

Candy Scabs

By PsychoAnon

It's the same thing every year. "IT's mY blrThdAy!! YoU'rE aLL inVitEd!! You're all invited and you will bring me cAndY and pResEntS! And if you don't, I'll kiLL YoU!! And I'll rOaSt you, and I'll eAt you, and I'll sPit you out, because you taste bad anyway!" That was what The Void announced. And The Void is absolute.

On October 31st, all the little nightmares scurry to get candy and presents just as fast as they can to appease The Void, though our story focuses on two - Slough and Eschar. The two best friends realize they're running late, and while the naive and childish Slough panics, the mature but pessimistic Eschar convinces his friend they should travel through a portal to a cozy town in the human world, as the competition there will be practically non-existent. However, as the two go through the portal things go awry, and Slough is separated from his friend.

Although Slough wants to panic without his smarter friend at his side, he calms down and heads into town during the height of the "Pumpkin festival" where all the townsfolk revel and have fun while the kids dress up as little monsters and go door to door to get candy. It's in the town that Eschar will meet a sweet little girl named Valerie dressed up as the tooth fairy and quickly become friends with her as she guides him in this new world, believing him to be just another kid that's new to town. Will this unlikely friendship last or not? That remains to be seen.

You've arrived in town at the same time as Slough and Eschar. Take this, but don't go too crazy. Wouldn't want all your teeth to fall out!

+1000 CP (Candy Pieces)

Origins

Perks are 50% off for matching origin. 100CP perks are free for matching origin.

Optimist

You're a bit childish and not very knowledgeable about how the world works, even compared to the average ten year old, but your naive nature is quite charming and inspiring as well. You may just have a big brother type figure in your life or a kind hearted friend looking after you.

Pessimist

We'd all like to believe that the world is sunshine and roses, but that's just not the case. You're a more cynical type, but wise to the ways and dangers of the world. You may take things a bit too far at times with how negative your worldview is, but it's better safe than sorry. Still, you could guide someone more naive to be like a younger sibling to you.

Innocent

Everything about you just screams "pure". You're sickeningly sweet in that way, just as cute and lovable as a teddy bear and probably five times as soft from the looks of you. I'd be extra careful were I in your shoes. This time of year is dangerous, what with all the creepy monsters slinking out of the darkness to prey on innocent little things like yourself.

Species

Human

Ah, humans. They live in blissful ignorance of the creatures of the night, when once they may have hunted and sought to end their existence. The fools now even celebrate a holiday all about dressing up as the very beasts that stalk the night they once feared. Well, at least they produce tasty candy. Maybe The Void would like humans if it knew that.

Nightmare

Nightmares, the ferocious children of The Void! They are childlike in appearance, though have strange and monstrous features such as crow-like feet, doll-like hands, shark-like teeth and a giant eyeball sitting in a hollowed out "bowl" of a skull instead of a normal head. They can take other appearances and features as well, but one consistency is that nightmares all seem to be children. Whether this is because they don't age, or because The Void kicks them out or eats them when they come of age who can say? Perhaps nightmares being expelled could explain some of the creepy creatures which stalk the human world, but I digress.

Nightmares have the ability to levitate above the ground and possibly fly, though their main ability is to induce bad dreams in humans. Some particularly skilled nightmares can conjure night terrors, which can only be described as "the worst thing a person could ever dream of". Despite having some abilities, their childlike physique leaves nightmares quite limited and at great risk if humans were to attack them. It's good to keep your head on a swivel as a nightmare. Make sure to keep your outfit on at all times, even when it's not Halloween!

Age

If you are a human you can pick any age from 10 to 70, but if you're a nightmare you must be 10 or below. They're cute little buggers!

Perks

Optimist

100 - Master of Disguise
For all their ingenuity, humans seem pretty dull. Why, not one can figure out you're a supernatural creature in a cute outfit! It's very easy for you to hide your true identity and even your true nature with a pretty rudimentary disguise, even when it's dubious at best. Sure you've got a giant yellow eyeball that actually moves as you look around, but that's probably just your costume being really advanced. Maybe you're just so uninteresting nobody cares?

200 - Help a Brother Out
Look, nobody's perfect - you definitely aren't. We all need someone to help us out from time to time and be our guiding hand when we don't know what to do. Luckily, you easily find these sorts of figures in your life. Not only will you form bonds with people who can serve as allies and guides throughout your painful and confusing existence, but if you were lost and had no idea where you were, someone or something would be conveniently nearby to show you around and help you find what you're looking for. Having friends is sweet as candy!

400 - Lucky Luck Boy
Intelligence may have been your dump stat, but who needs to be smart when you can be lucky instead? Things just seem to work out for you, at least for the most part. If you're running late getting candy and presents then circumstances will coincidentally bring you the perfect opportunity to get both those things. If you've lost your friend, you're sure to bump into them again just when it would be most convenient. Things aren't always gonna go perfect, not by a long shot, but things do tend to go in your favor a lot.

600 - Warning Signs
So many choices, so little time - and in such a stressful situation too! To top it all off, your smarter friend who usually thinks for you is nowhere in sight. The only thing to do in situations like these is trust your gut. When weighing what to do, you get instinctive feelings about how a choice will turn out. These are pretty vague, but give a good general idea of what will happen. For instance, one option could feel "happy" while the other feels "dark" or even "deadly". These instincts only help out when weighing choices, but they're pretty handy. Follow your gut and you may just get the "good" ending!

Pessimist

100 - Ways of the World
You may not actually be as knowledgeable as you claim, but you are smart. When faced with a problem, you'll usually have very little issue coming up with a viable solution, even if all the details haven't been fully ironed out. You're also good at wrangling your dumb friends and getting them to calm down and trust in your plan. You're always right, after all.

200 - Stealth Action
The human world is a dangerous place, especially if you're a nightmare. But for you navigating it is simple, since you're so darn good at creeping about like the creepy crawly you are! You're good at sneaking around undetected and blending into the crowd, such that your more unusual features would fade away in the sea of bodies as people go about their day. You'd also be good at things like hiding bodies, but why would you need to do that?

400 - Nasty Tricks
If someone's gonna survive in this world, they have to become a monster - something that others fear and respect. You've become more monstrous both physically and mentally. Despite what you look like, your appearance is capable of scaring just about anyone, especially if you take them by surprise. While this will work for most normal people, anything or anyone stronger of will or just more resistant to fear requires you yourself to be more powerful, in an abstract sense. You've also got the mental fortitude to take a life and not even flinch. Finally, if you're a nightmare you can induce night terrors - bad dreams that are unimaginably traumatic and horrifying.

600 - Doors Between
Nightmares don't bridge the dimensional gap between their world and the human world by flying - some nightmares simply possess the ability to open portals between the two, and you're one of those talented individuals (or maybe some sort of human sorcerer). You can easily scan vast stretches of the human and nightmare worlds to look for something or someone, then open a portal between the two. These portals will stay open indefinitely until you decide to close them, but gathering enough energy to open a new one may take hours. Additionally, too many people using the portals for transport simultaneously may overload the portals and cause minor mishaps like ending up a good bit away from the portal when you arrive. You can still enter the nightmare world with this method when your time here is up, and it may be possible with study and practice to open portals to other dimensions as well. Have fun exploring!

Innocent

100 - Fairy Cute
Aww, just look at you! You're painfully adorable and give off a vibe of sweetness and innocence just by your appearance. It'd probably take a decent amount of willpower not to pinch your cheek, you're so darn cute. Most people have a positive impression of you just from meeting you, and those older than you may just be extra nice and even want to protect your perceived innocence. Pretty privilege rocks!

200 - Little Artist
A budding creative at such an early age! You've got talents for artistic things, be it designing the perfect Halloween costume, telling a really good scary story or even fashioning necklaces out of teeth. You're not world class or anything, but you can make some impressive stuff, especially impressive for a child. Making a great Halloween costume will definitely score you more candy!

400 - Golden
Well, aren't you popular? You're just one of those people that's naturally lovable. Everyone from old ladies, to other kids and even the occasional extra-dimensional nightmare creature can't help but want to be close to you in one way or another. Even if someone doesn't warm up right away, it won't be too hard to get them to come around even after just a couple of hours. I wouldn't try your luck with any truly malevolent beings, though. They'll probably just eat you.

600 - Building Bridges
Some people might think that humans and nightmares can never get along - humans have "supposedly" been hunting the nightmares since time immemorial after all, but you can prove them wrong. You'll find that no cultural or even dimensional barrier can stop your friendship! That's because with just some well placed words and maybe a present or two you can get anyone to not only let go of prejudices, but fundamentally change how they view other people and even whole groups of beings. You could even convince something as powerful as The Void to see its own creations as its precious children, where before it would've killed them without a second thought. You could also potentially spur the same being into a genocidal campaign against humanity with the wrong gift, so watch out for that.

Items

Free - Nice Costume
You wouldn't wanna be caught out on Halloween without a good costume, would you? Of course not! That's why you've got your very own frightening outfit. You could be anything from a nightmare, a vampire, or even scariest of all, a tooth fairy. Even adults can dress up during the Pumpkin Festival, so go nuts!

100 - A Gun
Yikes, put that thing away! There's kids walking around! Anywho, you've got a powerful hunting rifle. It'd easily blow away a nightmare - not much of an accomplishment considering they're the size and strength of a human child, but it could also easily put down a bear or moose. Seriously, don't shoot kids.

100 - Candy
Candy, candy, delicious candy! You've got effectively a limitless supply of candy of all types, just in case you thought you were getting too thin and had too many teeth in your mouth. This would definitely be useful in keeping The Void sated, or just for handing out to the cute little kiddies when they knock on your door.

100 - Trash Can
It's empty like your soul. While it may appear to be a normal trash can, it has a special property, namely that nobody will question what's inside it and just assume it's full of trash. You could hide in it to escape danger, or even stuff a body in and walk around town carrying it with people none the wiser.

200 - House
You've done what many people in the modern era consider impossible and bought yourself a house. It could be a cabin on the outskirts of town, a nice middle class house near the town's center, or even one of the weird Void dimension houses with strange eyeballs and roots all over the place.

400 - Tooth Necklaces
A replenishing supply of seemingly normal necklaces made out of teeth. There's bear, wolf and human tooth versions. Their inherent value is low, however they can be offered to beings which are divine or even eldritch in origin in order to appease them and subtly influence their behavior. Enough necklaces given to one being may end up with them seeing you as their precious child they must protect, or make them give up on destroying humanity. Of course, you can't just give them tons of necklaces back to back or all at once, so you'll have to space them out. At least you'll always have something to give The Void for its birthday.

Companions

100 - Companion Import/creation

You can create or import two companions for 100CP, granting them an origin and 600CP to spend each. Alternatively, you can spend 100CP to import/create one companion who gains an origin and 1000CP to spend.

Free - Canon Companion

The only real characters of note here are basically children. That said, if you want to take any of the characters here into your white van full of candy never to be seen again, you can do so - provided you've convinced them to come along with you, at least.

Free - Nightmare King

Mwahahahaha! Tremble in fear of the nightmare king! ...how come nobody's trembling? This is a nightmare similar to Slough and Eschar, a little boy in appearance and mentality. He always wears a hood and his face is like a black void with two very human orange eyes sticking out, and sometimes sharp teeth. This is very unnerving when his hood is removed, though his eyes can be quite expressive while the hood is up.

He's a very "dramatic" child, constantly professing his greatness to the other nightmares and proclaiming himself their king, even at times claiming to possess abilities he couldn't possibly have. This has gotten on their nerves, so the other nightmares avoid him, which in turn causes him to act more over the top and cocky to get more attention in a vicious cycle. He's really just lonely and wants a friend, though he does somewhat believe his own hype by now. His favorite thing to do is scaring humans and giving them night terrors, which he is the most talented at out of all the nightmares.

Drawbacks

+100 - Ignorance is Bliss

Have you never been to the human world before? It seems that way with your general lack of knowledge about it. You've got almost no knowledge of the workings of the human world or humans themselves, being unaware of things like Halloween and trick or treating. You're also pretty naive in general. Tricking you isn't exactly the tallest of orders because of your trusting nature.

+100 - Cynic

Oh boy, here comes Debbie downer. You've always got a negative attitude about things, though of course you'd maintain that it's just being realistic. You always interpret things assuming the worst. Despite the lack of evidence, clearly the humans all want to kill you just because you're a nightmare. That's not to say you're always wrong, but you certainly aren't always right either. Everything isn't super awful all the time, so quit being such a sourpuss!

+100 - Clumsy

Hey, look where you're going! Your balance is just the worst. You tend to stumble a lot, even somehow on air if you're a nightmare. It'll be very common to trip and bump into someone, or just fall on the ground. This isn't so bad most of the time, but one bad fall at a critical moment and...

+200 - Bad Decisions

Everyone has to make choices, and boy are you awful at it! It could be crumbling from the pressure or just plain stupidity, but when you're stuck having to figure out what to do for yourself, something always goes wrong. One minute you're walking through town all peacefully, the next you're beating a little girl to death with a brick. I'd suggest finding someone else to make all your choices for you. Doesn't that sound nice?

+200 - Last Minute

You just can't help but put things off until the very last minute. You won't get stuff done early even if it's something as important as getting candy and a gift for The Void so it doesn't kill you, and roast you, and eat you, and spit you out because you taste bad anyway. Better make sure you're not late for The Void's party if you're going, though, because then you'll be late in the other sense of the word.

+200 - Bad Company
Despite how cute the nightmares may be, hanging out with supernatural beings on a regular basis is probably a bad idea for a human. You always end up finding yourself with dangerous characters. They aren't necessarily nefarious, but just being around them can end up putting you in life threatening situations at times. C'mon, what's a little attempted homicide between friends?

+300 - Happy Birthday!
The Void is every nightmare's mother, and father, and God. It is everything and nothing at the same time - beyond time, beyond existence. The Void is eternity, collapsing into itself. It is everything, and anything, and nothing at the same time infinitely.

With all that being said, today is its birthday! Hip hip hooray! And lucky you, you're invited to go to its party. Of course, if you don't bring candy and a present that's to its liking, or make any sort of scene, it's gonna kill you. It will kill you, and roast you, and eat you, and spit you out because you taste bad anyway. You'll be invited every year for a whole decade as the guest of honor. That really means The Void will be watching you extremely closely, holding you to an even higher standard than it would any normal nightmare. Even the slightest slip up and you're done for. Have fun at the party!

The End

Did you have fun? I hope your time here was filled with lots more treats than tricks, and all your teeth still in your mouth. There's just one little thing left.

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Notes

- Game can be found here, in a pack with the developer's other games https://archive.org/details/nemlei_games

- If you take the "Happy Birthday!" drawback with no way to access The Void's dimension, it will open a portal for you personally so you can get in, then one to get out when the party's over.

- The "Nightmare King" companion's face looks somewhat similar to a Final Fantasy black mage's but with an expressive set of sharp teeth, at least when his hood's up. When the hood is down his face is like the Dorcelessness face but with two eyes.

- Thanks for using my Jump!