A General Backrooms Jump I Guess?



By: MORARARARA

Uhhh, hello I guess? I didn’t expect anyone to be here… huh.
You are a Jumper that I know, and you probably had some experiences already, maybe not.

The point is it doesn't matter here, whether a child or elderly or in the prime of their life, for this place has no mercy to those who get trapped in this place.

I… am horribly sorry for you ending up here, I got stuck in this place y’know?

Lived for quite a while until I found myself in a red hallway and… I don’t want to talk about it…

I am so terribly sorry for you, you are a jumper right?

Could it be possible for you to escape, I hope so…

I heard you can make purchases with something called choice points?

You should have them, may god have mercy on you.

1000+ Points

+6 tokens to discount perks/items by 50%, if used on a 100 or lower point cost item/perk it will be free. Cannot be used on 1000 point purchases.

Before we see what you may purchase I must warn you of this place's biggest threats to say the least.

Liminal Hell(Mandatory Drawback): (This place is one of pure confusion and madness, the walls refuse to break, infinite levels of pure hell and even abominations lurking in these halls who may or may not be harmful.
You might think that “oh since I have my magic/powers/ect this place wont be a threat to me.” No, just no… this place renders all supernatural abilities heavily weakened and you may eventually be able to do what you were able to do by training, while this does thankfully apply to the entities here they haven been here for a lot longer and thus are way stronger than you are.

Yes even applies to the body mod you have ensuring that even if you somehow had godlike powers incorporated into it they will be weakened as well. Anything natural like venom and wings are allowed however.

All 1-ups you have will not be able to be used here and your benefactor/jumpchan/ect cant pick you up, as such there are no time limits before you leave, if you want out you will have to earn it.

And as the final nail in the coffin, finding actual humans will be harder, all of your luck boosts are useless and all perks/abilities/ect that keep you sane dont work here.

Oh yeah and you can’t use both your cosmic warehouse and items from past worlds now. Also no supplements.)

With that out of the way I pray that you choose wisely for you may not last long if you decide poorly.



(Authors Note: Here's a supplement if you don't wanna suffer)

You will start in "level 0" of this place just like the rest of us.
Also just to note that this place does have indestructible walls, floors ect but not stuff on the walls and floors.

Perks

Blessings that make you better at survival.

Temporal stasis(Mandatory/Only for this jump): If there is a benefit to this place, it's that you don't age at all, that is the only good thing here with its properties I guess.

Noclipping(Mandatory): You most definitely will need this, this is not so much a power as it is a technique you can use. When you find a corner, some furniture or some objects that touch each other you can phase through the objects either to get to locations that are physically blocked off to entering, or **entering other dimensions/universes**. If it isn't obvious this is how you enter different "Levels" of the backrooms. May you have luck on your side where you end up.

Unknown cleanliness(100): Obviously as it stands, there are no showers or baths that are readily used and that is not only gonna make you smell real bad but also not be good for your health. This gets rid of anything disgusting off of your body over time. While this doesn't get rid of any disease you may pick up you will be slightly more resilient to disease.

Ration finder(100): Another issue with this place is that food and water aren't the easiest to obtain here with a severe lack of it, and yes while some area might have more than others (sometimes to an absurd degree in either direction) it still very much is something you will have to go looking for. With this finding food and water can be done on every level with effort needed to find it depending on each level. Maybe you'll find a royal ration, who knows?

A flicker of hope(100): This place is a desolate nightmare, with all the threats that you may find can feed off of one's fears and others can end your life with brutal force. You have hope, even if it's just a tiny bit for now with this you may find that any situation you find yourself in you can have a chance to survive and recover. Whether it be a pack of smilers or finding yourself in the void you can escape and heal, even if it won't be easy.

Empty Bladder(100): Yeah you might be worried about a lack of restrooms, this just makes it so you never have to urinate or have to go take a dump again by erasing waste from existence.

A Families Secret Technique(200): In other words running away, and this perk gives you a good start on where to go from here, you now are a good track star able to run for plenty

enough time to escape whatever you needed to get away from. Just know you aren't faster than some threats.

Always a Helping Hand(200): No matter what you are always useful to your allies, and this effect increases when you put more effort. Of course this effect always can lend back to you as well with the same increase, don't be a leech and you will make it farther.

Punch your Problems(200): when you need to fight you can put up a fight, you now are a decent boxer. So you can throw hands without a weapon, but the problem is still there that you can get over powered. And this only increases your skill with boxing. But even still get ready to throw a haymaker and lay into that hound you find.

Expert Craftsman(200): This place has many resources exclusive here, including but not limited to firesalt, liquid silence, Corruptonite and even greek fire. And one must wonder, can I make stuff with this? The answer is yes, and you can make plenty of things with the right resources. From completely silent shotguns to flame throwers that spew corrupted flames.

Oneiroprojection(400): Something that normally can only work on those in the frontrooms, this just is astral projection in a sense. While asleep you can create a copy of yourself with all your abilities (except this one) in any level you've been to before. Either if your dream self dies or you wake up, the dream self clone body will instantly experience instant and sudden destruction and fade from existence. You will not remember what you did while you were sleeping however.

Kindness Pays Off(400): Those you help out in kindness will be more inclined to join you, on top of this you also seem to be better at leading others. Just make sure you don't make a skin stealer join up with you without knowing it.

Frowning Combatant[Frowner](400): You seem to know how to defend yourself in an environment like this. Any object you have can be used as a weapon in your hands, some will be better than others. This isn't instant mastery of all arms but a rudimentary level of skill.
But hey if you can get away with your life intact, it can't be that bad can it?
You also get a free frowner mask and hoodie of your customization if you wish.

Blitzing Efficiency(400): You generally seem to get work done faster than most, within just a few moments you can clear out an entire room of supplies or start constructing plans at alarming speeds. May you be able to soon plan your way out of this place, if given time.

Liminal Echo(600): Generally this is a phenomenon of how the backrooms mimic the frontrooms, but in your case it means you can create an exact duplicate of yourself.
The copy of yourself has all of your skills, abilities and powers. And they can be set to accomplish one task, if they either die or accomplish the task they experience sudden and instant destruction and fade from existence.

Phenomenon 22(600): Also known as “Red Entities” is a virus that makes entities infected by it way more powerful and aggressive, and now while you may not have the virus, you have some of its power for yourself. When activated you will start to glow red and your strength, speed and combat ability are increased greatly. With power to rip entities apart to bloody pieces, it makes sense why if any entity found you in this state they would run for dear life.
The only catch to this power however is that it greatly drains one’s stamina and if not kept in check it will end automatically and cause you to pass out.
You can also customize the color, and if you are shrouded in darkness if you like.
A fair trade for such brutal power.

Forced Immortality(600): The only Perk that could be seen as a 1-up in this place. Normally this only happens rarely when someone is about to “off themselves” but for you it is when you are about to die. If this does activate you will instantly heal all injuries/afflictions and for 30 minutes you will be immortal with infinite stamina, great strength, speed and reflexes. After the 30 minutes are up you are returned back to normal and this perk becomes disabled for 10 years or a jump, whatever is shorter.
(note, perks that make clones of you are either possessed or otherwise have a version of this perk that can only activate once.)

The Unmatched Power of the Sun(600): If you are going down, you are taking them with you. At any moment you can charge up energy in either of your arms, and when its all built up you can unleash it in a massive radioactive blast. While the destructive power is immense and can be quite appealing, this blast can and will devastate you with radiation poisoning. While you can drink almond water to slowly detox and lessen mutations. Even still you should only use this when absolutely certain that if this is worth it or not?

Key crafter(1000): Sometimes in The Backrooms you may find level keys lying around. These keys can lead one to the level they correspond to and are also themed after the level. Normally one can only find these keys randomly, you? Well you can just make them. Any level you went to you can now make a level key, if given some materials to work with. To craft a key, hold the nonliving matter in your hands, concentrate and boom! A level key made out of an unidentifiable metal.
Also If you exit the backrooms somehow you can not only make level keys for any world/reality/dimension/ect, but also still be able to enter any level you went to before in the backrooms, however you cannot discover any new levels.
Considering what wanderers will trade for these things (for good reason) you can get quite rich in the backrooms. So go become the capitalist you always wanted to be.
You also get keys to level 0 and the hub for free (after your first scenario).
Yes you can use the keys to enter parts of jumps you have entered before, but you can not go anywhere else in said jump you don't have a level key for.

Golden Architect(1000): Have you heard of the Palace in the Void? No? I wouldn't blame you, most can’t go there without some risk due to the abomination that took over that once pure emptiness. Either way people there have found some absolutely godly items there that are

invaluable to wanderers there. These include the Vitae Elixirs that can heal almost any ailment including SFVs, Hydrolitis Plague, The Hound Virus and many more. The Codices carrying extensive knowledge over millions of years with either the old age books or the new age data tablets. Miniature Cells which are small geometric-shaped objects no larger than 3mm in size, which can turn into Keeper Minors who are powerful mechanical guardians able to fire energy projectiles and float/fly in the air. They can also turn back into a miniature form when not in use. The Haven Trees are made of pure brilliant ethereal light that eventually grows into 3000ft tall golden trees, capable of cleansing out anomalous/corruptive/other properties that are unwanted and warding off entities as seen with them running away writhing in pain. And even more ranging from cybernetic implants to legendary weapons. But now you can make them yourself! With all the knowledge on how to make them on top of how to make new ones and innovate endlessly. If given some basic resources, you can start a true revolution and possibly ensure that even if we can't escape we can still find a place to call home.

A party Pooper, an explorer dedicated to eliminating the SFV, aka the Partygoers.



Items

Things that can help you in this forsaken place with varying utility.

Flashlight(Free): This is what you think it is, a flashlight with self charging capabilities when not used, just be warned that some levels will prevent you from using this device like level 6 for example.

Backnet(Free): Funny thing is that the backrooms do have wifi here and its own internet, while sadly it is not connected to the frontrooms it is still useful. (*and without all of the corporate slop that's going on nowadays, or so I heard from newbies down here… dreadful.*) And now this internet will follow you not just on your chain, you can also let others in on this special internet. So now you can enjoy all the fun stuff that the people down here have made including back os! You still need a smart phone or something to access it though…

Almond Water Canister(100): A Simple yet valuable commodity here is Almond Water, which can restore sanity, fulfill nutritional needs, hydrate you and even slow down certain illnesses or afflictions. The item you're purchasing however is a canister that slowly generates Almond Water ex nihilo. Not only will it be clean and cool, it will also ensure that no other liquids can get in and any levels that transmutes Almond Water to something else will not affect the Almond Water in this container nor will said almond water ever go bad. It becomes full from empty after an hour.

Bottle o' Void(100): An odd but useful object, what is contained in the bottle is pure nothingness that remains uncorrupted. They are most commonly used for building purposes by removing geometric matter by splashing it on a wall. Also because this thing erases matter, it is advised not to drink it. However if you drink small portions of it with almond water it is safe, it gives hallucinations about one's childhood and can help with roth syndrome or depression, the effect of consumption will end after 5 minutes. Also you can make medicine after it but would still be advised to take it with almond water.
You get a new bottle every month.

Liquid Pain(100): No seriously, this is liquified pain. And it is quite useful here, just don't drink it though. This acidic substance has to be stored in glass containers lest it melt out, and it is highly combustible. On top of this you can make deadly compounds with this substance including…
Liquid dread when mixed with almond water.
Dolor Metallum, when mixed with titanium, has the same volatile properties as liquid pain and is usually used for shields and bullets.
Fire Salt when mixed with salt, a highly explosive substance that can burst into an inferno and when melted will turn into pyroil.
Corruptivoid when mixed with corruptinite, you probably shouldn't make this as it is very dangerous.
Nuclear Infection when mixed with either uranium or plutonium, never make this. Just don't.

There is a lot more you can mix with liquid pain in order to get more deadly things, you receive a new container of liquid pain that is labeled liquid pain every week.

Skirodiem(100): Named after the greek word for concrete, this is… well, concrete, very good concrete in fact. Not only can a 100cm cube withstand 3000 psi of pressure, insanely high temperature, and resist both explosions and bullets, it is also very light with a 1m cube weighing only 1kg. But the best feature of it by far, you can transmute the substance into basically anything with the right resources in liquid form. You can make plastic, wool, rubber, wood, glass, nylon, silk, ceramic, bricks, normal cement, uranium, crystals, and asbestos. You can also turn it into unrustable metals including copper, tin, iron, gold, lithium, zinc, aluminum and way more things!
The only issue is that some materials require a certain amount of one type of liquid, if you want rubber you want 30cm³ carpet fluid, any less and you get wool and any more you get wood.
You get 30 new bricks once per month. And in air it takes 60 seconds to solidify.

Supply Crate Requester(200): Certain Objects can be a pain to get here, this should help somewhat. This comes in two items, a tablet and remote you can summon and desummon. When you're traveling around and doing things you get credits, those credits can be used to buy resources whether anomalous or not. To buy items in the shop you must select them on the tablet, and then point with the remote and click the button on said remote and there you go, instant items at your discretion. Rarer items are more costly and may be something that you'd think would be a block for you. Fortunately you can also get credits by doing difficult things, like slaying powerful entities or navigating dangerous levels. None of the objects can go out of stock. Also the tablet and remote are indestructible and have infinite charge.
The shop will add new items from your past jumps and new jumps.

Eye Fuel(200): A creepy yet useful substance that even has a holiday in here that lasts for 7 days. Eye fuel comes in 5 forms really which can be explained quickly.
Solid: The safest form of eye fuel, appear as pitch black perfect 3d shapes that print eye symbols on whatever surface is touched.
Liquid: Has eyes on it and anything you pour it on will grow eyes, and can be removed with bleach. And yes living things can grow eyes that they can see through, removing will cause painful stings.
Gas: Appears as floating png eyes. Does not have the property of spawning eyes of objects or people but instead strengthening eye or weird core themed entities, it also makes them more docile.
Plasma: Appears as a black light manifesting bright glowings that always look and stare at living things,this form can cause mental harm when observing it or general unease.
Dark matter: Highly unstable often having unknown and dangerous properties, sometimes having properties of some types, other times other properties.
All of these versions of eye fuel can be turned into each other except for dark matter which none can turn into unless in very unstable environments.
This purchase ensures you get a block of solid eye fuel that is 24 x 24 x 24 inches every week.

Hazmat Suit(200): This suit will be quite useful to survival, it is what you expect from a hazmat suit. Protects you from radiation, toxic gas and other harmful stuff. It can be customised in any way cosmetically and self repairs/refilters itself. The only drawback of this suit is that it isn't very durable, but the self repairs should help with that a bit.

Greek Fire(200): The first weapon one typically finds in here, this appears as a metallic clipped box, similar to a first aid kid with no labels on it. Inside of it are ordinary plastic lighters. And inside the lighters is what we are really looking for. Inside the lighter/container it is a harmless liquid, but when it leaves and is disrupted it will burst into brilliant flames that cannot be put out via normal means. You get a new container of 12 greekfire lighters every 2 months.
Be careful not to burn yourself, alright?

Evil Eye(400): Let's face it, the entities here will be a huge headache to deal with and you might be wondering, how can I avoid being ambushed by them? By using this of course! This appears to be a digital tablet. However, its main function is that instead of having I-pad kids playing steal a brainrot and getting mad over pixels, instead it tracks danger up to 10 miles away. Whether it's from entities or the level or just about anything else. A yellow point represents small danger, orange is danger that should be taken with precautions and red is a threat that is absolutely critical to survival. If a hazard that can't be pinpointed appears, the screen will shine with a green bio hazard sign. The tablet is indestructible and recharges slowly over time. Also no the tablet doesn't show what the danger is, just how dangerous it is.

Kharthic Energy Blaster(400): You might wonder at one point traveling here, what causes the hallucinations to happen? The answer is a psionic energy wave that naturally permeates the backrooms itself. These rays can be thought of like radiation but instead of affecting atoms and causing mutations, instead it affects the minds of those who are exposed to it and of course too much can cause insanity, mental disorders and even brain death. But the entities don't seem to be bothered by it, so now you can make them bothered by it. This raygun shoots Kharthic Energy out which will appear as a rainbow light. The longer you hold it on a target the faster and faster they are affected by the Energy before brain death. However you are still affected by the waves emitted by things, so don't try using it too much lest you go a little crazy. And yes, this has infinite charge and is indestructible.

Golden Glamour(400): There is a palace in the void, the only part that is and will forever more be uncorrupted. And in this palace there are treasures unlike any other to gain. From trees that repel threats to cures of just about anything to tomes of unbridled knowledge to cybernetics and even more. And you may have one of your choice, and additional purchases are discounted by 200 points.

Reality Refreshener(400): An object used by the backrooms Remodeling Co. These objects can affect nearby reality, opening it will activate the effect releasing a mango-like scent and the "fluid" reality of the backrooms stills in a short range around the device. And when entities approach the device when active, they get stunned becoming confused and distressed and walk with some difficulty. And if you do manage to get out of this place, any supernatural effect in a

short radius you don't want around will be deactivated instantly. However the only problems are that this can render Deuclidators useless, and also the fact it can’t be used for combat unlike the Deuclidator

Kalthoff Rifles(600): These bad boys are the usual weapons of the military force of the M.E.G. The reason why is that they are cheap, producible and effective. They have a clip of 8 bullets and are like the m1 Garand. This one specifically has infinite ammo, although you still have to reload. Just try to remember that you aren't God, cause no outfit or badge ever could, so why would a gun do so?

Deuclidator(600): These items are stupidly rare and I always wished I had one, anyways this object is called a De-Euclid-ator. Outwardly, the Deuclidator is a rectangular machine, usually about 0.25 meters in length. It has no obvious screen interfaces or ports, but does contain a small input box for fuel to charge it faster, two dials with one for strength and one for range, and one blue button that activates and deactivates the machine. It has one large exposed wire around its handle and is usually grey in color. These are highly sought after for one reason, the ability to manipulate space and heavily screwing with entities and rendering levels with physics defying effects to be traveled safely. The only two drawbacks are that this item has a charge that slowly recharges on its own and the fact that it can mess with wanderers too.
If you arent careful you may accidentally kill your self, but with time this can be a very powerful tool and weapon.
Additionally this item is theorised to mess with jumpers and renegades. Probably not benefactors though.

A Darkening Thunder Bolt(600): Bottled lightning is one of the most helpful items in here, not only because it can give charge to electrical objects and also because it can be used as a weapon by throwing it at whatever might be threatening you to break the bottles glass and smite down the poor son of a gun. Not just that but there are also other variants from the natural blue lightning, the weaker artificial lightning… but the ones you are receiving are the most dangerous type of bottled lightning, Black Lightning… Pitch black with a faint glow and with 10x the power, it can surely decimate whoever stands against you. Not only this but the lightning will naturally aim toward living targets naturally over inanimate objects. While normally it is a danger even to the user, yours will not and will refuse to harm you or your allies and will not break if you dont want it to.
You get a new bottle of Black Lightning every 6 months.

Super Almond Water(600): Normally almond water is just something that is essential to survive, but does not guarantee it. Now what if it did? This liquid is the same as almond water… but it makes whoever drinks it stupendously strong, durable and fast! It can even heal brain damage and cure just about anything. With the power to start sending entities flying by chucking them like a ragdoll, the only problem with super almond water is how rare and dangerous it is to even get it. While you may skip on the danger part of this, you only get a cup of almond water every year. If you manage to escape this place it changes to a week. And yes… the benefits

stack with any other power ups you may have with a multiplicative effect. Sadly however this is temporary lasting up to an hour…

The Everything Machine(1000): This massive hulking machine is hardly understood even among those who spend their lives centered around it, the reason why it got its name is because of the theoretical purpose of it and also what it can do. Which is the ability to do just about anything. This item will be stored in your warehouse for your time here, but hold on… How are you supposed to use it if it is in your Cosmic Warehouse? Simple, you are given a remote you can summon and once per every 5 years you can use the Everything Machine to do 1 thing, it cannot undo any drawbacks, threats. It can't give you super powers and it can't get you out of here. But it can do anything else. Send you to another level? Sure. give you a lifetime supply of almond water? Yes sir. If you manage to make it out instead of a 5 year recharge it is instead a 1 year recharge and can take people out of here. Quite nice eh?

A Truly Ascended Stone(1000): Much like the Holy stones that spawned the first universes and the Void stone which formed this hell. You now have your own rock which can form an entire reality at your leisure. You won't receive this godlike object which can create anything from nothing right away. You may only receive this when you somehow leave this place. When you receive this item it will start growing outwards, this seed will grow out. From just a single world, then to a solar system, then a galaxy and yet even further beyond without limit.

A container for Kharthic Energy.



Both threats and drawbacks can happen to you if randomly and very rarely, you still get points to spend (NOTE FOR WHOEVER IS USING THIS FOR THEIR JUMPER: this means the narrator/author/whatever can have it so that something bad can happen out of nowhere. So go on person reading, make your jumper suffer)

Threats

In case of any confusion treat threats as drawbacks that have certain entities/events you may encounter, If it's something you can encounter normally it is now common for you. If not it will just make them exist suddenly.

Mosquitos be damned(+100): In this case quite literally because this place is hell to many. These aren't any special variant or have malaria or are some jacked up super alien, these are just normal mosquitos. And they just won't leave you alone! They wont kill you or anything, just be annoying as crap. Better grab some bugspray down here.

Sickening Body(+100): Diseases are gonna be quite a hassle to you as your immune system is weakened. While this here would just make you get the cold more often, there are other diseases here you can catch which are way… way worse than anything in the frontrooms.

Entity Infestation(+200): The entities here are the biggest threat to the people who live here by far. Ranging from the simple smilers, howlers and skin stealers all the way to reality warpers and down right godlike entities. And now there is an unfortunate increase in their numbers to be a 1.5x increase in their numbers. And what more is that not only do they reproduce/spawn more often, they also seem to go after you more generally.

Haunted by the Damned(+200): Funny thing is that while there are holidays in here, halloween is one that can allow those who passed to be able to commune to the living, normally the super fragile objects they use are harmless… unless the deceased sees someone who has either greatly offended or slain them, at which point they can straight up haunt the person who have enraged the deceased spirit. You are now unfortunately haunted by entities for the rest of your time here. The ones haunting you are a smiler, howler and partygoer.
The smiler ghost will pretend to be any hostile entity, with its only tell is how it is unfazed by anything and will charge at you in an attempt to startle you.
The Howler won't show up but will instead make sound and noises made specifically to creep you out and slowly but surely drain your will and psyche.
And finally the Partgoer who was once a wanderer and is filled with remorse, sadly for you they are still unhelpful as they just by being near you can turn off one of your senses temporarily. They appear once every day in a cycle of who will torment you for the day.
While they can't physically harm you, be sure that they will make life hell here.

Red entities(+400): Also known as Phenomenon 22, this viral infection can only infect entities. The issue however is that instead of weakening and killing them, it makes the way stronger,

faster and way more aggressive. With some infected entities seen ripping people in half with minimal effort. Just pray they don't find out where you are.

Bounty of 100 Bottles(+400): Someone has put a bounty on your head it seems, who did it? Who knows, the point is you have to deal with wanderers going after you to claim that bounty for survival. While most groups won't try to attack you, they will still be very weary and not trust you at first. While you can get the bounty appealed the aftermath will still be there with people trying to kill you over the bounty.

Lamenting Sinners(+600): These fleshy amalgamates come in many variations, and will seek to devour wanderers and digest everything but their brain to place into a lamenting pylon to suffer for all eternity. Why do they do this? It is theorised they do this to get adrenaline which is their primary food source. With Lamenting Spiders/Scorpions, Lamenting Beholders and only once in your time here you will encounter Euclid's dream. All of these entities are some of the worst to find here and normally while they are rare, they are now as common as other entities in this place. If they take you to one of their pylons… I don't even want to imagine what those poor souls kidnaped by them are experiencing right now.

Hey Who Turned Off The Lights!?(+600): The flicker was one of if not the worst event in modern times in this hellscape we are in. This incident went without warning and in a cold cruel instant *all electricity in the backrooms just went out*, along with *all wifi and communication* in this place. And as for any outside level every last sun and moon vanished along with any stars without a trace. And slowly but surely things only got worse as chaos went rampant in the backrooms, from people falling off high rises by accidents and the place being open season for any smiler. And even levels without any entities had them appear out of nowhere, while others became way more dangerous to downright deadzone levels of bad. This lasted several months before ending. If you pick this drawback you will instantly be thrust in a second flicker lasting again for several months. I hope you know what you are doing because you will likely die if you aren't careful. However if you make it out you at least get a perk.

Shroud of Shade(Reward): As the flicker seemed to seeth away you have gained some properties attached to the event. And now you can summon forth a shroud of pure darkness that you can see through, on top of this you can manifest entities completely loyal to you with varying difficulty depending on how strong they are. Make those who fight you feel true despair.

The Gods of Shade(+1000): Oh dear… These things should be extinct. What you will face if you truly need these points are Primordial Smilers. They are like a regular Smiler except they are gigantic and have red eyes and teeth instead of white. They were capable of obliterating whole levels at a time and were only slain by what can only be described as “Divine Intervention.” But now they have returned to make your time here hell, may God have mercy on you. If you manage to somehow survive this you get a new perk

Primordial Anger(Reward): Once per every 10 years or jump (whatever is shorter) You can call down a force belonging to the Primordial Smilers you had survived from. This ability allows

you to call forth a whole host of entities and darkness with geysers of Liquid Pain, Pyroil and Curroptinite all over and destroy anything that you deem necessary to destroy or kill. Nothing can survive this and can be toned up and down from just destroying a city block to an entire planet/pocket dimension.

A photo of a howler.



Drawbacks

Drawbacks will refer to effects that will negatively affect you

Bless You Man(+100): You are allergic to dust, and there is plenty of dust here. The dust is harmless but it will make you start sneezing. This makes entities trying to find you easier for them if you sneeze loudly and people will be concerned with how much you sneeze. Heck people might think you are sick or something. Bless you.

Trippin Like Crazy(+100): You just seem to have horrible luck with balance, whenever wandering you will likely slip or trip on something. This will never lead to your death or happen in a life or death scenario, but at that point you probably wish it would because of the sheer embarrassment that you will feel after slipping and accidentally trapping and falling onto a table in front of everyone.

Always lost(+200): You just can't seem to be going where you want to go huh? Even when given a map you will have trouble identifying where you are, while yes in some levels this isn't as bad as you could find yourself a situation where there is one area you must go in a maze like area and you can wind up horribly lost, just pray you find someone else to help you find your way.

Plain Unlucky(+200): You have pretty awful luck, frankly. The kind that would cause someone to trip in level ! and *instantly get knocked out before any of the entities exited the locked door.* So yeah, uhhh be careful I guess and best of luck to you?

A Wretched Cycle(+400): Oh dear… you have caught a case of Roth Syndrome, or as most call it the Wretched Cycle. The symptoms are benign at first including paranoia, mild headaches, insomnia, short-term memory loss and minor auditory hallucinations. But the more you neglect your psyche the worse the symptoms get, slowly having a decline in mental ability and even brain damage before eventually turning into a wretch. (also known as insanities.) You can use almond water to slow down the symptoms of the Cycle, but to fully avoid the onset of Roth Syndrome. You should meditate, socialize with others and have frequent rests to avoid burnout, among other tactics to keep sane. These methods cannot fully reverse Roth Syndrome due to brain damage and even if you cure yourself, sequelae will persist even still.

Out of Ram(+400): Your brain doesn't seem to take this place well, because your brain is now effectively overloaded by information. Everytime you no-clip you will be paralysed and be unable to sense anything for 30 seconds. And once it's over you will feel a massive migraine for a few moments.

Reckless Ambition(+600): A traumatic experience from an entity can cause someone to develop this awful mental disorder, and you have it now. What this means is that you will be Incredibly reckless and headstrong. And without any fear to keep you safe it is no wonder why those who get this disorder die in a week due to their own actions. With all of your impulsive

thoughts now having nothing to keep them down. Thankfully you can get over this disorder and become normal again, and doing so will grant you a new perk.

Unbrittled Willpower(Reward): While you managed to escape the clutches of the mental disorder you picked up, it still had its impacts. Namely you now have incredible amounts of will power and can stay stead fast in any desire or purpose given to you. On top of this you have developed a minor healing factor that can certainly save you from both illnesses and brutal cuts, also this healing factor can get stronger over time.

Unstable Self(+600): You poor poor soul… you seemed to have been drowned in liquid Corruptionite and now you are in a horrid state. Not only is it not that hard to accidentally noclip at random, and now you can experience attacks that start to partially noclip into you and deal way more damage than normal and even hit your organs. From here on you will need to be careful lest you die.

Just a Hanging Noose(+1000): Oh… oh no… Do you know what you just saw? That was the Hangman's Noose, it's not there anymore and that's how you can tell what it is. This noose marks the unavoidable suicide of whoever looks at it. For most people it's only after exactly 1 year, you? It's 10 years before inevitable death, you can survive… please… Don't give up on life!

If you manage to escape the clutches of a supposedly inevitable suicide you get a new perk.

Unyielding Hope(Special Reward): Y-You managed to survive the Hangman's Noose!? That should be impossible, and yet you did it. You now have a sense of hope, you saw that life is way more precious than the sweet release of death. And now you have a near unbreakable psyche, with even the most hopeless of situations being unable to penetrate your jest for life itself.
Not only that but you can inspire it into others and even save others from The Hangman's Noose. Be the Light in the Darkness we have been thrust into.

A photo of a Wretch



Scenarios

Challenges that give both points and exclusive boons for completion.

The Main Twelve

Welcome to the BackRooms(+100): When you do get here you will be in level 0 as we discussed, an endless maze of yellow wall paper, damp carpet and endless buzz from fluorescent lights and of course that here you are completely alone, no monsters (mostly), no people nothing. From here you have one task, get to the next level.
Don't worry this level is for the most part safe, just avoid red rooms and stay away from dark places and you should be safe. Of course there are hallucinations which thankfully aren't too bad with the only really dangerous stuff being the appearance of doors, stairs and deja vu.
Look for a room with manila patterned walls and a singular overhead light to unlock the ability to noclip. The room can appear anywhere in level 0 so keep your eyes peeled.
When you leave level 0 you will have beat this scenario and unlock a new perk.

Beginners luck(Reward): As you traveled around in level 0 you seemed to have gained a sixth sense so to speak. Wherever you wander you tend to find things that will help you on your travels, this wont help with other stuff like gambling/combat/finding your one true love/ect. This can only help you with finding things that will help you later, maybe you find sand in a level to use to blind a smiler or something like that, now go on and explore what else lies ahead.

Past the Tutorial(+200): Now that you (probably) entered level 1 you now are in an actually dangerous zone of the backrooms for once in a large space that of a warehouse crossed with a parking lot with wet floors and flickering lights, occasionally the lights will turn off, which will be very bad as there are now entities that would like to kill you, these include…
Berzerk facelings, Clumps, Hounds, Dullers, Deathmoths, Smilers and two entities exclusive here, being false puddles which you can pour liquid pain down on if you can find one proper, and the other ones are paintings which you must avoid when possible.
Of course there are people you can find here including the Backroom Colonists and M.E.G. However you should stay away from the group Cultus Sancti, I think you can imagine why.
Escaping this level can take some time whether from just exploration, an unlocked door or as a last ditch effort even try to noclip out of the level.
Should you escape you get another perk.

Liminal Scavenger(Reward): During your time in level 1 you have learned how to effectively scavenge items in the backrooms, whether it be using a blade to carve the wall paper from walls or craving the carpet or even harvesting lights, even the fact that the backrooms regrows these objects can turn into a major advantage, making string from carpet, glass knives and copper from lights. Gathering materials now won't be as hopeless as it seems.

The Endurance Test(+200): Congrats on beating the previous two levels, now you are on your endurance test to see if you can handle the sort of stress this place can and will put you through. Welcome to level 2, a vast network of utility tunnels, maintenance shafts and rusting pipes. Something to note is that even though there are few entities, this place has few provisions and hydration is either heavily limited or outright gone. This place is hot, has earthquakes (if rare) and you might think that the water in the pipes are safe to drink, no, don't drink the water as there are unknown diseases, mutated bacteria and viruses in these networks, not to mention that they are boiling hot to the point where steam can come out.
For entities in general you have to worry about some of the entities in the previous level, and also biological pipelines which you will probably have to go through, thankfully they are hardly lethal as they only digest things that haven't moved in hours, as you can surmise they are scavenge feeders. And then the Death Moths which are gigantic moths resembling ones from earth (which we call the frontrooms) with these moths being able to be tamed, but they are still predators and can kill you if you are not careful, thankfully however they do hunt other entities for food, including…
Facelings, skinstealers and dullers.
Leaving this level is via fire exits, which can send you to level 3, or back to level 1 or level 477 which is way more dangerous.
Once you exit this place you gain a new perk.

Honed Endurance(Reward): In level 2 you seem to gain a more robust body, not as in muscles or internal rewiring. It's just more durable, this generally grants decently higher stamina, strength, toughness, speed and heat resistance.

Careful Now(+300): You have now reached the Electrical Station, level 3. Having shifting geometry, along with electrical wires, (duh) plenty of machines which remain mysteriously powered despite sometimes not even having batteries or anything to pull power from and some pipes with boiling hot water in them. The pipes also cause level 3 to be both humid and hot like level 2, there are few entities in here with the most common being wretches (or insanities, they had lots of names) who were humans who have slowly gone insane in the backrooms slowly but surely becoming abomination resembling a human with no skin, rot and puss on their bodies and pitch black eyes. They are HIGHLY aggressive so if you can try to avoid them, you can kill them if you have to, they have the same stats as a person so to speak if a little weaker.
This place however is a good place to find resources such as almond water, false outlets, liquid pain, firesalt, royal rations, (Very rare, eat immediately if you find one it will keep you going for months) squirt guns and bottled lightning.
The machinery and wires are the deadliest part of this environment by far as there is electricity going through them and with exposed wires appearing occasionally you are going to have to be careful not to get shocked.
Your goal here is to find an elevator to take you to level 4.
Once you escape you get a new perk.

Engineering 101(Reward): During your time in level 3 your knowledge of engineering has increased, with this you can build very basic devices out of junk and can learn stuff relating to

electronics by just putting stuff together and seeing what works. Additionally this increases your awareness of both the environment and electronic safety. No this perk doesn't grant anything relating to software, that's digital.

Dealing with people(0): You're now at level 4, the first real safe level you will be in.
This barren office complex has plenty of furniture and the only other living things are other people. This level is also one of if not the best place to get almond water, which when consumed can satiate your nutritional needs, hunger, thirst and sanity. Whether it be from water coolers to fountains, all the almond water here replenishes and cashew water slowly can turn into almond water here.
The main threat here are other people in this area, and while some are friendly, others aren't so much. Some safe groups include…
M.E.G. or Major Explorer Group, who are known to be the largest group and known for maintaining ample relations with other groups and generally being nice with a minor military presence.
B.A.S. or Backrooms Analytical Squadron, who are exclusively found here who are a bunch of skilled scientists, medics, reporters and architects. They are known for several discoveries here and are friendly and open to trape, although most are quite reserved and don't present a welcoming sight.
S.R.C. The Society of the Red Cross: Natural Sciences and Medicine, who are a medicinal and pharmaceutical group focus primarily on making sure wanderers are healthy and sane. They respect human dignity and are welcome to trade so long as the object can serve in healing others.
There are more groups with some deadly others being quite friendly, the point is you have to learn to socialize and understand others. Remember that having allies in this place is a massive help.
To leave this level you must find a door wishing classical music, before you enter though prepare yourself mentally, cause the next level will not be kind.
Once you do exit level 4 you get a new perk.

Human Heart(Reward): In level 4 you learned to have human connection for the first time here and it has quite the impact on you, not only do you find it easier to relate to others even despite any supernatural abilities you have, you will not lose sight of where you started as long as you are sane, additionally you have some better social skills and charisma.

Terror to the mind(+200): Remember how I told you to mentally prepare yourself? Well now you're in the first level that can really screw with your head. Do not be fooled by the appearance of a high class hotel or the nice ball music, this place excels at mental torment. You are never safe here, not even for a second. While there are few entities here they are not much of concern as they have been driven to solitude and even starvation due to the damage they have received here. Only one is a threat here, the one entity responsible for this, he is known as the beast or terror of level 5. He does have a physical form with a suit and tie but appears to be a chimera between human, octopus and death moth. He has some reality altering powers allowing hallways to stretch infinitely, intersecting pieces of the hallways at a perpendicular angle to block

them off and worse is closing walls in to crush survivors. And yes he can manipulate emotions, this entity will attempt to claim your soul, don't try to make deals with it, dont commune with it. Just try and escape level 5 as fast as you can lest he learn of your presence and notice you.
In order to leave, try to head to the boiler rooms of this place using one of the elevators and then go into a dark area and open a door, once you do so you should be in level 6.
Once you escape level 5 you gain a new perk.

Holding intact(Reward): In level 5 your psyche has toughened, any effects that can affect people's minds and sanity have a harder time getting to you, not only that but you can now slowly regenerate your sanity. You will be like a duck with water slipping away from its oily back.

Eyes in the Dark(+400): Level 6 is one of the levels where most newbies unfortunately die, the first part is a maze of concrete walls, prison bars and is very dark. Flashlights and other objects used to create light are less effective here by a decent margin, it is as lonely as level 0 and the longer one stays here the more they feel paranoia, dread, anxiety and rising tension. The first part only has a few smilers to worry about. To exit the first part you must find a stairwell and then when you start going up you will make it to the second part.
This place is a barren tundra shrouded in perpetual darkness, there are more beasts to worry about (and the occasional polar bear that no-clipped into the backrooms), with death moths very rarely being seen here.
Throughout this place one can find large valleys between mountain peaks, mostly covered in yellow brown grass emitting a repulsive stench, occasionally one can find large obelisks containing text in indecipherable glyphs. Auditory hallucinations are frequently found here from birds chirping to indecipherable voices. It’s no wonder really that many who end up here ill prepared wind up either becoming a wretch or perish, sometimes to unrelated factors too.
To escape this place you must find a light, it may be in the maze or the tundra, but will be a floating ball of light, when you come into contact with it you will be taken to level 7 and gain a new perk.

Smiler Traits(Reward): In this place you seem to have gained some traits with the dreaded smilers, who are known for strangling their victims in darkness and fearing the light. Your eyes can see in the darkness, and you can grow sharp claws on your hand even if they aren't that useful in combat. And your eyes adjust to brightness and darkness really well. Only downsides are that in the darkness your eyes and teeth glow pure white, and even if your mouth and eyes are closed people will see them glowing pure white making you look exactly like a smiler. and if sudden light hits your eyes in the darkness like a flashlight, it will be like a flashbang went off. On top of this you resist the cold much better now.

Thalassophobia(+400): Level 7, a level whose name means “fear of the sea” and represents the fear of deep bodies of water. This place consists of a giant metal bunker with a flooded and well furnished room and a whole lot of ultrapure water outside. There is a dense fog outside and while the water near the bunker is shallow, the rest not so much. There is very little wave activity, there are only two entities in this level, that being tiny who is higher up on the water and the thing on level 7 who lays at the deeper parts. Tiny is a highly intelligent humanoid, who is

malicious and will actively try to hunt you, not just that but he can swim at 80 mph. Approach with absolute caution if necessary to move past him. While the thing on level 7 (pacificus leviathan) is an enormous fish that inhabits the deepest darkest parts of level 7 where the depth can reach infinitely. This thing is a ruthless predator who will hunt and eat anything (other than tiny) and is theorised to have killed all other life in the level with the help of tiny, do not engage either tiny or the thing on level 7 at any cost. Weirdly enough pacificus leviathan doesnt need to eat and despite having parasites on it it is perfectly safe, in fact it sheds its own flesh which tiny is assumed to eat. Despite the looks the flesh of it is perfectly safe to eat even if its raw, and due to the water being so cold in the depths the parasites all instantly die. (and yes even the eggs and what's in em die too.) Apparently it has extra protein, you can find this stuff floating on the surface of the water from time to time. In order to leave you must swim to a hill floating on the water, there will be floating furniture on the water that will be safe to jump on. Make sure not to swim too often lest either beast notice you…
Once you make it to the hill you can find a hole which leads to some submerged caverns and you can find some diving equipment, keep swimming down until you find a hole that appears to be infinitely deep and go down, from there you will make it safely to level 8.
For leaving this nightmare you get a new perk.

Tiny Swimming Speed(Reward): Your body again seems to have changed, maybe it was the meat you ate or maybe it was the cut you received that water got on. Who knows… Now what happened that you now are a lot better at swimming and can see better under water. You can now hold your breath for much longer before asphyxiation takes hold. On top of this you move better underwater.

Cave Diving in Liminal Hell(+200): When you enter this level you will be in a very cold pool, in a cave infact this whole place is a giant cave, you should probably leave the pool you start in as you can get sick in there. There are many things here from underground lakes and mineshafts and a lot of caverns. The most dangerous things here are entities such as skin stealers, smilers, hounds, deathmoths, clumps and more. Even some entities exclusive to this level are here too including Wranglers which are giant snake like creatures that can drill through this place with males having human-like faces while the females have arthropod faces. Mortisdoptera who are often confused with deathmoths, hunt in swarms to devour their prey while incapacitating them at the same time, to avoid them you must avoid using a light. (These creatures tend to avoid both Wranglers and Smilers for some reason.) Troglosidae who resemble spiders but belong to a different order of arthropods. They have long legs, two prolegs and whip-like mandibles, they are venomous and their mandibles are made for piercing and ingesting prey. They are prey to the two above entities exclusive here. On-top of this there are also a lot of arachnids ranging from black widows to jumping spiders and anything you could find at the front rooms.
There are also a ton of biomes and some unexplored, but we arent going to go into them as you mainly have to deal with the same stuff with new threats so try and stay out of any strange biomes you can.
To exit this level there are no reliable exits, some exited from finding small tunnels or vertically descending holes leading to other levels, even some dealing with the pits of water here.
When you leave this level you will be sent to level 9 and get a new perk.

Spider Sense(Reward): If you read any spider man book you know what this is, this is weaker than in the comics but still very useful in this place. Your senses have increased to sense danger more effectively making ambushes against you more difficult. Additionally you seem to also know when someone is about to prank you.

Beware the Neighborhood Watch(+600): One one the biggest challenges to your survival is here early on has arrived, level 9 also known as “Darkened Suburbs”. This place is an area stuck in perpetual darkness, there are houses and is infinite and heck even the electronics works so why’s this place so bad? 1. Lotta past entities here 2. Electronics like phones don't work, but flashlights do though. 3. A new group of entities called the Neighborhood Watch.
The Neighborhood Watch consists of three entity types exclusive here…
The Watchers are what appear to be floating eyeballs, that when they spot someone or something they will emit a white beam of light that any living matter fully absorbed in the light to turn into dust, this doesn't seem to work on other members of the Neighborhood Watch. They additionally are highly durable to the point conventional weaponry and backroom objects are nearly useless.
Striders are Eyes with six 8 foot tall appendages composed of nerves, choroid and veins under them. They are really flexible in spite of their size, which lets them reach into the buildings, hiding in shallow rooms is thus ill advised, they also have been recorded to move at speeds of 90 mph ensuring that one can never outrun them. They are the most vigilant of the three and often look into buildings and reach their arms to grab beings hiding inside.
Swimmers are the last group of entities apart from the Neighborhood Watch, they are roughly the size of a dog and adapted to aquatic life. They have 8 limbs similar to an octopi with a strong yet soft and flexible muscle structure, enabling them to crawl into tight spaces. They will attempt to drown their victims which due to their strength they can actually man handle you into drowning, if they can't drown you they will instead proceed to tearing off exposed appendages in order to incapacitate their victim.
None of these beings seem to eat or drink or anything else really, they do what they do because they can and they are HIGHLY intelligent. They can and will actively plan your demise if they get even a trace of you, and that's not to mention an entity that does appear in other levels but only appears here and the next level in the main twelve. That being the mangled…
They are creatures that naturally camouflage well in the darkness, range from thirty to fifty feet tall, they have a mangled appearance with the limbs they have but no one has really seen anything else… they appear with a freezingly cold red fog which is harmless, and you can even occasionally see red lightning arcing from it. If they notice you they will attempt to stomp on you and attempt to lift you off the ground and take you to who knows where. You might think hiding in a house is safe from this thing but nope, cause they can selectively noclip into structures and still get you anyways.
The major key to this level if you cannot guess is stealth, avoid being seen if you can help it and avoid any and all entities as possible. If you really want to test yourself and get an extra reward you can try to get a “pocket” which resembles jewelry which can grant access to a pocket dimension you can store stuff in with no limits on how much can be stored. The only issue is when you collect one in these levels (they appear in houses with glowing windows) ALL OF

THE NEIGHBOR HOOD WATCH WILL INSTANTLY GET NOTIFIED WHERE YOU STOLE THE POCKET. This will cause them to swarm the area and could doom you if you aren't either insanely lucky, insanely stealthy, stupidly nimble or all of the above.
To exit, run into a vast grass field, eventually you will find yourself out of this level.
Once you leave you get a new perk, if you leave after stealing a pocket and still having it in your possession when you leave you will get another new perk and a new item.

Tax Evasion(Reward): If level 9 taught you anything it's that if you are never noticed, you will be far safer. You now are a lot stealthier than normal, you could realistically sneak into a military base with proper equipment. On top of this you know how to make a quiet escape.

Neighborhood Ninja(Special Reward): Stealing the pocket was far from easy but you now seem to be almost impossible to discover, from where the previous perk could allow you to sneak into a military base you could get in and out of area 51 with no one even noticing. On top of this you are really good at stealth kills.

Pocket(Special Reward): The object you struggled to escape with now in your palms resonates, and now as it binds to you, you feel as if it is truly yours now. This piece of jewelry you have obtained can now be summoned and de-summoned from the infinite pocket dimension it stores objects in, it cannot store objects that you cannot lift or living things. No one else can access this space other than you and you alone. Now have joy that you will never tire from carrying too much equipment at once.

The victory lap(0): level 10. An endless sprawling field of wheat, and grass. This place compared to the last level is relatively safer compared to level 9, with there occasionally being some structures, the entities native here are all friendly and harmless, the few entities here are ones you dealt with before, and even the day and night cycles aren't all that bad, the only real issue is if you dig into the earth a whole cavalcade of worms will come out of the ground, and yes they will try to burrow into flesh so maybe don't go digging in the earth here, alright?
To leave this place you must find a road and following it for a prolonged time will send you to level 11.
For making it out you gain a new perk and a new item.

Weird Farming Techniques(Reward): In level 10 you seemed to have gotten some ideas on how to grow food here in this strange, strange realm. You have learned how to grow plants in the walls, floors and ceiling. Among other places to plant seeds. On top of this you will know how to care for your crops in many ways from the mundane to strange. If you set up your food source you will not go hungry here.

Backshroom Seed Packs(Reward): These here are some of the best food supplies down here, Backshrooms are like Mushrooms from the Frontrooms and come in two categories. Edible and volatile. Edible backshrooms are what you expect, are high in protein, vitamins, minerals and antioxidants, not only that but are also used for cooking a large variety of meals which can give unique beneficial effects, like for example eating a backshroom pie can give the

consumer a considerable boost to strength and durability. Volatile Backshrooms are unfit for human consumption and exhibit properties dangerous to entities, especially if consumed or exposed in a highly concentrated state. As you'd expect you can make volatile shrooms into potent weapons from toxic dust, bombs and juices with properties of the shrooms you used. Not only that but the juice can be applied to objects to give them properties associated with said shroom, which include fire, acid, death(necrosis), electro, sea, shrink, silver(massive debuffs), stone and cloudy.
You get new seed packets for both edible and volatile Backshrooms every week.
And yes you can hybridise them to create new ones with new properties that you also get packets for every week.

Hope in the Skybox(0): Finally, You made it to level 11, a sprawling city that goes on infinitely, there are no harmful entities here and all the others here are really friendly, even the facelings here aren't feral and instead are people even if these entities can't leave. But now that you have finally made it through the main 12, now what will you do? Go out and try to slay the toughest you can find? Or will you research this place's properties and make wonders beyond your wildest dreams? Or will you humbly live your life here and be a friend to help others in need? The choice from here is all yours. Cause even if this place can take away your connections you had to your companions and those you love, it cannot take your free will without one hell of a fight.
When you leave level 11 and start exploring the backrooms in full you get a new perk.

Explorers Dream(Reward): After seeing a fragment of this place you have gained the will to explore endlessly, as you explore the more you will discover. From lost treasures or deadly levels, and the more you explore the more your psyche will heal.

And If you Get through the whole Main 12 one at a time you get a Reward that will be a godsend here.

Your Own Level(Special Reward): This borders on both a perk and item, whenever you wish to you can transport yourself to this level of your own customization, this level will start off barren as one can be. But as you use this place more and more this level will develop its own sub levels and resources you can use. While this may be a slow process it will happen. Any dangers you have will be placed in its own sublevel away from any other part of the level. Only you can have access to this and its sublevels can be entered and exited instantly at your leisure. Also if one of the sublevels would lead to your death you will be transported instantly back to the main level in a place where you may recover. Only you can enter and exit this place. Even if you exit the backrooms this piece will still always be with you.

Enigmatic Discoveries

The Crimson Forest(+200): There was a place in this God forsaken realm you know, that was blessed. Once upon a time we could go there, be at peace from this hell and have some hope here. Well until the level vanished and when we tried to return, all we saw was a level that was a

desert with a massive crater. This safe haven with perfected beings that kept the place safe and the gorgeous geography that folded in on itself in perfect way, and the gravity, man that was so fun to mess around in. But now our safe haven, our favorite place of kindness and empathy is gone, I… I just want to see it one last time… I would like to see how my old pals are doing… I'm so sorry, friends…

A Forgotten Paradise(Reward): I… You found it, and I can see my old friends, I… Thank you so much. I missed this place so much… this place, it can now give hope to others again, and so it can for you. Now on a personal level you can connect to this place. Do note that if you do exit the backrooms at whatever cost that might be you can still head here, but you can no longer head to other levels in the backrooms.

If you have the "**Key Crafter**" perk and accomplish "**The Crimson Forest**" scenario you get another perk.

A Perfected Being(Special Reward): You seem to have picked up some qualities of the many perfect beings that protect the Crimson Forest, they are no godlike beings but they are powerful enough. You can now create solid light to fight, from using light bullets to blades to plasma blasts and way more. On top of this you may bestow anyone with a seed of light that will eventually blossom and grant you all the powers from this perk.

RUN FOR YOUR LIFE!(+600): You… oh no… this place… You need to run, get a head start or gather supplies as fast as you can before they break through the door. They will break through that door, you must run out of the room into the hallway and keep running. Don't stop, keep going. There are false exits, so don't get deceived like I was. The exit signs can explode and create a fire, endure and evade. The beasts behind you are reckless and never tire, always hurry. This place can fall apart due to its instability, be smart and have reflexes.
There are obstacles like tables,chairs and beds. Jump over and keep going.
Very rarely you may find a safe area, they are blue in color unlike the rest of this level being blood red. These are short resting spots, there are supplies here but staying here is still not an option. Take what few supplies are here and start running again.
After 10km you will reach the exit door, there are no other hallways, all you have to do is run and get out of there!

Speed Demon(Reward): Holy Hell you actually did it!? Well at least you're safe, and it seems that during your time here you have gained some serious stamina able to keep going for several hours. Your running speed has increased to around 23.5 Mph and your parkour skills have got a sharp increase on par with the rest of your abilities. A good thing to note is that you can no longer get sent to level !, so have joy knowing that you just did something that many could never accomplish.

Th3 3t3n4l 5h4d3(+600): You have found yourself in a truly terrible place to be, and what's worse is that somehow you are stuck here, even the parts that should let one out just don't work. And yet your essence cries out to the deepest part of here, you will inevitably get dragged

deeper and deeper through choice or mistake. In the end it doesn't matter you will be dragged to the depths to suffer for eternity, and yet again something calls within. Something from your nature as a jumper, something that refused to be chained down and something that refuses to be imprisoned. For now this is all you have, and now all you can do is hold onto that flame you have within you, grow it, improve it. Don't let it fade or your only chance to be free will vanish. And then all that will be for you is eternal torment.

Unchained Soul(Reward): Somehow, by some miracle of sheer will power and your humanity prevailed. I don't even know how you did it but I am seriously surprised. Your powers seem to resist being weakened by outside forces now for some odd reason, all of your perks are now able to be used on a level that would let you destroy a wooden plank at least and a wall of concrete at most. They can still be improved here over time as you use them. and if you are ever in a position where you truly are trapped, your abilities would slowly but surely evolve to let you escape. No matter how much time has passed from a few days to several epochs, you will be free again one day to feel the warmth of day and the cool of night.

Nothingness Itself(1000): The Void, a place that was once pure and empty. But something entered, an entity that represents corruption, lethality and hopelessness. Your nature seems to reject this anomaly, but alas you still are vulnerable to the plagues of sin. You must cross abnormal rock formations and structures here, and face corrupted abominations that would desire the end of your pure soul. The Eye that is here will soon look down on you, you must refuse, you must not give in, you must hold onto hope, you must remain pure. You must put your whole soul, mind and body to reject this evil while fighting it at the same time, or be devoured by it.

Purity Still Remains Intact(Reward): You may have been infected by the abomination in the void, but you refused to give in. And now it has been disconnected to the beast in the void, thus it is your power now and yours alone. You now can sprout tendrils of Pure Void, which can delete any matter it touches that you wish to be destroyed. However if something is 1.5 times stronger than you, it will instead slowly burn away the matter on their body. Now with a bit of the void you have stolen from corruption, what will happen from here.

Requires all other scenarios in this document to be completed to be unlocked

A Promise Awaiting(0): You've been through a lot, you rediscovered the crimson forest, passed through level !, Ascended out of the Th3 Sh4dy Gr3y and even escaped the Void itself! If there is anything you could do is finally discover where the promised land is.

A Promise Fulfilled(Reward): You finally found it, the Promised Lands… the one place everyone seeks. And it is worth it, now this place has connected to your personal level in the same way as the crimson forest. This is a perfect paradise suited for everyone's needs, take a rest here whenever you want. You deserve it.

Additionally any perks from this jump you may have obtained become part of your Body-Mod.

However if you have the "**Key Crafter**" perk when you finish this scenario you get a special reward.

A Promise Made(Special Reward): Any promises you make to others you can always keep, whether it be to let someone escape this place, defeating a demon overlord or just being there for a friend. No matter what happens these promises will be kept till the very end, even if you die you will still accomplish what you promised to another. Only you can break these promises however by not being loyal. Give the hope that me and everyone else here were robbed of.

Endings

Now what fate awaits you on this journey?

The Grave: You died, whether it was a smiler or something else doesn't matter. Now all that matters is that now you really can't leave. There are no threats and no entities. But there also isn't anything else to do but watch. This is now your purgatory to lie in, now you too share what I must go through.
I am terribly sorry, friend… so terribly sorry…

Pyrrhic Victory: After what felt to be an eternity you finally escaped this place, but at the cost of your ability to be a jumper, and now here you are back in your home reality with all you gained. You are free but now have no more adventures.

The Cruelest Trick Played on Man: After you Finally exit the backrooms. Even if at the cost of all that you owned, you were finally free. But then you start to see things off in the corners of your eyes, clocks skipping a beat, water going upwards and even darkness extending more than it should, and when you look at the differences you notice it being normal again.
This eats away at you slowly but surely, and after a horrid shooting of a place you started, and all of your ammo is gone… a Smiler appears, and ends you… you never truly left this hell didn't you?

Resignation: After many attempts to leave, you finally make peace with your situation. You know you cannot leave, thus in this meaningless dimension you decided to find a meaning for yourself, whatever that may be.

Quantum Suicide: Maybe you saw how many innocents this place has taken away from their loved ones, maybe it was how it stole what you believed to be yours. It doesn't matter, Through sheer force of will you re awakened your powers and gained your spark. And in your rampage you finally destroyed the backrooms, you died after fully spending everything you had on this task. Your benefactor found your dead body after so long, and much to their despair you could

not come back to life, they decided to hold a funeral with all of your old companions grieving your death. May you rest in peace.

Something Followed You: As you escape the back rooms and your powers come flooding back, your benefactor and companions finally swarm you with tears in their eyes. Even if you are glad that you don't have to be in THERE anymore, you can still feel it… Following you, people vanish in every new world you go to, and you grow worried. Cause now the Backrooms has found someone, to help find it new victims to claim as its own. Whether willing or not.

(Requires “A Promise Fulfilled")
Truly Free: After reaching the Promised Lands, you did it. You truly have done it, you escaped. You see your benefactor and companions leap at you and hug you as tight as they can, when they let go you tell them where you were and how you escaped. Your benefactor pauses, and says that the Backrooms have never had a true escapee, and you somehow aren't chained to that place anymore. Now that you are truly free from the Backrooms clutches.
And best of all it can’t use you to steal others away like other “Escapees”!
I have a lot I would wish to say, old friend but… all I can say is, I’ll miss you!
Good bye Jumper!

You may also use endings from any of my other future Backrooms jumps when I make them, so long as it is possible to achieve that ending.

A Backrooms Return Jump sorta

Notes

My Inspirations: The backrooms Wiki dot, The backrooms fandom wiki, liminal Archives, MGHC backrooms wiki

Several times I had to use the Wayback machine for this.

The quote of the gun doesn’t make you god is a reference to spawn.

By the way if you have any perks on the level of “All Fiction" or ”Epilogue" they cannot be regained in this jump.

Speaking of the only jumps whose perks aren't affected are those from Generic Apotheosis.

The Golden Architect perk allows you to make reality bending technology that can mess with the backrooms.

The Truly Free ending when you succeed in finishing the promised lands scenario, yeah the Backrooms can’t use a connection between you and it to kidnap more people to be in its

endless halls.
I specifically put that ending there so people can still enjoy their chains without this place being a recurring part of their story and dragging them back to it.

Maybe one day someone can give us…

Hope **Freedom** **Salvation**