A Backrooms Return Jump, Sorta?



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You returned here, whether it be on your volition or by mistake. (Or maybe you stayed here.)
The point is, you are stuck here again. Seeing how you have experience, you have hope considering you escaped already.

Let’s just hope you can make it out in one piece.

‘Cause I don’t want to know what will happen if you die.

As you are a Jumper, you can make purchases with choice points here.
Just remember that even if you may have more experience, it doesn't mean you won't die.

However, this place has now started to take in traits of other realities, ensuring that there are new things to look out for.

With that out of the way, let’s proceed.

+1000 Points

+6 tokens to discount purchases, if used on a 100 or cheaper purchase it will become free.
Tokens however can’t be used on 1000 point purchases.

The main issue

Liminal Hell 2 Electric Boogaloo (Mandatory Drawback): (You have been here before, so you know how this place limits you being there.

All your perks are weakened to the point where they now are only strong enough to break (normal) walls. And any instant kill/Reality Warping/whatever op ability you have being turned off here.

Anything supernatural in your body mod is weakened to the same extent as perks.

And all of your items and your warehouse is locked for this jump.

No supplements are allowed either.

Thankfully not only can you train yourself to bring your perks/body mod back to what it was before this even though it may take a LOOONG while, and on top of that anything you got from your previous time here is not nerfed, and all items from that adventure are also not removed/taken.)



Perks

Temporal Stasis (Mandatory/Only for this jump): As you know by now, you don’t age in the backrooms. Quite handy if you weren't stuck in this awful place again.

Advanced Noclipping (Free): As you might know from how you once had to go in between objects/objects in contact with another to noclip. Now you can just decide to phase through anything and noclip yourself. Not just this, but you can now noclip into the sub-levels in this place too.

Decent Direction (100): Even if you may not realise it, you have excellent directional navigation. When you travel around, you will typically find yourself where you need to be. Trying to find allies? You’ll find them. Running from Entities? You’ll find a good hiding spot. Hungry? Rations right there, buddy. The only issue is that you can still run into dead ends or worse, just make sure you don’t fall into a trap.

Robust Form (100): If you haven't really gone to many jumps before, or you neglected your body mod, you can fix it. Now your body is naturally able to punch through brick walls and take punishment from similar calibers of damage. Given now that the entities are getting arcane properties and buff ups in strength, you will need it.

Resource Resonance (100): When searching for items you need, you are near unparalleled. With anything you need for any objective resonating to you, as if you feel “Warmer” or “Colder” depending on how close you are. While this new “Sixth Sense” isn’t the strongest, it is still a very useful tool for survival.

Adrenal Boost (100): Whenever you find yourself in danger, it would really be nice if you just had a little bit more energy to survive, right? Well now for you that is very much the case, as whenever in danger your adrenaline will spike to an unreal high without any downsides to help you survive whatever situation you were in. This has a cooldown of 15 minutes per activation.

Martial Master (200): Combat is something that really should be avoided if possible, but sadly it is a near guaranteed thing here, so let's fix that shall we? Now you can either pick 5 martial arts to be decently experienced in, either armed or unarmed, or 1 martial art to be a master of. This perk can be bought as many times as you want.

Base Builder (200): Making a new home in this place is something that some will opt to do, while other times others will look for a base of operations to serve as their new home. And you sure now know how to make these homes and bases, do ya? Now you can practically settle down anywhere that isn't a dead zone or class 4 danger level or worse, and you can also make it really fashionable and really functional. With expert skill in making new homes not just for yourself and others, maybe you can profit off of this in more than one way?

Always Watching (200): Most threats here can really catch one by surprise if they aren't ready, however for you, you will never be caught lacking behind. As you now have each of your senses able to recognise even very minute signs of danger usually, just remember that knowing is half the battle.

Jumper's Survival Tips (200): Sometimes you just see a guy, and he just walks into danger with you being unable to stop it, and he gets thrown back out where he came, dead and brutalized. But perhaps now you can do something about it, now any knowledge you know you can teach it to others, and they will pass with flying colors. Whether it be from how to slay a smiler to making a nuke, if you have the knowledge, they can learn it. Just make sure to fact check what you know and only teach it to those who won't turn your know-how against you, ok?

Thoughformation (400): A rare phenomenon in this place where one, if they focused hard enough, could create something to save them, but also something that could backfire by creating something that could end the one who manifested it. Now whenever you wish you can enter a Thoughtformation state where any thought or idea you have if you focus deeply or intensely on, whether consciously or unconsciously, will become real and manifest right next to you. Again, this can backfire on you if you accidentally think a smiler or hound is right behind a corner too intensely. And there is a limit to the power, where while it can form exits to and from levels or create objects and life, it cannot create new levels or very powerful things. But even still, if you focus just hard enough on what you want, you will find your odds rigged in your favor.

Entity 51 (400): The Mountain King Ritual is a dangerous yet very useful ritual in this place, performing it does not require any outside resources. All one needs to do is clap 13 times, then say, "I mock you foolish king." Then punch a wall and close their eyes and listen until they hear music. Once you do start to hear music, begin to start running immediately, as a new entity which you just summoned will begin to chase you. The both of you will glitch into new levels frequently until after 3 minutes of running nonstop, you escape not just whatever level you are on currently to a safe one, but you also get rewarded with plenty of loot that will help you survive. You may only do this once every 3 months and if you are caught… well… It was nice knowing you.

Psionic Liquification (400): There always was liquid pain, but maybe there are other mental fluids… right? While the answer would have sadly been no previously, but with you around that has changed to a very positive yes! Now whenever you like you can (with some mental stamina) spawn forth liquified feelings, emotions, etc. Each liquid with effects representing the emotion/feeling/etc said liquid represents. With liquid joy making one happier, improving morale, boosting sanity and being able to heal and necessitate positive life. While liquid courage can make one able to face fears that would have had them unable to move while also making them stronger, faster and more durable.

Liquid Intensification (Booster): Maybe almond water is enough for you, maybe the above liquid feeling/emotions aren't enough. But either way, you now have the power of amplifying effects of liquids, for example amplifying Almond water could turn it into super almond water

while as for liquid pain, it would become absolute pain. They have all of their properties amplified to insane degrees. And this also works on liquified materials such as rubber, lava, titanium, etc. and the properties will stay when solidified. However, amplifying liquids is extremely taxing and painful mentally, taking a hefty toll on mental stamina and if done too much, and you can't take it anymore you will just pass out and fall unconscious.

Berserker of Godhand (400): There are those who just snap without turning into a wretch, and they are known as the Berserkers of Godhand. And while you may not be insane or worship Godhand, you still have Godhand's blessings. With decently enhanced strength and endurance that bolsters with every kill you get, eventually all entities will run, as after enough kills barehanded you can one-shot them like no tomorrow. Also, the more powerful the one you've slain is, the stronger you get. Sadly, in order to get stronger with this perk, you must kill things using your fists and martial prowess alone. However, if you can do that, you will be a brutal berserker indeed.

Avatar of Godhand (Booster): It sucks how normally to use Godhand's power you have to both kill and use only your hands, but no longer. Now not only all of your physical stats get boosted by this perk, both initially and through slaying entities/wanderers. But now you also don't need to go bare-handed or murder-hobo to gain strength, just merely defeating any foe you face is enough to boost your ability, with kills giving a higher increase, but at least you don't have to kill anymore to get stronger.

Savior in Crimson (600): The myths were always there, a shining red knight always to save the innocent when in need. And those myths and rumors are in fact very real and as pure as they say. Every 10 years or jump (whichever is shorter) when you are out-matched and out-gunned with no hope of survival, The Red Knight will show up not only taking you and any companions to a safe area with no danger, but also kill/destroy/neutralize whatever threat you were facing off against. If you were up against Tzeentch, he would shatter the chaos god and walk out just as sane as ever. While against the scarlet king, he would demolish the frankly overpowered being, with none of his edginess touching the knight. No matter the threat, he will always scale to defeat it. If you are evil or have a different morality compared to most, he will not show up, instead a different red colored warrior will come to your aid to send you someplace safer.

Companion in Crimson (Booster): Previously you would never get to speak to your gallant defender whenever he rescued you, but now you can do so. Whenever you wish to have someone to speak to or after being rescued by the knight (after he had slain whatever threatened you), he will be right next to you for you to communicate with him. You cannot physically interact with him, no matter what perks or powers you have, nor will any social/charisma/other mental perks work on him. This is a conversation of honesty, where the both of you can answer questions from each other. Eventually, if you prove steadfast and loyal to your conviction and honour, the knight will grow closer to you. And the closer the connection is, the more he can rescue you, with the maximum of being BFF's with the knight will allow you to be saved by him once per every month instead of 10 years. However, you have to upkeep your relationship with the knight lest he returns to saving you once every 10 years. Again with

the previous perk of where if you aren't a good person or have a different morality than most, the different red warrior who rescues you can be befriended with as much effort as the knight himself.

A Proper Mourning (600): It is all too common that loved ones die here, sometimes even without you able to say a proper goodbye. But now… at least you might be able to say goodbye after all… Now you can call forth those long gone in worlds you are currently in, whether it be for moving on to information gathering, you will find no shortage of use from this power.
Sadly however the dead after 6 hours will go back to their afterlife, and even while here they cannot interact with this world, but they can be seen and heard, however.

Never Say Goodbye (Booster): Yet maybe… they aren't lost for good… for now if you pray to the bottom of your heart to bring someone back, wish to see a fallen loved one again one last time. They will come back to life, at the same age of their death or their prime whichever is younger and with no scars, ailments, or disability. While they may only do this every 10 years or jump (whichever is shorter) you can at least make sure they don't miss out on the fruits of life.

Archaic Learner (600): Now that the Backrooms seemed to have gained a… magical field of sorts. This doesn't give you magic per se, just lets you tap into using outside sources you make. For example, if you want to cast a fireball, you would probably need to make a focus for the fireball, and then a conductor of supernatural energies to fuel it. This perk does also increase your skill with both magic perks and crafting perks by 3x.

Master of the Unknown (Booster): Now this doesn't just apply to magic, but anything supernatural now! And additionally if you master a form of supernatural energy enough you can instead use it without any tools and with your hands, at the same level of power with your strongest tools and foci you have for said supernatural energy. This now boosts your skill with crafting perks and all supernatural perks by 10x.

Gem Finder (600): Every once in a while, when slaying entities or looting, you may find odd gems. They may seem useless at first other than being pretty, but don't underestimate them. When inserted to any piece of gear you have, they will supercharge any equipment they are attached to from either 1.5x to 10x potency in all capabilities. Not only that, but they all have a supernatural ability unique to each gem. While one could unleash torrents of plasma, another could heal the sick and mend the crippled. The only downside to this gift however is that when one places a gem into a piece of equipment, and you want to take it out, one has to be very careful not to break the gem by removal. Something else to note is that the power of these gems and their abilities scale with how difficult they were to obtain, with easy to obtain gems being on the weaker end of the spectrum and vice versa. If you manage to leave this place, you can find the weakness of fragility and limits on power on these jewels will leave, granting godlike powers if one is wise with their choices and bold with their risks.

Baron Of Jewels (Booster): Remember how the gems from this perk were fragile? Forget that, as now they are indestructible. Not only that, there is no limit of how many of these enchanted

jewels you can put on an object, and even fusing gems together not only has all the effects of the original crystals in one shiny package, but also supercharging all of their power together. So go become the most radical gem encrusted man you can! (If you can even manage to get all of the gems yourself.)

Grand Dance of Comets (1000): The Great Backrooms Meteor Shower, also known as Phenomenon 86 is an event that has only happened 50 times on record. However now you can effectively become a beacon for this event. At the start every 3 months you can activate a "Stellar State" which not only clears your mind of any mental disorders and illnesses, but also bolster your speed, agility and makes you impervious to fall damage. However, that is not the limit of the power, as now whenever sleeping or meditating you will enter a similar state to your "Stellar State" and be able to hone in on five stellar essences. Training may take months or years, but it will well be worth it if you can get the time to do so, especially since it is a lengthy process.

Celestial White - Heals Derealization. Focusing on this essence during the 'meditation state' will grant greater duration in the "Stellar State" and reduce the cooldown for its transformation. Additionally, it makes you need less to keep you well-fed and hydrated.
Divine Cyan - Heals Depersonalization. Focusing on this essence while 'meditating' blesses one's psyche, not only making oneself harder to go mad but also boost their mental fortitude and healing.
Space Aqua - Heals Depression. Focusing on this essence during 'meditation' enhances one's reflexes and overall agility, with enough training eventually one can learn to fly in their "Stellar State" like a dolphin swimming gracefully in water.
Temporal Green - Heals Anxiety. 'Meditating' on this essence grants one increased speed and agility, eventually one could start to go faster than the blink of an eye after training for several years.
Burning Red - Heals Loneliness. Training under this essence during 'meditation' grants one's self greater healing and also greater strength as well, eventually one can form flames on their body that refuse to harm them and those they don't wish to harm, but only burn what the user deems necessary.

You can bless people with the ability to train under this state as well and those blessed by you can bless others with this gift as well, that thankfully doesn't weaken no matter how many you teach it to or your disciples teach, just know that once gifted, you cannot rescind this boon from the stars.

Stardust Crusader (Booster): But perhaps this was never the limit of this celestial power, now each of the five stellar essences can now grant even more effects with two new essences to boot!

Celestial White - Can now give celestial energy generation and blasts, along with no longer needed to eat, drink or breathe to survive, now fire down stars at your foes!

Divine Cyan - Now it gifts potent healing and destructive light that one can now generate to either blast forwards or to create light constructs to suit their need, with healing light being able to form permanent structures and radiates a light that slowly but surely heals the mind, with destructive light instead being highly toxic to your foes and burning them on contact, while also never harming those you wish to protect.
Space Aqua - Grants one who masters it the power to bend space to their will, whether for space rending slashes, teleportation or making something bigger and also maybe making it smaller on the outside.
Temporal Green - Gifts whoever masters it the power to manipulate time to an extent, from simply slowing down or speeding up things temporally, but it also grants immunity to hostile time effects, lets one change their age and if you charge up for a moment, you can unleash a time stop effect on everything around you for 15 seconds, increasing the more you train under this essence. Also, whenever time stops for any reason, you can move around freely.
Burning Red - Now blesses those who call upon it with immunity to all temperature differences in the environment, being whatever temperature they want. Additionally, enhances their flames into Solar Fire, which burns way hotter and gives even better control to whoever uses it. Ensure your flames burn those who threaten those who care for, while never burning, but rather give warmth to those you hold dear.

And as for the two new essences being that of Eldritch Violet and Aurora Pink, they have much more powerful effects, but may take decades to even be able to focus on them.

Eldritch Violet - Cures hopelessness, If one were to learn under this power, they would become an unstoppable force of destruction. Grants the power to unleash reality cracking attacks that can heavily distort, glitch and devastate whatever the user hits. Over time the cracks in reality will heal, but by that time the damage has been done and those harmed by the strike of the unknowable will never heal, unless some other sweeter essence helps them…? If you use this, remember that great power comes with great responsibility.
Aurora Pink - Cures all mental trauma if properly learned. Learning how to channel this essence is the most difficult, as it requires all other essences from this perk to be mastered (excluding any other essences obtained via scenarios or threats/drawbacks) but it is more than worth it. As not only it lets one mend any wound and heal reality, but it also makes regaining what was lost to you far easier. Whether it be memories, joys, friends to even your perks. Of course regaining your perks would still be difficult, they would be heavily weakened here, maybe… just maybe you can reignite all the power you had and break through like never before!

Additionally, you may now summon forth The Great Backrooms Meteor Shower at least every 3 months, regardless of if the area is crowded, just make sure you are able to look up at the night sky in order to have others receive the blessings of this event, with all of the permanent mental healing that it entails.

Legendary Heart (1000): There have been those who have gained great supernatural power here, from the slayer who hunts entities endlessly to the Constructor who can build marvelous machines unlike any other. Now you too can join their ranks!
You don’t start off powerful with this perk alone, in order to do so you must accomplish certain objectives, say for example you wanted to be the Farmer, to do so you would probably need to terraform an entire level using farming skills as well as successfully feed several groups with your produce alone. Meanwhile, as for the Guardian, you would need to have defended an entire colony all by yourself against hordes of hostile entities with minimal casualties to the colonists.
The boons on gains from these titles are that for the Guardian, they could slay the toughest of foes with ease and any damage that would be inflicted on those they protect would instead hit the defender. While as for the Farmer, they would have the best produce of all time with it barely taking any time or issue to grow, with said food being potentially at maximum even greater than a royal ration if the Farmer puts in the time and effort for it. Once you leave the Backrooms, there will be no limit on how many titles you may have active.
If you can accomplish these feats and survive, you will become a legend. And maybe the Red Knight won't be so lonely on his endless task.
This perk may grant special rewards for certain scenarios, and also acts as a booster for perks.



Items

Strong Flashlight (free): A much better flashlight than the one you got when you first wound up here, not only does it have the self charging battery and invulnerable nature, but it also now works in levels like level 6 now.

Object 9 (100): Also known as “Coins” these bad boys can be used in place of a quarter whenever needed, people don’t accept these as currency so sadly no you can’t barter using these… Additionally, you can throw one out as a distraction for entities and those unaware of the near un-tradeability of these coins.

Agrugua Fruit (100): Pronounced uh-grEw-gEw-Uh, these fruits possess healing properties that can heal minor wounds, headaches and other ailments by being consumed. And you might be wondering, why is something this useful costs only 100 Choice points, I hear you asking? Well the answer is that this fruit is, in fact, alcoholic, with 5 in quick succession making you drunk with a chance of having a heart attack and most certainly liver problems, not to mention becoming addicted to them if not careful. Yes you can make dishes, smoothies and other consumables using this (and also squeezing the juice of this fruit in your eyes to improve vision temporarily but causing a painful stinging sensation in said eye(s) with juice in it.) please take this fruit with moderation. You get a basket with an infinite amount of this fruit that will never expire or go bad.

Colored Almond Water Canisters (100): There isn't just one type of almond water in the backrooms, as you could surmise from both your experiences here beforehand and the previous document, having both regular and ‘super’ almond water. But there are far more than that, but there will only be 3 types you can buy here. With each one having the same property as the original “Almond Water Canister” Item but for different colors of almond water. This item can be bought about three times, one for each color.

Blue - This variant of almond water is typically a wanderer’s favorite to drink due to how similar it tastes to regular clean fresh water. This color of almond water not only has a greater mental healing effect, capable of curing roth syndrome if caught early enough, but also serving a similar role to melatonin, making it far easier to fall asleep and also helping with ADHD and other disorders. Over reliance however can cause anxiety, depression, vision impairment and muscle frailty as side effects. Take in moderation!
Green - This color of almond water tastes like an energy drink, and it serves a similar function to coffee due to it having caffeine inside of it along with calcium to help your bones. Abusing it however has the same detriments as coffee would, so don’t go too hard on it, okay?
Red - The rarest yet most powerful version of almond water (ignoring Super Almond Water) is both a really potent medical supply and permanent enhancement to the body, the taste is very bitter and described like drinking orange juice and brushing your teeth. The effects of drinking it however is the most interesting part, as consuming it causes one's body to start upgrading itself, ranging from increased muscular strength, tougher tendons, more efficient digestion, improved

immune system, etc. And while the boons are impressive, it isn't advised to drink too much of it, as that can cause cancer and maybe even kill you on its own. Instead of refilling from empty to full every hour, it is instead every 12 hours.

Memory Juice (100): This stuff is a drug one may find in this place. If you consume it, you will experience a calming effect with side effects similar to alcohol or uhh… How do I say this… 420. This includes cloudy-headedness, calmness, acceptance of one's situation, stress relief and a lower heart rate. The only catch is that this stuff is highly addictive, and you can overdose on it. If one were to consume raw memory juice, they will lose all memories and become a wretch within hours. Thankfully, the juice from this is always perfectly made. I would not recommend this at all, but if you really need it…

Flashie (200): This is a flashlight that lets one see through walls. If the wall is infinite (or leads to the void) it will show an empty void. If it isn't infinite, it can reveal what is on the other side. Anyone/Anything you don't want to see the effects of your Flashie won't. This object does naturally recharge its power over time.

Liquid Silence (200): This black, viscous liquid is in fact the remains of dead scream eaters. This substance can absorb sound into itself, how it does this is that each particle has a pocket dimension in it that absorbs sound, with about one liter of the stuff able to store up to 191 decibels of sound inside itself, around the same amount as a hand grenade explosion. However, once full of sound I can't absorb any more, but thankfully if you just put at least one volt of electricity into it, all the sound it stored up will blast outwards and the liquid silence will be back into its prime position to absorb more sound. Of course, you can also mix it with metals and other materials to create 'silent' versions. Silent rubber could make shoes that make no noise when walking or sprinting, while silent iron could make a crowbar that makes no noise when breaking open crates, doors or bashing in entities to death. And yes, putting 1 volt in any of these materials will expel all sound stored in the 'silent' material with no harm to said material. You get 50 liters every month in secure containers labeled "liquid Silence".

Abyssal Stone (200): You ever wonder why people don't just break down walls? It's because of this substance. An Invulnerable rock with a perfect blackbody-spectrum. In the state this item gives you, it is just a pitch black concrete powder that when you pour water on it, it gradually solidifies into said invulnerable rock. An even more interesting thing is when solidifying, if one were to put anything of a certain temperature (besides water) on it, its temperature will permanently be that of the object. So if you put ice on it while it was solidifying, it will always be as cold as that ice you placed on it, even if surrounded by flames. The only thing that can destroy it (other than reality warping) is bottles o' void and reality erasure effects.
You get 5 bags carrying the powdered version of this item that are approximately 20.5 x 4 x 4 inches across, and filled to the brim with powder of this great and mighty rock.

Liminal Forge (200): There are some objects in this place that are natural, but others… others were made by mankind for their use, and now it is your turn to do so. As now, you have a forge of an anvil, crucible, and the tools for the job. You can make regular things in the front rooms but

where is the fun in that? No, we want the fun stuff! All you need to do is to try and make something out of things that normally shouldn't mix, like rubber and steel or diamonds and paper. When mixed, you should get a new material with the properties you want, while mitigating the downsides. Or you could instead make a brand-new material or substance with entirely different properties. Over time, you get new stations and replacements in case you lost them, or they were destroyed every 2 months. There is no telling what mixing things together can make, so note down the results if you can!

A Crystalline Upgrade (400): Remember the gems from the above perk? Well you can buy them here with each subsequent crystal costing 200 instead, they will be medium difficulty to acquire and are indestructible so no worries removing them. If you have any questions, think of effects around shooting a stream of fire to regrowing limbs for effects.

Squirt Gun (400): A potent item that can serve either as a tool or weapon, depending on how it's used. Capable of storing around 2 gallons of any liquid in the tank, but also immune to said effects of liquid along with its tank. Appearing like a children's squirt gun as you might expect, it can shoot out liquids with the liquids inside with them gaining new property, either or both harmful and supportive effects. For example, almond water can injure entities and is more refreshing to wanderers, while for pyroil instantly lighting ablaze with whatever it hits. None of the liquids inside will ever solidify or evaporate while inside no matter how hot or cold, nor if there are multiple will they ever mix with you even being able to choose what liquid is blasted outwards. Now go splash a smiler with urine using this, I dare you!

FAX Machine (400): A decently hefty machine that you can carry around here, but a fine tool for information and communication. While its rudimentary form being that of an old dial up phone with a screen attached to it along with some more bulk, you can never go wrong with it.
These are how we have images of the levels in the databases we have here via a small camera on the back of the device, not just that the camera and sensors on it can also reveal environmental features, obstacles, or details that can reveal dangerous or safe zones.
Also, yes, you can call using the phone attached to this and even send text messages. And now you must be wondering, why is this 400 Choice Points? Well the only issues are that for one, levels or environments that render technology useless or dangerous to have will also affect this. The only other issue is that this needs to be charged every 7 hours. And other than the bulk of it, there are no other real weaknesses of this device.

Sage Crystals (400): These artificial gemstones which most advise not to touch in the wild or given by shady people are exactly why they are so valued. Not only does this artificial crystal act as a stand-in for quartz (since we don't have it here readily available), but also not just do to it able to withstand temperatures of up to 1670°C or 3038°F. But the main draw is its arcane properties, whether it be from blessings, curses or as a focus for the supernatural. You get a crate 3 x 3 x 3 feet every 4 months.

A Certain Youtube Channel (600): Youtube really isn’t a thing down here, nor is any sort of website from the Frontrooms either. But you seem to have found not just access to a whole

Youtube Channel to watch, but also one of the greatest sources of info here. This is none other than Broogli's channel, with all of the videos displaying factual information about the backrooms and uploading frequently so you are never lost in this place. Out of this jump you will find another channel with videos about factual information about the world you found yourself in that is important, so if you found yourself in RWBY with no meta knowledge, you can learn who Salem is and also find a method of slaying her that could work with nothing but what already exists in said world.

A Very Strange Shotgun (600): A new item created by this new event. This is a shotgun that is colored in very bright yellows, pinks, blues, and other soft colors. The main effect of this gun is that any pellets you blast out will home in on enemies. The two catches however are that one, you will need to look for ammo and two, if no enemies are nearby the bullets will home in onto your allies. And if you are alone… well, you get the picture…

1N5T4NT D34TH(600): At first this seems like a normal pocket watch, but as you can tell from the name, this is from th3 sh4dy gr3y, and you know how bad that place is. How it functions is you must wear it then you point the watch at any living thing and turn the hands forwards, and it will be transported to the day they die. This isn't a guaranteed death as only one person is known to escape, but it is scarily close to instant death. The object in question has a cooldown of 1 week per use.

Brain In a Jar (600): The Hermes Device is a cruel yet convenient method of travel in the backrooms. This jar can take you to any level you are "close to" and by close I mean 50 in either direction at random, after using it, it will "sleep for 3 hours before waking up again. Also, you do not need to worry about any of the contents "spoiling" or breaking.

Reality Lag Machine (1000): A… to be frankly honest, stupid device that should have never been invented. This bad boy is capable of lagging reality (no sh&^ sherlock) and crashing reality. When active, it causes everyone in around 2-4 levels around you to start lagging along with lagging the level you are in, which can delay negative effects, entities, and wanderers with everyone being fully aware of what is happening. The best part is that you are unaffected and can smack around whomever you want, with them being relatively helpless. However, if you decide to crash reality instead, it stops reality from functioning properly… best way to think of it as a time stop where no one can move except you, no matter what abilities or hax anyone has for around 6 hours. Afterwards everything returns to normal (except the changes you made during the reality crash) and the Lag Machine will go on cooldown for 5 years.

The Destabilizer (1000): One of the most horrifying items in the backrooms, there's a good reason as to why everyone wants it, if either to prevent its usage or to wield it as a goodlike tool/weapon. Appearing as a walkie-talkie, this item has a variety of uses. Ranging from instant safe No-Clipping to turning anything inside out, **including living things**. The buttons aren't the typical Walkie-Talkie buttons but rather unknown buttons instead. Just know not much else is known which could kill you if not careful and if you are caught having this item, people will rush after you in order to take this thing from you. Be cautious with this thing…

Mutations

In this place after it started to take traits of other worlds, it may or may not have taken mutation and metahuman metaphysics, and thus people can just develop unnatural power. Even still, however, entities also gain this benefit of new mutations and powers.

Claws (100): While these may not be the most useful, they at least are something to defend yourself with. They come out of your fingers and are always razor sharp and durable, and also never growing too large or unwieldy to use. They can be used to dig, or in a fight. You could instead have wolverines bone claws… but I would highly recommend against it for a variety of reasons involving those claws in specific…

Durable Skin (100): Your skin will resist the elements quite well, ranging from rainstorms to droughts, your hide can bear it all. It is also ever so slightly more durable, at last able to be immune to getting cut by stepping on needles and nails.

New Senses (100): Many things exist that humans can't really sense that other things can, but not for long. As for every time you purchase this you can get 3 new senses, from infrared sight to electromagnetic senses, so long as it's feasibly possible you can buy it.

Slender Knock-off (100): People for sure will mistake you for a faceling, as you now have the ability to hide your face under one-way transparent skin. You won't have any issues eating, breathing, seeing, or anything else that requires a face. The main benefit however, other than making others think you're something else, is that when faced with any cognitive hazard either with the faceling appearance or your regular one will not affect you. Feel free to mask your face from the world so no one will ever know who you are.

Sharper Senses (200): Sometimes something will sneak up on you, sometimes you won't see anything coming till it's too late. But perhaps not for you, as all senses you have from the past and future and now will get boosted by a magnitude of 2.5x to 5x increased potency. These enhanced senses will never disorientate nor overtune your senses to discomfort.

Do You even Lift, Bro ?(200): Well, it seems you want some gains and big "guns", and thus this mutation is best suited for that. As now not only do you appear more muscular (optional trait post "jump" btw) but you will never have to deal with the "Don't use it you lose it" problem of a good musculature, alongside this exercise will always provide good results even if you lightly exercised you will get a minor increase to your strength. Your muscles will never grow beyond a certain size if you wish and will still continue getting stronger as you train, now go suplex an entity for me will you.

GET IT OFF GET IT OFF (200): You can now projectile-vomit hydrochloric acid… yeah… your body thankfully is immune to your vomit, but I can't say whatever you vomit on will be safe…

Hybridization (200): Many entities and even animals have traits many a man would be jealous of, and maybe you might be jealous too, so now you can have them for yourself. Each purchase of this mutation gives you 3 traits of one animal of choice, you may choose what traits you want from said animal. From the strong bite, tough scales or endless growth of a crocodile or the strength, warmth and hibernation of a grizzly bear. You shall represent nature's children well as a hybrid between man and beast.
You can purchase this mutation as many times as you want, so long as you have the points. (Visual traits such as scales showing up or tails or anything else are optional.)

Osteopetrosis (400): Otherwise known as Unbreakable Bones Syndrome, and that might as well be true. Now due to your bones being a lot denser they are now extremely durable to the level of being hit by a fast moving vehicle and your bones will still stand unbroken and un-cracked! Of course this only applies to your bones, so while they may be alright, can't say the same for skin, muscle, and other things. (And no, you won't suffer any other issues from this medical condition, which does in fact exist in real life.)

I Believe I can Fly (400): You have wings now, they are twice the length of your height and can fold into your back seamlessly and fold out from your back with no issues. They can fly you about $2x$ your running speed. Just know that cramped levels are places you really can't fly in. If you have "Grand Dance of Comets" however, you can levitate and float around freely as you would in stellar state but only a quarter of the speed of stellar state flight. This does not overwrite the flight using wings.

Mo' Limbs (400): Sometimes you just can't carry everything, and thus having multiple arms is a boon that you can have. You gain a new row of two additional arms, they are perfectly functional and symmetrical, and you will have mastery over them as if you were born with these new limbs. The hands are the same as your other arms, and the best part is that you can retract them back into your body with no signs that they're there and spring those same arms outward again in an instant to surprise a foe.
Also, any shirts or clothes you might have will instantly grow new sleeves for your new pair of arms to pop out of. Just quality of life, really!

Material Integration (400/200): The qualities of materials are often used to make powerful tools, so why can't the most powerful tool, our bodies, be upgraded? Now you can be upgraded to have said material's properties, from the endurance of titanium to the stretchiness of rubber to even the lightness of aerogel. You may only use materials accessed by mankind in both the real-world and the Backrooms. You inherit no negative drawbacks or effects of materials used for effects. Only one material for every purchase, with the first one being 400 and 200 for every subsequent purchase.

Rejuvenation (600): Wounds are one of the main reasons for death in general, it doesn't matter if it is from an entity or soldier. So while with this mutation you can still get wounded, it can at least be recoverable. You now have a healing factor, not a good one, but decent. Able to recover from minor scratches in seconds, with a missing limb taking several hours to regrow,

even internal organs with them taking days. However, you cannot ever regrow any vital organs, as they are the things keeping you alive. (Post-jump, these restrictions with vital organs will be lifted.)

Extra Organs (600): Death is a very real concern for everyone if you couldn't already tell, and death generally happens when vital organs are destroyed, let's help with that. By purchasing this mutation, you will gain two more lungs and an extra heart. They will not cause any issues or change your physiology other than that, and you will look the same. If the new extra organs are taken down you will be at regular human performance, however if the extra organs remain intact, you will have decently better reflexes and general internal efficiency. No, the Rejuvenation perk can't regenerate these vital organs either.

Gassy Compounds (600): No not farts stupid, I'm talking about chemical compounds in gas form, weirdo. For every purchase of this select 3 chemicals, you will be immune to their effects, and you can spew it out from your skin in gas form. Whether it be sleeping or mustard gas, you will be safe as one can be. Your allies are not immune from your chemical gasses and can still be affected, and it takes stamina to produce with filling an entire room being able to knock the wind out of a regular human. You can purchase this multiple times.

Toxin Infusion (600): Disease, something that at first glance is nothing but a hindrance and threat, however if one were to control it… they would be a force to be reckoned with. Now every disease you get infected by and overcome, you not only become permanently immune to it, but can now also infect anyone you injure. While the disease won't take effect instantly, over time the plague will show its effect. Also, every disease you beat permanently boosts your immune system. Also, you will never suffer autoimmune disease.

Panacea (1000): Sickness and blight, a sad thing that has taken many lives both in and outside the Backrooms, but… maybe now others may not have to worry about it. For now, anyone you personally inject with your blood will find themselves healing rapidly of any illness, sickness, and even injuries. You have to inject them with 1 liter of your blood for this to work, and you don't ever have to worry about any rejection from whoever you wish to heal using this perk, as your blood is now compatible with any living thing no matter what. Unfortunately, this doesn't work on you, and you cannot turn it off while you are here in the Backrooms.
Just pray that the wrong crowd doesn't find and harvest your blood endlessly, because when people are desperate, they are willing to do terrible things to save themselves.

First Hand Evolution (1000): Evolution, the process where a species over many years of reproduction and natural selection comes out as a new (most likely) greater thing. But now you seem to represent this very odd facet of life. Every time you face a physical obstacle, whether it be a smiler facing you down or a deadly hazard in a level, you can adapt to it to be able to better deal with it. For that smiler scenario, first time with that situation you are like anyone else dealing with a smiler, but after a couple more times facing that same scenario, you will find that the tables are turned, and you have the advantage now. It may not be immediate but eventually

you can face anything. Maybe with enough experiences you can regain your fallen might once more.

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.

Maggots Everywhere! (+100): Ewwww… now there are maggots in every level now, they will never grow into flies and after several months they will finally die and fade into nonexistence. But before that they are immortal and numerous, thankfully they pose no threat to anything other than food you leave unguarded.

HAY R00D D:< (+100): You generally tend to run across meaner wanderers more often now, they won't be necessarily evil but just mean. You can still meet normal, decent people now and again, but you just are unlucky when it comes to meeting people.

Devourer of Screams (+200): The scream eaters who normally are only found in a level resembling Mount Everest and only come out during blizzards, these ghostlike creatures will now appear just about everywhere. When they are hungry they will attack anything that makes a sound, after trapping them with four thick tentacles, they will envelop the prey with mouth appendages. After getting the prey where they want them, they will shove small tendrils down the victim's esophagus to feed off the screams the victims make. How and why do they make them scream, you may ask? They psychologically torment the prey. Victims will exhibit extreme hysteria including screaming, thrashing and crying. They do this to feed off the screams they make, and the worst part is no one can hear you once you are in this state. After 3 days they let go and let the prey escape, who by this point have their vocal cords irreparably damaged and their psyches broken and devastated, with humans soon becoming wretches in 2 to 3 hours. The only way to stop these entities is to use electricity to make them explode.

Road Work Ahead?(+200): I sure hope it does, cause now there will be a lot more points where you can accidentally no-clip with no way of seeing it coming. Especially bad if you no-clip into a dangerous level with no idea where you are. The only real positives here is that some levels you can’t no-clip inside of thus negating this drawback, and finding new levels will be easier than ever. Other than that, be careful.

The Moon Haunts You(+400): In this place, while there is The Great Backrooms Meteor Shower which can help bring permanent blessings to sanity and mind, there also exists a darker counterpart. The Bloodthirsty Moon, an event that primarily happens in open sky levels and levels with windows. The first effect is mostly harmless on its own but devastating here as the effects only evokes curiosity. However, the second event only happens when some unlucky soul, whether by curiosity or falling on their back and looking up at the blood moon. Those who look at the moon have the blood in their body drained out and floating up towards the moon while they are paralysed, with their eyes burning and turning blood-red. And once all the body is

drained via the eyes, nose, mouth, ears and open injuries, the victim finally dies right then and there. You will have to face this event for two years in every open sky level and levels with windows. Survive, you get a new perk and a new stellar essence if you have the ‘Grand Dance Of Comets’ perk.

The Bloodthirsty Moon (Reward): For facing off against this horrific event, as a reward you can now call forth this terror upon your foes. Once summoned, the Bloodthirsty moon will only go after those you wish, making them more curious and draining their blood if they look up. However, that's not the end of it, as any blood drained from the victims of the Bloodthirsty Moon will translate to healing your allies and those you wish healed, with it even being able to repair vital organs, remake lost limbs, heal brain damage and even remove curses. However, this only lasts for the entire night or day you called it forth, and will go on a cool down for 3 months.

Darkness Sanguine (Special Reward, Requires ‘Grand Dance Of Comets’): An enigmatic essence that powered this whole brutal event. Focusing on this darker essence not only improves willpower and regeneration, but also enables one to manipulate blood in one's own body and others, along with improving one's internal faculties to a far greater extent than others. However, if you have the ‘Legendary Heart’ perk or had/have the ‘Body Horror Extravaganza’ Drawback then with further training under this darker essence you can gain body horroresque powers, able to warp your body in horrific ways to dodge attacks and have creative new ways of hurting your opponents while scaring the crap out of them. Additionally, if you manage to get some of your blood in your foe’s body you can warp it to however you see fit, likely killing them and leaving behind a corpse that is severely warped in classic body horror fashion.

Lubix Cube(+400): This Rubix Cube is a deadly item that is now bound to you as its owner. You cannot leave the level you are on where you found this cube until you solve it, and solving it is where the danger is. Each color coordinates to both difficulty and punishment/reward, with the harder it is to solve, the more reward is there when solved. While as for the inverse, the easier it is, the more deadly the result is.
The tiers of easiest to hardest go in this list.

- Red, the most dangerous, with instant death being a mercy.
- Orange, will subject one to deadly and painful situations that are survivable.
- Yellow, has mildly dangerous outcomes.
- Blue, Outcomes are either neutral or have little downsides or benefits.
- Green, with beneficial outcomes.
- White, grants those who manage to solve it heavenly rewards.

If you manage to solve it and live you get a reward, however solving the White side (the most difficult one to solve) you get another reward along with the previous reward.

Lubix Summoning (Reward): You can now spawn in Lubix Cubes on command once every day, thankfully these cubes won’t lock you out of levels. Not only that, you can give them to others for them to solve, with the effects going to the one who solved it. Just know that the Red and Orange sides are still in play, so try to avoid them, alright?

Cubes of Fortune and Misfortune (Special Reward): Now once every month you can spawn in two new variants of Lubix cubes, one with only the colors, Red, Orange, and Yellow. And the other with only Blue, Green and White. The cool down to summon either two variants are separate and work under the same rules as the above reward.

Truly Deadly Sins(+600): The Entities in this place seem to have been tainted and corrupted by whatever is in the Void, and now they are bolstered to the Deadly Sin. This threat can be taken 7 times total and must pick what sin they want to deal with. They each can destroy a small building on their own with slight effort, so a team would be advised to fight them.
The first time you take this drawback gives you 600, while every other time gives you 100.

- **Ira:** The sin of Wrath, all entities will now deal more damage and be far more aggressive. *Hounds* represent that malice that many wish to inflict on another.
- **Superbia:** The sin of Pride, all entities will now be far more quick and relentless. *Smilers* represent our overconfidence in our ability and the shame we cannot face when brought to light.
- **Invidia:** The sin of Envy, all Entities are now more prone to take and use objects as weapons to harm wanderers. *Skin Stealers* represent our want to be like others so much to the point of consuming themselves.
- **Avaritia:** The sin of Greed, all entities are now willing to steal from wanderers and ensure they won't get their stuff back without a fight. *Clumps* represent the many who desire to take and take, only to starve surrounded by gold.
- **Sloth:** The sin of Sloth, All entities now seem to be more enduring and persistent. *Scream Eaters* represent our desire to be left in stagnation and to silence all pleas to change for the better.
- **Gula:** The sin of Gluttony, All entities will now actively consume supplies. *Memory Wyrms* represent our desire to devour and devour without end, using any dark means to get your fill.
- **Luxuria:** The sin of Lust, All entities spawn more often and are far more numerous. *Party Goers* represent our desire for more pleasure to obsessive and demented extents.

For every time you take this option, an alpha entity will spawn that will be the most dangerous of their type of sin. When slain, all the boons the entities received from the sin will vanish, and you will get a new perk responding to each sin you toppled.

Heavenly Virtues (Reward): For slaying an alpha entity you claim the piece of corrupted void and cleanse it to empower it further, and gain its new cleansed untainted power for yourself.

- **Patentia:** The virtue of Patience, grants whoever wields it the focus to land stunning parries and devastating blows when the time comes. Opposes *Wrath*.
- **Humilitas:** The virtue of Humility, blessing those who would otherwise be rash, granting a view point that ensures one can not lose who they are and where they came from in their genesis. Opposes *Pride*.
- **Humanitas:** The virtue of Kindness, enables others to connect and form true bonds that are untainted and heal others through abilities that normally are offensive with their

discretion whether the attacks heal with no damage done at all or harm and main if need be in an emergency. Opposes *Envy*.
- **Caritas:** The virtue of Charity, gives the strength to elevate others and grant them perfect copies of powers or items the wielder owns, with no cost to themselves besides stamina. Opposes *Greed*.
- **Diligentia:** The virtue of Diligence, enabling hard workers to gain more results from their labour and enables one to hold back their power as much as they desire or need to with relative ease, from a simple sparkler to a wildfire. Opposes *Sloth*.
- **Temperantia:** The virtue of Temperance, gives those who bear it the ability to tone down all negative effects of whatever they or their allies wield. Opposes *Gluttony*.
- **Castitas:** The virtue of Chastity, ensures that one shall not mutate and warp when undesired or forced. Opposes *Lust*.

If you manage to best all 7 sins and gain all 7 virtues, you gain a new perk.

VoidBorne(Special Reward): As the Purified Void inside you congeals together and merges, your body now exhumes the power of the Pure Void. Not only are you immune to the corrosion and corruption of the void, you also gain all of the benefits with no drawbacks. Along with the virtues growing even more powerful in tandem, you also can form Purified Void ex nihilo which you may use in crafting anything you desire with relative ease. The last ability granted from this boon is void erasure, with anything you either touch or harm via void constructs or your own body will slowly fade from existence, with the stronger you are than something the faster the void corrosion. This corrosion effect can be turned on and off as you wish.
Now enforce entropy against evil and grant negentropy to the virtuous.

Entity Infestation…?(+1000): At first, it may seem like the Entities got smarter and more numerous, but turns out people are turning into entities! The worst part is that even those who have been changed into something else have all of their human intelligence, but have to watch as their body is piloted and used to slaughter their friends and allies.
Not only that, but most lights in the backrooms went out and very dim red lights now appear everywhere. Electronics however are unaffected.
This will be an event like the flicker, which could last from a few months to years.
Why is this happening? The answer is that something came into contact with a fossilised Primordial Smiler, and brought it back to life. It can't change its own form, but it can warp others into entities, however it weirdly cannot transform you. However, whatever granted it life is on a time limit, and when it goes out the Primordial Smiler will die.
Even though the time it has can last several years, it can be decreased via being attacked. (even though it does no damage to said smiler) Will you hide away in some corner or face it with an army ready to oppose it? It’s all your choice.

If you manage to either survive or slay the beast, you get a new item.

Crystals of Change (Reward): The source of that whole mess was a gemstone unlike any other, and now you find a box full of these odd crystals. These crystals can hold DNA signatures of any life-form, whether they be physical, incorporeal, magical, psionic or anything else really. Using these gemstones in technology, magic, psionics, etc. can allow one to mess with life and be able to not only just create it, but also mutate and evolve it in any way. Not just that, but their minds remain unharmed and maybe enhanced. Of course using this godlike resource is no easy matter, but maybe… just maybe… if one were to have a mind unlike any other… they could evolve themselves into a godlike being, create new civilizations on a whim… and perhaps… allow one to be able to walk a mile in any being's shoes…

Drawbacks

Glonk (+100): Does absolutely nothing and dies. That's all this thing does. Once every day, one of these things will spawn and sit in an area that is going to be annoying for them to be in for you. If you are building, they will sit where you need to place something. Running for your life, and they will sit at an exit. They aren't able to move really but are heavy, so it will take effort to move them out of the way. Thankfully, after 30 minutes they will instantly keel over and die, and rapidly turn to harmless dust.

Really Smelly(+100): You smell really bad, like I mean so bad some entities will gag briefly when attacking you (even though they will still continue to attack you). People will not be happy and even if you find and use a normal shower and soap, you will still smell just as bad as before.

Maybe, Maybe Not(+200): Nothing ever seems guaranteed with what you find or where you go, this isn't really a direction issue as it is random chance with the dice being rolled. Whether it be noclipping or going through a different exit, you will likely go somewhere else than intended or what most consider normal. While this does mean you are likely to go to a newfound undiscovered level or sublevel (maybe even negative level if lucky or unlucky enough) you may not be prepared on how to survive or escape.

Voices With No Owners(+200): Every so often, you will hear phantom voices. No one else can hear them, but you can. They are always whispers with some being decipherable, while others are clear worlds like banana, ball, die, stupid… among other things. And yes, it is possible to get pranked by these voices in a very much despised way…

Metamorphosis(+400): You went through the effects of metamorphosis, and yet somehow retained your mind. Although now not only are you in a body that's clearly no longer yours (doesn't even look like you anymore) but you also have to deal with a new personality that's formed with artificial memories about their ‘previous life’ before coming down here. The worst part is that they are the one controlling the body most of the time with you yourself being a voice in your head, better get cozy with your new partner because you will have to buddy up if you want to survive this place.
Once you leave this place, you get your new body as an alt-form and can keep the new split personality if you wish to, with you being the dominant mind instead.

Deep Loneliness(+400): You just seem to have harder issues sticking to people, not because you don’t get along with them, but rather just bad luck that separates you from your friends. Not just that but others will have a harder time encountering you, and while this on paper this may sound like an okay thing, considering there still are awful people you could encounter here. Don’t be fooled by this, as being alone is a really bad thing. Not just due to the lack of social interactions which could make your day better, but also by making you more susceptible to outside forces, whether that be hostile phenomenon to entities or even dangerous levels. Get ready, because you will need some serious vigilance to survive now.

Black Flames(+600): You were affected by memory flame, I… I'm sorry for what you are now going through… Any memories you might have ever had, with no exceptions… they're gone… Vanished… erased… you will likely have depression as a symptom. I… don't even know if you leaving this place can even bring your memories back… but… there is a way to cure it… although it… may not be for everyone.
To gain your memories back you simply have to combine Black Flame, most commonly found in level 2 with corruptionite which is typically found in unstable levels.
Once you mix the two fluids and consume the mixture, you will fall unconscious and face all of your trauma, fear and hidden truths you hated… If you make it through, you gain back all of your memories at last. Doing so will grant you a perk and essence if you had the 'Grand dance Of Comets' perk.

Eidetic Memory (Reward): After facing your past memories again and given perfect clarity on who you are as a person, you now will never lose your memories again, long as you live. Anything you see or experience, even if at the corner of your eye, you will be able to remember it as if you had spent entire weeks examining that one thing your eye just glanced over briefly. On top of that, you will never get overloaded by knowledge entering your mind and have an infinite storage capacity with complete and total immunity to all cognito hazards. Plus, your mind will never ever be slowed down to all the knowledge you will store in your head, nor will any issues like depression or mental issues arise due to either sheer information or forbidden knowledge. Become the Einstein of this place.

Null Black(Special Reward, Requires 'Grand Dance Of Comets'): Those who behold this unknown essence are not only cured of forgetfulness, they also are granted impressive stealth capability and by bending light around them, they can go invisible as they please. Not only that, but they can make those unsuspecting forget recent events, like just barely being punched in the face. However, if you have either the 'Legendary Heart' perk or beaten the 'Entity Infestation…?' Threat, the essence gets upgraded. And with multiple years of training, one can gain powerful mental abilities, ranging from mind control, telepathy to even straight-up telekinesis of all things. Along with having the power to make others forget things greatly forget to a point that if trained enough, one could make someone forget their entire lives! Please don't do that to anyone though, and try to avoid mind control, please it makes me queasy.

S.F.V.(+600): Oh… Oh, you got bitten by a Partygoer… While you may not yet be a Partygoer… Well… I can't really say you are in the best of shape, neither physically nor mentally.
You have been infected by S.F.V. or Sanguine Festivus Virus, and the symptoms are… they are awful… truly… truly… **Awful**…
You will experience decreases in energy, growing irritation and hunger. But the worst symptoms of this are a lack of morality, self-cannibalism and mental degradation.
Usually those infected by this plague in the later stages have severely mutilated their faces which give them a zombie like appearance when their hood is removed. And you seem to take after them with a horrifically mangled face, with sound as your main sense now.

Not just that but mouths with rather sharp teeth will form on your hands and a massive maw will form on your chest as well, biting someone with these will infect them with SFV.
Thankfully for you, all hope is not lost yet, and you may recover and come back to sanity and health. However, it won't exactly be easy.

Party Pooper (Reward): After you escaped the clutches of S.F.V. you have been heavily scarred by it both physically and mentally. And while those scars might not ever heal, they will at least fade away… your experience has granted you a powerful immune system able to fight off even the toughest of illnesses, even including cancer and are now completely and utterly immune to any zombie or undead blight you may ever come across. On top of that, your senses, mainly hearing, have gotten a decent boost in effectiveness.
You also get to keep the Chest mouth and mouths on your hands are able to be perfectly concealed and perfectly functioning with no discomfort or issues in any alt mode.
While you still will have a mangled face down here, given your healing isn't perfect here. You can at least have standard Party pooper attire, including the mask to hide your scars.

Body Horror Extravaganza(+1000): Oh God… what… happened to you…? Your form just… your flesh seems to move and twist very few seconds, and your bones break and snap back to position… I… Are you growing new limbs…? I… I can't watch… I just… Can't…
(Note: this drawback lasts for 5 years before it ends, and while the mutations caused by this won't overwrite any you bought here or kill you/permanently disable you, they could still very well lead to an early grave if you aren't careful.)

Scenarios

The main 12…?

This isn't the Tutorial! (+400): Congrats! Welcome to your first sublevel in this place, belonging to level 0. This place now has actual danger to its halls now, for starters, with a few entities being here, but the main threat here is the Fog and what it entails. The whole place is blue with a few mixed colours, and the gravity of this place is all wonky enabling one to walk on walls, there is a constant blue fog in this place with water and trace amounts of almond water. Staying in this fog too long will cause a (presumably?) spider like entity to appear and… well I don't actually know what it does, but what is known is that all who come face to face with this being who most call "QWERTY" end up in the grave, I know this because I meet them there and say that the last thing they saw is QWERTY approaching them and they were there.
Not much else is known about this place sadly so you might find other threats here that may end your run through this place.
You might wonder how do I escape and avoid QWERTY? Well, what you need to do is wander around, go far enough, and you will find the Fog turning yellow, and eventually you will be back in level 0, safe and sound from this thing.

Gravitational Stability (Reward): During your time In the warped version of level 0 you have gained properties enabling you to not only defy gravitational effects of both levels and other sources, you can also walk on walls and ceilings by shifting your gravity, you can turn this on and off. Sadly, no, you can't fly with this or change your weight, just walk on surfaces.

Golden Glory(+400): This sublevel of level 1 is a warehouse that is entirely made out of well polished gold only, windows are common but glow a brilliant white light outwards. While there are no entities here, it is still extremely unsafe to be here. As slowly, over time in the level, you will slowly become nothing more than a gold statue and die. This process can be slowed by almond water for up to 2 days. You may find ruins here that can vary in size and culture, from Roman, Ancient Greek, Celtic, Germanic and Slavic cultures.
To leave one must successfully noclip out the level which by itself is tricky, however if one can successfully get up to one of the windows (up around 18 feet off the ground), you can easily noclip back to level 1 safely and de-petrify!

The Touch Of Midas (Reward): The golden presence of the level has changed you, and you now have a touch of myth and legend. You now have the Midas touch. Thankfully, unlike the cursed king, you have full control over this power, but you also have limitations and new additions.
For starters, you aren't just limited to gold as any material you touched before (Metal, Wood, Plastic, etc.t) are materials that your touch can transmute things into now, and you can also apply the transmutation effect to any of your attacks, making them cost more but start slowly turning foes to gold or whatever else really. The trade-off of this power is that it is dependent on your own strength, while you can overpower both paper and bus, thus able to transmute them.

You sadly cannot transmute that which you either cannot cause significant harm to or can be overpowered by, so if you want to transmute a smiler to gold, better cripple it first before you try.

EL3A(+100): A very peaceful sublevel to be honest, belonging to level to this is a warehouse mixed with a modular office with plenty of electronics. This sublevel is colonized by several wanderers who are pretty chill people, in fact this sublevel is one of the major outposts a wanderer will find, usually being their first one. Due to so many people showing up here, this place is always filled with loot from level 2 and level 3 until said loot is distributed to other larger communities around the backrooms. While this sublevel is safe it occasionally has entity incursions, mostly from the entities from level 2, thankfully it should be pretty easy to deal with so take your time here before leaving. Don't forget to write your name on the break room wall, it's tradition.

Liminal Tradesman (Reward): As the community of EL3A usually do to get by, you are now decent at trading. Whether it is via currency, material trade or even bartering, you'll have a general idea of what you should do for a successful trade between you and whoever or sometimes whatever else you meet. You will also know generally how valuable an item is to the populace and massive groups.

Zeus's Wrath(+600): Many times lightning has struck a man's body, and many in the past believed that gods were angry at said man, hence why they were smited with electric fury. Now what would they think in such a place where the fury of the cold-blooded fire from the skies constantly rains down with no care who or what it hits? This (hypothetically) infinite monochromatic plane with towering skyscrapers and buildings appearing from the 20th century with a more brutalist look to all of them. With the atmosphere constantly suspense in electrical discharge with continuous lightning raining down from the blackened skies endlessly, each lightning strike comes with a concussive force and shockwave making them capable of disorientating and temporarily making someone deaf. As such it is recommended to get inside a building as fast as they can, inside you might even find ruins of previous outposts here from different groups including M.E.G who all thought this sublevel was completely safe, until of course… the strike of lightning hit.
To exit this place you must perfectly noclip into an electrical discharge, if done right it will send you back to the apparent level being level 3, if done incorrectly… you can guess what happens. Maybe using the spare machinery from the level and ruined outposts you could make this task easier by containing some lightning and having it arc between two points constantly, but that may be more trouble than it's worth, depending on your luck.
If by some miracle you make it out, you will get a reward and with "Grand Dance of Comets" a new stellar essence to boot.

Electric Conductivity (Reward): "If there were no thunder, men would have no fear of lightning." Whether that quote is true or not, it likely won't apply to you anymore. As now, whenever hit by lightning or any electrical attack, you absorb it into yourself. You can either absorb it into yourself, healing any damage and if you can't be healed anymore (No injuries on your body) you can instead sustain all of your body's needs using said electricity. Or

alternatively you can use it to charge attacks or use them without their normal costs, with them being enhanced by the stored electricity our body contains said attacks will deal more damage and have a new electric property to them.
Be warned, however, too much electricity can burn or even explode you from the inside, with the amount you can store scaling with your durability.

Stunning Gold (Special Reward): For braving the integral power of electrons and electricity, you are now blessed by the stellar essence who governs over these forces while also favoring the bold. One you 'meditates' under this essence will find themselves not only a lot gutsier without being cocky, but also become able to manipulate both magnetism and generate/control electricity, all at the cost of stamina. If you have Legends Heart it would seem that you might as well be a god of thunder and lightning, that is if you put the years of dedication towards it as with said training one not only finds their previous abilities over electricity and magnetics gain more power, oomph and significantly lesser costs, but also become able to create and manipulate energy and plasma with an attack that if unleashed will potentially end the user while at the same time unleashing a nuclear blast.
May those you protect be guarded with cold-blooded fire, and your foes smited from on high.

The Nary Catwalks(+600): One of the sublevels of level 4 is particularly dangerous because of the precarious and fragile flooring and high sky rise, unfortunately you are in that sublevel now. SubLevel 4.11 is a vast mast of warm, interconnected sky bridges, each connecting at 45-to-90-degree angles. Sure, the light fixtures move around if you aren't looking at them, but that isn't a threat, especially since it is always daytime in this level. No, the main threat here is the floor covered by carpet, because it is really, really fragile in certain spots. If you fall through the fragile floor because of it breaking, you will for certain fall into the endless abyss and die there. While thankfully you can tell if the floor is fragile by creaking sounds when walking on it, you will still need to be careful. However, if that was it, then it wouldn't be nearly as bad. Unfortunately it is worse than just that, as in some areas you will have to jump across sky bridges which while if you can successfully do it will lead you to progress further, you could break a leg if you mess up due to the sheer height or if you either land on a fragile part of the floor or miss the jump, you're gonna fall to your doom.
Exiting this sublevel isn't really the safest either, as you must find a building in this level, leap out from the sky bridge you are on towards the building and noclip into it, from there you will be noclipping through the various floors of the building for 10 seconds and the wind up in level 4 safe and sound.
Successfully escaping grants a new perk.

Nyan Nyan Nyan (Reward): You now have the ability of turning into a cat, more accurately, a Gemini Lunares. In this cat form you will have cognito-hazardous powers, in this "cat" form you will have a blue flame aura which has mental effects to those close to it due to fur covered with a fire-like chemical called "Lunarian." The main danger however is that whenever someone looks into your eyes in this form, you can dominate them mentally with hallucinations, mental stimuli and forced emotions. However, if your will is greater by those who you wish to mentally effect by 2x or greater, you can mind control them and read their minds. You can turn off any

mental effects and even the blue flame aura as you wish at your leisure, and have all of the physical traits of a cat. The only detriments to this form however is that for one, you don't have any opposable thumbs or anything like that to grab and hold items. And two is that in this form you have the instincts of a cat for better and worse so while you are sharper, if someone pulls out a cat toy or laser pointer… well I think you might already know what will happen.
You are free to customize the form to anything possible for a cat to look like, from a sphinx to maine coon to anything else in between. No lions, pumas, cheetahs, or anything that isn't domestic though…

Let's Go Gambling!(+200): A personal project of the Beast of Level 5's, the Terror Hotel Casino is safer than the main level but still can be dangerous. The main draw of this sublevel is… well… gambling, the games themselves seem to be anomalous in the fact that they make sure one wins enough times for them to get hooked, but lose enough as to not make them get too big of a reward. You can turn in the chips you get from the games to the employees here for rewards, ranging from almond water to royal rations to a lot of things native or alien to the Backrooms. Occasionally the Beast of Level 5 himself will show up to challenge wanderers here to a game in his casino, if the wanderer wins he gets massive rewards, while if the Beast wins the wanderer permanently becomes an employee unable to escape forever more.
Thankfully for you the exit is not just safe but also easy to do, just walk out one of the exit doors to make it either to level 4, level 5 or very rarely level 6 or level 11.
Doing so will grant you a new perk and with "Grand Dance of Comets" will grant a new stellar essence to utilize, sadly said essence won't work with either the new perk or in this level, don't want any cheaters do we?

Liminal Gacha (Reward): As a souvenir for your travels. you were gifted the power to manifest a gambling machine/game. Whether it be slots/pachinko/etc., the end result is generally the same with little differences. For this Gambling machine if you win, you will gain new items, materials, weapons, anything that is an object that could be useful to you will be granted. However, if you lose, you will give up useful items, materials, and weapons. (Not FIAT backed stuff however, for obvious reasons) All that you will gain from these machines will always be useful to you and scale with you, so it's never too powerful or too weak for your purposes.
Luck perks, powers, items, or outside interference will not work.
Are ya willing to risk it all?

Quantum Turquoise (Special Reward): A weird Stellar Essence that picks others to bear its might haphazardly and with no regard for who or what they are. Those who focus on this essence find not only that their odds increase more and more, but also they can manipulate probability itself to bend to their whims from making people luckier than ever before to causing really embarrassing scenarios that would have never happened if not for their interference. However, if blessed with "Legendary Heart" then they will find themselves not only way more lucky and able to manipulate probability to never before seen heights, but also after years of dedication, they can manipulate quantum mechanics and that which closely relates to it as well, possibly making quantum tunneling way more efficient and even destabilizing others on a quantum level. Can also prevent the Reality Lag machine from affecting them at all.

Even noclipping will be near effortless and completely safe for the user, the question is however what will you do with such a gift?

Vantablack Ice(+600): This sublevel is essentially the main level but without entities and somehow worse. You will be starting out in the above area which is like where you start out in an area like that of the main level in pitch darkness and, there are no bars or anything else really other than walls, floors, ceilings and the deathly cold to roam inside of. Occasionally you may see holes in the ceiling revealing the sky with a moon, sadly for you however there is an invisible barrier on the ceiling.
Eventually you will find pits filled with water, you may think it is safe to touch or even drink. No, it is not, as it is around the same temperature as lava. In order to clear it out, you must find a lone pipe with a valve in this complex spanning 6.66 miles across.
Once you do so the water will recede and there will no longer be anything to keep you warm, you are on the clock as any defenses to temperature changes won't matter here as in 6 minutes, you will freeze over and die.
Where the water once was you will find staircases to find the decayed bunker, with a few lights and the floor falling apart leading to the void, in here you must find a single light switch in an area of around 2.3 miles. Once flicked on, you will be sent out of here in a brilliant flash of light to level 7. Doing so will grant a new perk and if you have “Grand Dance of Comets” you will get a new stellar essence.

Pierce The Veil (Reward): There was once a sublevel of light inside of level 6, where despite the brightness of vantawhite all could see perfectly. It had fruits that gave miraculous effects to those who ate them and fountains of eternal youth, it had everything, it was paradise. And then the worst happened when the Decay came forth and rotted the level away and destroyed it. Yet, maybe you could rebuild that lost eden. Now you can create seeds which grow into trees with fruits that can bolster one's vitality, cleanse the sickly, gift knowledge and just about any effect you can think of if you put the work in towards it. You could also make fountains that return the youth of those that drink from the fountains, while also restoring them from just about any injury. The only catch is that you cannot control what the users do with your creations, maybe a hostile wanderer eats a fruit which gives them power over fire while a hound could eat one that makes it have a potent healing factor. Guard your new eden well, lest its gifts be turned against you.

Cool Onyx (Special Reward): A force of the cold and of the darkness, those who wield it finding greater stoicism in the face of hardship. It grants those who focus on it the power of creating ice and shrouds of darkness, able to render those who face someone competent with this power lost and frozen over. If you have “Legend’s Heart” it opens up more abilities that will take years if not decades to unlock, with the cold one manifests able to halt all movement and kinetic energy whilst reaching temperatures below absolute 0, while as for the shadows able to pull things in like black holes and crush foes from all angles.

A Forsaken Refuge (+400): This sublevel akin to level 3’s Sublevel you went to has no entities but has vast dangers due to its environment. You will start out on a giant rock, with no other

stones being seen, nor any other things poking out of the infinite ocean. On this rock is where you need to go and where most of the dangers are, the Lighthouse.
The ground floor where you enter is fairly safe and sound to be in, with the only real issues being the non-functional lights and unhygienic furniture that if you touch, you would very much want to wash your hands.
The issues start when you start going up, there will at least be several windows (No not the entities thankfully) that beam light inside. There is a series of oxidized pipes going in and out from the walls, these are where the main threat comes to play as these pipes contain a toxic gas inside of them with exposure bringing blurry vision, drastic nausea, internal bleeding, skin infection, among other symptoms. While thankfully most of them are undamaged on the first floor, the more you go up the more you will find these pipes broken releasing toxic gas making it more and more dangerous to go up.
30 floors up will be where the ceiling where the light is situated, with various control panels onboard which one of them you will need to open the final main part you need to go to the cellar.
In the cellar of the lighthouse you will have to face very slippery ice with some puddles of liquid pain, icicles that could fall at any moment and more toxic gas to deal with along with one final threat of propane tanks that could explode at the slightest disturbance. Thankfully, however, no icicles will be near the propane tanks, but you still really should be careful.
In this maze one will eventually find an exit to the cliffside along a boat, from there you just need to hop into the boat and drive off, eventually heading back to the main level, that being level 7.
If you escape this level, you will get a new Item to accompany you on your travels.

Stolen Boat (Reward): The very boat you stole in order to escape this sublevel is now an item you can summon and desummon at will, and it has a main quality that will make it always useful in any sea or ocean. This of course is its adaptive nature, put it in an ocean of acid or lava, and the boat will produce protections and shielding to guard it and its passengers. Put it in the seas of the One Piece world, and it will adapt to have a sea stone bottom, ensuring that no fish or sea king will ever detect it and rendering it safe and sound with the people on it.
No matter what it is, from storms to fauna or even the anomalous, cannot stop it from protecting those on the seas and getting them where they need to go.

Gallium Mines(+400): This sublevel (again) has no entities, but the problem instead is that it is entirely composed of an infinite amount of gallium. As there is no natural light, it is suggested to bring a flashlight or lantern to see where you are. At a first glance, this level may seem safe until you realise something… the entire level is made of GALLIUM. A metal that can MELT by merely HOLDING IT by HUMAN HANDS. So yeah, also occasionally the caves will warm up enough for all of the gallium in the level to start melting. If you don’t escape in time you will be trapped in gallium and suffocate, starve or die of dehydration and have your body lost to this sublevel. As such, it is not too uncommon to see any random entity/human corpse here entombed by gallium, sometimes even just poking out of the gallium walls.
If you find a patch of orange gallium (thankfully, which is always possible no matter what form of cave the sublevel makes) you will be sent back to either level 8 or 9.
Doing so will grant you a perk that may remind you of the bodies here.

Swim Through Concrete (Reward): A phrase now taken quite literally. Whenever you encounter either rock or metal, you can swing through it as if it were water. You can keep swimming through and swim out and return to just standing, walking, and running as you wish. However, if you are swimming through a toxic rock/metal that is poisonous, radioactive, etc., you will begin to suffer negative effects caused by said materials you are swimming through. Additionally, you cannot breathe while swimming through metal/rock, so better get good at holding your breath lest to pass out while inside of stone or steel.
Just be careful where you swim?

Trick or Treat(0): A finally peaceful place after so many dangerous Sublevels in this place, sublevel 9.31 is, welp, a nice town with various Halloween decorations around family houses which are fairly large. The best and worst part is that you are completely alone, no entities, no other wanderers, just you, yourself and you. (No not three yous unfortunately) like its parent level it is stuck at nighttime, so nighttime phenomenon can still happen. There is minimal danger to around the same level of accidentally slipping on something when showing and getting injured, level of rare, but it is still there. This place gives feelings of peace to whoever is inside of the level, helping them remember the good times and recall their memories of a past life.
The good, the bad, the ugly and embarrassing, it's all here… you will likely be happy, and sad. A bittersweet moment of peace and calm in such a hellish place, but a much-needed one.
Unfortunately, all good things will come to an end as after enough wandering and recalling past memories, you will eventually wind up back in level 9, thankfully with 10 minutes of no entities allowing potentially both safe retrieval of a pocket and escape.
Once you leave this moment behind and are sent out of the level, you will gain a new Item and if you bear "Grand Dance of Comets" you will gain a new stellar essence.
I do warn you one thing, prepare… for the next Sublevel will be the most brutal one so far.

Hallow's Eve Treats (Reward): A candy bag with infinite sweets inside of it, the sweets unlike normal candies have never been made outside of this place and have supernatural properties. For example eating a "Silver Tongues" candy will make one slightly more persuasive than they otherwise would be, while if they ate a "Brainiacs" wafer-candy they would become slightly more intelligent based on what flavor it was with a flavor for every form of research and knowledge that has, will and now exists. And way, way more. The sweets will never give anything more than minute beneficial effects that are permanent and can stack, are you willing to devour sweets to become great and strong? Or will you give these out as a show of good will?

Spectral Silver (Special Reward): An unknown Stellar Essence that only comes to those who are dealing with guilt and trauma. Seeking guidance from this essence can clear any guilt or trauma you face while also making one's breath hold way longer and give them the power to phase through any material and float while doing so for as long as their mental will can handle, at the cost of being unable to affect anything physical while in this state forcing them to exit it if they wish to ever interact with the physical. However, with "Legendary Heart" and several years of focus and guidance, one can interact with that which is physical while in a spectral state by expending decent amounts of stamina and grant access to potent telekinesis. Eventually, one can gain two ultimate abilities of this Stellar Essence. The power of possession, where one can

take control of another's body by entering inside of them whilst ethereal and become able to use not just one's own power, but also the one they are inside of. You can either decide to hijack them and be in control or let whoever you're inhabiting use all of your powers you allow on top of your own (minus possession) with you able to leave their form anytime regardless of FIAT backed perks or whatnot.
The second power is one where you can knock someone else into a dream where they will face their traumas, fears, guilt, and other mental issues that hold them down. In this dream they are fully conscious and aware as they would be if awake, in this dream you can appear and help them through it, but the only way they will clear through that trauma is if one is willing to do so, so best you guide them rather than try and brute force it.
With these gifts, you can help those suffering from the past find peace, and be able to look at the present with a smile.

Fields of Blood(+1000): Finally, the most dangerous sublevel from the main 12, you will either die or if by proving oneself, alive and standing strong as ever. This sublevel used to be how you got into the crimson forest, well until… Back on topic, this place is an endless plain of wheat and tall grass, with pitch black skies and an ominous sun that glows blood-red. There will be many powerful entities here, as this (over than a certain level) is their main natural habitat. Whether it be the Mangled who drag people into the sky, Lamenting sinners who trap their victims in a fate worse than death to even other creatures such as the Nucleigo who should be avoided at all costs, quite radioactive as the name suggests.
Not only that, there is a persistent fog that permeates the entire sublevel, that makes it a lot harder to see, which makes looking around harder. As such, it would be recommended to bring a flashlight, just not one with a bright white light as it would make one easier to see. I personally brought a green flashlight here when I was still alive, well before I entered level !...
The two biggest threats however are one, the Mangled are here and quite prominently.
Two are clumps, entities that usually aren't that dangerous, but here? They wait in ditches and holes, safeguarded by tall grass and tons of wheat. They will grab onto ankles with nightmarish strength and speed to attempt to yank you down into themselves and absorb your body into them, effectively giving you a fate worse than death until someone ends the clump that absorbed your form, at which point you will die.
To exit this place you must run, pay attention and remain unseen and unheard for 30 minutes, at that point a bright white beacon will rise from the ground. Try to get there as fast and carefully as possible, once at the beacon just enter, and you'll be taken to level 10.
As a reward for making it out of here alive and in one piece, you get a new perk and with "Grand Dance of the Cosmos" or "Legendary Heart" you will gain a new perk, if you have both perks you will get both rewards

Refusal to Give Up (Reward): Sometimes things won't go your way, sometimes things will go horribly wrong, and yet despite being in a hell all of these awful things happening with things rarely going right, you refuse to give up, you will not do so any time soon.
So long as your willpower allows it, you can survive. If you have taken severe damage and lost several rips can be ignored if one is resolute enough. One could walk with completely broken legs just fine, and even maybe run if they are strong enough in mind.

Note that this isn't healing nor damage negation, it is forcing one's body to function despite damages, and lethal blows can bypass this. And you also can't just will your body to function like it has a missing part, only the parts you may have, broken or otherwise, can be used for this.
One final issue is that you can still die from your wounds if you push too hard, whether it be by blood loss or too much strain on your body, make sure to rest yourself every now and again while also making sure you have plenty of medical care.
The little freedom you have left here is your greatest treasure, never let anyone or anything take that away from you, as long as you live.

Terraforming Bronze (Special Reward): A Stellar essence which rewards great struggle and grit, being responsible for all terrestrial bodies in space from moons, planets to even infinite planes.
Focusing under this Essence builds resolve whilst also granting one greater durability, stamina, and the power to manipulate the earth. From stone to dirt to gravel to sand to metal, it all can be created and molded to fit the users' needs in any way they wish, gaining more control and better materials the more they dedicate themselves to the essence of matter.
If one has a "Legendary Heart" then both liquids and gasses will be able to be created and manipulated by the bearer of this Stellar Essence, with more potent liquids and gasses being able to be created and made the more experience the user has.
Additionally, they gain a new ability of creating new never before seen substances, with them being only limited in potency, strength, and ability only by however strong the user wants it to be, and how dedicated they are to the Stellar power of earth.
Shape the world to your desire through grit and will.

The Survivalist (Special Reward): Through proof of one's will to live on, your heart of legends has awoken the powers to ensure survivability is always possible, and even in some of the most inhospitable environments you can not only survive but thrive, with only level 5 difficulty levels and dead zones being able to prove threats in terms of surviving there. When needing food you can turn grass into an edible meal, and if you need a makeshift weapon you can do so with minimal parts with stunning effectiveness. If it is needed or useful for survival, you can make it using materials you have both on your person and in the environment.
Never fear the wilderness again, as you are its champion.

The Flooded City(+200/+600): The least sublevel of this list, the Flooded City is relatively safe, most of the time at least. This sublevel is a constantly raining ruined city with tons of marine life inside, both hostile and safe, from just entities to even creatures from the frontrooms being here. And while the structures may occasionally collapse, they for the most part are safe.
At the bottom of the sublevel is a new entity exclusive here and underwater bunkers that have great loot inside and are safe against any threat, allowing those inside to leave at any time unimpeded as well.
The new entity is a hostile one called the "Skule" they usually remain dormant with only their jaws showing up from the surface of whatever sand or dirt they are in underwater. Once prey swims above them from 1 - 3 feet, they will lunge out at nightmarish speeds to try and eat

whatever got above them to strip them of all their flesh by consuming it with three main types of Skules existing. One with spade-like lower jaws that strips flesh from the bone, another with a more traditional mouth that tears off chunks of flesh and a third with a mouthpiece reminiscent of the extinct sawtooth shark which grinds flesh down to bits.
Normally entering here gives you 200 Choice Points, however if either by choice or awful luck, you can find yourself while this level is flooding, while fortunately giving you 600 instead of 200 makes the level much, much more dangerous.
For one, the once benign rain turns into violent rainstorms, and the whole level floods (duh) along with perilous winds that can reach up to 1,000 mph and a storm surge accompanying these new weather phenomenon reaching up to 170 feet. As such, the city will be devastated, with the once generally safe structures now able to fall apart and collapse into the water.
Not only that, but after 20 minutes the storms will get worse and worse, turning into a violent thunderstorm accompanied by tornadoes that can and will pick up sea life to throw at you; yes, including sharks. Not just that but at this point powerful ancient marine life will show up, Megalodons, Mosasaurs, Dunkleosteus along many other beasts that if they see you will immediately bolt towards your general direction and try to eat you.
After a single day the waters will recede, the skies will calm back down and the ancient beasts will return back to do the depths from whence they came.
Weirdest thing is that the level will fully restore itself back to its natural, weathered state like nothing ever happened.
To leave one must find an underwater bunker and inside you will find a giant hole in one of the rooms, drop down, and you will go to level 8.
If you just leave this level you will simply get a new perk, however if you had “Legend’s Heart” and killed 3 ancient predators you will get a new perk as reward for your skill.

All Blue (Reward): Something tells me if a certain cook heard you had this perk and knew its effects, he would be really jealous of you. Now whenever you hunt for wildlife, from plants, animals to anything else, no matter the specific environment, you will be able to find them.
Not only that but also you never have to worry about if they are sick, eaten plastic or anything like that, and you also never have to worry about running out, heck it doesn't even impact the environment at all by using this perk.
Of course, you still need to hunt for living things via where their habit is based around, you need thick foliage for rabbits and bodies of water for fish. You also cannot hunt for anything sentient using this perk.
You can turn on and off this perk whenever you wish.

Leviathan (Special Reward): You proved yourself as something that even the mightiest beasts of the sea should fear, you have shown you can slay things far greater than yourself with the odds heavily stacked against you.
Now you have gained a new Gigantic aquatic altmode that you can customize (From big fish or shark, to giant water humanoid) that whenever in water in this form, you can breathe just fine, move with unparalleled finesse and speed, and even scrap with the scariest of underwater predators and win easily. Not only that, but any other powers you may boast will also be increased tremendously and make you a living natural disaster for any watery area you wind up

in. You can also control and create water endlessly, making you a master of the depths, able to send out blasts of water that could decimate most who ever dare come into contact with you. However, the weaknesses are that for one, it cannot breathe out of water (at least until you no longer need to breathe) and two is that all of its power is very collateral, requiring immense effort to not accidentally kill something while in this form.
Rule over the seas as their rightful ruler, and make those who dare desecrate it fear you.

If you have accomplished all of the scenarios in this section, you will get a new reward. You do not need Legendary heart or Grand dance of Comets or any of the additional rewards, you just need to best the scenarios and then this shall be for the taking.

Primal Reversion (Reward): A final gambit, when all else is lost, this is the form that seals the deal. Now whenever you wish you may enter a much more feral state, one where, if not for the backrooms holding one's self down, could easily allow a man to permanently change the environment of the planet they are on.
This state makes one have glowing patterns on their body and boosts their size by a third.
Every last trait the one who entered this form has will be magnified to world altering levels.
With wolverines claws, you could now create spikes of bone wherever you wish, with a time slowing power it can now completely stop time itself in its tracks for a good minute or so.
The main issue is that in this state one will be very unpredictable becoming a lot more driven by instinct, you can master it and gain full control but doing so may take centuries.
All altforms you have also get a primal form with this perks effects on them.
Can be deactivated if you are either knocked out or, through great willpower, leave this form.
The Backrooms rejects this power and limits it, but even still it can be a massive lifesaver, just make sure not to lose yourself.

Even more enigmatic discoveries

🥳**Some Fun**🎉 **(+600):** Trust me on this one, this place is the opposite of "fun." This hell-hole is level "Fun," a nightmare that will drive you mad and possibly infect you with S.F.V. The first section is a large warehouse with a vast amount of bouncy castles and a general arcade aesthetic. If there is one piece of advice on this first part is to never go in or on the Bouncy Castles as they will consume you, ending your life. To get past the first section, you must travel on scratchy, uncomfortable carpet until you find a slide in a wall. Enter the slide, and you will enter the second part of this wretched place, The Play Rooms.
An interconnected network of indoor playground structures with plastic mats, slides, and ball pits. Along with other things found in an indoor playground there is also nostalgic music playing, for some it sounds pleasant, others hear it with off tune notes and others find it annoying.
The first traces of S.F.V. are found here, clustered around both foam and ball pits, with the level having the effects of the plague speed up here. The only way to make it to the last area is to find a single white door which will take you to The Party Rooms.
This is the most dangerous part of the level, this part resembles children's birthday party venues, with halls leading in every direction. Navigating through here is really difficult despite its straight forward layout. This place not only has a lot of Partygoers here, often meaning you have

to hide, but also an aura that can deplete one's sanity and cause confusion and hallucinations. The top most priority is to escape as if you don't, either A. you get consumed by having your remains cooked as a "Cake" or B, slowly succumb to S.F.V. and become a Partygoer.
To escape, you have to leave via entering the metal door into the disposal room filled with the gory remains of past victims, with some even still being used to bake "Cakes." From there simply climb up a ladder and from there on the outside of the level (which is a giant ship) you must plunge yourself into the water and be taken into the Poolrooms and leave this level behind.

Zombie Survivor (Reward): You practically had to deal a zombie infested level, let's ensure that any future undead will find a most unwelcoming surprise. Now whenever you fight anything undead or infected, you deal 3x damage. On top of that, you also have vast amounts of survival skill against the undead and undead apocalypses, now go out into marvel zombies and end the Gospel of Hunger once and for all! (If you can leave this place first…)

Swimming Pools(+200): You might remember the Poolrooms level, and now lately you are now unable to enter it? Well, it lost its number because it became an Enigmatic Level like Level "Fun," Level !, The Crimson Forest and even the Promised Lands. And thus, while it is more dangerous and harder to access, it may have some useful stuff in there. There are three layers in total. The First layer is what you would expect with a few changes. At dusk or dawn the water will boil, but as soon as it is day or night, the water becomes cool and safe to swim in. The Second layer is like the first one except there is no day night cycle (so the water is always cool), entities spawn in and the water can get you sick if you don't protect yourself which thankfully there is deep sea diving gear in here along with a new entity which is just a bioluminescent fish, and that off course is for… The Third and final layer, an abyss of deep-sea monsters with some impossibly stable platforms and structures in the endless depths, with terrifying gigantic angler fish like creatures, who are immune to all of your powers. If you stray from the platforms and try to swim away from them, one is guaranteed to consume you. The structures here also seem to be guarded by one of these creatures, thankfully you can distract them by dropping food/fish near them. Each structure has an eye which seems to lead somewhere and have their pupil take a different shape and have a number in the eye. If you manage to gather them all, you will most likely find a puzzle which may lead you to an escape from here. If you do, you get two rewards.

Beholder's Eyes (Reward): The very things that helped lead you out of here, these items can reveal anything you need or want, with a catch of course. In order to fully locate them, you must solve a puzzle generated by these oculi. The puzzle will be difficult, but it is always possible to solve it. Once solved, it goes on cooldown for 3 months and reveals where the thing is you seek, along with any other details you need to know about both it and how to procure it. And if others are also looking for the object of your desire, it will be revealed how to snag what you need and leave the others unsuspecting and in the dust.

A Broken Edge (Reward): A fragment of a blade you found during your expedition into the poolrooms, with properties capable of shearing through dimensions and space-time. The only catch is that whenever using it, your hand which holds this fragment of a once great blade will

cut the user's hand. However, oddly enough the more lives it takes the more it grows in a way the user desires… maybe with enough blood the blade will be a fully functional weapon based on the wielder's expertise?

Just a Simple Game (+400): You may sometimes find posters in this place that tell you to noclip into them to enter a game. Should you do so, you will find yourself in a new level called "the Game" and you start in the first area called "Press Start."
A dark room, with a perimeter of 400 square feet, lacking any doors or windows with the whole room painted with a dark shade of purple, with glow in the dark shapes on the walls as the only source of light.
However, in the centre is an arcade machine, the design will vary with different aesthetics and controls, however it will have no impact on your adventure in this level. The screen will display a TOS and the rules of the game, each suited to make it challenging but fair for anyone who ends up here, no matter who they are. At the bottom there will be an "Accept" and "Deny" option, deny just makes you return to the level you were in previously while as for accept is how you continue forward.
The TOS and rules will always be made to play around the "player" however there are a few rules that will always be there and be the same.

- The player will have 3 lives, if all are depleted the player will die.
- The player cannot use any perks, powers, or other supernatural advantages at all.
- The player will be in a maze with a "Boss" they have to defeat, whether by proving themselves innocent of a crime or slaying a powerful entity.
- The player cannot tamper or do anything to bypass rules and regulations.
- NoClipping is not allowed
- After beating the boss, you must reach the exit to win!

The "Stage" where you will be in is made specifically to challenge you, various items strewn about and with the place being a reminder of your past.
You physically cannot break any of the rules in place, but do know that no matter how harsh they may be, it will always be possible to beat the game if one learns how to play properly.
If you win you get a new reward and with "Grand Dance of Comets" you will get a new Stellar Essence to celebrate your triumph with.

You Win! (Reward): As a reward for besting this game, you will now have a safe refuge that you can always head to as you wish. (except while under specific drawbacks or any scenario)
You physically cannot harm or damage anyone or anything or exert any supernatural power here, but no matter what it is always safe with no threats.
This 11-story building is a personal reward and every victor gets one perfectly made for them in a pocket dimension no one else can access unless you give permissions where they will be under the same limitations as you.
The floors are as follows:

- The tenth floor is an office space, with no noteworthy features.
- The ninth floor is a computer lab filled with self-repairing computer terminals, they are permanent fixtures here and thus cannot be removed.

- The eighth floor is a movie theatre, you can play any show, film, or media on it. Comes with media of your stories, always updating and can come in any form you wish.
- The seventh floor is a dark lounge area where one can relax as much as you want.
- The sixth floor is a nightclub, with plenty of foods and drinks to share and party like never seen before.
- The fifth floor is a food court, with many restaurants for every niche. Even though there are no employees, you can get 5 star quality meals for free by just writing down an order.
- The fourth floor is a dining area where you can eat whatever you got in the fifth floor in luxury or like in an average diner or something similar.
- The third floor is a supermarket that is fully functional despite a lack of employees, always having fresh supplies that are mundane and don't give too much of a big advantage, additionally you may find your favorite items you always wanted here (as mundane versions of course) and even stuff from the "Stage."
- The second floor is a gift shop that you will run yourself, able to sell anything you have collected, made or have by any means. You can connect this floor and this floor alone post jump to any structure you own to lead here for you to sell your wares.
- And finally the first floor is the lobby where you can meet up with others who have done great things to hang out, relax and talk.

Over time, you can upgrade and add more floors to this personal haven, with the only catches being that you get no danger and no overpowered benefits. (other than this place serving as a safe haven)

Virtual Emerald (Special Reward): An essence of games and code, now it shall help you run through the virtual like never seen before. With knowledge from this aspect, freely giving the knowledge of how to make good laws and codes one can abide by. Now whenever interacting with software, or code, you can manipulate it freely and rewrite it to your leisure.
The more security on any virtual system, the more effort on your part you will need to breach it. If you do have "Legend's Heart" however, not only will these virtual abilities improve drastically, but also that through careful study of the laws of reality, one can learn to bend them and eventually overcome them.
Additionally, as an extra power you can create "games" to play with others, they can have costs, rewards and physically unbreakable rules. And depending on what the "player" you selected can get by winning, you can gain something by them losing. Whether it be their house or wallet, to even taking them as a companion for free with them never being able to leave, you could even steal away their memories and knowledge. Just make sure you win, as if you have such harsh punishments and costs on "players" for losing, you can face a similar debilitating cost for yourself.

RUN FOR YOUR SOUL (+600): This is just like level !, but… worse… Why? Why must this level exist? Why!?!? This place is the same as level ! but so, so much worse. Now the doors will instead of being false exits they are instead entity spawners which spawn forth mini entities that while you could easily punt or smack away, they will try to slow you down or distract you. The exit signs explode not into regular fire but rather than fire it will burst into flames infused with liquid pain. The obstacles are changed to hotel furniture (Thankfully there is no change other

than that) One of the biggest changes however is that the level constantly drains sanity away from those running for dear life.
Another change is that the entities here have even greater stamina and speed than before, thus making sharp turns and efficient maneuvering throughout the level.
And yes while the level still has the blue rooms and yes they are now guaranteed to be encountered here, they still are just short resting spots. And yes entities cannot enter here, there's only a handful of supplies to grab here to keep oneself going.
And the further you go in the worse it gets until you reach the end that while everything is still red, there are no more threats to deal with when ascending a flight of staircases into either the promised lands if you have gone there beforehand or an extremely safe level with plenty of resources.
The worst part however is that when you enter this level, you will instantly be put into a chase in a hallway and must run for your life with no preparations able to be made.
You have to run 15 miles to the exit before you can escape, and if you do, you get a new reward.

Unlimited Stamina (Reward): You just don't seem to run out of breath, you can keep going all day long. Your body no longer produces fatigue toxins and has unlimited stamina (says it on the tin right there) enabling you to just keep going. You also get a speed boat that scales with you and stacks with other speed boosts with a regular human with this perk able to go at 45 mpg comfortably and with reflexes to handle it all comfortably.
The only issue I could see is that damage can potentially screw with you and since adrenaline is one hell of a drug, well…
Other than that, go run like the wind, free as one can be in the Backrooms!

A Rotten Hive (+800): Oh… Oh, no… this is possibly the WORST PLACE YOU COULD BE IN HERE! Calm down… Deep breaths… Okay, I think I might be ready to continue…
This place is one of the main places where all of the entities are created with new species appearing here, and all of them are hostile entities.
This place is made of flesh, rotting flesh. Some samples M.E.G. has confirmed it has parts of several entities DNA and human DNA in there too.
I've heard stories of the place… a place where those who come in usually never come back, and those who do are scarred for life and never recover.
And the myths that those who die may wind up here and be tortuously be put in a new body, forced to never be fully cognizant but always able to recognise the harm they do after they cause it.
And the tales of how this place used to be a lot prettier beforehand, well until an entity called "Mother" entered and warped it into something else… Please, Just… JUST LEAVE WHILE YOU STILL CAN!

(Note: Escaping this level will be as hard as the Downrooms, with no real way, so come up with an extremely difficult method of escape from this hell. Alternatively however you can opt to kill “Mother,” this option is only available if you have “Legendary Heart” and she easily will be the toughest fight here with intellect comparable to yours and scaling stats to you, you will need to pull all the stops and all of your tricks in your bag for any hope of victory.)

Seen It All (Reward): YOU MADE IT OUT!?! Thank God! Considering what you have witnessed there, I don’t think anything will ever affect you by looking at it. You could look at Cthulhu or any other unimaginably terrible thing, and shrug it off. I mean, you saw it all, didn’t you?

Savior (Special Reward): YOU KILLED THE ONE BEHIND THIS MESS!?!? SHE WAS REAL AND AS POWERFUL AS THEY SAID SHE WAS, AND YET YOU DID IT! HOW DID YOU DO SUCH A HUGE THING!?!? Okay… Just… Relax… considering you did just save the level that became the hive, it would make sense that you would be able to bring salvation to anything. Especially considering… y’know.
Anyone or anything you wish to save or return to a better state is always possible to be brought back regardless of fiat, some wounds will take more effort to help heal, and some scars can never fade… but at least you can always help.
You also now are a phenomenal therapist with near perfect knowledge on how to best help anyone with mental disorders and trauma.
Maybe the level that became the hive can return to what it once was… it probably will take years… and it may always have scars from its time as that wretched place… but maybe it can recover.

The Trees Scream (+400): Welcome to level Pain, a stupidly loud level. Also known as The Trees Scream, this level has no natural light and is filled up with constant noise so intense you can feel it physically on your skin with said sound being that made of sirens, screams, screeches and moans, (except for one part) this level is made up of four parts. The first part is called the Trees, A dark forest filled with towering pitch black trees whose wood still remains as dark as the night even with light shining on it and outside the level, with their sap being that of liquid pain. The sounds here are random in noise, changing ever so frequently, but they are always above 40 decibels. It is unknown how large the trees are, after traveling for a decent while the trees will warp from growing impossibly tall to growing sirens and fusing together. The next part is the Siren Site, where there are now siren towers instead of trees. It is more flat than the forest, but it is even louder than the previous level, usually around 100 decibels. After traveling further, you will enter the worst part of the level, the Screaming Scenery. A corn field esque maze with flowers whose stems are akin to a corn stalk, which takes strength and effort to move through. However, the screams, they will get closer, closer… closer… closer until they are deafening, and then you will be face to face against the banshee. An extremely powerful entity that has stalked this level and brutalized so many, thankfully escape is possible. However, once you flee from the Banshee and escape the Screaming Fields, you will be back at the

Trees. This is a loop where you may have to go through this cycle multiple times to find the final, safest and the only part of the level with an exit. The Camera Cloud Forest, where the calm sunlight shines, no screams or sounds, and trees with cameras on them. Inside this area is a cabin where all the cameras can be accessed, along with invisible cameras in the other levels. It is unknown who or what made this cabin, placed or used the cameras. Also in the cabin there is an exit to level 10, where you will be safe after this whole experience, and receive your reward. (and have your ears healed and take a well deserved break after the whole ordeal)
Should you wish, however, you can try to slay the Banshee. This task will not be easy, however, as doing so can very well end you if you make a mistake. While the Banshee isn't fast with you easily able to outrun it, it however can charge up a sonic blast from its maw, indicated by it simply stopping its screaming. On top of this, it is very durable and strong, able to take hits from massive explosions unscathed and tear through the toughest of materials like tissue paper. Once slain, however, you will find the entire level will no longer have any more screams, and sunlight can finally shine on this once desolate level. From there, all you have to do is wander enough to find the Camera Cloud Forest to escape, and you get another reward on top of the previous one.

Cleansed Ears (Reward): Considering what you just went through in that level, this honestly might be one of the best things you could have right now. Not only are you unable to go deaf or have any sounds hurt your ears anymore, you also gain echolocation as a new ability. Where even the slightest sounds, even below what people can hear, will be 'seen' by you. This will never give you disorientation. Now rest your ears, knowing that the Banshees shrieks will no longer deafen you.

Shrieks of Pain (Special Reward): After the Banshee was finally felled by your hands, you seemed to have gained the same ability to just make people's ears bleed. Now you can scream/screech at the same level of loudness as the Banshee, able to be heard from around 801 miles away. You also never run out of breath and can breathe under-water and in space. If you have the "Legendary Heart" perk however, the screaming ability is enhanced to be able to be heard all across a planet, it also now will not affect anything you do not wish it to. You also gain the ability to charge up a sonic blast by inhaling a large amount of air and blasting it out in a devastating cry. You can now make any sound, either using your regular voice or your screech. It would be funny if you rickrolled someone with this at full volume, not gonna lie.

Cannibal Jumpers(+600): As you might have known by now with your perks just being vastly weakened down here, you might be wondering… are there other jumpers down here? The answer is yes and while most tend to go off on their own, a few join groups like M.E.G. or Followers of Jerry (Avoid that cult as much as you can!) there is a well known group of Jumpers, and… well… They eat people 'cause they are very much wretches with some intellect. The cannibal jumpers have only gone to a few jumps before entering here (Ranging from 3 to 8 jumps) and have some experience, but while here they managed to get to a point where they can go toe to toe with some of the stronger entities in this place, and with around 10-20 members, they are a challenge like no other. However, given their condition, they aren't too bright. If you manage to slay them, you shall gain a great reward.

Slayer of Jumpers (Reward): You slew all of the cannibalistic Jumpers in that group, and now any Jumper you face will have plenty to fear from you. Now whenever you face a Jumper, Renegade or any other powerful beings relating to JumpChain as a whole (excluding benefactors) will find that all of their absolute abilities such as Epilogue, Godmodding, All-Fiction or anything else will no longer work on you. On top of this, any perks or items they have to negate any of your powers/abilities won't work either, and nor will any defenses for scenarios like this such as perks like "Reality Ball." Ensure that any Jumper who dares to believe that they have the right to stamp down the lives of the innocent and believe that they are pure and noble, get a harsh wake-up call.

What a Downer (+1000): You went too deep, way… way too deep, my friend. You have now found yourself in what was theorised, but now proved because of you being there… The Downrooms… A sort of Backrooms to the Backrooms, if that even makes any sense in the slightest. This place is really bad… not just due to any potential threats but also due to how unstable the place is, not only possible warping anything in there (including you) but also that "reality" here may not even be real. It is theorised that people may wind up here by entering the void and then no-clipping outside of reality itself. Time falls apart here along with Space on a fundamental level. I don't even know if there would be any escape, but most likely never is a normal one. (Level keys do not work here.) With sub-levels of this Place blurring and bending together, pray that you can escape, if that even is possible.

(Note: as there is so little info on the Downrooms on the wikis, you can come up with however your jumper gets out, just don't make it too easy cause if you do you won't be getting this 1000 Choice Point reward.
For me, however, I'd say that there is a core in the downrooms you have to no clip into and can only be reached by surviving for an hour.)

Reality Breach (Reward): Somehow, someway, you managed to escape the Downrooms and lived to tell the tale. I… don't know how you did it, to be honest with you. Either way, you can now "no-clip" outside of any normal boundaries and re "no-clip" back into said boundaries. No-clip out of time to effectively be able to time travel, no-clip out of space and be able to effectively go anywhere you wish. Of course, doing this does put you in a completely alien environment, which may or may not threaten your being. Any phasing or "no-clipping" perks or abilities can be used to access this perk's effects. Something else to note is that any powers, perks, or items that require or manipulate said boundary will not function properly when outside said boundaries. And yes you can always go back into the downrooms and leave whenever you want to I guess.

Zenith(+1000): Level 998, one of if not the main levels to seek out for veterans. Not just as a show of survivability and skill, but also to gain access to jumps beyond the initial 1000 and its sublevels (Including level 0) as well as being able to access harder to obtain items much easier. You start at the centre of the level, where it's the safest. Where the ground is concrete painted

as White clouds with a bright blue sky above you with a few real clouds up above, This area spans several miles and has no threats within it nor any supplies here.
After traveling enough you will enter the next area which will look alike to the first one but evidently darker and more eerie. There will be the occasional common entity here very rarely (smilers, hounds that sorta stuff.), but weak and injured. The entities will still attack you with no regard to their wounds, thankfully because of the wounds they have they will be easy to neutralize.
After walking even more miles you will enter another area which has gray clouds and a gloomy sky, with several slightly wounded entities spawning in this area, so while they are uncommon here they still are a threat.
However, before I say anything else about this level, this spot before the last two sections of the level are the **last chance you have to turn back.** You can go back to the first area of this level and enter a small structure door to go back to level 0. However, if you wish to continue… you will be put to the test… and you will need all the luck in the world to succeed. But if you walk or run further deeper in, the surrounding area will shake and once it goes beyond an earthquake, and you fall into nothing…
You are brought to the next area with no injuries, fully satiated and filled with energy. You have 10 seconds to prepare for the worst. The concrete is painted with dark storm clouds with a dark moonless sky above with heavy rain nonstop. Once the 10 seconds of preparation are up… Hordes of entities will begin spawning in. Smilers, Howlers, Hounds, Clumps, Partygoers and just about every hostile entity that isn't a single individual or a reality breaking force can and will spawn in to fight you head on. You will face no infections, curses, drawbacks or mental effects here. For you must fight for 3 Hours straight. Items and weapons will drop for you to pick up and use mid-combat. With the more you go through this gauntlet of foes, you will gradually awaken some of your oldest powers, ones deep to you but not forgotten. Once you pass 1 hour and are still alive, all of the perks and powers from your first three jumps will fully awaken! (unless they are op as crap or are absolute powers that render anything useless against you.) And now you can keep up the fight as tougher and tougher enemies show up to face you. Pass 2 hours, and you will find that one of your past weapons will have dropped down from the sky, and once you grab it you are able to use said weapon (can’t be op or absolute either) to keep up the fight! Once the third and final hour passes, all of your opponents will die instantly and cease to be. With your body fully healing, you will temporarily gain access to your entire catalog of perks and items to fight back against this final foe. (Again with the same limits established above in this scenario.) A deafening primordial roar can be heard, and as two giant red dots fill the skies above with Gigantic crimson teeth appear in a crude bare smile. You now have to face a Primordial Smiler, the beast will surpass in all physical and supernatural fields. However, while this thing you face is a beast, you are no such animal. You have the wits and skills from not just your time here but from your entire chain. So prove it, prove you got what it takes to kill one of the most terrifying things to ever show up here and live to see another day.
If you succeed you will find yourself in the final part of this level, all of the perks and items you have temporarily gained access to have been locked away again until your exit. In this pitch black area with no light, you will die here, whether by starvation, dehydration, or your injuries catching up to you. However, death here will not end your chain, or send you to the grave. Once you die, you will be instantly revived to the next level, and receive your reward.

If you also have “Legends Heart” and “Grand Dance of Comets” and bested both “Entity Infestation…?” and “Body Horror Extravaganza” after finishing every scenario before this one, you gain both a new perk and new stellar essence.

Will to Evolve (Reward): By managing all of that, you have proven yourself willing to grow and improve every single day, no matter what gets in the way. With any struggle or failure you taste, you just get better. Not just that but by training you also gradually get better at anything faster than ever before and without any limits on your growth in power. You will never become an oversized meatball due to your training or mutate horrifically or anything like that, by improving, you will look the same as ever while also getting stronger than ever.
This stacks with any adaptation and training perks/powers you may have.
By gaining this perk, you may permanently remove one chain drawback you have yet keep all of the points that you would gain by having it permanently.

The Legend (Special Reward): You have faced more than most ever will, and you have triumphed over all of it. You are a legend unlike any other and people here know it, whether by word of mouth, first-hand account or any other method, you will be recognised as an unstoppable force of nature here. Not only are the effects of the above perk boosted to a massive extent, you also gain a power of legend with you now being capable of smiting foes down with the force of a supernova with godly energy you can project from your hands, with nothing being able to stop it other than your own will. Make those who dare flaunt their ego and greatness over others without as much privilege as them know what true power is.

Legendary Rainbow (Special Reward): This primordial essence, one that is unlike any other, has bestowed itself upon you. By focusing on this essence, one is bestowed with power over nature itself in its absolute form. With the ability to generate and manipulate Lava, Foliage, Air, Water, Fire, anything that can be considered natural is something you can create and manipulate. The only exception is magic and unnatural supernatural (heh) forces. May those who dare face you know true terror. (No, I am not gonna keep on doing that rainbow text, that would take forever.)

Isle of the Void(0): If you wound up here, that only means one thing and one thing only, you made it past level 998 “zenith” which is the 999th level of the backrooms. And now you are here in level 999, the final gateway you will encounter before being able to access the levels beyond this one. This place is a pitch black tropical island where despite its darkness one can see perfectly, the sky here is filled with beautiful white stars shining brightly alongside artifacts on the island which serve an unknown purpose and can never be moved. Don’t worry if you fall off the Island, you will just teleport back onto the island safely and soundly.
In here you will face all of the mistakes you made, every wrongdoing you ever made and every sin you ever committed. Immaterial entities that can't do any harm to you will remind you of every bad thing you have done. The only way to stop them is to repent, not a simple “I’m sorry” or “I won’t do it next time” but rather a genuine, earnest apology from your heart. You will see what you have done wrong as hallucinations as crystal clear windows to those moments in time

from your past, and you will feel all of the guilt, sadness, pain and other feelings caused by these actions.
For each sin and wrong doing you atone for, the wraiths will not bring it up again. And once you atone for every sin committed ever in your life and existence, the stars will shine brighter than ever before and instantly take you to level 1000.
Once you do so, not only is a new perk unlocked, but also level 1000 and any levels beyond will have means of access from levels before 998 and 999.
(Note: you don't necessarily have to truly atone if you don't want to if you are an evil person, just being able to hold yourself accountable and coming out sane can be enough for any of you evil jumpers out there, so there's that.)

Atonement (Reward): You saw all you did wrong, you felt all of the evil you ever had done, but you had finally atoned for it all and walked out a better person than before.
Now, whenever you have done anything wrong or have something you wish to get off your chest, you can enter a state akin to this level 999's effects by meditating and be able to repent for the wrong you may have done after your time in level 999. Not only that but you can force others into that same state or put someone in that is willing by firmly placing one of your palms on your body willing it so.
Once in this state they will be put in a frozen instant not just of time, but reality and space where they will be in level 999, having to atone and repent for all of the bad they have done and once they do so they will instantly back where they had left of with no aging or other issues such as starvation or dehydration.
When they exit this state they will be for the better, having salvation from all they did wrong, the freedom to make better choices and move away from sin, and the hope for a better tomorrow. Even if they may have burned down all their bridges, that doesn't mean that they can't make amendments for it, but also build new bridges.
Alternatively, you can have the effects of this perk force someone to hold themselves accountable for all acts that they committed, good or bad, to escape the state.

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

An Odd Machine(0): After all of your time here, you find a ruined machine. After closer inspection, you will find both documents relating to what it was and the material the documents and the machine was built for… Extrium… A truly infinite source of power in the form of small, incandescent stone which are invulnerable to all harm. Eventually you take the documents and Extrium with you, and when you sleep you see visions…
Truths about these halls, not how they were made, if anything ruled it or anything like that. Rather, you saw all those who ever escaped this place, whenever they left. There always was that price, that cost. Something that this place would take as compensation for people managing to leave.
Sometimes it used them as vessels to claim more souls, others it breached into their dimensions and overtaken them and even more fates.
And then you see why this place got even more warped and dangerous as of lately.

You saw a Jumper (maybe it was you, or someone else, who knows?) and as they made it to the promised lands and after making their final preparations, they left.
They themselves didn't suffer, nor were they used as a vessel or a means to breach reality. Instead, they destabilized this place. Made it more dangerous than normal, and yet made escaping easier as well, along with some escapees getting lesser costs from time to time.
Maybe you gained a new resolve, maybe something to fear, but it doesn't matter.
You now have forbidden knowledge, and you must use it.

Extrium (Reward): The substance that you discovered, now with an invulnerable crate with an infinite amount of the substance in said crate appearing right next to you as you woke up. This substance as stated before is an invulnerable stone that not only glows but also produces infinite energy. Specifics on its properties can be found here.
Not only that, but you have also kept the documents you found regarding this substance, with machines that primarily utilize it.
With generators able to keep the energy stable while also going indefinitely to 3d printers that need no material to print, printing void constructs instead.
Even further down the line, there are also machines in the documents with the capability of not only creating artificial life made out of pure void, but also create minds for them to have them become able to act on their own, sapient or otherwise.
The weirdest property is that those who sleep next to this stone in a 3 - 7ft radius from the stone will experience visions in their dreams, these visions reveal truths with nothing able to hide from these visions. Sometimes they will show truths that are desired and could heal those who view them, other times they will show ugly truths that the one experiencing the vision never wanted to know.
And other times like with you showcasing knowledge that normally should never be learned, but the consequences never come from learning of them.
This odd substance when paired with both technology and masterful intelligence can do anything, it probably will have undesired results and sometimes disastrous consequences at first, but it is possible to master it. Now the real question remains…

Can you master it?

Endings

Now what fate awaits you on this journey?
(Note: You can use the endings from the previous jump for your ending, or even use endings from here in that jump, of course… if you can even access it.)

Wretched Soul: Over time you slowly lost sanity, maybe your friends kept dying, or maybe it was the feeling of hopelessness that got you… at this point it does not matter, for you have become a dangerous wretch. The best hope for you now is if you are to perish.
Either that or you became a Partygoer, which is a lot worse as you have your intelligence intact.

Door Stuck!: Be it from a Lubix Cube, forgetting to buy the Entity 51 perk and entering an inescapable level, or just really bad luck. You can now never leave the level you are stuck on, if you were on a hostile level… well… you get the picture…

The Invasion: You have managed to escape the Backrooms, however, instead of being a conduit to take more people. You leaving that place has opened a rift between it and your next jump. While people can escape the Backrooms through that rift, so can the entities.
Now with both Wanderers and Entities entering this reality and no longer being held back, there will be plenty of chaos everywhere.
You should probably ensure that there are safety measures before it gets… messy for that poor world you entered.

Consumed by Nihil: You no longer exist anymore, either the Corrupted Void got you or some other thing. While the events you caused remain, you do not.
… I miss you friend…
I really do…

Over and Over and Over: You have found yourself in a never ending cycle, always returning to level 0, always repeating the exact same actions you have done. You are unable to leave this new cycle. And no one will ever know of your plight other than the dead.
Maybe someone could break that cycle one day… but that hope is a very unlikely scenario…

Out of Sight And Out of Mind: You got trapped outside of reality and now have no means of escape, whether by taking too long on a chance of escape or no opportunities opening up in the first place, which is a lot more likely. It doesn't matter as now you effectively entered a hell you cannot escape with no logic or reason inside of it. May God have mercy upon your soul.

Failed Exit: You almost did it, you almost escaped and then right when you were about to finally break free… The exit slammed shut along with, shattering just about any hope left in an escape. Maybe the exit was fake, maybe someone or something sabotaged it, or maybe you even forgot one crucial step for escape. With your hubris, you paid the piper, and your life came to a saddening and depressing close.

Betrayal, Lost The Lead: One day during your travels here, maybe an ally, accomplice, or even friend turned their back on you when it mattered most. Perhaps they were desperate, maybe they had no choice, or maybe they just wanted to see you suffer.
It doesn't matter to you as instead of dying, your feeling of betrayal and shattering of sanity turned you into a never before seen abomination.
Now you travel level to level, everyone looks like the one or those that betrayed you.

Job Application: You gambled against the Beast of Level 5, and now you are permanently bound to sublevel 5.1. In other words you are an eternal employee at a casino, at least you got company who cares about you at least.

Uhhh Uhmmm: After you finally exited the Backrooms, you expected to be in a city filled with people, or perhaps being in a magical castle or maybe even inside the death star. This for sure wasn't what you were expecting, as you have now found yourself in the age of the dinosaurs.
And there are no neanderthals or cave people, and no humans either.
Looks like you're gonna have to spend the next 10 years with the dinosaurs before your benefactor picks you up, better pray you can make it out.

A Grand Declaration (Requires Extrium): When you found that ruined old machine with a never before seen material called "Extrium" inside along with all the notes on its properties and blueprint based off of machines using the substance, you just had this feeling that escape would always have a cost. Maybe you escaped before, and the backrooms becoming worse was the cost in that case. But now, with the knowledge you gained and experience you have of this place, you decide to go back into this hell later, but not unprepared.
No you wouldn't, rather you would prepare yourself, gather others like you.
Whether that be other jumpers, previous Backrooms escapees, liberators to potentially even your own companions.
When your forces are ready, you will come back to this place, ready to break it as much as possible and enable as many people to escape.
In other words… You were going to wage a war against…
The Backrooms
(For getting this ending, you get all of what you gained here as part of your body mod.)

Notes

I hope you enjoyed this jumpdoc as much as I did making it, apologies for taking so long, I have school after all.

I added in plenty of references to find here, so happy hunting!

If you have any questions or means of improving, please let me know!

Thank you all for reading this and have a wonderful day!

Backrooms wikis I used: Fandom, Wikidot, Archive, Poolrooms scenario is based off of R4tmaid's poolrooms mod video!

Extrium is from 4Eyes Studio's (Formerly known as Doctor Sinister) Backroom's ending series, Link to his channel is here.

His Backrooms Drive: Here. No, his series is not canon to these JumpDocs I am making. Maybe for your stories if you want, but not in my JumpDocs themselves.

There will be stuff based off of their work, but I am not going to bring anything other than Extrium, "Legendary Titles" and the knights cuz they are cool. Nothing else.

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