Undertale - Bed Lump Mod Edition

Version 1.0

By zellat451



Long ago, two races
ruled over Earth:
HUMANS and MONSTERS.



One day, war broke
out between the two
races.



After a long battle,
the humans were
victorious.



They sealed the monsters
underground with a magic
spell.

Many years later...



MT. EBOTT
201X



Legends say that those who climb the mountain never return.









…Hello?

Hello, Jumper? Are you there?

Oh! Good, good… We thought we might have lost you, for a moment.

Welcome to the Underground! As you no doubt surmised from the introduction, this version of it is quite… Different from the others.

There is, essentially, nothing to fear here, Jumper. No SAVE, no LOAD ability, no DETERMINATION, LOVE, or EXP to worry about, not even monster attacks, or timelines, or magic stuff getting in your way, or genocidal ghosts… Nothing.

Why? Because of the bed lumps, of course!

…

…Perhaps we are not being clear enough. Very well, let us set the record straight.

You arrive in the Underground as Frisk would *normally* fall into it, in the Prime Timeline. Fortunately for you, the Prime Timeline this is not, and you will not have to deal with human children.

Instead, you, and the entire Underground, will have to deal with bed lumps. Small, round-ish bed lumps bouncing around with a funky beat.

The ridiculousness of it all doesn't only affect you, we assure you. Instead, the entire Underground will be confused to the point that no fights will be happening, nor will any trouble get in the bed lump's way home.

Simply treat this Jump as a vacation, won't you?

And do take the opportunity for a lump-off with *"slump, slump the skebump"* (just call him "sans") while you are here. You won't get that opportunity for long, before he passes on.



(...Word of warning, don't question Chara's presence too much. They're just… there.)

Story Summary

Would you like a summary of the story? Very well.

Instead of human children, it is bed lumps from the human world who fall to the Underground, attracted to the legendary Bedrrier, and attempting to bop in it.

The king kills the bed lumps, not only to prevent them from bopping in the Bedrrier and make it more powerful as a result, but also to gather their SOULs, which are more powerful than even human SOULs.

The other monsters are not aware of this, of course, and still believe that the king is on the hunt for human SOULs.

Slump the Skebump, or *sans* for short, was the sixth bed lump to attempt to reach the Bedrrier. He failed and remained as a spirit after his death, through sheer Determination to help the next lump succeed. This brings us to the beginning of the story.

Aside from that, Asgore love music to the point of blasting off into walls when hearing his own theme song, the fourth wall is regularly broken, Papyrus cannot pronounce his own name, everyone makes a lot more sense than in Canon despite the ***-ahem-*** local alteration, we never see Alphys, and Chara is roaming Hotlands for some reason.

Finally, if the bed lump reaches the Bedrrier and chooses to bop into it, the entire planet will become a bed lump and bop away into space.

There, story summarized.

Short? Well, yes. We suppose it is. After all, it is a vacation Jump.

Don’t pay too much attention to the details, Jumper. Just enjoy the local brand of ridiculousness while you can.

Background

Race

You may replace a monster or the bed lump, if you so wish and your Race matches.

Bed Lump

You are a bed lump. Yes, Jumper, a bed lump. You are a simple piece of cloth, a bed sheet, shaped like a lump. What is hidden under this bouncing, obviously sapient lump? A smaller bed lump. Under that? Who knows? Certainly not you.

Choose a color for yourself. Actually, choose all of the colors you want, it does not matter.

Your goal is to reach the BEDRRIER, the Barrier sealing the Underground from the Surface, and bop into it with your full might.

Monster

You are a monster, a being made of pure magic. You can choose any shape for yourself, monsters are a pretty varied bunch.

As a monster, you *do* have a SOUL. It is a pretty, white, heart-shaped thing. It is just… *there*, floating around when you want it to. We don't think it will see much use during your stay here.

Your goal is to prevent the bed lumps from reaching the BEDRRIER and bopping in it, thus making it ten times harder to break.

Or, well, it *would* be the case if you were a normal monster. You? You won't be leaving until the bed lump reaches the Bedrrier regardless.

Location

You stand in the Underground, and there you will remain until the bed lump reaches The Barrier, or the Bedrrier, something guaranteed to happen eventually, unless you replace them.
As a bed lump, you will arrive at the entrance to the Ruins.
As a monster, you may start anywhere.

Age and Sex

Asking the real questions, are we, Jumper? What is the age of a monster? Do they even have sexes? How do you calculate the age of a bed lump? Who knows? Not us, certainly.
Well, choose as you wish for both, it is of no consequence.

Perks

Your race offers you a 50% discount on Perks under it. Discounted 100CP Perks are free.

Bed Lump

A Bed Lump Life (100)

BumBum'tss BuDaBumBum'tss. BumBum'tss BuDaBumBum'tss. Bum-

That's the flow, Jumper! Bounce to that funky beat! Feel the music filling up your… *lump* with the party energy!

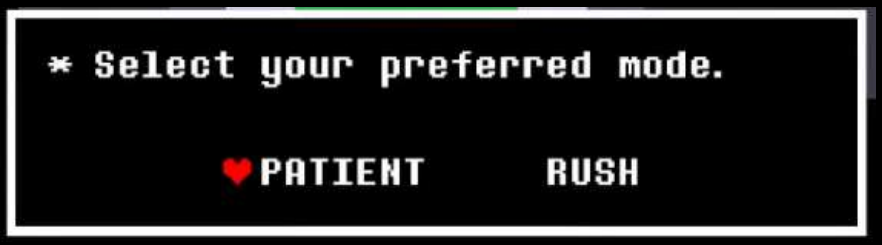
As you move, you produce a beat and song, which you can direct as you wish. It isn't any louder than an average speaker can be, but it definitely puts the pep in your steps… crawls… *movements*. You also change color slowly, going through a shade every second or so. Your dancing and musical skills will actually affect the quality of what you get from this Perk.

Finally, you may bounce around in place in a strangely captivating manner as you move, without affecting your movements negatively or draining your stamina, somehow.

You can selectively toggle any parts of this Perk at will.

Also, like any bed lump, you may sustain yourself through photosynthesis.

RUSH Mode (200)



Gotta go fast, Jumper!

Sometimes, life gets *really* tedious. Everything is just so *slow moving*. Did you ever wish you had a "speed up" button, Jumper?

Well, now you do.

With a mental flick of a switch, you can turn on the **RUSH** Mode. In **RUSH** Mode, it's like time goes twice as fast for everyone, while your perception of it remains the same. Or perhaps your perception of time is slowed down to half? Who knows!

Regardless, the effects are the same. It's like everyone is moving twice as fast, yourself included.

Gone are the days of slowness that tear at your patience, Jumper. With this, it's like the entire world is suddenly *bursting* with motion.

Just A Bed Lump (400)



Well, he didn't have to sound so disappointed! Although, it could be to your advantage, right? The Underground is hunting for humans. Bed lumps, on the other hand…

Well, that is your life now. Just disguise yourself as you wish, no one will question your identity. Or rather, no average person will. Even if they do, they will be a bit suspicious of your true identity but will never even think of tearing down the disguise until they get undeniable proof of your true nature.

As A Bed Lump… (600)



Ain't that the truth, Jumper? In fact, the bed lump is directly ignored by Flowey at the very beginning, for the virtue of being too ridiculous to attack.

But that is far from all. There is no “conversation training”, no fights at all, no puzzles to solve… Because the bed lump is a bed lump, no one really cares to make its life difficult.

This is the case for you, too. So long as you seem *lacking* in any area, others will suffer an extremely strong compulsion to not take advantage of your lackings, and a slightly weaker compulsion to help you overcome these lackings.

You don’t look like you can fight? Even a serial murderer wouldn’t try to attack you. You don’t have a mouth or can’t speak for any reason? Someone will do the speaking for you. You don’t have hands? Somehow, you won’t need them during your journey.

Monster

You’re, uh, new. (100)





Life can certainly be confusing, sometimes. You could be waiting in ambush for humans, searching the Ruins for human children, preparing for a fight against a human…

And what do you see? A bed lump.

Well, that’s certainly *new*, but not a reason to break your flow now, is it?

So, here you go, Jumper. You’re really *great* at ignoring your confusion, accepting the facts, and just getting on with your day. With skills like these, the insanity of this world will have a very hard time slowing you down.

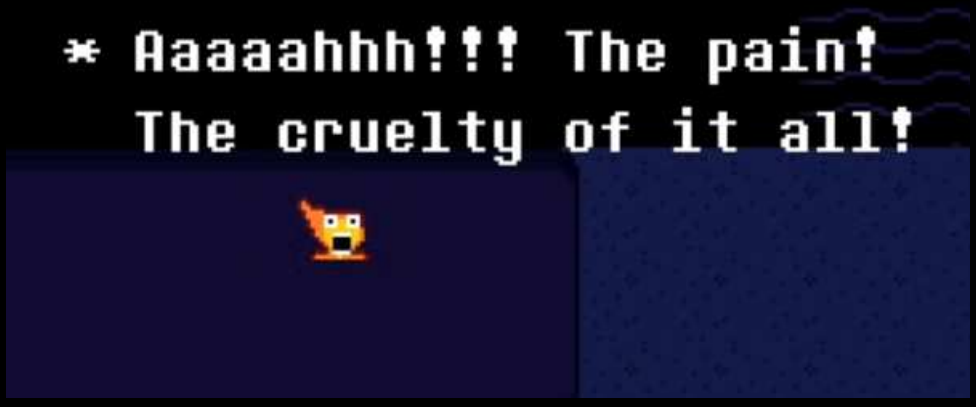
Penny Senses (200)



Like Muffet, you are capable of evaluating the… well, *value* of things on sight. In fact, you could immediately tell if someone is completely broke with a look!

We are *certain* that you can find a use for this power.

Oh No! Water! (400)



Rest in peace, BLBllbblkgmlghmkd, who forgot they could not stand submerged in water safely.

Ah, well, everyone's gotta die someday. At least *you* won't suffer this weakness, Jumper.

…What? No! Not "forgetting things essential to your survival"! We mean "weakness", period!

You don't have *weaknesses*, Jumper. Or, well, *racial* weaknesses. As a fish, you don't dry out in high temperatures, as a ball of fire, you are not mortally wounded by water… you get the idea.

I Challenge You To A Lump-Off (600)



The rules of a Lump-Off are simple: each participant will produce the happiest beat they can one after the other, while the other rates their performance with complete sincerity. There are three rounds to determine the victor.

Well, you may now challenge anyone at all to a lump-off, anywhere, and at any moment. No one will be able to refuse this challenge unless it would put their life in danger or cause them a great amount of trouble. You will both be given whatever you need for your musical performance, and none of you will be able to “fight” unfairly.

There are no prizes for winning a lump-off, aside from what you decide among yourselves, but it is nice to have a fierce “battle” against someone once in a while, isn’t it?

Items

No discounts here, Jumper. There is so little to find of notice, in this world.

Rocking Rock (100)



This is a rock. Well, of course you knew that. But did you know, Jumper, that this rock can rock?

Indeed! This rock is capable of producing ambient music, though only of the rock style. If you let it, it would be happy to remix your classics for you.

Lump-sized Bed (200)



This, Jumper, is a bed. But not just any bed.

It is *really* comfortable, always large enough to accommodate all members of a slumber party, and always clean.

But, the most interesting thing about this bed is that it amplifies all of the party-based powers of whoever is on it. Yes, you heard us correctly, Jumper. The “party-based” powers.

For instance, a bed lump using this bed would find it easy to light up in colors all of the rooms in an entire house, and ramp up the beat to broadcast all over the neighborhood as well.

SPED BUMP (400)



What is a SPED BUMP, Jumper?

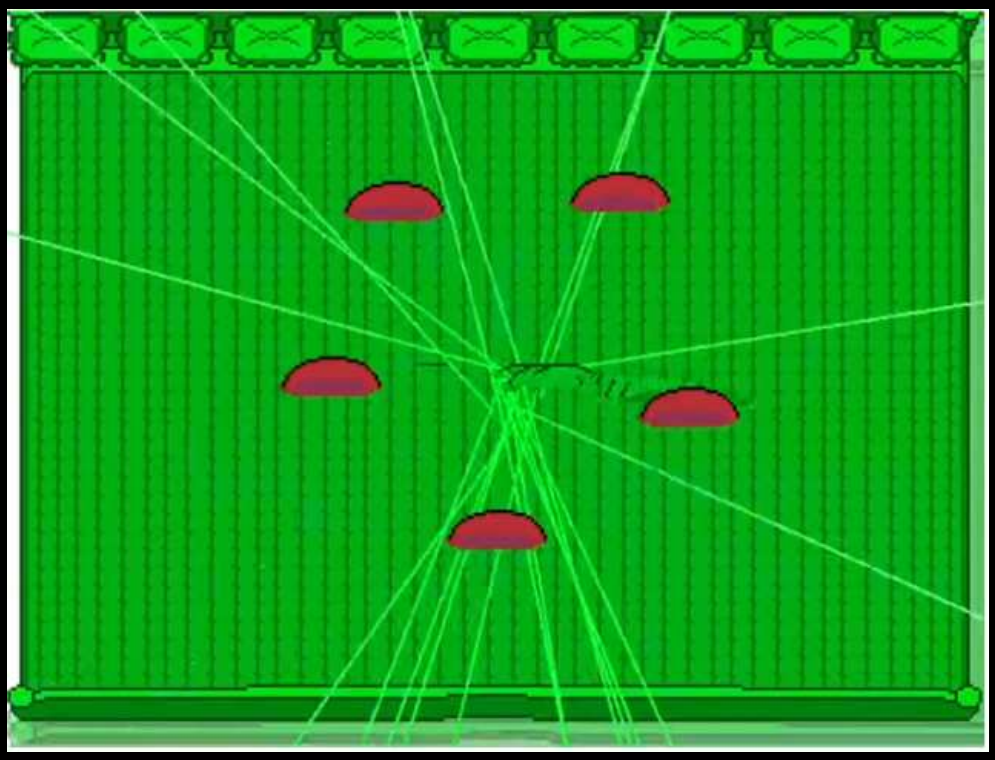
No really, *what* is it? We have never seen any, yet it seems to be acquireable.

Ah, well. No matter.

All over the world, in hard to access places, you will sometimes find chests only visible and tangible to yourself. Should you open these chests, you will be granted a SPED BUMP. What it is, we do not know, but we are aware of its effects.

Simply put, every SPED BUMP you gain permanently increases your movement speed by a small amount. A *very* small amount. But, well, they quickly accumulate.

The BEDRRIER (600)



The largest, comfiest, most amazing bed created by human magic. That is the Bedrrier. It also serves as an unbreakable seal.

It is now in your Warehouse. You could seal things in the country-sized space hidden behind it, you could just sleep in it, do as you will.

But, if you were to sleep in it, beware. The Bedrrier serves as an amplifier for all of your party-based powers, much like the bed offered in option just a bit further up.

However, this amplification effect is so powerful that you could broadcast these powers to an entire *planet*, and force even objects to dance along with your funky beat.

Indeed, Jumper. With the Bedrrier, nothing is stopping you from having the planet itself dance and bounce around across space. Don’t worry, it’s perfectly safe.

Companions

Full Party (Free)

Wha- well, certainly you may import your Companions. This is *your* vacation, after all. Just keep in mind that, should there be multiple bed lumps, they must *all* reach The Barrier to end this Jump for good.

“Canon” (Free)

W- Well, yes, you may take anyone you want as a Companion if they accept, but why-

No, actually… We don’t *want* to know, Jumper. Take your new Companions and… just… *go*.

Drawbacks

Is 1000CP not enough? Someone is being greedy… Very well, then. These will stop affecting you at the end of your Jump.

5 More Minutes (Free)

This Jump ends as the bed lump reaches The Barrier, something guaranteed to happen eventually. If you do not interfere in the… *story*, this should only take about a week or so.

…That's… kinda short for a vacation, isn't it? Very well, you may stay as long as you like beyond that point.

b e d l u m p (+100)

Your name is "bed lump", all in lowercase. No one will ever refer to you or think of you in any other way, not even yourself. Just accept your fate, Jumper.

"SAVE" Means "Pain" (+200)

You know, for some reason, SAVE points are still a thing. No fights, no danger, no timeline shenanigans, yet the bed lump can still SAVE.

Well, it is now guaranteed that, not only *something* will SAVE the world rather consistently, they will also LOAD quite often, largely undoing everyone's progress. And you shall remember *all of it*.

Your Jump has been extended that way, from a week to a month of going through time loops. Welcome to Groundhog's Day, Underground edition.

What Vacation? (+300)

Oh. Oh no. What have you done?!

Do you realize what this button was for, Jumper? That was the "insanity filter", which you just disabled.

What it means, is that where all monsters in the Underground saw the bed lump as a bed lump and *not* a human *before*, it isn't the case anymore. Everyone is now *convinced* that a human is hiding under that lump as soon as they see it, and they will react in consequence. Do the words "bullet hell" and "kill it with fire" mean anything to you?

So, about that guarantee that the bed lump will reach The Barrier eventually? Well, not anymore.

The End

Woohoo! What a trip, right? The bed lump has finally reached The Bedrrier, and now comes the time for you to make a choice, Jumper.

Drop The Beat

Are you certain? This was supposed to be a vaca- no. No, the choice is yours, of course.

Well then, as the bed lump reaches The Bedrrier, you decide that it is time to take the lump off forever and end your JumpChain here and now.

You get to keep everything you already have. Goodbye, Jumper.

Post Credit

If that is your choice, we suppose…

You thus decide, as the bed lump reaches The Bedrrier, to remain in this world forever with everything you have. No more Jumps, no more way back home.

Or perhaps, your home is right where you stand?

Move Your Body

Another Jump it is, as expected.

As the bed lump reaches The Bedrrier, your vacation reaches an end. You gather your Perks, Items, and Companions, and wait for the signal.

What signal? Hehe, you know it by now, Jumper.

Three.

Two.

One.

Jump!

Changelog

Version 1.0

Made a Jump