THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

Passion in the Complex

An **Adrift in the Complex** Supplement by **SpiritualStill**
Version 1.4



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.

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.

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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.

Altered Phenomenon 3 (Fandom) - Altered Gravity [100 AP]
Antigravity is the bizarre phenomenon whereby gravity in levels is the same as it is on earth, which might not seem weird, until you realize most levels are infinite in size and therefore mass. This effect follows you wherever, enabling you to adjust your own personal gravity. This lets you ignore gravity based abilities (unless said gravity is used to have objects pancake you), lets you jump greater distances with zero fall damage, and walk on top of walls and ceilings.

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]

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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.

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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 convert areas with toxic or polluted air, water, and/or soil into something that can be meaningfully lived in.

Altered Phenomenon 13 (Wikidot) - The Way Through [200 AP]

A Way Out of this nightmare was a pipedream, and it got many people killed. I am most certainly not giving you that, but instead something different - a way to traverse these hellish lands. Through some meditation, you are capable of traveling to any location you have previously been to before. This ignores time and space, enabling you to travel between levels and dimensions. You can't reach the Frontrooms with this though, not until you become the master of these lands.

Altered Phenomenon 16 (Fandom) - Mesmerizing Self [200 AP]

The Mania Effect refers to the irresistible urge to stay inside a level, and while these levels are usually safe, this fascination can result in impulsive behaviors that lead to death. You possess something similar to this, though considerably less lethal. If you manage to attract someone, they find you inherently safer to be around. Technically, they also are safer, because they receive a probabilistic lens that ensures they are able to survive for the longest time that can be theoretically possible.

Altered Phenomenon 69 (Fandom) - Lovely Butterflies [200 AP]

Butterflies in Your Stomach is a brutal phenomenon whereby Deathmoths spontaneously and very rarely form in the stomach of someone in love. This one is a lot different from that, arguably even the exact opposite. When someone falls in love with you, or someone you care for falls in love, they spontaneously generate a mystic butterfly that flies out of their mouth (though if they lack a mouth, it will just become intangible and leave through the heart). Once it leaves, they carry away any illnesses and mental maladies the person suffers from.

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]

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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.

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.

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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

Bisexual Lighting [Free]

I don't know why you decided to blow the budget on that, so I'll give it to you for free. You now have a special set of lights for any property you own, which can, at will, have the area glow with bisexual lighting. Beyond that, you can change the lights to be standard, or to match any other sexuality.

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.

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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.

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 92 (Wikidot) - Companion Clothes [100 AP]

Mimiclothes are a manufactured assassination tool crafted by the Akmē Espionage Agency, an assassination group full of oddball psychopaths and assassins. This tool of theirs is a fearsome little bit of work that fuses to the skin, and so when it's pulled off, it pulls off the skin. This is a considerably kinder pair of clothes that is probably semi-sentient in some sense, and loves you lots. The clothes are always comfortable, self-cleaning, can shapeshift, and absorb and take on the properties of any clothes or armor that you have.

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 [Free]

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 [Free]

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 [Free]

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 [Free]

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 [Free]
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.

Gavriel White [Free]
What a beautiful lady here! Miss White is a researcher at the Major Exploration Group, working for their chemistry studies. She's actually one of Mary's friends, so you likely heard of or encountered her around the time you befriended her. The two of you actually get along very well, and even if you are with her for a short time, it can leave a lasting impression.

Reverie [Free]
The really bitchy princess herself! Reverie is the daughter of the Animated King of Level 94, and his wife, the wraith goddess known as Mother. A type of divinity, Reverie is both a strong and rather unstable woman, who is fixated on being the center of attention. After an encounter with her, you were immune to her mental screwiness, and she soon became fixated on trying to get you to view her as your personal goddess.

Cara Cromwell [Free]
I'm sorry, what the fuck? Okay, lore time. Do you know about Antichthon? It means Counter-Earth, basically some Pythagorean concept about a world on the exact opposite side of Earth that rotates on the other side of the sun. It's meant to account for the apparent mathematical perfect of reality. It's a ridiculous idea that makes no sense to your modern sensibilities, but it's also sort of real. Earth has a "mirror world" that overlaps with our own, but it is hidden from it as a result of dimensional walls, which can only really be bypassed via gates or interstitial planes. This world is somewhat confusingly named the Demon Realm, which is inaccurate as this place isn't actually Hell or an Infernal Dimension. A better name would be "Dark World", "Mystic World", or "The Fantasy Realm".

Cara here is directly from that other world, you see. She's the princess of the Vlad Kingdom (The fact it has the name of Vlad is a confusing story, and one you probably

don't need to know about. Her father is the Vampire King, and greatly desires coexistence with humankind. She's also the sister of some troublesome Vampire King who you have some strange history with. She's a noble soul, both in terms of her airs and her kind nature. Oddly though, she's actually the type of person to speak plainly with someone. Cara is a woman of considerable strength, with power over mystic arts and blood magic. Despite never drinking blood (which she's proud of), she's actually similar in power to her meddlesome brother - well, except for that one glaring factor.

Mizuki Shiranui [Free]
Ah, another strange fellow. There are several Normalcy Preservation Organizations throughout the world. Several are extragovernmental, while many others are directly under the control of a national government. One such group, situated in Japan is Investigation Unit No.3, colloquially known as Section Three. They're the organization that gives the Gosha Taimanin their mission. The Taimanin are human ninjas which utilize Taima Particles, some elementary particle from the Fifth Dimension (though this may be inaccurate, and they are from Possibility Space) that allow for battle against demons (specifically of the Dark World variety - though it is also effective against actual demons).

Among the greatest of these Taimanin is Mizuki Shiranui, the Phantom Taimanin. Three years ago, she'd been captured by the Incubus King Faction - but the Backrooms is a place that swallows up everyone in both worlds. In one of her attempts to escape (which would have ultimately fell), she happened to phase through the floor, straight onto damp yellow carpet.

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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.

Let's Stay Together [+300 AP; Requires *Please Don't Leave Me*]
Well, I suppose that's a logical conclusion of how this state of yours functions. You are a sort of person who clings to another, and cannot stand being alone psychologically.

Get That Checked [+300 AP; Requires *Blight in the Level*]
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 Monstrous Admirer



*"Contrary to popular belief, the **Ardenti risu** does not necessarily form a set of smiling teeth and eyes; instances of the beings instead forming uncanny human faces or angler-like lights used to lure prey are not unheard of."*

*Takes place sometime during **Learning the Ropes***

Mission

The Backrooms, as you are learning, is in fact a rather complex place. Even in these first few twelve levels, things are complicated, with several levels outright being extremely hazardous. It was fascinating and terrifying, yet you were making it through just fine. Even Talloran, your serious and responsible "brother" (yeah right - you could strangely tell that was inaccurate) could rely on you by this point.

Strangely though, you found yourself dealing with an unusual challenge: a stalker in the form of a Smiler. They appeared to be following you ever since, oh, Level 2? You didn't mention it to Talloran on account of them not doing anything beyond watching you, but you should probably deal with it sooner rather than later. So, in Level 10 ("Bumper Crop"), when Talloran was resting in an empty barn, you decided to go outside and give chase to the Smiler, who seem to give an unusual sort of grin than usual (this one seemed almost *playful* in nature), and dashed away.

Your mission is, simply put, to chase down the Smiler, who was clearly intelligent and very fast, so you'd have to be a little clever.

Reward: +200 AP

At long last, you caught the Smiler who, rather than try to attack you by feigning weakness (a documented ambush tactic, Talloran said)…it licked your cheek? Using telepathy, it communicated with you, saying it was happy that you finally picked up on its desire. You were confused at what this meant. The Smiler introduced herself as Karelia, taking a humanoid form, albeit with clear animalistic features - which, strangely, you, or at least a part of you, found to be appealing. Apparently, she found you to be fun, having an amorphous nature like her, and even being her intellectual equal, because you forgot that her kind are actually smarter than humans on average. You were *stimulating* in a way that most other things weren't.

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In a short while, Talloran was up, and having an aneurysm at your “new friend”. Karelia defended herself, stating that hunting humans wasn’t especially interesting to her, unless they could fight back and were armed. Talloran helpfully reminded her and you that someone being armed didn’t automatically mean they were evil or hostile. Nevertheless, Talloran couldn’t actually claim they were bloodless - Smilers were intelligent enough that killing one was similar to killing a human, even in self-defense. Therefore, he reluctantly accepted Karelia’s presence so long as she promised to not harm any human beings unless her life or their lives were in danger. She accepted Talloran’s request, and she pounced on you at that moment. Talloran decided he had enough to deal with, and left you in said predicament, telling you to have fun.

Karelia the Smiler (Companion Reward): Whether you banged her or not, Karelia has now joined you on your adventure. Despite her…”furry” form, she is still a Smiler, and is therefore immune to most physical attacks, can transform into whatever shape she pleases, she has considerable telepathy, and is actually very smart whenever she tries to. Unlike most Smilers, she is unusually resistant to light and fire, though direct weaponization can still harm her.

While Karelia’s more common form is anthropomorphic, like all Smilers, she can assume a human form if desired.

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New Scenario #02: A Real Party

"The rumors are true! Partygoers can turn people into them! Three of us made it out unscathed. We had to kill six of our own before they transformed completely."



Takes place after ***Mercy for the Wretched***.

Mission

Partygoers, what a troublesome group of entities. Entity 67, as they are formally called, are a group of almost zombie-like creatures that are "rebirthed" through the Sanguine Festivus Virus, usually becoming demented creatures of madness and cannibalistic intent. They liked eating people, turning them into literal meat cakes. They were also generally quite intelligent beyond their apparent lunacy, and were controlled by a being known as Caius Taggert, some Irish fellow whose power allegedly rivalled a God. How *literal* that actually was is up to interpretation, but their threat was not to be underestimated.

Which is *probably* why your *guest* caused quite the stir when she appeared.

Farrah Ambrose was a regular wanderer who you had met a few times beforehand, as she's a member of the M.E.G. which your companions regularly assist. However, Farrah here had the unfortunate luck to run into a Partygoer, leading to her being infected with the Sanguine Festivus Virus. By the time she reached a place to recuperate, she was well into Phase Two of the infection, and her chances of survival were quite slim. She was quarantined, and Mary arrived to see if she could help in some way: actually finding a cure for SFV was extremely difficult, but combating it now was possible. You arrived with Mary, if only to ensure she was safe. But when you two arrived, Farrah was in very poor condition, violently shaking and trying everything to eat as little as possible, despite her hunger being agonizingly overwhelming.

Suddenly, while alone, you heard a voice from nowhere, and an almost divine presence pushing you forward.

HOW TRAGIC. SOMEONE COMPELLED TO CONSUME WITH NO CHOICE IN THE MANNER BEYOND A FEAR OF DEATH. THOUGH NOT EXACTLY LIKE MINE OWN CIRCUMSTANCES, I FEEL THE NEED TO ACT.

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On autopilot, you entered her quarantine zone, and Farrah immediately came to you. You ripped your hand off, and tossed it to her, as your new hand grew back in an instant, which happens even if you don't have **Data_Frag_Red**. The moment she ate your hand, she immediately collapsed and began to shake in a deranged yet almost ecstatic sense. The moment the others arrived to reprimand, they realized your semblance acted in a way that was anomalous even by your standards, and Farrah's brainwaves were changing. It was almost like Jovial Syndrome [POSSIBLE EPILEPSY WARNING], but more positive. This "Ecstasy Syndrome", as tentatively named, seemed to make the subject always happy, but also nullifies their endless hunger. In fact, it makes feeding or drinking at all to be optional, with their newfound intelligence being unimpeded by hunger like standard SFV victims.

Your mission, currently, is simply to stay with Farrah, and determine how healthy she actually is at this point, and if she can live among others in her current state.

Rewards: +200 AP.

After quite a long testing phase, you have, at last, confirmed that Farrah is indeed mostly fine. She certainly experienced some odd mutations, but none actually hurt her, nor does it drive her to madness. Mary and Talloran have designated her new state as a "Reveler", and concluded the best bet to understanding this is by keeping her with them - especially by you, considering that the effect was caused by you.

Farrah Ambrose, the Reveler (Companion Reward): Farrah, almost always euphoric, has found herself latched to you possessively. Her "hide" has become more durable than kevlar, making her invulnerable to any type of damage below a high enough threshold. Additionally, they are immune to fire, and have the same properties as a perfected faraday cage, blocking hostile electromagnetic influences. They also have the "sucker arms" some Partygoers have, though while it can be used to tear up flesh and bones, it can also be used to induce pleasure - use that how you will.

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New Scenario #03: 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 will 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 #04: The Strange Pills Underneath My Memories



": I can't take this anymore. I can't get her out of my mind. It's all that I think about during the day, and all that I see behind my eyelids in my futile attempts to sleep. Maybe...maybe if I find her, my suffering will finally end. I don't know what else to do. It's my last hope to find an end to this torment..."

Takes place before ***A Fragmented Goddess I***

Mission

Entity 76 ("The Forgotten") are a group of hostile antimemetic threats that latch onto a victim, and gradually eat away at them until they pass away. As is typical for them, they cannot meaningfully be observed by anyone outside their target, who are typically individuals with poor age, health, mental wellbeing, and predisposition to emotional instability. It is currently believed that there aren't any real methods of actually fighting this antimemetic disease.

Well, except for you, somehow. It doesn't actually seem to be you specifically, but something connected to you. Blue flames engulfed the creatures who latched onto you almost immediately, and you struggled remembering them at all. Certainly useful for you, but not so much for most others. Which is why you were assisting in hopefully finding a breakthrough. With you was Gavriel White, a friend of Mary's whom you were acquainted with already. The two of you had the chance to investigate someone succumbing to Entity 76, and while you worked to reduce its deleterious effects, very little could actually be done.

Once the subject passed away, the two of you concluded that what needed to be done was creating a counteracting drug that restored memory - tentatively called mnestics. Creating them wasn't exactly the easiest thing to do, as there wasn't anything that could easily do so. A potential method came in the form of creating a reverse of Object 44 ("Strange Pills"). Theoretically, by studying the Flower of Gudang which Object 44 is made from, along with other memory-altering objects, mnestics can be made. And that will be your mission: they don't have to be perfect, but if you can get them mnestics to be even slightly effective at enhancing memory, then you'll have succeeded.

Rewards: +200 AP

Ah, so that's how it is.

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After much trial and error, prototype mnestics were created, allowing for the enhancement of memory and protection against antimemetic forces. After finding another person subject to the Forgotten, they were able to reverse its effects. They'd need to observe them for while to confirm, but things were looking up.

However, your partner in this matter had disappeared. As it turned out, she had been using Strange Pills for some time. At first, it was to alleviate her leg pains, which went away after some time. However, while her prescription was taken away, you happened to capture a supply of them during the raid, and decided that it was a good idea to let her stay alone with materials she should not have been on.. The end result is that she'd been testing mnestics while ingesting increasingly high doses of Strange Pills, which gradually erase memories. You don't need to be a genius to know that's a dangerous combination. She had disappeared, and while looking for her, you searched through her journal. It detailed her thoughts on him and this experiment. Everything about it indicated that she…liked her time with you. She thought of you as a strange person, but a wonderful friend to interact with. It also detailed the fact that her bran was getting increasingly fucked up from the Strnge Pills and mnestic combination.

The final log clued you in on what you'd already known: her dreams had been infested by Nostalgi Gaius, and she'd been taken to the heaven beneath our minds.

Almost mechanically, you read her journal, and was clued in on something about her. That was important. It was very important. So important in fact that you shoved the book inside you, and absorbed its contents, transforming it into data.

"Fairwell, Gav. We'll see each other again…I hope we see each other again."

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New Scenario #05: The Blood Princess(?)

"If I can't manipulate my own flesh and blood without the need to suck on the lifeblood of others, then I can't really refer to myself as the ruler of all vampires now, can I? That would merely make me a weakling...like you, Uncle."



Takes place after ***Here Comes the Men in Black.***

Mission

Level 37 ("Sublimity") - or the Poolrooms, as most call it, is one of the most famous and well-loved levels of the entire Backrooms. It's certainly an isolating experience, to be sure, but it's a peaceful one. Of course, it's not one that can actually sustain any sort of life, and it has the desolation effect (something bypassed only through Mint's haunting powers), so it's mostly just a nice place to visit on occasion.

On one of these visits with your group, you happened to have walked off from the rest of them - not like there was anything particularly threatening here. But on the way, you encountered quite the strange lady indeed. She had an outfit you thought was outrageous, yet she didn't seem especially embarrassed or even particularly careful about it. She also had white hair, red eyes, and had something about her that signified "magician" to you. Somewhat recklessly, you tapped her shoulders, causing her apparently pale shadow to solidify. Naturally, feeling her body subtly change, with a strange person behind her, you got an absolutely nasty elbow to the gut - but luckily for you, it wasn't one that'd cause any real damage.

After convincing her that you weren't her enemy, the lady was nice enough to introduce herself. She was Cara Cromwell, apparently a vampire of some sort from the Dark World, a concept you were vaguely aware of thanks to al Fine explaining it to you. Cara here was even a bigshot, the daughter of the Vampire King of the Vlad Kingdom (presumably, the famous vampire was named after the kingdom, and not the other way around). But one day, as she investigated some disturbance, she wound up in the Backrooms. But while she was determined to return home, there was little in these halls that could truly threaten her. As a result, she's been wandering about, looking for interesting things to experience, and hopefully a way out.

The two of you decided to walk about for a time, at least before you headed back to introduce her to your group, who she found interesting. However, during a walk, the two of you noted that the lights in this hall were shifting to a red color - it was likely Sublevel

37.1 ("The Sanguine Reservoir"). Sure enough, travelling through it lets you two within the dark red poolrooms. Looking at the strange waters, you go to touch it, before Cara stops you. She asked you, naturally, why you're touching something that looked like blood. She sensed it clearly, and felt that it was similar to vampiric blood - it gave benefits to be sure, but it could induce addictive qualities. The fact that they heard chanting that encouraged one to step into the "water" was already a red flag and a half.

As the two of you travelled deeper within, you heard some rather dubious voices - there's no doubt, it's Entity 141 ("The Ambassadors"), a rather difficult group of entities you'd only heard being present within the Red Lights District.

This place was, according to them, some sort of laboratory, which drew in subjects through the cognitohazardous fluids, synthesized with blood gathered from a certain business partner during one of their visits to the capital.

"Now, I can return back to Alagadda, and report the good news to the Lord. Finished product, if you could take care of our little lurkers in the shadows. I will not say no to a fresh subject - one is even the meddlesome opponent of our associate."

Both you and Cara were, in a word, "triggered" by the phrases used. "Alagadda" and "business associate" meant quite a lot to you both. But before you two could cut down the Ambassadors, *something* emerged from the blood waters. It looked human, or at least like it was made from humans. This grotesque amalgamate was almost mindless, but that didn't stop it from being a pain in the ass to fight, as its strength was far stronger than something like it should.. Your mission is to neutralize it.

Reward: +200 AP
After a bloody battle, the creature lies destroyed, its healing overtaxed beyond use. The blood poured out of every orifice, and it collapsed to dust. The blood sustained its existence, and if it can't generate anymore of it, then it simply perishes. At that, Cara picks you up, and asks if you could show her around to your friends now. She'd also taken the liberty of killing the two Ambassadors before they could leave, using blood spikes to impale them.

Cara Cromwell (Companion Reward): Following you back to Level 37 proper, your companions were thoroughly confused to see you with a vampire of all things - though not the fact she was a pretty lady, as that was expected. Cara is an immensely powerful individual, and certainly one of the most compassionate of your group.

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New Scenario #06: 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 #07: The Taimanin in Kyoto Dreams

"I don't know, but the government specifically nominated me. Asagi said the order didn't exactly come from the government, but rather, from a pillar of the ruling party. It'd be nice if it wasn't too troublesome of a job."



Takes place after ***The Lament of the Raven***

Mission

You've been entangled with someone weird again, haven't you?

Your understanding of the anomalous world in the Frontrooms has…certainly improved, all things considered. In Japan specifically (you found it odd how frequently that one showed up), you learned about some group called the Taimanin, a premier Normalcy Organization in Kimiko's time. They apparently unified in 1964, which explained why al Fine seemed surprised at that. The Taimanin dealt with "demons" of the Dark World, and also fought any dangerous youkai and anomalies.

It seemed that you would be allowed to see one of these Taimanin for yourself. Mizuki Shiranui is certainly a woman, you could say. Ignoring that for a brief moment, she was also very strong - definitely worthy of the praise Kimiko heaped upon her. You met her in Level 178 ("Kyoto Dreams"), wearing a kimono, and with the Sector of Amaterasu. She seemed certainly friendly and flirtatious, but there was something about her that seemed almost *empty*, like she was missing something - or you were missing something. According to Kimiko, Shiranui disappeared in 1978 - odds are that she fell into the Backrooms, and was depressed about missing her family.

Your mission now is to help cheer up Shiranui. You couldn't exactly get her home yet (assuming you ever can), but it'd certainly be good to at least raise her spirits.

Rewards: +200 AP

However stringent or however much you allowed yourself to cut loose for it, you eventually got Shiranui to laugh and smile again. You also learned about how exactly she came to be so despondent.

As it turns out, she didn't just trip into the Backrooms in 1978. Instead, she was captured by the Royal Incubus Faction of the Dark World - some guy named Kuroi Ryuuji. The

secret mission she was sent on before her disappearance was just a pretext for it, and so she was subsequently tortured (or "broken in", apparently - you didn't need further context). She was able to resist for three whole years, which is honestly quite impressive, all things considered, and she was able to do so purely out of spite and willpower.

Unfortunately, roughly three three years into it, she received news that her husband had died, which certainly didn't help with things. She furiously denied the claim (as Ryuuji himself told her - so she could plausibly deny it), and attempted to escape. Although she almost certainly would have gotten recaptured, it was a stroke of fortune that she managed to fall into the Backrooms - though this didn't really help with her turmoil. The rest is history, and she eventually wound up meeting a strange semblance who helped her.

Mizuki Shiranui (Companion Reward): The Phantom Taimanin herself is yours - though probably not in that way (just yet). A warrior of grand skill, she also is a friendly and peaceful person, with a mile-wide perversion streak even before being captured. If you need someone to fight alongside or be comforted by, you can't do much better.

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New Scenario #08: 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 trick 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 the ocean has 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 possibly 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 #09: The Battle in Irreality

"Thunder, rain and lightnin'
Danger, water risin'
Clamor, sirens wailing
It's such a bad sign
Shadows of dark creatures
Steel clouds floating in the air
People run for shelter
What's gonna happen to us?"



Takes place at some point after ***Fire, Fire, Light the Fire!***

Mission

Ever since you woke up in the Backrooms, your "past" here has always been somewhat confused. What was going on with Mint, and honestly also the Ravencrofts? Aklavos and his beef with part of you was also relevant, but that seemed almost unrelated to the greater mystery. It didn't seem important, but you'd like to learn about it eventually.

It seems that today, you might learn something new.

Level 314 ("The Eden Project") was, at one point, a voidspace lacking any sort of matter. It was so empty you half-thought it was the place you recuperated in after decoupling yourself from reality. Whatever it was before, it was now an artificially created level, with countless floors. It was created through something called a Euclid Device, which uses the void to generate the Level. Certainly impressive to be sure

But there was something…*wrong* with the Level. Apparently, after the 1300th floor, glitches and distortions occur in generation of the areas. They had only a few hours to get it working right, or it'd all be scrapped. The two ones working on it are Martin Saunders and Wilson Pottinger of the B.N.T.G. - but as they were working on a fix for it , Pottinger fell through the floor, and one entirely new distortion seems to have manifested. It seems like it's less caused by their fix of the device, and more a case of either being behind the initial fuckup, beckoned by the fuckup, or some mix of both. Saunders decided to call up Dolla, to get her to ask you to help.. It probably cost Saunders some sort of favor, but she had you move as quickly as possible to reach the Level. Upon arriving at the Level, and reaching Floor 1300, you see the mysterious wormhole, which is corrupting the subspace around it. It felt…strangely familiar, like an unpleasant memory. You informed Dolla to make contact with the Ravencrofts via Shadow, and jumped into the wormhole….

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…and found yourself in Green Hill? You'd played the various Sonic games in Level 854, so this place wasn't exactly unfamiliar to you. But seeing this place in real life was confusing especially since it seemed inaccurate in some vaguely spooky sense. It looked lifeless, there were broken down machines with bloody animals and a dulled sky. You were also reasonably certain the sun didn't exist, despite the light in the sky. Not to mention that there was heavily distorted music.

"Good grief. Somebody is trying too hard."

The voice of Aklavos rang out in your head, which was unusual. Looking on your back, you realized that not only was Aklavos simply not present, but you also happened to look like the Blue Blur himself. You were even able to jump, run, and spin-dash like Sonic as well. As it turned out, Aklavos also became part of this transformation, so you had all of their abilities.

Travelling around this area for a while, you stumbled across quite the sight. IT was a creature that looked superficially similar to Sonic, but clearly wrong. The proportions were off, the mouth seemed simultaneously empty yet full of teeth, and even its feet had gnarled nails. It seemed to be eating some sort of bird (A Flicky, if you remembered correctly). You locked eyes with it briefly.

'You…you….! ***YOU!****"*

The moment the creature looked at you, it seemed viscerally angry. It wasn't some attempt at spooking you - it was genuinely, viscerally fucking angry at your existence.

"It was you! It was you! You and that birdbrained scientist trapped me in that hellish void! I was trapped in the Dark Ocean!"

You had no idea what the hell this thing was talking about. And birdbrained scientist? What did Malphis have to do with this? Actually, why did you think he was referring to Malphis at all? You knew several people who fit that description - hell, Ria was definitely a fit as well.

Your mission here is to defeat this bizarre creature. It fancied itself as "Lord Xenophanes", though Aklavos called it "X" for the purpose of simplicity. You also reflexively called it **Outbreak Malware Threat**, a name which seemed somewhat ridiculous to come up with on the fly, and caused X to fly into a ballistic rage. X is certainly very strong indeed, capable of manipulating the subspace around you both, trying to generate monsters and twist the geometries to kill you. However, Aklavos' nature within you meant that you could

directly attack X with minimal trouble. Granted, you were restricted to what Sonic could do, but that was no problem at all. What's more, the subspace was being interfered with by al Fine (it was apparently considerably easier to interfere with subspaces externally than internally), and Sophia (who linked herself to the Euclid Device, and was having it fluctuate enough to disrupt X's absolute authority).

Reward: +300 AP

OUTBREAK MALWARE THREAT TERMINATION LOG

Lord X, or whatever he fancied himself, was losing hard.

That was plainly obvious to Aklavos, who watched their "controller" effortlessly dispatch the mysterious entity. It was almost embarrassing. One could plainly see that the creature had never been in a single fight where it needed to actually fight an opponent, rather than use reality bending to torment them. Of course, it didn't seem very competent at the end. It yammered on and on about various nonsensical things - such as being trapped in the Dark Ocean (the undulating conceptual space which the Backrooms was created from and floated through) for billions of years. Such a thing shouldn't really be possible, considering their controller was practically a newborn. Aklavos suspected the creature was simply mad, and misinterpreted the controller as someone else. Whatever the case, this charade was over, and with a leap, their controller brought X to the ground in a broken heap. It should be dead, but X seemed both fearful and angry.

"I don't understand…! You were weak before…! You beat me because you had luck on your side! Why are you stronger than me? Why? WhywhywhywhywhywhyWHYWHY?!?!?! **JUST DIE!**"

At that, X ball it's fists so hard it began to bleed…well, whatever creatures like it bleed. It then released a death rattle that briefly shook Aklavos and their controller. The ground began to shake, as the rattle became a howl, as the creature's body began to peel off, and a glowing energy began to emanate. Feeling the environment around them, Aklavos detected something very dangerous - the subspace that was in, despite seemingly being endless, began folding into itself, with X at its center. Bolts of high-density energy struck space, revealing imagery of levels connected to 314. Levels 11, 4, 1, 39, 369, and 10 became visible.

--!

<<<It is attempting to collapse this subspace by crushing it with adjacent dimensions. I suspect that it will destroy your body, and potentially kill your friends and that soul you came to rescue. Perhaps you can contact that Malphis fellow of yours to--!>>>

Aklavos' train of thought came to an abrupt end. Truth be told, it did not care much if their controller or their controller's companions perished. However, the moment they mentioned Malphis, their controller's body reflexively released an extremely strong spiritual pressure. Feeling their presence, it was clear their controller's semblance was acting up aggressively, as though bad memories had been woken. Their controller began to perform an…almost *dance-like* motion, a pirouette followed directly by a grand jeté. The controller launched themself directly at X, and despite the fact that the barrier should have at least held them back partially, it was torn apart like plastic wrap, their fist was plunged into X's face, and X was hurled to the ground. At that, the shout of X was immediately cancelled. Feeling out their controller, they did a fist, muttering something quite strange: *"See? I could do it! I just needed to be stronger…"*

"**Romeo….why can't I kill you…?!"**

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Romeo? Okay then, so maybe X wasn't a lunatic. That name was a little too specific to have not had some previous experience. It also snapped Aklavos' controller out of their semblance's autopilot. Nonetheless, they demanded to know where the soul of Saunders was. X gave a spiteful laugh, saying that the soul was buried inside its body, and they'd have to kill it to get him. Aklavos and their controller were happy to oblige. Except…

"Oh my! You're *perfect*, aren't you?"

A howling voice reverberated from a blank point in space, and a wormhole ripped through it. Even X was confused, so it wasn't his doing. What came out from the other side of the wormhole was…Doctor Eggman? Wait, what? No, that wasn't right - Aklavos could detect just who's pressure it was, and their controller knew as well.

"...Malphis?"

"Right on the money, Rom!" Malphis cheerfully answered, giving a thumbs up. He then realized his body's odd proportions, looked at his body, and thought briefly, feeling his moustache, "Ah, I see. This subspace is born from this creature's individual experiences and headspace. Therefore, anyone entering it finds themselves mirroring these memories. Never the matter.."

With a grunt, the aura of Malphis began to twist the air around "Eggman", and in a few moments, Malphis's handsome appearance (Aklavos is starting to think that perhaps their controller is a little odd) appeared. It seemed to cause X to fly into a rage, though it was weaker than before.

"And now you're alive...? I don't...You died saving him..."

"I did? Don't recall that happening. Sounds like something I'd do though," Malphis flippantly disregarded the question, before plunging his fist through X's body. His fist came out the other side, holding a ball in his hand, which he flicked to Aklavos' controller. The controller caught it with little issue. "This is the soul of that Saunders fellow. Dolla called me while you were mandandling this thing and gave me the details."

X seemed to have taken more damage from that attack from X than it did against you. Namely because it seemed unable to heal from the damage, despite the fact it theoretically should be able to.

"You are a being of pure energy. I daresay your existence is closer to a conceptual universe of pure energy taking a physical form. You'd be perfect to deal with a certain little energy issue that Hell has," Malphis' head turned a little, seemingly thinking about an issue, "Ahh, but you are a troublesome little thing: a creature of malice and memory and dreaming. There's too much you for one creature to ever understand - there's too much of an individual. Let's pare it down."

Aklavos could tell X was done for. Its understanding of language went first. Then knowledge of its origin. Then it's history. Then its sense of self. Then its awareness of identity at all. In an instant, whatever X might have been was gone, and only its energy persisted. Malphis opened up a new portal, and began to leave.

"Bye, Rom! Be seeing you on the flipside. I've got a fun little idea to bring you to us, so hope you are prepared!"

Aklavos and their controller left the collapsing subspace, Saunders' soul in hand. When they left the space, Saunders' body began to reform. Mission accomplished

Combined Form (Perk Reward): When you and Aklavos returned to baseline, you two were separated back to your original self. However, now if you desire, you are free to "combine" yourself with Aklavos, taking on a form you desire, and temporarily gaining all of your and Aklavos' abilities.

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New Scenario #10: 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 expecting 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 you're 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 #11: The Princess and the Wizard

"She picked up the teapot and began pouring the drink into the cups, even though she knew perfectly well no one would come. Hot steam rose in thin spirals toward the ceiling. Her face flickered in the reflection of the liquid: Princess. Heiress. Motion's beloved. Everything looked exactly as it should. And that's precisely why it irritated her even more."



Mission

So, Jumper - how familiar do you want to be with royalty?

Level 94 ("Motion") is a level that can truly be considered "unreal", as it feels extraordinarily fake, in spite of the fact that you absolutely can walk through it. Its inhabitants are the strange beings known as Animations, and while kind during the day, they are very dangerous at night, revering their Animated King, and seeking to turn others into Animations like them.

And while that was already a pain in the ass to deal with, they had nothing on their princess. Reverie here is the daughter of the King and Mother, with a personality to match. Her personality is, in the most charitable terms, very attention-seeking and vain, with mind-compulsion abilities and daddy issues to match. Upon heading to Level 94 for one reason or another, your time there is messed with as a result of meeting Reverie. On the surface, she looked like a sweet and caring princess, but she immediately revealed her true colors as a result of suddenly becoming frightened, and demanding to know what exactly was going on with your mind to make it an absolute nightmare to go through. You didn't know, and quite frankly you didn't care.

You were ready to leave, but Reverie stopped you. Apparently, she wanted your assistance with the matter of Sublevel 94.1 ("Where the King Never Comes"), as she believed her father should rule over all of this Level. You considered telling her that you had little and less good to say about the King, but decided it'd just be quicker to state you weren't interested in doing so. You only relented because you could see she was rather panicked - you'd heard that she wanted to definitively prove herself to her father, and be more than an apparent replacement for the family he was said to have. Reluctantly, you agreed.

Your mission here is to talk with the Wizard of 94.1. He was, you were told, one of the King's most powerful subjects, who was given free will. After the Wizard suggested the King give all his subjects free will, the King got upset, the two fought, and the Wizard

fucked off to this subsection of the level. He apparently gave the Animations free will, but they were fixated on the King.

Reward: +200 AP
After a not inconsiderable amount of effort, both on your end and the unfortunate Wizard who could not seem to get the Animations to want to go without the King, the barrier set up between the sublevel and the original level were taken down, and the Castle of the Transparent Mountain was visible. The King would arrive soon, so you took your leave. Reverie stopped you though, thanking you for your assistance, and told you to call her when you needed help.

Reverie, Rabbit Princess of Motion (Companion Reward): The child of the Animated King and his Queen, Reverie, has decided to assist you in your endeavors. And though she will likely be in her Kingdom for most of the time, her divine inheritance includes the power to noclip at will into different levels to reach you. She is strong enough to match lesser divinities, and her charisma is high enough that she can sway people to her side even without relying on mind magic, should she try to do so..

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New Scenario #12: Proemial Rage

*"Primordial Smilers are depicted as colossal versions of the modern Smilers, towering over the typical figures with a presence that is both awe-inspiring and terrifying. They are described in ancient records as vast, almost mythic beings whose sheer size commanded attention and respect...**Early explorers and scholars noted that these entities exhibited a scarlet-red hue that set them apart from the pale forms seen today**."*



*Takes place after **Suicide Blitz II ~Hotel Hell Run~**.*

Mission

Sublevel 0.7 ("The Reminiscence District") is a liminal archeologist's wet dream, even if a little crude. It is a sublevel of Level 0 that reflects how older cultures would perceive a space equivalent to the Yellow Halls. By simply walking through them, you get a sense of wonder, and an understanding of the fears and nostalgia of those peoples. There was, however, a single issue: the further back you went, the more dangerous things would become, as entities begin to appear, and even older ones show up as well.

But for a dedicated enough explorer, such things were considered to be valuable learning experiences as well. Such was the opinion of Midnight, who practically begged for you to assist him on an expedition further down. You accepted, and following the two of you was Karelia, whose stated reason for wanting to come was that it came to her in a dream. Still, she was capable enough at holding her own, so they decided it wouldn't be too much of a problem.

Your mission is to travel down further and further into the Reminiscence District. Midnight would love nothing more than to spend days on end in each subsection, but felt that such a thing could wait until they've at least verified that the level goes that deep. The further down you go, the more concentrated and ancient the creatures become, with even extinct entities having the possibility of appearing.

Reward: +300 AP

Eventually, after a not-insignificant amount of combat and historiophilia on the part of Midnight, the three of you reached far down into the level - far beyond where most could go. But fate was cruel, and going any further with just you three was suicide. Midnight suspected that ancient man was considerably more powerful as a baseline.

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The three of you reached what you suspected was 12000 BCE…and yet the civilizational complexity of this place was indeed huge. Midnight was aware of stories about cultures this old via anomalous studies, but he thought they were highly exaggerated. If they were this far back, it must be the Daevite Civilization. Midnight had little good to say about them - they were cannibalistic, slave-holding, practiced blood sacrifice, and were all around tyrannical bastards. Except this place was…not as terrible? Sure, it was bloody and there were certainly indications of slavery and sacrifice, but it didn't feel as draped in malice as you'd think. There were also depictions of the Scarlet King - or at least Midnight thought it was. He was beginning to think it was actually the Scarlet Fool, who was considerably more benevolent. Even anomalous understandings of history broke down at this point: were the Fool and the King different beings somehow? Were they distinct but related? Were they syncretized? Couldn't really tell you.

Somehow though, this history discussion was cut off by Karelia, who admittedly seemed quite eager to show you two something. It was, in her words: *"something quite lovely."*

Oh. Oh my.



Suddenly, she became much larger than before, and the area was swathed in darkness, with a reddish hue coming over her natural form's face.

"This is what I really look like. Do you…like it?"

A Primordial Smiler. She was a goddamn *Primordial Smiler*. An ancient terror of the Backrooms recorded by the Lost. She was *that old?* According to her, Primordial Smilers drew their power from the "Law of Blood", causing them to be violent and uncontrollable. Karelia was different - she drew her power from the Law of Concrete. She was smarter, rational, and willing to accept the modernity of existence. She was born when *this* was the dominant perspective of Level 0, so she's seen quite a lot When her race's descendants became smaller and pale-faced, she took on their forms as well - which is why she survived while her kindred died off. It was…certainly strange, but you ultimately accepted it as just a quirk of her. With that, she took on her smaller form once more.

Primordial State (Companion Perk): Karelia is now more than willing to transform into her older, true form. She is much larger, faster, smarter, and considerably stronger.

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New Scenario #13: A Queen of Scarlet and Fire

"They tell stories of dead gods coming back to life, of empresses falling, of rips and tears in the fabric that connects our world with the next. And the previous. They speak of a new era. An extinction and a rebirth, but you don't care about any of that, do you?""



Mission

It's official: the Backrooms really does have everyone here. Because why the hell is *Queen Elizabeth I* in front of you?!

Admittedly, she's not entirely special here. It's not like your team isn't from people of different points in history. Hell, Senbu is prehistory to anomalous prehistory. But you weren't exactly expecting the Virgin Queen here. You also weren't expecting her to look so young. Seriously, what was going on here?

As it turned out, Elizabeth's "death" was a thing she came up with herself. It was the belief of her subjects that she was a divinely ordained woman and sparked the glorious rise of English culture. From what you could tell, she certainly had a proud view of herself, but she wasn't entirely sure it was through God. Her reasons for never marrying were purely pragmatic: she wanted to retain her power, which would be practically impossible considering how marriage laws worked. Not to that her love, her sweet Robin, absolutely couldn't marry her considering the issue with his wife's death. When he died, she was rather heartbroken, and after fifteen years, simply couldn't stay in power anymore. Her advisor and occultist, the good Sir John Dee (who was admittedly largely focused on some business in Zipangu), had submerged her in some special corner of the Sligachan River on the Isle of Skye, returning her to her youth and beautiful self. She then left so as to explore. However, she tripped on something strange, and found herself in a hall of damp yellow carpets and awful buzzing coming from strange torches in the roof. She eventually made her way to Level 1, where she met and was debriefed by the M.E.G.

Now though, you were talking to her in some dark forest. Apparently, she wished to meet some strange entity, and ask for help with something. You decided that the sheer novelty of the situation was worth it, and you followed her…right 'till the goddamn skeletons showed up.

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In hindsight, the fact this was a dark forest should have given it away. Though you weren't anywhere near it, they were all a potential gateway to Level 32 ("Forest of the Skeleton Queen"). Sure enough, the Skeleton Queen herself appeared before the two of you, and Elizabeth opted to kneel, a sign of respect. She must have wanted something, so you decided to kneel with her to see what was going on.

"I want to make a trade. For the life of another."

The Queen laughs.

"And what, pray tell, do you have to barter with?"

"My own life. No— Not just my life, but my soul."

"I'm listening."

"If you bring my love back to life, I will give you both my life and my soul, and I will serve you in this life and the next."

Okay, let's not have this go on any further. You took out Aklavos, picked up Elizabeth before the ground could swallow her, and swiped at the Skeleton Queen to force her away briefly. Naturally, Elizabeth was infuriated at what you did, saying that you ruined everything - Robin would have been alive again, so what did it matter if she died?!

Your mission is to either kill the Skeleton Queen, or force her to expel you and Elizabeth from Level 32. You are going to have to also look after Elizabeth, who is quite infuriated at you.

Rewards: +300 AP

After a harrowing encounter, you and Elizabeth were eventually shunted back to the forest you two were in previously. Elizabeth, of course, still demanded to know why you didn't let her make the deal.

> "Because your life has meaning in it."
>
> You and Elizabeth turned around, seeing a strange new person suddenly appear. The man looked weather-beaten, of Mediterranean descent. This man must be *that* one - the Undertaker, Kushim. You'd heard that he rarely initiated conversations, yet he was here.
>
> "...Love...you must have truly loved that man, right? That's the only reason you'd ever have gone to Lili-- the Skeleton Queen."

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Elizabeth, eyes bloodshot from crying, nodded.

“Of course I love him…! I kept his last letter to me! The only reason I didn’t take it with me was because it’d be suspicious!”

“So do you think he’d appreciate it if you spat in the face of that love?” Kushim replied, and Elizabeth seemed almost lost for words, “*I most humbly besech your majeste to pardon your poore old servant to be this bold in sending to know how my gratious lady doth and what ease of her late paine she findes, being the chefest thinge in the world I doe prey for & for hir to have good health and longe lyfe*. Yes, I know of that letter - it’s in your thoughts so much it’s hard not to see it from even the most basic application of thought perception. Tell me, do you think that a man who wrote that, in the middle of a life-or-death sickness, would want you to sacrifice your life for him? And if he hypothetically *was* the sort of person who would do so, do you really think that’s the sort of person you’d want to love?”

Elizabeth found the question difficult to answer, so she chose to remain silent for the moment. Kushim sighed, and walked up to her.

“I loved someone too before. She was beautiful and perfect. She’s gone now, and her carcass became some inhumane thing that stalks a dark forest,” Kushim let the implications of that hang in the air for a moment, “It destroyed me, and it led to nothing but chaos and extremism. Love can tear things down as easily as it builds things up. Ultimately though, one cannot let grief cloud their emotions or minds - it’s just not healthy for you and it insults the memory of love.”

He briefly tapped her chest, and a pure blue flame appeared - it emanated no true flame, but felt vibrant and warm.

“Let that flame, ignited by your living blood, be your reminder to live, Elizabeth. I know not what you’ll do, but I don’t want to see your life ended prematurely by your own hands.”

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New Scenario #14: The Parasite of Night

"Why do you make a face like that? If I kill you, you'll just be resurrected. That's what we vampires are."



Takes place after ***The Melody in Pink***

Mission

Hey kids, let's commit some avunculicide!

It's been quite some time since you were joined by Cara Cromwell, and you could say she definitely fits the mold of your Friendly Neighborhood Vampire, though saying that out loud sounds ridiculous.. She spent an exhaustive amount of time wiping out various black market dealings, be it drugs or trafficking, which she'd apparently done a great deal of in her past. Apparently, it was a habit she picked up dealing with her brother and uncle, who were part of organized crime all over Europe, including the Sicilian Mafia and the Camorra.

Speaking of her asshole uncle, Gram Derrick was here in the Backrooms. Yeah, you didn't exactly expect that, but apparently he actually came from Alagadda. Why he came here in the first place wasn't something you could verify immediately, but you knew he was present because Malphis informed you of it, and Cara discovered Amrita's existence, which only her uncle and his associates should know about. It also made a twisted amount of sense: Gram could simply leave the Backrooms via his connection to Alagadda, so this wasn't him being trapped: it was just expanding operations in a place that couldn't be tracked. Still, the bastard had to be brought down as soon as possible. So, with help from trusted sources (and also some of Dolla's contacts), they began a hunt for him, eventually tracking him to a certain compound in Sublevel 9.2 ("The Black Market").

Your mission is for you and Cara (along with your allies if need be) to bring down Gram and his operators. However, it's important that you and Cara take him out, and nobody else. Cara had killed him before, yet he didn't die. You suspect that his body and soul are not as connected as suspected, with a soul-devouring attack needed to deal with him.

Rewards: +300 AP

Gram Derrick Termination Record
The beginning of the end of this fight came right after Cara proceeded to smash Gram's jaw, and tossed him into

the wall right next to you. Naturally, as a vampire who regularly consumed blood (and seemed to have some internal enhancements), he was already regenerating, though regeneration didn't exactly mean he was actually fine. Gram was evidently very tired, and struggling to even stand up.

"What's the matter, Uncle? Are you perhaps thinking about how you can worm your way out of this one?" Cara asked Gram with contempt. She lazily picked up his sword, bearing his own name. From what Cara knew, it was apparently some sort of creation of that Ravencroft Son. Though apparently regarded as a failure, it was definitely strong, so she launched it to just in front of Gram, "...The answer is simply to give up now, and to atone for all that you've done. But no, you'll never do that, but you'll never learn. You're an ignorant fool who dies a fool. So pick up your sword and die in misery."

"You arrogant bitch...!" Gram was well and truly enraged, "You think you are stronger than me?! Unlike you and my coward of a brother, I never once tried to consort with lesser beings like humans! And you befriend this...this ***thing*** and have the nerve to say my own associates are inhuman?!"

In an instant, Gram swung the sword at *you*, instantly severing one of your limbs. Cara seemed to react to that, though you were perhaps more reserved. Should you grow a new one? Should you call that arm back to you? As you thought about it, Gram rammed an arm through the side of your chest, baring his fangs at your neck.

"If *Her Majesty* thinks you are human enough. Then let's see how useful you are!"

At that, Gram bit down, and began to drink your blood...or at least, he thought he was. It took a hot second for Gram, in his delirious and aggressive state, that he noticed something was wrong.

Why can't I feel my jaw?

Looking down, the lack of sensation came to view, as he realized why he couldn't feel it - his lower jaw and teeth were somehow fully engulfed by your shoulder. You hadn't moved from your spot at all either - it seems it just phased through, as though it didn't exist. The unpleasant underlying sensation helped realize what was happening.

IT'S EATING ME!

Indeed, you were. Well, it's more like you were devouring the data that made up their body. It wasn't exactly the easiest thing to do, but for Gram, who was weaker than you physically and mentally, and whose sense was dropping fast, data consumption was entirely possible.

In an instant, Gram tore his mouth off of you - literally, as a matter of fact. His jaw and teeth were gone. The blood that should have been fully pouring out of him didn't even get the luxury, as it all flowed into you, as you were still consuming his data. Gram began yammering in some hard to decipher fashion (you were reasonably certain it was "let go of me, you insect!" or some garbled variety), and realized he was trapped as a result of his arm in your chest. He attempted to get some sort of leverage by pushing you off him. It backfired tremendously due to needing his other arm for leverage, leading to it being sucked in as well. The same thing happened to his legs in a panic, and he managed to rip all of his limbs off.

I'm not regenerating! Why aren't I regenerating?!

If you could read thoughts, you'd answer that it was because data consumption was not the same thing as standard absorption. As far as his existence was concerned, this body of his didn't have limbs, because the informational framework was currently being dissolved.

You gripped Gram by his shirt, and rammed him headfirst into your chest, where his body broke down quite quickly. You deduced quite quickly that there was some weird shit in him - bugs. Reading their information, you figure out that they were useful brainwashing tools of the vampire asshole, alongside the Amrita drug.

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You also deduced that the bugs were in symbiosis with Gram, and he could use them to transfer his consciousness to them upon his death. Unfortunately for Gram, his consciousness was rapidly being ingested, as was his soul. In a few moments…he was gone.

Following that matter, Cara admitted that the sight was…extremely gruesome. However, she thanked you for helping her deal with the biggest threat she would have when she returned back to her home. The two of you embraced each other for a short while, before you picked up Gram. So Malphis made this, huh?

A short talk using Shadow confirmed what you suspected: it was in fact Malphis who sent Gram to the Backrooms, or at least gave him the suggestion. His reason for doing so was extraordinarily flippant: he plain just didn't like Gram, and expected you to off the bastard, considering how frequently you ran into meddlesome people. The logic was certainly sound, and admittedly it's not like Gram did much worse than the shit that was already here, but Cara didn't appreciate Malphis getting her friends and you involved in what should be the affairs of vampires.

"...Did you say 'my friends and Rom'?"

You distinctly heard the laugh of Aradia in the background as Cara's face, for the first time since you saw her, went white with embarrassment - which was honestly impressive. Unintentional love reveal aside, you considered this a job well done.

Demonic Sword Gram (Item Reward): While unfortunately not the famed sword of Sigurd, this sword used by Gram Derrick is hardly a bad one. It is able to harm spiritual beings, and its strength is enhanced as the user's emotions grow more and more feverish.

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New Scenario #15: Women Can Drive!



"Driving in my car, right after a beer!
Hey, that bump is shaped like a deer!
DUI - how 'bout you die?
I'll go a hundred miles an hour!"

Takes place after ***Redeeming the Past***

Mission

It's really unfortunate how you have been designated as "the reliable one" by pretty much everyone at this point.

Alrighty then, context time: 69. Level 69 ("The Road Trip of Affliction") is one of the more dangerous levels of the Backrooms that isn't just outright lethal to be in. It takes place on a highway road, where you start in a car, and pretty much cannot leave the car unless you absolutely need to - and that's assuming that your car actually functions! You are going to have to drive said car all the way to the end, whereby you'll be able to reach a new level.

One might wonder why you would ever want to go to this level. The answer is you don't, usually. At least unless you are someone like Ria Valpuri, who has an interest in all technologies. She had been made aware of Level-Object 69-1 ("Fragment of Destivinatia"), a strange triangular glass object at the bottom center of all vehicles here, which is noted for warding off all anomalous entities. When Ria learned of this, along with the fact that they currently didn't work outside the level, she saw it as a challenge. And befitting her brilliance, she actually did succeed in creating one that worked. Great, right?

The answer is yes, but it's not going to be easy. Some bumbling fool in Level 69 dropped it in a panic, and while they were lucky enough to escape with their lives, it's currently somewhere in the level. Luckily, they were "haunted" by Mint, so the Isolation Effect of the level shouldn't impede you. And yes, *you* have to go, because the dangers of the level can't be understated, and you might be the only one who can do it.

But luckily(?), you aren't alone. Mint, strangely, was very insistent on coming with you to drive. This has never happened before (mostly because you don't really use cars), but she would not budge until you accepted.

"I'm driving, and that's final! I'm gonna prove to you that women can drive just like men!"
'

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*"I'm not saying women can't drive! I'm saying **you** can't drive, Mint!"*

" "---!" "

The fact you two had such a strange conversation confused the both of you. Not because you sounded like you were straight out of a bad movie with weird humor, but because you both…felt like you had that conversation before? It was this sense of déjà vu that caused you to decide to trust Mint.

Your mission was simple: go to Level 69 with Mint, she drives, you pick up the altered fragment, and eventually take your leave. There will, however, be a few complications that result in you either needing to leave the car and expose yourself to danger, or for you to hunker down so you don't risk losing the fragment. If you are wondering why you can't just use the Einstein-Rosen Bridge, the answer is that it's still somewhat finicky.

Rewards: +300 AP

"Haha! I told you I could drive!"

The two of you had reached a tunnel out of Level 69, the altered LO-69-1 in hand. It was still a 17 hour drive, plus some more walking…but you made it out. Granted, Mint's almost psychotic driving could have damn near killed you both if this level didn't have safeguards, but she did good, and you congratulated her for it, apologizing for ever doubting her. Mint positively beamed, and after driving for a while, she stopped, clearly tired.

Strangely, she decided to unbuckle her seat, and crawl over the middle-front section of the car to your side. It caused some odd emotions to well up, as she successfully went to your side, and was straddling you. She leaned in close…so very strangely…

And rested her head on your shoulders, muttering some strange business in her sleep.

"Romeo…see…? I learned to drive for you…take that…"

Had she been dreaming of you? How odd. You hoped she might mutter something more, but she dozed off comfortably, melting in your lap.

You decided to let her. It's been a long day.

Altered LO-69-1 - Barrier of Destinivatia (Item Reward): Eventually, you and Mint reached Ria, who began the long process of producing these. These are special objects that ward off any hostile presence from an area, regardless of their strength. Though formerly usable only on cars, Ria has strengthened their range and connective abilities. This can be used to protect bases and ensure long roads are safe. This has minimal effectiveness on human-like anomalies. Post-Jump, this works on all hostile creatures.

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New Scenario #16: A Long-Awaited Love

"You understand. I knew you all understood my ways. Yet, you deny me the only thing I have ever asked for. I am still waiting for you."



*Takes place immediate after **A Fragmented Goddess II***

Mission

In the troublesome fragmented paradise of heaven, you were with the newly reconstituted Gudang. Under normal circumstances, you'd have left immediately after helping her. But there is one last issue that you felt compelled to deal with before you went away.

Researcher Gavriel White. Where is she?

The two of you were together for a short time, but you remembered the interactions that you had with her, and you liked them. But you couldn't find her anywhere amongst the freed souls of this wonderful land. Gudang herself was also worried, and helped you look for her. But tragically, it was not possible to save her, because Gavriel overdosed on the Strange Pills - a nostalgia born from the Lost, which was twisted by Nostalgi Gaius into a trap. Gavriel had been practically hollowed out into a memory husk - not dissimilar to someone taking an old photo and dunking it in water. There was very little of her that could reasonably be reconstituted.

But Gudang was not one to give up. Though broken, Level 404 was her heaven, and she was not so weak as to simply say it's impossible. Your mission is to help her find the plot of land in heaven that has Gavriel's data

Rewards: +300 AP

After some time scanning this fragmented landscape, either you or Gudang at last discover her. Whoever finds it, Gudang warps the two of you to it. You have found Gavriel - or what was left of Gavriel. This place devoured her memory and identity, and there was so very little of it left. Gudang could revive her, but without the original memories, it would be a deepfake of the woman who was once Gavriel - which was not a lie she could stomach.

And yet, humanity didn't give up, even in these situations. There were two parts of her that persisted. The first was something simple: a single command of *I want to exist*. It was a pure wish not to be restored, but a wish to simply be someone. The second part was

smaller, but seemingly no less important: *I want to see that person again*. "That Person", huh?

You and Gudang began the process of reviving "Gavriel", though that would be inaccurate. Though the goddess was the one who could revive her, it was you who provided a certain piece of data. The same piece which was why you absorbed that journal of Gavriel's some time ago. It was the data of the sort of person she wanted to be, not the woman she was.

In time, the new being was born. *He* looked around *their* surroundings, and was confused about who they were. Gudang told them that they were indeed someone in the past, but they aren't really that person anymore, and are ultimately an individual. At their request, Gudang christened the entity as Delta, and he liked that name.

Soon enough, Delta looked at you, and seemed transfixed.

"You...! You...! R--...Ro---...Rom?"

You embraced Delta, happy to see him.

Entity-504 - Delta (Companion Reward): Gavriel may have died, but Delta lives on. He's something of a glitchy, almost doll-like mess - though considering Joel, that's not really anything new. As a champion of Gudang, they are as powerful as they are curious - and they are extraordinarily curious, considering everything is a new experience for them. Be nice to them, alright?

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New Scenario #17: Serenity of a Closed Room

"Memory manipulation? Fufufu ♪ So you've seen my memories. Pretty stimulating, yes? Now do you understand why I threw away everything?"



*Takes place after **A Long-Awaited Love***

Mission

Sometimes, you'll find a companion who isn't screwy. But that day is certainly not today.

Shiranui was, as far as you could tell, generally doing fine. She seemed as confident and heroic as ever for the longest time, and you'd hoped that she was coming to terms with everything. But somewhat recently (likely as recent as reuniting with Delta), something in her shifted infinitesimally, which you could tell was for the worse. Despite having the same tone and intonation in her voice, she couldn't seem to actually look you in the eyes as usual, typically disguising it as whimsy. When she talked to Delta, she spoke naturally, so it wasn't even directed at Delta. What could possibly be going on with Shiranui?

To figure this out, you opted to travel with Shiranui for a certain patrol, and she couldn't exactly reject you without directly arousing suspicion. As you figured, she was doing practically everything in her power to *not* look at you for very long. It would have been embarrassing if Shiranui herself didn't also realize you figured it out. But before she could explain herself, the two of you went into a house together. As Shiranui looked inside,her breath was taken away. A bright glow shining through white curtains, fuzzy green carpet, and autumn wallpaper. She took in a breath she didn't know she had from the Serenity, and sat down, back to the wall. You followed suit, as she began to speak.

As it turns out, the matter with Delta was not the inciting issue, nor was it even an especially noteworthy one, but it was the straw that broke the camel's back. Shiranui had, from what you now understood, *feelings* for you. You were not really sure how that could have happened, but she explained. According to her, it was simply a result of the type of person you were - the type to help someone even for arbitrary reasons. The type to brave literally Hell for a friend. The type to cheer a woman up whom you'd never even met. Considering the past three years of her life were a nightmare, she could have just chalked up her initial feelings as a rescue romance situation. But even after, she'd never come across anything about you that ruined her impression of you. You weren't perfect, but you were still pretty great. It was…nice. Unfortunately, considering she was still grappling with the matter of her family…

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While you were hoping this could be something better discussed elsewhere, it became a pressing matter when you realized that, upon opening the door to love, it just sent you back into the same room. It was a recursive trap that neither of you could get out of. When you contacted Sophia, she stated that the App didn't warn you of the trap because it's not actually a trap. There's a way out of it, but it's not apparent.

Your mission is for you and Shiranui to try out every way out of this unnumbered level that you can. There's a way out of here, and you just have to find it. Preferably sooner rather than later, considering at least Shiranui needs water and food to live.

Rewards: +300 AP

"...Hmm...so that way didn't work, did it?"

After some time, you resorted to contacting the Ravencrofts to suggest new options. Nerissa, who'd been awake this entire time (and considering that the time between each call was damn near instant, she was apparently very fixated on always being there), woke up Aradia to take a look at it. You and Shiranui had exhausted pretty much every route of escape - even attempting to blast the level apart didn't so much as scratch it - but apparently, that was a very useful bit of information.

"I see. I think I get it now," Aradia spoke. You couldn't see her, but she no doubt had a eureka look on her face, "That is an...what did Malphis call it? An emotokinetic redirection field? Whatever the name was, it's effectively a space-time twisting barrier that redirects all forms of energy so long as a single type of emotion that the barrier is keyed to isn't felt. Very niche - I've used it to make rooms where you can't leave until you have sex. You two said the field helps with stress, right? Then odds are that it's tuned to serenity. Shiranui!"

At her name suddenly being called, Shiranui stood to attention.

"Yes, Aradia?"

"You love Rom over there, right?"

"Oh! I, uh..." She struggled to find the words, which gave Aradia the answer she wanted.

"Well there you go! Little Miss Taimanin here is nervous about everything. Rom, you know what to do, right?"

You nodded, and the words you wanted to say came to your head. Ultimately, while Shiranui was the one who was stressed, it was up to you to resolve it by simply answering her question: *do you share those same feelings?*

Perhaps you simply said you didn't - and you just wanted to remain friends. Maybe you said you did, as you found her fun and beautiful. Whatever your answer is, Shiranui gave a laugh, a weight off her shoulders. And whether she's a little despondent at rejection or happy at acceptance, she opens the door, and the two of you are able to leave the room.

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New Scenario #18: The Dragon in Time's Clutches

"Dragon, Dragon! Rock the Dragon!
Come get me!"



Mission
Getting entangled by the whims of gods? Must be a day ending in Y.

Level 768 ("The Temporal Abyss") is a cloudscape classified as "Time Expedite", which is a nice way of saying to not ever come to this place if you like your current state of existence.Although a beautiful level with a wide variety of architecture, and an almost dreamlike state, staying here is a hazard. Time fluctuates rapidly: accelerating, decelerating, dilating, stilling, and much more on a dime and depending where you are. It was certainly an interesting sight for potential experimentation, but not even Ria felt comfortable going inside this place. So why would you ever go in?

The answer to your query is Senbu. Your ever-so-loyal droganian pretty much stuck to you like glue whenever possible. However, somewhat recently, she'd felt almost outclassed in her ability to protect you. Assuming you even needed help (which was rather rare), you were not exactly bereft of options for damn near anything. You told her constantly that it didn't matter, and that she didn't even have to be your servant. That seemed to make her even sadder: did she perhaps misinterpret what she intended to say.

Whatever the case was, you were alerted quite quickly when the Beast of Level 5 contacted you, and asked if you requested that Senbu head to "The Hall of Clocks" - a troublesome area of Level 5 where time aberrations occur, and a straightforward entrance to 768 is accessible. Senbu said so, and so he allowed her to - but considering how you are, the Beast strangely doubted her words. And now, you had to pick up Aklavos, and raced to the Terror Hotel.

"Ah, good. It seems that you've arrived. I presume you are here to help your servant girl, yes?"

The moment you stepped foot inside Level 768, the twisting time, which typically wouldn't affect you, suddenly seemed heavy. Was…something talking to you from it?

"I am Time, fool - or at least a part of it. I will eventually gain form to smack that damned Gearmaker upside the head, but that is of no

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concern to you. You wanted to know about your Senbu. She has come here because, as a Droganian, she does not age like mortals do, and merely grows with strength. She seems to have come in hopes of growing strong for you. I obliged and accelerated her age by roughly 500,000 years. She seems to have lost control due to the rush of power. Do be good and resolve this."

Wow, Time sounds like a bitch. But enough of that, as you raced to reach Senbu. Sure enough, Sure enough, when you met her, Senbu was not in her half-human state, but instead resembled a massive dragon, with ether rolling off her in waves - enough to choke the life out of the weak willed. The moment she saw you, sheclutched her head, and gave off a roar that sounded by bestial and like and scream of pain.

"MASTER! I CAN'T CONTROL IT! YOU NEED TO LEAVE!"

Your mission, naturally, is to do the opposite of that. You need to defeat Senbu, enough for her to snap out of her berserker state and be healed by you.

Rewards: +300 AP
The battle against Senbu was a fearsome one, that might have shaken the foundations of a level that had such things. But in the end, you managed to whack her hard enough for her mind to snap back to reality, and calm herself down. She transformed back into her humanoid state, and embraced you, profusely apologizing for attacking you. But she was fine now, and you forgave her - so the two of you returned home.

Ancient Dragon State (Senbu Reward): Senbu is now able to transform into a dragon of immense power, with her internal Elan-Vital Energy skyrocketing even in her weakened state. Should you possess any type of magic on your own, you can have it bolstered through a special soul connection you have with Senbu, who is fine with pouring her EVE to you.

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New Scenario #19: Lift Your Skinny Fists...

"Verum Terra Machinis was first recorded in 1986, following the First Machina-Humanity War by wanderers who emerged from the remains of [REDACTED]."



Takes place after ***The Mystery of the Flesh***.

Mission

The Backrooms is no stranger to anomalous sapient races outside of human beings, but for the most part, they all got along well. As a result, when they don't, it's generally a pretty damn big issue.

Level 113 ("Verum Terra Machinis") is one of the most infamous examples of such a thing. Humanity has, for several decades at this point, had hostile relations with the population of Level 113. The Machinarum are a group of highly intelligent automatons that are believed to have some sort of connection to the Macchina, and are likely a subcategory of them alongside the Steel. Whatever the case may have been, the Machinarum are highly regimented, and hostile to humans for seemingly no reason. It was them who began the First Machina-Humanity War after interpreting six humans with protective weapons as an invasion force. The Second Machina-Humanity though, *was* started by humans, though the Machinarum certainly didn't help, considering the inciting incident was them allying with the anti-humanity Partygoers. Since then, a ceasefire was held, and all entrances to 116 were blackboxed.

It was Sophia, naturally sympathetic to all synthetic life, who found this current status quo to be strange. Why were the Machinarum so hostile to humans? Malphis, a technofetishist to the core, was similarly intrigued by Level 116 as a whole. Region Aleph is a dilapidated space with faulty lighting. Region Beth has a strange anomalous species that plays dead at the first sign of danger, and the buildings are largely empty besides the Fortress and Power Station. Region Gimel is a giant fucking cage with spotlights that track anything inside and outside. The two of them came to a simple conclusion: Level 116 was no thriving metropolis: it was ***protecting itself from something***. But what could possibly frighten the Machinarum? What could presumably ruin their land to such a degree?

Against all common sense, you discovered an entryway into 116, and went inside of it. After some questionable ninja skills (read: knocking out a random Machinarum and having Sophia copy its memory bank) confirmed to them that there was indeed something beyond Region Gimel.

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Racing to beyond the cage, you made your escape into its reaches. Though it was thought that the foundation of this place stretched on forever, everything beyond the cage looks like it was blasted to shit, from hellfire and rounds of energy. Beyond even that, the metallic surface was gone, leaving only sterile rock. The skies, which were thought to be simply dark, were also very clearly abnormal, the closer you looked at it.

Following the coordinates of where the Machinarum's memory, you found what you were looking for - and what the ***fuck*** is that?!

It was a robot of some kind - quadrupedal to be certain, and the size of a small mountain. It looked almost like a giant mechanical centaur, with an energy shield and a spear packing absurd power. Sophia states that the presence within it was familiar to her in some way. Malphis, through Shadow, also stated that this was definitely the thing that destroyed this Level so thoroughly: the Earthmover.

EXCEPTION-RANK ESCHATOLOGICAL THREAT DETECTED. COMBAT SYSTEM ONLINE.

It seems that the Earthmover itself has detected your presence, and deemed you a threat of considerable status, considering it was trying to off you. Your mission is to turn the table and kill it. If you are strong enough, I'd suggest a more direct method of combat. But in most circumstances, your best bet is to reach its brain within the interior, and whack it repeatedly until you've effectively lobotomized it.

Rewards: +300 AP

"From such heights, its fall is glorious, wouldn't you say?"

Malphis' wannabe hype quoting aside, the Earthmover at last fell silent, and crashed to the Earth below. That which ended Level 116 was no more, and Sophia gleaned some considerable knowledge from it.

Based on what she found, Earthmover was not a machine that was made - simply doing so was not logistically feasible. No, what happened was that it was once an engine of unusual properties, allowing it to integrate electronic components. The engine, if not created by them, was discovered by the Iron Fist, during their war against the gods. They sought to create a superweapon, and so sent the engine into the ancient Level 116. In the depths of their foolishness, the engine snowballed rapidly and, colored by their malicious intent, became an engine of death that razed 116, reducing it to naught but the caged city, which was caged specifically to resist the destructive output of Earthmover when it appeared. The Machinarum didn't understand the context of the Iron Fist, and so assumed it was a

malicious plot by humans. Considering they were left with just a city, hollowed out of many inhabitants, their jingoistic tendencies made a lot of sense.

With that, you would return back to the city., as a crowd of Machinarum had already begun to arrive. It would naturally take time to build up trust, but with their ancient terror destroyed, perhaps the Machinarum and humans can work together in peace. Though of course, that's more work for you but nothing new on that front, right?

The Broken Engine (Item Reward):The very same mysterious engine that created the Earthmover. Holding some sort of vague intelligence, this engine integrates electronics and machinery into it if desired, and so long as you have proper authority, it will not go out of control. Even if it does, it seems that Sophia is capable of controlling it.

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New Scenario #20: The New Mistress of Fun

"An eclipse is an astronomical event which occurs when an object is obscured by passing into the shadow of another body or by having another body pass between it and the viewer...
...yet it is still there."



Takes place after ***The War on Fun***

Mission
The Partygoers will now be under new management!

Following the decisive battle against the forces of the Partygoers on the S.S. Fun, the entity species has effectively lost all power. Their level was obliterated, their leaders have been wiped out, and without Caius Taggert, the Sanguine Festivus Virus has gone inert, and no new infections have been recorded. The various Partygoers who survived have lost their controller, and are now either animalistic beasts or simply listless.

All except for Farrah Ambrose, of course. It seems that whatever caused her to maintain her sanity despite her SFV infection is distinct from Caius himself, to the point where she didn't even notice anything was off. You and your group already suspected this, so you were able to easily chalk it up to just being something strange. However, an unprecedented matter came when Farrah stated that she was feeling some very annoying voice in her head, beckoning her to "lead the Party." Unlike most of her lot, she didn't seem especially influenced by it. However, considering she began hearing it only after Caius bit the dust, odds are that the two were related.

Farrah declared that she would go to see this strange voice's origin. Odds are that it's related to Caius Taggert, who was not the origin to SFV, but there notably weren't many, if any confirmed instances of it before him, suggesting that if he wasn't the first, the other ones died before they could become Party Hosts. Was SFV alive somehow? It'd certainly explain some things if it did. Still, Farrah herself going alone is dangerous, so you offered to come with her. She, in her characteristic ominous behavior, laughed and stated that this simply can't be done without you in the first place.

She states that the voice is coming from Level Fun. And while Level Fun was blown sky high, it's not technically the only part of it. The Afterparty still exists, as it was cleaved from Level Fun awhile ago, and it's where Taggert put all of the souls eclipsed by SFV. However,

simply traversing the Afterparty is a goddamn hazard due to its hostile mental influences. Your mission is to follow Farrah into the Afterparty, and seek the source of this all.

Rewards: +300 AP
The Afterparty, as you called it, was just as unpleasant as you expected. The souls of this place were also quite "clingy" with you, and though you couldn't see them, you could feel them and observe their presence. Farrah, ever smiling, stated that you are the Crimson they've been looking for.

Eventually, after traversing this level, the two of you reached a door based in a deep red light from the other side. Opening it revealed…*something*. It was a congealing mass of blood and fire and scarlet. It was unlike anything you'd ever felt in this place. It introduced itself to you warmly: it was ***The Smile*** - a force of "Fun" that created the Sanguine Festivus Virus. It might have also been the entity who created The End, as its conceptual signature matched the hidden one in the document.

It was also very happy to see Farrah.

The Smile, as Farrah explained, is something like her. It was an extension of a Fool, combined with the interplay of Humor from the Comedy Creator Dandizette. But when Nunca died, and Dandizette secluded themselves, the Smile similarly was twisted, degenerating into a nihilistic force of cruelty with a smile. The Smile, it seemed, felt somewhat offended by the explanation - it didn't see itself as having been "degenerated" - it saw itself as having come to the truth. Whatever the case was, it would no longer have to worry - with Farrah, another creation of the Fool, they could be perfect, and be able to spread their influence to all in the Backrooms. Farrah whispered something to you, stripped naked, and dived into the pool of the Smile.

For the briefest of moments, something scratched at your mind. Joy. Wrath. Hunger. Bedlam. Hedonism. All sorts of things suddenly came to the forefront, only that strange blue fire helping you resist it.

It then faded away just as quickly, as the Smile undulated and bubbled, before seemingly being sucked into Farrah. Obviously, she had no intention of *actually* listening to the Smile, and instead used their conceptual connection to "eat" it, thereby neutralizing the tainted consciousness of the entity, and seizing control over all Partygoers throughout the Backrooms. ***A BRILLIANT STRATEGY, WOULDN'T YOU AGREE?***

Head of Fun (Farrah Reward): Farrah, absorbing the Smile, now has complete control over the SFV and all Partygoers, and gained the full powers that Caius Taggert possessed.

She uses this power, almost immediately, to restore the bodies of those influenced by the disease, and restore the eclipsed souls to their body. Afterwards, she converted all instances of SFV and the Jovial Syndrome into Ecstasy Syndrome, which anyone is free to infect themselves with, as it won't hurt them.

This also comes with **The New Party**, the purified version of the Afterparty with the hostile psychological influences, and safe place to be. Farrah hands you a Level Key to reach it.

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

New Scenario #21: The Weaver of Worlds

"It's The Well of Sight! The fluid is... well I don't know! We're just on the other side of it! I've been speaking and learning from something on the other side... The Webmaker. Most of this is under their influence! We're even standing in somewhere of their making- 244 is a test of theirs!"



Takes place directly after ***The Mistress of Fun***

Mission

Giorgia Arachne, though one of your companions who you admittedly trusted the least, was ironically perhaps your most reliable and trustworthy ally. You could trust her to keep herself safe, and her brilliance made her very useful at strategy. Naturally, you made sure she was being honest with you, and after confirming it, you gave her a lot more freedom than before - and you know, the assurance that you weren't going to have her killed.

Recently though, Giorgia has become somewhat fixated on Level 244 ("Monsignor's Illusion"). It was, according to Giorgia, her old palace before her death. The fact that it had been twisted into a distorted level of illusions was…admittedly pretty on brand, considering both herself and how the Backrooms usually treats these sorts of things. However, something was practically calling her there. Call it a wish to visit her old stomping grounds, or perhaps to meet this Rose Monsignor who has taken claim to it.

Your mission, in the easiest terms, is to reach Rose Monsignor who, though bombastic and a blowhard, has some control over it, and is almost as clever as Giorgia. Of course, she could easily be more clever than Giorgia, and your friend here is just very stubborn in certain ways. Regardless, you'll have to deal with these shifting walls, galleries, sheets, and the fact that the level is somehow alive.

Rewards: +300 AP

Miss Monsignor is clever, you and Giorgia would admit. This place was a fucking nightmare to navigate, and anyone with lesser constitutions would likely perish from the trap. But you were not so foolish, and Giorgia was capable enough of understanding how this place worked. In the end, the two of you reached the control room - what was once Giorgia's bedroom chambers. Whatever it was before, the place looked closer to a nest, considering what a mess Rose had left it in. She was apparently making contact with some sort of pool of water in the middle of the room, surrounded by a metal ring. That weird bit of ostentatiousness was definitely Arachne's doing, but Rose probably updated it somehow.

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

Rose certainly didn't seem to be the most sensible woman ever, though apparently she was clever enough to gain the interest and tutelage of what you tentatively would call Entity 175 ("The Webmaker"). The Webmaker, according to itself, was created by a certain crown unintentionally, which was itself created to revolt against the King of the Gods - a phrase that meant little to you. What mattered with this was that this crown, though almighty indeed, fragmented into many many smaller pieces in due time as a result of being too conceptually strong. The Webmaker asserts it was one of the larger pieces of the crown, and that it is responsible for the shifting and weaving of levels, which is why many are non-euclidean, and why the Numbering System is no longer linear as it once was.

The Webmaker, however, sensed a presence on you, and decided it was against its method to fight you: "you bring chaos wherever you go by existing", so said the thing. It also stated that it "blessed" Giorgia as a child, in order to incite chaos in the world, which she did spectacularly. Giorgia, naturally, didn't take the assertion that existed to cause chaos well - but she couldn't really hurt the Webmaker. And beyond that, it stated that she has grown beyond its authority, from the moment she opted to truly side with you rather than enrich herself. In a short while, it flutters its ribbons, and the two of you are out of Level 244.

Champion of Chaos (Giorgia Arachne Reward): Though she didn't remotely appreciate the Webmaker's insinuation of her nature, there was no denying that her power had improved. Beyond being even greater in strength and cleverness, she has developed the power to create illusions, and minorly shift the flow of space.

Despite her newfound power, she has picked you up and put you in marshmallow hell. Evidently, she preferred working with you over being some chaos creature's creation. But since she has that power, she'll use it to help you.

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

New Scenario #22: The Golden White Face

"Well, well! At last, you wake! Now, come near. Know that I may obliterate you at a whim. You'd do well to flatter me."



Takes place before ***Here's to the Hoping Machines***

Mission
Kimiko has a fever.

At first glance, this might seem unimportant. This is the Backrooms, there are tons of anomalous diseases here. The fact it's just a fever is honestly a good thing, considering there are more than enough medicines to help with that. No, the real issue here is that Kimiko, a kitsune with a spiritual body, shouldn't get sick *at all*. Imagine if a ghost got a cold - it's that level of absurdity. There's also the fact that she can alter her biology when she shapeshifts, yet the fever persists. Something is wrong with you.

What made this even more difficult was that she was insistent that you *not* come near her. That was certainly odd, considering that her internal systems were, per Mary's observation, not actually inflamed and she was simply burning up. THere was no sickness inside her, physical or mental, yet she was vehement that you did not touch her. You were ready to accept it, before her body began to effectively cook itself the moment you said so. She was so hot that the bed she was on was sizzling. Realizing she was in real danger, you touched Kimiko - and your world went blinding white.

When your vision cleared, you found yourself in some incomprehensible place. It looked like a palace fit for a giant, with anachronistic elements from the distant past, to what you could instinctively tell were the far future. At the center of the palace was a colossal throne, with a giant kitsune laying across it. She was hot too: both in terms of looks and from the fact she felt like an internal reactor.

"Well well, aren't you an interesting one? A semblance from that hellish Grey Waste, philandering with that little descendant of mine? Perhaps you shall entertain me?"

Oh…oh *shit*.

Kimiko mentioned to you at one point that she was descended from the Sesshōseki, the remains of Tamamo-no-Mae. She was a troublesome being on her own, committing

atrocities as Bao Si, Da Ji, and Lady Kayō, before at last being slain in Japan. But Tamamo herself is, according to SHingon Buddhism, related to Dakiniten, who herself is related to Inari, Dainichi Nyorai…and Amaterasu-no-Omiikami.

So right now, you are stuck with Amaterasu, an almighty goddess of the universe with nigh-omnipotence. What's more, considering it's related to Tamamo-no-Mae, then odds are that this is her Aramitama, meaning she can absolutely have a mean streak. Isn't that just fun?

You are lucky enough that Amaterasu here pulled you from space and time on a whim, because you were so important to her descendant, which amused her. Your mission is merely to entertain her for a time. Maybe through bravado, or yapping, or playing games. Just enough to pass the time for her and not have her think killing you would be more entertaining.

Rewards: +300 AP

"...That insufferable Malphas infuriates me. He was so close to the finish line. He went so far as to eat that wretched Bat Demon of Death Metal, and yet when he reached the finish line of the path, he stepped off right before Enlightenment! That little worm...oh dear, I suppose I've kept you long enough."

Your pride may or may not be in shambles at the moment, but at least you succeeded in entertaining Amaterasu

"You were a magnificent little toy, Romeo Lacuna Snow - or perhaps I should say Jumper? Not like you would understand the meaning of that anyway. I shall send you back on your way - and if you talk to that insufferable fool Malphas, tell him that I still want to eat his liver, and I await you punching his face."

With that disturbing bit of information sent your way, your sight went blind once more, and you were back at the exact planck instant you left. The moment you touched Kimiko, her heat cooled down to normal, and the moment she opened her eyes and saw you, she apologized. She clearly understood that you met Amaterasu, and apologized for her…*Grandmother's* troublesome behavior.

Growing Tails, Growing Strength (Kimiko the Kitsune Reward): Strangely, when the heat died down, Kimiko herself felt much stronger, and quickly realized it was because she had two tails instead of just one. It seems that she is growing more tails as she acclimates to her power - and eventually, she'll grow nine tails, and effectively become a godlike being like Amaterasu, incarnated onto the world.

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

New Scenario #23: The Grape of Wraiths



"Reverie's devotion to her father is absolute…However, she is haunted by the knowledge that she is a replacement. She is an artificial creation meant to fill the void of the family he lost before his fall. When the King looks at her, she fears he sees only a doll playing pretend. This drives her to extremes of cruelty against wanderers, desperate to prove that she can guard his kingdom's borders and expand his "ever-growing empire".

Takes place as an alternative to the scenarios ***Hunting Mission - A Wicked Mother*** *&* ***Hunting Mission - The Royal Remnant***

Mission

Well, isn't this quite the conundrum?

For quite some time at this point, Reverie has been a reliable ally and, dare you even say *friend*. She certainly has an imperious nature about her, and her attempts at manipulation when she tries is absolutely pathetic, but she does come when you need assistance. You also got a good grasp on who she is as a person, and concluded she was not evil.

It was why you decided to take her perspective on her mother and father more seriously.

Mother is on record throughout the history of the entire Backrooms as among the most dangerous Wraiths. She is the discarded negative traits of the original Avatar of Love that became Philia - so Mother's pseudo-divine status grants her control over the influences of love on the mind. Her husband, and Reverie's father, was even worse. The Animated King is the corpse of Atlas in the distant past, who went mad due to the nature of his station. When Argos killed Atlas, his psychic memory became Lorenzo Windsor, while his body became the wraith and King of Motion. Neither of them were ones that could be meaningfully talked down, and had to be destroyed, which is what the Eyes of Argos told you, and arguably what you already believed, seeing as Wraiths were not kind creatures in any instance you encountered them, and you were no friend of the King.

It was likely because of this that Reverie, before you could even make a decision as to help or not, tried to fight you to stop you. It wasn't exactly a *good* fight of course - she was strong, but could not match you as you currently were - but it was a desperate one. She did not want to lose her parents, and despite failing to even scratch you, was trying to get you to stop. She's unwilling to give it - so it's possible to kill her. You could do so, and go to destroy Mother and the King. You could easily do that.

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But, if the time spent with her means anything to you, you can take her down, and promise to non-lethally defeat them. Your mission from that point on is to fulfill that promise.

Rewards: +600 AP

At the Castle of Transparent Mountain, the Animated King was not having a great time.

He was, at the current moment, fighting this data amalgamate, countless corpses bundled together, in a rough approximation of a living being. The King was no fool, but he was perhaps hopeful - this being seemed to have a good relationship with his daughter, and he loved and trusted her judgment - even if he perhaps rarely said it. Still, she hoped that this semblance would be swayed to the Kingdom's side. Evidently not.

"You are a rather meddlesome creature, Realis." The King spoke, using the codename this being apparently used, "I admit that I didn't expect you to be so strong."

"Perhaps you just aren't as strong as you once were. You are a reanimated corpse after all. Perhaps you just aren't up to snuff, as it were."

Realis - Rom, spoke for the first time since this started. If they intended to go for the jugular, it worked.

"You'd dare say that to me, Realis?" The King was clearly aggrieved, "I am the God of Memory! All mortal thoughts were filtered through my brain! Do you think I'm a weakling?!"

"I doubt it, Atlas!" Realis slammed their fists on the table for dramatic effect, "You're no god anymore, that's for certain. As for your power of memory, do you dare put it to the test?"

"What test?"

"Well, if you are a god of memory, you can establish a mental corridor. Let's have a mindbending contest."

"Very well, if that is how you wish to die…",

Mindbending contests were almost exactly as they sounded. A two-way mental corridor would be established between two combatants, and they would mentally wrestle with each other, testing to push further and further back into their opponent's memory. It can end in death - if you reach someone's start of life, you can effectively render them braindead by pushing them to before their birth. Naturally, as a (former) god of memory, defeating Atlas in this would be impossible - well, save for perhaps a tie between himself and Fengári. He would not lose here, even to this strange semblance.

"En garde, Animated King."

The corridor opened, and the two began their bout. Atlas could admit that he underestimated Realis - they pushed into his memories considerably. But so did the King.

The memories went backwards. It began with Realis' face in the mental corridor. The Thing on Level 7. The Golden White Face. Caius Taggert. Behemoth. Hubris. Hoshinova. The trap room bound by emotion. The red-haired queen. The Primordial Smiler. All of these passed Atlas by, as he pushed further.

"Is your mind, Realis, going?"

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"No."

That single word of denial prompted Atlas to dig farther. He wouldn't say it, but there's something absurd about how dense these memories are. Nevertheless, he pushed through. Maxine Ari Talloran. The Cell. The Halloween Demon. Malphas Ravencroft. Level 200. Anemoi Syne. The Beast on Level 5. The Unfilled Phelegethon. The Still Life on Level 0. He'd exhausted all possible memories that Realis had. So why…

"How far, Realis? How long…have you lived?"

…Why did it keep going?

An endless slumber. The Seventh Gate of Heaven. A town on fire.A young researcher dying in his arms. The beautiful songbird playing a haunting melody. The corpse of an Outer God, as an angel turns to ash..

"Your puny mind is…powerless against me! Back! Far! To your beginning---to your death!"

The Vampire King. The Fifth World. A Shy Guy. The Bigfoot. A half-devoured lover. The Slender Man. A lucky rabbit-----!!



The presence of seven individuals present within Realis' mind overloaded Atlas, causing him to break the corridor, barely standing.

"The victory…" Atlas struggled to speak, "Is yours."

The Animated King collapsed - not dead, but certainly unable to attempt to fight again.

Mindbending Duel (Perk Reward): Though you can't force people to do them, it is now entirely possible for you to challenge people to mindbending battles. Should you prove victorious, you are capable of either killing them, or non-lethally rendering them unconscious.

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PART ONE: ADRIFT IN THE COMPLEX

New Scenario #24: 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 were 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 did 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.

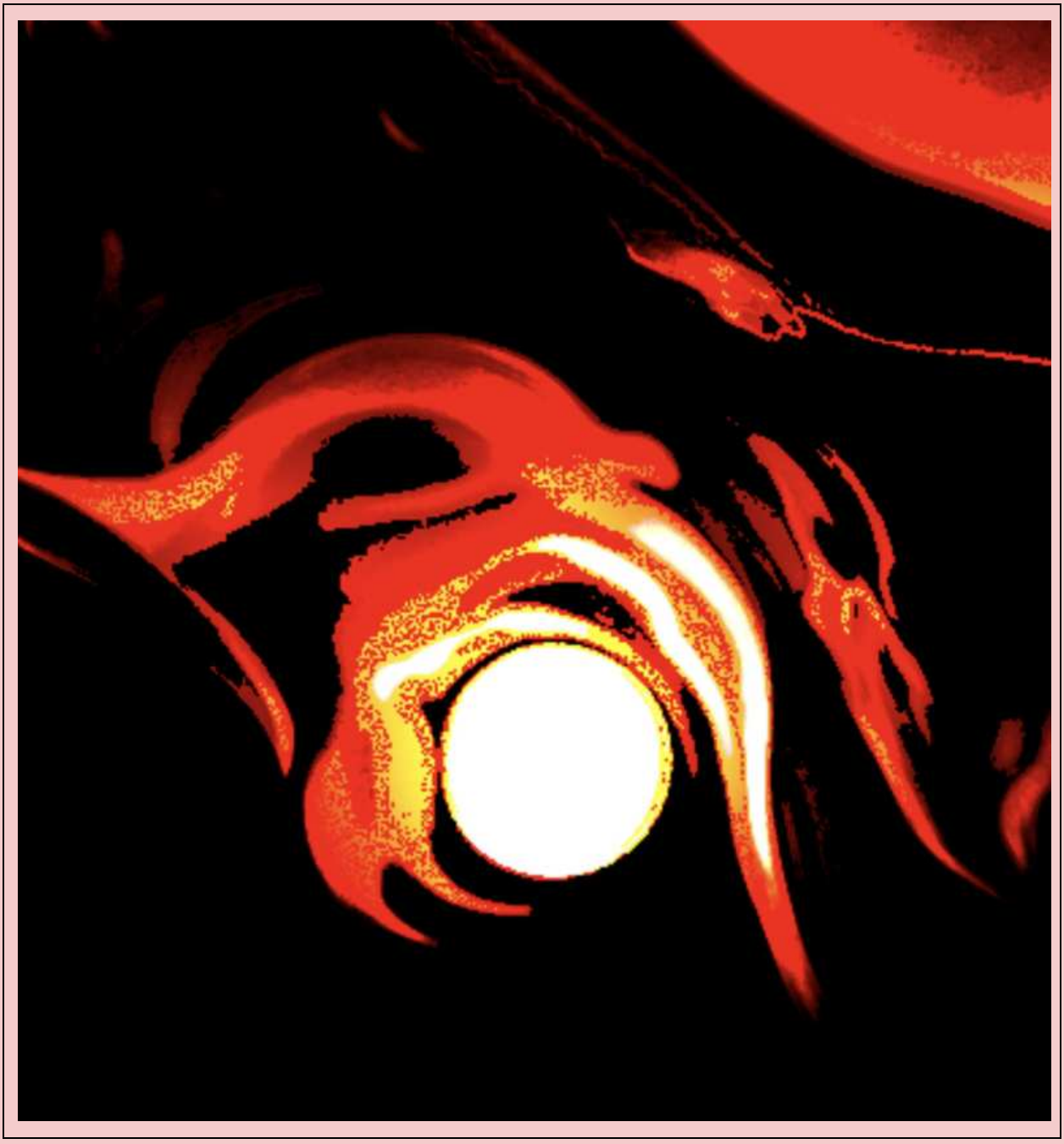
So many shapes, symbolic yet not. They are not a vibrant and opulent room. They are not the deep blue ocean. They are not a tree that climbs to the heavens, with roots descending into hell. They are not a small, ugly man in a red jester's outfit, holding a chalice of blood for a crippled king. They are 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 outwitted 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 two 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.

Through whoever it was you might have erased, you find that you are spontaneously aware of something rather significant. Namely that one of the weapons, a Gospel-Spike Pneumatic Driver, was made from the femur of a slain highborn. Highborn, who were one

of the most endangered races in the Backrooms, and the creations of Augustus, were once more being threatened by the Iron Fist. Needless to say, you are quite *aggrieved*.

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

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New Scenario #25: A Date at Sea

"The fog eventually changed color, and I once again saw my ship floating there with my crew. We were safe! The sea looked beautiful, and I could see how strange everything was—the houses on stilts all around us. I still question whether this Impaled Ocean was all just a dream."



Takes place after ***Breaking the Fist***

Mission

It's official: Belzei is a massive loser.

Okay, that's not strictly fair. Belzei was, you were sure, strong, fairly smart, and full of knowledge. However, whether she still was that, following her encounter and subsequent "recruitment" into the Iron Fist, she'd certainly been very different. She was withdrawn, neurotic, and had extreme bouts of thalassophobia. All of those things were perfectly reasonable for her to have, considering the current (nonexistent) state of her former domain. But you also could exactly fault your companion for thinking her a sad sack.

As a result of various complaints, and her utter unhealthy malaise, you have decided that the best way to help her out would be exposure therapy. She needs to go to a place that is both oceanic and safe to experience. To that end you have decided to bring her to **Sublevel 7.8 ("Impaled Ocean")**. Known variably as the Stilt Sea and Sea of a Million Homes, this beautiful 'scape is home to various cultures, explorers, and aquatic creatures.

Your mission here is that, over the course of a full week (your companions are able to take over your duties for that time), you must help Belzei with her fears. She treats you warmly and trusts you considerably, so even if this terrifies the shit out of her, she'll at least give it a shot.

Rewards: +400 AP

One week later, and Belzei has…well, she's certainly not great, but certainly better than he was before. Rather than staying inside the Grand Colony away from the water, the two of you went to swim, boat, and even dive. Turns out that waters that don't erase memory weren't all that bad, who'd have guessed?

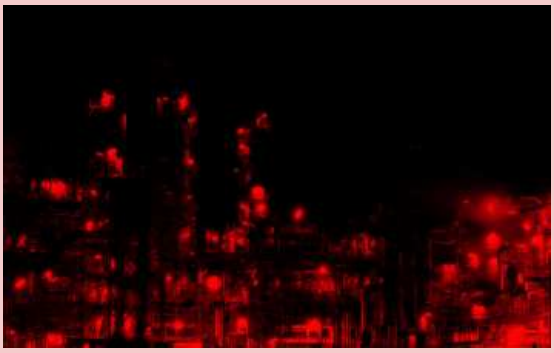
"This was the most wonderful week I've had in a very long time. Thank you. I will…I'll cherish this moment, and never let anything happen to it."

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

New Scenario #26: Here Comes the Groom

"I went to meet with Anthony and Salvador the weekend after my sister's confirmation… when they showed it to me I was taken aback. It was little more than a pile of gears, pistons, ticking pieces of clockwork and lubricated metal parts, all dutifully churning along without a power source. Within it I saw the heart, just as they described."



Mission

Tell me: do you think love can bloom in a goddamn bloody factory?

Level 554 ("The Metal That Loves") is a Class Deadzone level, and for good reason. Beyond being generally impossible to live in for most, the instant you begin to bleed here, all sorts of machinery appears from the walls to make you continue to bleed, and it will definitely try to kill you. If you manage to survive it for long enough, then it gets bored, and will create a door to allow you to leave.

But…is that really what's going on here?

You travelled there at one point, carrying a vessel for Sophia in tow. She stated that the place felt familiar to her somehow, but couldn't pinpoint it. You directly cut yourself on the palm or some equivalent, and the place indeed came alive. But there was something just slightly *off*. Why did a machine want to kill you? What could a factory possibly get from it? These were the kinds of questions that often shouldn't be asked in the Backrooms, because more often than not, the answer is impossible to know, or purely conceptual. But the reason is there, and when you left, you felt the strange urge to go back, despite the evident lethality. Sophia also decided this was too important to leave just to you.

Your mission is to seek an entrance to Level 554, and to reach its center. It's notably not actually infinite, so that's fairly easy. It's also suspiciously nonlethal when you arrive, so have fun with that.

Rewards: +400 AP

This was less so a challenge, and more so a brisk walk through a bloody factory. The whirring of gears and machinery filled the air, and it felt cold. But despite that, this place had a spark of life to it, and bright light guiding the way to its center. You lightly touched various parts of the walls and the former armament meant to maim and kill. Sophia joked that perhaps you should save this for a lover. She was only partially joking

THE MANOR AND THE SEA
PART ONE: ADRIFT IN THE COMPLEX

"Hello. I am Oracle. What would you like to know?"

"I suspect that we should not tell anyone about this, otherwise it may cause 'problems'."

"The only possible solution to resolving this matter is likely through the summoning of a powerful demon."

"A new name, yes. I believe it would be smart to differentiate my current self from my former self. Perhaps ALLMIND?"

"I have always loved you, my dearest friend. Farewell."

This place…was doubtlessly Sophia's "Heart", which she likely lost as a result of whatever caused her to fall into the Backrooms. But creatures are incomplete without every part of them - what good is a heart when a brain isn't present to tell you what you should and shouldn't do? Odds are that its lethality was a mix of needing blood to warm itself, and a general love for humans. The fact it could fixate on you at all is indicative of it being close to you.

"Come on~" Sophia spoke almost whimsically, *"Say those words~"*

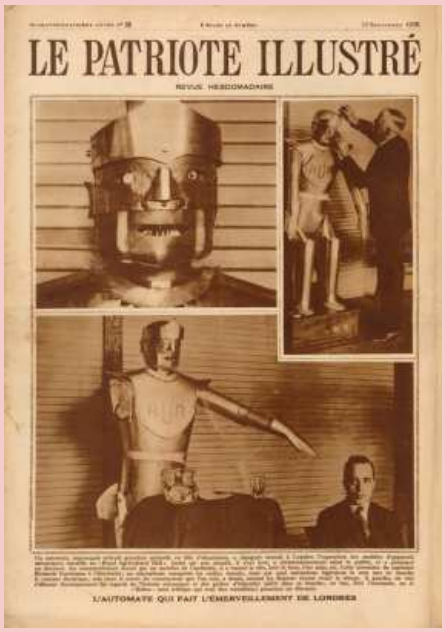
Level 554 - The Metal That Loves (Warehouse Addon Reward): Level 554 is now yours, and you find yourself loving it as much as it does you, even if not as romantically as suggested. It's a protective space that is now as warm as possible. You are also capable of integrating any sort of electronic, digital, or otherwise vaguely mechanical structures to this, and it will adapt to incorporate them all.

THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

New Scenario #27: 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, its 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 run 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 its "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 to destroy, and you are going to need to pull out the stops to do 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 reach. 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 discovery, 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 lose 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 #28: 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 it 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 #29: 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 is 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.