# THE MANOR AND THE SEA

## PART ONE: ADRIFT IN THE COMPLEX

# Passion in the Complex

An **Adrift in the Complex** Supplement by **SpiritualStill**
**Version 1.1**



*Ah, Jumper! It seems that you saw my invitation? Or perhaps you just stumbled onto it. Whatever the case may be, I am glad you found your way here. My name is…well, that doesn't matter really. I suppose you could call me a* ***Bringer of Joy****, from a distant corner of creation.*

*You understand this Liminal Frontier very well, yes? You fall through the floor for one reason or another - maybe by accident, or perhaps because of some experiment. After that, you wind up in some place with damp carpets and mono-yellow wallpaper. Even if you escape that hell, you've got hundreds of levels to see, and potentially infinitely more. Still, it's not all bad: you aren't alone, as there are millions of others here with you, who are more likely to try and help than hurt.*

*Still… have you noticed something is missing? You have, yes? There's so little intimacy! You've got one shiptease at most despite having so many eligible partners! Yes, this world is undoubtedly a lot more bleak, but that doesn't mean you should be unable to have a sexy time!*

*So, let me grant you this supplement. You can fuse it with the standard* ***Adrift in the Complex*** *jump. Everything is pretty much the same, just with more perverse elements.*

*For this supplement, you receive* ***+1000 Amor Points (AP)***

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## Origins

*It would be quite silly to have origins in a supplement, yes?*

*In lieu of origins, you receive a 50% discount on one perk and one item from each price category. The exceptions are anything that costs **50 AP** and **100 AP**, as they will be Free.*

## Perk Selection

**Obligatory Protection [Free]**
Well, you do need this if you are going to be doing anything, especially out there. This grants the world a degree of porn physics that helpfully aligns with your tastes, of which you will instinctively be aware. This also helpfully removes STIs.

**Deviant Reality Shift [100 AP]**
Yeah, so I don't think Smilers and Hounds are supposed to look so…*shapely*. In fact, I'm not sure sleeping with anything here counts as anything more than a biological hazard. You'll find that pretty much everyone and everything here is *at least* attractive enough that you'd bang it in a vacuum, and everything is able to have sex. This doesn't mean you'd actually bang them, though, nor does it mean they'd be willing to have sex with you.

**Altered Phenomenon 7 - Amorous Echo [100 AP]**
The Liminal Echo is the phenomenon responsible for shaping the Backrooms into the liminal frontier that it is. This altered, considerably more pervasive effect influences the entirety of whatever setting you travel to. This causes sex and sexual phenomena to be commonplace. Among its effects are sex and sexual actions being seen as perfectly normal, your preferred kinks being common (with your disliked ones being far less common), and your chances of running into sexual encounters skyrocketing.

**Altered Phenomenon 15 - We're Alone [100 AP]**
"Alone" refers to the phenomenon whereby Backrooms levels create copies of themselves for each wanderer, ensuring they are isolated. The altered version is far less isolating, as you are able to bring yourself and your companions into replications of a space, which may or may not have some uses for sexy time. This also bypasses the standard Phenomenon 15, letting you drag your companions from their dimensional copies into yours.

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**Oh, Romeo [100 AP]**

Hey, so on your journey, you may or may not run into the fact that a dominant force within your semblance is Romeo Snow. Pretty important guy, all things considered. But what matters here is that he was a very charming fellow - too charming actually, and it became a problem for everyone else. It seems you share that sort of charm, so although you probably won't be seducing everything that walks in front of you, you can probably talk your way into the pants of pretty much anything, so long as you are putting in the effort. Granted, though, odds are that you'll only be able to do so once if you don't have anything to back it up.

**Nice to Meet You, ~~Aphrodite~~ Isaac [100 AP]**

Did you know that the Greeks got the gender of their God of Love wrong? True story. Also, you probably know the whole deal with Talloran, yeah? Still, while affirming their identities is always good, it's even better to make sure they feel comfortable. That is where you come in, as you are now able to change the sex and appearance of someone to match their inner self. What's more, you can have this be semiotically enforced, ensuring everyone, no matter how ass-backwards in beliefs, will refer to them by their ~~new~~ true selves.

**Altered Phenomenon 36 - Love Tattoos [100 AP]**

Tattoos are an odd occurrence in the Backrooms, where wanderers are given tattoos to commemorate significant events in their lives. When you are with people you care for, you and they wind up getting a type of tattoo like this. Beyond inspiring positive emotions when observed, it also serves as a reminder of bonds and effectively protects against anything that might attempt to break, warp, or erase that bond.

**Altered Phenomenon 7 - Toy Materialization [100 AP]**

Item Materialization refers to the anomalous ability for items to randomly manifest throughout the Backrooms, including things like firearms. This is a helpful sort of ability that lets you manifest things like sex toys, contraceptives, and any other sort of weird thing used for sex. Also handily lets you summon any toys you already possess.

**Altered Phenomenon 8 - An Immortalized Moment [100 AP]**

Aterno Momentum is the well-recorded phenomenon of a constellation being born when a momentous occasion occurs within the Backrooms, with some evidence suggesting they can be more easily seen in moments where said knowledge would be beneficial to know. This works very similarly, as you receive a constellation for all major accomplishments of your own. While they are very pretty to see in general, observing them grants you a small yet appreciable bonus when dealing with anything relevant to said constellation.

**Meet the Polycule™ [200 AP]**

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Hey, so in case you didn't notice, you can get, uh, *very close* with your companions. It's friendly, of course - but in case you don't want a platonic relationship, you can have this. Save for people you consciously or subconsciously wish to remain exclusively friends with, you find that your friendships gradually get deeper, and your friends grow closer amongst one another as well. Whether this means you are all just best friends, friends-with-benefits, or life partners is really up to you.

**Love Her, Love Her, Love Her [200 AP]**

When you care for someone, are you truly going to stop loving them because they've a ~~half-a-hundred~~ few issues? No! You accept them for who they are and help them work through them. You'll find that your love is genuinely a superpower and smooths over any and all problems. If your partner requires something like human flesh or blood, your love lets them eat normal food. If someone you love is someone whose fatal flaw is that they *cannot* be loved enough…well, it seems you give them what they want.

**Altered Phenomenon 25 - Death Denial [200 AP]**

Hangman's Noose is an ominous phenomenon whereby individuals, when alone and at a very low point, will receive a vision of a noose - symbolic of the fact that they will die in exactly a year. Instead of that grim phenomenon, this causes lonely or despairing individuals to receive a vision/hallucination/dream of you, which will inevitably guide them down a path to meeting you, resulting in their life being saved.

**Altered Phenomenon 57 - Achronic Deviancy [200 AP]**

Achronism is the catch-all term for the Backrooms' many, *many* time-based abnormalities, born as a result of the fact that the Backrooms exist outside of time, so it's not beholden to the standard Frontrooms timeline. Consider yourself part of the problem, because now, whenever you partake in sexual actions, time will not flow while you do so. Well, time does technically flow, but it seems as though no time will have passed for you.

**Altered Phenomenon 34 - Life's a Party! [200 AP]**

The Party Hard Effect is a dangerous phenomenon whereby individuals in Level 128 have a strong compulsion to obsessively drink and have fun in the level, becoming highly aggressive if taken out. This one is very different, and probably a hedonist's dream. When you have fun, whether it be drinking, partying, dancing, fucking, etc., you actually become *more* competent, not less. This effect gradually wears off if you don't do anything stimulating, but will return upon doing so.

**Altered Phenomenon 1-A - Linear Progression [200 AP]**

Linear No-Clipping is a helpful but incredibly rare phenomenon whereby you are able to no-clip to different levels by their actual numbering. Now, for obvious reasons, this is not

normal, as the numeration of levels, although actually following some objective reality, does not normally do this beyond the Main 11. You are able to perform this phenomenon quite unusually easily.

Post-Jump, you are very unlikely to run into anything like the Backrooms. So while this will still work in such cases, it also has the added benefit of enabling you to "progress" through your adventures in a fairly linear way, bringing you through challenges and trials in a way that escalates from weakest to strongest, or any other variation.

**Altered Phenomenon 6 - Altered Objects [200 AP]**
Phenomenon 6 is a curious phenomenon that causes old and/or outdated objects to take on (questionably) helpful paranatural abilities. Now, it seems, you are capable of doing this yourself. So long as an object is sufficiently embedded into the collective understanding, or is otherwise rendered outdated, it will take on an appropriate anomaly.

**Altered Phenomenon 31 - Lascivious Rewrite [400 AP]**
Reformation, also known as "Rewrite", refers to the phenomenon that causes additional properties to be added to anything in the Database that is "boring" or otherwise lacking in interesting details. This…questionably strong perk makes it so that anything you would find to be too "unsexy" will receive one or more additions to it that will not overwrite anything intrinsic to its identity.

**Altered Phenomenon 33 - Correct Amount of Confidence [400 AP]**
Unnatural Confidence refers to the phenomenon whereby wanderers are massively idiotic and suicidally overconfident. Now, you too can walk about with such swagger in your steps, and you can do so without looking like a complete idiot! When you are capable of doing something without severe consequences, you lose any and all sense of inhibition to do so if it would benefit you. Want to flirt with that murderous entity? Want to swim through that hazardous liquid? Go right ahead!

**Altered Phenomenon 54 - The Radiant Sunshine [400 AP]**
The Hollowing Depression is a hostile phenomenon that causes a depressive dissolution of one's emotional faculties, until they become empty husks. This has now been altered to be the exact opposite of the original phenomenon, whereby your very presence causes the world around you to become that much brighter and happier. Anyone around you suffering emotionally will slowly, but surely, find the emptiness they are feeling to be filled, and the grey of the world returning to its colorful state.

**Altered Phenomenon 3 (Wikidot) - Magical Impregnation [400 AP]**

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Happy Dance is a rather unpleasant phenomenon whereby a magical parasite infests your body, unwillingly floods you with happy chemicals, and then bursts out of your chest xenomorph-style. You will likely encounter it if you follow that strange eye creature. This is only mildly like that. By designating a target, you will be able to implant a creature inside of them. This does make them feel happy, but not to the degree that it's unpleasant. Furthermore, when it's time for the creature to be born, it goes out of a much safer area. Rather than being a *total* abomination, the creature can more or less resemble anything you want, even if your choice might be odd. The "children" born using this phenomenon are quite powerful, with their baseline far surpassing that of normal humans, and you optionally enable them to be stronger than their "mother", so long as the mother consents.

Yes, this does work on men. It just creates a small opening where the creature can safely come out, which then closes immediately. If you want to designate another way, have fun.

**Altered Phenomenon 2 (Wikidot) - Reverse Moon [400 AP]**

Blood Moons are a pretty nasty phenomenon, somehow utilized by the Unbound Explorer's Coalition, which can wipe out biological life and even erase levels. That is a very dangerous power to have, but you aren't getting that. This will instead trigger a flood that brings everyone caught up in it to a location of your choice. This also lets you just straight up seize levels entirely, though this can be averted if there is an entity that dominates or totally controls a level.

In the Backrooms, this sweeps up an entire level, but post-Jump, it merely affects a sizable area relative to the scope of the setting.

**Data_Frag_Kamadeva [600 AP]**

…Okay, now I'm just worried for you specifically, because ***what the FUCK*** is the being that deleted you cooking by putting this in here? There is no joke, I am genuinely worried for you. But still, while this may or may not literally be *the* Kamadeva, I doubt anyone is going to be able to tell the difference. You are a master in bed, sex, and giving pleasure in general. This comes about from your ability to read the physical, mental, spiritual, and astral layers of your partners - and you are able to fulfill their sexual desires without fail. This effectively means that, unless you deliberately sandbag, it's impossible not to be satisfied by you in every way. And I do mean *every* way, because it's going to be a full-blown religious experience.

**Altered Phenomenon 1 - Directed Assistance [600 AP]**

Directed Control is the sensation that everything around you is fake. I'm going to let you in on a little secret: technically, it's true. This reality is the creation of beings we refer to as the Authors, who themselves are created by their own authors. That doesn't really mean

everything is “fake”, however - 50% is narrative intent, and 50% is causality, and this doesn’t include the fact that 99% of your existence is barely controlled by the Authors at all.

I’m getting off topic - and also, the Backrooms is not where you’ll learn about this. What matters here is that I’m giving you backing to be a horny bastard, because this is my promise that you’ll be able to seduce everyone you want, and you’ll both fall in love, forever and ever. Now granted, I am at the mercy of the rules of other authors, so don’t you go using this to romance people they say you cannot! But otherwise, everyone else is free game.

**Altered Phenomenon 9 - Tulpa Creation [600 AP]**
Tulpaefication, along with its subcategory Thoughtformation, refers to the phenomenon whereby accumulated psionic energy can generate entities, or even project the will of a thinker onto the world itself. With this power, you are able to generate your own tulpa, which will be helpful to you and will never try to negatively impact you. While creating a lesser tulpa is fairly easy, if you want to make exceptionally strong ones, such as THE FATHER, you’re going to need to put in a lot of conscious thought and detail into it, and you’ll be unlikely to finalize them for a great many days. Luckily, though, you can “store” your concepts to work on them when you have the time.

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## Item Selection

**Altered Moth Jelly [50 AP]**

A jelly-like substance produced by female deathmoths, meant to entice male deathmoths. This substance is extremely nutritious and will improve your mood, though excess consumption may be addictive. As an added benefit, anyone who consumes it, whom you wish to have the effect upon, will find themselves far hornier than normal. There are several variants of Moth Jelly, and you purchase them for 50 AP each.

*If you purchased Moth Jelly in the baseline jump, you get this variant for free.*

**Altered Object 6 - Perverse Mirror [50 AP]**

The Mirror is an object that shows wanderers an image of the Frontrooms, which induces in them a sense of nostalgia. Comparatively, this mirror, although similarly indestructible and holding a similar enough shape, will instead show you pornographic and otherwise sexual videos and imagery. The mirror reads your thoughts and shows you exactly what sort of imagery you wish to see, even if said imagery doesn't exist.

**A Most Questionable Box [50 AP]**

Seriously, who made this? This handy little box that seems to have no end is full of all sorts of sex toys, whose anatomy matches that of various entities and individuals throughout the Backrooms. Yes, this also includes the humanoid ones, but I'm not sure saying that part out loud will be conducive to your continued health.

**Altered Object 37 - Energetic Candies [50 AP]**

Star Candy is a tasty candy that re-energizes the wanderer who consumes it and gives them positive feelings. This candy works mostly the same…with the benefit of also fully refreshing one's libido.

**Altered Object 27 - Eros-Variant Mixologist's Delight [50 AP]**

Mixologist's Delight is an alcoholic cocktail that, so long as it isn't unexpired, provides a number of benefits, including better well-being, improved mood, increased energy, and higher charisma. This variation of it includes the previous, including a stronger sense of hope, and a greater understanding of what someone wants to hear from a partner or potential partner. These effects last for 12 hours straight. You receive a new glass of it every 24 hours.

**Altered Object 25 - Cloth Flashie [50 AP]**

You pervert. Flashies are a type of flashlight that, when shone on a wall, shows you what is behind it (unless said wall has infinite thickness), with the benefit of entities not perceiving

the sudden opacity. This still does that, but it also has the added benefit of never running out of power, and also letting you see through people's clothes.

**Altered Object 8 - Dirty Lamp [50 AP]**
Lamps are objects created by Backrooms Robotics, allegedly for the purpose of helping wanderers by moving about and shining lights where they want to go…and also maybe a little bit of spying. These ones pretty much do the same, albeit with less spyware. This also has the lovely little feature of recording you when you have sex, so have fun making porn.

**Altered Object 10 - Heartshroom [50 AP]**
Backshrooms are a type of mushroom family born from an ancestor mushroom no-clipping into the Backrooms, and they can take on numerous sorts of forms. These Heartshrooms, which can be grown quite easily, are shaped like rose hearts and can be added to pretty much any meal, and will make it taste better than ever.

**Altered Object 24 - Wall Mask [100 AP]**
Wall Masks are mysterious artifacts that bestowed their users with enhanced power, in exchange for homicidal urges. These work largely the same, with the difference being that they tend to make the wearer incredibly horny. You may choose one of the Wall Masks, although you may also alter any Wall Mask that you encounter.

**Altered Object 36 - Slime Mass [100 AP]**
Slime Organ are gelatinous objects found throughout the Backrooms, which are quite useful for eating. This one is a fair bit different from others, as it is (mostly) alive. It's not able to talk, and it isn't as intelligent as a human, but it can understand you, and actively tries to assist you as much as it can. It does this by shedding off any excess mass from its body, so you are able to eat it. If you are horny, it'll also act as a very unique stressball.

**Altered Object 38 - Liquid Pleasure [100 AP]**
Liquid Pain is Almond Water's rather mean counterpart, inducing extreme pain from contact and outright death within three hours if you consume it. This is very different, as contact with it considerably magnifies your pleasure receptors, which can cause some…dubious consequences.

**Altered Object 3 - Entity Attractor [100 AP]**
Smiler Repellent is a handy liquid that, before being unintentionally neutralized by the M.E.G., repels Smilers. This works in a very different way, namely by drawing entities to you. In what universe would that be useful, you may ask? Presumably this one, because when this is out, it effectively tells every entity that you are down to fuck.

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**Altered Object 45 - Red String of Ariadne [100 AP]**

Ariadne's String is a useful tool used by the Cartographer's Republic, which is incredibly useful for mapping out levels. This…is an interesting variant of their string. Red in color, this isn't super useful for that (well, at least not directly), but it will guide you to people who'd be down to fuck.

**Altered Object 56 - Catch-All Backrooms Cookbook [100 AP]**

The Ultimate Backrooms Cookbook is certainly an…*odd* book to be sure. Created by…uh, THAT guy, it's a book full of all sorts of delicious recipes using ingredients found around the Backrooms. This has all of that (because who has ever said knowing how to cook isn't sexy), but it's *also* got other recipes. It's also got handy recipes for creating things like improvised objects and sex toys…which *really* makes me question which of the two in that relationship was the freaky one?

**Altered Object 31 - (Booty) Call from Beyond [200 AP]**

Ouija Boards are special boards that allow one to allegedly communicate with the dead - or maybe just demons posing as the dead. Whatever the case may be, this one works differently. This allows one to communicate with spectral and demonic beings for the purposes of romantic and sexual encounters, giving them semi-material bodies that allow them to interact with the world, but cannot harm anyone save for self-defense.

**Altered Object 33 - RoboPartner [200 AP]**

I almost feel bad for having Backrooms robotics be the ones who have to create these, *almost*. These variants of RoboPets are considerably more *shapely* and can come in the forms of a kemonomimi-style (mostly human with small animal features) or furry-style (sexy bipedal animal humanoids). Unlike the incompetent programming of the original RoboPets, these are not hostile towards wanderers, though they *are* still as strong and resistant as them.

**Altered Object 666 - Desiridium Dice [200 AP]**

The Dice of Destiny is an object created by that asshole on Level 5. Having infinite sides, rolling it guarantees you'll get an unpleasant, frequently lethal, outcome. This one is a bit nicer, as it usually just causes some sexual or deviant event to occur. If you like gambling, you can have the events not always be ones you'd like.

**Altered Object 21 - Totemic Idol [200 AP]**

The Effigy is a cognitohazardous effigy that causes everyone around it to be compelled to revere it, even after their corpses are fucked up. This variation of the object is also a cognitohazard, but a considerably more benign one, that instead causes those around to want to fuck one another. This will not cause people who hate each other to have sex,

however, but it will make them more amenable to each other to see their views, which may cause sex to occur.

**Desire's Garden [400 AP]**
It seems that Protastheia has seen fit to bless you with a special sort of garden. In here, you'll find all of your agricultural efforts being greatly magnified, with perfectly rich soil that can nurture any plant within it - ***any*** plant. Honestly, it doesn't even need to be a plant, as fauna can grow here as well. If you want to be a little freaky, you can cultivate plants with flesh and bones, or animals that have floral features.

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## Companion Selection

**Altered Entity 3 - Smiler [50 AP]**

Smilers are fearsome, terrifying creatures that skulk about in darkness, pouncing on unsuspecting victims - and here, that can mean either way you're thinking of. This one is…nicer? Well, I'm not sure she's necessarily nicer, but this Smiler certainly likes you, having taken the effort to stalk you and approach you for the purposes of pleasure propositioning. The form that takes, though certainly inhuman, is also pretty hot.

**Altered Entity 67 - Reveler [50 AP]**

Partygoers are among the most dangerous entities in the Backrooms, who have a real penchant for eating people, with extraordinary intelligence. This one is a lot like a regular Partygoer, except I'm lying. Their appearance is considerably more shapely, and their weird arm mouths are less full of horrifying teeth. While they can eat flesh, they mostly prefer using it for sexual gratification, because they can consume such fluids just fine. This particular Reveler found you quite fun (pun very much intended), and will follow you until you let her come along.

**Senbu the Droganian [100 AP]**

Droganians are a race of beings that lived in the ancient world alongside humans, the Fae, and the Yeren. Known in those days as the Sky Keepers, a string of events resulted in Queen Mab being able to attack them and force them underground for hundreds of thousands of years. Their full story is one that you'll eventually learn once you make your daring return to the Frontrooms, but the gist is that a number of them fell beneath the floor and wound up in the Backrooms, where the vast majority transformed into Dracoliths.

This fine draconic woman right here, Senbu, actually fell into the Backrooms almost 287,000 years ago, so calling her "a fish out of water" is a massive understatement. She was extremely distressed after falling into these alien spaces and losing contact with her companions, but it was by fate that she met you before the cycle could take her. Senbu is a skilled warrior who can additionally utilize high-level magic. And while she takes on a humanoid form, she can also turn into an actual dragon.

**Kimiko the Kitsunebi [100 AP]**

Remember how I mentioned that the Frontrooms are full of supernatural stuff? Yeah, this is what I'm talking about. Kimiko, here is a kitsunebi, a type of Japanese fox spirit with magical abilities, including the power to shapeshift. She's one of the descendants of Tamamo-no-Mae/Da Ji (That infamous fox spirit that terrorized East Asia), born from the energy emanating from her petrified corpse. Unlike her "relatives", Kimiko is more playful

than dangerous. Eventually, she wound up in the Backrooms and joined the Masked Maidens. Upon meeting you, she decided to make the effort to shapeshift and screw around with you (metaphorically and literally).

## Drawbacks

*This supplement has no drawbacks of its own. However, certain drawbacks from the main document, if chosen, have an additional penalty here, which will grant some AP in this supplement as well.*

**Awkward Ex [+100 AP] (Requires *What Did I Do?*)**
Oh, so that's what you did. It seems that you were romantically entangled with the person/people who have it out for you. This makes diplomacy with them both somewhat harder and considerably more awkward.

**Could You Knock?! [+100 AP] (Requires *Terrible at Stealth)***
It seems that, whenever you are doing anything sexual, people have a considerably higher chance of barging in to disrupt you. It won't be constant, but unless you are on an isolated level, this will happen more often than not.

**Apex-tier Pluripotent Freaks [+200 AP] (Requires *Apex-tier Pluripotent Headaches*)**
Most unfortunate for you. It seems the gods you interact with all require some sort of sexual rite. If said god is hostile to you, you can bet it's going to be some disturbing shit you have no interest in being part of.

## Conclusion

*Alright then, I think that'll do for all my intervention. May you use this to your heart's content.*

*Oh yes, I almost forgot to mention. If you want to purchase more from this supplement, you can use the CP you gained from the main jump's scenarios. CP can be converted into AP at a 1:1 conversion rate.*

*Now, get going to the main jump!*

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## Notes

This supplement was created as a result of a little brainworm (not literal) I had while writing the main jump. In the earlier drafts of the plot, the protagonist (Romeo Lacuna Snow) had some inspiration from the *Anael* CYOA from the Troyverse - which is *extremely* NSFW. Needless to say, that is no longer part of the canon, but it did stick in my head. I also realized that all of the companions (besides the married man and dude stuck in a womanly doll) were subconsciously made to be women, which was quite odd, as calling the plot a “harem” is pushing it. This was made so as to deal with that brainworm.