OMORI

Welcome to Headspace

You have been living here for as long as you can remember.

Haven't you?

Ah, hello, traveller! You must have come a long way from home. You're talking to me, so you have questions, correct? Then, ask away! For each question, I will provide answers. Then, you may pick whichever answers you like.

Oh, but first, here's a thousand, to help you **make your choice.**

(Gain 1000)

A thousand what? Don't you already know?

Ha ha ha... regardless, what's your first question?

What Is This Place?

Hmm! What an interesting question to start with! This is HEADSPACE, a mysterious land that's said to have taken many forms, of all shapes and sizes. It might have existed for millenia, or it might have only existed for a few years! There are meny people who seem to think they know the answers, and they don't always match up. One thing you're likely to hear many a time, is that these days, Headspace is larger and more colorful than normal. How can that be so? Well, let me tell you!

There's no telling if it's true, but legend says there was once a being known as the DREAMER. He journeyed across many worlds, as many as he could imagine; for him, there was no difference between discovery and creation. But one day, he stumbled upon a world that was different from all the others. A dark world where the shadows writhed, whispering cruel lies and crueler truths. This darkness would spread and spread, consuming everything if not stopped. And so, he gathered up all the many worlds and combined them, to seal the darkness away, as he assigned great beings to act as guardians against it's infiltration.

But he had already born witness to the TRUTH that glared from within the shadows, and so long as he remembered it, it's whispers would arise again and again within his mind. In order to complete the seal and ascend to a state of blissful ignorance he shed his name- and all memory. Now, the legend says, the DREAMER lives among us in Headspace, neither himself nor those around him aware who he truly is. Who knows? Maybe one day-

That's not what you meant? You wanted to know of your... immediate surroundings? Very well. That I can provide. Close your eyes and **roll a nine-sided die**, and I shall give you your answer. If you don't like the one you recieve, not to worry. For the low, low *cost* of *50*, you can change the answer to whatever you like... Ah, but I should tell you now- certain answers you can select later will allow you to change the answer to this question to specific selections for free. Isn't that convenient? Are you ready? **This place is...**

Rolled a 1: Neighbor's Room

Underneath a tree stump in a clearing at the northernmost extent of a vast forest, this is where AUBREY, KEL, and HERO live, playing together while waiting for their friend OMORI to come over. It's a small place, but it has plenty of things to have fun with, and with that Big, Yellow Cat watching over it, it's one of the safest places in Headspace. It might seem intimidating being in such an important place, but it's exactly because it's so important that I wouldn't worry about it. If you're here, you're probably meant to be. If you aren't... The exit's right up those stairs.

...A White door? I don't know what you mean.

Rolled a 2: Vast Forest

Nearest to what can be called the 'center' of Headspace, this pleasant woodland is home to quite a few friendly faces. To the north is a playground, where a large group of children have gathered to play watched over by MARI, and to the south is BASIL's house, surrounded by the flowers he tends to. Bewtween, you'll find gentle streams, many friendly and not-so-friendly woodland creatures, giant pinwheels and many a big strong tree. Up a ladder, you'll find a floating landmass called the Pinwheel Forest. It's small, and a bit foggy, but the wind up there is perfect for flying kites.

...There's a train station here, but the line isn't moving. Apparently they're all sold out, but the last ticket holder vanished unexpectedly and now the train can't leave. I wonder if that state of affairs will change any time soon?

Rolled a 3: Otherworld

Just like the name says, this place is a whole other planet. It's really more like a small planetoid, or a moon locked in geosynchronous orbit, but what does that matter? Regardless, the only path between here and the rest of Headspace is a really long ladder. What a thrill... The main attraction here is the Otherworld Campsite; a place where weary space travellers come to rest- but also a fun, family friendly camping ground, for those interested in exploring the galaxies. One might wonder how it can be family friendly with those Space Pirates around, but don't worry- they haven't done anything Space Pirate-like in some time. Of course, there's more to Otherworld than one small town. There's at least two lakes, one of which is frozen, to the east, and the cattail fields, with the entrance to an abandoned Sprout Mole village, to the west... But if you really want to start exploring, you might want to check out the Junkyard! It's the place where all the trash in Otherworld ends up. Most of it really is garbage, and some of it got up and started attacking people, but there's definitely some trash you can make your treasure there if you look for it- if only via that recycling machine.

...In the Cattail Fields, a BARN stands alone. It isn't in use. I wouldn't bother trying to get inside. The door's probably locked for a reason.

Rolled a 4: Pyrefly Forest

I hope you aren't afraid of spiders, because there's a lot of them here. This fog-covered wood to the west is full of all sorts of creepy, crawly critters. You might be more worried about the bears, though. The shadows of these dense woods hold many secrets, things lost that maybe shouldn't be found. There's something vaguely depressing about that lake, too. But past all the dangers, at the end of the minecart track that runs through here, you'll find a Sprout Mole Village, and unlike a certain other village you might have heard about, this one is actually inhabited. It's even got one of the few entrances to Sweetheart's Castle, that giant construction that towers over the trees, where it's ruler conducts her endless search for her one true love. Maybe you're the one she's looking for? ...No, I doubt it. You're not that unlucky.

...Shadows whisper of an ancient, forgotten library that used to stand here. Abandoned long ago, it sank into the ground. I wonder what sorts of records would have been kept there... Well, it's probably just a story.

Rolled a 5: Deep Well

North of Headspace's main continent, there's an island with a well. This well goes deep, deep down, opening up here, on the seafloor. The first thing you're likely to notice is the endless highway; You'll want a vehicle of some kind if you wnat to get anywhere, but there are plenty of cabs. Once you get going around, you'll find that despite the seemingly remote location this is actually one of the most prosperous locations in this world, with booming businesses, constant construction, and an entire city. Perhaps because of this prosperity, perhaps because you can find them laying around on the ground down here, but Clams are both more important and more plentiful here than anywhere else, and so you'll find no shortage of people willing to pay large amounts of them or of people willing to do anything to fleece you of more than what their service is worth. A Prime example of both would be Mr. Jawsum, fifth scion of the hundred year Jawsum line, who founded the Last Resort, a combination hotel and casino, some time ago. It's still under construction, and it isn't going well, but he seems to actually be quite passionate about it, which is surprising for someone so mercenary. Do you want to pay it a visit? Or are you on your way to that haunted swimming pool instead?

...I know what you're thinking. There's no way the endless highway is actually endless, right? There are plenty of rumors about what might await beyond it. A black cab whose passengers are never seen again; a hole in the world where something ancient and evil awaits; an even Deeper Well... Say. You didn't happen to pass a lighthouse on the way here, did you?

Rolled a 6: Orange Oasis

"Where the moon shines brighter"... That's the slogan, at least. This desert is actually full of all sorts of food. Giant fruits, pools of Orange Juice, and an absolute surplus of bread.. Even the sand is actually brown sugar! In fact, almost everything in this land is edible. Just because you can eat it doesn't mean you should, though... I don't think they'd appreciate it if you took a bite out of someone's grandma just because she's a donut. But enough about that, let's get to what everyone's here for: DINO'S DIG! The Food Pyramid stands alone in the desert, playing host to this ancient pursuit- archeology. The proprietor, Dino, allows visitors to undergo their own expeditions, to search for all manner of ancient treasure- they even get to keep what they find! Lost things from all over the world seem to wind up here, but don't worry; the secrets here are meant to be found, so they aren't dangerous, unlike those you might stumble across elsewhere, so you can safely limit yourself to worrying about the hideously powerful monsters inhabiting the upper floors- and the once-in-a-lifetime chance on the very top.

...DINO'S DIG may be quite attractive to tourists, but most of the people actually living here are quite old. Naturally, they have their own legends and beliefs. The most notable would be the one tale of the pair of twins who can raise the dead, working tirelessly within the holy bakery in BREAVEN. If such a place existed, it would surely take great sacrifice to reach... But you might not have much else to do. The train hasn't arrived in a long time, and that transport station is currently not in service, so it's a little uncertain when you'll be able to leave, unless you think you can swim back to the mainland.

Rolled a 7: Snowglobe Mountain

Oh! What a beautiful place. This distant mountain, not found on any maps, is wrapped in a perpetual winter. Doesn't watching the snowfall make your worries seem to melt away? Plus, with the flowers whose blooms bring good fortune, and the icy caves full of presents, this place truly is worthy of "Lucky Number 7", don't you think so? ...Of course, every mountain has it's peak. Do you think you have what it takes to reach this one's? If you can navigate the maybe-treacherous terrain and overcome the angels guarding the path, you'll find... a much less pleasant sort of winter at the top. The freezing cold and biting wind don't seem to offer anyone anything...

...But for those who wish to become nothing, there is no better place in this world.

Rolled a 8: A Dark Place

...Hm. How unfortunate for you. It seems you've wound up in a truly awful place. It appears in many forms... It goes by many names... The DARK VOID, the BLACK HOLE, the SHADOWY CHASM... the ABYSS. If the world is a seal, then this is where the seal has run thin, letting... SOMETHING seep in. Hard to get into and harder to get out of, this dreary, dangerous place is truly the worst. Especially with those monsters around; cloaked in shadow and with a practically palpable aura of terror, each one of them is a nightmarish threat that attacks with no hesitation or remorse. Even worse, these things are actually capable of speech, unlike most of the hostile creatures in Headspace proper. Not that they're interested in conversation. The only thing they ever seem to say is-

"I'm Sorry..."

...Yes. That. Not that you can blame them, to be honest. This place... something about it makes you feel like you need to apologize, doesn't it? Yes, it's just as you feared. I'd recommend you find a way out of this place soon, before your mind, body and soul are obscured by TRUTH... just like what happened to these poor people.

Rolled a 9: Pluto's Spaceline!

You're in space! Just watch the constellations zipping by. We're going quite absurdly fast, but there's no reason to worry; you're safe in the arms of PLUTO, the Ninth Planet! He hasn't actually escaped the Solar System in order to start his transportation business yet, but that won't stop him from taking you where you need to go. Pluto's Spaceline will have transport stations located in Vast Forest, Otherworld, Pyrefly Forest, Deep Well, Orange Oasis, and Snowglobe Mountain, so you can begin in any of those locations, your **choice**!

"...Where will your journey take you today?"

Who Am I?

Ha. Yes, that is important. Who you are defines both your past, and the opportunities available to you in the future. But it might cost you. Think carefully... you know yourself, don't you? Here are my guesses. Tell me if I got it right! **You are...**

...A Resident! (costs nothing)

Yes, an ordinary citizen of Headspace! Just like everyone else, right? Not that the people living here are in any way uniform. People are of all shapes and sizes, and they get up to all sorts of things. Perhaps you're an ordinary folk living day by day, or someone of repute and status- a leader of your little community. Or maybe you came in out of nowhere, **dropping in** unannounced? You'll find people are pretty accepting of that sort of thing. Aren't they swell?

As for how old you are... it doesn't really matter. Time is rather fluid here. Or maybe it doesn't move at all? You could have been born yesterday, or you could be roughly 33000 years old. You'll find it really makes no difference.

...A Neighbor! (costs nothing)

You're one of OMORI's friends, I see! OMORI, AUBREY, KEL, HERO, MARI, BASIL... and you! The si- seven of you spend your days peacefully playing in the Vast Forest. How nice... Surely nothing could ever ruin this perfect happiness, right? Of course, that's not *quite* true. In time, something could interrupt your picturesque friendship. But there's nothing to worry about! As long as you're together, everything will be okay. It might be dangerous... But you'll always have each other.

To make this even more true, you may change the answer for **what is this place?** to Neighbors Room or Vast Forest for free. It wouldn't do for you to get seperated from everyone else, now would it?

As for how old you are... Of course, you are in the same age range as the rest of your friends, from twelve to fifteen.

...A Guardian. (costs 300)

Oh, dear. I've been absolutely presumptious with you, haven't I? Talking about myths and legends, when you know these things through first-hand experience. You were there when the DREAMER forged Headspace to seal the TRUTH away, after all. One of the three, no, four Great Beings assigned to guard this world. You might have been created at the same time as this world... Or maybe you existed longer? One of you is known for being older than the others, after all. Either way, you were personally created by the DREAMER, who gave you abilities and knowledge almost nobody else in this world can reach, and a nifty title, too. Much like the Oldest, Wisest, and Favorite, you have an appelation describing a trait for which you are known, a superlative example of within Headspace. But you *were* created for a purpose. You are assigned to oversee or perform a vital function in the progression of this world; an important responsibility. But with this great responsibility comes great power to affect the proceedings of Headspace, and even things beyond... Just don't forget. The DREAMER didn't necessarily leave you unsupervised when he sealed himself away. Someone will notice if you betray the DREAMER's will, and they don't take kindly to traitors... But surely that's understandable. After all, you know better than anyone else the importance of what's at stake here. You wouldn't dare threaten that, would you?

As for how old you are... I mentioned this before, but you are at least as old as Headspace's current form, and may be older. You aren't as old as the Oldest, though. Whatever that means.

What can I do?

Anything you set your mind to!

...I'm just kidding. Could you imagine if I actually gave you such a nothing answer, after you came all this way? In seriousness, there are all types in Headspace, and they span the spectrum of capability. Some are more talented than others... and you seem to be more talanted than most! Or maybe you're just immensely fortunate? It makes no difference to me, truly. What matters is this: Remember the thousand you recieved back when this began? You might have spent some of it before, but this is where you'll likely start spending it in earnest. Some of these options may seem very expensive, but depending on **who you are**, you'll be able to discount them by 50%- or even recieve them for free! What a bargain! Now, let's begin. **Here's what you can do...**

Headspace Rules (Costs Nothing and is mandatory):

Headspace is a perfect, dreamy world. So it only makes sense that its inhabitants have perfect, dreamy bodies with which to live their perfect, dreamy lives, right? As one of said inhabitants, this goes for you too. Your body is resilient and unchanging; you never seem to age, and can take any kind of environment- wandering deserts, exploring the bottom of the sea, and even trekking through frozen mountaintops barefoot with no actual permanent damage. Wounds are easy to manage too, bruises and scrapes heal fast and don't impede you, and scars and permanent injuries just don't seem to happen at all. Besides, treatment is as simple as a treat! Your metabolism has been supercharged; instead of needing to waste time on a long, multifaceted digestive process, your stomach turns the food inside it into an energy that then suffuses your body, restoring your energy and healing your wounds. It's not just your life energy, or Heart, either! A second pool of energy called Juice also wells up in you, that can be harnessed with some training to use Skills, formerly mundane experinces raised up to a supernatural level through the magic of Headspace.

But what, you ask, if you get REALLY hurt? Don't worry. You won't become dead... instead, you'll become BREAD! If you take a mortal wound, instead of perishing, you'll be transmogrified into a slice of TOAST, small, helpless, and immobile, but able to be revived good as new with the right items or through the use of certain, advanced Skills. Watch out, though! if something happens to you while you're TOAST- say, you get eaten, or are left out too long and get moldy- your journey will come to an end.

It's not all functional things, either. Your appearance is also of note. A Neighbor will be human, like the rest of OMORI's friends, with the pale skin and purple-tinted features typical of humans, though your hair can be a different color if you wish, like BASIL's green. Meanwhile, Guardians and Residents have a bit more freedom of choice. You could look like anything from a dinosaur to a donut! I'm sure everyone will think you look good either way.

Headspace Really Does Rule (Costs 300):

Hmm? There's something otherworldly about you, that's reacted strangely well to Headspace's nature, creating a Skill like nothing anyone has seen before! With an expenditure of Juice you can summon a flash of energy reflecting the skies of Headspace. It doesn't seem to have any effect on the inhabitants of *this* world, but when used on people from other worlds, it suffuses their body, changing it to be like a Headspace inhabitant's, as described above; complete with enhenced vitality, Juice, the potential to develop Skills, and (at your discretion) dreamy makeovers of their own! How amazing! You only seem to be able to use it on one person at a time right now, and it uses quite a massive portion of Juice, but with lots of training, you could use it more efficiently, or transform people en masse. Perhaps with the right infrastructure, you might be able to transform more than just people, or even share this blessing with entire worlds at once?

Emotional (Costs Nothing)

Everyone in this world feels EMOTIONS. This might seem a little obvious to you, but I'm not just talking about your average, everyday emotions (though they do have those too). I'm talking about EMOTIONS! What does that mean? Simple! EMOTIONs are magical emotions that can actually have an impact on your performance in battle! This means it's important to master them, especially since you, too, will be feeling them from now on. The first thing you should know is that there are four EMOTIONs; NEUTRAL, ANGRY, HAPPY, and SAD.

NEUtRAL is likely what you're feeling right now, and it has no effect on your ability. Some people claim that, as a state primarily defined by the lack of any other EMOTION, it would be wrong to call it an EMOTION, but it might be more important than you think.

ANGRY is the red EMOTION of rage. Those who are ANGRY are charactarized by anger and instability. Your fury will bolster your strength, bringing forth more power when you strike- but iit will lower your defense as your Heart is bared in the honesty of wrath.

HAPPY is the yellow EMOTION of joy. Those who are HAPPY are guided by optimism and confidence. Your shining smile will bring you celerity, and the state of flow you achieve seems to guide your blows to your enemies' weak points- when your blows aren't swinging wide for your carefree cheer.

SAD is the blue EMOTION of sorrow. Those who are SAD resound with hesitation and resignation. It's hard to get yourself going, slowing you down, but your defenses raise, as other people have a hard time moving you as well. Unique among the EMOTIONs, SAD can call upon the power of Juice. Those who are SAD instinctually form a shield of that energy, sacrificing their Juice to preserve their Heart, making it even harder to bring them down. Don't forget, however, that this shield can only block a portion of the damage.

With these explanations in mind, go forth and utilize them in pursuing victory! There are many ways to use EMOTIONs in battle, after all. With the right Skills, you can call on your EMOTIONs to power yourself up, exploit your enemies' EMOTIONs to weaken them, and of course, inflict them on yourself and others. And remember: HAPPY beats ANGRY, ANGRY beats SAD, and SAD beats HAPPY.

-**Overemotional** (Costs 100, requires **Emotional**)

The EMOTIONs described before aren't the limit. People can feel emotions too intense to be described as merely "happy" or "sad", and so the same is true of EMOTIONs. Not everyone can esperience such drastic heights of feeling, but with this, you're one of them. When an ANGRY person becomes even more ANGRY, they are ENRAGED. When a HAPPY person becomes even more HAPPY, they become ECSTATIC. And when a SAD person becomes even more SAD, they become DEPRESSED. These intensified EMOTIONs have greater effects; meaning they are more powerful, but their weaknesses are also more prominent.

--**UNSTABLE** (Costs 200, requires **Overemotional** and one of **FURIOUS**, **MANIC**, **MISERABLE**, or **NEUTRAL**)

There are even greater heights of feeling to be found. But they are rare for a reason; to wield the greatest of EMOTIONs is to be held in thrall by them. Are you willing to pay the price of your sanity for a little more power? Then you will find these EMOTIONs waiting for you. The ultimate red EMOTION, FURIOUS, will make you a force of desolation, destroying and being destroyed, sacrificing yourself to bring forth your enemies' end... The ultimate yellow EMOTION, MANIC, will make you a force of chaos, moving faster than the eye can see, your every blow an all-or-nothing gamble... And the ultimate blue EMOTION, MISERABLE, will make you a force of stagnation, immovable and invincible, as your Juice shield completes itself to nullify all damage- as long as you don't run out.

You can obtain these feelings, but it will cost something a little more important than that imaginary currency. As I said, it will cost your sanity. Later, four answers to a different question, **"What's going to happen to me?"**, will reveal themselves, with no doubt recognizable names: **FURIOUS**, **MANIC**, **MISERABLE**, and **NEUTRAL**. You must have selected one of those answers to take this one, and depending on which of them you choose, the nature of this answer will change.

If taken with **FURIOUS**, **MANIC**, or **MISERABLE**, then you are able to attain the EMOTION that option was named for, FURIOUS for **FURIOUS** and so on, but not the other two, and not right away. Instead, you must first immerse yourself completely in that feeling; a state you can achieve effectively at will, wherein you are incapable of attaining either of the EMOTIONS of other colors, having rid yourself of the capacity to experience mental states contrary to your chosen color of EMOTION. This absurd mental derangement will not only allow you to access the ultimate EMOTION you have chosen, but will also give you the ability to inflict that respective EMOTION on yourself with the amount of effort you'd normally need to breathe, so you can bring forth your insanity with ease. What's more, the intensity of these feelings is an experience in itself, allowing you to derive powerful skills from the EMOTION you've immersed yourself in. You won't be able to exit this state of madness until after the battle ends, but maybe you don't mind that? Ha ha...

The outlier here is **NEUTRAL**. Standing outside normal emotions, **NEUTRAL** doesn't allow access to any strange super modes, but it isn't bound to a single ultimate EMOTION either. Instead, you can achieve FURIOUS, MANIC, and MISERABLE in the same way you would the EMOTIONS described in previous answers. Becoming ANGRIER when already ENRAGED will make you FURIOUS, becoming HAPPIER when already ECSTATIC will make you MANIC, and becoming SADDER when already DEPRESSED will make you MISERABLE. This gives you much greater flexibility than the option above, but you'll have to rely on Skills and Toys instead of being able to inflict them on yourself passively, and even without excising conflicting sentiments, achieving an ultimate EMOTION is still going to mean a temporary state of insanity. You'll also have less control over your EMOTIONS, unable to stop others from inflicting them upon you. You won't be able to call on the power of a specific emotion with quite the same overwhelming intensity and focus, either. But if you were to find some way to awaken the emptiness that marks you as NEUTRAL, who knows what may happen?

As Seen in Your Fantasy (Costs 100)

People can look like just about anything in Headspace, which means there are many different beauty standards. Somehow, you manage to hit just about all of them, marking you as one of the most aesthetically pleasing individuals in Headspace. Whether you're handsome, elegant, or some other decriptor, you have the body of your dreams, and everyone else can see the appeal; even if they're another species and should probably have an entirely different physical ideal. It's what's on the inside that really counts when it comes to actual relationships, but you'll find no end of shallow admirers wherever you go, if that's what you want. This comes with knowledge on how best to present yourself so you shine even brighter- or to obscure yourself so you can travel anonymously. Fame does have it's challenges, doesn't it?

The Ultimate Smith (Costs 200)

Well, maybe not the *ultimate*. But you've quite the important talent. Fighting isn't all about feelings and vitality, after all, equipment is also a nessecary part of the euation. Specifically; Weapons for hitting people with, Charms for wearing, and one-use Toys. You've unlocked the secrets to creating these magical items. From the outside, it might just look like grabbing random objects and occasionally gluing them together, but it's actually quite the complex process, with a lot of skill involved, I assure you. You start off capable of making decently powerful Weapons, Charms that give notable or complex (though not both) boosts to their wearers, and Toys with actually useful effects- the sort that would see good use in the hands of seasoned adventurers- and have room to grow. Making something that would actually be worthy of being called "ultimate" would be beyond your grasp without either superlative investment or true Wisdom, of course, but making something on the level of the Cool Noodle will definitely be possible if you put any effort into cultivating this talent at all.

Deals for Residents

Natural Skills (Costs 100, Free for Residents)

I told you earlier, that Skills are born from mundane experiences, through training and effort, didn't I? But don't you think just being alive is an experience in and of itself? One needing no justification? ...What I mean to say is, it is actually possible to be born with a Skill. Formed through evolution, and passed down through genetics, these Skills will manifest themeselves through your biology and instincts, and are usually shared by entire species. While they aren't as powerful or versatile as Skills a person creates intentionally, they can still serve well in a fight if you use them properly, especially considering how incredibly Juice-efficient they are. You would be forgiven for thinking they don't cost anything to use at all.

You have a small collection of Skills roughly equivalent to one of the known races of Headspace. Residents may optionally be a member of one such species, even if they normally aren't sapient; you'll keep your mind as a special service.

Budding Talent (Costs 100, Free for Residents)

Why is it that all anyone ever seems to care about is fighting? Don't they know there are more important things in life? Like... ART! But you... You know what *really* imatters, and are prepared to do what it takes to grasp it. You start with a little bit of skill in an artistic medium of choice; painting, sculpture, music or the like. This isn't enough to actually *impress* anyone, but you know enough to know what you're doing wrong- and, crucially, how you can improve. As long as you are trying and have any room to grow at all, you'll know what you need to do to get better at your art. This also comes with a bit more practical knowledge, in that you know how to sell yourself as well. You've got what it takes to actually make money off of your creations, something not everyone can manage. You'll need it, to be able to afford the resources nessecary to perfect your art... and maybe you'll be able to feed yourself, if you have any Clams left over.

Follow My Lead (Costs 200, Half-off for Residents)

Sometimes, it becomes necessary to leave a legacy behind. Maybe you won't be long for this world, maybe you sense a rare talent, maybe you just feel like it. Regardless, in times like this, it pays to be a good teacher, and you... are a pretty good one. You have an eye for potential, able to discern how someone may best grow into themselves, and can even turn this on yourself in hindsight to understand your own growth- you won't be the prodigy who can't teach because they don't understand how they learned, that would be just embarrasing! And by combining your understanding of student and teacher to find where their talents overlap with yours, you can actually teach people your Skills! You can also teach people more mundane lessons, but isn't passing down secret techniques like this much more interesting? I'm sure it will be great to watch your pupils grow.

How Charming! (Costs 200, Half-off for Residents)

Hm? Did you just sparkle? It seems you have some Charm of your own. Something about you- maybe it's your looks, or your personality, or some intangible essence- is oddly atractive to people. You seem to gain friends and influence people all as a matter of course. It's not completely effortless, however; the competence, loyalty, and overall usefulness of those brought into your orbit depends on how much you actually invest in and care about those around you. Someone completely self-interested would get, at most, a bunch of stupid, adoring fans; weak, cowardly and not good for much more than fawning over you. Actual concern for the people in your care will be returned by a steadfast crew, alike to Pinkbeard's Space Pirates. If you are truly selfless and kind, maybe you'll be able to get as many friends in as many places as HERO! Wow...

Witchcraft (Costs 400, Half-off for Residents)

...You've probably said it hundreds of times, I know. You're not a witch, you're a scientist! They just don't understand because they're afraid of progress! Well, you didn't nessecarily say it like that - that's a pretty witch-like attitude to take, isn't it? - but you are indeed a scientist. You've attained a surpassing mastery of your specialty; something on the level of biology or chemistry, and a working knowledge of seemingly every other field. Through your specialty, you can already crate amazing things, like teleporters or cloning devices, and likely have been making them since your childhood, but you can still improve. There's always more to learn, right? Perfecting your specialty, deepening your grasp on the other subjects you've dabbled in... If nothing else, you're already good enough to start developing Skills through your scientific endeavors.

When I Flex... (Costs 400, Half-off for Residents)

...I feel my best! That's right! The planets living in the Solar System- and throughout the universe. Where do they get their power from? Pressure! Momentum! Gravity! Some planets took this for granted, content in what they already had; most, even. But a few planets, who sought to master themselves, pursued this to it's conclusion, and created a technique that brought them incredible power. You may or may not be a planet, but you share this technique- to store your power. You can compress yourself under your own gravity, weakening and limiting yourself, 'holding back' if you will. You can decide at will how much of your power to seal away, but the more of it you suppress, and the longer you keep it contained, the more pressure, the more *potential energy* is generated in your core. You know where this is going, right? When you stop holding back, and unleash the power you've been storing, this built-up energy will explode forth from your center, increasing the strength of whatever you were holding. If you were merely holding back a single move, or stopping to 'gather energy' briefly during a fight, this will merely be an incredibly powerful attack. But if you were to, say, spend most of your life with the majority of your strength contained, you'd be able to unleash truly glorious power when going all out, expanding into a new form- and still have plenty of energy left over for round two. Pluto and the Earth were once known as the strongest planets in the universe, whose worldshaking strength could tear the stars from the sky. Do you think you have the mettle to grow to match them one day?

Divine Skill (Costs 600, Half-off for Residents)

The possibility remains that you are simply the greatest prodigy ever seen, but honestly it would be more believable if you were simply practicing since the inception of the universe. What's that supposed to mean? Simple. You have achieved supernatural mastery of a single mundane profession- something like baking or sewing. You could work this job flawlessly for the rest of time if you wished, never making a single mistake. Obviously, this gives you some incredible stamina, and combined with the deep stores of Juice and powerful Skills you've gained through your efforts, you could be a terror in a fight, capable of giving some of Headspace's greatest warriors a really hard time... But you know better, don't you? There's no way this is limited to something as petty as combat. This is the sort of power that gets you worshipped as a god, after all. You have a powerful, versatile Skill, that allows you to manifest supernatural results through your profession, like baking living bread or sewing magical outfits, with almost the same ease with which you perform it normally. These effects, with the consistency with which you are capable of providing them, can no doubt shape entire societies around them- and thus, around you. This does expend Juice- more the faster, more complex and wider reaching the effects- so don't go exhausting yourself on pointless shows of force.

Deals for Neighbors

Hanging Out (Costs 100, Free for Neighbors)

The best thing in life is having fun with your friends. That's why it's important that you never run out of opportunities to do so. No matter where you are or what's going on, as long as you're with people you can honestly call your friends, you'll always be able to find a way to enjoy your time with them. Just being with them will make everything more fun, but if you spend a little time looking, you'll find something new to do together is always in reach. Collaborative activities, exciting competitions, beautiful sights, and other entertaining activities will await you and your friends, even if you have something really serious and important to do. What's the point of adventure otherwise? Just don't leave your responsibilities hanging, alright?

A Home for Flowers (Costs 100, Free for Neighbors)

Watching things grow is really something, isn't it? Knowing that it's reliant on you only makes it more striking. You've got the chance to grasp that feeling. Maybe BASIL taught you, maybe you've been learning on your own initiative, but regardless, you know a thing or two about botany and gardening, enough to grow a beautiful garden of your own- and if BASIL were to be unable to watch over his garden for some reason, you'd be more than fit to take care of it in his stead. You know just about everything about flowers; You'll be able to recognize a flower on sight, know it's name and meanings in flower language, and how best to take care of them. You aren't some mad scientist, so you won't be making any particularly special flowers or anything like that, but you'll definitely be able to put together a beautiful bouquet. Taking care of things is it's own reward, right?

Kiss the Cook (Costs 200, Half-off for Neighbors)

All anyone needs to get back in shape after getting roughed up is to eat a good meal, but it's not exactly practical to eat in the middle of a fight, is it? Thankfully, you have a solution to that. You aren't just a skilled enough chef to please even the pickiest of palettes, you're also good enough to make Snacks that can be eaten in the midst of combat! Solid foods for restoring Heart and beverages for restoring Juice, and all in convenient, easy-to-handle proportions. Since they were ready made for restorative purposes, they will energize those who eat them almost as soon as they are swallowed, without even needing to actually reach your stomach, so they take effect immediately and never leave you feeling too full to eat more. You won't find yourself losing a fight because you can't bring yourself to eat anymore. They taste just as good as normal food, too! It makes you wonder why people still *make* normal food- I guess it's just that not everyone can make these? Even you haven't actually mastered this either, after all; there are still some recipes- such as the one for Life Jam- that you haven't grasped, and you aren't good enough to make Snacks *mid-combat* like true masters can. Maybe there's someone nearby you can learn from?

Smashing Shot (Costs 200, Half-off for Neighbors)

Care and creation aren't going to burn the energy pent up inside you, or protect your friends from monsters. What you really need is physical activity! That's why you got into sports. Well, *a* sport. Softball, basketball, maybe tennis... That sort of thing. You're quite talented, too- or maybe just enthusiastic. You've got the skill and physicality to do well on an amateur level, and might be able to take yourself to something more pprofessional... if you can find that sort of competition. There aren't many sports leagues in Headspace. Even if that doesn't happen, you can cultivate this skill- and maybe some Skills- in combat or exploration instead, and it will turn out equally well. You've really got the potential to be a big name adventurer here.

Skills to Pay the Bills (Costs 400, Half-off for Neighbors)

I know I've talked a lot about fighting and danger, but don't you think this is a bit much? Fighting and winning battles is a valuable way to gain new experiences to grow stronger and develop your Skills, but if you're already *this* strong... Maybe instead of joining OMORI's party, you'd be better off as their cool rival instead? You've got the experience- and the experiences- of a seasoned, powerful fighter. Your body sturdy and strong, your reactions lightning fast, and your Heart and Juice overflowing. More than that, you've attained a suite of powerful, specialized, battle-tested Skills derived from your talents, interests, and personality, built to support your preferred approach to combat, with the potential to learn new ones if you find something new. I don't know about actually paying bills, though; you don't actually have any increased aptitude for anything not directly related to combat with this alone. Maybe you could beat people up for their Clams?

...By the way, if you can't think of any "talents" "interests" or "personality" you have, it's totally possible to instead derive your Skills from "hurting people" instead, Just remember that they won't be any more effective in a fight than less macabre Skills. Otherwise? Go wild. It's not like you're the only person who isn't good for anything else.

Do You Want to Have a Picnic? (Costs 400, Half-off for Neighbors)

You don't need to go on adventures yourself. You'll be just fine supporting from the sidelines. Regardless of whether or not that's how you really feel, you have the means to live that way, thanks to some lessons from MARI. Just like her, you know how to set up picnics with seemingly perfect skill. The location, the timing, the food, everything you need to have a pleasant day out with your friends and family.

More importantly, you have the *other* picnic-related ability MARI... may or may not be known for. It's a little hard to tell if anyone else notices it happening. When you set yourself up in a picnic (or some other, similar arrangement) for the purpose of supporting a person or group of people, you'll... follow them. I'm not entirely certain how, but you'll be there at every leg of their journey, your picnic fully prepared, to give them whatever guidance and support you're capable of, even in places it would be unbelievable for you to be able to reach soon enough before them to have everything ready for them like this. What's more, you are isolated from any danger; villains, monsters and disasters alike happen in places you aren't, leaving you untouched.

However, this is a supporter's skillset, so it does have one caveat; both of these effects only function so long as you stay confined to your picnics. If you leave your prepared space to directly interfere in events you'll lose both the mysterious colocation and the safety you had when you stayed, and won't be able to get them back until you spend time and effort setting your picnic back up again. Unless you don't wish to return to a shelter that prevents you from directly helping your charges. Maybe you think risking your safety is worth it to protect the ones you love?

Unleash Energy! (Costs 600, Half-off for Neighbors)

Unique among Headspace's denizens, OMORI and friends wield a special power nobody else can, strengthened by their bonds together. Have they somehow managed to create a Skill from the experience of "being friends"? Or is there a deeper secret to their power? Regardless, you share it- or share in it. A mysterious Energy permeates the connections between you and the ones you care about, to help you help each other. When one of you is in need, the others will almost always be able to help, their and your efforts seeming almost blessed with providence when it comes to supporting and cooporating with each other to make you almost unstoppable as a team. Your bonds can open paths for seperated friends to reach each other, lift you all up to attain happiness and reach your best selves, and help you stick together even in the face of tragedy, much less more petty arguments. You shine like a constellation together- metaphorically, at least- and that means it isn't just you that will be touched by this light. As long as your cup runneth over, all of you will find others to bask in this connection; people who can help you, people who need your help, and other friends you haven't met yet stumbling onto your path. Isn't it wonderful? If only everyone could share in this joy together, don't you think?

But not everyone wants to become friends, do they? Sometimes, to protect each other, you'll have to fight. When it comes to this, though, you'll only shine brighter. Coordination becomes almost second nature, working together in combat all but effortlessly. But that's just the start. As the battle brews, this energy will build up, letting you unleash it to perform spectacular "Follow-Ups", Skill-like abilities born from your relationships, getting stronger the closer you are and the more you understand one another. In time; you'll be able to take down foes none of you could have defeated alone, mighty warriors and deadly beasts admitting defeat before the power of friendship.

Deals for Guardians

Great Being (Costs Nothing, Exclusive to and mandatory for Guardians)

Crafted by the DREAMER himself, yours is an existence truly worthy of the title of a Greater Being. Possessed of enormous strength and vitality, you already stand among the strongest in Headspace, just through the raw force you could output and withstand. This also gives you impressive stores of Juice to exert yourself through Skills if you wish to push yourself farther... But all this is just a side effect, really. The thing all the Great Creatures, now including you, have in common is... they are all really, *really* big. Not mundanely big, either. You're big in impossible ways. The Favorite, whose lower half has never been seen, the Wisest, whose tentacles reach every corner of Headspace, even places you shouldn't logically be able to reach from the bottom of the ocean, like space. And of course, the Oldest, whose roughly car-sized body contains a seemingly boundless landscape within his innards... Like your siblings, your scale defies all manner of physical laws, and you'll only grow larger- and stronger- as you grow older.

You might think this could make things inconvenient for you- it's likely rather hard to move around when you're all wound up in the skein of space-time, after all- but not so. Things like "having a discrete, immutable form" are weaknesses the DREAMER did not see fit to include in his greatest creations, and so you can shape your form like an artist moulds clay.. These will likely be clumsy, small changes if you're just starting out, but with practice, you could turn your form into a sprawling landscape, form avatars through tumor-like bumps, or even radically alter your appearance and compress your mass to take on a human-like form, as it is rumored the Wisest once did.

Use your Words (Costs 100, Free for Guardians)

Here's a fun game you can play. Put rhyming syllables in what you say. Try it, you'll have so much fun. And soon you'll see we've just begun.

...Did I do it right? Well, I suppose I should leave it to you. You're better at it than me, after all. You can come up with rhyming schemes and poems to suit the occasion on the fly, a form of expression much less resource-intensive than, say, painting. You could even make it intimidating if you try! After all, like I said before, it's just the beginning of your mastery of communication. What you're really best at is making yourself understood to people, phrasing and vocabulary and even just the impression you give off all coinciding to let you effectively communicate through just about any barrier. Make your thoughts known without speaking, speak without the proper anatomy to make words, and more. Even if you were completely crippled in mind and body, you'd still be able to communicate your feelings, and the concepts you can still understand, with what broken grasp of language you retain.

This doesn't actually make you any better at *lying*, by the way. In fact, this actually becomes less effective when you try to use it for dishonest purposes. I wonder why? Well. Perhaps, if you have something to keep hidden... You should just keep quiet.

By Your Side (Costs 100, Free for Guardians)

Spent a lot of time taking care of children, have you? Or maybe you just have a knack for it. You know how to handle the immature, especially those reliant on you. You can soothe their worries and troubles like the best of them. You seem to fall naturally into the role of an older, caring figure, gentle and nurturing. Whether you're their parent, an older sibling, or just a caretaker, those you're protecting will know theyire safe in your hands. You... might or might not be the best at the 'letting them go' part of loving someone, but that's something you can work on with time, isn't it?

Again, in all but the most superficial manner, this is somewhat reliant on your intention. Those you'd, ahem, dispose of without a second thought won't find your presence pleasant, no matter *how* many cookies you bake.

Within Yourself (Costs 200, Half-off for Guardians)

Some people are a little too busy to go out and make friends in the world. That's fine by you, though; all you need to do to make friends is to look inside. You can partition your consciousness into seperate minds, alter egos under your control. You can decide exactly how much awareness you want them to have, and even dial this up or down to make them easier to direct. If you're wondering why you'd need to direct them... while they are normally confined to your mind, you can actually externalize them, allowing them to take control of a portion of your body, anywhere from a single finger to the whole thing, if you're feeling adventurous. This is all you'd need to craft a whole assortment of imaginary friends, a world of people that will never leave you, and if you're a good enough actor they might even be able to convince you they aren't just extensions of yourself, toys and finger puppets you're abandoning the world, everything and everyone in it, and yourself for... Or, well. Maybe you just want to give your limbs the ability to feel EMOTIONS.

Waiting For Something? (Costs 200, Half-off for Guardians)

You have something to do, don't you? It might not be something as important as a Guardian's role, but everyone has their own objectives in life, things they want or need to achieve. Normally, people need to go out and do things in pursuit of these purposes, but you? You just need to... wait for something to happen. Somehow, opportunities to see them done will appear to you even if you don't do much of anything. Maybe the thing that needs doing brings itself to you, or maybe you just sat in place long enough for someone willing to do it for you to show up. Either way, you won't need to inconvenience yourself or even get up from whatever comfy seat you've placed yourself in for a long, long time. Unless you want something done well, or within a specific timeframe. Then you might have to start putting some effort in.

Favor (Costs 400, Half-off for Guardians)

Would you happen to be a cat? Even if you aren't, the DREAMER smiles upon you, wherever he may be.

You seem to gather quite the positive attention of gods, beings responsible for your creation, and other authority figures. They'll be more willing to reach out to you than they will the average person, giving you unprecedented gifts. But this favor doesn't come without expectation, and what they'll really be giving you is their trust. Swear loyalty to them, and you'll be entrusted with great rewsponsibilities to manage in their name, things they care about seeing done, that they'll notice if you fail. But, in carrying them out, these responsibilities will let you bring forth your sponsor's power to bear, to enact your own will on the world through the means they've entrusted you with. From the social and political power of their authority, to actual supernatural abilities, if that is in their nature. Of course, if you betray them after all this, they'll likely be even more angry with you than if you'd never been on their side in the first place, but why would you do that? You just need to do what's asked of you, and you'll get whatever it is you want, won't you?

In this world, the echoes of the DREAMER'S preference shape the world around you. You've been lifted up into a position of great importance within Headspace, one deeply connected to the DREAMER's will, that gives you quite a bit of power. If you happened to be a Guardian, you'd have a role almost as important as the Favorite's assigned purpose. Even if you weren't you'd definitely have more say in deciding Headspace's fate than any normal citizen, or even royalty. This does mean quite the responsibility, though... Think you're up for it?

Wisdom (Costs 400, Half-off for Guardians)

You're a learned one, aren't you? I don't mean in the scientific fields, either. You've got a more fundamental understanding. Your comprehension is of the world itself... and the people within it. Their natures, the way they connect and interact, and maybe even how to help them. You'll be able to grasp the requirements that need to be fulfilled to bring about your desired scenario, know the things people need to do to progress, or predict what would need to go into a powerful weapon, and how to match it to it's proper wielder... and with deep meditation and contemplation on yourself and how you interact with the world around you, you could create strange and esoteric Skills unlike almost anything else in this world. It's important to remember that not everybody wants or needs your help. If you forget this and act rashly for even a moment, all the wisdom in the world might not be able to save you. But if you practice proper prudence, there might not be a limit to what you can do.

Age (Costs 600, Half-off for Guardians)

There's a reason it's important that the Oldest is the Oldest; it's because, as a Greater Being, he grows stronger with age. You already knew that, of course, and it may even be true of you, as well. But even those who think the Great Beings were all created at once alongside the seal call him by that title. Perhaps there's something more to it, don't you think? If you wish, you can accept this answer and make it so. Like him, you'll need nothing but your seniority. Training and effort? Nonsense. You'll become stronger just by getting older, just by passing the time. The strength of your body and other abilities tied to your biology automatically improve in potency the longer you're alive. If you have a power or trait that already acts like this- say, the strength of Great Beings- then this confluence of natures will cause it to grow even faster, so you could call yourself the oldest among your siblings even if you were born at the same time. Well, unless you're a Great Being. The Oldest is still older than you. I suppose that makes you the *Second* Oldest? No no, it's probably best to stick to a more impressive title. Not that it's meaningless, no. You'll often find your age mattering even more than you'd think. Your juniors will find themselves at a disadvantage before you just for being younger, in combat both physical and social. It's still not the best idea to underestimate the youngsters, though. This advantage *is* surmountable, especially since your growth will start to plateau as you reach the limits of your natural capacities; this doesn't create potential after all, but merely allows you to realize the potential you already have. Still, that's no reason to worry overmuch. You've got plenty of experience, don't you? Show them how far their youthful enthusiasm can go against old ages' cunning.

Well, weren't those exciting? ...Hmm? There's something else you want?

RED HANDED

(Costs 800)

...Are you sure? All these wonderful talents, and this is what you want to spend it on? This won't give you the power you seek, not really. You aren't the DREAMER and you can't become him, not like this. You're certain? ...Very well.

Focus. Can you see it in your mind's eye? At the deepest point of the darkness, there's a red shape. Shadows dyed crimson around a mandala of guilt and lies. At the center... there's a throne. Of peculiar make even to you, I'm sure. If one were to sit on it, they'd appear as if they were cupped within the palms of a giant's bloodsoaked hands. You aren't the one for whom this throne was made, but even so, you've acquired the aid of it's servants. When you're lost, trapped, and alone, the Red Hands come to you, to show you the way back. Even if there isn't one. *Especially* if there isn't one. Rather than actually guiding you, they just grab you and pull you away, and suddenly you'll wake up, finding yourself in a safe place. What could that mean? They seem to come and go of their own accord, acting automatically, but does it really have to be that way?

No. They don't have to come entirely of their own will, of course. With a small investiture of Juice, they'll come when you call. When brought here by your will, you'll even be able to direct them. They can grab things, manipulate objects, and hover in place for you to use as stepping stones or ladders at your mental command. This in itself is a very versatile ability, I'm sure you're aware. With even just this much, you'd be able to do all sorts of things. But when they act of their own will, they do something that can't be explained with these capabilities. They brought you back to that safe place instantaneously, like they'd torn you through space. There *has* to be something more to this power, right? ...Right.

That's where the Red Hands' actual nature comes into play. For these things aren't merely floating limbs. They are manifestations of the DREAMER's will, and vectors of the ultimate Skill, the power the DREAMER used to shape Headspace into it's current form. It's not something you can use for yourself instinctually, especially since you don't have the rest of the DREAMER's power. But with time, training, and experimentation, you'll be able to tap into it, even without the DREAMER's limitless creative force. It will take immense focus, and truly stupendous amounts of Juice, but by using the Red Hands as a channel, you can distort the world itself. Space, matter, energy... The Red Hands may not have the power to create, but the very substance of Headspace itself will bend and warp before you in their palms. With lots and lots of practice, you should be able to slowly lessen the amount of mental and physical energy this takes, enough that it might eventually be practical to use smaller scale expressions of this power in combat... or shape new worlds into existence from the pieces of a new one. But maybe you think this is too much effort for something so esoteric and impractical? In that case, you should take a different tack.

After all, the Red Hands don't just touch the world, they also touch peoples' minds. Through similar methods to how you distort the world, you can use the them to interfere with peoples' consciousness and alter their memories. This is quite the powerful effect itself, and it's easier and cheaper to use than the power to distort the world... But it does run into one obstacle. Or rather, it makes apparent an obstacle you might not have known existed, if you never tried to use the reality-altering aspect of this power on a person; people can resist these effects. If you try to alter, suppress, or erase someone's mind or existence, they'll be able to muster their will, strength and vitality to prevent the changes you dictate from taking hold on them. The process of fighting off alterations to their existence is a stressful experience even if they succeed, the metaphorical friction tearing at them as if the Red Hands inflicted great wounds with just their touch; curiously enough, however, the more energy-efficient nature of the mind-effecting part of these powers actually makes it easier to wholly resist them- so long as they have the strength to stand and fight you, your power will slide right off as if it wasn't there after at most a few moments of confusion. Perhaps you should incapacitate someone uncooperative before you touch their memory.

This might leave you with some questions. Why can these things, the tools with which the DREAMER shaped reality, touch minds? Why do these two processes feel so similar, and why does the shaping of minds seem to come more naturally to them? Most importantly of all, if this is really a Skill... What sort of experience could lead to it? You might be in the position to answer these questions. After all... You're from another world, aren't you? If you were to travel to yet another one, you'd discover that the power to shape the world works just as well as always... on dream worlds and other "mental landscapes." But the sort of world you would call 'real' will seem to slip through the Red Hands' grasp, becoming all but impossible to alter. This power is truly meant to shape dreams, it seems.

...Well. All that time and effort, and your reward is an existential crisis. Was it worth it?

...What's that? That's not **what you're looking for**...?

THE TRUTH

(Costs 800)

...Ah. So that's the sort of person you are. Well. You made contact with *something* from the dark. Or maybe you are yourself from that sunken place. It makes little difference, in the end. Everything down there is different, because everything down there is the same. *Someone* twisted by TRUTH isn't really disinguishable from *something* born of it.

Let's get down to business. You're a creature of shadows. You can call them forth, guide them, and cloak yourself in them. Summon forth constructs of shadows to attack with, birth shapeless horrors formed of solid, clay-like darkness, make yourself unrecognizable- nothing more than a stranger in the night, send forth sillhouetted figments to carry messages, and many more uses. However, these shadows taint the world around them, corrupting what it makes contact with into more darkness. You could suppress that with some effort... but if you don't see a problem with it, you can encourage it instead, dissolving locations and objects into strange chaotic matter and mutating people and animals into beasts; you could even use this on yourself, to reshape your physical form. You have already been corrupted, after all, so powers that corrupt and assimilate only affect you in ways desirable to you, and can be shunted from your mind, body and soul whenever you wish.

Through this darkness, you have a connection to fear. This means you already have the ability to inflict the secret fifth EMOTION, AFRAID, which leaves those in its grip all but helpless, unable to grasp the focus necessary to use their Skills. You could simply radiate an aura of fear, or focus it into your attacks to apply it again and again, even if your victims have ways of removing that EMOTION. You can call on specific fears as well, phobias such as a fear of heights and spiders becoming attacks that debilitate and weaken. This isn't a power overly concerned with helping people, but you won't find an end to the ways of bringing people low it can offer you for a long time. The full and complete TRUTH, unconcealed by shadow, is said to be a sight of such mind-rending, heart-stopping horror that to merely gaze upon it means obliteration for those without the courage to Persist. A mere fragment of darkness such as yourself shouldn't be able to reach that level, but perhaps you think of that as something to aspire to?

...Again, you are a piece of the TRUTH. *And the TRUTH will never disappear.* You aren't untouchable and invincible like the thing from which you are descended, but you are hard to bring down, with an writhing vitality that makes brute force feel ineffective. Not that there's an easier way. When people try to alter or erase your mind, the *truth* writhing at your core rises to undo the changes almost faster than they can be inflicted, such that the best anyone could do is temorarily suppress you. People using reality-distorting powers to violate your existence face even more difficulty; the unquestionable *truth* of your existence slipping through their fingers like smoke. Even if they were to "succeed" they would only be shunting you back to the darkness beneath the world that is your origin, from which you'll inevitably return. After all, *the TRUTH will set you free,* allowing you to find passage through any boundary, such that you could enter sealed off places or traverse worlds like a normal person opens doors. You can safely navigate the world of darkness beneath the Abyss, and other similar realms of darkness and chaos, so you can come and go as you please. This also means a particular affinity to ancient, forbidden *truths* connected to the origins of the world. The shadows will guide you to these secrets, or even whisper them to you themselves. You may not know the TRUTH, but you're better equipped to unveil it than anyone who doesn't already know. *Not that it would help.*

All these powers have one more secret; they aren't actually seperate powers. They are all expressions of the same power, and so can be blended together like the broken fragments of forsaken dreams from which you arose. In time you could turn others into vectors of fear, rip holes in the boundary between worlds for the unwary to fall through, send countless insubstantial sillhouettes into every corner of reality, dissove into formless paranoia and delusion, coalesce the darkness into a monstrous, abstract representation of your enemy's worst fears, and more.

All that being said, there is something I feel I should note before you get too far ahead of yourself. The shadows of fear and hysteria stand as harbingers of reality, but aren't themselves real- if you were to somehow enter a 'real' world, you'd find the darkness you fed your soul too has a harder time reaching you there; the shadows fainter and easier to disperse, and any changes or corrosion they wrought on reality fading when observed too closely... or when unobserved, as they are forgotten about or dismissed as a hallucination. How about that? All that grandstanding about how you were the one and only truth... and you were just another bad dream.

...Oh, and one more thing. In taking this, you'll have the opportunity to change the answer to "**What is this place?**" to A Dark Place. Tainted as you already are, the TRUTH's corruption won't touch you, and the monsters there don't tend to attack their own. It's still not a pleasant place to be, but if you want easier access to **where you belong**, then by all means.

What do I have?

Yes, that's also a concern. Not everything is about what you can do inherently, sometimes what you have can be just as important. Naturally, these will also have costs. You still have some left, don't you? I told you not to spend it all in one place! Of couirse, of course. I understand. Anyway, **you have...**

Sleepwear (Costs Nothing)

A sturdy, reliable set of clothes that never seems to need mending or cleaning. You could wear them forever without ever needing to worry or think about it again! Indeed, this outfit seems fit for just about any environment, from the hot, to the cold, to even social environments! That means noone will question it, even if you're going to a live theatre production in nothing but a sleeping gown. It won't exactly be seen as high fashion, but nobody will think it so inapropriate that it needs to be reprimanded, or even commented on. It's almost like people don't even notice... And while they don't necessarily have to be pajamas, they *are* something you can sleep in, and quite comfortably too. You won't need a pillow or even a bed to sleep soundly, with these! Combined with the seemingly bottomless pockets hidden somewhere on them, you'll never need to wear anything else. If you took them off for some reason and ended up losing them, they'll reappear in a place where you'll be able to find them again right away as soon as you want or need them again. Yes, if nothing else, at least you'll always have the clothes on your back.

Plaything (Costs 50)

Do you want something to play around with? Do you need something to defend yourself with? You're in luck; this is both. A toy or other household object has come into your possesion. Whether it's a stuffed animal, a more active type of toy, or if you fancy yourself the mature type it could be something like a cooking utensil, it will always be up for whatever fun you'd want to use it for. Of course, it's also a Weapon. Not a strong one, mind you; it's the sort of thing that would be appropriate for someone just starting out, but maybe that makes it perfect for you? After all, the sort of techniques necessary to use it in combat will come naturally to you, and just having it will make them more likely to find use; any other means you might have or come across to obtain weapons will be able to bring you tools that suit these techniques, so you'll be able to bring this unique, all-you style all the way to the big leagues, no matter how impractical it may seem.

Allowance (Costs 50)

Of course, of course. Don't worry, these sorts of needs are met too. Every time you start the day, a snake will arrive to deliver you a decent sum of Clams. Never so much that you won't find yourself ever wanting for more, but enough to be a noticable help no matter how rich you are. If in the future you finid yourself needing something other than Clams, let the snake know and provide an example of a more appropriate currency, and he'll do his best to provide. It's always nice to know you have someone's help, huh...

"The Currency of the Future!" (Costs 49)

"...But you know better, don't you!? You're a determined, self-reliant person who looks to the future! Why count on some caretaker, leaving the future up to them, when you could prepare for tommorow, today?! That's why you should invest in CLEMS! CLEMS are the new paradigm that will replace Clams, and you've found a once-in-a-lifetime offer; a sum of CLEMS so grand you can't even put a number to it! You'll have so many you won't even know what to do with them, and definitely not because they're worthless scraps of paper that you couldn't convince someone to take off your hands even if you paid them in real money; you'll just have that much! Experts, laymen, and even children may look at you with pity, wondering "what cruel person could bring themselves to take advantage of this poor fool with such an obvious scam," but you know better! Soon, you'll be the one laughing, as they bemoan their lack of foresight! Act now, and as a special bonus, we'll give you two percent off on your purchase! Think smart! Think CLEMS!"

...Hmm? Did you say something? No? Well, okay then. Now where was I?

Precious Memories? (Costs 50)

A photographer, are you? Or maybe this is a gift from a friend. That *would* explain all the pictures with you in them. You have a photo album (or photo albums if necessary) containing pictures of all your past adventures, or even just the time spent with your friends; as long as it's a happy memory, it's probably in here. They even come with notes abut what happened to help guide your memory! Something might seem off about them- the details might seem wrong, or maybe it feels like some of the photos are missing, or perhaps you think this or that event happened in some other world and not in Headspace- but they look right to me. Are you sure it's not just your imagination?

Over time, you'll gain additional photos (and maybe albums) as your adventures fade into memory, but there's no need to leave exactly which shots are taken to... whatever it is that's supplying you with these. This also comes with a camera to take pictures of your own with. They always seem to come out a little blurry, but that's just fine. Leave them in the album (or *an* album, as the case may be) and they'll sharpen up in time, becoming as clear and perfect a recollection as all the other photos inside!

Mystery Potion (Costs 50)

A small flask containing a dubious liquid. Drink it, and you'll... swap... sexes? Ah. This must be one of Medusa's creations. Yes, this is a chemical concoction made by the youngest of the Sea Witches, that turns boys into girls and girls into boys. This is, according to her, a perfect example of her incredible genius and taste. If you agree with her, you'll be able to take this with you. It seems she's still been working on it, too, because you actually have an improved version that works when you aren't underwater, and doesn't wear off whenever you exert yourself physically, or look in the mirror, or breathe wrong. Actually, the effects are permanent. While that could seem like a problem, what with how there's only enough for a single dose, it will completely refill itself when stoppered, so you can use it as you like without any worries. How convenient!

Do you think she might have had a... philantropic motivation for this creation? Somehow, I doubt it.

Picnic Supply (Costs 100)

Coming in a color of your choicee, this picnic basket is all you'll ever need for a calm, enjoyable outing. It comes with a matching blanket that's easy to handle and never gets dirty, but more importantly, it's always full of food. This is mostly standard picnic fare, as well as some ingredients for you to prepare yourself if you wish, but when you set it up in a new place, you'll find a new type of foodstuff themed after the locale of your new picnic spot within. With this you might never run out of new foods to try!

If you happen to have taken some lessons in Picnicing from MARI, this will work amazingly well with them.

Where The Heart Is? (Costs 100)

A home to call your own. It can have just about any shape you could want. It could even look like a triangular prism stacked on top of a cuboid, if you're a weirdo. It's kind of small, but it has all the necessities you'll need to house yourself, and maybe some others. That makes it properly cozy, doesn't it?

A Very Comfortable Bed (Costs 100)

You might be able to find other beds in Headspace, but none of them match up to this one. This is a bed that even the DREAMER himself would rate at a Ten out of Ten. It's always clean and easy to make, never to hot or cold, the pillow is just as fluffy as you want, the mattress is the perfect balance of soft and firm... There's noone who wouldn;t be satisfied and well rested when sleeping in this bed. Noone. You could spend all your time here, sleeping soundly, your past, your future, and the your pain melting away within sweet dreams. You might not even care that you're letting everyone down! At least while you're asleep... Well. You're probably not *that* heartbroken. You can get over a breakup easily enough, can't you?

A Shiny New Knife (Costs 100)

Where did you get this? A Weapon this special is hard to come by, but I suppose you're pretty special yourself. This knife is perfectly kept, sharp and polished enough that you can see your reflection in the blade It's a pretty decent weapon, and you could probably use it for some other things, like food prepartaion, but both of those traits can change. Just because it's well-taken-care-of *now* doesn't mean it has to be. It can dull and dirty and break just like a regular knife. This makes it less effective for pretty much any use as usual- except for combat. Not only will this wear and tear not make this a less effective weapon, it will actually only become deadlier and deadlier as it breaks and falls into disrepair, no matter how damaged it gets. If left to rust into a hollow shell of itself, it might just outperform any other Weapon you'll find. Of course, you could go to the effort of maintaining it properly, preventing it from growing in power in order to use it for other functions, but why would you want to do that? You have tools better suited for those things. It only exists for hurting people, doesn't it? There's no need to waste your energy on something like this.

Mercury Retrograde (Costs 200)

You're not just going to explore the world. You won't be satisfied without seeing the very stars themselves! At least, I assume that's why you'd have this. I can't think of many other reasons to own a spaceship, but maybe that's my own ignorance talking; I don't actually know much of anything about whatever spacefaring society may be out there, beyond the moon.

...Anyway, you've a small but swift spacecraft, roughly the size of a house and shaped like a fancy, space-themed yacht. You'd have no trouble sailing the stars with a moderately sized crew, or even on your own, and it is capable of in-atmosphere flight, but I couldn't tell you if it's submersible. Since you have the keys, you can use them to give simple orders to it's autopilot, even when not in the ship, meaning you can call it to your location at almost any time; it's durable enough to crash through a castle's roof without any noticable disruption to it's capabilities, but you should still exercise *some* caution. It's stocked with the equipment and supplies for long journies, but you could also abuse the sci-fi tech included to show off by teleporting instead of walking three steps. That definitely seems like a responsible use for this stuff.

...It probably isn't the *actual* Mercury Retrograde, that belongs to someone else, but it's at least the same base model. If you want, you can make some aesthetic modifications to the hull. I'll leave coming up with a name to you.

A Weapon of Skillful Make (Costs 200, Half-off for Residents)

In order to protect yourself, you decided you needed a weapon that would serve you well right away; you couldn't count on future potential. To fulfill that need, you've acquired a powerful, custom-made Weapon, just for you. A weapon through-and-through, it doesn't have any other uses, but it's quite the multifunctional powerhouse in a fight. Of course it can deal out damage to make great warriors pause, but that's not all it can do; it's structure allows you to channel Juice through it, in order to use in-built Skills of great power and efficiency. You'd be able to put up a vicious fight with this alone, even if you didn't know the first thing about combat. Relying on it like this won't teach you anything, but that's not what you need it for, now is it? You just need the danger gone now so you can get back to more important things.

Sprout Mole Colony (Costs 200, Half-off for Residents)

Somewhere nearby, there's a hole in the ground. This hole leads into a small network of tunnels, inhabited... by Sprout Moles. This small colony of plant creatures considers you a figure of authority, maybe even a leader. Good for you. Sprout Moles are, ah, highly intelligent creatures, for all that they have no impulse control, and go berserk when they lose their bearings. I'm sure you'll find some use for them. It's not like they'll leave you alone. Actually, they'll follow you everywhere, even to other worlds, the entrance to the colony appearing somewhere nearby when you arrive. At least their dedication is admirable. If some end up as abandoned TOAST, they can easily be replaced, too. More Sprout Moles can be grown using the seemingly limitless supply of tofu the Sprout Moles gather. Just try not to let them eat the blocks you're using. ...Come to think of it, that's actually kind of unsettling. Well, that's not my business. Is it yours?

A Suspicious Mailbox (Costs 200, Half-off for Residents)

"Psst... Hey! Psst... You! Yeah, you over there!"

It seems someone wants to see you. Yes, that's right, the mailbox is talking to you. These mailboxes are scattered all over Headspace, selling Snacks and Toys, and sometimes more important gear. It seems you've entered some manner of contract or agreement with them, allowing them to follow you in order to conduct business in new frontiers. With your permission, they'll offer their services to other people, even in other worlds; you will even receive a... small portion of the profits. You'll also be able to purchase their wares, and, since your support makes you their second favorite customer, right after HERO, you'll receive similar discounts on your purchases. If necessary, they'll even be... begrudgingly willing to trade in alternative currencies, though they'll always value clams more highly. And no, they won't accept clems. Where did you even hear about those things?

Unfortunately, leaving the world can bring about *some* issues. Namely, the terms of their contract with Life Jam don't make any allowances for sale outside of Headspace, and so they will be unable to provide that product. Unless you have a solution for that?

It really works! (costs 300)

Life Jam! Jam infused with the spirit of life. It has many benefits that I couldn't explain to you, but the most important is this: it is, bar none, the fastest, most reliable way to revive someone who has become TOAST. You've taken a special offer from Life Jam in order to ensure that you have access to their product for the rest of your life. Whenever you need him, Life Jam Guy will appear to sell you Life Jam, no matter where you are, near or far. He even offers a free demonstration to first time customers! Isn't that nice? Hear that sound? It seems like he's already on his way to give you yours! Remember, use Life Jam! It really works!

If you've also formed a contract with the Suspicious Mailboxes, then, with you as an intermediary, they'll be able to continue to act as licensed vendors of Life Jam in other worlds.

The Last Resort (Costs 300)

You might have heard of it before. This resort casino may be a bit of an unprofitable fixer-upper, but Mr. Jawsum really does want it to succeed. He's even willing to give up ownership of it to see that happen. You're a trusted subordinate, the son he never had, or even his actual son, and so he's already prepared to pass it down to you. As a trusted heir to this... *fine* establishment, you already have access to the most exclusive services available, from your very own V.I.P. Key Card to admittance into Club Sandwich, and you'll find the Gator Guys and other employees willing to help you out, so long as it doesn't conflict with their jobs. Some day though, Mr. Jawsum will leave and leave it all to you, taking an extended vacation in his retirement. From there it'll all be up to you; the responsibilities and the profits alike. It'll appear in similar locations alongside you if you travel to other worlds, too. You'll treat your employees well, won't you?

A Lab Complex (Costs 300)

An aspiring scientist, are you? Seems like you have everything you need. This sprawling laboratory contains all the necessary equipment to pursue whatever scientific specialty you're most enchanted by. It's rather defensible, too. Not because it's inside a giant whale, mind you! It probably isn't, actually. What makes it defensible is you- or rather, the results and byproducts of your experiments. As you use the equipment here for it's purpose, you'll naturally accrue defenses for your sanctum of science as a side-effect of your research, on the way to your discoveries. Waste products gathering into terrifying natural hazards, failed and discarded creations prowling the depths, strange inventions made on a whim and then forgotten about that only seem to exist to enable some esoteric puzzle, and more. Soon you'll find yourself in the middle of a giant dungeon themed after your scientific endeavors! They're your endeavors, so you'll have no problem navigating them, but any unwelcome intruders couldn't say the same, now could they?

Neighbors' House (Costs 300, Half-off for Neighbors)

A Room under a tree stump in the center of Headspace where OMORI's friends live. Yes, it's this place again. Now, though, you seem to have a particular honor here. You'll always be welcome within, and will even get to take it with you if you leave, the stump appearing in a central location in future worlds. What's more, the room's protector, the Big Yellow Cat, looks to you, awaiting your request. If you ask, he'll show you all sorts of secrets about this place; hidden rooms (including, if you're a Neighboor, a familiar feeling bedroom), pathways that exit to distant places, and more. The Big Yellow Cat won't leave the room no matter what you try, but it will continue to protect this place, ensuring it is safe against almost all threats.

A Gift (Costs 400)

Oh my. Did you happen to have a particularly Wise friend in a past life? I can't think of many other ways to get your hands on this sort of thing. A Weapon and a Charm, just one each, but you'll probably never need another one of either in your life. This is the sort of gear that can only be described as "Ultimate". Each of them are powerful, multifaceted tools seemingly built specifically with you in mind, both form and function suiting your fighting style perfectly and unleashing your full potential. Whether or not they're worthy of you, though, is likely less important than whether or not *you're* worthy of *them.* If you aren't already in top form, it may very well be so that they're designed to complement Skills and techniques that you haven't even developed yet. Well, I suppose you could use them as a guidepost for what you should be working on? They'll still be very powerful while you work on yourself, too, even if you can't use them like they're meant to be used.

Branch Coral (Costs 400)

Somewhere deep in the ocean, a coral with an ominous, unnatural shape awaits you. If and when you reach it, you'll notice something odd. It seems to recognize you, but it refers to you by a strange title, and it insists that you have spoken to it before, even though you recall no such thing. It knows things about you noone else knows, maybe not even yourself, though, so there might actually be some truth to it. You have questions it has answers to, and will lay them out if you ask. Particularly, it has a deep understanding of you, the current state of the world, and how those two things relate to each other. It always answers honestly, but it can be kind of ambiguous, what with it's refusal to refer to anyone by anything but dramatic titles... Besides, isn't that what I'm supposed to be doing for you right now? ...Well, it does have another offer.

If you're done asking questions, it will offer you a "sacrifice." A test, simple without thought, that will grant you power. Accept, and you will be presented with... an APPLE. A red, juicy APPLE. An APPLE that is definitely an apple. It looks just like every other apple There is nothing strange about it or its appearance. Do you want to take a bite?

...Eating the APPLE means absorbing the Branch Coral's lifeforce, giving you a notable boost to your power and spelling the Branch Coral's demise. Don't worry, though, it doesn't seem to mind. Maybe it has no reason to, considering you'll find similar entities in every world you might travel to in the future.

A Slice of the Dream (Costs 600)

This kind of authority... It's hard to come by, seeing how little sway the concept of temporal power has in Headspace. But then again, it's hard to call this temporal power in the first place; its so fundamental the best explanation for this is that you were assigned this role by the DREAMER himself. The Vast Forest, Otherworld, Pyrefly Forest, Deep Well, Orange Oasis, or Snowglobe Mountain. You may pick one of those six, or else create a seventh realm of roughly equal splendor. You have ownership of this place, in a metaphysical sense. You won't necessarily be recognized as a ruler, but you'll have quite a bit of power over it regardless, in a similar manner to the roles of the guardians; maybe more, if you have the right sort of Skills. More importantly, you'll get to take it with you if you leave. By focusing on the image of it in your mind, you can overlap your section of Headspace with an analogous location within any other world. The inhabitants of this place will 'come along', but they can't leave unless you arranged another answer for them to come with you. Well, they'll be able to leave... to other parts of Headspace; from your perspective, they'll seem to disappear as they leave, only reappearing later, when they return. There could even occasionally be visitors from other parts of Headspace that appear and then disappear in the same way! Of course, they'll likely think the same thing of you and any inhabiting the worlds you visit.

As one more benefit, you'll have the option to change the answer to **What is this place?** so that you will start in the realm you own. You'll likely be spending a lot of time there after all! It's best to get situated right away.

Is anyone else with me?

Sure there are! You have your friends with you! You... *do* have friends, right? Well, even if you don't, that's fine. You'll be able to make more friends during your stay here. Of course, I can help you out with that, if you pick the right answers. Every answer will have it's cost, but you knew that already. **Heres who'll come with you...**

Thoughts That Follow You (Costs 50 per purchase)

Of course you didn't come here alone! Somebody else you already know followed you here, gaining 600 of their own to select answers to all the same questions as you (except, of course **Is anyone else with me?**, **What's going to happen to me?**, and **How does this end?**). You can even repurchase this option up to eight times to bring more friends along! I'd recommend they become Residents, but there's nothing stopping you from more than doubling the size of OMORI's friend group, or deciding that "twelve" is a more appropriate number of Great Beings, if that's what you'd wish- though I can't imagine what kind of roles the DREAMER could have had in mind for so many!

Of course, there's another option; it could be that the thought that followed you here was a bit more abstract. In that case, you could use one of these eight slots to instead create a new being in Headspace with the same resources. They'll feel familiar, like you might have seen them- or someone who looked a lot like them- in the past, but this will in fact be your first meeting! You'll have to convince them to follow you like you would **Dreams That Come True** if you're planning on leaving with them, though.

Dreams That Come True (Costs 50 per purchase)

Or perhaps there's someone you want to meet? Then it can be so. At some point, you'll meet one of Headspace's inhabitants. Maybe in the future... or maybe it happened in the past, and you're already acquainted? Regardless, I can gaurantee a relationship of some manner with them; exactly how that works out is up to you. Of course, if you're planning on leaving, and you want to take them with you... that will of course take some effort on your part to convince them. Some people have actual obligations and duties to attend to, after all! Even if not, they'll likely at least have some friends or family they might not be willing to leave. I can tell you now that anyone you might be able to bring along via another answer to this or another question (excepting **A Slice of the Dream**, of course) will be hard enough to convince that you'd be better off assuming it's impossible and just picking that answer instead. Even among those it's reasonable to expect to be able to bring along with this, it's a general rule that the more powerful someone is, the more entangled they'll be in important matters in this world, and the harder they'll be to convince. Otherwise, though, you can go wild! You definitely look like you could use more friends.

...What? I- you- *why?* ...Fine. Yes, it *is* possible to take someone in Black Space with you via this answer, if you *really* want to. I can't guarantee you'll even be able to actually communicate with anything or anyone there, much less convince them to follow you, though; that's something you'll have to manage on your own. If you actually think you can succeed, go on ahead! It's not like anyone will miss them, after all.

Together Forever (Costs 300, Half-off for Neighbors)

Oh, yes. These guys are inseparble, so you might as well get them in bulk. OMORI, AUBREY, KEL, HERO, MARI, and BASIL. The six of them are the best of friends, after all; it makes sense you would want to be a part of that. You know them well, or will come to know them; even if you aren't part of their primary group, you'll at least be the sort of close acquaintance that will be worthy of their trust.

Each of the six has their own wonderful, unique talents and Skills, and their bond shines brightly enough to equal **Unleash Energy!**- or even surpass it! What's more, their friendship is actually so close that they only take up one slot collectively, and any purchases they may make in future are shared between the lot of them as is appropriate. I assume you know what that means?

You'll still have to convince them, of course, but OMORI actually already wants to go with you, which will make it way easier than you'd think. If you also happen to be a Neighbor yourself, it won't even be in question- of course theey'd love to join you! You're their precious friend, practically family, and friends stick together, no matter what. Going on an adventure with you to another world will simply be a matter of course. What else are friends for?

Bunnies (Costs 50 per purchase)

Oh! Did one of these legless lagomorphs catch your eye? If you want, you can take one with you. The standard Forest Bunny is a classic, but you may also like a high-flying Space Bunny, an ominous Ghost Bunny, or even an unfortunate Cupcake Bunny. There are more kinds of Bunny than you can shake a stick at,, so you can purchase this multiple times. Each purchase will also give you one more Bunny than the last purchase did, so you can amass quite the collection. I know a certain leaf who won't be happy about this...

Castle's Keeper (Costs 200)

A mass of darkness with what seems to be an agonized mask for a face. This looks like one of the nightmarish beings born of TRUTH. But don't worry. If it truly is one of those existences, then it is a credit to them; proof that even they can put their power to good use, if they try. This being doesn't want to hurt anyone, tear the world apart, or anything like that. It merely wishes to give you a home. Using it's power, it will create a place of residence reflecting your heart, a home born of your deepest desires. Riches, servants, or even just a quiet, gentle place to sit. It's whatever you most want at the time... Well, to an extent. The Keeper's powers *are* limited. Of course, if you aren't satisfied with your castle, you merely must make your request of the Keeper, and it will do it's best to provide. This is all you'll need to seal yourself away in fantasy, never interacting with the woeful real world ever again, abandoning everyone stupid enough to love you. If you find yourself leaving for want of even more, you may also pass down this place to someone else, so that they will have these privileges instead. But don't forget; this castle can only have one owner.

Your very own clones! (Costs 600)

It seems you've done business with a certain trio of Sea Witches. You even actually had the clams to pay off their ridiculous fee! In return for your generous investment, you've recieved... three copies of yourself of varying quality. How novel! They each have their own names, of course, likely variants of your own, but for convenience's sake I shall refer to them as the Robot, the Mutant, and the Perfect Copy. Would you like to hear more?

The Robot is, as the name suggests, a mechanical doppelganger created by Molly, the oldest of the Sea Witches. They were built in your image, and have mechanical replications of some of your abilities, as well as more traditional robot fare, like rocket fists, laser breath, and the obligatory nonsensical self destruct button. They likely seem very dangerous, but they're actually almost completely harmless. Something about them just radiates menace, and an error in their coding prevents them from communicating their intentions, which has the potential to leave them an outcast... or even scrap metal! Maybe you could help them, or maybe you'll leave them to their fate. It's up to you!

The Mutant is a chimera of melting, mutant flesh, or maybe slime? Well, they were created by Marina, the middle sister of the Sea Witches, so those might be the same thing. At least they don't smell bad. Despite their looks, they're actually incredibly strong, maybe even stronger than you, but they're very naive, and can't talk well. At least their attempts to communicate are more comprehensible than the Robot's... Regardless, they *do* have about the mental capacity of a child, and can be quite adorable in their own way. They could probably use some guidance... Do you intend to provide?

Last, but certainly not least, the Perfect Copy was created within a mysterious capsule by the youngest Sea Witch, Medusa, who you may have heard of before. But what emerged from that tube in a burst of light was nothing less than her magnum opus; a perfect copy of you. I don't mean identical, either. I mean *perfect*. A perfect version of you. Do you understand? I'm saying they're better than you. A better thinker, a better talker, a better fighter, a better *Underwater Basket Weaver*. They're better than you at the things you enjoy doing, the things you hate doing, the things you're good at and the things you're bad at. *They're better than you at everything, in every way.* They're even just an actual better person than you. This is likely to be infuriating, especially with how easily they can see through you... They don't seem to have a very high opinion of whatever it is you chiefly concern yourself with either, and can be pretty condescending, but they aren't actively malicious to you or others at all. They're too good of a person for such foibles. But maybe that just makes things more insulting for you? I suppose if you wanted to bring them down a peg, you could try, but it's not something you could do on your own. You'd need a lot of help, and even then it would be a grueling battle. Perhaps you'd be better off asking them for help... or just ignoring them. That works too.

What's going to happen to me?

Well, all sorts of things will probably happen, but some of them will be better than others... or worse. They can definitely be worse. Say, do you happen to think a thousand isn't enough? Then, perhaps you'll want to make things worse for yourself. For every one of these answers, there is a cost- one *I* will pay to *you*. However, just like you only had a thousand to spend, I only have an extra thousand to give you. Feel free to take as many fates as you like, but I won't be able to compensate you for them once I run out!

You may gain at most 1000 in this section

There are all sorts of fates one can run afoul of, even somewhere like Headspace! Some of them may seem... frightening, but don't worry. You only need to accept the answers you like. **As always.** That being said, **Here's what's going to happen to you...**

Trouble Brewing (Gain 100)

Hmm... Is it your scent? Or are you just unlucky? The many dangerous monsters that roam this land seem oddly attracted to you. You'll find yourself under assault more often, and from larger groups than normal, too. If you're already strong enough to fight them off, this will just be an annoyance, but it's not something you'll be able to hide from. These monsters will even be willing to enter places they normally wouldn't to reach you, so there won't be anything you could call a consistently safe place anywhere; sometimes, you'll even run into monsters from other regions of Headspace! I hope you know how to defend yourself...

What were we doing again? (Gain 100)

Now this is definitely bad luck. You look like you've got big plans, but you're going to have a hard time seeing them through. Fortune and fate alike will place obstacle after obstacle in your path. Sometimes the landscape will get in your way, sometimes other people will get in the way. From strange, inconvenient puzzles to what amounts to glorified sidequests, you will always, *always* have to deal with a whole bunch of menial, unrelated nonsense in order to make even the slightest progress on your goals. This tends to leave you sidetracked and distracted a lot of the time, getting caught up in these stories. Try not to forget what it is you're actually trying to do! Well, I suppose you could just lean into it and see where these distractions take you, but you won't get much important done that way.

Life is Suffering (Gain 100)

Trouble communicating, I see. Well, that's not too uncommon. Lot's of people are rather unequipped for conversation, and they can still live complete lives with satisfying relationships- or at least, it isn't their inability to talk that's impeding them from that. You, on the other hand, are actually so bad it's impressive. It could be that you're unable or unwilling to talk, it could be that you can talk, but just not in a comprehensible manner. You could even be fully capable of vocalizing the same language as everyone else and it wouldn't change a thing. Everyone misunderstands your intentions, always. No matter how hard you try to convince them, they will universally get the wrong idea about you. A gentle soul seen as a remorseless murderer, an actual jerk seen as a misunderstood loner with a kind heart... It's never to your advantage, either, these misunderstandings somehow driving people to act in the precise ways you don't want them to. Maybe it's for the best if you just avoid people entirely...

Bunny Killer (Gain 100)

Bunnies. You hate them more than anything else in the world. If you could have one wish, you'd wish to destroy them all. That's how much you hate bunnies. To be honest, I'm a little surprised we've managed to get this far without you bringing it up, even when I mentioned them before. That's some impressive self control, you should be proud! I know how hard it is for you to talk about something other than how much you hate bunnies. I think it's actually physically painful. I hope you didn't buy any ***Bunnies*** earlier... That would be quite the grotesque sight. For you, and then for everyone around you, considering how much more violently you react when you bear witness to one in person. If I could make a reccomendation, over around the Train Station in Vast Forest, there's someone named Leafie you'd probably make fast friends with; you'll recognize him when you see him. Or maybe you're already acquainted?

Questing Heart (Gain 100)

Is there romance in the air? No, it's just your imagination. I don't know if you're the last member of your species, dutybound to repopulate, or are just trying to fill the hole in your heart, but you've got love on the mind, leaving you incredibly easily infatuated. Too bad it won't ever work out. Maybe it's them, maybe it's you, or maybe it's just some big awful coincidence that's nobody's fault, but every attempt to fulfill that urge will just leave you heartbroken and alone. At least you can bring yourself to care about other, more important things, but you'll never feel complete when you aren't in love.

Quest for Hearts (Gain 100, Requires **Questing Heart**)

...I know hope is found at the bottom of the barrel, but this is actually kind of pathetic. Remember that bit where you can bring yourself to care about things other than love? That's not true anymore. As far as you're concerned, there's nothing more important, and you are going to find it! That's what you say, but of course it won't be so; your romantic prospects are still universally doomed to end poorly for you. You won't even by able to feel the brief contentment of thinking you've found the one, either; you'll still want more, from your suitor, from yourself, and if that's not enough, from others. As time goes on, you'll get more and more desperate, the desire growing more and more intense as the hole in your heart develops it's own event horizon, leading you to go further and further in pursuit of love, love, and more love. This means a lot of the problems in your relationships are definitely going to be your fault, your impossible-to-satisfy longing driving your potential partners away. This is only going to make you more desperate, of course, but no matter what you try, a wandering rose will never bloom. How... tragic.

Rumbling Belly (Gain 100)

You get hungry really quickly. Even if you don't actually need to eat to sustain yourself, you still feel the urge to consume things. There isn't a limit to how hungry you can get, either; the longer you go without eating, the more irritable and unstable you'll become, and the more you'll need to eat to go back to normal. Get hungry enough and you'll go berserk, desperately scarfing down everything in sight in a thoughtless rampage. At least there's plenty of food around, so this sohouldn't be too hard to manage. Don't be a picky eater!

Gourmet (Gain 100, requires **Rumbling Belly**)

...You're a picky eater. Whoops! No matter how much you eat, none of it will ever satisfy you. There's only one thing that can quench your hunger now. I'm a little uncertain what it is, but it's not tradtional food; it's something at least a little scarce, that other people have uses for and will take issue with you for "wasting" by eating it. Think of Clams, or Sprout Moles. Something like that. Everything else will just make you feel hungrier. But if you go too long without your required diet, you might end up forgetting that fact amidst your hunger pangs, leaving you to become a mindless beast of endless, unthinking consumption. You better get stocking up...

Phobia (Gain 100)

There are as many fears as there are things in existence, but some fears are more common than others. You yourself hold one of the most common fears around. Pick one of Heights, Spiders, or Drowning. You are absolutely terrified of this phenomena, so much so that the mere prospect of encountering it is enough to leave you paralyzed, unable to move forward. This can be a problem, seeing how common those things are; you'll be unable to navigate vast swathes of Headspace if you don't have the nerve to, say, climb a ladder. It's not impossible to resist the urge to turn back, of course. With supportive friends, it might even be probable! But even if you manage to deal with your fear normally, exposure to your phobia under stressful circumstances- like, say, a fight- will be enough to leave you AFRAID and helpless.

AFRAID (Gain 100, requires **Phobia**)

Oh, my. It seems a great fear has entered your heart. Earlier, I asked you to choose one of Heights, Spiders or Drowning, but you don't need to worry about that anymore. You are now deathly afraid of all three of them. It's not as scary as you think- but it's so hard to actually believe that, isn't it? Right, right. Well. Good luck getting anywhere.

Snale's Place (Gain 200)

This is getting a little mean spirited. Once again, chance and coincidence have turned on you. This time, though, this doesn't just mean annoyances or hindrances; it seems that fate really has it out for you, as everyone and everything lines up perfectly to put you in immediate, mortal danger whenever you try to do something important, find a moment's peace, or feel even the slightest bit happy with or proud of yourself and your accomplishments. You aren't *quite* as unfortunate as Snaley himself, though; you'll actually have a chance to survive these deadly encounters if you're particularly quick-witted or paranoid. You'll need that fair shot, though, seeing as you aren't immortal like he is either. You... *aren't* immortal, right? I imagine fate will be quite a bit less merciful with you if you are...

"...I Think I'll sit this one out." (Gain 200)

Hmm. No matter what anyone says, you just aren't cut out for the adventuring lifestyle. It's not even an attitude problem, you're just useless in a fight. Whether it's a bad knee, pacifism, or some other impediment, you'll find yourself helpless before even the lowliest Sprout Mole, no matter how powerful you might otherwise be. Whether you're content to cheer from the sidelines or doomed to the role of the damsel in distress, I hope you have some capable friends, because being defenseless *and* alone is bound to wind up going very poorly for you.

Ugly Plant Creature (Gain 200)

Oh, Sprout Moles... Highly intelligent creatures, they are. They may go berserk when lost, have no capacity for impulse control, don't know how to read or write, only ever eat tofu, and are almost universally Sweetheart fans, but... But they... Uh... They're *highly* intelligent creatures! Really! They... They- ...They're idiots, alright? Sprout Moles are morons. What does that matter? Uh, well. I don't know how to put this... *You're* a Sprout Mole. ...Wait, you really didn't know? Wow...Sprout Moles really *are* all idiots...

Well, I suppose that is an understandable mistake to make... Neighbors are all human, so they'd really just be a Sprout Mole in spirit. If you're a Resident, well, how *were* you supposed to know you were a Sprout Mole? Just because you look, sound, and act exactly like one? That could mean anything! If you're a Guardian... I'm a little unsure. I suppose you'd be... the divine precursor of all Sprout Moles? Or something? Wait, would that mean the DREAMER made you like this *on purpose?* That's a little... Nevermind. Moving on.

24 Hour Service (Gain 200)

You can say goodbye to adventuring and fun. You've already sold your soul to the Last Resort. You've signed a binding contract with Mr. Jawsum, the stipulations of which are that you will work in the Last Resort for the rest of your life, with no pay. What's more, only Mr. Jawsum himself has the right to amend or annul this contract. I don't know how he managed to get you to sign this, but it seems to actually be legally binding, and you aren't capable of bringing yourself to act against it, either. The only way to be able to leave is if Mr. Jawsum lets you go, and your resume will work against you there; the more effective, competent and likable you are, the more benefit you bring to the Last Resort, the more adamantly he'll refuse to let you go. Fighting him might work out, if you're threatening something more valuable to him than your service, but it would be way easier to get out if you were just incompetent.

As part of your contract, we'll be changing the answer to **What Is This Place?** to **Deep Well**- specifically, the Last Resort. Your shift starts right away. Work hard!

ANGRY (Gain 100, cannot be taken with **HAPPY**, **SAD**, or **NEUTRAL**)

It's always good to be true to yourself. That must be why your emotions flow so freely. Everything is a big deal with you, and with how invested you get in everything, it's hard to let anything go, either. This sincerity is actually kind of admirable, but it will still be very troublesome for you, whether you're putting yourself in way too much danger for the sake of what's right or failing to resist even the most blatant bait. At least you can realize when not to take it too far, unlike *some* people, right? ...Hey, there's no need for that hostility.

ENRAGED (Gain 100, requires **ANGRY**)

This is taking impulsive way too far. Feelings already supersede rational thought in most people, but even more so for you. Specifically, righteous anger is your byword. This isn't just about smaller scale trouble either. When your emotions flare up, when you're certain you're in the right, you'll find yourself making decisions that drastically affect both your fate and the fate of the world around you almost without thinking. Even when you know it's a bad idea, you'll often be too invested to turn back. It's the right thing to do, so it doesn't matter if it's the correct thing to do; even if it won't actually accomplish the goals you've decided are so important. Turning against your own wisdom like this...

FURIOUS (Gain 100, requires **ENRAGED**)

Self control? What a far off dream. You're absolutely enthralled by your emotions, dragged around the world by their slightest whim. Transcending impulsiveness and entering the realm of stupidity, you're going to make a lot of bad decisions. Through it all, your fury will be a constant companion. Just waiting for the moment you realize you let yourself be fooled, when you feel wronged, when the world seems against you. Your anger will build and build and overflow, so intense and unbearable that you essentially become a different person entirely, an 'other you' with no restraint or sense of mercy when it comes to avenging yourself. Lose control of yourself, and you're likely to find yourself blacking out and waking up having done something... regrettable. Unless someone stopped you. Well, you can't always rely on others' aid, so you'll probably want to work on that before it becomes a problem. But with everything inside and out feeling so big and important, it's hard to remember to be patient.

HAPPY (Gain 100, cannot be taken with **ANGRY**, **SAD**, or **NEUTRAL**)

You've got a pretty high opinion of yourself, huh? Self-sufficience is your middle name, and you've got confidence in spades. It's almost a shame how annoying you can get. Not that you're trying to be annoying! Oh, no. You're just... being you. Yeah. The idea that you might be in the wrong or not get what you want is abhorrent to you; not *inconcievable*, but you- well, *the people around you* can expect you to be a brat about it. You aren't a bad person by any means, just a little immature... But still, you could stand to learn some empathy.

ECSTATIC (Gain 100, requires **HAPPY**)

Hm. A little spoiled, are you? It's a little hard to imagine things going poorly for you. Everything's going to work out, right? At least, that's what you're probably thinking. You're perfectly capable of kindness, but your self-assuredness will echo in everything you do. You might want to stay quiet so you don't accidentally say something condescending. This absolute confidence cuold be pretty reassuring if presented the right way, but it's just as likely to leave you complacent. Even when a situation is rapidly deteriorating, I can definitely see you being willing to leave it to fate and hope, content to watch from the sidelines... waiting for something to happen.

MANIC (Gain 100, Requires **ECSTATIC**)

To think there would be a second person this obnoxious... Hmm? Was I talking about you? Of... course not. How rude of me, that I might accidentally speak in such a manner that you might think yourself insulted. Quite a few people have been rude to you, haven't they? Acting aggrieved when you inform them of your countless talents, and how much lesser than you they are. Insulting them? You're just speaking the obvious truth! If they disagree with you, that's just because they don't want to admit you're right! Obviously your defeat is inconcievable, and any situation where you don't get exactly what you want is clearly because some jealous peon deliberately sabotaged you. But that won't stop you, will it? No! There's nothing that can dampen your positive energy. Don't you agree? Of course you do.

SAD (Gain 100, cannot be taken with **ANGRY**, **HAPPY**, or **NEUTRAL**)

Oh, what a kind heart you have! You have the makings of a true hero! For now, though, you're just a pushover. You have a hard time saying no to even the most unreasonable requests. Someone actually well-meaning? I hope whatever you were doing beforehand wasn't too important. If you're good enough to live up to your promises this might not even seem like a problem, but this inability to stand up for yourself will undoubtedly get you taken advantage of many a time, I'm sure. I don't know if repeatedly punching a scarecrow is actually an effective way of learning how to assert one's self, but you might want to consider giving it a try anyways.

DEPRESSED (Gain 100, requires **SAD**)

The weight of obligation is a heavy burden, you'll learn. You may find yourself before many a laudable goal and many a person you care about in need, and all you need to do to help them is sacrifice your happiness. Not just things you don't enjoy, but things you find morally abhorrent- people will ask these things of you, and you'll be hard pressed to find a logical reason to refuse. Maybe they're actually right, or maybe you just have a mental block, but you can't seem to see another way out. Resigned to doing these awful things... what a horrid way to be. If you abandoned your conscience, you could free yourself of this ache, but wouldn't that just be pushing the pain off on someone else?

MISERABLE (Gain 100, requires **DEPRESSED**)

It's really something, the kind of attitude people expect of workers these days. You've got just the right attitude; a monomaniacal obssession with your own misery. At first it might seem like you're doing these things for other people's sake, but in truth, morality is barely even a factor anymore; you'll find yourself seemingly trapped in obligations you want nothing to do with for no real reason. Leaving might be as easy as taking five steps away from your post to reach the unlocked exit, but you'll be too busy wallowing in how much you don't want to do whatever you're doing to consider stopping and leaving. Other people might try to convince you to leave, but they'll probably have to contend with you trying to murder them after delusionally convincing yourself they were some monstrous extension of your suffering out to kill you. Even with your freedom, you'll still have to keep yourself from getting addicted to some new misery. Are you going to be like this forever? Ohoooo...

NEUTRAL (Gain 300, cannot be taken with **ANGRY**, **HAPPY**, or **SAD**)

It is possible to exist without living. Whether you believe it or not, it's true. It's likely you would find evidence of this fact in your journeys, but that doesn't matter now. You're already irrefutable proof You are empty, nothing, cold, like ice... The white purity of your soul reflecting the frozen expanse of Snowglobe Mountain's summit. Or maybe it's the other way around. Your emptiness leaves you isolated, even when surrounded by people who love you. You're capable enough to at least sort of connect with people, but it will always feel empty and wrong to you, even with the closest, kindest friends imaginable, like a cold stranger sidling up to the warmth of friendship and love. But it's not impossible to reach you. Even if you say you transcended them, those "useless human emotions" of yours are still there. You can't feel them normally, but... you can still feel EMOTIONS. There's just one problem: it all comes out *wrong*. Something about getting bound so tightly within your heart like this has caused your EMOTIONS to get twisted and destructive, just as twisted and destructive as you must have thought they were when you did this to yourself. Funny how running away from something just makes it more true, huh? These distorted EMOTIONS are exaggerated and harder to control, turning you into a truly terrifying person while in their sway. I hope you manage not to hurt anyone. You won't really be able to avoid dealing with EMOTIONS here, after all. If nothing else, you'll need their power, and who knows? There might be a path to a partial recovery if you can find people who can accept even the bad parts of you.

Lost at a Sleepover (Gain 300)

I see... You must be confused about something. Why do I keep mentioning the idea of travelling to other worlds? Well, I just have a story on my mind; another legend, like the tale of the DREAMER I told you before. Sometime after Headspace took its current form, a being known only as the VISITOR appeared. The VISITOR was a wanderer who travelled between worlds, gathering power from each of the worlds they visited for an unknown purpose. But when they arrived in Headspace, they chose to forget themselves, sealing away the powers, resources and memories they and their companions brought to this world in order to attain the same blissful ignorance the DREAMER acquired. I could not tell you why they did this- perhaps it was to protect Headspace, or because they had something to gain, or merely to escape the burden of whatever darkness waits within their own past- but either way, they live here in this world today, none aware of their true nature- not even themselves. Or so the story goes. You, and only you, have the power to make this tale true. In return for this three hundred... You already know what it means, right? Or did you forget that too?

Welcome to Headspace, VISITOR.

You have been living here for as long as you can remember.

Welcome Again (Gain 300)

"I love you..."

Oh dear. It seems you bear a connection to the TRUTH. This isn't the sort of connection you'll be able turn to your advantage, however. Maybe you were a little too curious for your own good, maybe you had some whimsical ideas about the TRUTH and its nature, maybe there was a fourth- maybe it was fate, but either way, you seem to have caught SOMETHING's eye. A darkness will slowly seep into your life, seeking to drag you away from this world, and into the world below. This will start off subtle and easy to ignore; ~~entoned~~messages leading you towards some ominous mystery. But as the boundary betwen this world and that world thins, more obvious interference will make itself known, shadowy monsters and phantasmal memories seeking to herd you down beneath reality. Eventually you may find the ground itself collapsing beneath your feet, forming sinkholes that lead all the way down. Failing to escape this "guidance" means finding yourself in perhaps the most dangerous place possible. Hard to survive, harder to navigate, and harder still to escape, the chaotic, broken realm of Black Space is almost certain death even without the special attention you'll recieve from the TRUTH, which will harrass you with its monstrous avatars while you are trapped within its place of power, seeking to drive you to succumb to that darkness.

This isn't something you'll have to face alone, however! Headspace has its ~~wardens~~protectors, after all, and this connection of yours means you are an important concern with respect to the seal's integrity. Headspace's guardians will do their best to ~~monitor~~protect you. There isn't much they can do if you deliberately go off in pursuit of the TRUTH, but they do have the means to retrieve someone from Black Space if necessary!, so if you can manage to survive long enough it's definitely possible for you to return safely. This *does* require some... drastic measures, however, so it would be appreciated if you didn't rely too heavily on this safety net.

If you seek to reveal the TRUTH, you will not be able to hide your intentions from them.
You will be marked as an enemy.
Don't expect being his 'friend' to protect you.
Those that he can bring himself to kill are better off.
Look at what he's done. It would be better to just die.

That look on your face... It's already started, hasn't it? ...How strange, though. It's usually less blatant about it's initial 'summons'. Perhaps it seeks to take advantage of soime misunderstanding while you're still getting settled? Just remember; even if it is a TRUTH, it and its servants aren't above deception. The many people it has hurt are proof enough of its malice. It's certainly brave of you to be willing to bear this burden. I can only hope whatever it is you're planning to use this meager reward for is worth it.

CLOSE to the SUN

(Gain 200, requires **Lost at a Sleepover** and **Welcome Again**, does not count for gain limit)

...Hmm. There's something strange about those shadows. For all that Black Space is antithetical to Headspace's existence, it has a strange tendency to mimic its form; people and places within Headspace being reflected within the darkness like a funhouse mirror; distorted and wrong, but undoubtedly in their image. But now, something strange is happening within the dark. Things are appearing within that are undoubtedly not reflections of Headspace, but aren't abstract enough to have arised solely from the darkness either; people, places, and things unheard of before, like incomplete images of... other worlds... Oh, so that's how it is. I suppose now we know where the things the VISITOR left behind ended up. Black Space writhes with the memory of countless other worlds, making it somehow even more confusing and dangerous than before. Worlds that fall apart and come together as you look at them; fragmentary figments of people the VISITOR knew, who have a lot to say; broken artifacts that might have achieved incredible things, no longer good for anything but making noise; everything on full display. The darkness grows and grows, glutting itself on everything the VISITOR abandoned. Worse, dark monsters wielding powers from other worlds will be born from these broken, alien landscapes; the VISITOR's stolen might corrupted in the image of the TRUTH- and they won't be content to languish in the darkness waiting for victims, either. They'll enter Headspace through cracks in the seal just like the shadowy monsters I described before. The emanations of the TRUTH harassing you as a result of Welcome Again will be similarly empowered, not only having supernatural powers even grander and more terrifying than before, but seeming to understand you better. Better than yourself even. Maybe they know something you don't? There's a limit to the amount of this power the TRUTH can bring to bear within Headspace, as always, but greater shadows will arise in places closer to Black Space as the boundary thins, and if you end up falling into the world below, well, good luck. If you do, you'll find, well...

Did you think we would forget you? Did you think we would forgive you? All those promises, those "see-you-later"s, those bonds... Not one of them came true.
Tomorrow never came. You left, and never came back. You're never coming back.
So we came to you.
Everyone is here for you. All your friends and family. You've forgotten, but that's fine. We'll remember for you.
We'll remember how worthless you are. How detestable you are. How much you deserve to die. So come on. We want to show you.
The past is here. It's just how you remember it. Won't you come and see?

...That sort of thing. There's worse to come, so try to ignore it for now, please.

It's not completely hopeless, though. Things can be reclaimed from the darkness, after all. That fact doesn't change even if the things being reclaimed are from other worlds. The missing VISITOR would naturally be capable of reclaiming these things, if they can defeat these shadows. This is quite a bit more complicated than just beating them up, but it shouldn't be too hard for them to learn, assuming they even realize they can. The real problem is that taking them back doesn't make them clean; they'll still be tainted by darkness, twisted into corruptive forms that threaten to destabilize Headspace just by being used within it. It should be possible for the VISITOR to manage to solve this problem, but... Maybe they won't need to. The DREAMER also has the power to take things from the darkness, after all, and while he may also be missing, he does have agents in this world capable of using this power who haven't sealed themselves away. They'll obviously be much better equipped to handle that problem than a lone amnesiac. Retrieving things lost to darkness and integrating them back into the world is practically their job, after all. ...Perhaps they might be able to make Headspace grow even larger.

...There is one more mercy offered to this world. Some say that the VISITOR wielded powers that surpasses our wildest imaginations, unstoppable powers that could annihilate the world in an instant, that even the DREAMER may not be able to overcome. If such tales were true, then even those powers were corrupted when they were cast aside, becoming abominable nightmare-things that would have undoubtedly spelled doom for us all. Thankfully, such beasts, if they exist at all, were safely sealed away within a Black Lightbulb hidden neither here nor there before they could actually do anything. This does mean that those powers can't be retrieved, but that is a small price to pay for it to actually be possible for Headspace to survive this onslaught. I wonder what being could and would do such a thing?

With all this, things might still work out. But even these advantages don't change that the odds are by far in the darkness' favor; and even if things eventually stabilize, everything will still be much more dangerous for everyone. That's why I'm not going to pay you for this. You'll still be rewarded, of course, but it won't be from me. Rather, it seems a shadow has arrived with two hundred of its own to give you in order to repay this favor. As terrifying as that is, it does mean you can increase the maximum amount you can gain from these answers to 1200. But do you really need that much?

Don't worry about it. *Everything is going to be okay.* Even if you fail and die, you'll be fine.
This is just a game, after all. You can stop playing whenever you like.
If something is too hard, you can just quit. If you don't want something, you can just leave it behind.
And when you're done, you'll always have a home to return to.
No matter what, you'll never need to look back.
It's only other people who have to deal with the consequences of your actions.
As Always.

...Don't worry. This is almost over. Just a few more things.

What comes after?

You undoubtedly have a long journey ahead of you. I can't say what kinds of things you'll do, adventures you'll have, friends you'll make, and dreams you'll realize. What I can say is this: once five years pass, you will be confronted with a window. This is a window not many have had to face in this world; it might even be that Headspace was created to escape that window. But, sooner or later, you'll have to face it. You're lucky, though. When that time comes... **As always**, you'll get to make a choice. That's not something everyone gets to do. You can only accept one answer here, no more and no less, and you can't take it back. It's final like that. Take heed. **Here's how this will end.**

Go Home

The window is the gateway to the next world. Have you decided that it's time you took that route, just like everyone who came before you? Then, very well. You can take the path to the afterlife. If you ended up as abandoned TOAST or... worse during your stay, you'll have to take this route, but you can choose to pass on even if you're alive. There's just one... tiny little hiccup, though. When you finally pass the threshold of the great beyond, you'll wake up in the world of your birth instead. How surprising! Did something intercept your travel to the afterlife? Or... does your homeworld have more to it than there seems? Either way, your journey will end. This means an end to your journey, so you'll be spending the rest of your time in the world you're from instead of travelling. You won't be able to gather power just by traveling anymore, but I suppose that's fine with you? ...It doesn't necessarily mean this is goodbye forever, though. As long as you remember your friends here, you'll be able to visit Headspace in your dreams. You can't visit forever, you'll have to wake up eventually, but the occasional visit between staying with your family back home is just fine, isn't it? Good morning!

Stay Here

You can turn back. As long as you're alive, you can turn back. You don't have to go. You can stay in Headspace, playing forever. You've probably made tons of friends, not all of whom you'll be able to bring along with you. If you don't want to abandon them, you don't have to. Your journey will come to its end, as you fully anchor yourself to this world, to Headspace. This means you won't be able to gain any more power than you already have just by travelling to new worlds, but will you need to? You're a being from another world just like the DREAMER, after all. You may not be this world's ruler, but you might just be its heir. Why not stick around and find out? If nothing else, you'll still have plenty of good company.

Keep Going

The window is the gateway to the next world, but you understand that a little differently than others. Most people, when they hear the words "next world", they think of their final stop. But you know better, don't you? There are many different worlds, and you aren't content to see just one or two of them. You know a secret route through the window, one that you can only take while alive. Rather than passing on to the afterlife, you'll pass through to a whole new world. Your journey will continue, allowing you to continue traveling between worlds and gathering power. You've likely done this countless times, and will continue to do so countless more. Unfortunately, this will be a farewell to Headspace. But... There's something you're trying to achieve, isn't there? Maybe if you succeed, you'll be able to see all your friends here again. Good luck, VISITOR, and... good night.

Is there anything else I should know?

What an open ended question! Well, I suppose I could take this time to elaborate on some things I wasn't able to expound upon for expediency's sake... aha... So! **Here's some things you might find useful to know!**

In regards to: Do You Want to Have a Picnic?

The effects of 'always being there to help out' and 'staying out of harms way' can interact strangely in situations where they seem like they would conflict with each other. A chief example of this is a certain situation you're very likely to run into. The time may come that the people you're supporting will need the aid you provide, but just existing in whatever their current location would put you in danger. In that case, the picnic will still be there, just without you. It will be as if you had set it up and then left right before they arrived, leaving a fully functional (but for your absence) picnic behind. The proverbial "pre-boss save point" as it were.

In regards to: RED HANDED

Sitting on or stealing the **THRONE OF HANDS** won't actually provide any meaningful benefit to you, regardless of whether or not you purchase **RED HANDED**. You'll be able to summon your own personal copy of both the throne itself and the giant Red Hands surrounding it once you get good enough at controlling the Red Hands. They may or may not serve as an excellent focus for larger scale distortions of reality, but if nothing else, you could crush someone under their giant palms. Actually creating something like **RED SPACE** itself, however, will be much more difficult.

In regards to: THE TRUTH

Worlds far enough away to be encapsulated within a separate ***Jumpchain Compliant Document*** are too far to reach with this ability alone. Are you aware of the concept of a 'local multiverse'?

It *may* be possible to reach a certain Far away place using this power, but you will not be able to enter that world as anything more substantial than a hallucination with this method, even if you do succeed. You will find similar results and difficulties when traveling into higher realms in the future.

No, this won't stop the TRUTH from attacking you if you accepted **Welcome Again.** It would be too much to expect those things not to work at cross purposes with each other.

In regards to: Lost at a Sleepover

Some tales tell that the VISITOR was not alone in their journey; that they had many companions who followed them thick and thin. I couldn't tell you if it's true, nor what happened to them if it is, but they aren't around. Perhaps they, too, ascended into blissful ignorance alongside the VISITOR... or they were consigned to the same place as everything else the VISITOR abandoned. Yes, that second theory is exactly as worrying as it sounds, especially if you accept **CLOSE to the SUN.** But you wouldn't do that to them, would you?

...Worry not, VISITOR. When the time of your final confrontation with the window in this world comes, everything you set aside will be returned to you... **unless you don't want to remember.**

In regards to: Welcome Again

The TRUTH will never disappear. Even if the DREAMER overcomes his shadow, the monsters in the dark won't stop attacking you. But surely you didn't actually think it would be that easy?

Similarly, you won't be free of their harassment even if you seek the destruction of this world as it does. Again, it would be too much to expect the things in the darkness to cooperate with one another.

In regards to: the destruction and recreation of the world

It's true that Headspace is locked in a cycle of creation and destruction. As the barrier thins and the TRUTH waxes, Headspace collapses- and is then rebuilt to reinforce the seal. I cannot tell you how many cycles have passed, nor how many more will come, but I can tell you this: whether it be your soul sleeping safely in the Neighbors' Bedroom, the overwhelming vitality of a Great Being, or simply random chance, you will undoubtedly survive long enough to be included in Headspace's rebirth. Unlike most, you will also retain your memories of prior cycles.

These two things are subject to change, however. If you accepted **Lost at a Sleepover**, your memories will be reset alongside the rest of Headspace. If you accepted **Welcome Again**, then this time of chaos where all of reality falls into **Black Space** will serve as a prime opportunity for the TRUTH to attack you, making the time between cycles a fight for your life. It's not impossible to find a way to bypass these dangers and limitations, though certain circumstances might make that easier... or harder.

As one last caveat to this; if you accepted **CLOSE to the SUN,** then reclaimed elements not properly purified will be lost again to the darkness during this reset. Those powers that were successfully purified will be retained, their presence included in Headspace's new history as if they'd never been tainted by darkness at all- that is to say, as if they'd always been in the possession of whoever reclaimed them.

In regards to: the end of the cycle

Hanging from a hidden ceiling, there is a BLACK LIGHTBULB that serves as the cornerstone of the seal. It's possible that it might be destroyed before the five years of your stay passes. Don't worry, though. By all accounts, Headspace existed before the seal was formed. So if it comes to pass that the BLACK LIGHTBULB is broken and the DREAMER overcomes the shadow awaiting him within (as opposed to the far more likely outcome of you and everyone else dying in a flood of darkness as the seal is broken), Headspace will still exist afterwards. I don't know what form it may take, but you will still be able to live within.

There is another way in which the cycle might end, however. There is nothing in this world or **the other** that can harm the DREAMER- save himself. That being said, the possibility of his suicide is becoming more and more frighteningly apparent as the seal decays. It is much less certain that Headspace existed before the DREAMER, and so the DREAMER'S death is all but certain to mean the annihilation of existence as we know it. If such a tragedy were to come to pass before the end of your five years, you will have the opportunity to leave through the window in his wake, ending your stay here early so you don't have to face oblivion.

...Unless the reason the DREAMER ends his own life is because you deliberately arranged for him to do so. If that's what happened, a mysterious but familiar girl in a white dress will arrive to firmly, unrelentingly, and quite inescapably escort you to the afterlife, ending your journey.

In regards to: Somewhere Far Away

If, by means TRUTHFUL or otherwise, you manage to reach a certain Far away place, you might see someone familiar there. Someone you remember being, perhaps? This person isn't you, however, and probably does not remember being you. So don't worry about it.

Last but not least:

This is a Jumpchain Compliant Document written by Dreamer Anon. If you have any questions not answered here, and cannot come up with an answer to your own satisfaction, feel free to ask him about it.