
The
MIDNIGHT
WALK

AFTER THE END OF THE WORLD

《 +1000 Midnight Points 》

In a time long past, the Makers took the endless emptiness of the Worktable and crafted an entire world out of clay and wire. They made mountains to be scaled, forests to be explored, a sun to fill the world with light, and colossal (well, relative to the beings that came after) beings known as Craftsman who held the flame of creation within their own hearts.

The Makers were satisfied with their creations, but feared that their world would fall to ennui if robbed of conflict or a goal to strive towards, so they created the Midnight Walk. The Midnight Walk is both a physical path, an abstract phenomenon, and a disembodied will. The Walk is a storyteller. It twists space and causality in order to send each walker on a journey tailor-made to them and the lessons they most need to learn. Regardless of whether the Walk takes seconds or days, if it is a straight line or a winding path full of diversions, the path always ends at the peak of Moon Mountain.

In a time that may have been days or eons, the Makers left. In an equally ambiguous span afterwards, the flame that kept the sun alight died out. Thus created a cycle where living receptacles of flame known as Potboys would be guided by an avatar of unknown forces, known as the Burnt One to Moon Mountain in order to reignite the sun, at least for a time.

In this age devoid of light, a primordial force known only as the Dark has been able to spread its influence without limit. Despite ample evidence to the contrary, the Dark is not an evil being, far from it. But it is an ancient being with alien values, so its gestures of kindness and generosity can easily be mistaken as unconditional malice.

You begin at the entrance to the Midnight Walk. You will not have a set duration to stay in this Worktable. The Jump ends once you reach Moon Mountain. Whether that takes hours or years depends on what the Walk believes will do you the most good.

BORN FROM CLAY

《 Age and gender are irrelevant 》

Before all else, it should be known that you, like everything else in this world, are a crafted being. Flesh of clay, bones of wire, maybe a few paper or cloth accessories for texture. Perhaps you belong to one of the recurring categories of being in this world. The massive Craftsmen, the endangered Molgrims, the easy-going Murkles, the mysterious Ragdolls, the secluded Nobodies, maybe even one of the Dark's offspring like the Crawlers and Grinners.

Of course, this won't bestow you with any intrinsic abilities or traits of those species tied to specific purchases below.

Alternatively, there are numerous beings on this Worktable who defy all classifications. Completely unique entities. There are even those that actively refuse to be confined by a name, whether by themselves or anyone else.

This form becomes an altform post-Jump.

As for your origins, it matters little. You might be a long-time resident of this land. Should you wish to have simply popped out of the ether one day with no explanation, that is also acceptable. With the likes of the Soothsayer and Soulfisher around, beings that can travel between worlds or "Worktables" as they call them, are hardly unprecedented.

YOUR FIRST STEPS

《 Choose freely or role 1d6 to determine your first stop on your Midnight Walk 》

Chapter 1: Tale of the Burnt One
The same spot that the Burnt One begins their Journey. The chill has stricken many of the wild inhabitants with unrelenting lethargy. - Rolled 1 or Free

Chapter 2: The Tale of the Lonesome Molgrim
You find yourself in Nobodyville, a village populated by heads that decapitated and banished their own bodies as penance for their past sins against nature and themselves. Now the Molgrim, one of their past victims, has returned for vengeance. - Rolled 2 or Free

Chapter 3: The Tale of Coalhaven
A frozen city once kept alive by the enormous furnace at its center. A young girl cluelessly stole and wasted all the town's mashes, dooming them to death. In their rage they burnt the thief alive, and are all cursed to haunt the town even in death. - Rolled 3 or Free

Chapter 4: The Tale of Craftsman's Heart
A city created from the despair of a Craftsman who has long since lost his spark of creation. Now he mindlessly fills the town with malformed imitations of his estranged daughter, begging for the smallest iota of affection. - Rolled 4 or Free

Chapter 5: The Tale of the Dark
A series of ruins and winding caverns where the Dark holds great sway. Few living beings can be found here, aside from the monstrous children of the Dark and wanderers who simply don't know any better. There is little else that can be said. - Rolled 5 or Free

Chapter 6: The Tale Untold
You arrive at the start of a completely new story. A new location with new problems that the Burnt One would not have come across. - Rolled 6 or Free

STRENGTH OF CHARACTER

《 Discount any two 100 MP, 200 MP, 400 MP, and one 600 MP Perks. 》
《 Discounted 100 MP Perks are free. 》

Body of Clay

The size of your body in this world. Choose only one.

Small – Abnormally short. Comparable to the Potboy or Nobodies – Gain 100 MP

Average – A common height. Comparable to the Burnt One or Soulfisher – Free

Large – Twice the height of most beings. Comparable to Molgrim or Moonbird – 100 MP

Towering – Taller than most houses. Comparable to the Craftsman's daughter – 200 MP

Gigantic – Cities are like dollhouses to you. Comparable to the Craftsman. – 400 MP

Eyes of Clay

This is a world of clay. It should be no surprise for it to look like it. After this Jump, you can choose to apply a filter over your vision that interprets what you see in a stylized "claymation" form. This only alters your perception, so nobody else will see it. – Free

Ears of Clay

In this world, a kind of ambient music always seems to follow from an unknown source. You may choose to allow this music to serenade you in future Jumps as well. This only affects your own hearing, so nobody but you will be able to hear this. – Free

World of Clay

This world seems to realize it's a story, and occasionally reality itself will distort to reflect this. Whether by titles manifesting in midair, the terrain rapidly reshaping to provide a frame to some point of interest, or a disembodied narrator occasionally chiming in to provide insights on your experiences. This will never manifest in any way that will notably help or harm you. Only you can notice this. You can freely toggle this on and off. – Free

Hear With Your Ears

When you close your eyes and concentrate, you can hear a quiet ringing, rattling, or similar noise in the direction of objects or points of interest. You could pick a key out of a dozen identical drawers, find a tiny trinket in a snowy forest, or navigate a booby-trapped maze by singling out doors that don't lead to traps. This has a short range and only works if you have a decent idea of what you're looking for. This can't track down something vague or subjective like "the solution to my problem" or "the path to my goal". - 100 MP

Insatiable Hunger

You have the ability to feed on phenomena of your choosing. If this "food" is something physical like fire or blood, then the act of consumption will physically deplete this from your surroundings. If it is something more abstract like stories or laughter, this will have no outward effects, but you can only feed on a given instance of this once. This can sustain you for far longer than regular food. Potentially for weeks. However, your capacity for this is endless, so feeding on this will never quell the physical sensation of hunger. - 100 MP

Guiding Light

Whenever you do a good deed for someone, you'll find it goes a long way in breaking down their barriers and earning their trust. A mad beast won't tear you to pieces after you restore their treasure, a shy child will happily open up to you in return for a treat, a stubborn old man will rethink their prejudices after you save their town, etc. Even after you've earned someone's trust, this closeness continues to grow the longer you stay together. You could start an adventure as a group of strangers and end it as a family. - 100 MP

The Silenced One

You find that the inability or unwillingness to speak poses shockingly little issues in your life. Whether it's giving complex orders, striking deals, or teaching someone an emotional lesson, the combination of your deeds, body language, and their own assumptions almost always allows you to get your point across even better than if you just stated them in plain English. As a final bonus, you have the ability to point to areas in your line of sight to "highlight" them with an illusionary flame only you and your allies can see. – 100 MP

A Fresh Perspective

Much like the Dark itself, as long as you speak with sincerity, most individuals feel strongly compelled to listen to your side of the story with an open mind, even if you're an eldritch horror who has filled the world with monsters and the closed thing their culture has to the Devil. You have the ability to make even the most intrinsically deranged or alien beliefs sound completely reasonable. Even if you can't sway someone to your point of view, you can convince them that you sincerely believe everything you're saying. – 100 MP

A Mouthfull

You have the ability to swallow objects to stow them into some impossible storage space with the capacity of a small shed. You can selectively regurgitate objects at will. The objects must be able to fit into your mouth but whether your throat actually leads anywhere is irrelevant. For double the price, this storage space is actually just a portal to your Cosmic Warehouse. You're still limited by what you can fit through your mouth, but otherwise you can store or retrieve items as you please. – 100 MP or 200 MP

See With Your Eyes

To a body of clay, things like sensory organs are ideal to have, but not required. Even in future Jumps, the loss of the structures and organs associated with a given sense are not actually required to retain that sense. The associated sense will be quite muffled or dulled, but unmistakably present. Even the absences of your head (if you could survive such a thing) possess relatively little issues to your daily life. Should you normally possess senses beyond those of the average human, this applies to those as well. - 200 MP

The Burnt One

This trait can make it easy to overlook the true scarcity of fire in this world. Your mere presence causes any containers designed to store sources of fire to magically replenish themselves. Whether it's the matches in a matchbox, the coal in a train cart, the oil in a barrel, etc. even if they were formerly completely empty. This doesn't make fires you start burn any longer than usual, but you'll never have to worry about running out of fuel, as long as a container for said fuel is present. - 200 MP

Soothsayer

You have an odd connection with the flow of destiny, fate, canon, causality, the natural order, or whatever you want to call it. You feel a pull towards those that will have a major impact on the futures of many others and are bestowed insight on the nature of their destiny. Whether it be the destination of their quest, an ally they must join with, that they will be forced to make a sacrifice, etc. This is not technically precognition. You can only see "how things should be" not "how things will be". - 200 MP

Fairytale

Going forward, you'll occasionally find reality warping around you to induce whimsical phenomena akin to old fairytales. Your house grows legs and walks off, a beanstalk grows all the way into a castle in the clouds, the spider in your house starts discussing politics with you, etc. These are rarely immediately beneficial but playing along and investigating these will often set you on some kind of short adventure that will lead to great benefit in the long-run or at least teach you a much-needed personal lesson. - 200 MP

Ragdoll

By dawning a mask in the visage of the deceased, you are able to fully or partially channel their spirit through your body. Fully channeling them allows them to possess you outright for a time. Perhaps not even realizing that they're dead. Partially channeling allows their disposition or habits to affect you, but you are otherwise in control. In either state, you can manifest strange spiritual powers, whether it be moving objects with telekinesis, or performing a ritualistic dance to summon dark or demonic entities. - 200 MP

Light in the Dark

You possess a level of adaptability and positivity bordering on madness. Whether you live in a sunny paradise or a land of eternal night surrounded on all sides by monsters, it's all the same to you. It seems nothing is able to dull even an iota of your enthusiasm and enjoyment of life, and you can easily infect others with this positivity through your words. This unrelenting positivity even seems to greatly raise your resistance to even supernatural forms of corruption, even if the Dark personally sought to drive you mad. - 200 MP

Strong Foundation

Unlike other inhabitants of the Worktable, the Burnt One is born for a specific purpose, and reborn as needed. While not quite as extreme as that, you can achieve something similar. As long as you are striving towards some greater goal, your body can survive an impossible level of damage, up to and including the loss of 60% of your body. Your body won't heal but simply refuse to die as long as the damage isn't so severe that the completion of your quest becomes patently impossible in your current state. - 400 MP

Focus on the Eye

In this and future worlds, you will frequently come across glowing, stone eyes planted in a variety of natural or artificial structures and even some living beings. Focusing on these eyes before closing your own will induce some change in the physical world. Whether it's a door appearing in a featureless wall, a monster crumbling to dust, activating a mechanism, or even teleporting you through space. The location and effects vary wildly, but it will always be to your benefit. Nobody but you are able to perceive these eyes. - 400 MP

Mind Over Body

Any kind of dismemberment inflicted on your form by yourself or a cooperative party is more inconvenient than life-threatening. You won't have to worry about bleeding out or going into shock, and the severed body parts remain very much alive. Removed body parts can be reattached or even replaced with those of others, simply by popping them into place. Sufficiently large segments will become independent, fully conscious beings. This provides no defense against attacks inflicted with the intent to kill or maim. - 400 MP

Old World Soul

The Soulfisher is a primordial being, but you wouldn't guess it by how well he gets along with just about everyone. You have a similar charm to you. Whether they're wild beasts, innocent wanderers, or oddities like a living house, all but the most intrinsically hostile beings are predisposed to like, or at least tolerate you, unless given a good reason not to. Even alien entities like the Dark or sentient phenomena like the Midnight Walk itself will be inclined to avoid causing more trouble for you than necessary. - 400 MP

Firecracker

Like the Potboy himself, you are able to create and manipulate powerful flames. With enough practice you could light dozens of candles simultaneously with one eruption. At their absolute strongest, your flames could reignite the sun within Moon Mountain. However, exerting yourself to this extent will place immense strain on your body and most likely bear fatal consequences. Your flames seem to have a mystical aspect to them, as they can dispel even supernatural sources of darkness. - 400 MP

Table Walker

Akin to the Soothsayer and the Soulfisher, you possess the ability to travel between Worktables. In future Jumps, this translates to moving between nearby parallel dimensions (within a given Jump). The exact mechanism of this transition is mysterious, but it isn't instant. Traveling between one world to another is much like traveling between two distant cities. Doable, but not a journey to be taken lightly, especially if you aren't simply retracing your steps to a world you've already been to. - 400 MP

Behind the Moon

You somehow share much of the Moonbird's ephemeral nature. In an instant, you are able to dematerialize into dust before rematerializing elsewhere. In this way, you can freely teleport anywhere in your immediate surroundings and awareness, or simply anywhere in the current world you've previously been, regardless of distance. Not only that, you can choose to change your size between warps, whether you choose to be as small as a child or as large as a building. Oddly, your weight and strength remain constant. - 600 MP

An Old Friend

Even in future Jumps, you will be able to contact the Dark from within any sufficient, well, darkness. They're always happy to have a chat, and don't mind using their power on your behalf in return for feeding them fire. Whether it's cursing your foes, providing you with inspiration or secrets, summoning beasts, synthesizing matter, etc. However, the Dark's alien mentality often clashes with their altruistic tendencies. Their powers often manifest in frightening or destructive ways, even when acting with the best intentions. - 600 MP

Hide and Forget

Who knew it was so easy to escape a pursuing monster? Much like a child hiding under the covers, by concealing yourself in a hiding space like a wardrobe or cavern, any malicious pursuers immediately lose track of you, even if they literally watched you enter your hiding space, which they will express no intentions to investigate. This applies no matter the intelligence of your pursuer, or how many consecutive times you've pulled this exact same trick in the exact same way in the exact same spot. - 600 MP

Craftsman's Heart

Within your heart is a literal flame of creation. This makes you a natural at just about any creative pursuit, whether it be sculpting, architecture, dancing, or cinema. However, with this spark you can effortlessly create living, fully intelligent beings from nothing more than clay, wire, cardboard, or whatever scraps you have lying around. Sufficient despair can cause this flame to die out and your creations to come out deformed. For a plus-charge (no discounts) your ability to create is no less than that of the Craftsmen, able to even create impossible phenomena like the Midnight Walk itself. - 600 MP or 800 MP

FRIENDS & TRINKETS

《 Discount any two purchases in this section 》
《 Discounted 100 MP purchases are free 》

Heaven & Hell

A red box of matches. This box seems to magically refill itself as soon as a match is removed. For 100 MP, you also receive a blue matchbox. These matches glow with a blue flame that will never burn out unless deliberately extinguished. After this Jump, you can freely change the size of these boxes between a regular matchbox that can fit in your pocket, or a large tombstone-esque box filled with matches the size of torches. - Free or 100 MP

Traveling Companions

Through this option, you may either receive a slot with which you can recruit a local of this Worktable or alternatively create or import a companion with 600 MP to spend as they please. You may import, create, or export two companions with your first purchase, with the total number of companions doubling with each purchase. - 100 MP per purchase

Archived Memories

A replenishing supply of shellphones, a unique technology that allows one to record a single message to be replayed later. This supply also includes sound catchers that function similarly to shellphones, but record melodies instead of words. - 100 MP

Personal Collection

In every world you come across, you will come across a variety of "collectables" relative to that world. Whether it be statues of notable figures, music disks, segments of a short film, etc. In either your Warehouse or a property of your choosing is a display area that somehow has the exact number and types of displays to hold all the collectables to be found in that Jump. Displays for past Jumps are archived away in the Warehouse. - 100 MP

A Violent Choice

By default, this is a device known as a Matchlock. It can be loaded with up to three giant matches to launch and light fires from afar. Surprisingly ineffective as an offensive measure. For 200 MP you instead receive a blunderbuss. Unlike the matchlock this is a weapon first and foremost, able to blow most targets to pieces with the pull of a trigger. It never seems to run out of ammo, but you must wait a few seconds between shots. - 100 MP / 200 MP

Airborne Egg

A strange flying device designed to be powered by placing a fire in the "mouth" of the device while a passenger hangs on and steers from below. This can only stay afloat as long as the flame inside continues to burn. It is ideal to use this with something like a Potboy for a reliable and intense flame, but anything will do in a pinch. - 200 MP

Crucible

A seemingly magical furnace, crucible, or similar receptacle of flame that, if lit, burns bright enough to heat a small town. These flames seem to have a spiritual quality to them. The heat produced allows bodies to decompose, curses to be lifted, ghosts to pass on, etc. as long as you can get the fires within to burn bright enough. - 400 MP

Housy the House

A small house that got so fed up with its past owner that it grew legs and walked off. Its disposition towards you is both loyal and dog-like. It has an odd way of always finding its way back to you when separated. Its interior is cozy and slightly larger than the exterior. Even if burnt to ashes, it will live as long as its foundation remains intact. - 400 MP

Guillotine

A device identical to that used in the great beheading. Even in future Jumps, anybody decapitated by this guillotine will not die. Rather, their head and body will both become separate entities, with their biological and sensory functions oddly unaffected by the absence of the other. Even if they rejoin with their old head/body or simply find a replacement, they'll always remain somewhat independent. - 400 MP

FLAWS OF CHARACTER

《 Choose as many or as few as you can handle 》

Greedy Bird

The Moonbird is a sadistic creature that feeds on tales of tragedy. For some reason, she has taken quite a liking to you. While she won't act to orchestrate such tragedies herself, she has no qualms instigating others with her words before warping away to let you clean up the mess. All while she revels in the chaos. If you can put up with her mischief until you reach Moon Mountain, you may take her as a companion for free. - Gain 100 MP

Murkle Metabolism

To call the Murkles "easy-going" is like calling a supernova a matchstick. Like them, you have a lack of urgency and general disregard for time that borders on madness. This is especially pronounced in your sleeping habits. It's not uncommon for you to take naps that can last decades. While you won't have to worry about starving, freezing, or any similar dangers during that time, the world will continue to move around you. - Gain 100 MP

Wrong Body

Though you can't put it into words, you can't shake the feeling that your body (or lack thereof) is, in some way, fundamentally wrong. Even if you manage to completely reshape or replace your body, this dissonance will carry over. This ambiguous insecurity greatly mars your social skills, whether due to a crippling inferiority complex, or by lashing out at everyone and everything out of poorly suppressed jealousy. - Gain 100 MP

Always Craving

You have been cursed by a maddening yearning. It may be a literal hunger, or perhaps a more emotional need. Whether that be food, heat, stories, stars, love, etc. The longer you are deprived of this craving, the more desperate and irrational you become in your pursuit. Even if you sate this craving, the craving itself only grows to ensure you will never be fully satisfied, not even for an instant. - Gain 100 MP

Innocent Sacrifice

Shortly after entering this world, you will come across a strange, childlike creature. You will quickly grow protective of this creature, almost like a beloved child. However, the Midnight Walk has decreed that you will never be able to reach Moon Mountain until you sacrifice this child. If you somehow manage to outsmart the Midnight Walk and their godlike control over space and destiny, you may keep this child as a companion. - Gain 200 MP

Sunbeam

You possess a childlike mind that, while brimming with endless excitement, lacks the maturity to fully consider the consequences of your actions. At some point in the Jump, your naivete will lead to a horrible tragedy. If you have allies to keep an eye out for you, the worst that will happen is significant property damage. However, in the worst-case scenario your actions could lead to the death of an entire community. - Gain 200 MP

Unseen Wounds

You are stuck in the past. A prior tragedy or loss has left you in a rut. You simply wallow in your regrets day after day, unwilling to create or change in any way. Until something or someone comes along to pull you out of this rut, you will continue to stagnate until your own body crumbles from neglect, unwilling to take even a single step further along the Midnight Walk. It is not advised to take this without any companions. - Gain 200 MP

Broken, Deaf, and Blinded

You are an incomplete creation, devoid of any sensory organs. Oddly, this doesn't mean you lack those senses entirely, but they are all greatly dulled or distorted in some fashion. Vision is blurry, like looking through smudged lenses, sound is muffled, as if filtered through earmuffs, touch is imprecise and clumsy, every flavor and scent is dull and nondescript. Finding replacement organs will help, but not by much. - Gain 200 MP

Burning Heart

A large part of your body is a vessel for an open flame. This flame is your very life-force. In spite of that, it is quite fragile. A strong enough gust of wind is all it would take to blow it out like a candle. Should this flame be extinguished for any reason, your mind, body, and powers will all be rendered inert. If this flame is not reignited by an external force in a timely fashion, your Chain will end as if you had died. A similar fate awaits you if your body is damaged to the point it can no longer contain this flame. - Gain 300 MP

Broken Heart

You will find your path to Moon Mountain riddled with one cruel tragedy after another. Most of these will simply be signs of past calamities, but a few of these incidents will unfold right before your eyes. You will find yourself quite a bit more emotional than usual. It's not impossible to control your emotions, but it is far more difficult. If you fail to cope with the suffering around you and allow your heart to break, your body will crumple along with it, killing you unless your allies find some way to mend your body. - Gain 300 MP

Icy Heart

For some horrible past deed, you have been stricken with a horrible curse. All positive emotions are dulled to almost nothing, while negative emotions are just as strong as before, if not stronger. A horrible chill will be your constant companion, as if your blood has been replaced with an unmelting ice. The only way to dispel this curse is by uncovering your sin and somehow laying the source of it to rest, which will be quite difficult as your memories of the event have been greatly distorted by your current mental state. - Gain 300 MP

Missing Heart

Just like the Nobodies of Nobodyville, you have been reduced to just a severed head. Oddly, the absence of your body poses little immediate threat, and you can still move by hopping around. However, it should be hard to see the logistic issues that come with living without any limbs. You also share the Nobodies' insecurity that leads them to discriminate against any beings that possess a body. Your head will somehow reject any efforts to regrow or replace your body through any methods found outside this world. - Gain 300 MP

THE MIDNIGHT WALK

《 Optional scenario 》

For this Jump you are taking the place of the Burnt One on their journey to Moon Mountain. There is no guarantee that your diversions will be the same as those they went through, or if the Midnight Walk has something completely different in store for you. This scenario can take one of two forms.

Path A: The Flame Beyond Time

You choose to be deprived of all powers, items, allies, or any similar advantages from other worlds. In return, for the duration of this Jump you will find various molds that you can be resurrected from, should your life be snuffed out for one reason or another.

Path B: The Flame Beyond Space

You will retain all of your advantages from other worlds, with some caveats. The Midnight Walk has the ability to tamper with your abilities for the sake of curating your adventure. It won't arbitrarily strip your abilities away just to make you suffer or to punish you for finding unconventional solutions to the challenges ahead. The Walk cares not how you choose to face the diversions it sets before you, as long as you do face them.

In either case, shortly into your journey, you will come across a strange childlike creature known as a Potboy and quickly earn its loyalty. It has great control over the flame that animates it and, should it be willing to sacrifice its own life, its fire can burn hot enough to reignite the sun within the peak of Moon Mountain.

Your mission is quite straightforward on paper. Guide the last Potboy to Moon Mountain and decide whether you will sacrifice your little friend to return the day to this Worktable, at least for a time, or walk away and have faith that the locals can find happiness even in a world of endless night. However, your Potboy may very well be the last this Worktable will ever know. This Potboy is the last chance this world will ever have of seeing the sun again.

Regardless of your choice, you will gain the ability to initiate "Midnight Walks" in future worlds. You must simply step out into the night with the intention of embarking on such a quest and put one foot in front of the other. You can even guide others to embark on Midnight Walks of their own. The Walk will twist space around you without a care, often with the intention of setting various diversions on your path in order to convey a valuable message to you, or simply to do as much good for the world as possible. Whether that's setting locations in your way that shouldn't be anywhere near you geographically speaking or causing you to repeatedly run into fellow wanderers going in completely different directions or maybe just sitting in one place.

Rather than Moon Mountain, these Walks will instead take you to whatever the current object of your quest was. If you have no destination in mind, the Walk will simply take the initiative to pick one for you that would serve as the most appropriate bookend to your journey. By initiating a Midnight Walk, you could take weeks to reach a location that would take minutes by conventional travel, or minutes to cross a distance that should take years. It all depends on the kind of journey that the Walk believes you need the most.

As for the result of your choice, truthfully it matters little.

Should you choose to walk away without reigniting the sun, you may not have changed the world, but you managed to save the life of your innocent Potboy and may keep them as a companion going forward. While the sun would have made the Worktable a much safer place, living a long and happy life is far from impossible.

Should you choose to reignite the sun, your Potboy must sacrifice their vital spark. As such, they will not be able to join you in your future endeavors. Still, you have returned day to the Worktable, banishing the many children of the Dark that ravenously consumed fire and life without restraint. In addition, you receive 200 Midnight Points to spend.

ONCE UPON A TIME...

《 ...Some folk on the other side of this and that, had the most strange and beautiful dream. 》
《 I hope that tonight you caught a glimpse of it. And I wish you the levity and grace... 》
《 to smile in the darkest of times, and on the way, down your Midnight Walk. 》

Ending 1 – The Setting Sun
You turn your back on the endless struggles ahead of you. You end your chain and return to the comfort of the known and the unchanging in your home world. – Go Home

Ending 2 – The Rising Moon
There's an irrefutable warmness to be found here, even in the deepest darkness. You don't need eternity, you just need to stay here, surrounded by your loved ones. – Stay Here

Ending 3 – The Midnight Walk
A life without motion isn't much of a life at all. What needs to be done is obvious: keep one foot in front of the other and see where they take you. – Move On

AND ANOTHER THING

《Jump by Gene》

It's extremely inconsistent what can and can't hurt locals in this world. They tend to fluctuate between being just as fragile as regular humans, to basically being cartoon characters that can survive just about anything.

It's pretty clear that this world and everything in it are quite small relative to a human being. As such, anything from outside this world will be scaled down to match. Similarly, after this Jump, everything from this world will be scaled up for future Jumps. The only exception is Heaven & Hell, which you explicitly get to choose the size of.