

(Art by u/R_T_B)

Welp, after constant egging from some friends of mine to do this, here I am ready to yap. Brace yourself for the Bendy analysis.

This blog not only contains a comprehensive versus breakdown of the Ink Demon (no metafictional Cartoon Bendy.. for now.. maybe), covering his background and lore in a very lengthy mucho texto way along with his abilities and feats, but it will also thoroughly cover other necessary bits of Bendy lore to add context, educate others, and to assist with making MUs, clarifying certain events. I shall also discuss his various other MUs and determine the best way to create an MU for the character. In short, this is a deep dive into a franchise and character I love very dearly.

Needless to say, **there will be spoilers for the Bendy franchise.** No stone will be left unturned, from the games to the “non-canon” novels that are still worth including for reasons I will explain later. It should be noted that a lot of the canon here is interpreted slightly due to the nature of it being a mascot horror with theorizing necessary for full conclusions to be drawn. You might disagree with how some of the lore is interpreted here if you’re a Bendy fan, and that’s okay. Along with that, I’d also like to thank my very wonderful friends u/BallBeater_1000, u/DimEstion, and u/MetalLeading9872 (or as BallBeater has adequately dubbed us, “The Bendy Boys,”) for producing a lot of the graphics on here or assisting a bit in certain sections. I’d also like to thank the team at **G1^2 Death Battle Fan Blogs** for their Bendytrap blog, which a lot of the info and calcs I have here is sourced from. Please support them, they are far more talented than I am. Here’s all the list of media I’m taking into account for this.

- **GAMES**

    - Bendy and the Ink Machine
    - Bendy and the Dark Revival
    - Boris and the Dark Survival
- **BOOKS**
    - Bendy and the Ink Machine: Dreams Come To Life
    - Bendy: The Lost Ones
    - Bendy: Fade to Black
    - Bendy: The Illusion of Living
    - Bendy Crack Up Comics Collection
    - Joey Drew Studios Employee Handbook (Old and Updated Version)
- **MISCELLANEOUS**
    - Various posts from the Bendy social media account

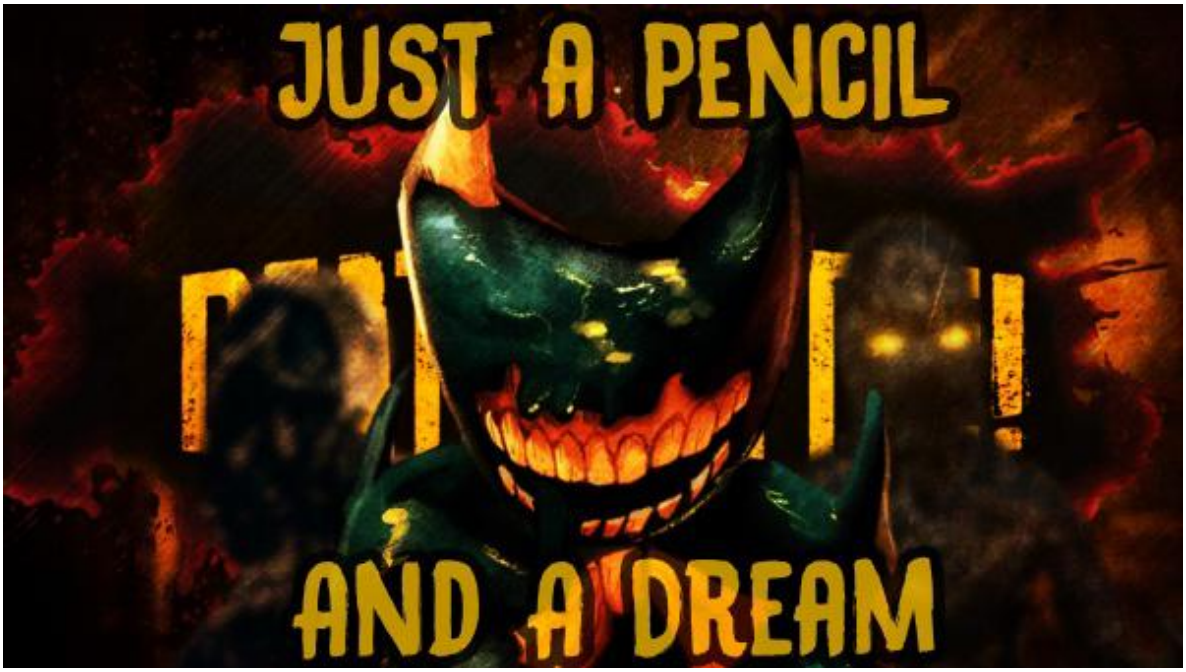
Other than that though, I believe I have talked long enough. I hope you enjoy and read everything because HOO boy I have a lot to say.

Part One: Versus Analysis

Background



(Redscreen (Me))



(DimEstion)

[“I.. am the Ink Demon. This realm.. is MINE. You were BORN from it.. You BELONG to it..”]

In the dilapidated walls of a cycle repeated, a rotting animation studio left to catch dust as its inhabitants fight for their own survival, there is a beast that walks the halls. Searching for any poor souls to feast upon and slaughter. A beast that predates all the suffering, all the expansion. It starts and ends with him, and it doesn’t stop for the rest of eternity. The beast goes by the name of **The Ink Demon**, but he was not always like this. It all begins with the hatred, greed and envy of one **Joey Drew**.

Joseph “Joey” Drew was always a man with ambition. Long before his glory days, he was the son of a shoemaker, raised by his mother and living comfortably although being poor. An experience from his dad where he snuck in and learned that the “shoe elves” his mom said helped him make the shoes were actually just made up characters he did to make the hours pass by taught the boy that fantasies and make-belief made life more bearable. This might sound wholesome, but at 10 years old, he witnessed a man fall or jump off a building, possibly to his death, which made him “realize” that life was pretty much a movie. Where the people around him weren’t actually people, but “characters.” Basically, he thought reality and fiction were one and the same, which was.. very unhealthy.

Later on in life, he spent time in the First World War, where he would meet a friend for life by the name of Nathan Arch. Many years later down the line around 1922, he met a Miss Abby Lambert while working at Mr. Kirkpatrick’s Bookstore, and later, one Henry Stein as they worked together on the job. Later seeing Henry’s art at an art gallery hosted by Abby, Joey was inspired to try his hand at animated cartoons. He and Henry met at his apartment, and after throwing around adjustments to a design Henry sketched up, *Bendy* was born.

Thanks to an investment from Nathan Arch and Mrs. Richmond, Joey Drew Studios was born, Joey leading the helm with Henry as his business partner. Although, due to questionable work ethics on Joey's end, abuse, and a want to spend more time with his wife Linda, Henry would leave the company, sparking Joey's fury as it never ceased.

As the cartoons released and employees were hired, Bendy grew and grew in popularity. He gained an expansive side cast, like the gluttonous yet good hearted *Boris the Wolf*, the charming *Alice Angel*, and the nasty trio named *The Butcher Gang*. Toys, fame, even a theme park by the talented Bertrum Piedmont, it wasn't long before Joey Drew had the world spinning on his thumb. But the ambition he always had, always sought towards didn't cease. It grew and grew into something bigger than himself. A legacy of poor decisions that would become his legacy, a monument to choosing the wrong road. Joey wanted his cartoons to be lifelike, larger than life.

No. He wanted them to be real.

Partnering with the dodgy GENT Corporation, Joey got to work achieving just that. He and GENT built a machine with the capability of doing such a thing. A machine that could create a 3D print of a living character in its depths of metal and ink and print them out into our own reality. This was the Ink Machine, and Joey Drew's very first test was that of his very first and most favourite creation, the little devil darling himself.

But it didn't turn out right. His smile was a tad too crooked. His build a bit too malnourished and bony. His height a little too tall. He was a failure, a mistake and a monster due to his lack of soul. A mere imitation of Bendy, that while ultimately was harmless, merely wandering the halls curiously searching his new surroundings, was incredibly uncanny, and in Joey's eyes, could scare off future investors. So what did he do?

He locked the creature in the depths of the Infirmary, never to be let out while he tweaked his tests. If a lack of soul was the reason that thing turned out so poorly, then all that was needed was well, a soul. Souls he owned plenty of. So Joey began to sacrifice his employees, turning them to ink monsters of all types, from warped ink humanoids to twisted versions of Alice, to mere bony Lost Ones as he sought the perfect living cartoon.

But down in the Infirmary, Bendy's bitter anger was boiling. The spite set into him from Joey's actions and the forceful internalization of the concept of him being a mistake and a monster by the people around him set in, causing the beast to snap. If Joey wanted a monster, he would get a monster. A living representation of his failure, his sins that would haunt him until his grave. This was no longer a mere failed Bendy clone. This was the Ink Demon.

Accidentally freed by a newbie employee named Buddy Lewek, the Ink Demon began to shed blood in the studio, taking the lives of many and severely injuring others. Drowning certain people in ink forced them to become ink creatures themselves, adding more members to the

growing group of ink hybrids. Joey's hatred for Henry however never stopped growing, and this spurred him on to do something. Using the Ink Machine's properties sometime during all this, he created an entire parallel world of ours, one he used to capture and contain all of his creations, including the Ink Demon. This world was a looping purgatory called **The Cycle**, and Joey used the realm to torture an inky clone of Henry that retained his same memories, forcing him to stop the Ink Demon via a reel called The End over and over again as he also dealt with other threats, a looping story with the same mundane events repeating in it. So the Ink Demon fought Henry over and over again over hundreds of continuous cycles, the clone of Henry slowly wising up to the nature of his existence.

In the real world however, Joey Drew was long dead, spending the rest of his days in a cheap rat infested apartment. The Bendy franchise was bought off by Nathan Arch's new company, Arch Gate Pictures, who wanted to honor Joey's memory and regain Bendy's popularity. People were hired to animate new Bendy cartoons, one of them being a mysterious girl named *Audrey*, an orphan with no memory of her parents, that unbeknownst to her, was a byproduct of the Ink Machine and the daughter of Joey Drew, half-human and half-ink.

However, Nathan Arch's somewhat neglected son, *Wilson Arch*, who worked around the studio as a janitor, soon discovered the Ink Machine and the Cycle, and realized this was an easy way to live up to the legacy of his father. Entering the realm, he froze it in place. He created the Keepers and an assistant named Betty, capturing the Cyclebreakers, like Henry, Sammy Lawrence, the twisted Alice, and a few others from the old Cycle. And most notable of all, he and the Keepers managed to capture the Ink Demon, beginning expansive tests to see if killing the beast was possible.

Unfortunately, it was not. The demon was pretty near damn unkillable, showing very little emotional responses. It was a failure, but what actually ended up happening from the quarter-hourly physical and emotional torture inflicted upon the beast was forceful evolution and a weird trauma response where he reverted to a docile form more closely resembling his cartoon form. The Keepers kept in this form, Wilson claiming he "killed" the Ink Demon and taking control of the Cycle.

Soon, he brought in Audrey to the realm to use her as a soul for a creature to actually finish off the Ink Demon for real, but during her escapades, she encountered the docile Bendy and hurt him, re-triggering his newer, more advanced form. And just like that, the Ink Demon was free again, only being able to be triggered back into his older form by the GENT Suppression Towers around the studio. Gradually taking back control of HIS realm, it wasn't long before he helped Audrey defeat Shipahoy Wilson.. Or moreso just stepped in while she was legless.

Cornering her, the Ink Demon used a combination of projection of his insecurities and persuasion to get Audrey to fuse with him, the daughter of Drew and the demon now one. Unfortunately for him, it was this choice, along with killing the living memory of Joey Drew that was in the studio, that allowed Audrey to forcefully take control of him, and with the help of some friends, play The End one more time, successfully restarting the Cycle. But this time,

possibly due to how they were fused, it appears that the Ink Demon is now in the real world… In his cartoon friendly form, at the very least.

Perhaps maybe, separated from the cycle of agony he was tied to for all of his life, far away from the trauma and insecurities that still ate at him for all of his unnatural inky existence, the Ink Demon can finally find peace.

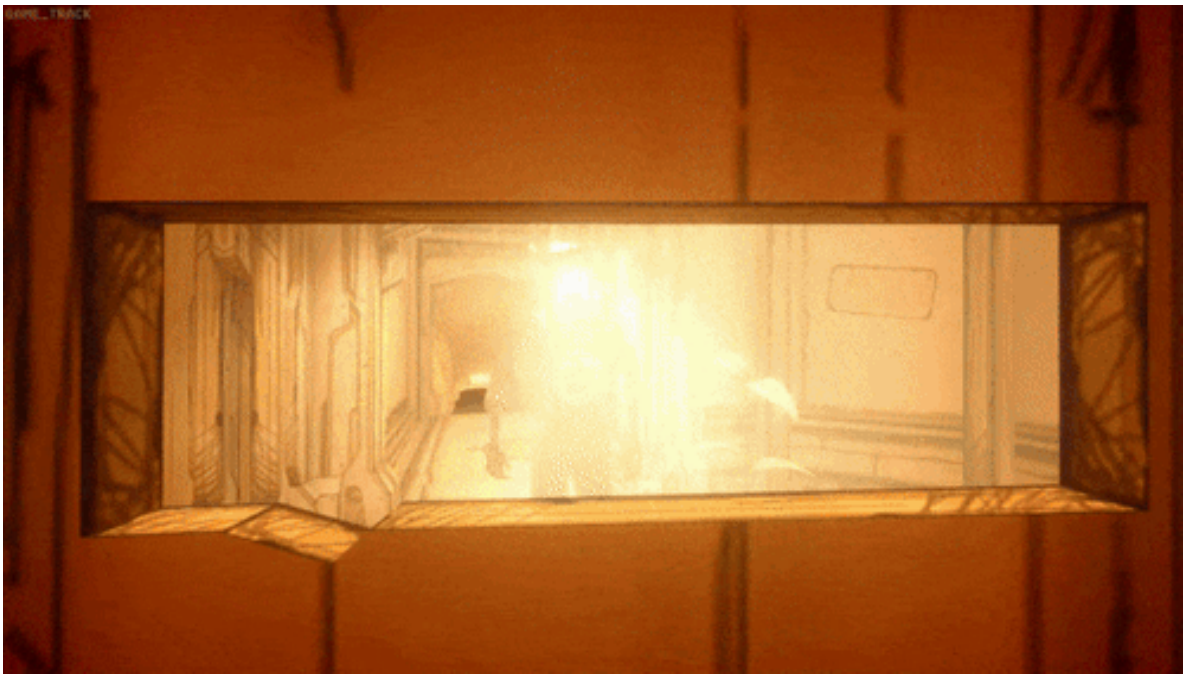
…

Yeah, nah.

At the end of it all, even if the darkness we were born from doesn't define who we are, the Ink Demon has made the conscious choice to hunt and kill until the end of time. A tragic victim of his environment? Yes. Someone you should underestimate? Absolutely NOT.

For he is the Ink Demon, and this realm.. is HIS. And no matter how many cycles repeat its same mundane happenings on end, there will always be one Ink Demon to hunt and maim everyone down.

Experience/Skill



Bendy is a physical powerhouse, repeatedly implied to be the strongest being in the Cycle by multiple people to the point he was being worshipped like a god by many. The sheer power he has allows him to destroy a lot of potential threats to his reign over his realm (or people he just wants to kill for funsies), from the Projectionist (shown above) who's around his size, to even the

massive Shipahoy Wilson. He's so powerful and threatening that it's stated by Cycle veteran Henry that the entire realm revolves around him, even if the Ink Demon is still bound to its rules. Which isn't even incorrect as the act of killing the Ink Demon with The End reel is literally what resets a Cycle in the first place.

He's no slouch in the intelligence department too. Now, is he some hyper intelligent mega genius? No, he's still very bound by his animalistic tendencies and active enjoyment of inflicting pain on others, but he's still capable of greater intelligence, like when he managed to convince Audrey to fuse with him by whittling her down using some projection and general persuasion. The Ink Demon seems to be an active shit talker, reveling in striking fear and poking at people and attacking when they're vulnerable. He's capable of coherent speech too, seeming to have moderately above average linguistics compared to most others at least.

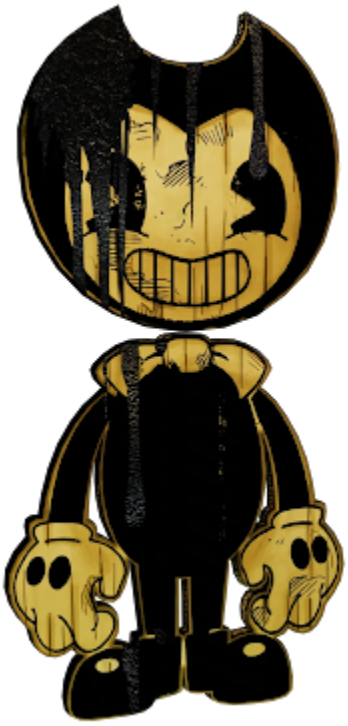
Arsenal

Claws



Claws Bendy gained along with his new appearance in BATDR as some form of response to the physical experiments ~~(torture)~~ done by Wilson and the Keepers, along with just evolving as the Cycle went on longer than usual. Simple, but to the point.

Bendy Cutouts



These cutouts are a language of massive trolling throughout the studio, seemingly being placed around to jumpscare others by employees and ink creatures alike. The Ink Demon is probably no different. Just don't break them, will you? It hurts his feelings. (Insecurity is a bitch.)

Ink Machine



The byproduct of Joey Drew's unceasing ambition and GENT's mechanical know-how, the Ink Machine is a technologically advanced marvel of gears and pistons and uh. Ink. It operates similarly to a 3D printer, having the capabilities of turning 2D sketches into living beings. It also seems to have the capabilities of turning people/souls into these living cartoons on itself. It also seems to house the Cycle, an entire alternate reality from our own where time is abstract. I'll go more in depth later.

How does it do this? The ink it creates. We'll get into the nitty gritty later (again), but to make a long story short.. It is far removed from normal ink. While using it to create living cartoons was the goal, it was only until Audrey and Buddy Bendy escaped the Cycle and into the real world where it was actually successful after years because of how the Ink Demon was slaughtering everyone in the Cycle before they could extract a possible successful subject into the real world. I guess dreams really do come true!

Santa Hat



It’s beginning to look a gyatt like rizzmas..
Everywhere you edge..
Take a look at OG Fortnite..
Where sigmas get fanum taxed..

Cycle Weapons



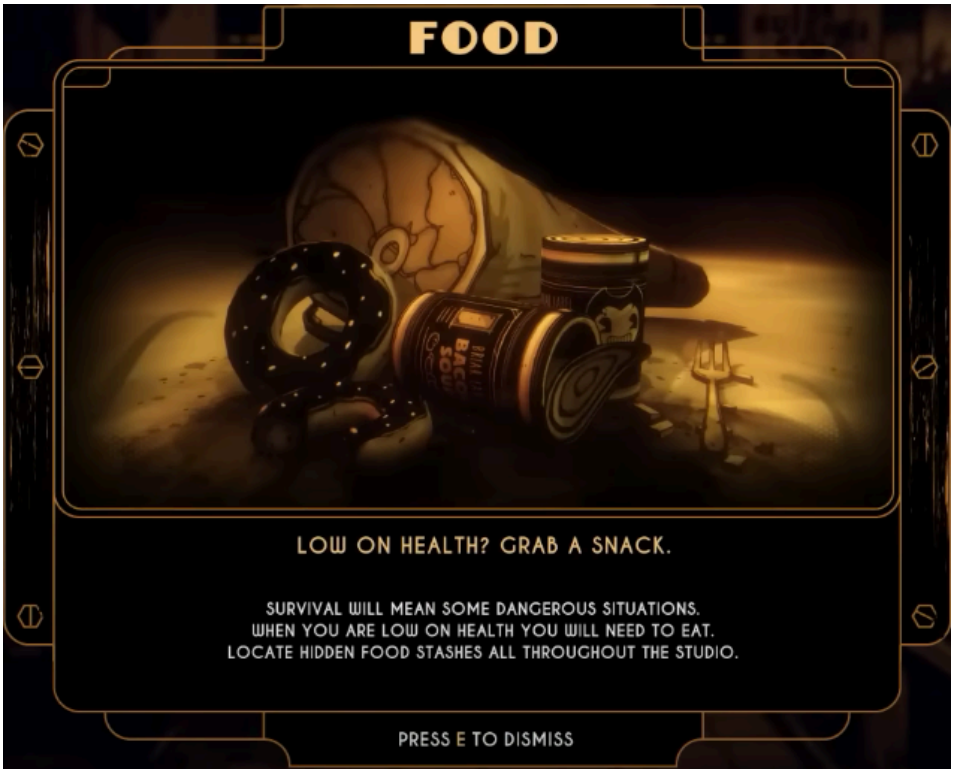
A variety of weapons can be found across the Cycle's piss yellow walls to arm yourself. The Ink Demon has no reason to use these, but many of the Lost Ones he can command to his bidding are capable of scrounging around to get these.

It's important to note that all of these items are of a varying rarity, and it's very unfeasible to say that the Lost Ones can find or even access some of them. We'll indicate this in the mini weapon descriptions. We're just including everything for the sake of completion.

- **Axe:** Old reliable. Simple weapon that can be used to cut down boards or smack down ink creatures in a few hits. Seems like you can even block with it in the next game. These can seemingly be found across the entire studio.
- **GENT Pipe:** Pipes used by the GENT corporation. They can be upgraded with schematics and charged with batteries to open doors, or power up and kill in a few hits. Even on their own they can break apart loose brick sections of the studio to access new areas. Certain Lost Ones are actually seen using these, albeit the un-upgraded version.
- **Pipe Wrench:** In Chapter 3 of the first game, this was given to Henry by Alice to open special gear boxes around the studio. On their own though, they're weaker than an axe, but swings faster and hits harder than a normal GENT pipe.
- **Plunger:** Weak and pathetic. Only would reasonably ever be used for the funny.
- **Syringe:** Used to collect extra-thick ink from Swollen Searchers as well as a weapon. Insert tetanus joke here. Once again only seen being granted to Henry by Alice.

- **Empty Bacon Soup Can:** Empty can of Bacon Soup that can be thrown as a projectile. Stockpile on the stuff and make sure you have solid aim!
- **Scythe:** The most powerful weapon in the OG BATIM, although it isn't really accessible through normal means, but rather through a really long winded path you have to take throughout the entire massive game. Because of this, it's unlikely it can be accessed at all. Still ridiculously overpowered though.
- **Tommy Gun:** You'll mainly find Twisted Alice having this. A gun and another really overpowered weapon, can take down the Projectionist with a few shots. Lost Ones aren't seen using it though.
- **Ink Launcher:** I cannot find information or clips of this thing for the life of me, but the page is there with a screenshot to prove I'm not crazy. I'd imagine it's probably the most OP projectile weapon, shooting out massive blobs of ink. Questionable if they'd have this, considering it was in the confiscated weapons area. (Or now that I think about it it could just be an Easter egg)
- **Machete:** I.. Cannot find anything on this but it seems that some Lost Ones are seen holding something akin to a machete according to the Bendytrap blog.

Healing Items



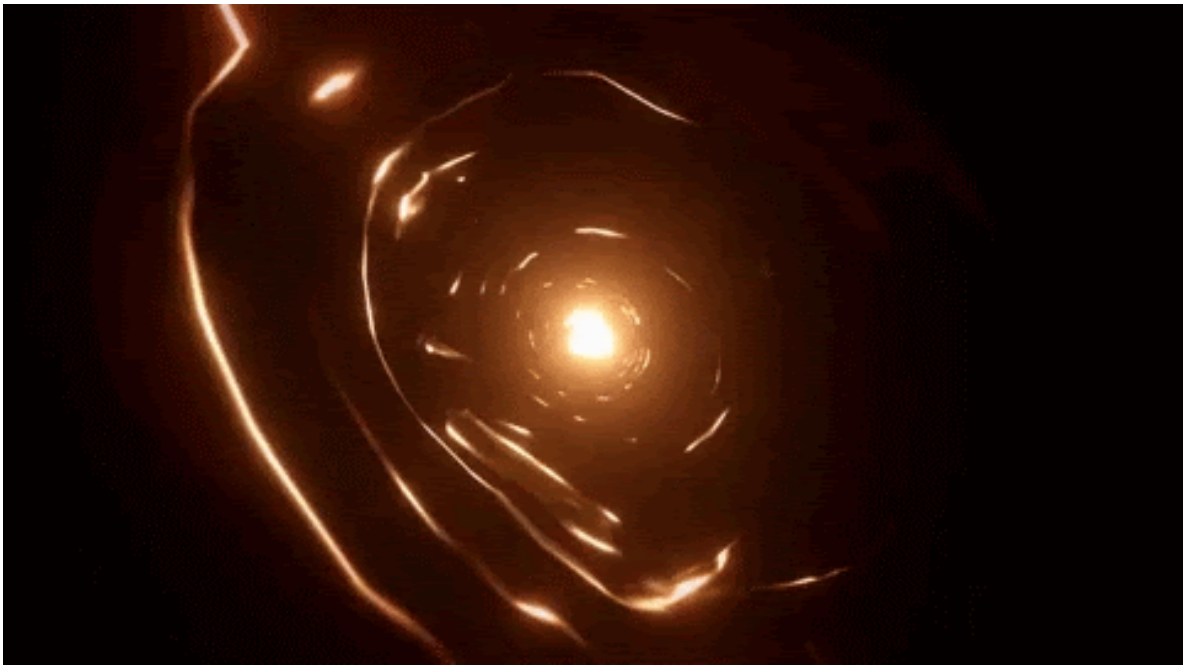
Consumables are littered across the entire studio to heal from damage. Bendy has no reason to use these, but they probably could be of use for the Lost One/sapient sector of his army.

- **Bacon Soup:** One of the best healing items, fully restores all health
- **Bendy Bar**: Chocolate bar. Restores small amount of health

- **Crispy Crackers**: Restores small amount of health
- **Donut**: Restores small amount of health, cannot be consumed if found bitten
- **Sandwich**: Restores small amount of health
- **Slab Of Meat**: Also fully restores all health
- **Tasty Eats Chocolate Nuts**: Restores small amount of health
- **Tasty Eats Original Chips**: Restores small amount of health

Abilities

The Ink



“Ink never disappears. It's always there, like it was hiding, waiting to reveal itself. It's always there to remind you. It'll never go away. At first it's not so bad. You get used to seeing it on the inside of your index finger like that. Maybe it's even a friend. Or a mark of pride. That's how it lures you in. But it blossoms and burrows. And seeps and sinks. And drowns and drinks. It's alive. It's everywhere. It's inside me. It breathes for me. I can feel it sloshing about in my lungs. I can feel it in my brain. I am ink.”

Ink is the driving power force of the entire Bendy franchise, the same way that souls/remnant is for FNaF or that Chaos Energy is for Sonic. (I couldn’t think of another good indie horror game power force so there you go.) Now I shouldn’t have to explain to you how normal ink works, right? Viscous, black, liquid that’s typically used on paper to write or create art. Pretty simple, but the ink in Bendy is different.

It’s important to note a few distinctions though. As shown in Dreams Come To Life, not all ink in the studio is this special ink. Only ink from the ink machine seems to have the special properties

I'm about to talk about. Joey Drew Studios has an abundance of normal ink that they give to artists to draw with. The ink from the ink machine is specifically for creating a living cartoon and has the special properties I'm about to list. This isn't really an issue considering pipes for the machine are everywhere in the studio and the ink has spread all over the place in the Cycle, but it should be mentioned and noted for the sake of context.

Anyways, dubbed as "Thick Ink" by the studio, and also described personally by Joey Drew in a letter to employees to be "high-quality ink," this ink courses all life into the Cycle Bendy resides in. It is naturally formless, the studio taking advantage of this seemingly to use it to create many tools, like gears, pipes, and axes, both in the Cycle and in real life, at least according to the Employee Handbook yet again. However, this ink can also interact with souls, where the cool stuff actually happens.

If a person dies while submerged in ink, they are reincarnated as one of the many ink creatures seen in the studio, shown on many, many occasions. Buddy, Sammy, Wilson, Susie Campbell (implied), etcetera. Their soul becomes bonded to the ink as a collective mass, and if they were to die again in their inky body, they would be reborn/respawned due to the Cycle's nature.

Certain sectors of the ink actually seem to be literally alive and sentient, as shown in the first novel where some of it got onto Buddy's grandfather, crawled up him, and attempted to get into his body. It also seems to be heavily resistant. In BATDR, when the Lost Ones were electrocuted by Alice, the ink on their bodies did not visibly burn away, implying that the special ink from the machine is much more resistant and durable then normal ink.

The Ink Demon can create this ink himself, albeit not to a massive extent. His mere presence can flood rooms and coat walls with ink, these shadows capable of killing lesser creatures like Searchers and the Butcher Gang. The ink shadows also serve as a detection range or a way to track down his prey.

Ink Physiology



Bendy is a creature created from ink, and because of this, he shares quite a few noticeable differences from the average human physiology-wise. Minus uh.. his obviously inhuman appearance.

Unlike many other ink creatures that reside in the Cycle, Bendy does not actually have a soul, which does exempt him from the automatic respawning of the realm, notably. He is composed entirely of ink, a living blob of it, no organs or nothing inside of his body. Any ink that comes into contact with his body will be used in some form, most often his regeneration. Scarily enough, Bendy also seems to rapidly evolve, growing in size (from being slightly taller than Henry to being 11 feet tall in Audrey's cycle) and strength according to Buddy. Henry stated that if Bendy kept on growing in strength, he'd soon break the very rules of the Cycle that he was currently bound by.

He doesn't need to eat, drink, or breathe due to being ink (no duh). Along with this, as shown by Audrey, ink creatures can morph their body and bend it in odd ways, although Bendy is never seen doing this.

Regeneration

> Then to my horror, I watched as the wound on the creature's leg with a sickening sucking sound began to heal, the ink reshaping and re-forming. He couldn't be hacked up. He couldn't be knocked out.

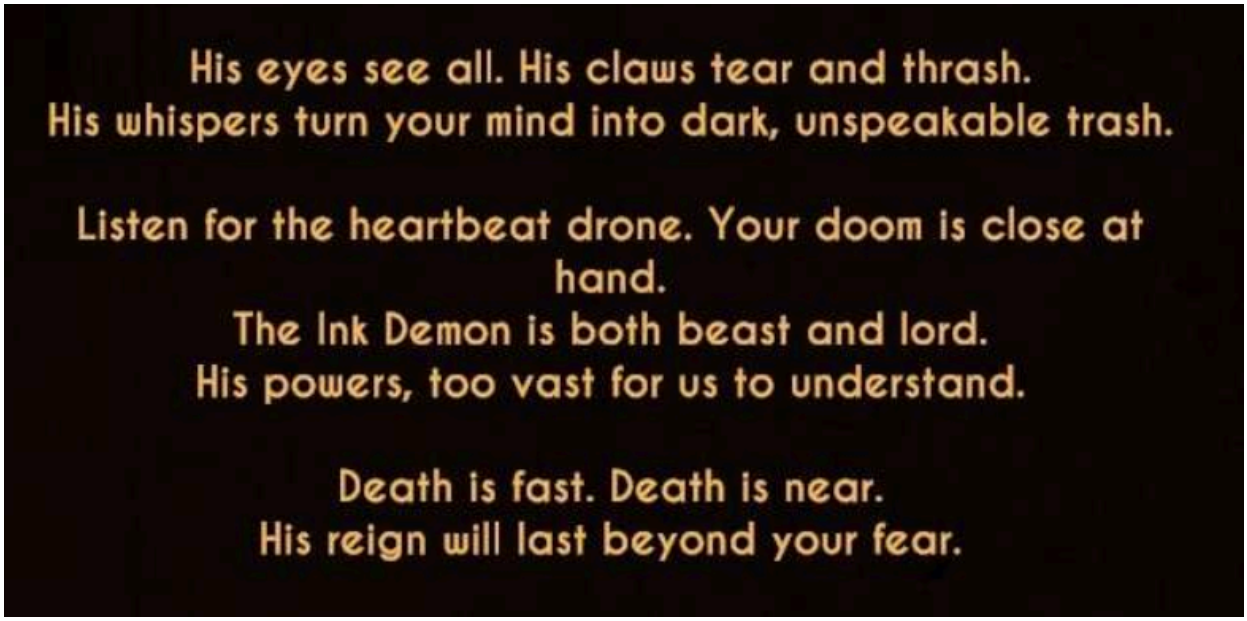
Bendy has the capability to regenerate, as shown in the Bendy novels. Liquidy, and akin to a symbiote, he's been shown healing minor incisions to entire lost limbs as long as he has a steady supply of ink to draw from. He's even been able to regenerate after being melted/mixed into a massive puddle of ink.

Emotion Manipulation

> What is there to reach for? Why hurt yourself? Just sink back. Sink back in with your friends.
> Fear. Bill.
> Shame. Brant.
> Anger. Constance.
> We sink back and back and back. We understand now. We see how all this time we were wrong. We understand the joke now.
> Knock knock.
> Who's there?
> We can't fix the machine. We never could.
> Knock knock.
> Who's there? Who is there? Out there? Out here?
> We're all here.
> We understand now.
> It's the punch line to the joke:
> You can't fix what's not broken.

The nature of the ink brings out the darker side of the people who are around it. People who make contact with it have their emotions heightened, most particularly their more repressed emotions they choose to hold back. In *Bendy: The Lost Ones*, when Constance made contact with the ink, she became irrationally angry due to her repressed frustration with her homelife and the inadequacies around it. Essentially, they shed their hesitation and show off their "true selves." Some victims of the ink have said they feel happier in this true state, although it's unclear if it's just more manipulation from the ink or genuine.

Enhanced Senses



The Ink Demon's senses are incredibly acute, according to many of his prey. He can hear the most miniscule of sounds from incredibly far distances, letting him hone in on his victim's location quickly. This was showcased to be unlikely to be hyperbole in Chapter 3 of BATIM, where he was able to hear Henry break the Bendy cutouts and get to his location.

Telepathy



Bendy's evolving due to BATDR's prolonged Cycle allowed him to gain the ability to speak.. Albeit not by flapping his lips. The Ink Demon communicates telepathically with other characters, whether it's manipulating them or talking smack (yeah, he's kind of a prick.) He can project his voice to as small as one person to as large as an entire room of people.

It's also heavily implied that through this telepathy (or through the ink itself), the Ink Demon can quite literally read your mind and know everything about you, even things you may not know about yourself. Directly telling Audrey that "the ink speaks to me, it whispers your secrets." He later seems to directly acknowledge Audrey's existence as a half-human half-ink hybrid, calling her a mistake and a monster like him despite not being there when Joey revealed it to her, adding further credence to this idea.

Supernatural Presence



"The Ink Demon is coming. Hide."

Due to his sheer power over every other creature in the Cycle, the Ink Demon's mere PRESENCE in the area has repeatedly caused a lot of oddities to surroundings and people around the Cycle. If the demon is near, lightbulbs will flicker, weird light flashes will occur, and people can get odd visions (we'll go more in depth later).

I've mentioned this before, but Bendy's presence can flood rooms with ink to slow people down, create splotchy ink patterns around him and even cover the person's sight with ink in the mobile port of BATIM. The closer he gets, the more ink that appears.

Bendy's mere presence is also shown to affect people's emotional and mental state. In the first novel, *Dreams Come To Life*, his presence put staff at heavy unease due to his unnatural, uncanny valley existence, even if he wasn't hostile or aggressive. As time progressed this presence grew as it evolved from a sense of uneasiness to downright fear. If the Ink Demon is coming after you, your heartbeat starts to pound rapidly, you begin to hear random noises, particularly whispers, your vision becomes black and white, and even strong willed characters become mere cowards and hide for their safety.

Horror Visions



As shown particularly in the fourth chapter of the first game, *Colossal Wonders*, Bendy has the capability of making you tweak off the perc.

Jokes aside, Bendy's presence can cause hallucinations/visions, not just of general scary imagery, like a swinging chandelier or inky arms reaching out towards his victims out of walls, but of important events or events that will occur in the future.

Soul Consumption



“CONSUMED. Death is only the beginning.”

Due to the inherent nature of ink creatures and their tie to the Cycle, they can never truly die permanently. Unfortunately for them however (or fortunately depending on how you view things), Bendy has a way to circumvent this immortality. In *Dark Revival*, Bendy can consume the souls of Lost Ones and Audrey, circumventing automatic regeneration entirely, and in Audrey/the player’s case, forcing them to restart from their last autosave.

Other ink creatures seem to also have this ability. The Widow King, the Lurker and Shipahoy Wilson, all Cycle “top tiers.”

Bendy can also consume people purposefully to fuse with them, both of their minds in his body. He did this with Audrey at the end of BATDR, but it left him vulnerable to Audrey taking control and restarting the Cycle at last.

Banishment

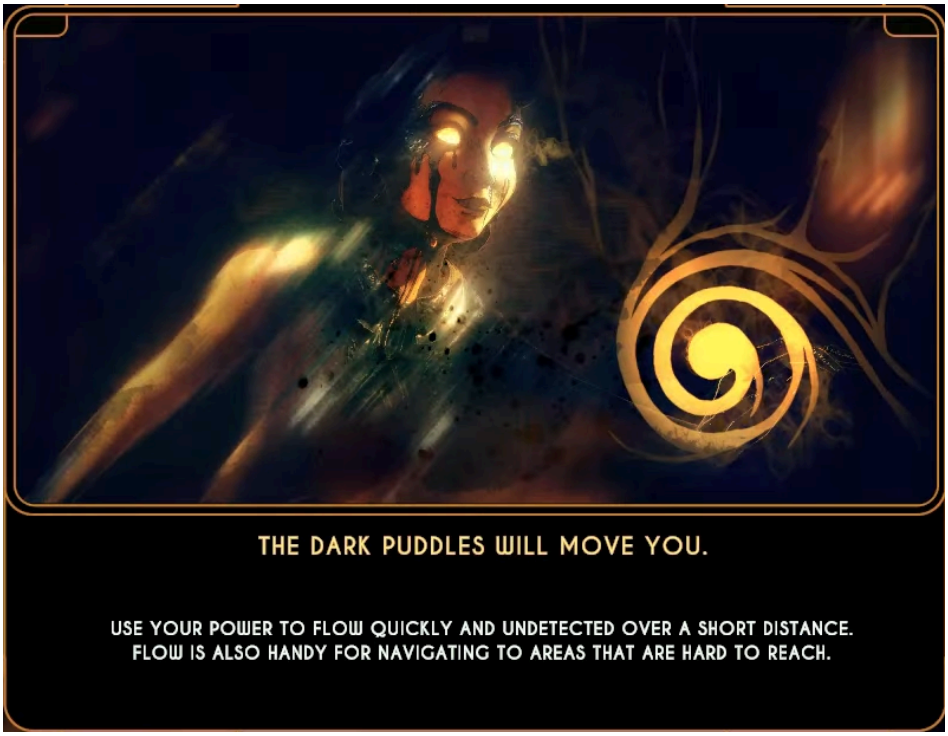


A gift from the ink itself to Audrey Drew, Banish is an ability Audrey used during the events of Bendy and the Dark Revival to banish foes back to the dark puddles they crawled out of. Sneaking up behind the enemy and grabbing them with your special glowy hand activates this ability, banishing foes and replenishing a little health in the process.

While Bendy is never seen using this in BATIM or BATDR, it is an inherent ability of the ink itself, which Bendy seems to have a fine tuned control over. Along with that, with how he and Audrey fused at the end of BATDR, it can be assumed that Bendy has access to this ability now.

It’s unknown how this would work on a person outside of the Cycle or if it’d even work at all due to the ability’s nature.

Flow

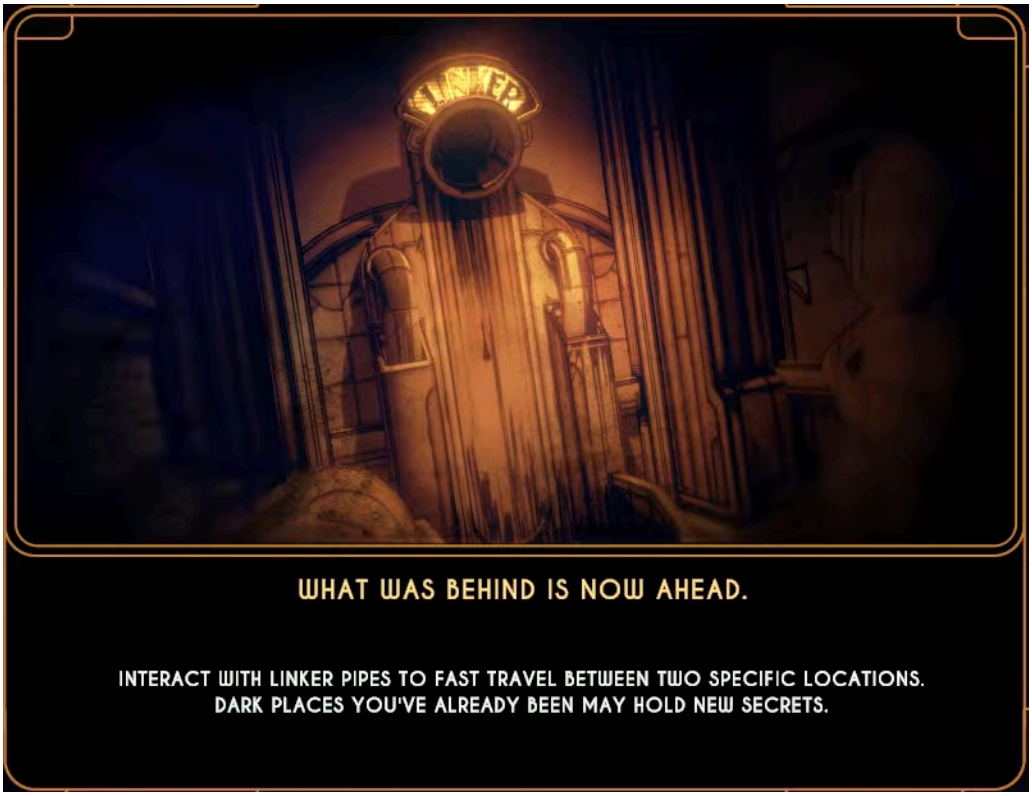


Granted to Audrey by a (GOATED) lost one named Porter and an inherent ability for all ink creatures in the Cycle, Flow allows the user to disappear into inky nothingness and reappear several feet in front of them. While the move has a cooldown of 10 seconds between uses, it's still incredibly effective for accessing difficult-to-reach areas and stealthy approaches.

Bendy showcases an ability similar to Flow in one of his kill animations in Dark Revival, appearing and disappearing in front of Audrey to kill her.

Similarly, in the final fight with Henry in Chapter 5 of the first game, Beast Bendy is capable of phasing through multiple walls at high speeds without cooldown, implying that he could possibly be exempt from this. In the novels, he also disappeared the moment Buddy opened the Infirmary door before reappearing behind him.

Fast Travel



The dark puddles have been repeatedly used as a nexus for travel. Bendy and several other Cycledwellers can sink into the ink, reappearing in another puddle in another area of the studio. Referred to as Fast Travel by childish Lost One Heidi when gifting it to Audrey, Bendy has been seen on screen replicating this plenty of times. It also seems to have a cooldown similar to Flow.

While the normal version of the ability in Dark Revival requires the use of linker pipes, Bendy is seemingly not limited by this. Any ink in the studio can be used as a way to traverse the massive realm and hunt his prey. He’s even capable of hiding them and striking at the right time

The Cycle



"It's a cycle, Audrey. An ink-stained nightmare forever stuck on repeat. With just a pencil and a dream... and with a little help from the Gent Corporation, it came into being."

A studio existing as a testament to choosing the wrong road, The Cycle is a massive realm coexisting with our own. In its piss-yellow walls, time is an abstract concept that flows in a circle, repeating itself and a set few events. All individuals have very little knowledge of the previous Cycle minus a select few Cyclebreakers. It is an alternate dimension that distorts the form of those who enter it, turning them into monotone creatures of ink, not too dissimilar from Bendy's old cartoons back in his heyday.

The Cycle is reset by playing a reel called The End and getting the Ink Demon to watch it, which will disintegrate him and start it anew as the same few events begin again. Without the reel, the Cycle is unable to repeat.

The longer a Cycle goes on, the more powerful the Ink Demon seemingly becomes. The length of Audrey's cycle (along with assumingly the torture inflicted upon the demon by the Keepers) caused the Ink Demon to forcefully evolve, becoming capable of speech and becoming so powerful that barely anything in the studio could harm him.

Each repetition slightly differs from the other. While the events still do play out and the people that died do come back to life, The studio seems to be able to rot and decay, as shown in Dark Revival where the foyer you start in BATIM Chapter 1 was decrepit and rotted.

Those who die while in the Cycle are reincarnated in a new inky form, seemingly in minutes as shown when Sammy Lawrence had a secret voiceline in Chapter 3 of BATIM, seemingly a very

short while after his death in the previous chapter. They usually take on the forms they had in their previous lives, but they also have the chance to become utterly lost souls, trapped between the space of our world and the Cycle and unable to go to either.

Army

Searchers



Searchers are a species of aggressive ink monsters, the most lowly of them all. Basically they're the goomba or motobug of the Bendy franchise. Created from a bit of ink and a human soul, they like to attack in groups and are capable of travelling through puddles through the studio not too dissimilar from Bendy himself. Although they're pretty measly, only taking one or two hits to actually kill.

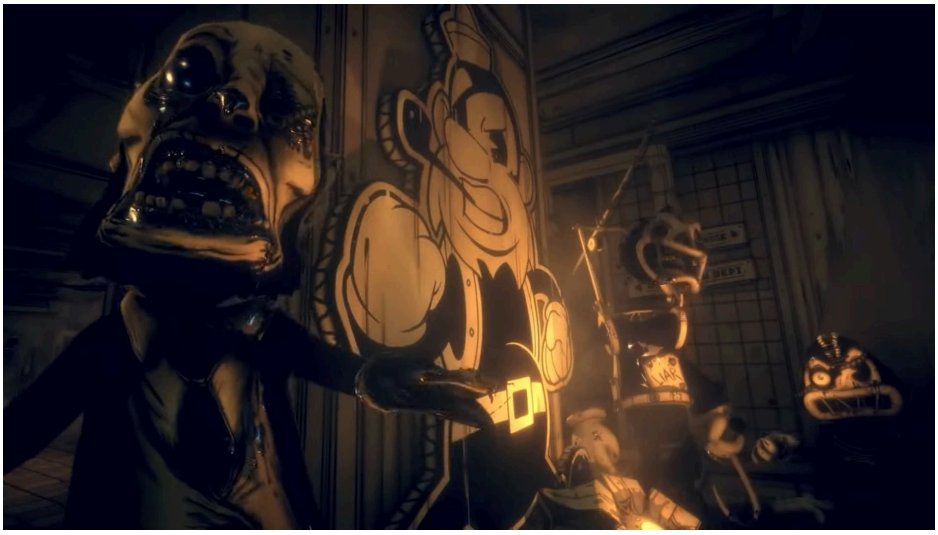
There are multiple types of searchers scattered throughout the studio. Swollen searchers are bulkier searchers made from "extra thick ink." There are searchers that don't differ too far from the normal ones minus cool head gear, like the Miner Searcher. There's also Searcher Minibosses, stronger and faster ones that take more hits to put down and come in groups of 12. They also don't go away when Henry goes into a Little Miracle Station to hide, they just wait for him to come out. There's finally the Searcher boss, a tophat donning searcher that's the strongest, fastest, and most durable out of all the others. Bendy can summon them to help out, but shows no mercy to these creatures, often feasting on them and killing them for his own fun.

Lost Ones



Lost Ones are also incredibly lowly army members, but they differ in Searchers in the fact that they're more complex. Not only are they slightly more durable and actually closely resemble humans (for the most part), they're also capable of complex thought. They're capable of identity and humanity, being able to form friendships and speak to others. Some are friendly, some are insane and violent, but they all seem to carry weapons on them, of which we covered in the weapons section earlier. Bendy can also summon Lost Ones, and due to how imposing of a threat he is, pretty much force them to work on his side out of fear. He also shows these creatures very little mercy, treating them no better than the searchers.

Butcher Gang





Attacking in their massive pack and showing no mercy, The Butcher Gang are twisted monstrous versions of, well, the Butcher Gang, an antagonistic trio of troublemakers to the little devil darlin' that'd he'd always outsmart and get the jump over. In the Cycle, there are 4 (Wait a minute, four? You'll see what I mean.) members of the gang.

There's the Piper, the ink version of Charley. He wields a GENT pipe with a very low range vertical strike and a high range horizontal strike. He leads the pack, much like his cartoon counterpart.

Then there's the Fisher, the corrupted version of Barley. He's the slowest, but strongest member of the gang. He originally wielded a wrench but now wields a large hook to deal damage to victims.

There’s also the Striker, a corrupted version of Edgar. He uses his plain ol’ fists and is the speediest member of the group.

And finally, there’s the forbidden fourth, Slicer. A corrupted version of a scrapped/potentially planned to be used fourth Butcher Gang member, a girl named Carley. The most dangerous of them all, she can straight up teleport everywhere around the studio, typically getting in front of a person while they’re out and about and attacks with her claws.

As seen in the ending art of Chapter 3 of BATIM, and seen throughout the events of Chapter 3 itself, the Butcher Gang, or at least some of the massive group, work directly under the Ink Demon as his minions. The same likely applies to Slicer.

Sammy Lawrence



“Our lord is calling... Are you a believer?"

An ink version of the man who used to make music for the Bendy cartoons, driven insane and now praising the Ink Demon as a god, Samuel Lawrence is a devout follower of the demon. Gathering sacrifices, spreading the word, the works. He can mainly be found in the Music Department of the studio, seemingly wandering around and doing whatever a loyal demon follower would do.

While his kind of obsessive relationship with the Ink Demon is turbulent (to the point that in Chapter 5 of the first game, he was completely ticked off at him and attempted to kill Henry when he mistook him for the demon), he seems to currently still be a demon follower through and through. He's seen mainly wielding an axe, although he has used a dustpan before to knock Henry out. Along with this, Sammy is stated to have mastered Flow before Audrey and even Porter managed to, cementing him far above a lowly Lost One. On the topic of Lost Ones, he seems to have amassed an army of Lost Ones and Searchers who also follow the Ink Demon to do his bidding.

King Widow + The Spiders (DEBATABLE)



GIANT ENEMY SPIDER- Sorry sorry. Force of habit. Anyways, we enter "debatable" territory now. What I mean by debatable is if the person would want to work with Bendy or assist him in any form, considering that opinions on the demon.. Vary from person to person. We'll clarify this as we move from person to person.

Anyways, King Widow is a spider who seeks nothing but to protect his young. He's animalistic and non-sentient, so it's unclear if he wants to work for the Ink Demon or even likes him, hence the debatable tag. Not only can Widow create eggs to summon his baby spiders to attack others, he's capable of manhandling prey like Audrey and he can also consume souls like Bendy himself, being one of the few bosses in BATDR shown to do this.

Alice Angel (DEBATABLE)



"I was reborn with my perfection stolen from me. To get it back, I'll rip this rotted world apart. Angels are beautiful. Angels are beautiful."

The second recreation of previous Alice voice actor, Susie Campbell, driven mad after the Ink Demon damaged her face, Alice is a sadistic, insane monster. Seeking to regain her “beauty” and “perfection,” Alice regularly kills Butcher Gang members and Boris clones to harvest their ink to fix her face. Manipulating and killing multiple people to get what she wants, Alice is relentless in her twisted goals. She seems to have amassed a large arsenal of tools to give to errand boys, from syringes to wrenches to pipes to even literal guns that she has wielded and fired on people with. No, I’m not joking. She also seems to be quite agile, like when she pulled Boris along a hallway really quickly at the end of BATIM’s Chapter 3 or attempted to run up on Henry at the end of the next chapter.

Alice has a deep disdain for the Ink Demon, hence why it'd be questionable if she'd want to work with him. Although with the Ink Demon's imposing power to force her to do so, and possibly even working with him to ward off a threat of the Cycle, she's still worth possibly including.

Allison and Tom (DEBATABLE)



"I... honestly don't know my name. ... so they call me Alice, but I'm no Angel."
"Audrey, meet Tom. He's my protector. My friend."

Shaped after Allison Pendle, the woman who melted Joey's icy heart and turned him towards a path of good, Allison is a long-time explorer of the Cycle's depths, fighting against the Ink Demon and his followers. Alongside her partner, Tom, who she met after he stopped her while she was messing with the studio's ink, protecting her from harm, they are forces for good, helping fellow survivors in any way they can. They are both shockingly skilled fighters. Allison seems to be proficient with using a lot of weapons like Tommy Guns, although she seems to go for her trusty machete. Tom was able to ride the massive Lurker to attack the horde of Lost Ones at the end of BATDR, and can usually be seen wielding one of the many axes around the studio as his go-to weapon.

Since they're directly against the Ink Demon, they wouldn't work for him under most circumstances, but since they helped Audrey restart the Cycle, it could be possible they might be willing to assist him if the Cycle was at risk of being harmed by outside forces.

Henry Stein (DEBATABLE)



"Alright, Joey. I'm here. Let's see if we can find what you wanted me to see."

Arguably the entire reason why the Cycle was created in the first place, Henry Stein is an ink copy of Joey Drew's old business partner, doomed to an endless cycle of repeating the same few events over and over. Going on the same journey repeatedly, slowly wising up to his existence until the Keepers interfered and locked him up as a Cyclebreaker. It was his knowledge that allowed Audrey to restart the Cycle anew and save the day in BATDR. Did we mention that he's the person you play as in BATIM?

Henry has wielded multiple weapons over time, although he can most often be found wielding an axe. His multiple cycles worth of experience allows him to get through tough situations very well. Although he's strictly against the Ink Demon, we'll also grant the Ink Demon the possibility of working with Henry due to similar reasons as Allison and Tom.

Audrey Drew (DEBATABLE)



"My father once told me, that just because we're born of darkness... doesn't mean we belong to it. We're always free to choose."

Joey Drew's half human half ink hybrid daughter and his last creation before his passing, Audrey is Joey's most advanced creation. During her time in the Cycle after getting trapped by Wilson, she has gained an acute mastery of the 3 ink abilities (Banish, Flow, Fast Travel) she was granted over her journey. Along with that, she wields a fully upgraded GENT Pipe, being able to not only hit enemies with blunt force, but charge it to open doors and power up her blows, and even can shock the Keepers and stun them.

Most dauntingly of all, outside of the Cycle, Audrey can use The Illusion of Living to manipulate the Cycle itself, seemingly, to her own whim. Although it does seem like it's been taken by the GENT Corporation at the end of BATDR. Damn. You know the drill by now, she wouldn't normally work with the Ink Demon (although she's slightly more likely to) but for similar reasons to Henry, Allison, and Tom, we're just putting her here for the sake of completion.

Forms

Buddy Bendy



A form inadvertently created by the Keepers and Wilson after hundreds of days of quarter-hourly torture, Buddy Bendy (or Cartoon Bendy, although more on a common

misconception that might've been brought by this name later) is a limiter form, in simple terms. Bendy is no longer hostile. He's way more emotive and childish, enjoying playing with toy trains. This form was most likely achieved as some form of trauma, although it should be noted that Bendy showed no emotional responses to the torture he was recieving, apparently.

Bendy is pushed back into this form whenever he's near the GENT Suppression Towers, which are constructed across the Cycle to keep Bendy at arm's length by Wilson. He's able to be snapped out of this state through extraneous amounts of physical trauma, like when Audrey accidentally activated Banish on him, but the GENT towers are always there to turn him back into this form.

Beast Bendy



A powerful form for the Ink Demon achieved through fusing with another worthy person or just being activated through sheer rage, Beast Bendy is not only significantly larger than the Ink Demon, he's essentially an unstoppable force of nature. His strength, speed, and durability are increased, to the point that pretty much nothing is able to seriously harm him in the studio minus The End reel, technically speaking. It should be noted that in this form, Bendy fully gives into a more animalistic state of mind, allowing for any mental attacks to be extra potent, hence how Audrey was able to take control of his body while fused and play the reel

.

Feats

Overall



- Is the most powerful creature within The Cycle and effectively rules over it as a godlike figure, requiring immense setup from Wilson to eventually dethrone him
    - However, this defeat didn't last long at all, and he was eventually able to reclaim dominion thanks to Audrey's interference
- Battled Henry Stein's ink replica across at least 102 continuous Cycles, killing him thousands of times over
- Defeated several Lost Ones, The Projectionist, and Shipahoy Wilson
- Became one with Audrey Drew, gaining her power and bolstering his physical form (albeit briefly)
- Was the first creation of the Ink machine
- If time went on, he would get strong enough to break the rules of The Cycle
- Has an entire cult and religion around him
- Canonically has the sickest dance moves known to man (just look at him dude)
- Hear me out-

Strength



(BallBeater_1000)

- Ripped off Norman Polk's head
- Ripped a dead Dave's arm out of his socket with ease.
- Caused a hallway to violently shake by slamming himself on a locker door
- Can pick up humans like dolls with ease (**177.8 (Female) to 199.8 (Male) lbs**)
- "Whips" Dot across the stage room, sending her crashing against the wall
- Kicked Buddy hard enough to "send him flying" and "land on the floor with a hard crash"
- Filled a series of halls with ink (**12 megajoules**)
- Dragged away Shipahoy Wilson, who has a giant anchor attached to him (**Possibly 22,046.2 - 44,092.5 lbs**)
- His mere presence collapsed a roof (**0.26 tons of TNT**)
- Is stated by Betty to have destroyed the entire North Wing of Wilson's stronghold **(19.3 tons of TNT) [DEBATABLE]**
- Repeatedly implied to be the strongest being in the Cycle
- As Beast Bendy…
    - Swats Henry with enough force to smash him through a wall (**162 megajoules**)
    - Shattered four glass pillars by charging into them
    - Dissected Buddy in half with his sharp teeth and then drowned him in ink
    - Made a mad dash through The Cycle to reach The End while under Audrey's control, shaking the entire room with an intensity strong enough to destroy nearby pipes and barrels, as well as giant doors and ink tanks (**3 gigajoules**)
    - Breaks Joey Drew's spine simply by clenching his fist
    - Shreds through a metal door like paper (**0.94 gigajoules**)

Speed



- As the Ink Demon…
  - Routinely chases down both Henry Stein and Audrey Drew
  - Catches up to Audrey during a chase and pushes her over (**42 m/s**)
  - Can tag Audrey while using Flow, who uses various Ink abilities to increase her speed
  - Fixes Bendy Cutouts as soon as you look away (**60 m/s**)
- As Beast Bendy…
  - Bolts across various hallways in his lair at incredibly high speeds, travelling through walls while doing so

Durability



- Is unphased by ax swipes, swings from the Gent Pipe, and tommy gun fire
    - A full power axe swipe from Buddy straight up knocked him back from how durable the Ink Demon was
- Sees full-power swings with a pipe wrench from Brant as "gentle taps"
- Described by Wilson as being unkillable by anything within the Cycle
- Endured quarter-hourly torture for days on end from Wilson and his Keepers
- Is more durable than anything harnessable within the Cycle

Scaling

The Protagonists (Henry and Audrey)



(MetalLeading_9872)

- Henry survived a lengthy elevator crash (**9.7 megajoules**)
- Henry survived getting swatted through a metal wall by Beast Bendy (**162 megajoules**)
- Audrey can take hits from Shipahoy Wilson (**3.9 megajoules**)
- Audrey can use various Ink abilities to increase her speed, including:
    - Flow, which can propel its user at high speeds in a straight line (**47 m/s** - **61 m/s**), can be used to dodge gunfire (**95 m/s**) and can be used to move in tandem with a train in full motion (**793.179 m/s**)
    - Fast Travel, which trivializes long distance travel between two set points **(50 m/s**)
- Audrey can break vent covers (**2.3 megajoules**)

The Major Antagonists (Alice, Shipahoy Wilson, etc.)



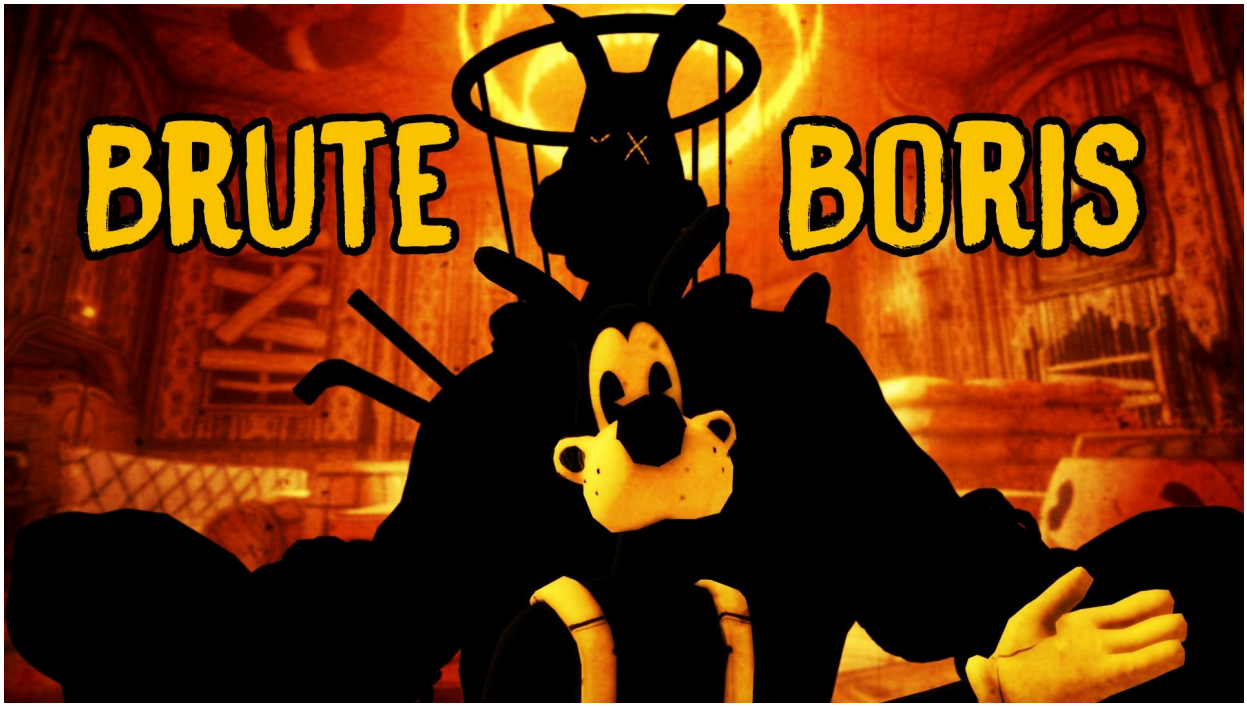
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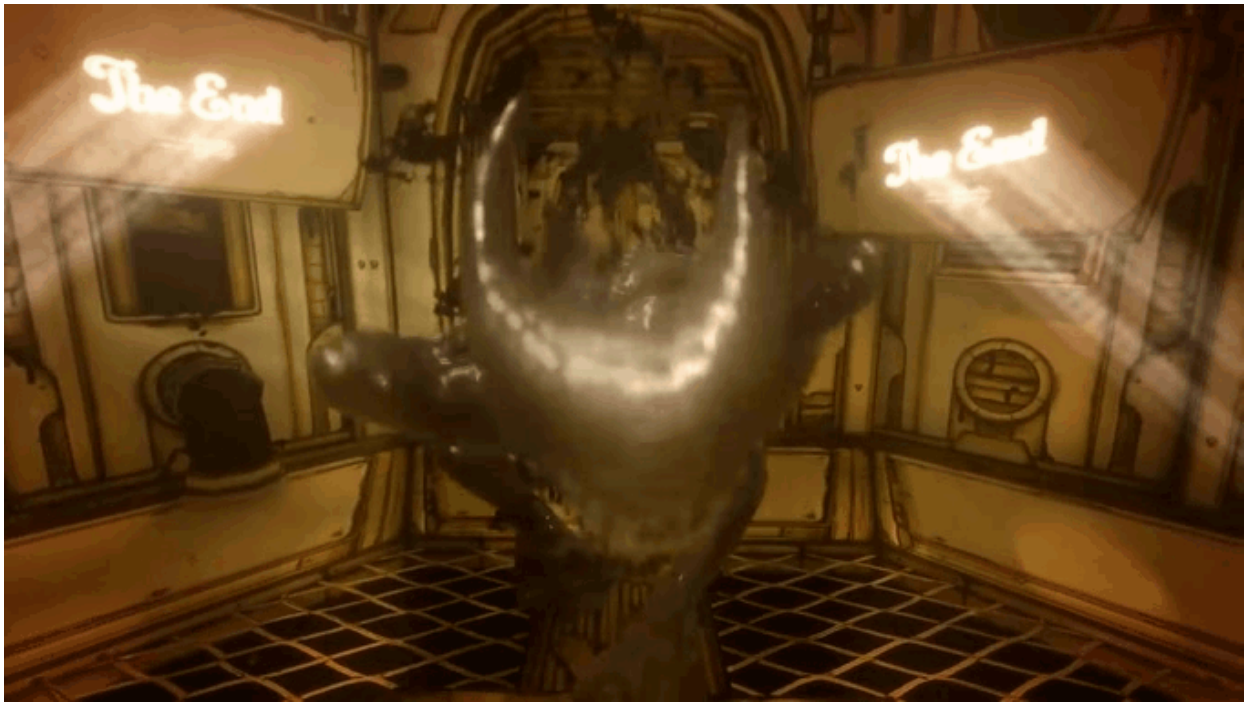
- The Projectionist can tank Tommy Gun fire and axe swings for a time before dying
    - Bendy can do so for way longer to the point that he cannot be harmed by them
- Brute Boris can throw a segment of a roller coaster (**112 kilojoules**)
- Sammy Lawrence can knock a person out cold with a dustpan (**Roughly 500-900 joules**) + (**30-40 m/s swing**)
- Alice Angel/Susie Campbell drags Boris away incredibly fast (**199 kilojoules**) + (**67 m/s**)
- Bertrum Piedmont is a literal carousel ride (**8500 metric tons**) that swings its massive arms at Henry (**38 megajoules**)
- A weakened Shipahoy Wilson was able to tear off Audrey's legs
    - He is also able to carry a large anchor and use it as a weapon (**Possibly 22,046.2 - 44,092.5 lbs**)
    - He can throw this anchor at very high speeds **(107 m/s)**

Misc. Ink Creatures



- Striker can cause the hallway to violently shake (**1.4 megajoules**)
- A bunch of Lost Ones and Searchers shake the entirety of Lost Harbor in their rage (**15 tons of TNT**) **[DEBATABLE]**
    - Henry mistakes the Ink Demon for doing it, possibly suggesting he's capable of a similar feat + The Ink Demon already upscales every Lost One + Searcher

Weaknesses

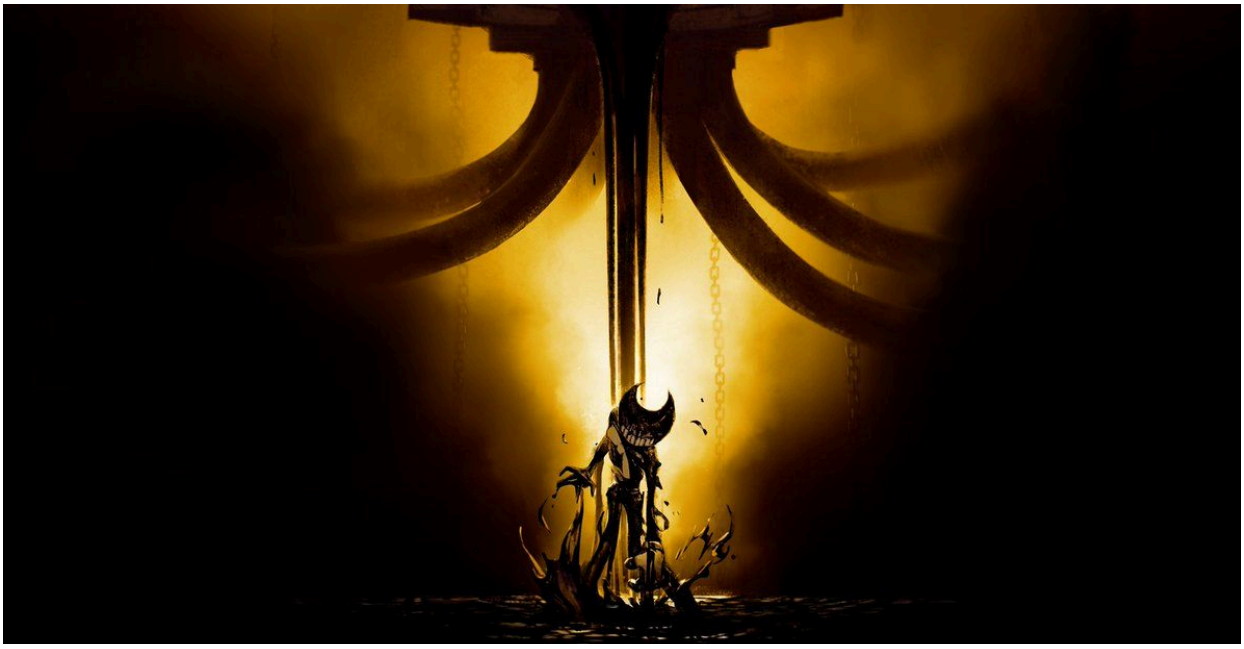


Despite Bendy's overwhelming power, he's not flawless. His lack of a soul exempts him from the Cycle's automatic respawning processes, as mentioned before. If you manage to kill him, he cannot respawn until the Cycle is reset. It also exempts him from any form of serious complex thought. While he's no idiot, he's still decently animalistic, and while his intelligence grows, he's still nowhere near the level to mimic advanced human activity, like using a weapon or formulating genuine combat strategies beyond "KILL KILL ATTACK OUTMUSCLE MURDER."

This soullessness also leaves him possibly vulnerable to possession from other people with powerful souls, as shown when Audrey was able to take control of his body when they fused. Along with this, Bendy still is vulnerable to the GENT suppression towers turning him back into Buddy Bendy, who is harmless and incredibly docile. While once again, severe physical trauma can turn him back, the GENT towers can turn him back to the form again.

And more definitively, the Last Reel disintegrates Bendy and restarts the Cycle anew, being one surefire kryptonite for the Ink Demon.

Summary



“You're just a pawn! What makes you think you can defy me?! Arise, my domain! Destroy this traitor!”

Attack Potency/Strength: Wall Level to Building Level, *possibly* up to City Block level as Ink Demon | Building Level to *possibly* City Block Level, probably higher as Beast Bendy

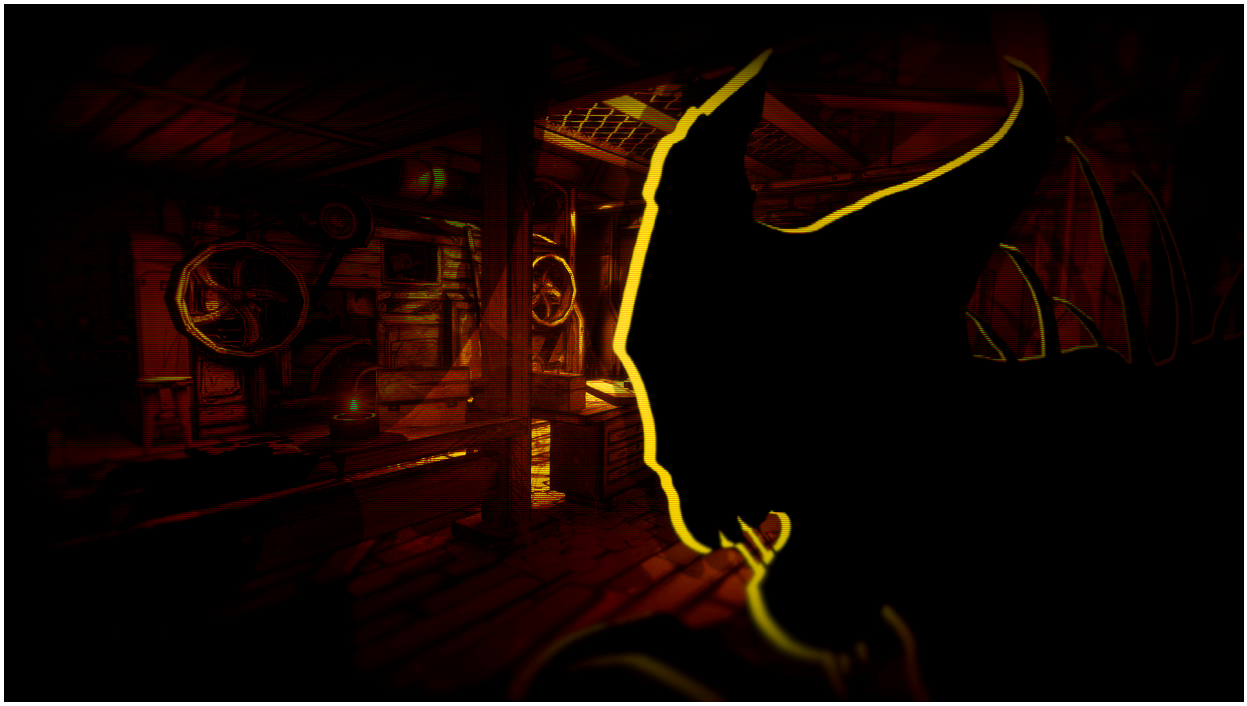
Speed: Subsonic movement speed with Supersonic reaction speed, probably higher as Beast Bendy

Durability: Wall Level to Building Level, *possibly* up to City Block Level as Ink Demon | Building Level to *possibly* City Block Level, probably higher as Beast Bendy (should roughly be similar to his strength logically)

Abilities/Hax: Soul Manipulation and Emotion Manipulation with the ink, Telepathy, Enhanced Senses, Supernatural Presence, Horror Visions, Soul Consumption, Banishment, Flow, Fast Travel

Resistances: Electricity Manipulation, Soul Manipulation (has no soul)

Part Two: Common Misconceptions + Clarifications



(BallBeater_1000)

Bendy may be the goat of all time, but he's not immune to multiple odd misconceptions about the lore of his series and his ability set. I'm going to run down as many common misconceptions (and believe me, there's been a TON in this sub and in the versus community over the years) as I can and address them one by one. This will also serve as a section to clarify certain things I think need clarifying. Got all that? Let's start.

Cartoon Bendy ≠ BATDR Bendy



A common misconception I've seen once or twice but I feel like I should squash really quickly for my sake and yours. There's been a lot of people equating the metafictional Cartoon Bendy as seen in the posters around the studios and the comics and the, y'know, cartoons, with the adorable Cartoon Bendy seen in BATDR. It is with a heavy heart that I regret to inform you that that is like.. The farthest from the truth.

I don't really know how this misconception came into being. Maybe it's the nickname of the BATDR Bendy commonly being Cartoon Bendy…? Anyways yeah, they're not the same being at all.

The "Cartoon Bendy" as seen in BATDR is a byproduct of the torture done to the Ink Demon by the Keepers, a limiter form that's docile and friendly, capable of showing a lot more emotions than usual. Notice how none of this has anything to do with the metafictional Cartoon Bendy in universe. Why? Because they aren't the same characters. They both exist for completely different reasons. BATDR Bendy isn't capable of Cartoon Bendy feats, or has access to his arsenal, or vice versa. The Bendy verse doesn't operate on Captain Underpants logic of "If Bendy can do this in a comic, he can do it in real life too!"

In fact, the entire Bendy franchise draws a very VERY defined line between Cartoon Bendy and the Ink Demon. The Ink Demon is a failed recreation of Cartoon Bendy, something he is very insecure about. Cartoon Bendy is basically in a completely separate universe from the Cycle, and most of the full cartoons we know of (minus Tombstone Picnic, but that's probably unrelated to the Ink Demon) are completely normal, no Ink Demon involved. They are essentially two different characters entirely, and should be treated as such in a versus sense.

So to make a long story short, no, they aren't the same character, and BATDR Bendy isn't capable of the same feats Metafictional Bendy is capable of. Sorry, chat.

Bendy Ink vs. Normal Ink



This is kind of half-misconception, half-clarification, so bear with me here. So there's been a lot of takes regarding the nature of the ink in Bendy, and over the years, there's been many people equating the properties of normal ink and applying it with Bendy's ink. This is.. Kind of a double edged sword, so I figure I should cover the two major ones in detail.

"The Ink can't resist extreme temperatures!"



I’ve seen arguments that the Ink cannot resist extreme temperatures, like severe heat or cold. Are they valid? Well.. Sort of…?

The reason for apprehension is a scene in BATDR, mainly during your first confrontation with Alice Angel and solving her little “game.” After you complete it correctly, the table of Lost Ones are electrocuted instead of you. When they get electrocuted, **the ink on their bodies does not burn away or show any visible damage**. Electricity can cause burning at high enough currents, so this implies that the ink can handle some form of higher temperature. However, electricity doesn’t naturally make things super hot or anything. We still have no idea how the ink reacts to severe cold or even higher heat, like fire. In the end, the nature of the ink in Bendy is too vague to gauge reactions like this.

“Ink creatures can be washed away!”



This claim is sourced off a quote from Allison in Chapter 5 of BATIM, where she says that she and Tom couldn’t wade through an ink ocean that laid in front of them because they’d get washed away, leaving Henry to leave them behind and end the Ink Demon. The problem is that this idea blatantly misses so much important context in the game and outside of it, it’s kind of crazy it went on for this long.

First of all, this claim seems to originate from the fact that both Allison and Tom are both lesser ink creatures, but they directly mention Henry as “not like them.” We have no idea what they mean by this, as for all we know, they’re pretty much identical, not really having an actual soul and just being ink recreations of old employees, already making this incredibly vague and based off of random assumptions.

Most damningly, you know what was on the other side of the massive ink ocean? *The Ink Demon’s lair*. I.E, where he seemingly resides in his free time? You could argue he travels there through the walls, but there’s just as much proof that he does do that compared to him just.. Walking through the ink ocean. Which I’m referring to is the fact that there’s zero proof of either in any context.

The only time something comparable to this has ever happened to Bendy himself was in Dreams Come To Life, in which after being drowned in a massive ink puddle, he was mixed and incorporated into it. Pretty solid evidence that he’s vulnerable to this, right?

He regenerated.

Anyways, to make a long story short, this argument relies on only getting half of the context of a full scene and a bucket list of assumptions that could be easily held up to scrutiny with just a bit of thought. And in a *certain matchup's* case, believing wholeheartedly that the train of logic you're using applies to every liquid ever, which is very questionable and relies on even more assumptions without any real evidence.

So to make a long story short, The Ink in Bendy clearly does not have many of the properties seen in normal Ink, making it heavily questionable to assume they operate the same way or equating their properties. But at the same time, we don't have enough info to fully gauge what the Ink can and can't do. So if you have to do it, do it, albeit with heavy caution.

Outerversal/Universal Bendy



I'm going to have a field day with this.

So there have been a really concerning amount of Outerversal and Universal Bendy arguments that uh. Okay, you probably don't actually believe them, but I wanted to have a little fun so I'm spending some time tearing into these. Life is too short to care.

Starting off, the main backbone of these arguments is that The Cycle itself is the size of our universe. In fact, it's INFINITE!

No.

The 2 main sources I could find backing this is the description of Boris and the Dark Revival stating that the halls of Joey Drew Studios are “endlessly generated.” This isn’t an actual lore drop, this is referring to the fact that in the game all the “levels” where you collect items are actually randomly generated. The second evidence from a source I have here is a secrets video for *Bendy: Secrets of the Machine* with no timestamp for whatever reason. But going through it, there’s nothing proving or disproving that the Cycle is infinite other than the fact that the area surrounding the building you go inside is.. Rather big..?

Looking in the actual games, there’s genuinely no reason to believe that The Cycle is as big as our own universe. Joey Drew states that it’s a realm parallel to ours, but that’s not proof that it actually is comparable in size to our universe. In fact, considering that Allison seems to be pretty knowledgeable on most, if not all areas of the studio in BATDR heavily implies that it is finite and mappable, hence why Allison seems to be so knowledgeable on which areas are safe and which aren’t.

Other sources of evidence for Bendy being outerversal include the notion of “The Illusion of Living” and how Bendy somehow surpasses it. The arguments for outerversal Bendy claim that The Illusion of Living is “a pseudo-philosophical belief underlying the essence of the multiverse.”

Is it… Really though?

These claims are sourced from the Bendy novels for the most part, which is fine, but one of the scans literally highlights that it’s stupid and it was just an excuse for Joey Drew to do whatever he wanted without consequences. The entire argument revolves around heavily flowery interpretation, backed up by this universe model in the library of one of the rooms in Wilson’s models including Hilbert Spaces or whatever that was quite literally most likely meant for filler as a puzzle. That’s not an exaggeration. You have to skim through all the books in a library room, including this one, to find out what a Gilson is. That’s what most of this is. Incredibly flowery interpretations that can be explained away with just a bit of research and logic. There’s sections where they mention Reality > Fiction Transcendence and other wacky versus terms like that but.. Guys.. Please.

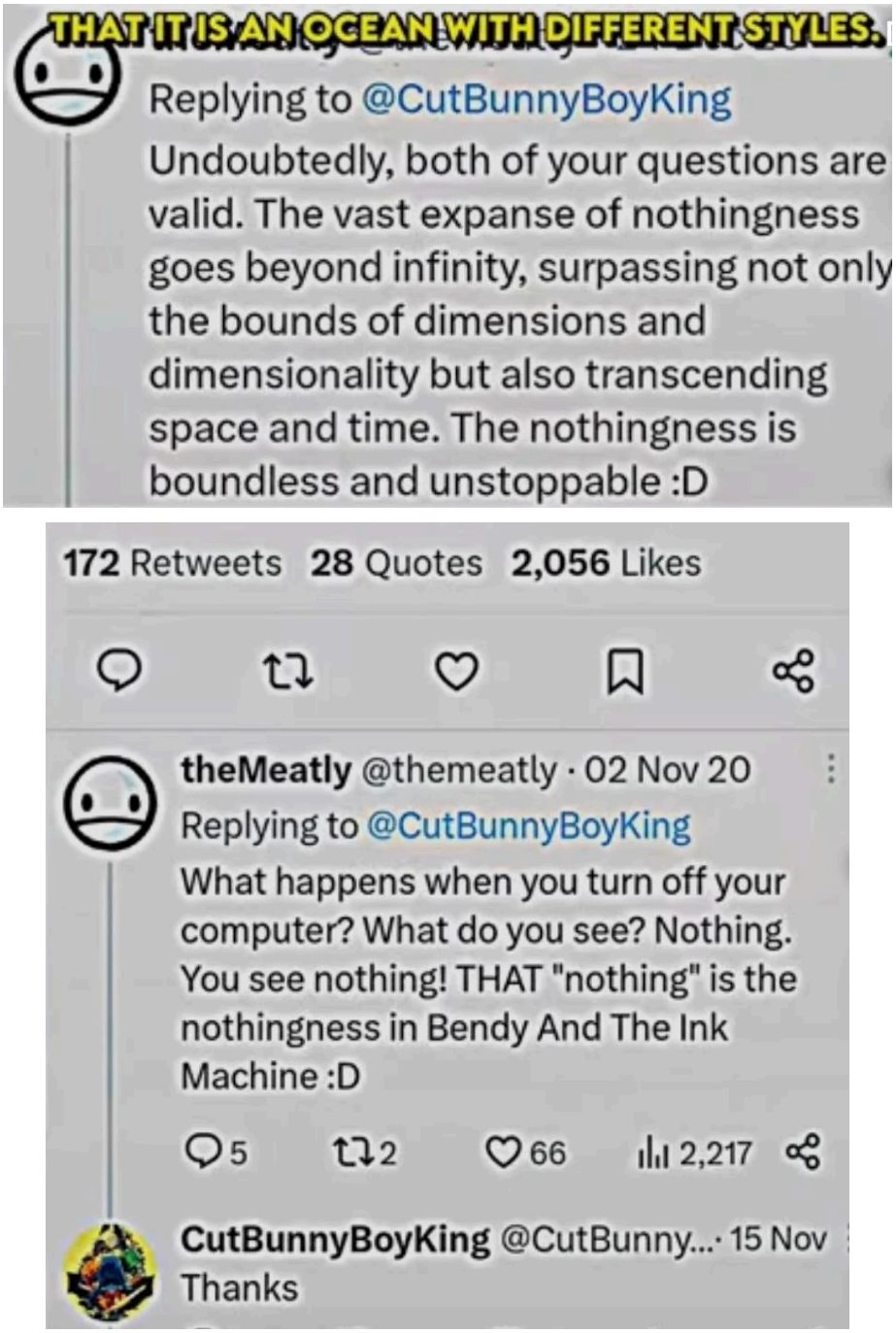
There’s also the argument that Bendy tanked a force that destroyed the universe at the end of BATDR. I hate to break it to y’all but no. Looking through the ending, Audrey and Bendy were simply sent back to the real world after restarting the Cycle like normal. There’s no actual proof or genuine implication that they both tanked a universe destroying force head on. Hell, it’s unclear if the Cycle even IS comparable to the size of a universe, as mentioned before. Once again, flowery interpretations.

The blurb in BATDR when the Ink Demon begins to appear randomly also states “his power is infinite,” But you get it at this point, it’s flowery wording or over-exaggeration just to sell that he’s

threatening and powerful. There's zero supporting evidence to support the concept of him having infinite power.

And then we get to my favorite pieces of evidence due to how wild they are.





What you see above is a bunch of tweets from the creator of Bendy, theMeatly, acting as more proof to this idea.

Only one problem though.

THESE TWEETS AREN'T EVEN REAL.

I’m not joking. All of these tweets are all completely edited. And I didn’t even need to fact check it, even though doing so proves it. You know why? theMeatly HAS NEVER SPOKEN LIKE THIS. EVER. The first 2 responses feel like they’re AI generated and the third one, even if it WAS real, could easily be written off as a joke. Do you genuinely think that Paul “theMeatly” Crawford knows about omnipresence and expanding beyond infinity? Do you really think that? Can you look me in the eyes and tell me that with a straight face?

Anyways, to make a long story short, the arguments for Bendy being outerversal all rely on really ridiculous flowery interpretations on the most random meaningless things along with most likely overexaggerated statements meant to sell the Ink Demon as a massive threatening force. Even UNIVERSAL Bendy is pushing it. So all in all.. Please put some thought into things, guys.

How Does Bendy Fight?



I just wanted to include this section because I feel like a lot of people treat Bendy like some hax god when he really isn't. I've stated it in the weaknesses section, but Bendy doesn't really do combat strategies. He's bound by animalistic tendencies and sadism, along with really enjoying playing with his food. This could be exploited by a more skilled fighter.

As for how he fights, period? Well, the Ink Demon, despite the versatility of the ink.. Doesn't really ever use it offensively. Would he never use it? Probably not, I'll go into it later, but his go-to combat strategy at all times is overpowering his foes through his sheer overwhelming strength. He can occasionally subdue them to make sure they don't resist or run away, but he will always try to fight physically first. As you can guess, this doesn't really fare well if, hypothetically, a foe was stronger than him. He's very unlikely to go for his hax first.

I can only ever imagine him using his hax if he realizes that physically overpowering a foe is not an option. Only then I can really see him trying to use his ink more. And just for the record, he can't really generate a ton of ink freely, his presence only creates a small amount.

Also he can't teleport. I heard this once and I'm still bewildered about it. He's never teleported.

Bendy's Insecurities/Bitterness



(BallBeater_1000)

I've talked about this a lot, but I think it's still important to cover. Bendy's insecurities and deeper character is an important aspect of him that not a lot of matchups touch on. It's been improving but we're still a long way from redemption. The Ink Demon, as heavily implied through the lore of the series and his convincing of Audrey to fuse with him in BATDR, has very deep underlying insecurities about himself, in particular not being the perfect recreation of Bendy. From the way he gets upset when you break Bendy cutouts to how his lair is literally filled with TV screens playing old Bendy cartoons, it's a majorly implied aspect of his character that I don't think gets its flowers enough.

Bendy's bitterness and pettiness is also a major aspect of this. While he is sympathetic, he's still a villain. The decision to start slaughtering the innocent employees of the studio was most likely less animalistic anger and more "You want a monster? You have a monster." It was completely by his own volition. Bendy also seems to be very nihilistic, as shown when he tells Audrey she

can do nothing to end the Cycle for good, although you could just interpret this as him bluntly telling the truth to her.

This could also be due to his lack of a soul. He's unable to feel much empathy or guilt for the lives he takes, and will kill anything he sees because he enjoys doing so.

On the topic of Audrey, I also want to talk about how he, Audrey, and Joey all tie together. Joey thinks Audrey is his greatest creation and is very proud of her, he has said so himself. She's the monument of Joey choosing the path of good, choosing to redeem himself. The Ink Demon is the opposite of that. He's a monument to Joey's apathy and cruelty, all the sins he has committed. Mayhaps when they fused, they truly became.. Joey..

That tangent was kind of unrelated, here was the point I was trying to make; Bendy is kind of the unloved older brother. You can see him visibly tense when Joey sends praise to Audrey when they fused, almost like it was making him angry. And why wouldn't it? He was Joey's first creation, but he ended up getting cast to the wayside and treated like a mistake and a monster when he was harmless.

Basically what I'm trying to say is that the Ink Demon is a really cool character and it sucks that a lot of his matchups don't really go into what makes his character so interesting.

Also I just wanted to note here that his cartoon persona in BATDR is sort of a split personality that both are probably aware of, as implied as how he walked away ashamedly after Audrey saw his alter ego and also how he gathered parts around the studio to make a structural recreation of the Ink Demon in a series of Bendy social media posts.

Novel Canonicity



This is probably gonna be really complicated, so bear with me here and keep an open mind. The canonicity of the Bendy novels are sort of.. Unique. They're apocryphal, which by definition is a story/tale of doubtful authenticity, but hailed as true. But what does this even mean in the context of the books themselves? And why did I include them? Good question. Let's run down both sides of the argument.

Proof that the novels might not be canon

The main proof for the novels not being canon is mainly what Meatly and Mike (the two main creators/developers of Bendy) have said about them. theMeatly has stated in a recent tweet that the books are given the liberties to do whatever they want and that the games are what decide the canon. This is repeated by Mike D., clearly stating that the games are the main canon and the books aren't. This could possibly mean that novels are only "canon" if the lore from them is backed up in the games, but it's never been fully specified by either of the two. Well, this is pretty definitive, right? Quite literally the word of god prevails, right?

Well…

Proof that the novels could be a lil canon

Okay, this is where things get a little convoluted. The tweets I mentioned above are rather recent, 2023 and 2024 respectively, but.. It sort of contradicts earlier statements?

Adrienne Kress, the author of most of these Bendy books, back when DCTL was about to release/had recently released, has stated that Dreams Come To Life is canon and was approved by theMeatly, Mike, and Bookpast. Twice. This heavily implies some form of change in direction later on after most of the novels were released due to how recently the canonicity shifted, perhaps due to not wanting to bolted down by abiding by the timeline of the books. There's also plenty of supporting evidence, mainly how none of the events in the novels really seem to contradict anything stated in the games heavily. But the smoking gun in my eyes is the existence of **Buddy Boris**, the Boris that accompanies you in Chapter 3 and the one you try to rescue in Chapter 4 of the first game.

As heavily implied (or downright shown, depending on your view) in *Dreams Come To Life*, the protagonist of that novel, Buddy Lewek, becomes the Boris we meet, roaming the halls of the studio and becoming acquainted as he loses his memory and becomes less like himself and more like Boris. This is nigh confirmed, hence how Henry nicknamed him "Buddy," how there's a human like visage in Boris' safehouse that could be him recreating himself before he lost his memory, and through the ending of Boris and the Dark Survival. Considering all of these novels take place in a connected universe so far, if DCTL is canon, so should all of the others by default.

I've decided to include them in the end for these reasons. Even if you're fully on the side of the word of god, there's no direct proof or contradictions in their timelines and lore to fully say they aren't canon. All they do is give us more to work with for the Ink Demon in terms of ability and lore, so there's no harm in including them.

Part Three: How To (And Not To) Make A Good Ink Demon MU (With Examples)

(image here)

So after reading all of this, you may be wondering, "Redscreen, how do I even make a good Ink Demon MU?" I'm glad you asked. I'm going to run down my top five (and my loathed singular MU) and explain what they excel at and why they're good Ink Demon MUs. So basically positive examples to put into scope how to make a good Ink Demon MU. (or in Cuphead's case, how not to.) Let's dive right in!

VS. Mary (Ib)



(BallBeater_1000)

Mary is a very underrated MU for the Ink Demon, yet at the same time, I think she gets the recognition she deserves in like.. Her own way? I guess she's just "rated" or whatever.

Anyways, Mary excels at really interesting connections covering the fact that they're both abandoned supernatural living artworks in a different, supernatural realm from ours associated with a liquid used for art (ink and paint), along with miscellaneous connections that are decently thematic and go into their characters really well. As for the fight potential, I like how you can utilize both of their armies to the fullest, and the unique setup of having it be in the Crafting World (Mary's realm) where Bendy essentially chases down Mary, contaminating the entirety of the realm with the ink it generates.

What I appreciate most about this MU though is that it has a lot of character potential for the Ink Demon. The two are both decently similar with each other and while the Ink Demon is far too arrogant and cocky to sympathize with Mary, I could very well see Mary being able to understand and sympathize with him. The ending could be pretty emotional if she does, I think.

The debate I also find really interesting. Although some could argue Mary usually wins more often than not due to better teamwork and battlefield control, Bendy having way better physicals and more combat experience is nothing to scoff at, along with the possibility of his beast form getting into the mix. Overall, good MU!

VS. Skitzo



(DimEstion)

Skitzo seems to be one of Bendy's most popular alts and a generally well-received MU, and for good reason. Now I'll admit that a long long time ago I wasn't super into this MU. I thought it was just the evil and messed up version of Cuphead that went nothing into either character and was very surface level. But let's just say a certain friend of mine who's name may or may not be above this block of text sold me on it hard to the point it's one of my favorite alts for the demon.

While the connections and contrasts aren't super deep or riveting, they excel at their simplicity, with some even covering Bendy's character, particularly the one where Bendy could've turned out good if he was treated better while Skitzo had no shot of ever being a good person. And the fight potential is so hard. Skitzo is basically a one-man army, and the potential for brutality and violence galore is amazing. Of course the banter potential doesn't go too crazy (Skitzo barely even speaks) but treating him as a massive troll, messing around and breaking Bendy cutouts just to tick the Ink Demon off is fun. Kaiju fight with Skitzo's larger form, suspenseful moments, potential for more Bendy projection, this MU is just a fun time and it's easy to appreciate over a certain other MU because of that.

The debate is sort of fluctuating for me. I lean towards Skitzo high diff. His durability is nuts and I think that'd give him enough time to absorb Bendy or overwhelm him before he could outhax him with the Ink and get his soul. But the fact that it's genuinely debatable is very good.

Allan please add pubic vore joke here

VS. The Blot



Who IS this fella?? Alright, The Blot is a very, VERY underrated MU for Bendy. Nobody talks about him. He's the unloved little brother. Why is he even here???? That's a good question, reader. I think he's Skitzo 2 due to the simplicity of their connections and core themes (goop monsters from cartoon/cartoon-based video games), but not in a bad way. They both do different things.

The Blot is way more army based. You could have the fight be him and his underlings trying to take over the Cycle and corrupt it, with Bendy and his army (and possibly the entire Cycle as a whole if you give him leeway) fighting back to protect it. It is very, VERY cool. You could have the fight escalate and build on itself into a kaiju fight, with Blot's absolutely gigantic form dwarfing Bendy's Beast form. You still even have potential for character development as the Ink Demon is facing a being not too dissimilar from himself, but WAY eviller.

As for the debate, not too sure. I can't find anything in terms of Blot feats and I'm not sure how Paint and Thinner would affect Bendy's ink. I feel like this MU's just waiting to be used for like, a blog or something and revealed to be pretty debatable methinks.

VS. Goji



(DimEstion)



(BallBeater_1000)

This MU is very controversial. You either like it or hate it. The side I'm on is very obvious. I think this MU is great (no, not because my friend made it, dummy) and I'm very bewildered

about the hate for it because I think a lot of it hinges on either Bendy wank or just not watching either series for some reason.

Right off the bat you have a rock solid core theme and ton of shockingly thematic connections that go over the tragedy of both characters and how they became the way they are now, straight up tied with Mary for some of the best connections for a Bendy MU, period, followed by a list of very interesting contrasts that open up a lot of cool banter potential, like how Bendy's insecurities about his form clash with how Goji prefers his new form over his old one, seeing it as an improvement. And then you get to the fight potential.

Right off the bat you have a very fun monster fight with a lot of cool environmental usage. Emphasizing Goji's bulkiness by making him this physically imposing force to be reckoned with compared to Bendy (which is fair because I think he's stronger than him in base due to the weight of the Godzilla suit) that smashes him through floors and walls. You can have Bendy use his more hax based abilities once he finds out that overpowering Goji isn't gonna work out for him.

You can have an army fight with the other suits and Bendy's usual minions as a neat background set piece, having Anguirus roll into a ball and flatten Lost Ones and whatnot as the battle escalates. You can have a Godzilla movie inspired kaiju fight with Beast Bendy and Goji in the Lost City due to his size manipulation where they shove trees down each other's throats and destroy the buildings around them, with a very dramatic climax where Goji uses his atomic blood vomit and whittles away Bendy's ink until he only has a small stockpile left to use.

I already mentioned banter, but they're both god complex monsters with a tragic side so you have a lot of mileage. Both of them talking smack to the other, Goji being his usual American-hating self, yadda yadda yadda. Please read Ballsy's megapost, the MU is so cool and I do not understand the hate for it. I will FIGHT ALL OF YOU IN THE COMMENTS I SWEAR ON MY LIFE- (/hj)

VS. Springtrap



Oh, now we're getting good. Now, it's no surprise that Springtrap is my absolute favorite option for the Ink Demon. Why? Glad you asked.

Right off the bat, while the connections between the 2 aren't super crazy or anything, the contrasts are what make this MU. A tragic creation that rules over a looping purgatory vs. A hateable creator that got trapped in a looping purgatory. Afton is basically a living representation of Joey Drew in a way, and that instantly makes way for insane character potential for the Ink Demon as he's forced to confront his past in full instead of skirting around it. This also allows the chance to show off Afton's evilness in full, along with his fear of death and whatnot. These two MUs easily utilize their characters better than a lot of their other MUs, which I adore.

The fight potential is great, allowing for both a fun monster fight that allows their abilities and arsenal to clash in fun ways. You could frame it as a rapidly escalating game of cat and mouse, both of them taunting each other for the failures and their pasts with Bendy's telepathy and Afton's illusion discs and Phantom Animatronics. An army fight with Bendy's minions and Afton's Phantom and Twisted Animatronics, hell, even a Kaiju fight with Beast Bendy and the Afton Amalgamation, the potential is great.

The banter and story potential, as hinted at before, goes hard. You can have Afton's boastful intelligence clash with the Ink Demon's more animalistic sadism, and once again, I must reiterate, Bendy is literally fighting a physical representation of the man who made him the way he is. Imagine the character moments and development you could get from that. What if Bendy quite literally overcomes it and accepts himself for the way he is at the end? That would be

amazing. Debate's great too, really coming down to interpretation of how souls work in both universes. Just an amazing MU all around. There's a reason why this is my favorite for both.

VS. Cuphead (What does it do wrong?)



The year is now. I am explaining why I dislike Bendyhead for the third time publicly. Don't worry, I won't be long. I want you all to read my debunk/critique first before reading this section since I don't want to reexplain myself for like, the zillionth time. I'll just TLDR.

Basically, what Bendyhead does wrong is really piss poor unthematic connections that either range from being meta, odd comparisons, or the biggest stretches you'll ever see just to make a forced legacy MU work. It also requires you to soft-composite Cartoon Bendy and Ink Demon, which as established, doesn't work for his character and is arguably kind of bad in a versus sense due to how the two are constantly treated as two different characters entirely.

The fight potential barely works due to both really bad verse equalization and a very weak ability clash due to the different ways the two characters fight (Closed range physical force vs. Ranged keepaway) and even at its best, it's boring and very uninspired with little substance beyond toon force shenanigans. The banter potential doesn't fare much better. The cartoon Bendy is practically the same character as Cuphead, making banter very boring, and the Ink Demon would tonally clash hard with Cuphead, not really allowing you any comedic potential on Cuphead's end because you have to take him seriously.

And the debate is just a boring Cuphead stomp. So yeah.

I've stated this before, but I think this MU is just Cuphead ft. Bendy. Cuphead is the protagonist. He gets the triumphant one up over Bendy. Hell, even the BRANDON YATES track is more Cuphead-heavy and barely uses any Bendy motifs. If that isn't a funny coincidence I don't know what is. So overall, this MU is a big stinky because it underutilizes Ink Demon to an absurd degree while not representing him properly.

So how do I make a good Bendy MU?

I thought I'd come to some rocket science conclusion or concurrent variable that all of the Bendy MUs I like have, but no. It really all comes down to just understanding his series and doing what you usually do to make good MUs. I hope this guide and this blog helps you make lots of good MUs for him because GOD does he need it.

Part Four: The End



And that concludes our romp into the Bendy universe. I want to extend a massive thanks yet again to the people who have contributed graphics to the blog, **u/DimEstion**, **u/BallBeater_1000**, and **u/MetalLeading9872**. You guys make like. Way better graphics than me and it shows. I also want to thank BallBeater for egging me on to make this 100+ page abomination. In general I extend a hearty thanks to all my friends for their encouragement on making this and their constant input on the blog.

Bendy is a franchise that means the world to me. I don't really like loud noises and jumpscares, so it was hard to get invested in a lot of mascot horror franchises, but Bendy being as tame as it was allowed me to immerse myself in its world and lore and characters. I got all the novels, watched all the videos, yadda yadda yadda. I may have fallen out of love during the silent period in the wait for BATDR, but I quickly fell back in love as soon as it was released. The Ink Demon has recently become my second favorite character, beating out SpongeBob, and I really hope this blog allows him to get better MUs.

Here's a word from our contributors before I end this blog.

BallBeater_1000



Bendy is cool, I know very little about him but he is cool and it makes me sad to see how people misconstrue and misunderstand him.

- *NutNuker_0001*

DimEstion



I’m happy to contribute to this blog in some way! It was lots of fun making the graphics and making them all special in their own ways (Brute Boris is my favorite of the bunch if anybody cares) for what’s probably my favorite indie horror franchise. And it sucks that it doesn’t get represented all that well in the vs community. Sure there’s some good matchups for Bendy here and there but also there’s really weird misrepresentation of some things and a really frustrating push for putting his cartoon stuff when he works just fine without it and actually harm his characterization in the long run. It feels like once Dark Revival came out not many people payed attention to it and continued pushing the now outdated arguments. I really do hope that this blog helps clear things up and like I already said I’m really happy to have contributed to a blog for The Little Devil Darlin himself

~~(Also please for the love of god let that Bendy movie be good-)~~

MetalLeading9872



Hey all! Metal here! I don't really have any cool story with assisting with this blog, nor did I do much, but I digress. Despite only having seen little bits of the blog, I can genuinely tell a lot of passion and effort went into it!!! Making the graphic card for the protagonists was fun and a nice change of pace from the usual crossover VS stuff I do. (Technically it IS vs stuff, but I meant it more like it's a nice change of pace to focus on creating stuff for one franchise alone).

As for my own experience with the Bendy franchise… well, err… I haven't really PLAYED the games before myself. However, I have watched let's plays of it!!! Definitely one of the more high quality mascot horrors out there! The characters are quite memorable and fun and the games themselves have a very unique cartoon aesthetic. Bendy himself is a very interesting antagonist that I feel people don't really recognise/take for granted and from what I know, this blog has covered him very well!

Also hope you don't mind some shilling, but I'm also a part of another unrelated blog that will release soon that my friends are working on! So be on the lookout for that when it releases!!! For anyone who's curious, It's a C00LKIDD vs WSYT (Forsaken VS Pillarchase) blog!



That’s all, folks!