

By Senki Anon

Well now. It would seem that you died? It's honestly a bit hard to tell... Limbo is generally known to the be place between heaven and hell. Sometimes that means purgatory, a simple emptiness for those neither good nor bad. Other times, it's a form of waiting room. As for which one it is right now... Well, I did say it was hard to tell. Either way, you've been reduced to almost nothing, no powers, no allies, no nothing. All that's left is your bodymod… scaled down to the body of a young child.

You wake up in a forest clearing. The world is naught but black and white - your face practically doesn't exist, just two dots of lights for eyes. To quote another 'You wake up in a spooky place, you're a kid with a spooky face. Heart-a-thumpin', ya start-a-jumpin' Be careful that you don't fall."

Yes, for such a dreary place those words are a bit... cheerful.

Anyways, take these.

+0

Wait, hang on. What? Take these.

+0

...We may have a problem.

Origins

Right, I don’t know what's going on here, but I have to give you something, so take one of these. They aren’t worth anything per se, but they should get you something free in just a bit.

The Seeker

The Kid with a spooky face, as I said before. That’s you now. You’re goal in this place is to *leave*, and quickly. Death is cheap here, so you have a few chances, but be wary they don’t run out.



The Lost

...Lest you end up like one of these. Someone without hope, without light. You’re goal… Is to prevent someone else from leaving, by any means. Stealing their way out is the only way for you to leave now.

Perks

Small boons are all I can give you, anything more would cost you more than you have right now. The first 100 perk and item of your origin is free, and the rest are discounted appropriately.

Free - You're A Kid With A Spooky Face

Just a small bit of this places natural logic - for now it's been forced upon you, but anytime afterwards if you wish to call upon it, you may. Your body is now a silhouette of itself, all black and shadows, with only your glowing white eyes for light. If you are one of The Lost, you don't even have that light. I suppose this could make for a decent disguise later?

Free - To The Beat Of The Limbo Band

Music! To take your mind off your probably death. It's nice and relaxing, if a bit spooky. Tis fond of natural sounds, like wind through trees, but it's technically actual music. And… It will occasionally break out into joyous song about how you're going to die soon. Or giant penis's, depending on where you go in the future. Sorry about that.

50 cp - Everything Is In Black And White

A small upgrade to 'You're A Kid With A Spooky Face'. So, if you didn't buy it, you can't buy this. Granted, it was free, so... Instead of just you being varying shades of black and white, now it's everything and everyone. Limbo's greyscale coloring can now follow you into future worlds. You can of course, turn this off if you want to see color again. Sadly, the lack of color won't actually manage to inconvenience anyone - It's not the world, it's just the way you view it.

The Seeker

100 cp - Move Forwards

In another life, you might have played a game with startling similarities to this world. However, that world was 2d, and this is not. As such, you now have a slight nagging feeling telling you which way ‘forwards’ is at any given time. Keep in mind, this won’t help one whit with things like locked doors, giant monsters, or deep ravines in the way. Only that you must keep going.

100 cp - Don’t Fall

Jumping is important! There are many hazards between you and the exit, but thankfully lots of them can be jumped over. Or dragged, pushed, or otherwise moved about. But, jumping over them is now something you’re skilled at. In addition to eeking out just a bit more in terms of height and distance, you can simply ‘walk off’ falls of greater height. ...And by greater I mean maybe twenty feet.

200 cp - Step Carefully

Traps, both manmade and natural, dot the landscape. Trees about to fall, floors that give out, the thinnest of wires holding back rocks, sabotaged electrical wires… The dangers are endless. Thankfully, you’re better and differentiating between the ‘jet black’ of the ground, the ‘stark black’ of the sky, the ‘absolute black’ of yourself, and the ‘99.999% black’ of that bear trap you almost stepped on. In other words, you have an eye for the small details that tend to be left behind by the placement of traps.

200 cp - Up and Over

Forwards not enough direction for you? How about climb that tree? You now have enough skill to actually do with with relative ease. Climbing trees, going up or down ropes, or maybe even riding a broken off limb down a steep hill are all in a days fun for you. Especially now that there’s no one here to call you out on ‘unsafe’. Keep in mind, if you do mess up, these will probably kill you. But hey, positive attitude!

400 cp - Eyes Closed

So uh. You’re actually kind of amazing I think? Specifically, you don’t need your eyes to do any of these things. Eyes closed, cut out, or just total darkness, it doesn’t make any difference to you. Even without using them, your other senses can compensate to the point where they might as well be open. And with a bit of practice, they might just end up better than eyes wide open. Wait, isn’t that basically echolocation?

The Lost

100 cp - Food and Water

Limbo is an empty, empty place. A long time ago it might have been something better, it might have had an actual city! But now it's in ruins once more, and only half broken and dangerous machines remain. However, if you stop and listen for a moment, the echoes of life can be heard in the most baren of places, allowing you to find enough sustenance to last the day. Not a pleasant life, but little is better than none.

100 cp - Scraps and Stones

Well, even if there was a city, it had to come from somewhere, right? And even without one, you need a place to stay. With there being no way out for you, you'll need a roof… or maybe not, and you just want one. Doesn't really matter. You can now jury rig a shelter out of basically nothing, and a treehouse town out of barely anything more. Hell, if you were mechanically inclined, you could build a fake spider to scare away the wildlife. With posable limbs.

200 cp - The Flies

A pack of lost children, living of the land… that sounds somewhat familiar. Nevermind that though. You are now somewhat more charismatic than you were before, just a tad bit better at leadership, so on and so forth. Skills that, with nurturing, could make you an important person in the land of the living. Well, it's not much now, but it's more than anyone else here has.

200 cp - Background

The game was a 2d world, but this place is not. However, The Seeker will still mostly be traveling in a straight line towards his goal. There are a few zigs and zags, but it's mostly straight. You have an interesting ability to step off the path. The old elephant behind a telephone pole trick. Simply put, you can hide excellently, and in some fairly ridiculous places.

400 cp - Spider

If Limbo is for those not good enough for heaven and not bad enough for hell, then I suppose it makes sense that it would be full of children. But there are more than children here. There are animals. ...I might need to brush up on my religion, but, why animals? Could it be that they are not animals at all? Some lost soul so broken that it cannot even remember that it is human? Well, I suppose not. You are no longer a child, but have become a giant spider instead. As far as strength goes, you have more to fear from the environment than any who live here. You're also stubborn as hell, and can survive one or two good blows that really, really, should have killed you.

Items

The Seeker

100 cp - Ten Candles

Light. Light is an amazing thing in this place. It represents hope. Each of these candles represents a tiny bit of that hope. What do they do? Well, they provide you with light. That might not seem like much, but you'll find the creature that roam here hate it. Simply put, it drives away the dark, in more ways than one.

200 cp - Hat

...Yes I know, you're thinking 'What use is a damn hat?' Well, there are these slug things hanging on the ceiling. They eat… Something in the brain, and them doing so messes with motor control - you can only walk forward when they're latched onto you. Hence, hat. The ultimate defense in brain eating parasites! ....But, more realistically, the hat will somehow block one attempt to hijack your body before being destroyed.

400 cp - Limbo

The first part of the journey you may have seen, your own is unlikely to be quite the same. Nonetheless, this forest holds a tranquil and serene air to it. In it's very heart is a simple wooden treehouse, or perhaps a campground of sorts? Either way, it's somewhere to rest and relax. You'll find that no matter where you were before, if you so wish it, then taking a single step backwards will bring you to this place. Leaving again takes you to where you were before.

The Lost

100 cp - 'Dog'

A small lizardy doglike creature, normally afraid of almost anything. You managed to capture and tame it a short while ago, and it will now obey you and can do simple tasks. It eats strange mushrooms, and can help you find both them and other forms of sustenance. If necessary, it can also act as a guard - actually, you know what? You trained the thing, you decide what it does.

200 cp - Menace

The Lost are a threat to The Seeker. That's just a fact. As such, you now have something with which to menace him. A blowgun and darts perhaps, or a supply of burning tires. Or perhaps you want something even more impressive, something you maybe ripped out of the factory? A machine gun turret, or a buzzsaw? Well, those last two are more of a fixed emplacement, but if you run out of the the first two or break them somehow, you'll find more shortly.

400 cp - Ruins

Like I said, maybe something you ripped out of the factory? The factory itself, perhaps? This place is more of a puzzle than a location, filled with turrets, saw blades, machines to redirect gravity, pneumatic presses, giant gears… it's dangerous. But it's also a fabulous supply of metal and parts, something i'm sure you can make good use of. And just maybe you can figure out how a bunch of lost kids managed to make a factory that still runs even after all it's inhabitants are gone? Seriously, what powers it?

Drawbacks

Since you have no cp at the beginning, this is where you get it from.

Inconveniences, some small, some not so small.

+50 - ‘Life’

Under normal circumstances, you have 100 chances to succeed at leaving, or 100 rounds of death to deal out. However, you may shave off from, or add to, that number in order to gain points, depending on which is more convenient for you. In other words, a Seeker would find himself with 50, while The Lost would need to kill him 150 times. Or 20 and 200, or 5 and 300. This drawback may be taken a maximum of three times.

+50 - ‘Silence

The forest breath, the city creaks, and the factory roars. Ambient sound, the breath of the wind flowing through the world. It’s gone. A deep, echoing silence has overtaken the world. Footsteps echo, machine guns roar, and gears groan, but unless something is actively in motion, a deafening silence will overtake the world.

+100 - ‘Fear’

This place is made from The Seeker’s fears, and perhaps one or two thrown in from the girl he searches for. Now, it’s also made from one of yours, if it wasn’t already. For The Lost, there is a section of this world that is utterly inhospitable to you. If it were the factory, then it’s falling apart state would collapse even furthur just in time to drop something heavy on you. For The Seeker, you’ll find yourself moving just a tad slower, jump just a tad lower, while in that area. Be careful it doesn’t mean your death.

+100 - ‘Light’

Deep under the earth is a passageway. It’s locked behind a door that cannot be opened. Normally, you would ignore it. It is deep and dangerous, and large parts of it are utterly black. For The Seeker, the door is no longer locked - and the path that you would take to go around it normally is blocked. You MUST traverse it. For The Lost, the world is simply a brighter place. This affords The Seeker a better chance at seeing your traps coming. It might even mean actual color? Not likely. The Seeker may take this drawback twice, once to traverse the dark, and a second time to also traverse the path they would have skipped.

+100 - ‘Allied’

The moment when The Seeker gives up is the moment when one of The Lost can leave. But which one? Normally it would be you by default and my kindness - this is no longer so. After the Seeker becomes lost, you will have an opportunity to leave, instead of a guarantee. You must deal with the other Lost to be the last one standing. For The Seeker, The Lost instead become tighter knit, and worse, aware of his approach. The Lost may take this twice, once to fight amongst themselves, and once to finish the path in his place.

+100 - ‘Enemy’
How many dangers will you face? How many lost stand between The Seeker and what he searches for? While there are no ‘usual circumstances’ to this place, the answer is perhaps three dozen. Or, if you prefer, that number can be changed. For The Seeker, four dozen. For The Lost, two. This drawback may be taken twice, for six dozen and one respectively. Or, for The Seeker, you can instead choose for there to be another monstrous creature, much like the spider.

+200 - ‘Phobia’
The original path was in three parts. A forest, a ruined city, and a broken down factory. What these represent is up for debate, but is also irrelevant. However, though extreme bravery or cowardice, this is no longer true. It was already something different, but now the length has changed. For The Seeker, it is now four, and for The Lost it is two. This drawback may be taken twice, for a length of five or one respectively.

+200 - ‘Time’
One day, maybe two. Keep walking forwards, and thats how long it would take a seeker to reach the end. One week. Thats how long it would take him to give up. That sound have marked the end of your time here, but that is no longer true. Simply put, The Seeker needs to pass through this landscape twice, but receives no extra lives with which to do so. On the other hand, The Lost must now contend with two seekers, both with full lives.

The Path

The Seeker

What you find here is most likely not what the ‘game’ held. As much as I speak of how this place came to be and what it truly is, the obstacles the child faced were made from his fears. Spiders are common, as are bullies. A car crash, perhaps? None the less, what you find here will not be what he saw. Limbo will warp to suit you to a certain extent, and you will have to traverse it until you reach the end. What that end may be… None can say. With that said, it’s perilous in the extreme, and not the kind of path a child - or someone trapped in the body of one - should be walking. As such, you have 100 ‘lives’ with which to traverse the world. If you run out, it’s game over. Your chain continues, yes, but nothing you gained here will be kept, and you cannot come back.

The Lost

The challenge of The Lost is almost identical to that of The Seeker, but also it’s opposite. The Seeker must reach the end, and The Lost must prevent that. As before, they have 100 ‘lives’, and you must bleed them dry through weapons, traps, tricks, anything and everything. The good news is that they must restart from the beginning each time. The bad is that if they reach the end, then you’ve failed. You continue your chain, gaining nothing, and unable to return. However, the moment in which they give up is the moment in which the door out of here hangs open for just a moment - and with The Seeker having lost his hope and will, you may leave in his place.

End

Assuming you do succeed, then this place will act as a sort of 1up for you. Once per jump, you may return to life after facing a number of your fears - perhaps not ‘understanding’ or ‘coming to terms with’, but overcoming them in at least some small way. Or, if you prefer, you can come here willingly, mixing your own fears with that of another, and bring them back with you.

...I suppose I should offer you this chance to ‘stay’ or ‘go home’, but I don’t really think you’d want to stay here in this place. Going home might be desirable though?