcher Army

The next part of Dream's scheme following Tommy's exile involved taking advantage of the Butcher Army and procuring a favor from Techno. Following Tommy's exile, Quackity revealed to Tubbo and Fundy that he had been preparing a project called the Butcher Army. The Butcher Army was essentially a hit squad that would target L'Manberg's enemies, which primarily stemmed from Quackity's intense desire to protect L'Manberg as a nation.

*Dream understood Quackity to the extent that he could predict the general actions he would take following the establishment of the new L'Manberg government. Quackity was an extremely ambitious individual with a strong desire to hold political influence. At the same time, his experiences under Schlatt had made him increasingly hostile towards individuals who possessed enough power to act outside the control of established governments. Quackity fundamentally believed that L'Manberg could never be secure as long as individuals such as Techno and Dream possessed enough power to threaten the nation without facing any consequences.*

*The formation of some organized force like the Butcher Army was therefore a predictable extension of Quackity's personality. He wanted to protect L'Manberg, distrusted individuals with power outside the government's control, and believed that threats should be dealt with before they had another opportunity to harm the nation.*

Of course, the two names on the Butcher Army's hit list were Techno and Dream. Techno was included due to his destruction of L'Manberg, while Dream was included for obvious reasons. Dream's previous actions surrounding Tommy's exile now became important. Through his negotiations with Tubbo, Dream had built a considerable amount of rapport with him and presented himself as someone who could be reasoned with. He had also taken smaller actions to reinforce this image, such as respecting L'Manberg's policy of not wearing armor within its borders.

This created a shield for Dream in the form of Tubbo. From Tubbo's perspective, Dream had repeatedly shown that he was willing to respect L'Manberg's authority. Techno, meanwhile, had destroyed the nation and openly rejected the legitimacy of its government. Dream had therefore redirect the group's attention entirely towards Techno by having Tubbo vouch for him




*Tubbo shifting the main focus of the Butcher Army to Techno.*

Later, Dream asked to meet with Techno on a mountain, where he informed him about the Butcher Army and provided him with a map to a Woodland Mansion so that Techno could obtain a Totem of Undying. Dream knew that this totem would later be used by Techno and that saving him from death would place Techno in Dream's debt.

This conversation with Techno also provides further evidence that Dream had indeed predicted the general creation of the Butcher Army rather than simply learning about it after its formation:

- *Dream never explicitly states the name of the Butcher Army. Instead, he refers to them as a "bounty hunting team." This would be an odd detail for Dream to leave out if he had directly obtained information regarding the organization. The most likely explanation is that Dream knew Quackity would create some form of organized group to hunt down L'Manberg's enemies but did not know the exact name or structure Quackity would give it.*
- *Dream claims that a spy passed the information along to him. The only possible spy Dream could be referring to is Ranboo, yet the timeline makes this explanation impossible. Ranboo himself was not informed about the Butcher Army until the day they went after Techno. The Butcher Army's headquarters were also hidden deep underground, with no obvious signs revealing its existence or purpose beforehand.*

  *More importantly, there was nothing Ranboo could have observed that would allow Dream to know with such certainty that Techno would be their first target rather than himself. Both Dream and Techno were listed as enemies of L'Manberg, meaning that even if Ranboo had somehow discovered the Butcher Army headquarters, this information alone would not explain Dream's certainty that they would specifically pursue Techno.*

  *Dream's claim that he received the information from a spy was therefore most likely a cover stor to give Techno a simple and believable explanation for how he knew about the incoming attack to conceal the fact that Dream had been meticulously engineering the entire situation.*




*Dream and Techno's conversation.*

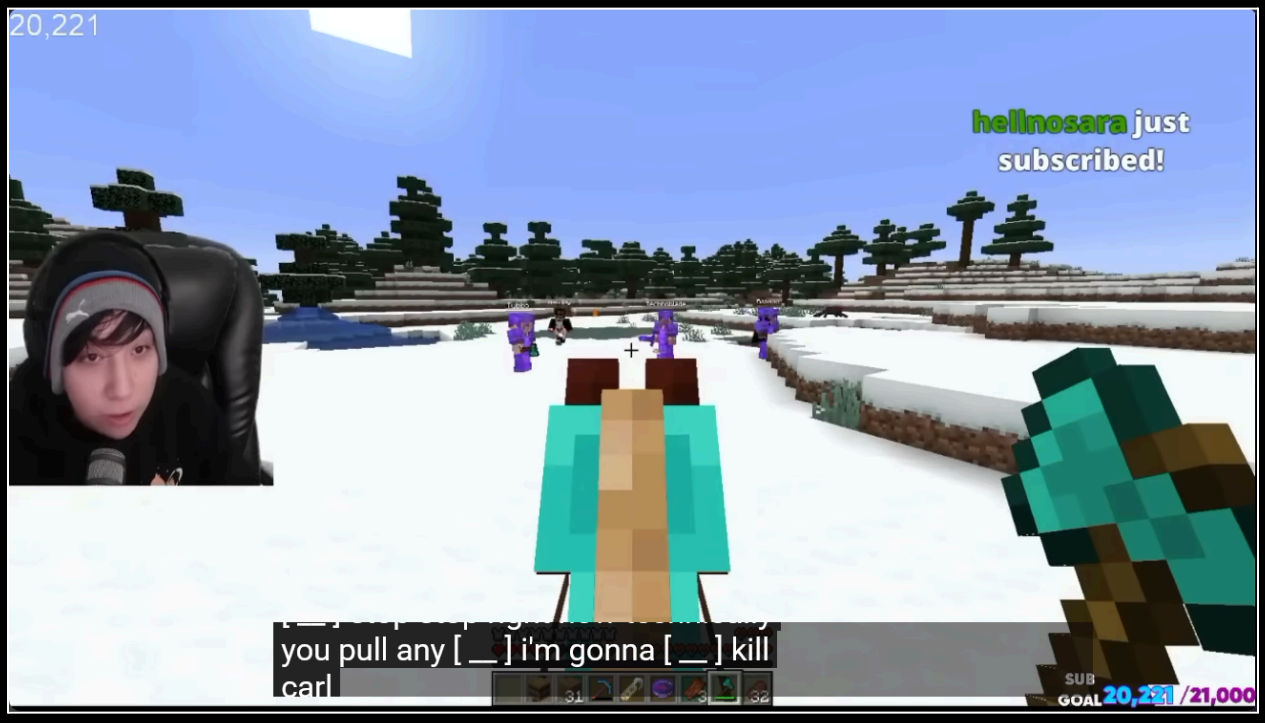
After sending Techno to retrieve the Totem of Undying, Dream proceeded to begin making preparations for Techno's eventual escape. He created a tunnel leading towards the pre-existing sewer system that Techno could use to escape and left behind equipment that could assist him. Most importantly, Dream

ensured that the initial escape tunnel was large enough for a horse to pass through. (The sewer system itself was not large enough for a horse, but this was a pre-existing structure, and modifying the entire system to accommodate one would have taken far too much effort for the marginal benefit it would provide to Techno's escape.)

Sometime later, the Butcher Army moved out to capture Techno. They first raided Philza's house due to his close relationship with Techno and discovered a compass leading towards Techno's home. They used this compass to locate him and recruited Ranboo to accompany them during the operation.

Upon arriving at Techno's home, they confronted him. Up until this point, following his destruction of L'Manberg during the Pogtopia Rebellion, Techno had actually been living peacefully and attempting to reform himself by moving away from his previous violent tendencies. Because of this, Techno initially attempted to de-escalate the situation rather than fight. He only engaged in combat after realizing that the Butcher Army could not be reasoned with and had no intention of leaving peacefully.

During the fight, Techno generally held the upper hand, but Quackity eventually threatened Carl, a horse Techno cared deeply about, and used him as leverage to force Techno to surrender his items and return with them to L'Manberg. Importantly, Techno did not give up the Totem of Undying that Dream had sent him to retrieve.




*Quackity threatening Carl to get Techno to surrender.*

The Butcher Army then escorted the now-surrendered Techno back to L'Manberg, where he saw that they had placed his friend Philza under house arrest, further enraging him. Techno was then taken to the execution chamber and prepared for his execution.

Before the execution could be carried out, Dream and Punz, who had been waiting for the Butcher Army to return with Techno, made their move. Punz ender pealing into the area and causing panic by throwing potions and placing TNT, drawing the attention of the Butcher Army towards him while Dream went to rescue Carl.

Importantly, neither Dream nor Punz attempted to free Techno. Instead, they allowed Quackity to pull the lever and drop the anvil onto him, with Techno only surviving the execution because of the Totem of Undying that Dream had previously sent him to retrieve. Dream then made Techno feel as if he was directly responsible for saving his life, which achieved Dream's primary objective of having Techno owe him a favor for saving him from the execution.

The escape route Dream had prepared then came into play. Dream led Techno towards the tunnel, returned Carl to him, and allowed him to escape from L'Manberg.

*Dream had once again predicted the general sequence of events and prepared around each stage to ensure that it played out to his benefit. Dream had predicted that the Butcher Army would successfully capture Techno despite his superior combat ability, that Carl would become involved in his capture, that Techno would be taken back to L'Manberg for execution, and that the execution would be carried out in a manner that the Totem of Undying could protect him from. The existence of the tunnel, his decision to send Techno to retrieve a Totem of Undying, and his immediate decision to rescue Carl all point towards this fact.*

*The fact that Dream had already prepared an escape tunnel for Techno is already evidence that Dream had predicted Techno's capture, but when we look at what Dream had left inside the chest beforehand, a Netherite pickaxe alongside armor and potions, his prior knowledge becomes even clearer. A Netherite pickaxe is quite an odd item to give Techno for his escape, especially considering that the tunnel was already connected to the pre-existing sewer system. There would be little reason for Techno to need a pickaxe unless Dream knew that Techno would have Carl with him and would need to widen certain areas of the sewer system to allow the horse to pass through.*

*When combined with Punz's later statement that obtaining Techno's favor was always part of their pre-existing plan to eventually escape the prison, this strongly indicates that Dream had predicted the entire sequence beforehand. He had specifically prepared each element needed to turn Techno's capture and execution into the means of securing a favor from him.*




*Dream leading Techno to the escape tunnel while saving Carl.*

## Exile Manipulation

During the same period as Dream's involvement with the Butcher Army, he was also simultaneously beginning his manipulation of Tommy. Following his exile, Dream intentionally took Tommy far away from the main DSMP to a deserted area. Upon arriving, Dream established a tradition that would become well known to Tommy throughout his exile: forcing him to place all of his items into a hole before blowing them up.

Over the next few weeks, Tommy would receive almost no visitors other than Ghostbur and Dream, leaving him completely isolated from the rest of the server. This was partly due to Tubbo and the others feeling extremely guilty about Tommy's exile and being unable to bring themselves to face him. Dream furthered this isolation by spreading the narrative that Tommy did not want to see anyone. As the weeks passed without anyone visiting, Tommy began growing increasingly resentful towards those who had seemingly abandoned him, especially Tubbo, while gradually falling into a state of depression.

Dream, by contrast, made sure to regularly visit Tommy throughout his exile. Despite this, he continued to periodically force Tommy to destroy all of his items. This created a relationship where Dream simultaneously acted as the primary source of Tommy's suffering and his only consistent source of social interaction.

*The psychological importance of this isolation was that Tommy's hatred for Dream now existed alongside an increasing dependence on him. Prolonged social isolation can increase a person's need for social contact and make the limited relationships available to them significantly more important. Dream took advantage of this by removing almost every alternative source of social connection from Tommy's life while making himself consistently available. Tommy did not*

*need to stop hating Dream immediately. Dream only needed to ensure that interacting with him became preferable to being completely alone.*

*The repeated destruction of Tommy's items further strengthened this dynamic. Dream maintained control over Tommy and repeatedly demonstrated his ability to take away the things Tommy valued. At the same time, he would return to speak with him, spend time with him, and present himself as someone interested in Tommy's life. This created a constant alternation between punishment and social attention. Tommy gradually became more attached to the same person responsible for his suffering because Dream had made himself the only reliable source of relief from Tommy's isolation.*

Despite all of this, Tommy still held onto some hope regarding his friends. He believed that there had to be a good reason why they had not visited him and decided to host a beach party in Logstedshire. Tommy asked Ghostbur to send invitations to everyone, hoping that he could use the party to reunite and catch up with his old friends.

The invitations never reached anyone. Dream intercepted Ghostbur and offered to deliver them himself, only to send the invitations to nobody. When the day of the beach party arrived, Tommy discovered that Dream was the only person who had shown up.

Dream then told Tommy that Tubbo had burned the compass that always pointed towards him, which became the final breaking point needed to destroy Tommy's remaining faith in his previous relationships. From Tommy's perspective, he now had direct evidence that his friends had abandoned him, while Dream remained the only person who consistently visited him and had even attended his party.

Dream even feigned an attempt to comfort Tommy when he began ranting about how nobody cared about him anymore. Tommy's outrage continued to build as he remembered that even after his exile, nobody had made the effort to visit him, especially Tubbo, who Dream claimed had promised that he would still be there for him.

Dream even offered to let Tommy briefly return to the mainland to see the Christmas tree, all while asking leading questions and making subtle statements designed to cause Tommy to spiral further over the fact that nobody had shown up. Dream made statements such as, “Maybe they had more important things to do” and “I'm sure they'd tell you they cared if you asked.” Rather than directly telling Tommy that his friends no longer cared about him, Dream allowed Tommy to reach that conclusion himself while subtly reinforcing every doubt he already had.

When Tommy finally asked if he could go home, Dream delivered the final blow by telling him that nobody wanted him there anyway. He reminded Tommy that he had invited everyone to the beach party and that nobody had shown up, using the failure of the party as supposed proof that everyone had abandoned him. This finally broke Tommy's remaining hope in his previous relationships and left him believing that Dream was the only person who still cared enough to remain by his side.




*Dream being the only one to attend Tommy's beach party.*

It was after this point that the full extent of Dream's manipulation began to take hold. Tommy began showing extreme levels of dependency on Dream's visits, almost completely disregarding the feelings of hatred he had previously held towards him. At times, Tommy would even begin digging the holes used to destroy his items himself upon seeing Dream arrive. He referred to Dream as his "best friend" and began

actively missing him whenever he was absent, which was a drastic contrast to the sheer hatred Tommy had felt towards Dream prior to his exile.

Dream continued reinforcing this dependency by constantly reiterating that he was Tommy's friend. Over time, Tommy not only became increasingly attached to Dream but also began empathizing with him and questioning his own previous beliefs. He even began considering the possibility that Dream had been right to exile him in the first place.

Despite this, Tommy still maintained one final form of resistance against Dream's control. He kept a hidden basement containing several items that he prevented Dream from discovering so that they would not be destroyed. Although relatively minor, the basement represented one of the few remaining parts of Tommy's life that existed outside of Dream's control.




*Tommy saying all he has left is Dream.*

The basement, however, would be exactly what Dream needed. On the day of Techno's execution, immediately after helping Techno escape, Dream went to visit Tommy in exile. Everything initially appeared normal until Dream discovered the basement Tommy had been hiding from him.

Dream reacted as if he felt completely betrayed by Tommy. He claimed that he had been nice to him and genuinely believed that they were friends. Tommy immediately panicked at the possibility of losing Dream and pleaded with him to forget about the basement. He constantly apologized and blamed himself for stepping out of line, showing just how dependent he had become on Dream's presence and approval.

Rather than accepting the apology, Dream rejected it and introduced several new rules to Tommy's exile. Tommy would no longer be allowed to enter the Nether, and nobody else would be allowed to visit him. Dream initially claimed that he himself would also stop visiting, causing Tommy to desperately beg him to stay. Only after Tommy had pleaded with him did Dream slightly withdraw the threat, stating that he would visit less frequently but would still continue to visit.

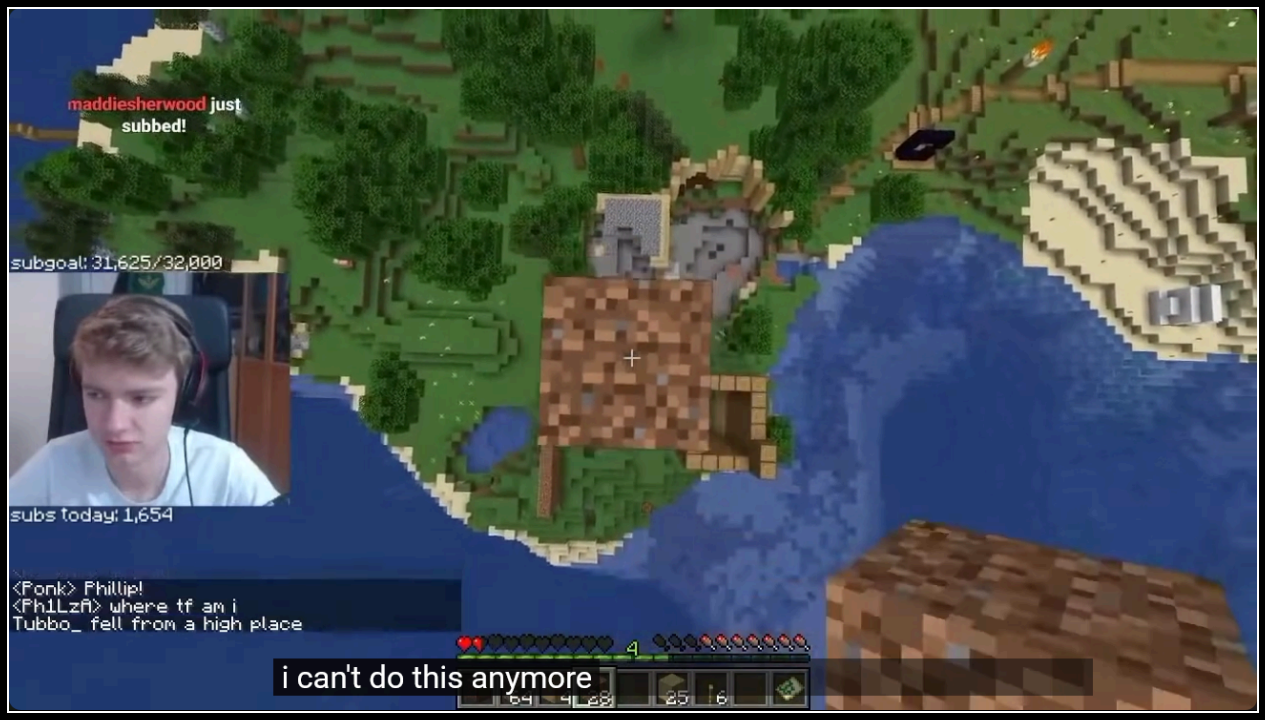
Dream then destroyed everything Tommy had worked towards during his exile, including the home he had built, and told him that he needed to start over and learn not to disobey him.

*By this point, Tommy had already lost almost every meaningful relationship he believed he had. His home and the items inside the basement were among the few things he still possessed that existed as his own in. By destroying them, Dream removed the remaining sense of stability Tommy had built for himself during his exile.*

*Dream also deliberately used the relationship he had created with Tommy against him. After weeks of making himself Tommy's only consistent source of social interaction, Dream suddenly threatened to remove his presence as punishment for disobedience.*

*The new restrictions further removed Tommy's remaining alternatives. Preventing him from entering the Nether restricted his ability to leave exile, while banning visitors ensured that he could not rebuild the social connections Dream had spent weeks destroying. At the same time, Dream maintained himself as the sole exception by agreeing to continue visiting Tommy. This left Tommy even more subconsciously dependent on the person responsible for his isolation, whom he now believed he had terribly wronged.*

After Dream left, Tommy was left alone to wallow in his own despair. With his remaining possessions destroyed and believing that he had lost almost everyone he cared about, Tommy eventually towered upwards with the intention of ending his own life.




*Tommy preparing to end himself.*

## Final Waltz

What Tommy realized upon towering upwards, however, was that Dream had never truly been there to be his friend. Instead, Dream had simply been there to watch and control him. This was not to say that Tommy suddenly forgave the others for abandoning him, but he finally came to the realization that Dream did not have his best interests at heart.

Tommy then jumped into the water, faking his own death, before leaving exile to seek out somewhere Dream could not find him.

*This was once again directly planned by Dream. Dream had spent weeks cultivating his relationship with Tommy and making him emotionally dependent on his presence, only to suddenly and violently cut off that relationship. This pushed Tommy's already severely damaged mental state towards the point of attempting suicide. Dream predicted that when Tommy was finally faced with death and reflected on everything that had happened to him, he would realize that Dream had never truly been his friend.*

*(This is not to say that Dream's manipulation was ineffective. Much later, while Dream was imprisoned, Tommy himself stated that despite consciously knowing all of the terrible things Dream had done to him, whenever he saw Dream, part of his mind still viewed him as a friend.)*

The location Dream had chosen for Tommy's exile now became important. While it may not have initially appeared significant, Logstedshire had deliberately been chosen for its proximity to Techno's base in

preparation for this exact moment. After leaving exile, Tommy wandered through the wilderness before eventually arriving at an unfamiliar house, which happened to be Techno's home.

At the same time, Techno had only recently returned after escaping his execution. Both Tommy and Techno had therefore been placed in extremely similar emotional situations. Tommy believed he had been betrayed and abandoned by Tubbo and the rest of L'Manberg, while Techno had just been hunted down and nearly executed by the same nation despite attempting to live peacefully. The two bonded over their shared experiences of betrayal and eventually formed an alliance.

The raw depth of preparation required for this exact moment is important to recognize:

1) Dream first engineered Tommy's exile while simultaneously building rapport with Tubbo.
2) During Tommy's exile, Dream isolated him and gradually ensured that Tommy would become emotionally dependent on him.
3) Dream then warned Techno about the Butcher Army and sent him to retrieve the Totem of Undying.
4) Having predicted how the confrontation between Techno and the Butcher Army would unfold, Dream prepared an escape route for Techno and Carl while using the execution to procure a favor from him.
5) Dream then deliberately destroyed the dependent relationship he had created with Tommy, pushing him towards attempting suicide before Tommy realized that Dream had never truly been his friend.
6) Tommy faked his own death and fled exile, eventually arriving at Techno's home, which Dream had intentionally positioned him near.
7) Dream ensured that both Tommy and Techno would feel betrayed at approximately the same time, creating the shared emotional circumstances needed for them to naturally form an alliance.

Rather than directly ordering either of them to work together, Dream basically created the situational conditions that would make an alliance between them the natural outcome. Tommy needed protection and somewhere to hide. Techno had just been betrayed by L'Manberg and had further reason to oppose them. Both had experienced what they perceived as betrayal from Tubbo and the government, giving them an immediate source of common ground.

Further evidence that Dream had anticipated this outcome comes from his actions almost immediately after Tommy faked his death. Dream went directly to Techno's base and told him that he knew Tommy was there. Rather than attempting to capture Tommy or force Techno to hand him over, Dream stated that he did not care as long as he knew where Tommy was and that Tommy remained away from the greater DSMP.

This reaction is significant because it shows that Tommy escaping exile and staying with Techno did not interfere with Dream's plans and that Dream immediately knew Tommy didn't kill himself. Dream had spent weeks maintaining complete control over Tommy, yet when Tommy supposedly escaped that control, Dream showed almost no concern. Instead, he was satisfied with the exact situation that had resulted: Tommy was isolated from the rest of the server, living with Techno, and forming an alliance with someone who had also been deliberately placed in opposition to L'Manberg.




*Dream confirming he knows Tommy isn't dead.*

When Techno was alone, Dream visited him once again and reminded him that he knew where Tommy was. More importantly, Dream brought up the story of Theseus and specifically pointed out that Theseus eventually died after being betrayed by those closest to him.

On the surface, it appeared as if Dream was referring to Tommy as Theseus. In actuality, Dream was referring to Techno, as we would come to find out later.




*Dream saying he knows Tommy is with Techno.*

At the same time, following the botched execution attempt on Techno, Tubbo and the Butcher Army began preparing their next scheme. Seeing that Dream had been the one to interrupt the execution and save Techno, they decided that dealing with Dream once again needed to become their priority.

Tubbo, seeing that Dream had consistently respected L'Manberg's law against wearing armor within its borders, came up with a plan to kill Dream once and for all. He based the plan on the only previously successful execution attempt on the server, which had been carried out against Tubbo himself. Schlatt had hosted a festival to secretly lure Tubbo into a position where he could be publicly executed. Using this as the basis of his plan, Tubbo suggested that they advertise another festival that Dream would likely attend. Due to Dream's newfound obedience towards L'Manberg's laws, they believed he would arrive without armor, giving them the opportunity to kill him.

Ever since Techno and Tommy formed their alliance and Tommy escaped exile, the two had secretly returned to the greater DSMP several times. During one of these instances, Dream learned of their trespassing and intentionally confronted them. Dream made threats that he had no intention of following through on, claiming that he would take Tommy back to exile and burn the disc he had recently retrieved. This caused Techno to immediately step in and protect Tommy, further strengthening their relationship by creating another situation where Techno openly defended him against Dream. Dream also had a specific reason for allowing Tommy to continue to trespass on the DSMP.

Eventually, the day of the festival arrived, and Tommy and Techno, having seen the posters advertising it, decided to secretly attend. At the same time, the Butcher Army began preparing for Dream's execution.

Instead of finding Dream unarmored and vulnerable, they found him wearing armor and building walls around L'Manberg.

When questioned about his actions, Dream led them towards the Community House, the oldest building on the server, which had been completely destroyed. Dream then blamed Tommy for its destruction.

*What Dream had done was use the festival against both the Butcher Army and Tommy. The event gave him a predictable time when a large number of people would be gathered in the same location. Dream then had Enderwalk Ranboo destroy the Community House and used its destruction to frame Tommy in front of the assembled audience.*

Dream demanded the disc Tubbo possessed, arguing that as long as Tubbo continued to hold one of Tommy's discs, Tommy would remain affiliated with him and continue causing problems for L'Manberg. Tommy, who had been secretly watching the entire exchange, then revealed himself to protest Dream's accusations and was promptly joined by Techno.

Any remaining doubts Tubbo had regarding Tommy's guilt were now almost completely dispelled. From his perspective, nearly every piece of available evidence pointed towards Tommy.

1) *Destroying structures was already behavior strongly associated with Tommy.*
2) *Tommy revealed that he had secretly returned to the greater DSMP and was therefore not following the conditions of his exile.*
3) *Tommy was accompanied by Techno, a sworn enemy of L'Manberg who had previously destroyed the nation using explosives.*
4) *Tommy only revealed himself when Dream threatened to take his disc. From Tubbo's perspective, this made it appear as if Tommy had remained hidden while Dream discussed the destruction of the Community House and only exposed himself once his personal interests were threatened.*

*Tommy had supposedly returned from exile, destroyed an important structure, allied himself with one of L'Manberg's greatest enemies, and only revealed himself when his discs were threatened. Every action Tommy took reinforced the image Dream had spent the previous events creating of him.*




*Tubbo about to give Dream the disc.*

Tubbo and Tommy began arguing, with both believing that the other had betrayed them and everything L'Manberg stood for. Their confrontation continued escalating until Tommy eventually decided that the only remaining option was to kill Tubbo, beginning a fight between the two sides. Notably, Techno immediately backed Tommy despite them being greatly outnumbered, further showing the extent of the loyalty he had developed towards him.

During the fight, Tommy eventually yelled that the discs were worth more than Tubbo, causing the entire conflict to fall silent. Upon realizing what he had said, Tommy experienced another moment of self-reflection. He realized that he was fighting against his closest friend over the discs and could no longer recognize the person he had become. At that exact moment, Tommy told Tubbo to give Dream the disc and betrayed Techno to rejoin L'Manberg.

Techno was naturally outraged by this decision. He had sheltered Tommy, provided him with equipment, protected him from Dream, and had even been willing to die fighting alongside him despite being greatly outnumbered. After being suddenly abandoned by the person he had done all of this for, Techno prepared to fight everyone by himself before Dream stopped him.

Dream began openly insulting Tubbo over his presidency, claiming that L'Manberg had become weak because of him. Dream revealed that he had been planning everything to acquire the discs and declared that, now that he possessed them, he intended to destroy L'Manberg. He then turned towards the enraged Techno and offered to work with him to destroy the nation, which Techno naturally accepted.

*At this point, the meaning behind Dream's previous reference to Theseus became clear. On the surface, Dream appeared to have been referring to Tommy as Theseus. Tommy had been exiled and taken in by Techno, creating an obvious comparison to the story. In actuality, Dream had been referring to Techno. Dream had predicted that after everything Techno did for Tommy, Tommy would eventually betray him, leaving Techno in the same position as Theseus: betrayed by someone he had trusted as an ally.*

*The entire chain of events surrounding Tommy and Techno had therefore achieved its final purpose. Dream had ensured that Tommy and Techno formed an alliance by placing both of them in similar situations of perceived betrayal. He then repeatedly strengthened their relationship, even deliberately confronting them and threatening Tommy so that Techno would continue protecting him. This made Tommy's eventual betrayal significantly more damaging. The stronger their relationship became, the greater Techno's anger would be once Tommy abandoned him.*

Dream also revealed that Ranboo had secretly been meeting with Techno and Tommy. This further created discord within L'Manberg's ranks by exposing Ranboo's actions and placing his loyalty into question. At the same time, this built towards Dream's later manipulation of Ranboo and the further deterioration of his mental state.

In that moment almost the entire server had gathered because of the festival, giving Dream the perfect opportunity to publicly transform himself into the primary threat. His dramatically over-the-top speech about manipulating everyone, acquiring the discs, and destroying L'Manberg was deliberately designed to turn the server against him.

Dream even announced that the destruction of L'Manberg would occur the following day. From a purely tactical perspective, this decision made little sense. Dream and Techno had the advantage of surprise and could have attacked immediately while L'Manberg was divided and unprepared. By giving them an entire day to prepare, Dream deliberately sacrificed this advantage.

*The purpose of this delay was to give the server time to unite against him. Dream needed the conflict to expand beyond himself and L'Manberg and become something that involved as many people as possible. By publicly declaring himself responsible for the events that had occurred and announcing his intention to destroy L'Manberg, Dream gave the server a common enemy.*

*What appeared to be Dream openly revealing his intentions and unnecessarily placing himself at a disadvantage was actually preparation for the Final Waltz. Dream needed the server to view him as the central threat, and he needed enough people united against him for his eventual defeat and imprisonment to appear genuine.*




*Tubbo and Tommy's fight.*

Come the next day, Dream and Techno destroyed L'Manberg. The contents of the battle itself are not particularly important to the larger scheme. Its main significance came from showing the consequences of Dream's previous actions. Tommy and Techno were now fighting against each other, with Techno showing how deeply Tommy's betrayal had affected him, while the destruction of L'Manberg further solidified Dream's position as the primary "bad guy" of the server.

After destroying L'Manberg and seemingly winning, Dream left a compass titled "Your Discs" inside Tommy's home. He then told Tommy that he and Tubbo were to follow the compass alone for one final confrontation. If anyone else came with them, Dream threatened to burn the discs.

The entire server rallied behind Tommy and Tubbo, supplying them with equipment for the confrontation. The two eventually arrived at the meeting point, where a battle between them and Dream began. Dream toyed with them for some time before eventually forcing both of them to surrender and follow him into his underground bunker.

Inside the bunker, Dream revealed an elaborate vault that he claimed was intended to house every item on the server that held emotional importance to someone. He then announced that he intended to imprison Tommy before telling him that he was going to kill Tubbo.

Before Dream could do so, Punz arrived alongside almost the entire server. Punz claimed that Dream had not paid him enough and had therefore decided to betray him. The server then rescued Tommy and Tubbo before repeatedly killing Dream until he was reduced to his final life.

Faced with death, Dream revealed his possession of the revival book and used his knowledge of resurrection as leverage to keep himself alive. Sam, having now witnessed the apparent full extent of Dream's actions, suggested that Dream himself should be placed inside the prison.

*On the surface, Dream had been completely defeated. His plans had failed, Punz had betrayed him, the entire server had united against him, and he was now being imprisoned inside the very prison he had commissioned.*

*In actuality, everything had gone according to Dream and Punz's plan.*

*Dream and Punz understood that as long as one of them remained alive, they were both essentially immortal. If Dream died, Punz could use the revival book to bring him back. If Punz died, Dream could do the same. The only major threat to this system was the possibility of both of them dying before either could revive the other. They therefore needed a form of insurance that would prevent the server from ever viewing both of them as enemies who needed to be killed.*

*This was one of the primary purposes of the Final Waltz.*

*People already knew that Dream and Punz worked together. Dream therefore needed to completely remove Punz from suspicion while simultaneously directing all hostility towards himself. The Final Waltz was structured to accomplish exactly this.*

*Dream spent the previous events deliberately transforming himself into the central enemy of the server. He manipulated Tommy, destroyed L'Manberg, publicly revealed himself as the person supposedly responsible for everything, and presented himself as someone who wanted complete control over everyone.*

*Punz, by contrast, appeared at the final moment as the person responsible for saving Tommy and Tubbo. He claimed that his previous relationship with Dream had been purely transactional and that Dream had simply failed to pay him enough. By arriving with the rest of the server and helping defeat Dream, Punz publicly separated himself from him.*

*The fact that almost the entire server was present also played into that fact. Dream did not simply need Tommy and Tubbo to believe that Punz had betrayed him. He needed as many people as possible to personally witness Punz stand against him.*

*The vault, Dream's claims about controlling everyone, and his sudden transformation into an almost exaggeratedly evil figure were all fabricated to sell this narrative. Dream himself would later admit that the idea that his goal was simply to control everyone was ridiculous and had never actually been his true objective.*

*The entire performance was designed to make Dream appear as dangerous as possible. The more extreme Dream appeared, the more genuine Punz's betrayal would seem and the more justified the server would feel in uniting against him.*




*Dream and Punz revealing their plan.*

*Dream also needed Sam to be present for the confrontation. The goal was never for Dream to die. Dream needed to be brought down to his final life before revealing the revival book, creating a reason why killing him was no longer an option. Sam, having witnessed Dream's apparent actions and already possessing the prison capable of containing him, would then naturally arrive at the conclusion that Dream should be imprisoned instead.*




*Sam suggesting Dream to be imprisoned.*

## Why Did Dream Want to Be Imprisoned?

Dream's imprisonment served several purposes that extended into the wider scheme surrounding his immortal utopia. The Final Waltz was never the entirety of Dream's plan. It was only the first major stage.

One of Dream's primary objectives was gaining complete control over the prison to use as a research space. The greatest obstacle to this was Sam. As the prison's warden, Sam possessed control over its systems and decided who could enter or leave.

Dream understood that being imprisoned would give him prolonged access to Sam. Unlike attempting to manipulate him from outside, imprisonment created circumstances where Sam would repeatedly interact with Dream over an extended period. This gave Dream the time needed to manipulate him, exploit his psychological weaknesses, and gradually change him until Sam could eventually be broken and removed as an obstacle.


sub goal: 5,867/6,000
latest subscriber: turniiix
Funz
Dream
prison my new home and I'm researching
things and I'm studying and and testing

*Dream discussing the true purpose of the prison.*

## What Was Dream's Actual Goal?

As we later learn, Dream and Punz's larger goal was to create a utopia where death had been conquered. The discovery of the revival book fundamentally changed what Dream believed was possible. Death was no longer an unavoidable limitation. It had become a problem that could potentially be solved.

The Final Waltz was therefore only the first stage of a significantly larger scheme. Dream needed to protect secure Punz as an ally who could operate without suspicion, gain control over the prison, and place himself in a position where he could continue experimenting with and developing his understanding of life and death.

Once Dream gained full control over the prison, he would essentially possess an impenetrable base where he could freely conduct his experiments without the threat of outside interference.






*Dream talking about his desire to understand death.*

## Dream's Acting Skills

Though not specifically mentioned anywhere in the document, the entire arc from pre-exile to Dream's imprisonment is also an insane display of acting skills on his part. At no point did anyone catch on to his falsely projected goals or hidden motives, despite Dream constantly interacting with the very individuals he was manipulating. He was able to deeply repress his true emotions and intentions while projecting an entirely different exterior for months, convincingly presenting false motivations and emotional reactions that directly contradicted his actual objectives.

## Dream's Mentality

Dream, in a sense, had a "coming to God" moment when he discovered the Revival Book. Prior to acquiring it, Dream did not really have a centralized goal. Upon obtaining the book, however, we see a drastic shift in his character as he completely devotes himself to the idea of creating a perfect world. Of course, Dream's ego leads him to believe that only he is capable of shaping that world, but what is particularly interesting is how this evolution in his character also affords him several new resistances in terms of outsmarting.

We see Dream shed almost all material attachments to the world. Although he claims to care about the discs, he is perfectly willing to give them up by the end of the Final Waltz once they have served their purpose. Dream is quite literally willing to do anything to achieve his goal, even willingly placing himself inside the prison and enduring its terrible conditions as part of his scheme, all in service of what he perceives to be the greater good.

Even Spirit, who we are later shown Dream genuinely does care about, is something he is willing to sacrifice without hesitation when it conflicts with his larger goal. This makes Dream extremely difficult to coerce into doing anything, as he has deliberately placed his objective above almost every personal attachment he possesses. Leverage fundamentally relies on identifying something an individual values enough that the threat of losing it can influence their decision-making. Dream's mentality almost completely removes this weakness. He can still care about people or objects, but he refuses to allow that attachment to take priority over his greater objective.

This is what makes Dream's mentality following the discovery of the Revival Book so much stronger from an outsmarting perspective. He develops an extreme ability to compartmentalize his emotions and act against them whenever necessary. Spirit can be threatened, the discs can be surrendered, his reputation can be destroyed, his allies can seemingly turn against him, and even his own freedom and physical well-being can be sacrificed without causing him to deviate from his goal.

This affords Dream extremely high resistance to coercion, intimidation, emotional manipulation, and the exploitation of personal attachments. It also makes his behavior significantly harder to predict through conventional psychological profiling. Most people make decisions based on some combination of self-preservation, relationships, material interests, social standing, and emotional attachments. Dream is willing to sacrifice almost all of these things, meaning that accurately identifying what he cares about does not necessarily provide an opponent with useful leverage over him.

His willingness to endure personal losses also gives him significantly greater strategic flexibility. Dream can accept apparent defeats that almost anyone else would attempt to avoid because he evaluates events entirely according to whether they further his larger objective.

The greatest advantage of this mentality is therefore that Dream has almost completely separated his ego, emotions, possessions, relationships, physical comfort, and short-term self-interest from his decision-making. While his larger goal itself is heavily influenced by his ego and belief that only he can create a perfect world, once that objective has been established, Dream becomes willing to subordinate almost everything else to achieving it.

## Closing Thoughts

Dream's scheme to get himself imprisoned while simultaneously securing his contingency with Punz involved an insane amount of prediction, planning, and maneuvering around multiple individuals at once. Despite this, I would actually consider this to be some of Dream's less impressive scheming compared to what he accomplishes post-imprisonment, though that is a discussion for another time.

What is important to remember is that everything detailed throughout this document, including the predictions Dream made, the actions he took, and the complex chains of events he manipulated, had been planned before the prison was even commissioned. Every action Dream took was deliberate and interconnected, with each part of the scheme creating the conditions needed for the next and simultaneously contributing towards his larger objectives. This grants Dream an insane level of foresight, as he was able to

predict complex chains of events spanning several months while simultaneously accounting for the actions, reactions, and thought processes of multiple individuals.

The sheer scale of the scheme becomes even more crazy when considering that Dream was deliberately working towards what appeared to everyone else to be his own defeat. Tommy's exile, his manipulation of Tubbo, the creation of the Butcher Army, Techno's execution, Tommy and Techno's alliance, the destruction of L'Manberg, the server uniting against him, Punz's betrayal, and Dream's eventual imprisonment all appeared to be separate events caused by the actions of different individuals.

Even when he revealed himself his action still had a layer of concealment and misdirection that prevented anyone from deducing his true goals.

I do not foresee myself making a document about the Prison Arc anytime soon, as even this document has taken a tremendous amount of effort, and I still plan to make slight adjustments and potentially add more scans after its release. Regardless, I hope this document has helped shed more light on C!Dream's scaling and the sheer complexity of the planning, prediction, and manipulation behind the Final Waltz scheme.