

What is the greatest Fear of all?

It is hard to remember…details coming and going, but this you know for sure. You have come to a place that doesn't exist - The Perimeter - a place completely consumed by the Paranormal. You arrived here with (or was it at the same time as?) many members of the **Ordo Realitas**, an organization of Paranormal investigators and occult experts dedicated to defending the world from the Paranormal, the forces and influence of the Other Side. The leader of the Order, Mr. Verity, led them in exploring and uncovering the secrets of the Perimeter, to learn its history and what created it, to learn how to destroy it. Many groups were spread out, each dedicated to exploring and analyzing different parts of the Perimeter, learning how each part connected to the dark history of the **Strach Family**, the ones who would be known by the Ordo as **The Cult Of Fear**, the people who inhabited the area and who had a direct hand in everything that led to the formation of the Perimeter.

Everything seemed to be going well…then the **Vision** came and nothing was the same. Verity, ***he left***, abandoning everyone else and shortly after, everything else became lost in the ~~**cycle**~~

The cycle repeats and repeats, over and over, and you can't see the start nor end to it. Sometimes you forget when it repeats, a blissful freedom from this place, but the memories always overflow. It’s only enough to keep you stumbling until you find your way back here and your role is revealed once again and then you can only follow along. Follow along until…you're not sure. Until **He** comes back in…**10 years?** Yes, **10 years** sounds about right; when he returns and confronts the Unhaunted One in the Cathedral. Then, well…either it finally ends with the arrival of the God or Fear or it starts over. Either way, it won't be your concern anymore.

You are given **1000 CP** to spend.



ONLY THE GOD OF FEAR CAN BRING ABOUT THE OTHER ENDING



Roles

Paranormal Investigator: Someone from the Ordo Realitas. Or maybe not, maybe you're from one of the other organizations dedicated to opposing the Paranormal or studying it. Or perhaps you're someone seeking it out for your own reasons and you were simply unfortunate enough to be drawn into the course of events here at the same time as the Ordo. It doesn't matter. It all starts the same regardless; you come here alongside the Ordo, you work alongside them, the Vision hits and then all else becomes secondary beyond **getting out**. What you do in the time before then and until **he** returns to fulfill his part is up to you. Whether you aid in the realization of the Other Ending, fight against it, or simply try to find another way out.

A Lost Strach: Nobody was expecting another member of the **Strach Family**, the original Cult of ~~**Fear**~~ to be present beyond **The Unhaunted One** himself, yet here you are. A child in body, but not in experience. The life of every Strach was hell, all in Abraham Strach's mad bid to “become” the God of Fear, and yours was no different. Torture both psychological and physical, abuse of all stripes, pain beyond what the body of a child could bear. All of it has touched your flesh and in doing so, stripped you of the trivialities of the world around you. Fear is all that matters, for nothing else can reach you anymore.

Cult Of Fear: The original Cult, the Strach, were destroyed by nothing less than their own actions and foolishness, but that was always going to happen just as it always will. And the Ordo Agents who came to the Perimeter to destroy it, you amongst them, have likewise taken to fulfilling their roles; as the new Cult of Fear. Your task is a simple one, but no less important than the rest; to guide and direct focus to achieving The Other Ending by any means necessary, and to remove anyone who is failing to fulfill their role or who seeks to undermine your efforts.
Remember:



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Locations



The Perimeter: The Place That Does Not Exist

The Perimeter, known by Ordo agents as “The Place That Does Not Exist”, is a location heavily saturated and warped by the presence of The Paranormal. Once inside, leaving the vicinity of

the Perimeter is completely impossible and anyone who tries will not only lose all memories involving their time in the Perimeter, but will freely walk back in under the assumption that they have just arrived. The land, formerly making up the Strach Mansion and the surrounding expansive lands, was home to the Strach Family and tied to the family's occult activities in the area. The tearing of the Membrane that resulted from an event known as **The Rise of The Unhaunted One** caused the sudden eruption of a number of paranormal structures including **The Graveyard Of Melodies, The Spiral Castle, The Crystal Caves,** and **The Cathedral.**



The Strach Mansion

The home to the Strachs, where they lived and focused on their dedication to Fear. A three-story building that once housed every member of the modern day Strach and was later repurposed into a forward base for the Ordo's operations within the Perimeter.



Graveyard Of Melodies

One of the locations within the Perimeter, having emerged following **The Rise of The Unhaunted One.** The Graveyard is filled with an immense number of gravestones, bearing the names of those within the Perimeter and their last thoughts; the Ordo Agents, the Strach, even people who were just unfortunate enough to have found the Perimeter by chance with no further relation. All of them have their gravestones in this place, a record of their memories forever

entombed. The Graveyard gets its name from the constant Melody that plays throughout it, **The Melody of Fear**, and the song grows stronger the closer one gets to the Graveyard's **Great Fissure**, a massive rent in the earth resembling the sigil of **The Mark of ~~Fear~~**.

Navigating the Graveyard is almost impossible without a specific method, as those who try without it will merely end up going in circles or wandering an endless labyrinth of gravestones owing to the warped nature of the Graveyard's reality. Navigating and analyzing the properties of the Graveyard Of Melodies was the task of **Lethicia Vergeten** and her team.



The Spiral Castle

Constructed some time after The Rise of The Unhaunted One, the Spiral Castle is the manifestation of Yuri Strach's obsession with the Spiral and the supposed immortality it confers; so great was this obsession with the realization of eternity that Yuri's madness drove him to

build the Castle over roughly 3 years of painstaking work and effort, finally bringing to life the dark design that had swallowed up all of his thoughts and even his very lifetime.

The Castle has three levels: a main floor and lobby, where Yuri did most of his work and which the Ordo Agents situated within it mostly lived, a dungeon and lower level, and at its uppermost point is where the **Source Chamber** is situated. The Castle also features three large clocktowers, whose synchronization and desynchronization seem to be representative of certain abnormalities surrounding the Castle area.

Due to its nature as a paranormal manifestation, the Spiral Castle produces and is surrounded by an immense amount of **Ooze**, a black amorphous substance that is considered a manifestation of the **Element** of **Death** within Reality. Both within and outside of the Castle, one can find large amounts of the Ooze flowing and spreading unchecked across all the floors, to the point there are even large lakes of Ooze flooding the area immediately surrounding the Castle and making traversal difficult. This Ooze, on top of being caustic to the body and mind, is also possessed of anachronistic abilities and exerts a severe effect on the flow of time in and around the castle, speeding up or slowing down objects and devices that are on the premises, preternaturally aging biological material, desynchronizing the many clocks located on the Castle grounds, and rendering certain measures of telling time within it useless. The presence of the Ooze has also resulted in a large number of **Ooze Skeletons** in both the immediate vicinity of the Castle as well as inside of it, having been manifested as a result of the experiments conducted by Yuri Strach and later by the deranged Ordo members formerly stationed there. But the most dangerous manifestation of all within the Castle - **The Ooze Tyrant** - wanders its halls freely, an unstoppable juggernaut of the Ooze born as a result of Yuri's final experiment.

The Source Chamber located at the top of the Spiral Castle was the device used by Yuri Strach in his final experiment which ended his life, and was eventually taken up by the Ordo Agents stationed there after they became the new Cult of Fear in order to produce the massive amounts of Ooze that surround it in the present day. This was necessary to construct **The Pillars**.

Exploring and investigating the Spiral Castle was the task of **Diogo Laiks**, his father **Jorge Laiks**, and the team stationed under them.





The Crystal Caves

Another manifestation of the paranormal events surrounding the Perimeter, the Crystal Caves are a sprawling network of caves and tunnels filled with the presence of mysterious paranormal crystals inside. Though the Caves and crystals primarily emerged from the **Rise of The Unhaunted One**, the current tunnel network was developed by **Goliath Strach** as a means of escaping and attaining solitude from his father, **Abraham Strach's**, aggressive and abusive practices.

Once **The Vision** struck all of the Strach, Goliath was hit with the realization defined by his own fear, that he could regain his sight - stolen from him by his father - via the crystals in the cave. Thus, Goliath took to dwelling within the caverns, lurking amidst them and further expanding the tunnels whilst using the crystals as his guide. Fully losing himself in the process, recovering his vision at the cost of total isolation in the caves, becoming a prisoner to **The Eye of The God of Fear**.

Decades have passed since then, and Goliath's immense exposure to the paranormal effects of the crystals has long since warped him into a monstrous bestial creature akin to an immense

grotesque mole, with the crystals partially merged into its flesh. This **‘Blood Beast’** was discovered when the Elite Team of the Ordo Realitas came to the Perimeter and began their survey of the Crystal Caves, seeking to investigate the origin and causes of the paranormal influences in the environment. Having built an underground base to monitor the situation in the caves, they managed to identify that the crystals in the caves distorted one's vision to the “third person” when activated. Their progressive activation and study of the crystals eventually led to them discovering the enormous crystal at the heart of the caverns, **“The Eye of The God of Fear”**. It was the activation of this large central crystal that spelt disaster for the research team situated there, as it not only overwhelmed them with their “roles in the prophecy” but it enabled Goliath to track and consistently plague the team down there even as their purpose shifted from understanding and destroying the paranormal present there to achieving **The Other Ending**.

Extended exposure to the crystals in the caves eventually resulted in gradual vision loss for the members of the team, to the point it became impossible for them to see through anything but the crystals. Now, with the entire team long since dead as a result of Goliath and their failed attempts to contain him, all that remains are the broken remnants of the Ordo's tools and constructions in the cave system, generators for powering on the crystals, and the culmination of their roles in the prophecy: **The Perpetual Engine**.

The task of investigating and leading the exploration team in the Crystal Caves fell to **Alan Portlash,** who was supported by the lead medic for all teams in the Perimeter, **Oswald Magani**.



The Cathedral Of The End

The Cathedral Of The End, or just **The Cathedral**, is located in the central area of the Perimeter. A large stone structure bearing an ominous door emblazoned with the Mark of ~~**Fear**~~, it was intended to serve a greater purpose in accordance with the Vision of Abraham Strach.

Following **The Rise of The Unhaunted One**, Abraham Strach incessantly followed "**The Purpose of The Strach"** and strive to fulfill the prophecies of **The Unhaunted One**, a purpose which entailed the meeting of the Unhaunted One with **The God Of Fear**, awakening fear in the only one incapable of feeling it - the greatest fear of all. Seeking to achieve his prophetic vision, Abraham Strach fulfilled his role, working on the construction of the Cathedral under the illusion that he would become **The God Of Fear** when it was finalized and that he would be the one to "haunt the Unhaunted One". The finished structure was filled with scriptures, apocalyptic litanies, panels and symbols that demarcated all the visions and events that had occurred in the Perimeter until the final encounter that involved the cycle.

Decrypting and deciphering the texts and symbols within the Cathedral was the task of **Calisto Besatt.**





General Perks

Strength of Will [100] - In a place like the Perimeter, where the Membrane has been torn and the Paranormal reigns, one's body and mind must be impossibly sturdy lest you be torn apart by mere exposure. A sharp will and mind have been granted to you, making it harder for most forms of trauma to have a significant impact on your constitution.

A Cursory Insight [100] - You have some passing knowledge and experience with the Paranormal, giving you a basic understanding of what you can expect. You can identify a **Blood Zombie** and most simple entities easily enough and you know their weaknesses (just hit ‘em hard and fast), but wider knowledge of the supernatural escapes you. Luckily, you also happen to be a quick learner and can digest new knowledge easily enough.

Learn These Words [100] - You have a habit of writing down your thoughts - to help keep your mind grounded and your focus on reality you tell yourself, though you suspect it's more for the comfort than anything else. Still, it keeps you organized and you can keep track of not just your own thoughts and notes, but also the physical documentation that others usually leave lying about. Not just in the physical upkeep sense either, but in processing and recalling that information for the future. You don't forget a single word, whether it be written by your hand or by someone else’s.

A Soothing Passion [200] - You have a hobby or interest that you regularly partake in, adapting it to whatever situation you're in. Others find it weird, some find it endearing, and some think it’s simply annoying. But for you, engaging in this simple otherwise meaningless activity is something that keeps you calm and helps you maintain clarity and mental stability in otherwise frightening or unnatural situations.

Keeping Score [200] - You have a competitive streak that, when paired with your need to understand, comes out as you being more than a little too focused on proving your superiority in a given field over your peers - which usually involves something to do with the occult or the supernatural. Whilst this makes you excellent in whatever field of study that you happen to be dedicated to, it can make you come across as ‘creepy’ or simply unpleasant to be around.

Cryptic And Clueless [200] - You love puzzles, you love setting up puzzles, and you love including puzzles in every thing you do. Every note, every piece of documentation, every random tape recording, even occasionally scrawled into the dirt; if it can fit a cipher or encode some form of information, chances are you've fit a puzzle in it somewhere. You say it's to keep your information secure, but nobody believes that.

Working With What You've Got [300] - Sometimes, there's a bunch of old shit laying around that nobody is using anymore and which hasn't seen a single soul touch it in decades - and when that happens, they know who to call. You can make almost any piece of junk start working again with a little bit of elbow grease and some spare parts, with some mild adjustments and tweaks accounting for especially outdated tech.

Eye Spy With A Keen-Eye [300] - Noticing things is your forte, and noticing odd discrepancies and hidden details is where you have perfected your craft. Odd lines of dialogue, audio or rendering glitches lasting only a fraction of a second, encoded phrases and statements, momentary glimpses of something in the distance that vanishes into thin air, etc. If it looks like something suspicious, smells like something suspicious, and walks like something suspicious, then you've definitely got an eye on it.

Follow The Trail [300] - Endless breadcrumbs lie scattered about in the world that only someone with sharp senses can detect. You can follow almost any trail or lead eventually, piecing together disparate little pieces until you're close to uncovering whatever secret it is that's keeping you up at night. If you were to be compared to some ace detective, you'd probably put most of them to shame with your level of thoroughness.





Paranormal Investigator

Playing At The Occult [100] - You have some understanding of what goes into the occult, how rituals might be composed or invoked with the right materials, and how certain manifestations of the Paranormal may occur. Not nearly enough to be a true Occultist, but enough to know exactly how to curse a ritual dagger and exactly where to plant it in someone if you need to get out of a tight pinch.

Feeling The Tears [100] - You can sense when the Membrane (or your local metaphysical fabric of choice) is damaged or weak in a given area, your body feeling a sudden jolt of an absolutely frigid sensation that crawls across your spine and a bout of near-nausea that makes your mouth feel foul. There's a feeling of tension and dread that you'd get nowhere else - or at least nowhere with an intact Membrane - and it's telling you in no simple terms to “get the fuck out”.

Coming In Hot [100] - Your background and frequent brushes with the Paranormal have given you some sway with talking your way out of things…with a gun or two kept close at all times. You know your way around any decent service weapon you can get your hands on and even if you don't have the resources to pull for anything bigger, you can make do with whatever you find or make quick adjustments on the fly. It's also pretty convenient tha5 you'll always find some ammo laying about in crates or other places.

Otherworldly Symbols [200] - Exposing yourself to the Paranormal for so long has caused sigil to scrawl themselves along your flesh. Some you remember marking on your body yourself, but others…it’s like they just appeared one day. You can scarcely grasp their meaning, but when

transcribed from flesh to page they become potent catalysts for occult rituals and spells, the symbols of the Other Side glowing as they're invoked to alter the world around you with their otherworldly power.

When All You've Got Is A Hammer [200] - The solution to every problem mankind has ever faced in its long sordid history? A blunt object to the skull at sufficient force. You can beat lesser Paranormal manifestations to ‘death’ with nothing but a metal pipe, crowbar, sword, or some other physical instrument you can acquire on short notice. Even if you've never really wielded a weapon or hit someone before, it feels like you've always known how to wield one once you pick it up regardless of the type of weapon it is. And of course, nobody ever said you just had to limit your physical violence to the Paranormal…

Puzzling It Out [200] - Long esoteric riddles, hidden messages encoded under a dozen different layers of obfuscation, urban legends that somehow lead to you uncovering deeply buried and guarded secrets. If you can name it, chances are you've encountered it and had to take your time fitting all of the pieces together. Given enough time and effort, you can solve even extremely esoteric trails of clues or puzzles within the span of a couple hours. Though as the difficulty of them increases, so too does the amount of time you have to dedicate to analyzing and resolving their individual elements.

Tangunt Alteram Partem [300] - You managed to learn how to invoke a ritual, a channeling of the Other Side; a sign of otherworldly knowledge and insight from your exposure to the Paranormal. The ritual manifests as the scrawl of a sigil on your hand when invoked, enabling you to draw from the memories imbued in a common object to learn its history through the imprinted knowledge echoed in the Other Side. Objects with more sentimental value tend to have stronger memories or feelings associated with them, but they're also more overwhelming as a result.

Seeking The Cursed [300] - Cursed objects, things distorted by the influence of the Other Side Elements, are fairly common in places where the Membrane is torn. And as luck would have it, you're pretty good at finding them. You can just sort of ‘sense’ a cursed item and pick it out - assuming there isn't already a visual indicator of it as it stands that is. More than that though, you've learnt how to replicate the effects of whatever curse you've found from a given cursed object and imbue it into other things. So, a cursed baseball cap can have whatever is wrong with it shared to another item, like a gun or a camera or a baseball bat and said paranormal effect can be used through that item instead and vice versa.

Like Minds & Like Allies [300] - You have a strange way of viewing the world, a point of view uncovered by the definitions of what others terms “respectable”. You want as hands-on an experience with the Paranormal as possible; you desire to learn as much as you can - within reason of course - and to uncover secrets buried in the objects and locations that the Paranormal has touched. This mentality of yours has not only made you far more willing to tolerate and entertain situations that may lead to close brushes with the Paranormal, it has also

enabled you to closely resonate and bond with individuals with worldviews just as disturbed as your own.





A Lost Strach

These Are Not Your Words [100] - You only exist to play your role. You do not know how you know this, you merely do; everything you say or do has already been written and decided. When you speak with someone however, you're capable of making them aware - however slightly - of this fact, of their own intended role. It breaks them. Time and time again, you have seen it play out with only the most minor of variations to the same performance - you speak, they have the knowledge of their role ever so slightly imparted upon them, and they lose their minds in the process. A script that plays endlessly because it must play and because it must, it does. The same lines and numbers repeating themselves no matter the shapes they take. Were you capable of being tired of it, you would be.

Unbreakable Visage [100] - For one who has lived all their life amidst fear and abuse of all kinds, it is almost impossible for you to be moved by…anything really. This is not just limited to fear or unpleasant emotions, but things like love, obsession, passion, sorrow. You are numb to the world around you, divorced from the sensations that others insist make life worth living. It is all just background noise to you.

The Weight Of Time [100] - You have always known that there was something wrong here, beyond the obvious of course. You could never explain *what* was wrong, but you could feel it in a certain way; the cycle's presence. Yet, your passing knowledge of it has not broken you like it has all the others. Your mind merely stretches beneath the weight of an additional burden, but it

neither buckles nor breaks. The scars of time will not easily fade, but your mind will not shatter so easily from its relentless passage.

You've Seen This Before [200] - Sidestep, guard, feint, strike, dodge, counterstrike, punish. Belittling tone, heroic speech, counter-argument, bared teeth, grunts of effort. You repeat the motions and they do the same, constantly saying the same things and doing the same things over and over; it doesn't matter what you say or do, they merely act as how they've been written to, a record that spins and spins with only the smallest variations depending on who they are. It's gotten so samey that you can predict almost all of it, your body acting before your conscious mind even instructs it to in order to counter and respond to every action they take. Sometimes, very rarely, there's a change or a skip in the record that you can't predict, but it's always a minor variation; easily and quietly corrected like all else.

A Memory Forever Written [200] - So saturated are you in the influence of the Paranormal due to the circumstances you have lived through that objects you touch or interact with for long enough may be 'imprinted' with your memories; echoes of your life that through the Paranormal have taken on a bizarre half-life of their own in the form of everyday objects. These memories are invariably of trauma and pain, the sensations and abuse of the Strach that still linger on your body and mind reaching in and overwhelming those who stray upon these cursed objects, trauma spanning generations reaching back into the history of anyone unfortunate enough to stumble through the things marked by someone abandoned by reality.

These Chains We Bear [200] - You can visualize the chains tying everyone down, the flow of laws unwritten and unspoken that everyone must obey. These chains that you can see, act as your guidance through the world; for you cannot perceive or interpret it in any other way beyond the chains and the symbolism that connects people to others, meaningless bonds and connections that nevertheless shape your entire world. You walk assured and fully knowing that the chains control the destiny of all, and even though you're just as bound, you can manipulate these same bonds and connections - merely hastening a predetermined outcome that was always meant to go in your favor. People listen and follow what you say not out of something as novel as "free will", but because the outcome has always been determined from the very start.

Those Lies We Tell [300] - You speak of things that can be done, of fates that can be averted or changed, and people are inclined to believe you - to have hope or faith in the idea that they can escape from the circumstances that surround them. But that's all a lie. There is no escape, there is nowhere to go back to. No one can escape from the chains that bind them and nothing can be done to prevent events that have already been predestined. All you say and do is merely a comforting lie, told to usher them forward towards their designated part to play.

Pain Devoid Of Meaning [300] - You can be hurt, you can be struck and beaten and burnt and cut and torn through, yet you will never make a sound or visibly react in any way. It hurts of course, it always does. But the pain is nothing you have not felt before. And all pain is irrelevant to someone who has seen this all before, someone who has felt the echoes of forgotten lifetimes amidst broken gravestones.

Impossible Skill [300] - You look like someone who has never fought a day in their life, yet you move with incredible speed, focus, and precision in any battle you enter. You flawlessly predict an enemy's next movement and counter with several of your own before they can get a chance to react, you duck and weave through every attempt to impede you, you sidestep past lethal blows and run your enemies through in turn. Each blow is delivered with all the force necessary to kill and still ensure you can follow through with your next attacks, no time wasted between stopping and starting motions This is not any mere mastery of martial skill; your role in the script demands that you act nigh-perfectly in battle, your body moving almost autonomously to react to and cut down your enemies in a mechanical, rehearsed pattern.

These Veils Undone [300] - For someone so saturated in a place where ~~**Fear**~~ is abundant, Reality is afflicted in minor, yet noticeable ways. The ground may start generating tiny cracks from which an odd glow emanates, a strange fog may spread and permeate the surrounding area, general misfortune may befall those around you, bouts of paranoid or mental distress may afflict those unfortunate enough to witness you or be around you for too long, etc. The mind can hardly bear to face what it fears, and the same is as true for Reality as anything else.

Only One Way [*Complete The Other Ending Scenario] - You have a role to fulfill, a purpose that must be seen to its conclusion. Until that role has been done, your ending is near-impossible to achieve for anyone else. Even someone with the ability to defy destiny cannot bring your end any closer than what has already been decided. The realization of your ending however is an event that can take many forms and it may not necessarily be obvious when it happens - the ending is merely a pivotal and important moment that is destined to happen, and until it does, no mere action can force your death until it has been seen through.





Cult Of Fear



Shuffling Ritual [100] - This ritual creates realistic illusions that mimic the users actions, disorienting and swarming attackers with assault from all angles. These illusions may be used to substitute for the caster in the event they're attacked, by merely vanishing into clouds of dust when struck but they may also be used for offense since these illusions possess the means to tangibly interact with and harm physical beings with their actions. An exact limit of the number of illusions is not known, but the average number that has been observed easily constitutes over a dozen of these short-lived self-apparitions.



“Explosion” Ritual [100] - This ritual generates a burst of force and momentum from a specific point, in the center of the sigil. The power and force from this ritual is enough to disable or otherwise incapacitate most unaugmented people and could potentially kill if the full power of the ritual is expressed without interruption.



Immersion Ritual [100] - A ritual used by the Ordo agents in the Perimeter, which when used with the Ooze on a tombstone within the Perimeter allows the caster to relive a specific memory of the person whose Mark the tombstone is applied to. The ritual saw extensive use by the Ordo Realitas investigative team by some of the Elite Team agents, when they were initially attempting to understand the nature of the Perimeter and its phenomena. After becoming the Cult of Fear, its use changed to attempting to perform the Other Ending by using it to find the **Melody of Fear**, which was to be played by Lethicia, per its function.

In its current form, the Immersion Ritual may be cast by either following the steps up above of applying Slime to a gravestone then drawing the sigil of **Fear** around it and concentrating on it, or you may simply draw the sigil and concentrate hard on the nature of the specific memory you wish to relive, at the cost of the ritual losing effectiveness.

The Madness Of Your Role [200] - Knowing your role has driven you utterly insane, but in that insanity, you have found a sort of peace. You no longer feel strongly about anything beyond attaining the Other Ending and this madness has tempered your thoughts around that one cause. Assaults on your mind will find it difficult to bear fruit against someone who has already lost it all; though you may still incur damage or penalties from traumatic events, their effects are muted and far removed from what they used to be.

Bygone Memories [200] - Your mind is mostly lost in the flow of your memories, feelings and sensations in the past, ideals and beliefs that you once held and stuck so thoroughly to but no longer; you live in your memories to escape the present, but all those actions and possibilities have already led you to the exact same path that they will always lead you. But by watching these memories through eyes that are at once yours but not, you find clarity and focus - focus enough to no longer have any doubts as to your cause or endeavors. Once The Other Ending has been achieved, everything will be perfect.

What Divides Us [200] - You know exactly what to say and do to get people infighting or tearing each other apart - words you've said in previous cycles over and over and over again. Each time they linger in the minds of those who hear them, and each time, it destroys them from the inside out. You cannot get tired of this, because that is not something that ever occurred in the cycle and all that you have said has been said before, in other times and in other places. Those who hear the spoken words either cast away all prior beliefs and morality to bring an ‘end’ to their friends, family, and allies to spare them from the cold harsh truth or they willingly follow behind you into the newly resurgent Cult of Fear as they always have and will.

Echoes Of Forgotten Dialogue [300] - You can see hazy silhouettes, the frames of people you once knew now long gone and people you have never known, endlessly repeating conversations from long ago. They are as echoes, imprints of memories forever burnt into the weft of existence by the influence of the Paranormal - energetic specters that can only repeat what was said when their owners still existed. Though they are stuck repeating scattered fragments of dialogues long past, these echoes make for a valuable source of intel as well as static chronicles of the past given shape and form. You can learn a lot about the history of a place or its people or the personal lives of the ones the echoes used to be just from listening to them.

A Thousand Voices|Not Your Own [300] - The Melody of Fear echoes eternally, in all directions and through all of time; and written into it are the countless memories of those lost in the cycles. Any instrument or musical device is a means through which the paranormal song might be played, an avenue to force the Melody into being and with it, expose them to the memories stored within. These memories invariably consume the listener(s), turning them into receptacles for the cursed song and all the memories of the past cycles. They become obsessed with playing and recreating the song, vomiting broken strings of disjointed and fragmented memories as they do so.

That Which Exists Because It Must [300] - Only through The God of Fear can the Other Ending be achieved. In order for this to happen, everything must be *perfect* and this can only be done through the recognition of something impossible. You are capable of constructing things that by all means look and feel as though they are rooted in reality, its logic and frameworks, but in actuality they are things that exist because they *must* exist and because they must exist then they always have - indeed, they already existed before, you were merely granted the vision to bring them to life here. These constructions, born of impossible revelations, may take many forms; conductors of infinite potential energy, interconnected networks you can use to monitor wide areas, channels to trace and carry memories, the castle of your dreams, etc. These designs are but glimpses of the infinite possibilities that can only be attained through perfect fear.



Items



Cursed Object [100*] - A random object, one of many, scattered throughout the Perimeter. Said object may be anything from a crow skull, a simple pocket watch, a baseball cap, a crystal bracelet, a toy car, etc. But each one has something…wrong with it. A curse, a Paranormal effect related to one of the **Elements** attached to them and altering their properties - but this curse is like none you've ever seen. Glitches and bizarre rendering effects cover each object, distorting their appearance in ways that cause you to find it almost impossible to focus on them. You don't really know what their purpose is, but you *know* there is a secret behind them.

***There are 20 cursed objects scattered across the Perimeter, and each one is tied to a puzzle that can be solved. You may choose to only purchase a single object and then**

scour the Perimeter for the rest or pay 2000 CP to acquire all of them at once. Assuming you have all 20 one way or another, see the Samuel's Puzzle Scenario for further information regarding what the puzzle entails

Paranormal Light Source & UV Light [100] - A flashlight enhanced with UV light features and also built-in with a crystal from the Crystal Caves, capable of emanating the paranormal light of the crystals. This light, when exposed to certain Paranormal manifestations (such as the Ooze) can produce unique anomalies dependent on their inherent properties. In the case of the Ooze, it seems to slow down or 'pause' it due to the Ooze's anachronistic nature - this unique property also extends to enhancing certain objects affected by the Ooze by 'pausing' their timeline, enabling them to persist perpetually and do more than what they would otherwise be capable of in a finite amount of time (an example would be allowing a generator to perform more than it is capable of). Similarly, the UV light can also affect certain paranormal manifestations such as Ooze but in an opposite way; instead of pausing something, the UV light speeds up things caught up in the temporal distortion of the Ooze, causing the time in which they live to be massively sped up and exhausting their lifetime in a rapid period.

Flask Of Ooze [100] - A container full of jet black Ooze, the slimy 'substance' being a type of Paranormal manifestation that consumes the Potential Energy (entropy) of the things around it, which manifests in victims subjected to the ooze as their entire lifetime. Upon consuming a victim's Potential Energy, it is converted into more Ooze which will then attempt to seek out and consume even more Potential Energy to repeat the process. In large concentrations, the Ooze is capable of afflicting an area or location with various temporal anomalies that can distort the lifetimes of things within the affected area. The effects of this ooze may also be exploited for use in creating objects similar in nature to the **Anachronic Device** or even the **Perpetual Engine**.

Deja Vu Radio [200] - A radio that was affected by the Paranormal influence present in the Graveyard of Melodies, represented by deep cracks running through it radiating an ethereal blue light. The radio may be used to 'record' a set of actions taken by the user by marking their temporal positioning and then rewinding the user themselves back to the moment they activated the radio, whilst leaving any action or activity they performed during the period of 'recording' untouched.

Anachronic Device [200] - A device built using the Ooze in mind, designed to explore the anachronistic effects the Ooze displays especially when under the effects of UV light with two clocks. Though minor due to the small size of the device proper, it displays small alterations to the perception of time within its range of effect, alongside other anomalies - initially in the form of minor discrepancies that are easy to overlook, but larger and more overt disturbances manifest the longer the Anachronic Device is active up to and including the speeding up of time in its presence as well as the amplification of electricity nearby. Extensive usage of the Device leads to noticeably worsening health deterioration as it begins to sap at the user's lifetime through the performance of its functions.

Gravestone Fragment [200] - A fragment of a broken grave taken from the Graveyard of Melodies; this object is imbued with the memories of whoever the grave had belonged to, their history encoded into the stone via the mark and the Melody. Holding it enables you to see small flashes of these memories in motion, a glimpse into the life of whoever the gravestone had belonged to.

Haunted Music Box [300] - 'Haunted' is perhaps a misnomer - there is no actual spirit or ghost of a departed person possessing this music box. Rather, this quaint object has been exposed to the **Melody of Fear** and has become cursed by that exposure - constantly playing the Melody in a quiet tune around itself. The Melody superimposes itself into the listener's memories, becoming a constant background noise at first and rapidly progressing from there into an all-consuming focus. As the obsession with the Melody intensifies, the listener will find that their memories start getting mixed in with the memories of others who have listened to and been exposed to the music box before them; their memories merging with the others until it is impossible to tell where one starts and the other begins. The longer the exposure, the more devastating and pronounced the effects of the Melody will be.

Crystal Growth [300] - A chunk of green crystal, like the ones located all over the tunnels throughout the Crystal Caves. An odd effect draws Your focus to the crystal when it is unpowered but once exposed to sufficient amounts of energy to activate it, the Crystal distorts the vision of all nearby in a similar manner to the ones in the caves - it's as though you're being watched from an outside perspective, seeing yourself entirely in the third person through something else watching from beyond another thing. This effect extends to everyone around the activated crystal and the effect is inherently disorienting to all nearby. Much like the other crystals from the Crystal Caves, exposure will gradually cause vision atrophy and force reliance on the crystal itself to see anything, though the effect is severely reduced due to the small size of this crystal and being unexposed to it for more than a few minutes will reset the effects.

Source Chamber [300] - A replica of the Spiral Castle's Source Chamber; though lacking in most of the critical infrastructure of that particular area, this replica still possesses the ability to generate new Ooze though at very diminished levels compared to the original. As part of its functionality, the Source Chamber requires the usage of live subjects in order to actively convert their lifetimes into more Ooze and this process typically generates Ooze Skeletons as a direct byproduct. The amounts of Ooze produced scale upwards with the number of live subjects you have available to utilize in the production, though outside methods could lead to larger potential yields.

Castle Of The Spiral [400] - A modest reconstruction of the Spiral Castle, complete with its own Ooze production and various facilities for inhabitation or storage. This towering edifice to the Element of **Death** acts as a concentrated source of new Ooze that gradually seeps out from the castle's upper levels and floors, feeding off of the Potential Energy around it. Those sensitive to such matters can and will experience a tangible presence of evil and wrongness from the building, its Paranormal nature making its existence impossible to obscure as it slowly devours the lifetime of anything within range. Can be paired with other methods of Ooze production.

Distorted Reflection [400] - A fragment of a lost memory, given form and shape by a damaged gravestone within the Perimeter. This echo is capable of acting semi-autonomously but always follows the instructions of either you or the nearest companion. It primarily feeds on and distorts the memories of those around itself and as a manifestation of the Paranormal present within the Graveyard of Melodies, it passively 'replays' broken or distorted memories from those around itself, even 'playing' a stuttering fragment of the Melody of Fear at regular intervals.

Infectious Crystals [400] - Chunks of the crystals from the Crystal Caves, specifically those removed from the area where **The Eye of The God of Fear** is located, which seem to possess somewhat infectious properties. Extensive exposure to the crystals, even without them being active in any way, seems to warp or affect victim's bodies and minds in a highly unpredictable manner. Victims grow more paranoid, more obsessed with the crystals and will begin trying to force others into exposure to them in a similar manner. Advanced stages involve the drawing of numerous eyes or symbols on any available surface using whatever means available (pens, paper, fingernails, blood, etc) and eventually culminating in total loss of all reasoning or higher thought, with those at this stage degenerating into feral or cannibalistic behaviors. Those in the farthest observed stages of development become distorted creatures of **Blood** that demonstrate many similarities to the Blood Beast/Goliath as seen in the Crystal Caverns, albeit less advanced.

Perpetual Engine [800] - One of the culminating steps in the fulfillment of the conditions for the prophecy. The Perpetual Engine, as the name would imply, is a source of infinite energy developed through the usage of the petrified Ooze to keep a massive generator running in perpetuity - the flow of electricity never stopping or diminishing as the device remains empowered forever, even past the end of the current cycle due to its role in powering **The Pillars** which uphold the cycle even before they are. This version of this limitless source of energy may be used for more than just maintaining the cycle though, with its nature as an unlimited battery enabling it to fuel any number of devices or engineering endeavors without any risk of ever having to find an alternative energy source.



Companions

Your Old Friends [100/800] - You may choose to import a companion of yours into the Perimeter for the duration of your time in the jump. You may also import all companions for the cost of 800 additional CP.



Roberto “Beto” Monteiro [100] - Agent in training and a member of Lethicia Vergeten's branch of the Elite Team, tasked with support by analyzing

the sound frequencies in the environment of the Graveyard. In addition to this, he was also tasked with investigating the Garden, the melodic frequencies playing throughout the area, and the ECHOES.



Amy Fiori [100] - Agent in training. Cryptologist, she acted as support in the investigation of the effects of memory loss when it came to the Perimeter, especially when trying to leave it, in addition to investigating the Mausoleum area and the Marks drawn on various tombstones dotting the Labyrinth portion of the Graveyard of Melodies. Had a hidden relationship with Rossi.



Fernanda Silvino [100] - Agent in training. Acted as support in mapping all areas of the Perimeter, but above all, the areas of the Graveyard of Melodies, finding paths to get to the Mausoleum, the Garden, the Hill and the Fissure.



Daniel Ferrero de Rossi [200] - Agent in training. He acted as geology support during the Graveyard investigation, and was also responsible for analyzing and investigating the tombstones that had emerged in the Labyrinth area. Due to his hidden relationship with Amy, he also acted as support in investigating the Mausoleum.



Uriel Theodoro Portlash [200] - Agent in training. The nephew of Alan Portlash and Oswald Magani, and like his uncle Alan, an engineer. He worked as mechanical support for all areas in the Perimeter, but mainly for the Graveyard,

assembling and adjusting equipment for use in investigations. He also worked as support in the Garden area. His perfume smell was noted to be overpowering.



Lethicia Vergeten [200] - Leader of a team in training, assigned to the Graveyard of Melodies. Acoustic engineer and expert in the analysis of sound spectrum created after the emergence of the Fissure. She also investigated the effects of memory loss after leaving the Perimeter and the ECHOES. She was deeply trusted by Verity during the Ordo team's investigation.





Alan Portlash & Oswald Magani [300] - Theo's uncles and members of the Crystal Cave team. Alan, being a specialist in the creation and assembly of equipment used for investigations, as

well as a combat specialist and strategist skilled in the creation of explosives and general leader of the Crystal Cave team whose main objective was the analysis of the Eye of The God of Fear. Oswald was the field and medical doctor, responsible for the medical care and monitoring of all agents in the Perimeter. After some time, he began to focus on the investigation of the Crystal Caves, carrying out routine behavioral analysis on the creature that Goliath Strach had become.



Jorge Laiks [300] - Coordinator of all the resources used in the general investigation. An expert in the analysis and destruction of paranormal creatures, he assisted his son in the exploration of the Castle and in the adaptation of the Manancial Chamber for drainage and absorption of the Ooze. He suffered an accident during the investigation that cost him one of his arms and now uses a prosthesis.

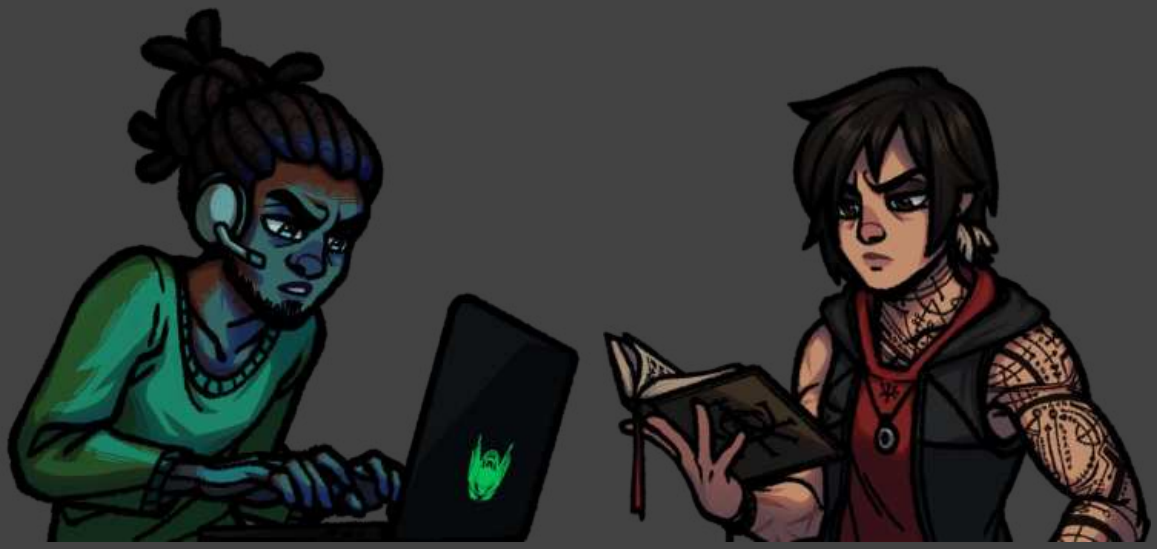


Diogo Laiks [300] - Analyst of paranormal materials, especially the Slime and the Crystals of the caves. He managed the Spiral Castle team and was the first to discover the Sludge's temporal distortion worked using ultraviolet light and the crystals of the cave.



Calisto Besatt [400] - Appointed by Arnaldo Fritz to go on the Perimeter mission in his place, he was responsible for investigation into the Strach Family. An expert in cryptology and occultism, he coordinated the agents in the Perimeter and analyzed the Cathedral’s inscriptions for decryption.





Mia/Lupi/Samuel/Agatha [1000] - A team composed of four staunch friends, each one being a member of the Ordo Realitas. Mia, the daughter of Mr. Verity, alongside her trusty dog Lupi, and her two friends Agatha and Sam, arrived in the Perimeter in search of Mia's father who had been tracked to the area before he went missing. Determined to explore the Perimeter and uncover both the secrets behind the extreme Paranormal manifestations in the area, what happened to the missing Ordo team stationed there decades ago, and what happened to her father, Mia and Lupi venture into the depths of the Perimeter, relying on frequent support from both Sam and Agatha to guide them.



Drawbacks

His Return [+0] - He will come back. He will come back. He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back He will come back ~~He will come back he will come back he will he will he will he will he will he will he will he will he will he will he will he will he will he will he will he will he will he will he will~~
***Expands your time in the jump to last the full 20 years before Verity returns to the Perimeter.**

The Stench Of Blood [+100, can be taken up to three times] - Blood Zombies. The Perimeter is crawling with Blood Zombies - paranormal manifestations that arise in places where people have died violent horrible deaths - and there are *many* of them here. Whilst completely blind and easy enough to dispatch on their own, Blood Zombies are capable of perceiving through vibrations and sensations present in the air, literally being able to 'see' through the pain, and their sheer density means you are never just facing one. Their relative fragility also belies their true strength, as Blood Zombies are easily capable of tearing an under-prepared human limb from limb. Be mindful where you go in the Perimeter.

Broken ECHOES [+100] - Sometimes, graves in or around the Graveyard of Melodies appear partially…broken, or distorted in some form. And from these broken tombs of lives long past, distorted and twisted ECHOES, known as **Corrupted Specters**, may emerge and attack anything nearby. The entities are entirely non-physical and conventional damage is useless against them, as they unleash loud cries of ultrasonic frequencies that alter, corrupt, and consume the memories and sanity of anyone caught in their range of effect. The only way to dispel the entities is to shatter the broken gravestone that they originate from, and even that is a

temporary measure, as there always seem to be new gravestones no matter how many you destroy.

A Beckoning Memory [+100] - A fleeting image, a whisper on the wind, the smell of something familiar and warm. A memory of your past, of a life beyond the Perimeter, appears before you in some shape or form and bids you to follow it. Deeper, deeper, deeper. It never does fully dawn on you that this memory may be leading you further and further away from anyone else, deep into the Labyrinth of the Graveyard of Melodies, not with how desperate you are for something - anything - that reminds you of an existence beyond this hell or the pursuit of the Other Ending. . Whether the memory presented is of your life here or from elsewhere on your chain is entirely up to you to decide. All that remains consistent is that it is a deeply important memory that you cherish and wish to return to.

Amidst The Shifting Caverns [+200] - You are lost somewhere in the Crystal Caverns, amidst glowing green crystals and the din of far-off construction. And unfortunately for you, Goliath is hunting you. How he always knows where you are is Impossible to tell, even when you're not near an activated crystal, but regardless; you must run, or you will die. There should be an exit on the other end of the caverns, and you might even be able to find and convince the rest of the Crystal Cave exploration team to help you get outside (if only to avoid the risk of Goliath sabotaging their work in his hunt for you), but it's a long-shot at best. Goliath knows these tunnels better than you, can dig and navigate much faster than you, and is always seemingly one step ahead of wherever you might go.

Mad Empathy [+200] - Oswald feels sympathetic to Goliath, knowing who he used to be and what has become of him now. In the madness that only the Vision and his time in the Perimeter could cause, Oswald has become convinced that there is a way to communicate with and save Goliath - who the wider Caves team wishes to exterminate before he can threaten their operations in the caves to bring about the Other Ending. Thus, he has tasked you with setting everything up so he can ‘save’ Goliath and has even instructed you to help him sabotage the explosives Alan has rigged to let them destroy the creature for good. It will all be worth it…he says. Goliath deserves better…he says.

Through The Looking Glass [+200] - *The Crystals*, you can't stop them - you feel yourself staring at yourself through the third person, through the crystals, even when you're not near them and even when there's only one of them activated. It is driving you mad, your vision and sense of self being wrested away from you by this *damn cave*. Is this also part of the Other Ending? Because if it is, you don't fucking care. You know what happens to the people who stare too long through the perspective of those damn crystals. You'll smash every last one long before that happens, Other Ending or not.

The Curse Of The Caves [+200] - You've been done in the caves too long. You feel…different. Like there's a hunger in you - a thirst that can't be quenched, a desire tearing its way up and out of you. You've seen it in some of the others down there too, that same mad hunger in their eyes, the angry red veins welling up across bodies, teeth that are a bit too sharp in the small glimpses

you get before they run away. It's less apparent with them, their focus on the Other Ending alone driving them; but it's not the same for you. Whenever you see yourself through one of the crystals, you can see the claws and bones and growths peeking out. The taste of blood in your mouth grows sharper, and the *smells*…the smell of flesh so tantalizingly near becomes a painful sensation beating in your skull. Above all though, the liberating sensation of the pain is almost too much to bear. It's only a matter of time before you, and maybe others, become just another Beast down here.

Memories In The Melody [+300, can be taken twice] - The Melody…the song…you played it…it's in your head…THEY are in your head. All the memories of everyone you've met, everyone you've befriended, everyone you've ever hated, everyone you've ever loved, they're all in your head in your skin flowing out your mouth your eyes your ears everywhere everything all at the same time *too much not yours*. You try to fight back against it but it's too much, too disorienting - you shamble almost aimlessly as you repeat the memories inside you from everyone and everything you have ever encountered, including the ones in the Perimeter. It's too much. But the Other Ending…if you can just get to the Other Ending, then this will all go away; you know this for a fact. You just need to hold out. The Other Ending will fix everything.

Endless Labyrinth [+300] - You'll admit it, you weren't *really* paying attention when everyone else was getting briefed on how to navigate the Graveyard. Maybe if you were, you wouldn't have found yourself completely lost with no way of figuring out how to get back. You've been just wandering aimlessly and randomly in hopes that this will eventually lead to you getting out, but all it's done is leave you getting more and more lost, wandering in literal circles, or both. Oh, and there are all the spooky murder ghosts out and about that are trying to kill you. Great.



Broken Spectrum [+300] - Lethicia's function in the prophecy was always going to come about,

regardless of whatever happened. She plays the Melody, she is overwhelmed by every memory and ECHO in the entire Perimeter, she is consumed by them. Now, at the center of the Great Fissure, the broken and warped wreck remains, spouting off memories that were never its own and only ever adding more to itself by consuming anyone who comes near. Those who stray too close to the Graveyard may risk being drawn in, the Fragmented Spectrum's power enabling it to warp and alter reality within range of the Fissure - a guaranteed end for the unprepared, and those with no means to resolve the Spectrum's enigma.

Corroding Ooze [+400] - Literal lakes of the Ooze flood out from the Spiral Castle area, the obsidian slime making some places damn near impossible to traverse. And if that wasn't bad enough, the number of Ooze Skeletons drifting about has only ever seemed to grow over time. The Ooze may be a necessity for the Pillars but if this keeps up, then sooner or later, you're probably going to slip and slide into a pool of the stuff and get violently drowned and melted to death. Assuming the Ooze Skeletons don't get to you first.

Anachronic Collapse [+400] - Overexposure to large densities of Ooze in and around the Spiral Castle area have started to take their toll on you. Signs of premature and advanced aging are clear all across your body and you can *feel* yourself becoming more fragile over time, your body getting more and more frail as your potential energy is siphoned off by the Sludge. You know this all won't matter once the Other Ending comes about, but you can't help but wonder if you won't age to bones and dust before then.



Fear The Tyrant [+400] - The Spiral Castle area has become far more dangerous than ever. For whatever reason, it seems like the Ooze

Tyrant is always gunning for you the *instant* you so much as step foot into the Castle - and unfortunately for you, you have a bunch of stuff that needs doing in there for the Other Ending, so you *have* to go in there, against your better judgement. Doesn't help that the Ooze Skeletons seem to also gravitate towards you overly quickly whenever you're remotely nearby. If it weren't so important, you'd really tell Diogo off about all this shit.

The Eye [+600] - The Eye of The God of Fear was activated and you beheld it, bearing witness to something you were never meant to see, something you were never meant to understand. You can feel it pressing in on you, a constant unrelenting flow of information. You need to memorize it each time, perfectly, if you don't want to go completely insane. And yet it keeps coming and coming, never stopping, something that comes in but an instant but lasts an eternity rush to try and burn it into your brain. You need to fulfill your role. You need to get to the Other Ending. That's the only way it will stop.





Scenarios

The Other Ending: The culmination of the Prophecy, the sole thing that can free everyone trapped in the Perimeter. Only the God Of Fear can haunt the Unhaunted One and only the God Of Fear can bring about the Other Ending. For that to happen, Verity must get here (and he will) and once he is, he will confront the Unhaunted One in the Cathedral, where the God of Fear shall meet the Unhaunted One and bring this all to an end. You just need to holdout until then, until Verity arrives, then ensure that he makes it to his confrontation intact. But before all that, you must fulfill your role and prepare everything for the Other Ending in accordance with the cycle. It must be perfect. It has to be.

[Completion of this Scenario will allow you to create your own mini-Perimeter in future jumps, and will let you import the entire Elite Team as companions]

Samuel's Puzzle: There are 20 mysterious cursed objects scattered about the Perimeter, each one with a specific puzzle - riddle - tied to them that must be solved. You don't know why, but you feel compelled to seek out and complete these puzzles, a sensation that something great is tied to them spurring you on. Each puzzle gets more difficult than the previous and each one is distinct, so there is no real consistent method for solving each one beyond their own specialized solutions. Each puzzle must be done on the first try with no opportunity to stop or restart once you have begun, and if you fail one, then the wider puzzle cannot be resolved. So be certain that you are prepared to do them.

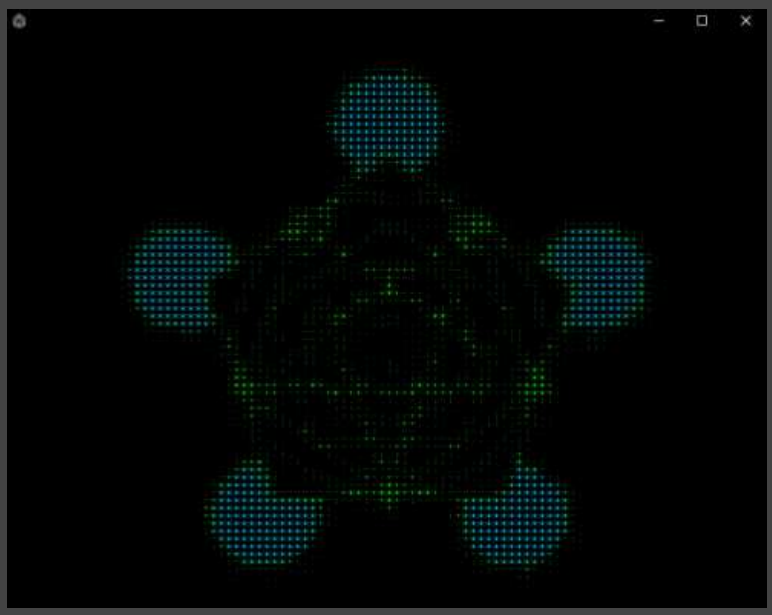
- **Item 1 - Crow Skull: Test your knowledge [Labyrinthus] - Energie, Krev, Smrt, Strach, Znalost.**
  ***Key: Energie - Energy, Krev - Blood, Smrt - Death, Strach - Fear, Znalost - Knowledge**

- **Item 2 - Monocle: Newton, seven colors of the rainbow. What do they spell?**



- **Item 3 - PET Bottle: Water, 27 drops, one code. 6 - one space, 2 - one space, 5 - one space, 6 - one space, 8 - one space**
  ***Key: “Toc toc.”**

- **Item 4 - DEMO CD: Follow the pattern.**



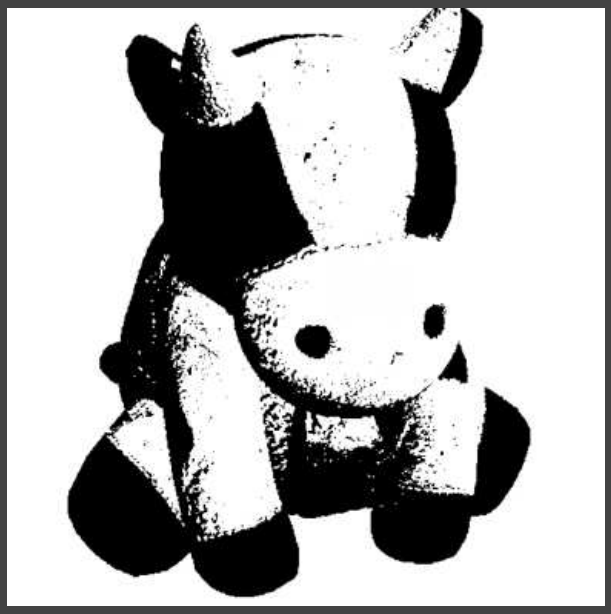
- **Item 5 - Unknown Herbal Medicine: Transform the sequence**



- **Item 6 - Magic 8 Ball: Lost the time, the most important time. 04:13. What do you do when you have time to kill and can do nothing else?**



- **Item 7 - Plush Cow: Too bright, zero dimensions.**



- **Item 8 - Imported Miniature: Alphabet sequencing.**
  ***Key: 12 5 7 1 20 21 13**



- **Item 9 - Dream Catcher: Where is the hidden melody?**

***Key: Underscore, square, X. (->)**

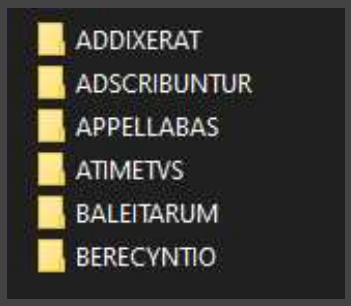


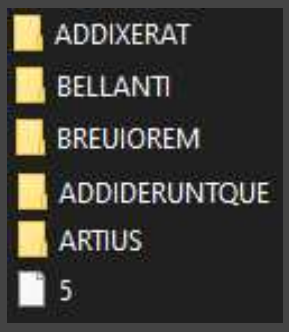
- **Item 10 - Jellyfish Frog Cap: Trace the sequence**
  4↑ - 2← - 4↓ - 3→ - 4↑ - 2→ - 2↓ - 1← - 1↘ - 1↓ - 1→ - 4↑ - 4↓ - 1→ - 4↑ - 2→ - 2← - 4↓ - 2→ - 2↑ - 1← - 1→ - 2↓ - 1→ - 4↑ - 4↓ - 1→ - 4↑ - 1↘ - 3↓ - 1↗ - 3↑ - 4↓ - 1→ - 4↑ - 4↓ - 3→ - 2↑ - 2← - 2↑ - 2→ .

- **Item 11 - Wristwatch: Talk to an airplane.**



- **Item 12 - Empty Butter Box: A, B, and Pork. Get yourself some bacon.**







- **Item 13 - Collectable Coin: Observing the noise.**



https://youtube.com/watch?v=18vMEgBOQrs

- **Item 14 - Plush “Chest”: “Tabula Recta”.**



- **Item 15 - Miniature Car: Poe.**



- **Item 16 - Pen Drive: Several things to find in an image.**





- **Item 17 - Occult Ring: Search elsewhere. 1507580**
  ***Key: Take a closer look.**



- **Item 18 - Cassette Tape: Complete the answer.**



- **Item 19 - Crystal Bracelet: Reading the formulas.**



- **Item 20 - Beautiful Dice: ULTIMUS.**



[Successful completion of all 20 puzzles will award you the Transcend Ritual* post-jump, enabling you to connect to the Other Side and understand everything, albeit with the caveat that you will forget most of what you learn until after you spark, following the ritual being performed. In exchange, the Other Side will ask you a defining question in exchange for a fragment of its Knowledge that will permanently strengthen you and all of your abilities, whilst also granting you a new ritual each time. You may Transcend multiple times, but only after significant exposure to the paranormal, or similar forces that change or influence you in a major irreversible manner.]





End

Your 10 years are up. Regardless of whether you stay or leave, the Other Ending will be achieved at some point. But what choice will you make?

STAY

To remain in the Perimeter is to subject yourself to an eternity that, even destined to end, is still eternal. The Other Ending will come all the same.

LEAVE

To leave this place that has never existed is to leave all the memories with it. Or almost all - the scars and changes it has wrought, what you have gained from it, those will remain with you forevermore no matter where else you go. The Other Ending will come all the same.



Notes

Paranormal: The influence of the Other Side manifesting within and afflicting Reality. Can take any form or shape. Are always ontologically evil.

Other Side: Known as the dimension of demons and monsters. Entirely beyond experience, it remains outside of Reality, though damage or weakening within the Membrane can allow Paranormal manifestations and entities to express themselves on this side.

Ordo Realitas (literally “Order of Reality”): Organization dedicated to fighting and destroying the Paranormal in order to safeguard and protect Reality. Current leader is Mr. Verity, who was appointed by his mentor, the previous Verity before him.



Other Side Elements:

The Other Side knowledge can be divided in five main elements… - Anthony Scelto.

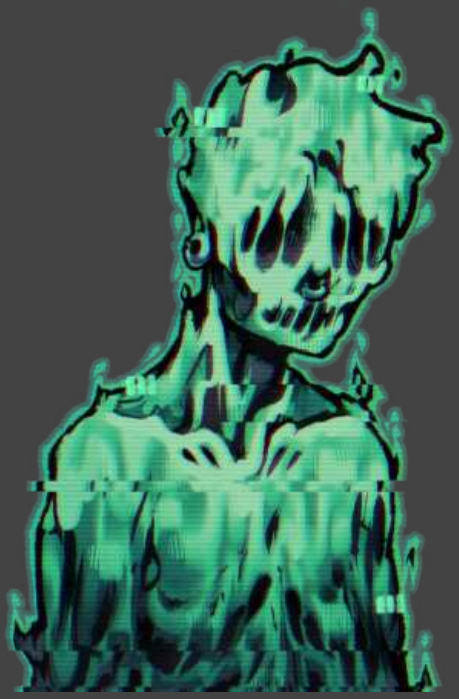
The Other Side Elements are one of the main components in Occultism. They can be divided into five main elements: **Blood**, **Death**, **Knowledge**, **Energy** and **Fear**. Each of these elements have unique properties and are responsible for defining the characteristics of the materializations of the Other Side in Reality, as well as the Other Side as a whole.

Paranormal Creatures: Entities of the Other Side manifesting themselves in accordance with one of the Elements, Paranormal Creatures represent an existential threat to all life in the places they manifest. Impossible to control and ontologically malign, Paranormal entities are defined by whatever Element they align to and behavior of manifestations is always expressed in ways pertaining to that Element.





Blood Zombie: A type of Blood creature, manifested from the bodies of people who died violent painful deaths. Somewhat amorphous and completely blind, but are capable of ‘sensing’ things through vibrations in the air. Literally, they ‘see through the pain’.





ECHOES/Corrupted Specters/Specters Channeled In Sound Waves: The Specters Channeled In Sound Waves, abbreviated as **ECHOES**, are a ‘species’ of **Energy** creature, which appeared after **The Vision** that the Ordo Realitas agents had in the Perimeter. Echoes are fragments of memories found in the Graveyard of Melodies, manifesting themselves through melodic chirps and being

possible to understand them by synchronizing with their frequencies through a communication radio.

Echoes are usually harmless, but in cases where a tombstone In the Graveyard of Melodies is damaged, this can result in a much more dangerous manifestation known as a **Corrupted Specter** which will follow victims in the vicinity with the intent of attacking them and consuming and rewriting their memories. Though Corrupted Specters can temporarily be dispelled by brute force, the only way to definitively end their menace is by destroying the damaged tombstone that they are connected to.



Transcend Ritual: The first ritual ever created. To perform this ritual, just stand over the symbol and focus on it carrying, or not, a cursed object. This ritual is used by all Occultists to strengthen themselves and learn other rituals by connecting with the Other Side, understanding everything and forgetting most of it soon after the end of the ritual. If you carry a cursed object during the

ritual, the Other Side will ask a question in exchange for a fraction of its Knowledge in ritual form. The ritual obtained varies according to the cursed object brought to the ritual. If the individual who transcends is a Marked with 50% paranormal exposure, they will strengthen the connection with their Mark, which may reveal some truth to them, or connect them with an old Marked that had the same Mark, which may tell them something. Reaching 50% paranormal exposure also means being chosen by one of the Other Side Elements, making it possible to have affinity with the elements of Blood, Death, Knowledge or Energy.

***For the purposes of the Transcend Ritual in this and any future jumps, you are considered to be Marked and gain the full expected benefits of this.**



Jaser Strach: The Unhaunted One. Thought to be the living fulfillment of the “Purpose of The Strach”, Jaser was believed by Abraham to be his own son and the living proof of his ‘destiny’ in becoming the God Of Fear, but in reality Jaser was the offspring of Yuri Strach through his wife Andrea, who died during the birth. Jaser's birth is what brought the initial vision upon the Strach and is what would set everything that came after in motion. His childhood was extremely troubled, riddled with physical and psychological abuse as Abraham did all he could to invoke fear in the boy. Because of this, the doctors of the Elite Team believe that being born and raised in the Perimeter generated invaluable trauma in the child.

In truth, the very nature of the Perimeter is that of infinite cycles of Jaser Strach's life that can only be stopped by an “impossible intervention”, what can be called the God Of Fear. This cycle isolates the events of the Perimeter from all other events in the universe, thus turning the Perimeter into “a place that does not exist”. This, through the prophecy, determines all of Jaser's actions, preventing him from choosing and forcing him to perform the same actions and relive all these events infinitely for eternity.

It is known that the infinite cycles of events have always existed and everything that those involved in the cycle do is to maintain the active cycle in the hope of the arrival of the God of Fear and the Other End. The arrival of the Other Ending coincides with the ending of the Perimeter, as Jaser will finally be allowed to make the real choice, the true choice, the choice that no one can ever make; and with it, the Perimeter's purpose will be no more.

The God Of Fear: The impossible intervention. **[The reason there are no options, Perks, backgrounds, items, or similar things relating to the God of Fear beyond opaque and vague illusions to it is that the God of Fear, by nature, is nothing more than "the impossible intervention" - anything at all that is "impossible" is the God of Fear. For example; say, Galactus shows up and is about to eat the world or whatever, but instead of doing that, he decides to give all his powers to you then leaves for no discernable reason. Or someone has impossible amounts of metaknowledge that they use to pre-empt and resolve most events before they ever occur. Somebody with incredible powers who solves every problem and fixes every issue with the universe forever. Someone who interacts with settings purely as though they're fiction and alters events in accordance with this perspective. Gaining every power simultaneously without having to explain where you have acquired them from. Every action being predetermined and rewritten so there was never any actual threat or obstacles, only a path towards a preset outcome. And so on. All of the above, and more, are the God of Fear. It is not a single thing, but all things that are impossible and the category for "impossible" includes everything. There is no way to fluff, define, or elaborate on this in any way that does not violate the core concept of playing an imagination game, so it has been intentionally left undefined and untouched upon.]**