THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

Passion in the Complex

An **Adrift in the Complex** Supplement by **SpiritualStill**
Version 1.3



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

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

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

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

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

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Origins

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

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

Perk Selection

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

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

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

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

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Oh, Romeo [100 AP]

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

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

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

Altered Phenomenon 36 - Love Tattoos [100 AP]

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

Altered Phenomenon 7 - Toy Materialization [100 AP]

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

Altered Phenomenon 8 (Wikidot) - Smuttrapping [100 AP]

Phenomenon 8 is the unusual phenomenon whereby sleeping on a blank piece of paper results in you being able to walk around in it. It's very whimsical, and this is not that one. Now, whenever you want, you are able to interact with any piece of paper or art, and explore it…and maybe do whatever things you might want to do with certain pieces of art

Altered Phenomenon 8 - An Immortalized Moment [100 AP]

Aterno Momentum is the well-recorded phenomenon of a constellation being born when a momentous occasion occurs within the Backrooms, with some evidence suggesting they

can be more easily seen in moments where said knowledge would be beneficial to know. This works very similarly, as you receive a constellation for all major accomplishments of your own. While they are very pretty to see in general, observing them grants you a small yet appreciable bonus when dealing with anything relevant to said constellation.

Altered Phenomenon 28 (Wikidot) - You'll Live, I Promise [100 AP]
The pain of remembrance is a thing everyone who falls into this hellscape experiences at least once. You'll eventually learn to create a new life, but rarely does that mean you still don't miss the people back home. This is a bit of insurance, for yourself and others. Though you may still miss people, if you are unable to ever see them again, you are able to get over it fairly quickly, ensuring that the sorrow never crushes you.

Meet the Polycule™ [200 AP]
Hey, so in case you didn't notice, you can get, uh, *very close* with your companions. It's friendly, of course - but in case you don't want a platonic relationship, you can have this. Save for people you consciously or subconsciously wish to remain exclusively friends with, you find that your friendships gradually get deeper, and your friends grow closer amongst one another as well. Whether this means you are all just best friends, friends-with-benefits, or life partners is really up to you.

Love Her, Love Her, Love Her [200 AP]
When you care for someone, are you truly going to stop loving them because they've a ~~half-a-hundred~~ few issues? No! You accept them for who they are and help them work through them. You'll find that your love is genuinely a superpower and smooths over any and all problems. If your partner requires something like human flesh or blood, your love lets them eat normal food. If someone you love is someone whose fatal flaw is that they *cannot* be loved enough…well, it seems you give them what they want.

Altered Phenomenon 25 - Death Denial [200 AP]
Hangman's Noose is an ominous phenomenon whereby individuals, when alone and at a very low point, will receive a vision of a noose - symbolic of the fact that they will die in exactly a year. Instead of that grim phenomenon, this causes lonely or despairing individuals to receive a vision/hallucination/dream of you, which will inevitably guide them down a path to meeting you, resulting in their life being saved.

Altered Phenomenon 57 - Achronic Deviancy [200 AP]
Achronism is the catch-all term for the Backrooms' many, *many* time-based abnormalities, born as a result of the fact that the Backrooms exist outside of time, so it's not beholden to the standard Frontrooms timeline. Consider yourself part of the problem, because now,

whenever you partake in sexual actions, time will not flow while you do so. Well, time does technically flow, but it seems as though no time will have passed for you.

Altered Phenomenon 34 - Life's a Party! [200 AP]
The Party Hard Effect is a dangerous phenomenon whereby individuals in Level 128 have a strong compulsion to obsessively drink and have fun in the level, becoming highly aggressive if taken out. This one is very different, and probably a hedonist's dream. When you have fun, whether it be drinking, partying, dancing, fucking, etc., you actually become *more* competent, not less. This effect gradually wears off if you don't do anything stimulating, but will return upon doing so.

Altered Phenomenon 1-A - Linear Progression [200 AP]
Linear No-Clipping is a helpful but incredibly rare phenomenon whereby you are able to no-clip to different levels by their actual numbering. Now, for obvious reasons, this is not normal, as the numeration of levels, although actually following some objective reality, does not normally do this beyond the Main 11. You are able to perform this phenomenon quite unusually easily.

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

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

Altered Phenomenon 12 (Wikidot) - Botaniglyph [200 AP]
Botanicancer refers to a Theological-Class Biohazard - a type of infectious disease caused as a result of the divine. You might recognize a certain famous one as the Tenth Plague. Although most of these sorts of hazards are gone in the modern day in both the Frontrooms and Backrooms (save for one), Protastheia hit humans with this curveball. It's a nasty little "infectious" disease whereby "infected" plants bloom in an area, destroy manmade structures, and give humans what is best described as plant-based cancer.

This one, uh, doesn't do that. If Botanicancer is mankind's punishment for the defilement of nature, this one is meant to have man and nature be together. As you walk around, you can cause flowers and plants to bloom around you. These blooms will cause the natural

environment to grow naturally, and rapidly converting areas with toxic or polluted air, water, and/or soil into something that can be meaningfully lived in.

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

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

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

Altered Phenomenon 3 (Wikidot) - Magical Impregnation [400 AP]
Happy Dance is a rather unpleasant phenomenon whereby a magical parasite infests your body, unwillingly floods you with happy chemicals, and then bursts out of your chest xenomorph-style. You will likely encounter it if you follow that strange eye creature. This is only mildly like that. By designating a target, you will be able to implant a creature inside of them. This does make them feel happy, but not to the degree that it's unpleasant. Furthermore, when it's time for the creature to be born, it goes out of a much safer area. Rather than being a *total* abomination, the creature can more or less resemble anything you want, even if your choice might be odd. The "children" born using this phenomenon are quite powerful, with their baseline far surpassing that of normal humans, and you optionally enable them to be stronger than their "mother", so long as the mother consents.

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

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Altered Phenomenon 2 (Wikidot) - Reverse Moon [400 AP]
Blood Moons are a pretty nasty phenomenon, somehow utilized by the Unbound Explorer's Coalition, which can wipe out biological life and even erase levels. That is a very dangerous power to have, but you aren't getting that. This will instead trigger a flood that brings everyone caught up in it to a location of your choice. This also lets you just straight up seize levels entirely, though this can be averted if there is an entity that dominates or totally controls a level.

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

Altered Phenomenon 16 (Wikidot) - Divine Winds [400 AP]
Destabilizing Storms refer to an extraordinarily devastating phenomenon that causes whatever level that is impacted by it to have the environmental, biological, spatial, and/or temporal laws changed. Sometimes what is affected by these cannot even be remembered, save for the fact something was forcefully excised from your mind. Divine Winds work rather differently, as they instead stabilize reality around them, neutralizing overtly hazardous effects, and modifying anything reliant on said effects to not require them..

Data_Frag_Kamadeva [600 AP]
…Okay, now I'm just worried for you specifically, because ***what the FUCK*** is the being that deleted you cooking by putting this in here? There is no joke, I am genuinely worried for you. But still, while this may or may not literally be *the* Kamadeva, I doubt anyone is going to be able to tell the difference. You are a master in bed, sex, and giving pleasure in general. This comes about from your ability to read the physical, mental, spiritual, and astral layers of your partners - and you are able to fulfill their sexual desires without fail. This effectively means that, unless you deliberately sandbag, it's impossible not to be satisfied by you in every way. And I do mean *every* way, because it's going to be a full-blown religious experience.

Altered Phenomenon 1 - Directed Assistance [600 AP]
Directed Control is the sensation that everything around you is fake. I'm going to let you in on a little secret: technically, it's true. This reality is the creation of beings we refer to as the Authors, who themselves are created by their own authors. That doesn't really mean everything is "fake", however - 50% is narrative intent, and 50% is causality, and this doesn't include the fact that 99% of your existence is barely controlled by the Authors at all.

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

Altered Phenomenon 9 - Tulpa Creation [600 AP]

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

Altered Phenomenon 18 (Wikidot) - The Endless Path [600 AP]

The Infinite Wanderer is a strange phenomenon whereby people are chosen by this phenomenon to go on a long journey that they will ultimately not reach, serving as just one part of the tale. This is a variant of this concept, as it ensures you will always have some sort of fulfilling adventure for yourself. When one is finished, you need only desire more for another to appear.

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Item Selection

Altered Moth Jelly [50 AP]

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

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

Altered Object 6 - Perverse Mirror [50 AP]

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

A Most Questionable Box [50 AP]

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

Altered Object 37 - Energetic Candies [50 AP]

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

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

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

Altered Object 25 - Cloth Flashie [50 AP]

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Altered Object 33 - RoboPartner [200 AP]

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

Altered Object 666 - Desiridium Dice [200 AP]

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

Altered Object 21 - Totemic Idol [200 AP]

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

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

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

Altered Phenomenon 2 - Complex Connections [400 AP]
The BACK-NET is one of the most significant phenomenons in the Backrooms, allowing everyone across this Liminal Frontier to communicate with each other via a special sort of internet. This is pretty much a subnetwork built into the BACK-NET, allowing direct psychotronic interactions regardless of wherever you are. In other words, you can communicate with everyone connected to the subnetwork through your mind. This also enables it to work flawlessly even in future jumps that are well before electronics exist.

Also, because of the sort of supplement this is, you can also freely record high-quality porn and post it for everyone to see.

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Companion Selection

Altered Entity 3 - Smiler [50 AP]

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

Altered Entity 67 - Reveler [50 AP]

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

Senbu the Droganian [100 AP]

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

This fine draconic woman right here, Senbu, actually fell into the Backrooms almost 273,000 years ago, so calling her "a fish out of water" is a massive understatement. She was extremely distressed after falling into these alien spaces and losing contact with her companions, but it was by fate that she met you before the cycle could take her. Senbu is a skilled warrior who can additionally utilize high-level magic. And while she takes on a humanoid form, she can also turn into an actual dragon.

Kimiko the Kitsunebi [100 AP]

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

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

Giorgia Arachne [100 AP]
Hope you don't mind spiders! Giorgia Arachne here is a real piece of work: daughter of a weaver and warrior, she's built like a brick shithouse, and is terribly clever. Actually, probably too clever, considering she manipulated her way to becoming king, and that manipulation pissed off a god so badly she wound up as a monstrous spider. Whatever the story was, she winds up escaping her tomb, and winding up with you. For whatever reason, rather than killing her, you wound up letting her stick around, so she can be useful to you.

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Drawbacks

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

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

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

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

Definitely Got Ripped Off [+200 AP; Requires *Damn Bureaucratohazards*]
I, uh, feel as though you probably shouldn't have taken this. For one reason or another, you find that your items have been…parasitized, by some weird horny parasites. They won't do anything *too* bad, but will probably get a little frisky if you let them.

Get That Checked [+300 AP; Requires *Blight in the Zone*]
Did you happen to stick it into something you shouldn't have? You've got an annoying little parasite attached to you, which seems intent on causing you trouble in your sexual escapades. If you have sex without proper methods of protection, your partner is very likely to get parasitized, which can cause mental and physical problems. I would recommend asking Mary for help making an antiparasite medication to get rid of the creepy bugger.

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Scenarios

New Scenario #01: A Mischievous Fox



"I could see the dim outlines of suburban houses lining the streets behind forgotten lawns that were much too big to be Japanese. The architecture was foreign, and myself, being the homebody spirit that I was, couldn't begin to fathom what strange country I was in now."

Takes place shortly after ***The Lamplight***

Mission

Ah, the Frontrooms. It was something that you weren't actually all that aware of, beyond what your own companions told you. None of them besides Midnight painted a particularly flattering picture of it (and with Midnight, he's mostly just talking about his beloved Esterberg), but at least al Fine made it seem somewhat interesting. She was perfectly willing to explain to you that the world was full of anomalous beings, objects, and phenomena. Even many folktales throughout the world likely have some or total similarities to real phenomena. Something weird she noted was that there were a ton of anomalies in Japan. Like, thousands of them for some godforsaken reason.

It seems like you've found yourself having to deal with this strangeness from Japan, as you learn of a fox following you. But due to that business with Backrooms Robotics' lamps, and the cultivation of your Data (**Spies Not Allowed)**, you could easily detect the creature through its illusions and invisibility. One day, you kind of just say "fuck it", and try to catch the creature. Your mission is simple: grab the clearly magical fox, which why try to escape you using invisibility, illusory effects, shapeshifting, and good ol' magical fire.

Reward: +200 AP

After a chase sequence, you at last grab the kitsune, and she transforms into what you were expecting: a big-boobed lady with fox features. She introduces herself to you as Kimiko. At some point, she fell from Japan into the Backrooms in the year she recalled as 2003. She wandered for a while, until she came across you during your teaching of Joel about the Backrooms. She found herself enamored, which is certainly something.

Kimiko the Kitsunebi (Companion Reward): Kimiko has decided that she intends to stay with your little group, as you all seem to have your shit together - which may or may not be hilarious to you. To call her a bit bratty is an understatement, but she's actually quite competent and kindhearted, wanting to use her powers to help out others.

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New Scenario #02: The Lament of the Raven

"I'm so unhappy, what'll I do
I long for somebody who
Will sympathize with me
I'm growing so tired of living alone
I lie awake all night and cry
Nobody loves me, that's why."



Takes place before ***The Raven's Challenge***

Mission

A very distressed voice is, perhaps unsurprisingly, causing a great number of very distressing phenomena.

The Backrooms Database is full of weird phenomena, but there are several which you strangely feel are connected in some way. Phenomenon 27 causes auditory hallucinations where there shouldn't be anything, Phenomenon 29 causes you to hear people you've never met before speaking melancholically. Phenomenon 44 causes people to spontaneously combust, yet nobody seems to care much while it happens. Phenomenon 45 cruelly has people die from hypothermia despite not truly being cold. Lastly, Phenomenon 54 causes people to suffer from a delusion that causes people to think the Frontrooms isn't real.

You don't know why, but you feel these are all connected. Namely because you experienced an instance of Phenomenon 29, which resulted in a...rather fascinating version of events.

PHENOMENON 29 - INCIDENT SCARLET

High-heeled Footsteps on what sounds like concrete

"Thanks, sis, it means a lot to me."

"I know you can't really do much, but it just doesn't seem fair."

A brief moment of silence

"Yes, what I did was, well, not very good, but—"

"Yeah, forever is a very long time."

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A longer silence, flapping of white dove feathers.

“I wish there was someone there who cared. Someone who could see that I just—”

“—I don’t want to feel like I’m alone, beyond these walls and beyond my family. All I can do is sing.”

Your mission seemed startlingly clear from this singular event: make a song. A song for someone who would certainly appreciate your efforts. Strangely, you know the right name for this as well, though it will only appear when you make the song.

Reward: +200 AP

You made the song, strangely campy yet also deeply affectionate for someone you had never known. Shortly after you sang into the ether, these various phenomena have strangely not been reported, or have been dramatically decreasing. Genesis Delusion specifically has been able to be cured.

“DYNAMITE” - UNOFFICIAL COVER BY ROMEO LACUNA SNOW

Nobody knew her name
But she turned up just the same
There was a knock on the door
A thump on the floor, and the party turned insane
As she called out her name...

And she walked in, looking like dynamite
She said, "Now come along, boogaloo through the night"
And by the way she's moving, well, dynamite
Might she not, with all she's got

She's got the whole town lighting up dynamite
Nobody quite knowing what to do, wrong or right
But they all know ‘Rissa is dynamite
They're right!

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New Scenario #03: Jumper's Dragon Maiden

"As you traverse the altered reality of the Backrooms, it is rare but not unheard of to spot a draconic sculpture every now and then. These sculptures, which I have dubbed "Dracoliths", are feared by those who know them for their horrific nature. One dares not look into their soulless gaze, lest they meet a fiery end."



Takes place after ***The Nameless Fairy*** *and before* ***Fire, Fire, Light the Fire!***

Mission

Dracoliths. What a strange manner of creature. According to the Backrooms Database, they're entities that look similar to statues of western dragons. If you are caught up in one of their hunts, you'll succumb to some nasty curse known as Dragon's Fever. But while you were content to perceive it as one of the Backrooms' creepy entities, Midnight brought to your attention that it might be something else. According to him, *Dragon's Fever*, as those of the Backrooms called it, was actually a fiery curse recorded obliquely in ancient texts. From his research, it originated from the Sky Keepers - a race of beings humans know as dragons. They were a powerful and peaceful race, before Queen Mab's bitch ass attacked them while they were at their lowest, causing them to apparently go extinct, as they haven't been seen in hundreds of thousands of years.

It seems the Sky Keepers weren't so extinct after all. While having one of your expeditions in Level 1, you come across a woman with draconic features, in the midst of turning into stone. She is petrifying, deeply spooked by her surroundings, and perceives you as some kind of threat, asking where her companions are, and what sort of trck is this that Mab is pulling. You see her extreme instability, realize this is some variant of the Wretched Cycle, grab her, pin her down, and spray her with Anti-Achlys Mist. In an instant, her mind clears up, but she is still very panicked, so you have to calm her down, and bring her to Level 854 with the rest of your companions.

So as it turns out, this woman (whose name is Senbu, for the record), is one of the Droganians, known also as the Sky Keepers. As it turns out, the Droganians didn't go extinct - at least when they said so. Senbu stated that they actually fled underground from Queen Mab's attack, and have been there ever since. But as Senbu's reaction to Midnight clearly showed, she seemed to think Queen Mab was still active as Queen. When asked how long her people were exiled, Senbu stated it was for 2000 years. According to

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Midnight, the conflict against Mab and the Sky Keepers could not be anything less than at least 275000 BCE: meaning that Senbu has been displaced by roughly 273000 years from her time. No wonder she damn near instantly succumbed to the Wretched Cycle - Level 0 was completely alien and hostile to her, she lost track of her friends due to the Alone phenomenon, and she assumed that Mab likely set up some trick.

Needless to say, Senbu is…extremely lost. She isn't taking any of this very well, especially the knowledge that her people have transformed into Dracoliths. She goes to you, and begs for you to help her once more. Your mission here is, simply put, to teach Senbu about this strange new world, and to save as many Dracoliths as possible.

Rewards: +200 AP

To say that Senbu had culture shock is a bit like saying he ocean as some water in it. But in the end, she is (broadly) aware of the Backrooms. Though the state of the Frontrooms as described by Joel, Dolla, and Ria is bleak, things aren't hopeless, as many of her people have been restored back to their original selves.

Senbu the Droganian (Companion Reward): Senbu is grateful for your assistance. ***Very*** grateful, to the point where she's liable to jump your bones if you so much as breathe in a slightly suggestive fashion. But beyond the sexy times potential, Senbu is knowledgeable about the ancient world, and is quite possible the most powerful mage you are aware of - well, except for Aradia if Malphas' words can be trusted, but Aradia is definitely an outlier.

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New Scenario #04: The Spider Reborn



"On the banner of [her] troops
[she] lay the spider's eight-pronged sigil,
and painted crimson on [her] helmet
were the runes of wisdom's strength.
Brilliant in the cunning of battle,
[she] led [her] legions out to war.
[Her] enemies could not divine [her] schemes,
and all were trapped in [her] webs and devoured."

Takes place after ***Fire, Fire, Light the Fire!***

Mission
Giorgia Arachne. Ain't she a real bitch?

Based on the tale retrieved from Leo Castellan, Giorgia was immensely strong and immensely clever. When she ran out of foes to fight, she opted to gaslight, gatekeep, and girlboss her way to rulership. However, she was a terrible queen who everyone hated, to the point where she pissed off God (as in, the one from the Bible), got her kingdom destroyed by the ophanim (Malpha also took part in it, according to her very proud father Malphas), and was transmogrified into a man-spider by Malpha (Her father, speaking through Shadow the Raven, was very proud of that). Giorgia then fled into the mountains, before getting shanked by Argos and buried in a tomb.

Unfortunately, it seems as though Giorgia isn't as dead as she should be. Considering the recent phenomena surrounding spiders, combined with a notice from the Eyes of Argos that the tomb was empty, she's very likely alive. How she was alive at all was a mystery, but that can wait for later. Now, your mission is to track down Giorgia, and ensure she is no longer able to be a threat that she once was in the distant past.

Reward: +200 AP
You've tracked down Giorgia, and after a pitched battle, she…I'm sorry, is that a *dogeza*?

Apparently, being dead for all this time seems to have actually mellowed her out. She was, apparently, trapped in a terrible place for a long time, endlessly repeating the memories of her transformation and death. She only was able to return to life after a "beautiful song" managed to rouse her from death - that could really only be Nerissa following her rescue.

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You were expected an evil mastermind, but she's actually pretty reasonable, if terrified of being killed once more.

Giorgia Arachne (Companion Reward): Hope you like muscular spider women, Jumper, because now you have one, as Giorgia here doesn't seem to want to leave your side - probably 'cause your stronger than her. But in all seriousness, she is immensely powerful, able to crush the bones of Skin-Stealers like a fucking kit-kat bar, she can weave webs from threads thicker human thighs that not much less than divine Champions could reasonably bypass, and she has an extremely skillful and clever mind.

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New Scenario #05: Mad Scar's Edge

"M.O.A. CITATION
Protocol Violated
Mentioning vore
WARNING ISSUED - ~~NO~~ PENALTY"



Can take place either before or during ***Breaking the Fist***

Mission

Ah, the Iron Fist - your favorite punching bags. For a group who brought down the Pantheon, they seem to suck ass at actually getting rid of members of the Pantheon.

But in all seriousness, they actually are quite threatening. Their ability to kill or otherwise brainwash lesser godlike beings is no small feat, and though you doubt their ability to actually kill you, Joan Arteaga has alerted you to the fact that they have been developing prototypes that attack on a conceptual level - which actually is quite threatening. If they manage to successfully produce them on a meaningful scale, that would be catastrophic.

Unfortunately, Joan also states you are going to be attacked soon as a test run - you are their biggest threat, after all. Because it'd be highly suspicious if you were seemingly aware of an ambush, you and Joan contrive a little plot to effectively make it seem as though you have been lured into a trap. *However*, said area has been trapped to high hell already - and so long as none of the Iron Fist members escape, you are in the clear

So the mission is simple: all you have to do is kill the members of the Iron Fist, and destroy their prototype weapons. It shouldn't be too hard, right?

Rewards: +300 AP

It was hard, probably.

As it turns out, having to dodge weaponry that is conceptual in nature is a bitch, because you can't make many, if any mistakes. Still, you were able to defeat the majority of these bastards, and all that was left were a few stragglers.

You did not notice that one of the targets was not entirely dead, and an Iconoclast-round ripped through your chest. Suddenly, you felt very normal. A second round ripped through your heart, and things went black. No, scratch that - things went ***RED***.

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INCIDENT NIGHTMARE REGENT RED

"I…I did it…!"

Yes, she did. Amelie Belhomme, a member of the Iron Fist's Mars Division, had successfully brought down the false god known as Romeo Lacuna Snow.

Well, she was pretty sure they was a false god. Mars - or the Unbound Explorer's Coalition, as she originally knew them - were dedicated to protecting wanderers from entities. She'd heard plenty of stories about Romeo - about them being a heroic soul who fought dangers wherever they came. But Amelie knew better. She knew he had a soul-devouring blade, a tool of an evil god. She knew the form he wore was a facade for an abomination that could devour life and identity - who spent time philandering about (well, she actually couldn't confirm that part, but come on, everyone in their immediate circle besides the faerie was either a woman or in a woman's form.

She believed in the goals of the UEC, and so believed in their claims that Romeo was evil.

She would not get a chance to learn otherwise.

"What…?!"

Something tickled her brain, before scratching, and then practically hitting her with a cudgel. She realized it was a deeply unpleasant noise emanating from the "corpse" before her.

It was not dead.

That was impossible. They should be very dead. Iconoclastic rounds should have removed their narrative primacy with the first wound, and very temporarily render them killable with the second. She did not miss the gap.

And yet that that not change the fact that they stood up, with a blank expression on their face, and a gaping wound in their chest that both didn't heal and didn't seem to do anything. Well, beyond the smile on their face.

Amelie looked into their eyes, and what a horrible, beautiful, wonderful mistake that was.

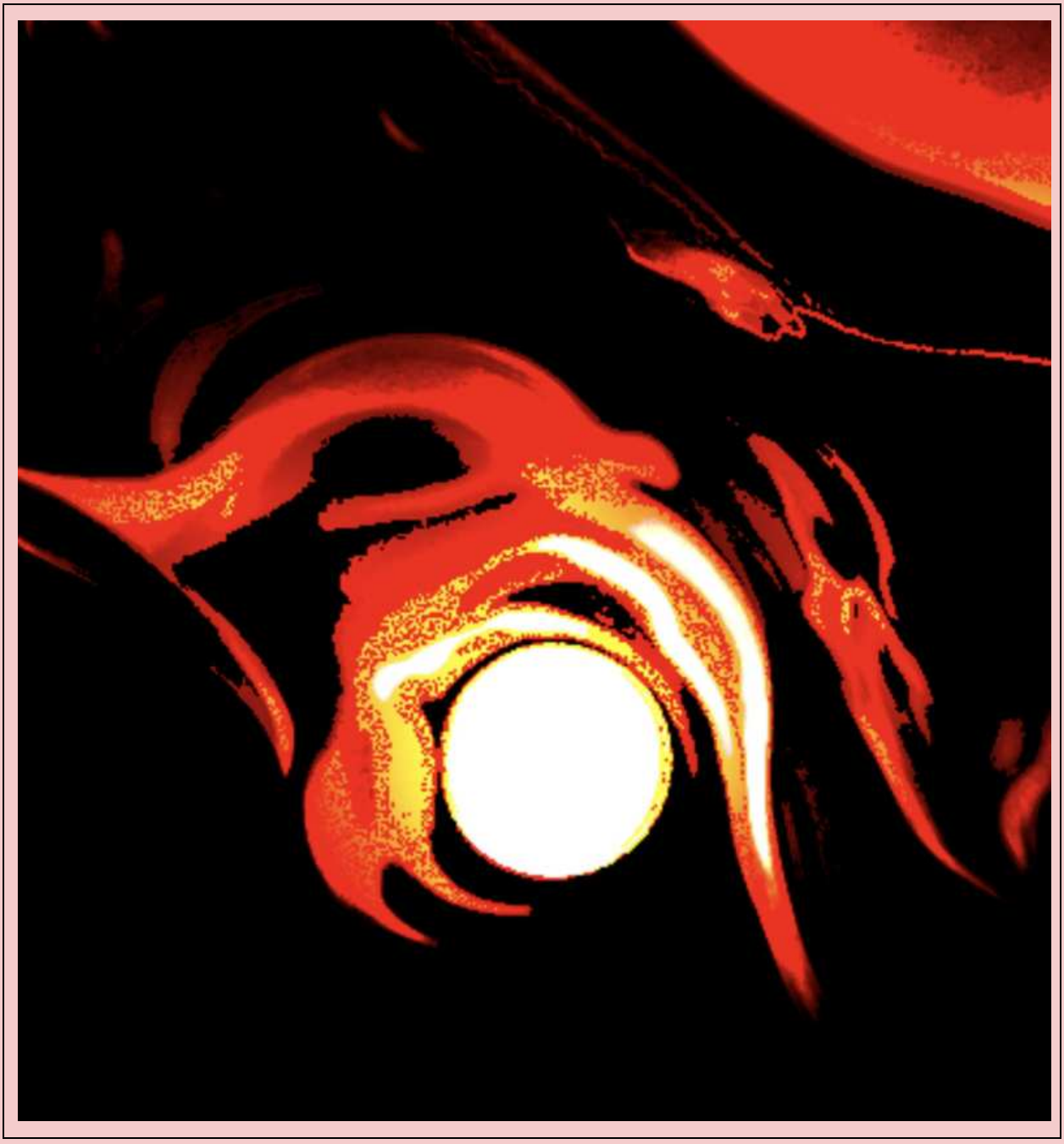
So many shapes, symbolic yet not. They are not a vibrant and opulent room. They are not the deep blue ocean. They are not a tree that climbs to the heavens, with roots descending into hell. They are not a small, ugly man in a red jester's outfit, holding a chalice of blood for a crippled king. They are not a red-winged angel slaying and forgiving a great dragon. They are not a valiant prince slaying an evil king. They are not cold strawberries. They are not an orgy, composed of people who love one another. They are not a fiddler who outwtted the Devil down in Georgia.

The SOULLESS/HEARTLESS/BODYREMAINS walks to Amelie, and kisses her.

It's face splits open, and she falls into the bottom of the sky

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You suddenly snapped back to reality, dazed but still alive. You distinctly remember tw bullets rippling through you, and you suddenly hack them up, completely inert. When you ask Joan about the one who shot you, she is confused: she's never heard of that person before.

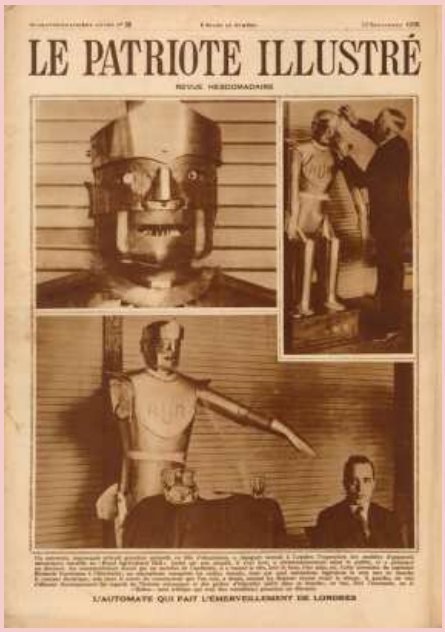
In the back of your soul, an orientation is held.

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New Scenario #06: Colossus Combat

""This realm is beyond any of us. We may be some of the most powerful beings in the multiverse…but we have no power here. Those who built it have seen to that."



*Takes place after **Clarity & Justice**, and before **Throw Away Your Mask***

Mission

"Oh~ so Nerissa has finally got her one piece, huh? Don't worry then! I'll help with the wedding once you finally leave this place! See you around!"

Those were the words that Malphis II left you with after you freed Nerissa and Advent from the Cell. His casual demeanor while saying that certainly didn't make you feel particularly safe - and when you had the opportunity to talk to Aradia while you were dealing with matters in the Torment, that worry felt a lot more reasonable, as Malphis is damn-near *obsessed* with things that catch his eye, and according to Aradia: *"you are practically already part of the family in his eyes."*

In entirely unrelated news, how familiar are you with the Officinarum? It's an immensely powerful android created by the M.E.G. to protect wanderers by eliminating entities. However, some absolute dipshit decided not to install a goddamn whitelist, so now it attacks Entity 1 - Humans. Its power, highly-advanced mind, and tungsten body make it pretty much indestructible by mortals. Luckily for you, Aklavos can cut through such defenses like butter, and you'd marked the creature for termination at this point. In a short time, it's terror would no longer haunt the Backrooms.

Right?

Well, not exactly. You see, a wanderer had the (mis?)fortune of winding up in Level 144, just before the Officinarum could attack. It's unknown what happened to the wanderer (The place is called THE GRAVEYARD OF THE WANDERERS for a reason), but it is known that it seems to have ran afoul of the Ravencrofts. Remarkably though, it managed to survive, and seems to no longer be hostile towards humans. However, it's also not particularly hostile towards much of anything, save for it's "Priority Target". Whatever happened to it is largely irrelevant - it wants to kill someone, and did kill many people beforehand, so it's not nice and friendly. After some time, you track it down to Level 8.1

("The Dead Caverns"). You thought you had it dead to rights, until it did something…rather unexpected.

"Target identified. Beginning termination at maximum power."

Get ready for the fight of your fucking life, Jumper, because this bastard will not go down easy. It seems that it's been reprogrammed to target only you, and has been massively upgraded for the purposes of that duty. The only person who could pull off even half the bullshit on this was the greatest artificer in the world - like Malphis II, no doubt.

- Its chassis has been made with some sort of alloy between Voidstone and something Malphis called Antipsychonium. It constantly emitted some sort of reality-normalizing signal, shutting off most reality bending effects. In other words, physical attacks did very little, and no form of psychic powers or reality bending would be useful.
- A space-twisting gravity well
- Spontaneous generation and destruction of matter connected to itself, granting it infinite ammunition and power.
- A synthetic space-time bypass
- An incredibly rapid vibrational system that lets it basically reduce weaker structures to dust, and mulches weaker organic beings.
- An inverse-entropic gun, which is hyper-lethal.

Needless to say, it's an absolute goddamn nightmare, and you are going to need to pull out the stops to be it. Especially since the fight is fucking up the sublevel - you assholes managed to carve out a massive goddamn area in what was originally a bunch of claustrophobic caves.

Reward: +600 AP
The Officinarum was one of, if not the greatest threat you've dealt with as of this time. But the threat was not yet totally over:

"You defeated me. Impressive. Unfortunately, it was a very poor decision."

With all the speed you could muster, you quickly ran to find the near entrance possible. The automaton began to shoot out hellish black electricity, and began to glow and howl. As you reached. You escaped as the flash of light blew your back out - literally, your entire back-half that touched the explosion vanished, forcing you to regenerate. Within a few hours, a massive earthquake shook Level 8 - and though it seemed like nothing happened, the reality was that Level 8.1 was ***gone***. An infinite sublevel was obliterated in a flash of light

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"Aww, you're alive?"

Those were the words that Malphis spoke to you when you contacted him through Shadow. As it turned out, Malphis got really bored of you taking so long in the Backrooms, and wanted to expedite your arrival here. In a rather horrifying discover, things killed by archdemons go straight to Hell, regardless of their previous morality. Malphis captured the Officinarum, quickly excised the "shoddy programming" that caused it to attack everything, and upgraded it to kill you. Apparently, Malphis thought "enough firepower to destroy an infinite space" was not a big deal, and was in fact his way of saying you are too strong to lse to anything else. Needless to say, Nerissa reprimanded her brother, Malpha was disappointed, and Aradia apologized to you - even healing you from the lethal attack if it were not possible for you to do so. Lord Malphas, of course, considered this a win - keep on winning, because Nerissa deserves the best. Joyeuse, the most normal of them, apologized to you, though she does say that Malphis is probably going to try more attempts: he's persistent like that.

Tomorrow is another day.

Eject Button (Perk Reward): You literally almost died from that flash, so maybe this will help. This is a special perk that, when you are in an unwinnable encounter, you are ejected instantaneously, and brought to a safe location.

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New Scenario #07: Something About Hell Raising

"You know, if you guys were women I'd be having a much different reaction to this."
"HAIL SATAN!"



Takes place sometime after ***Colossus Combat***

Mission

Good god, why are there so many goddamn thresholds to Hell in the Backrooms? You only know one threshold to Heaven, but you can't go five steps without tripping over a Hellmouth. Do humans just think there are portals to hell everywhere or something?

Ignoring that, there is one level that might literally just be actually Hell. As in, the Underworld that holds the Ravencrofts, Hell, Hades, and all the other ones that aren't TH3 SH4DY GR3Y. When one goes into it, the whole thing manifests as whatever you fear most, in a bid to kill you. If you were in your early days as a semblance, that'd sound like an easy way to die a horrific death from an eclectic mashup of weird shit. But you were regarded as "The One Without Fear" for a reason at this point, and you had a singular unified mind after the events in the P.M. Center Incident.

"Hey! [redacted]! Big surprise for you in Level 666! It's a way to see us!"

That was the message that Malphis left you. Now obviously, that was entirely suspicious, and t was clearly an attempt to bait you. But you were, if nothing else, pretty sure he couldn't have designed another killer robot so fast - or at least you hoped he didn't. So, with curiosity, you enter Level 666. The sign saying "Welcome to Hell" made it pretty clear you were in the right(?) place. With Aklavos at your side, you marched straight in, and saw…

"Hello there, semblance! You must be the one my second-in-command's family is all over?"

Oh…oh noooooo…

Yeah, you are currently on a frozen lake bed, somewhere at the metaphysical bottom of things. Howling freezing winds are everywhere - and below you are a number of traitorous individuals entombed in frozen tears.

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You were in Hell. So therefore, this incredibly sexy lady before you was Satan. You thought Satan was taller, and redder, and you know, *a dude*. But considering this woman before you has power far beyond anything you've felt before, you were pretty sure.

"My name is Satanas, for the record. I'm just called Satan because it's shorter, like a nickname."

Thanks, Satanas.

Anyway, it turns out that Malphis had figured out that individuals who didn't have strong enough fear responses to manifest anything in Level 666 actually just wound up in Hell for a short while. Therefore, trusting you were brave, he requested Satanas to zap you dead the instant you appeared - and you were quite certain she could absolutely do that. Luckily for you, she was actually fairly chill, and thus gave you an easy way out: introduce her to the weird shit you've got cooped up in Level 854. She was a bit of a nerd, so nerd things from another timeline was fun. Your mission here, as it were, is to simply have fun with Satanas, and keep her entertained for long enough to let you go.

Rewards: +400 AP

While I can't really call it taking one for the time, you certainly did entertain Satanas. For that, she lets you return to the Backrooms unmolested. Malphis II figures this out, is disappointed that it didn't work, but promises that he'll be really ready once you leave for the Frontrooms.

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New Scenario #08: Red Means Love

"How you found me was lonely
Then you filled my heart up, wholly
Let me know, let me know, let me know
What keeps you smilin' by my side
If above or below me
Baby, you're my one and only
Let me show, let me show, let me show you
I can love you through the night, yeah"



Takes place sometime following ***The Rat's Nest, Decaying***

Mission

The Backrooms are at peace, and the current mission to retrieve the Treasures of the Void are underway. Those can wait for the moment, however: you've got a date with a demon!

The nature of demons are a tricky one to deal with. Because they are from Hell, they are inherently rejected by the world unless a proper medium is able to be created, or you have some sort of workaround. Malphas, for example, can communicate with you thanks to **THE GRAVEYARD OF THE WANDERERS** intersecting with Hell, letting him then create a suitable medium for communication due to you making a deal with him. Malphas himself couldn't come because he can't go beyond the threshold of the Graveyard, and even Shadow is a literal pale shadow of his power.

Tl;dr, Ravencrofts are too strong to be summoned and given bodies for Earthly interaction unless you jump through hoops..

This isn't too big of an issue most of the time, since you quite frankly wouldn't want Malphas or Malphis II being able to interact with you freely, but it does put a damper on your connection with Nerissa, who'd love to hang out with you, but is unable to be summoned so easily. Being able to fuck with the Backrooms through singing, despite literally having a broken horn, is pretty indicative of being beyond paltry rituals.

Thankfully, she's got a real genius brother in Malphis - even (or perhaps *especially*) when he's plotting to kill you. This time around however, he's devised a method to bring Nerissa into the Backrooms, if only for a short time.

Against your better judgment, you gave Malphis a deuclidator, which you are quite certain will be a problem later. Right now though, he reverse-engineered it, and created a

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Hellpoint-Liminalis Threshing Device - which effectively ensures that anything in its vicinity will be treated as both the Backrooms and Hell. In other words, when you travel to THE GRAVEYARD OF THE WANDERERS once more, Malphis and Nerissa are there. Malphis turns on the device, hands it to you, urges Nerissa to go with you. Upon leaving the level, you see that Nerissa is with you: it worked!

Your mission is, quite literally, to spend time with Nerissa until the Threshing Device breaks, which will be in less than a day. Luckily for you, Philia gave you the Level Key to a level of hers: "The Scarlet Lights", full of all sorts of symbols of love, and pleasant locations to go. Have fun, you little jailbird!

Reward: +400 AP

While going through Sector Ludus (doing what, I leave to your discretion), the Threshing Device breaks down, following a very fulfilling day. Nerissa states that she's happy to have had this day with you - and in the future, she hopes you two won't need this sort of device, and she also hopes it won't be because her brother kills you. She vanishes back into Hell, and you are alone for the time being.

Scarlet Lights Level Key (Item Reward): You have free access to the Irregular Level known as the Scarlet Lights. Have fun with it, and all of your future dalliances.

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Conclusion

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

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

Now, get going to the main jump!

Notes

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