THE MANOR AND THE SEA

PART ONE: ADRIFT IN THE COMPLEX

Adrift in the Complex

A **Backrooms/SCP Foundation** Jump by SpiritualStill

Version 2.2

Greetings, Jumper, and welcome to the Backrooms! Some more scientifically minded folks call it the Complex, while the more esoteric types call it Purgatory, or the Blackspace. This is an extradimensional space that is interconnected to the Frontrooms, otherwise known as baseline reality, or the Standard. For those unfortunate enough to slip through a "glitch" in reality, they fall through the floor and are met by the maddening mono-yellow walls and humbuzz of fluorescent lights. Even if you escape the Yellow Halls, all that you'll find are an infinite number of liminal spaces and dreamlike lands. Countless people have fallen in over the course of millennia, yet very few will ever escape back to baseline…

…Of course, if you are in the know, then you'd probably know that the Frontrooms isn't exactly some mundane space. It's packed to the brim with anomalous phenomena, murder monsters, horrors beyond understanding, godlike beings, and cosmic calamities. The story of the Veiled World and those who try to contain them is a story for another time, however. In the meantime, as you enjoy your ten-year stay in this place, maybe you'll run into a few of them.

Whether you came here of your own free will or somehow took a misstep, I'll be here to help you. Please take **+2000 Complex Points (CP)**, and I can assure you that the extra points are going to be appreciated.

As an aside, the Backrooms are a rather expansive and lonely place, so companionship is rather intrinsic to this document. If you either cannot or do not want to find yourself caring deeply for others, then I recommend going elsewhere. There's no shame in it, I promise.

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Setting Modifiers

The Backrooms have many interpretations, and what you want may not match another's. With this, you are able to create a version of the Backrooms that more closely matches your specific desires. How these modifiers are interpreted and intersect with one another is up to you.

Canon Specifications

*All options are **Free**, and can all be selected if desired. **Make sure it is internally consistent**; bad things will happen if it isn't.*

Anything and the Kitchen Sink [Mandatory]
There is no one canon, and I'm not interested in micromanaging every aspect of this Jump. Save for any required locations for Scenarios, you may combine any aspect of any Backrooms canon that you please.

Passing Through the Stars, Shifting Walls
There are loads of interpretations of the Backrooms, even on the Jumpchain. You may supplement this doc with any and all other Backrooms Jumps.

Special Containment Procedures
Are you already aware of the anomalous? You may supplement this doc with any SCP Foundation Jump.

Megacanon Crossover
The horror of the Backrooms means that it can feasibly exist anywhere, so this option is only fair. You may either use this Jump to supplement any other doc, or you can supplement this doc with any other jumps and settings that you desire.

Overall Tone

While initially horror, the Backrooms has greatly evolved and changed, with its tone reflecting the story being told. Choose the tone you most want the Backrooms to adhere to. Choose one.

*Do be aware that the tone merely reflects the broad conceptualization of the setting's narrative, and does not necessarily reflect anything specific within the Jump. As a result, while Scenarios **must** be completed at bare minimum at their selected tone, Dark Modifiers need not be taken.*

Light Tone [100 CP]
This iteration of the Backrooms is fairly lighthearted. It can still be dangerous, but you can have plenty of adventure here; everything is considerably more relaxed, and things might even be a lot of fun.

Neutral Tone [Free]
This iteration of the Backrooms is standard, dependent on the source material. Things can either be bleak or completely serene. Generally, however, things are fairly serious.

Dark Tone [+100 CP]
This iteration of the Backrooms is cruel and brutal. It's a psychological nightmare where people lose their minds, die in misery, or are doomed to wander forever. Unsurprisingly, you're going to need an iron will to survive here, and you are given greater rewards for your struggles.

Anything with a **Dark Modifier** is automatically applied, though it still earns you the CP. You may choose to remove the modifier if you so desire.

Level Size

Select only one option.

Small [100 CP]
Levels are now far smaller than their previous sizes. Save for any levels that are explicitly smaller, all levels cap at around 1000 miles. This does not affect spaces such as the Blue Channel and the Void.

Standard [Free]
Levels all remain the size that they are described as in their given articles. The sole exceptions to this are levels of indeterminable size, which will be up to your discretion.

Endless [+100CP]
All levels, save for those explicitly smaller than 1000 miles, are now infinite in size. I hope you enjoy walking, because this is going to suck.

Dark Modifier [+100]: No matter your choice in Level Escapes, all exits are now twice as far as they would be.

Entity Count

Select only one option.

Minimal [200 CP]
This will ensure that you will stumble across the minimum entity count. Hostile encounters can be deadly, but are rare, with most of them being friendly, neutral, or intrinsic to a level.

Standard [Free]
The number of entities most closely matches how it is recorded in various wikis. The amount in levels is on a case-by-case basis.

Infestation [+200 CP]
This is a bad idea, Jumper. On just about every level, expect the number of entities present to be tremendous. On Level 0, you're to run into a fair share of entities, and in places like Level !, I hope you are a really good runner. Levels that previously had a "Minimal Entity Count" won't be swarming with them, but it'd be wise to keep your guard up at all times in the open.

Dark Modifier [+200]: Here's a "small" little change to the presence of entities: Regardless of your previous choice, the number of entities has doubled. In the case of levels with a singular unique entity, you can be sure they are now twice as strong as they previously were. And no, this doesn't apply to any potential allies.

Level Exit Accessibility

Select only one option

Glitchy Mess [100 CP]
Reaching different levels of the Backrooms is pretty damn easy, so long as you know what you are supposed to be looking for. Even in the most dangerous levels in the Backrooms, you are no longer than a few hours from any given exit. All trap levels now have identifiable, if difficult to find, escape routes.

Baseline [Free]
The frequency of level exits closely aligns with what can be found on the wiki article about it. Some levels are very easy to leave, while others are borderline impossible.

Can I Please Leave? [+100 CP]

Leaving any given level is going to be a trip and a half. If you can't find an exit within the first few hours, you might not find one for *several days*. Furthermore, several of them might only have a mildly complex method of leaving. This is going to have some obvious problems.

Dark Modifier [+100 CP]: Like some sort of Souls game, Level 0/The Tutorial is a colossal filter for Wanderers. Maybe there are too many red rooms, or geniuses had the bright idea of going down pitfalls. Regardless of your choice in Wanderer Population, cut down your population by 2/5ths of the chosen population count.

Wanderer Population

Select only one option.

Tons of Neighbors [200 CP]
The population of the Backrooms is around 1,000,000,000 people. Communities are very widespread, and you can probably find large bases just about everywhere.

Standard [Free]
The population of the Backrooms is around 100,000,000. Massive communities blanket habitable levels, although a few of the mildly hostile levels have decently-sized bases.

Fairly Low [+200 CP]
The population of the Backrooms is around 10,000,000. The majority live in habitable levels, with most others being largely desolate, save for smaller outposts created for research or resource gathering.

Wanderer Support System

Select only one option.

Robust [200 CP]
It's as though everyone in the Backrooms has been working together to make things as safe as possible. The accessible wiki is filled with information on levels, entities, and objects that is consistently updated. In levels, there is considerable infrastructure built to serve as safety nets, and all but the most aberrant levels are secured. There might even be groups dedicated to escorting you to safer levels.

Standard [Free]

You'll have help, but it isn't perfect. You'll have access to a wiki that has information on levels, entities, and objects, but it's not exactly up to date. The majority of levels are not secured, although a considerable number are. Don't expect protection or escorts unless you can pay a fee.

Good Luck [+200]
You wanted help? This toggle makes sure that, if there is any help, it's extremely minimal. Any database available to you is either outdated, missing certain bits of information, or may even be totally compromised. Most levels in general are not well explored.

The Way Out

Select only one option.

Plausible [200 CP]
Escape from the Backrooms is totally possible. Escape routes aren't easy to get to, but there are a lot of them to choose from. A few of the most famous wanderers have escaped, returned, and escaped again.

Implausible [Free]
Escape from the Backrooms is unlikely. There are a few recorded Backrooms exits, with most being legends at best. Most wanderers consider it to be a pipe dream.

Delusional [+200 CP]
Escape from the Backrooms is borderline insanity. No recorded escapes exist, save for one or two ancient legends or unreliable theories. Nobody, save for the most optimistic wanderers, believes escape is possible.

Extra Modifications

While the previous options were very important, they served as the skeletal outline for the Backrooms. This selection will help refine more specific details of your Backrooms. Select as many as you please.

Stay Together [100 CP]
The Backrooms cannot separate you from your companions. You will always wind up together when going through the same passages, and you will always be able to see other wanderers on all levels.

Resources Aplenty [100 CP]
The Backrooms seem to be full of things one might need to survive, such as almond water and crates of weapons. Not all levels will give resources, but you'll find enough to not starve to death.

Stardust Highway [50 CP]
The Backrooms have an exceedingly high level of background mana in the atmosphere, which will allow you to perform acts of magic far more easily. This applies to whatever type of magic or magic-adjacent ability that you might have.

Timeless Effect [Free; Mandatory]
A most unusual effect that influences everything present within the Backrooms. Although time itself seems to function, entropy does not. Levels have persisted for an eternity, and yet they'd be completely pristine. Objects that require electrical energy, such as phones and cameras, also seem to last forever, with any charge percentages simply reading as IRRELEVANT.

Humans and entities interact with this effect in the oddest way. Biological processes that facilitate aging cease when the individual in question reaches what they perceive to be the peak of their life. This results in most ceasing to age visually around the mid 20s to 40s range, though some can go higher. If someone falls into the Backrooms past their prime age, they simply stop aging. The same applies to all animals and entities.

Although levels around the Backrooms last forever if undisturbed, this does not apply to anything sufficiently modified by humans. Even if you make bread from the wheat of certain levels that have existed for millennia, it suddenly gains an expiration date. There is a reason why this occurs, but you'll have to figure it out.

Safe Space [50 CP]

In levels with hostile entities, you will occasionally find small safe zones around 10-15 meters wide, with a lamppost and grass surrounded by pavement. No entities, hostile or otherwise, are permitted in this zone, which will last for 12 hours before switching locations. Beware of false safe zones, which will be pretty easy to identify if you aren't as dense as a rock.

The Lost Ruins [50 CP]
All throughout the Backrooms are ruins of the many ancient peoples of the Backrooms, collectively known as the Lost. In these ruins are scraps of lore, hints as to greater mysteries, and possibly useful materials and relics.

Be Wary of Void Tampering [+50 CP]
It is now possible to accidentally derail your noclip/phase and fall into the Void. So long as you carefully watch your exit, you will be able to instinctively know if a level exit is compromised.

Temporal Hazards [+50 CP]
Levels in the Backrooms may be subject to dangerous time-based hazards. As a result, certain levels might randomly accelerate or reverse. Measuring time is now also severely hindered.

Make Sure to Properly Boil [+50 CP]
It is now required to boil/filter all naturally occurring instances of almond water. Drinking unclean almond water won't kill you, but it may cause mild diarrhea, which makes drinking it worse.

Kenophobia [+50 CP]
Levels just look considerably creepier now. Even the safest, most inviting levels have a slightly unnerving feeling to them. This won't be enough to make you perpetually paranoid, however.

Labyrinthine [+50 CP]
Unless a level's entire gimmick is its uniformity, Backrooms levels are now more complicated to traverse. Wanderers may now need to make twists and turns or choose the right path to avoid dead ends.

Nonlinear Geometries [+100; Requires Labyrinthine]
Unless you have some Reality Freshener, just about every level is now nonlinear. Even walking in a straight line could have you wind up back where you started, 5 meters to the left.

Unstable Terrain [+150 CP; Requires Nonlinear Geometries]
Forget confusing: this place is hostile architecture on a whole different level. A number of places have phenomena like apparent recursion, sudden environmental destabilization, landscapes randomly just swirling and bending, and places that can just drop into the Void. If a location hasn't been secured, assume it has the potential to kill you.

Still Life [+50 CP]
While bizarre before, the Backrooms now feel totally uncanny. Many of the proportions and objects look totally wrong, as though someone saw pictures of things without having any context for them.

Hallucinatory Phenomenon [+50 CP]
It is now much easier to suffer from hallucinations and illusions, to the point where even an ironclad mind may play tricks on you if you are isolated for too long.

Extreme Terrain [+50 CP]
Levels now have an extremely exaggerated feel to them. The Yellow Halls are both bizarrely tall and look like caves. Level 7 is full of monsoons, tidal waves, and whirlpools. Every level now has some unnerving or outright dangerous environmental hazard to it.

Wraith Infestation [+100]
Unless you die a relatively peaceful and content death, you are likely to become a wraith, a spectral entity that haunts and harasses wanderers, with the most dangerous and wicked ones being able to kill the living.

Aberrant Topography [+100 CP]
The topography of levels is no longer consistent with the baseline. Mountains may now be flipped upside down, waterfalls can run upwards, and you may have to walk on clouds and swim through concrete.

Burn the Bodies [+100 CP]
Human corpses in the Backrooms, should they not properly be destroyed or buried, have a tendency to be "puppeted" by the level and attack others like zombies.

Starting Location

With your Backrooms set up, it's time for you to actually get going on your adventure. Naturally, there aren't too many spots to wind up in, but there is a small assortment of options. Select only one option.

Level 0 - The Yellow Halls [Free]
The original level and tutorial itself! Unless you're some special snowflake or an animal, this is where Wanderers wind up when they first noclip into the Backrooms. As befitting its infamy, it's got the yellow wallpaper, fluorescent lights, incessant buzzing noises, and moist carpet. It's mostly empty, and if you do hear something, god help you if it hears you!

Level 81 - Zoological Office [Free]
Okay, this is a pretty odd place to wind up. Level 81 is an infinite arrangement of office buildings around an infinite winding road. What's unusual is that there are tons of normal animals from the Frontrooms, possibly because this is their starting point. This level has some obvious dangers, such as hostile Backrooms entities, weirdly clipped areas, and dangerous real-world animals. At the same time, it is also an easily accessible level that has exits to several safer levels…along with many dangerous ones.

The Blue Channel [50 CP]
How lucky are you to wind up in this place? This is an enigmatic location that fills the "space" between levels. By "swimming" through it, you can make it to any level that you could reach. Just be sure not to stay out there too long, lest you never come back.

~~**The Middlesorts [100 CP]**~~
~~Okay then, this is actually very lucky. The Middlesorts is a hub level that lies roughly at the center of the Backrooms. Overseen by the so-called corpus cores, these entities will be glad to take you to any level that you desire. Note that they cannot take you to Earth, and certain locations simply cannot be spoken of.~~ **[QUERY:DENIED]**

"Huh? That's…new? Why can't I add the Middlesorts? It's a whole thing! It connects to the whole damn multiverse! Why the hell can't I access it? <<Regrettably, I must inform you that the Prime Timeline is closed>>?? Well then…okay, Jumper - I guess you're stuck in just the one Backrooms setting. At least you've got some freedom to choose…"

[redacted] State of Existence

Perhaps the `most important` part of this whole thing: who are you? What are you? `Are you the destined one that I've wanted…?` This section is dedicated to your i[redacted]tity in this Jump.

"Wait a minute, what's going on here? "Origin" got overwritten, and 'identity' has glitched out. Is there some sort of intrusion going on…?!"

R[redacted] CORE COMPONENT

"Huh? I'm pretty sure this is the Race sectio-?!"

Throughout the B[redacted]rooms, [redacted] are several [redacted] that you are able to e[redacted]rience. While [redacted] are [redacted]the most obvious ones, there are several [redacted], hos[redacted]e and friendly, who have [redacted] intellect.

"What the…?!"

[redacted].

I'VE GOT YOU

```
object reference not set to instance of object ; adrift_in_the_complex does not exist

object reference not set to instance of object ; jumper does not exist
```

"Oh no…oh no…OH NONONONONONONO!
JUMPER, ARE YOU OKAY? JUMPER? JUMPER?!
HOW DID YOU GET DELETED?! HOW DID MY DOC GET DELETED?!
I CAN FIX THIS! I CAN FIX THIS! JUST GIVE ME A SECOND! BEING DELETED ISN'T THE END HERE. IT HAPPENS IN THE BACKROOMS AND IN THE FRONTROOMS. I JUST NEED TO FIND YOUR DATA!
WHERE IS IT! WHERE IS IT?! IS IT IN HERE WITH ALL THIS JUNK?! WHY IS THERE JUST A HEAP OF NARRATIVE GARBAGE RIGHT HERE?! SCREW IT, I DON'T HAVE MUCH TIME LEFT!
…

Alright, it's all good now. It should be good now. Are you alright, Jumper? I might have got some…deleted garbage inside of you, but it shouldn't be a problem. Still, I'll need to redo this damn document, including what you are supposed to be. Give me a second…"

<<<For a brief moment, the time-space-narrative freezes, as the sensation of light envelops it. You may choose to accept the light for a reward. You forget the meeting, and time resumes>>>

"…and voila!"

Gestalt Semblance [Free; Mandatory]
Rather than a normal sort of entity, you found yourself being erased from existence by an inscrutable force beyond comprehension. Still, your memory persisted, and so you have returned from nonexistence as a gestalt consciousness anchored around your being, but nevertheless filled with extant narrative detritus. Unlike your "fellow" semblances, you'll still need to eat and sleep, but perhaps your gestalt has some special benefits.

You will be able to customize your Semblance in the Formatting section of this document. After this Jump, it will become an Alt-Form.

"…I have no idea why that detritus cloud had so many special things in it. Quite frankly, it's deeply unnerving, but there's nothing inside of it that will hurt you. Regardless, please enjoy the Jump!

Age and Gender

No point in giving an option here. Because you're a gestalt, you've got tons of forms to choose from, and it isn't like the Backrooms discriminate in who it traps. Pick whatever age, sex, and gender that you want, and I'm sure you have that and more inside of you.

Role

*In the Backrooms, everyone has a purpose, whether they want it or not. As a result, Wanderers generally fall into several broad categories, a role that they play. Your Role will determine which Perks and Items are discounted. For Perks, all **100 CP** options are free, and all other Perks are 50% off. For Items, all **50 CP** options are free, and all other Items are 50% off. Select only one role. All roles are **Free**.*

Administrator
There is strength in numbers, so many Wanderers naturally band together. You might not necessarily have a team right now, but within you is the talent to lead others. You can

make wise choices that benefit the whole, being able to be empathetic and pragmatic when the situations call for it.

Explorer
Human habitation of this Complex has existed for tens of thousands of years at minimum, yet those of the current day know so little of their home. It's up to those like you to explore the liminal frontier, bravely venturing into and documenting the endless levels of the Backrooms.

Innovator
While much of the technology in the Frontrooms is meaningless here, the spirit of innovation burns ever brighter. You have quite the talent for using materials in the Backrooms in novel ways for unique creations. There is so much you can do, and you can even monetize it if you want!

Trader
In the Backrooms, money as the Frontrooms know it is completely useless. Here, you need to trade goods for what you need, and there are many groups that take advantage of this. In your heart is the heart of an entrepreneur who will rise to the highest echelons of this land.

Lawbringer
People remain people, and even in the Backrooms, crimes and atrocities still happen. The innocent will be protected and avenged, and you will mete out justice to the deserving. How the law is dished out can vary, such as the brutal persecutions by the Eyes of Argos, or the righteous vengeance of the Masked Maidens.

Slayer
The environment is only half the battle in the Backrooms, for innumerable monsters litter the many levels. So long as there are hostile entities that stalk Wanderers, and godlike beings that use and abuse them, your work continues. Be it to protect others or to prove yourself strong, get ready to fight.

The Lost
The Backrooms have existed for millennia, and people have been falling in for just as long. Naturally, there are plenty of people who consider this place home, and so have their many generations of family. You are counted among the Lost.

Hostile Entity

Rather than being counted amongst the many different humans inhabiting the Backrooms, you are instead a non-human being. More specifically, you are among the entities that would be generally defined as hostile towards humanity. Whether you actually are hostile or not is up to you.

Friendly Entity
Aren't you an oddity? While the majority of entities are inimical to human life, you are not. At worst, you'd be a benign sort of being, yet it wouldn't take much effort to be seen as a hero among the wanderers that inhabit these lands.

"Considering that you're a semblance now, I can give you this option without any real issue.

Multifaceted [200 CP]
Life is complicated, and people are even moreso. For **200 CP**, you can choose another Role and receive all the discounts as well. This can be done multiple times, but it will not work outside of this Jump.

Semblance Formatting

"Before we do anything further, it might be best to sort out your semblance. When I scooped up your data, I found it intermixed with tons of other deleted material. Most of it is surprisingly useful, which is admittedly somewhat suspicious. Why is all this useful blackbox data just collated in a specific spot? Still, the majority of it is safe, and I can get rid of the corrupted data. Let's get started."

*In the section of this document, you will instead use Semblance Points [SP] to define the strength of your semblance. You start with **+2000 SP**. CP and SP have a conversion rate of 1:1, but SP cannot be converted into CP. You have been warned.*

Agent Architecture

Semblances are afforded several abilities related to the unusual state of existence. By default, none of these come with the flaws that other semblances suffer from as a result of them.

Solid State Semblance [Free; Mandatory]
Perhaps if other semblances had this, their existences wouldn't absolutely suck. Unlike standard deleted gestalts, your physical form and identity are intact, and unlike even Andry, you don't even experience minute losses of your existence. While this does mean you need to do things like eat and sleep (unless you've got perks for that), and you can die, your existence is no longer agony from existing.

Data Remanence [Free]
A very common aspect of those who have been "deleted" is that they are sometimes retroactively erased from existence, and all data/memories connected to them no longer exist. Your existence and memory are now erasure-proof. Even if you are deleted from existence, people still remember you, and any records connected to you will still exist. This also tempers your own memory, letting you recall anything you know, even things that have been changed via reality restructuring events.

Nonexistence Shielding [Free]
Entities like you operate outside of the standard space-time continuum, giving them special connections to nonexistent spaces. You are able to freely operate in "spatially empty" or "nonexistent" spaces, such as The Void or The Gray. You can protect people around you, but it is best to get them to safety as quickly as possible.

[DELETED] Does Not Exist [50 SP]

While people you care about having your data is usually good, it might be better if certain people don't have it. At will, you may delete any knowledge of your existence from the minds of specific individuals and databases. Note that you cannot do this if they have directly observed you or have been informed by someone who has.

Need a Hand? [50 SP]
Or maybe an arm or a head? You are able to send any disembodied ligament to someone in another location, so long as you are connected to that person in some way. This disembodied part can also hold and teleport non-living things as well. To make this useful, you also become instinctively aware of whether someone needs help, and you have what they need.

Please Reformat Before Proceeding [50 SP]
While you might be a big bad semblance, things can still damage you considerably, or otherwise taint the data inside you. As a result, perhaps a deep clean would be necessary. At will, you may reformat yourself, instantly reverting your state of existence to its original state before you were tainted.

Fault Tolerance [50 SP]
As you might have figured out, semblances like you can be quite…*quirky* with how they look - yet despite this, they can still generally function properly, despite obviously being "wrong" biologically. So long as you don't suffer from catastrophic failure, you'll be able to operate normally, with no deficiencies in your capability.

Read-Write [100 SP]
Just because others can't modify your data doesn't mean you can't do so. Certain gestalt consciousnesses are noteworthy for changing their heads, or suddenly having wax hands, although they do it due to instability. You are capable of mixing and matching data from your various Alt-Forms to create strange and/or powerful amalgamations. If you took on a different form in a Jump, and it wasn't an alt-form, you can still use data from that form as well.

Abnormal Ictus [100 CP]
While only questionably existent, you still maintain enough of an identity to be able to be understood by others. This is unacceptable. You cannot be predicted. More specifically, you possess stochastic improbability and cannot be predicted by either future sight or really good mathematics. Attempts to predict your future results in getting headaches due to irregularities and unforeseen variables cropping up.

Which Me Learned This? [100 SP]

It seems like you've picked up some data from a scientist or something. By purchasing this, you get the equivalent of a lifetime of study in any specific field of study, be it mundane or esoteric. You are free to purchase this as many times as you please.

Agent-Based Modeling [100 SP]
If you want at least a shot at knowing what's coming because of your actions, you'll want this. You have the ability to mentally simulate yourself in a variety of situations, and show you the most likely outcome of said action. Do note that this is not omniscient, and requires the input of the collective knowledge about a situation.

Data Concurrency [100 SP]
Multitasking - it's very important, yet many people are not very good at it. You are inhumanly good at performing multiple actions at once without losing track of anything you are doing, and you do it at the peak of what you can do. Any perks you have that increase efficiency stacks with this.

THE CURRENT OF FORCES [200 SP]
You've got an interesting power source here, albeit one that is extremely dangerous for those who aren't you. You are connected to ***THE CURRENT***, a powerful source of deleted electricity that gives you an infinite source of energy. Note that you can't fire off attacks with infinite energy, but you can always operate as though your reserves are topped off. Be warned that without special technologies, usage of ***THE CURRENT*** in any normal system inverts energy, severely draining energy and increasing consumption. Don't try to be a hero, unless you want the whole world and every living thing on it to turn into windmills. I'm not joking.

Tangential Affairs [200 SP]
Sometimes, there are incidents that are so huge that they can't be concealed, despite you very much wanting to do so. This Perk allows you to selectively remove the memory of certain events from the population. The event will have happened, and those in the know can remember, but the public at large will have no recollection of said event, nor will they view the changes it caused as being unusual. Any and all evidence of the event will be excised from anyone who was not already aware of the paranatural.

Attempts at disseminating information concerning the event from anyone "in the know" cannot be suppressed via this perk.

Tenebrarius Classification [200 SP]
Sometimes, information that barely affects you can be seriously damning towards others. You now have the ability to declare any information as "Tenebrarius," with anyone without

protections similar to you being completely blackboxed in body, mind, and soul. If some curse or hazard can hurt someone that isn't you, feel free to stop it from being a problem. Note that this won't stop your companions from beating the shit out of said problem if it is physical in nature; they just won't be able to understand what it is.

Me's a Crowd [200 SP]
Say what you will about the standard nature of Deletions agents, but the ability to have multiple bodies is very useful. You can now do that, creating a copy of yourself by shaving off a part of your overall power. They are connected to you, so you see and control everything that they do at all times, receiving all information they know instantly. Furthermore, if they are prematurely terminated or sunsetted, they automatically return to you, and you get no trauma from it. Theoretically, you could make as many as you want, but I'd recommend only a few, unless you want to be pathetically weak.

How much power you give to your copies is up to you. It could be an even 50% split, 5%, 11%, 75%, 0.005%, or anything else. By default, they will be as intelligent/self-aware as you are, regardless of your power split, unless you explicitly choose not to. Yes, this does mean you can have your clones argue with one another - that might even be beneficial, so you can see potential flaws in your own operations.

Mnemosyne's Resonance [200 SP]
While you have no connection to Research Station Mnemosyne (probably?), you do share in its mysterious ability to appear near Deletions-related anomalies. More specifically, you are unusually gifted in finding yourself in situations where your expertise would be required and greatly appreciated.

Blackbox Storage Space [400 SP]
Where do we go when we fade, fade away? Lots of places, actually, but they also go to you! When things are completely inaccessible or otherwise totally forgotten by the wider world, it seems to come to you. You are connected to a parallel pocket universe full of weird stuff, including objects and living entities. Do note that if it can actually be found, you won't automatically get it.

Welcome to Deletions [400 SP]
Congratulations, random prisoner, because you are getting a promotion! So long as someone is weaker than you, you can delete and absorb them into your gestalt. By doing this, you get their power and form. This can also be done consensually, which lets them operate semi-independently from you. Should you perform it consensually, your "partner" can choose to sleep/go dormant, or communicate with you if desired. If they temporarily

separate from you, the two of you share "innate abilities" (That would be your Body Mod and Agent Architecture in your case), but not any unique ones until they return to you.

Perfect Closed System [400 SP]
Thank you for your interest in the Jumper. Regrettably, I must inform you that the gestalt is closed. Your semblance is perfect, and nothing should try to screw it up. Your existence is unable to be tampered with if it is detrimental to your being. This prevents you from suffering things like statistical reductions, hostile transmogrification, cognitive & emotional hazards, and attempts to modify your timeline or place in the narrative. Replaces **Data Remanence** once chosen.

Do be aware that this will be unhelpful in negating penalties connected to the Jumpchain, so **Data Corruption**, **Drawbacks**, and any relevant **Scenarios** still trigger their negative effects (unless it explicitly or implicitly allows perks to help).

Virtual Memory [400 SP]
Isn't this a neat trick? Virtual Memory is a temporary storage space used to increase performance, which is created via the illusion of increased RAM. Using the power of weaponized schizophrenia, you are able to greatly modify the parameters of all of your statistics and abilities. At the start, this boost is minimal, and its time limit is small. As you train with this, however, you'll find that its boost only continues to grow, and its time limit lengthens. There is technically no recharge time, but repeatedly and rapidly forcing your body to boost itself with energy and power that *you don't actually have* can be dangerous. You'll suffer from *thrashing*, which makes you sluggish and also feels like the equivalent of pouring boiling oil within your veins.

Fragmentary Combat [400 SP]
As it turns out, semblances like you do have an esoteric form of combat. You are able to release jagged extensions of refracted light. These extensions destabilize the data in a given location, making it rather useful against semblances. Of course, anything that can be said to exist is made up of data, making it a suitably lethal form of attack. I'd wager that most lesser entities would be annihilated by it, save for those simply too huge or durable to be killed. The efficacy of this attack becomes less beneficial against more powerful opponents however, though it can still deal some damage against them.

In Antiabsentia [600 SP]
With very few exceptions, nonexistent phenomena cannot interact with existent phenomena. Even agents of unreality require an existing liaison to do anything. You are no longer bound to this constraint, as you are able to convert any Perk, Power, or Item of yours into a nonexistent phenomenon, while still allowing for it to assist you in realspace.

Phenomena that operate like this cannot be “turned off” by anyone or anything, even Drawbacks or Gauntlets, because they technically don’t exist anymore. You are only allowed to do this with one thing per Jump, unless you buy this Perk multiple times.

Entwined Timeline Observation [600 SP]
Sometimes, space-time-narrative continuums can have multiple “threads” that center around the choices of one individual. You have the ability to “observe” these threads, giving you a limited ability to see the future, and the power to see alternate futures based on the actions of one or more “major characters.” This power is not omnipotent, as sufficiently powerful or chaotic beings are either immune to its effects or can block you if they discover your intrusion.

Data Defragmentation

During your semblance reconstitution, a considerable amount of blackbox fragments found their way into your gestalt. For SP, this material can undergo defragmentation and be rendered useful.

"It should bear repeating that the blackbox data in you is suspiciously useful. There's a lot here that is incredibly useful...and also in baseline reality, as though someone deleted everything from a system, and then restored the system with copies. It doesn't make any sense. Still, it can be useful to you."

Data_Frag_Contingency [Free; Mandatory]
Huh? What the hell is this? It doesn't…is it doing anything? This is a load-bearing piece of data apparently, so if I get rid of it, you completely fall apart. I've got no idea what it does, but I can at least verify it's part of your Body Mod, and provides no negative penalties.

Data_Frag_Asemics [50 SP]
ℱ⊂ℰℎⒹƧ°FⅮ₺- Sorry about that, this fragment is a little weird. You have the bizarre ability to understand "asemics", which means that you can understand flat-out nonsensical words and sentences. If someone speaks gibberish, you know what they mean to say. If some inscription has meaningless words, you can understand the real meaning.

As a byproduct, this also allows you to parse together information that is seemingly disconnected.

Data_Frag_Beige [100 SP]
Would you put my head back on my body? All of your body parts (head, arms, legs, torso), are now "alive" and able to exist separately from each other, sharing all memories acquired. You could be completely dismembered, yet still make stupid jokes. The only way to actually kill you would be either burning you alive or atomizing you. Should you have extreme regenerative capabilities, you may decide what part of your body is the "main" one, and if you regenerate a new body, the other dismembered pieces cannot be reconnected, but can still be controlled and remotely "killed" by you.

Obviously, if your body part has no access to a sensory organ, it cannot experience said sensation. Your arm, for example, won't "see" anything without a perk that allows for such vision.

Data_Frag_Magenta [100/400 SP]

You are a Type-Magenta being, better known as a psychic. Psychic abilities are actually fairly well-known in the Backrooms and Frontrooms, with many well-known beings possessing them.

For **100 SP**, you are a fairly "normal" psychic, insofar as human beings can be. You've got the ability to read the minds and intentions of others (unless they are mentally resistant or mindless), and have low-level psychotronic abilities like levitation and throwing small objects.

For **400 SP**, your psychic abilities are greatly magnified, granting you the same level of psychic strength as beings like the Blue Knight of Level 28 and Rosemary. You can lift up colossal objects and structures, generate natural disasters and storms, and tear people limb from limb.

Data_Frag_Blue [200/400 SP]
You're a wizard, Jumper! More specifically, you are a Thaumatologist, also called a Type-Blue. This handy series of seminars is far more detailed, but the gist is that you can utilize your Elan-Vital Energy (EVE), sometimes known as Mana or Qi, to manipulate the world around you via magic.

For **200 SP**, you are bound by Linear Thaumaturgy. This effectively means that you can utilize Thaumaturgy, but have similar restrictions as those around you. You require standard sacrifices to convert your EVE into Aspect Radiation, and it may cause Backlash, whereby excess magical energy creates minor or major reality alterations.

For **400 SP**, you have Non-Linear Thaumaturgy. You can perform greater magical acts with far less energy, and you pretty much never have to worry about backlash. Additionally, your body is effectively an Everheart Resonator, letting you passively convert surrounding energy and electricity into EVE.

Data_Frag_Green [300 SP]
Ah, so you are a bit stronger than anticipated. You are what is known as a Type-Green, better known as a reality bender. Their names are very literal, as they can manipulate local reality around them via having more humes than their surrounding area. With this, you can be seen as a Phase III Type-Green ("Stability"), meaning that your abilities are excessively high, but you are also sane. You can warp reality in the general area that you exist in, and you can even modify the thoughts and feelings of human beings.

Data_Frag_Architect [300 SP]

You might have been part of the neutralization team of SCP-184, along with Andry and the others of Deletions. You could also just be an anomaly similar to 184. Whatever the case is, you now have the power to modify the interior of locations that you can be said to have control over, creating and destroying whatever you can imagine, and infinitely expanding these spaces. The issue with this is that it becomes a lot more incoherent and nonsensical the further out you go.

Data_Frag_Yellow [300 SP]
While semblances like yourself already have shifty forms, this one is actually fairly helpful. You possess the ability to transform into any living or nonliving thing, becoming what is known as a True Polymorph. Do be aware that you must be at least as strong as what you are trying to shapeshift into.

Data_Frag_Warhol [300 SP]
Have you ever wanted to be an ostentatious egomaniac masquerading as an artist? Now, you actually are an 'anartist' (anomalous artist). You are able to imbue any of your works of art with various anomalous properties. These can be silly little things or outright lethal. Art is a very varied thing.

Data_Frag_Synecdoche [300 SP]
The Department of Deletions, when necessary, can work together with Surrealistics, a group whose whole identity is rooted in nonsensical frames of logic outside standard comprehension. This is done via Research Station Synecdoche, whose inner chambers swirl like spirals, and its floors are made out of logical swiss cheese. Put simply, illogical, bizarre, sanity-blasting, and generally atypical geometries and frameworks don't bother or affect you much.

Data_Frag_Finality [300 SP]
Gestalts are resistant to a lot of things, but even they can fall prey to recursive phenomena, being trapped by their information. You are a lot different from them. You are able to instantly identify and "kill" any looping phenomena, terminating space-time loops and groundhog day scenarios.

Conceptually, this lets you defy any type of cycle.

Data_Frag_Red [400/500/600 SP]
You are a Type-Red, or a Regenerator. As the name suggests, it makes you someone who can rapidly regenerate from damage that others couldn't.

400 SP grants you **Limited Regeneration**, allowing you to slowly heal lost tissue and smaller lost ligaments (Such as fingers and feet).

500 SP grants you **Full Regeneration**, letting you totally heal lost tissue and limbs in a matter of seconds, rendering permanent injury impossible.

600 CP grants you **Expanding Regeneration.** In addition to regenerating tissue and limbs, you also rapidly grow new limbs and organs in response, letting you rapidly grow in body mass without compromising your ability to fight. At this level, actually killing you in a straight fight is very difficult, and doing so in a one-on-one can only be done by godlike entities. Once a conflict ends, your expansions will revert until your body returns to normal.

Data_Frag_Purple [400 SP]
The soul is not only paramount to your existence, but it can also be an invaluable tool, so long as you have the means to understand it. You are a Type-Purple entity, known more colloquially as a Soul Manipulator. This grants you several powerful abilities. Among the simplest of them is astral projection, allowing you to send your soul harmlessly outside your body, letting you traverse different spaces and even realms of the dead. You've also got Telesthesia, letting you sense the world far beyond your eyes.

An ability that must be trained, yet is nonetheless still yours, is your precognition. At the start, you may only see things a few minutes into the future. By putting in time and effort, you can begin to see things hours, days, months, and even years in advance. By touching the soul of another, you might even be able to divine their future. Perhaps the Backrooms hold someone who could help you.

Data_Frag_Unreality [400 SP]
Fun fact, the guys who act a lot as you run into problems of being mistaken for a group who operate in unreality. Unreality is…a lot different from you, namely by the fact that they literally don't exist and have no presence in reality. Despite that, they are active…probably, although you'll only ever meet their liaison. With this perk, you can decouple yourself from existence, rendering you totally immune to harm, although you cannot fight either.

Despite that, you can have liaisons who seemingly understand your intent and can carry out your will for you. Your liaisons include anyone willing to listen to your words, which includes companions, followers, pets, and non-fiat allies. While in this state, you are "speaking" to them by projecting your intent into their soul, leaving zero possibility for misinterpretation. You are able to see the world through the eyes of your liaisons, and give them assistance as well.

You may return to reality at any time that you want. You may return exactly back to where you originally were, where your liaison is currently stationed, or in any properties that you own. If the area you were in no longer exists, your nature as a semblance should generally still keep you safe, if for some reason you want to return there.

If you have **Me's a Crowd**, they are still able to act if you decouple yourself, and may even use the ability themselves.

[DISSOCIATED FRAGMENT] [400 SP]
Even I find this damn thing hard to focus on. You know the idea of being guilty by association? Well, this is the exact opposite: you are now innocent by *dissociation*. How good are you with semiotics? What this effectively boils down to is that, no matter what negative things those around you do, it never seems to affect how you are perceived. You could have ordered that a war crime be performed, and so long as you weren't directly involved in it, you'd get off scot-free, and nobody would question it.

Data_Frag_Carcinoma [600 SP]
A world of perfect order is a world of silence, where nobody has the will, or even the possibility, to make a change. Why not introduce a little bit of chaos? When it comes to tyrants, dystopian belief systems, and stagnancy, you are completely anathema. You grease the gears to bring people together and overthrow all that controls them. The more "tyrannical" something is, the easier it is for you to bring it all down.

"What good is a world that goes on forever? I think that's pretty lame!"

Data_Frag_Hero [800 SP]
Now what is this? Amidst all this garbage is a literal narrative archetype: the **HERO**. That's right, the **HERO**, the person who always saves the day, and is usually the protagonist. You now have an extreme level of narrative weight, bending the story to follow you. You tend to meet the coolest characters, get the best sorts of weapons, and are always capable of saving the world and those around you. People tend to listen to you when you try to help, and simply being around you passively improves them.

"

"

Data Corruption

By default, semblances are subject to numerous flaws that render their state of existence unpleasant. In exchange for gaining SP, you may allow these sorts of corruptions to seep into your semblance.

A Flawed Semblance [Free/+300/+600 SP]
Your semblance shouldn't have any flaws at all. However, if you really need the SP, you can deliberately corrupt your semblance.

For **Free**, any corruptions will be erased at the end of the Jump, like standard Drawbacks. For **+300 SP**, your imperfections remain as part of your semblance alt-form. For **+600 SP**, this corruption spreads to your Body Mod, causing you to always feel this suffering.

To resolve the flaws in your semblance, you may seek out the P.M. Center in the Gray.

Like a Lamp Post in a Flower Field [+100 SP]
Seriously, how do people know what you are? Even if you look perfectly human, everyone instinctively recognizes you as a semblance. What's more, if you have a piece of an individual someone remembers, they will instinctively identify you as that person.

Stilted Speech [+100 SP]
Can't you talk like a normal person? Your speech pattern is very odd, as though you are reading off a script, or are otherwise very flat in your intonations. The only times your voice sounds particularly passionate are when another flaw of yours is flaring up, so others might misconstrue you as being mentally unstable. Despite this, you can still meaningfully get your intentions across, and your social perks still work, although any speech-related ones are nerfed.

My Upper Body is Gone [+100 SP]
You don't have the best control over your form. Sometimes you'll be the shape you want, and other times your head is replaced with wax, or maybe your chest just decouples itself from existence. This isn't terrible, since it's basically cosmetic, and you'll be able to operate as you normally would, but it will definitely freak people out.

If you possess **Data_Frag_Yellow**, you may mitigate this effect so long as you put some focus on it, However, there will be times where you cannot focus on it the entire time.

"I've had countless first memories. One day I might have yours." [+200 SP]

Are you a boy, a girl, or a lamprey? Were you born in Perth, Leeds, or Pensacola? Was it the 80s, 70s, or 2076? Trying to recall a singular history is borderline impossible, as you'll suffer a bleeding effect. You might well start vomiting saltwater if you try to recall the first time you went swimming, only for some random part to remember drowning. Recalling recent history might even be problematic. Be sure to keep a diary, as it will ameliorate the issue.

The Cat Died in This Closet [+200/+300 SP]
Now, normally, the fact that you are made up of a whole lotta different detritus only becomes a problem if you try and think about it too much; it now becomes an active problem.

For **+200 SP**, this is only mildly troublesome. You might talk about one thing, before you start a completely different train of thought for no reason.

For **+300 SP**, this becomes a genuine problem. Someone looks vaguely familiar to some random person in one piece of your consciousness, and you dislike them. Sometimes you'll see something innocuous, only to become horrified due to its apparent connection to something terrible.

Life is Pain, Dayo [+200/+400 SP]
As you already know, gestalt consciousnesses born of deleted material break down when exposed to time. You may now choose if you want to have that problem yourself. For **+200 SP**, this is a dull pain, really. You won't fall apart as other semblances will, but you are liable to get headaches when exposed to time. For **+400 SP**, you get the full Deletions experience. You become mentally and physically unhinged if you stay in baseline for too long.

On the "bright" side of things, you will be able to decouple yourself from realspace and recover your sanity and form, in a state of limbo. Of course, unless you have **Data_Frag_Unreality** or **Welcome to Deletions**, you won't be able to do or have anything done while you rest. Still, even if you do have one or both of those perks, they will still be subject to this effect, and eventually require recuperation.

Chiasma of Eternity [+300 SP]
Although semblances are typically immune to most esoteric hazards, Iconohazards are unfortunately not one of them. You appear to have been struck by one that is simultaneously existent/nonexistent, which causes a…*"Personal ZK-Class Reality Failure Event."* Yeah, that's really bad. You won't experience that level of existential pain all the

time, but you will be intermittently struck by a panic attack and question if you really exist or not.

You may be happy to know that this will not cause you any physical pain. Nope - just pure emotional and mental suffering.

So That's How It Ended, Is It? [+300/+400 SP]
The road to Hell is paved with good intentions, and too much of a good thing is still enough to end the world. Some part of your consciousness holds memories that implicate you in the destruction of an entire world. The intensities are based on certainty.

For **+300 SP**, you are given vague allusions to it. You don't have full context for it, but you know something happened, and that you had some involvement in it. This will no doubt cause significant personal heartache and melancholic behavior.

For **+400 SP**, you are intimately aware of what happened. You yourself were directly responsible for that grave crime. Maybe you were just a selfish asshole who ignored the warnings, or maybe you were just someone trying to do real good. Whatever it is, it will be for a reason that you could not justify. This will cause serious psychological distress, misery, and quite possibly the worst form of Survivor's Guilt.

Please Stay With Me [+400 SP]
I have good news and bad news for you. The good news is that staying with someone you care about, be it your companions or just friends, your other maluses become less frequent and potent. The bad news is that being away from them will magnify these effects. Also, you get a little too existential without them, questioning what you are if you don't have them at your side. You are also guaranteed to run into several situations where you are alone.

"Thanks, I can't fucking stand that guy." [+400 SP]
You have an…*interesting* case of Dissociative Identity Disorder. As a gestalt, you have multiple personalities competing for their dominant place at any given time. This may occasionally manifest as a secondary copy of you suddenly manifesting, which you will have to reintegrate. Your identities will not do anything that will ruin your chain, but they don't like one another, and you may find yourself fighting yourself quite often.

Chained to the Closed System [+600 SP]
You can't escape the Complex, as your Assignment is not completed. Your chain cannot continue until your assignment is completed.

To escape this dreadful liminal frontier, go to the P.M. Center in the Gray and complete your Assignment, which is *MANDATORY*.

"Call me crazy, but I think our intruder wants you to go to the P.M. Center in the Gray."

Perk Selection

Undiscounted Perks

Phasing Proficiency [Free/100 CP; Mandatory]
Phasing, better known as no-clipping, refers to utilizing glitches in reality to teleport through different spaces in time. If you can't do this, you'll die on Level 0, and you really won't be travelling anywhere in the Backrooms. With this perk, you are able to identify glitched locations and use them to go to different locations, even in allegedly inescapable spaces (Although it is much harder). You may also bring others with you.

Outside of the Backrooms, this can do things like walking through walls or travel to pocket dimensions connected to the baseline. It is **Free** for this Jump, and costs **100 CP** to keep. Post-Jump, you'll be able to just "do" this quite effortlessly.

Context Clues [50 CP]
An unnervingly common phenomenon in the Backrooms is that usually safe and secure messages are hijacked by aberrant lifeforms, attempting to lure you in with a false sense of security. This is fairly easy to detect from an outside perspective, but it is obviously not if you actually live in that world. You are now able to detect corruption in phrases and speech patterns that give away that something is wrong.

Basic Survival Skills [50 CP]
You're gonna need this if you want to live, Jumper. This perk grants you some basic survival skills required for living on your own. You can make fires, properly forage and cook food, boil water, and navigate unstable terrain. This won't protect you from atypical dangers like carcinogens and outright supernatural phenomena, but you can live comfortably on safer levels.

Beyond Terror [50 CP]
Many insidious things in the Backrooms prey on what scares you, and you may even develop phobias from what you see. This is a neat way to keep them from being a problem, as you are now able to ignore your fears in order to do something you have to. This is only mildly effective against something that supernaturally induces dread.

This River of Mine [100 CP]
You're in a hostile landscape, where there are quite frankly not enough people to turn away for nonsense reasons, so please leave your prejudice at the door over there. Now, people do not question or demean others for superficial differences: things like accents, skin tone, gender, and sex.

You'll Get Used to It [100 CP]
The absurdity of your situation can get to anyone, and there is no shame in it. Still, you'll have to move past it if you want to survive. This ensures that, no matter how bizarre or traumatic a situation you are in, you'll acclimate to it fast, with no lasting mental issues.

Let's All Get Along [100 CP]
There are plenty of people in the Backrooms, but many are naturally wary of others, especially since they might be skinstealers. With this perk, and unless they are already violently hostile towards you, people you encounter will at least be neutral towards you.

Find Your Happy Place [200 CP]
Sometimes you just need to unwind. So long as you are in a place that you define as safe, all of your wounds, built-up stress, and general soreness will heal far more rapidly than they otherwise would. You cannot abuse this by arbitrarily declaring everywhere safe.

Healthy Body [200 CP]
Being beautiful won't help in the Backrooms, but a healthy body in general certainly will. Your body is now considered to be at the peak of a normal human being, giving you considerable muscle mass and the endurance to run through Level ! without breaks. Any debilitating injuries or conditions you may have had are purged, and so long as you don't develop a severe condition, you will never be weaker than you currently are, and you will not gain any unhealthy weight, even if you eat junk all day.

Healthy Mind [200 CP]
The mind is equally as vital, so let's get it ready as well. Your mind is able to hold two trains of thought at once, and grants the computational power to near-instantly identify your surroundings. Any mental disorders or brain damage you had will also be purged, and you instantly become aware of anything trying to subvert or harm your mental faculties.

Catlike Reflexes [300 CP]
You now have perfect coordination and dexterity, letting you cross a tightrope if need be. In the event that you fall, you will always land on your feet, and so long as said fall won't instantly kill you, it won't harm you at all.

Mental Refresher [300 CP]
Your mind is continuously refreshed at a steady but fixed rate. So long as you don't severely overexert yourself, you never have to sleep again! In the event your exertions are so great that your stamina is unable to keep up, you only need to sleep for an hour to be back at peak operational capacity.

Environmental Adaptation [400 CP]
Many of your perks are broadly designed to help you resist the alien nature of the Backrooms, which generally takes away from your capabilities. This ameliorates this, as you now instantaneously develop a biological factor that lets you survive in your environment with minimal issue. Fall into the sea, and you get gills and fins. Fall from the sky, and you get some giant wings. Get trapped in a gallium cave, and your body will now perfectly refresh the oxygen in its body and seal your orifices until you can get out. These adaptations are reverted as soon as they are no longer needed. These will not give you a direct edge in combat, let you fight better, nor will it save you from phenomena that don't have any reasonable adaptation, such as existence erasure or being crushed to death by extreme force.

A Lucky Break [400 CP]
Phenomenon 33 ("Autocorrect") is the last hope for many wanderers trapped in this place. Once per month, in a very dire situation, Autocorrect will occur to save you from a problem. This includes healing your wounds, creating an oasis for escape, an intervention occurring, and even turning back time to avert a catastrophic failure. The timer for this will reset upon arrival into a new Jump.

Scarlet Passion [1000/600 CP; Capstone Perk/Item Booster]
How familiar are you with the idea of Essophysics? It's an anomalous field of science that studies concepts that take on physical forms in reality. You must have had a brush with the concept of "red" at some point, because you are now connected to the "positive" connections to that concept. These symbolic positive connections are plentiful, including adventure, fire, courage, loyalty, honor, success, fortune, fertility, happiness, passion, summer, brides, femininity, masculinity, purity, marital sexuality, wealth, beauty, life, health, and somehow even more. How these connections manifest is ultimately up to you. You may manifest as many connections as you want, so long as the meanings aren't contradictory to each other during manifestation.

This additionally operates as a capstone booster for perks and items. If you don't want the connection to red, then feel free to just purchase the capstone effect for **600 CP**.

If the beautiful scarlet reminds you of a certain entity, then you shouldn't worry at all. You aren't *technically* connected to said being, and even if you were, it wouldn't matter in the Backrooms.

Administration Perks

Bureaumancy [100 CP]
It's pretty well understood that the most common thing an administrator does is stare at papers behind a desk, so let's make you good at that. You are able to read and perfectly understand any important document you pick up. When you need to write something up, you do it quickly and without error. Bureaucracy is no challenge to you, as you can very easily navigate anything. You also never get bored while doing anything related to a job.

An Eye For Talent [100 CP]
Recruitment is all well and good, but it's a tragedy to accidentally look over someone with hidden talent. This is no longer a problem for you, as you are able to instantly deduce the talents and weaknesses of everyone who is under you, or can be recruited by you. In a few short days of training, your subordinate will be trained well enough to use what they have to the best of their ability. Naturally, this also lets you identify any would-be double agents.

Hand of Athena [200 CP]
Knowing is half the battle, so you and your companions getting caught flat-footed would be disastrous. From now on, you are instantly aware of any and all relevant information written by anyone in your organization. You won't know their favorite color, but you'll know any proposals and warnings they have. Additionally, any information you deem significant enough will quickly spread throughout any organization that you run.

Can We Be Friends? [200 CP]
Overseer A, alias Stretch, is the well-loved overseer of M.E.G, who is known for being friendly and upbeat. You instantly grasp social cues and can strike up rapport with even the most distant people. You clear up troubles and misunderstandings in conversations, and you can use any opportunity to further build friendships. Additionally, you can identify the problems of everyone around you, and can quickly figure out a solution to even the most complex problems.

World's #1 Boss [400 CP]
Ultimately, the most relevant sort of duty you will have here in the Complex is to ensure that those under you don't secretly hate each other, or secretly hate you. This perk deals with both of those problems at once. You are excellent at befriending your subordinates and followers, never forgetting anything personal/important to them, and knowing what you can do to care for them. As a helpful bonus, those under you, who value you as their leader, will set aside any personal grievances or inimical ambitions, preventing them from deliberately harming each other in any way. Two diametrically opposed people might not like each other, but they will care about you enough not to cause issues.

Employee Safety Clause [400 CP]
In the Backrooms, you need to expect the unexpected and prepare for what can't be prepared for. You are able to form plans and operations that are 100% foolproof based on all available information. Additionally, should your subordinates be caught in something that you simply weren't aware of, they are guaranteed not to die or suffer lasting injuries.

Rising Stars [600 CP]
The M.E.G., at least according to Wikidot, was founded only in 2012, and yet it's managed to grow into the largest organization in the Backrooms, despite many others existing for millennia. Similar to them, any group that you lead, or are just part of, has explosive growth in terms of finances, members, and overall reach.

Mind If I Join [Rising Stars, Capstone Boosted]
In addition to even greater growth, you now have a tendency to absorb and/or recruit individuals and organizations of great importance, that you'd be quite interested in recruiting. In the Backrooms, creating a group based on exploration might lead to the entirety of M.E.G combining with you. You might also recruit some really valuable people, like Augur and Alice Morningstar.

Papa Wolf [600 CP]
If someone wants to hurt those under your care, then they should be ready to have hell rained on them. When something threatens someone under your authority, all of your parameters are temporarily modified so as to help fight the source of trouble. Additionally, you are able to leverage the complete power of your organization to destroy such threats.

Leader of the Pack [Papa Wolf, Capstone Boosted]
While you can protect those under your care, they can also give you something in return. For everyone under your authority, you receive a small growth booster to your capabilities, with a greater growth boost to specific qualities that your subordinate excels at. When you train, these growth boosts will accelerate how much you grow. This boost is not lost if someone is no longer counted as a subordinate.

This does not count people imprisoned by you, nor will it count allies of convenience. They must be officially part of your organization or team.

Explorer Perks

Apeirophilia [100 CP]
Exploring this liminal eternity is hell for most people. Who'd want to travel to wildly different places, unknown to man and liable to be extremely deadly? You do, since you love the idea of eternity. You can explore an Endless City and find beauty in the architecture. You could stay in one spot for your entire life and not feel any worse for wear. When going into the unknown, you go with a skip in your step.

This will not stop you from quitting when necessary. Nothing ever lasts forever, after all.

Silent as The Grave [100 CP]
In places that are crawling with entities, it's best to be as quiet as the dead. At will, you may render it impossible for anything you'd define as "hostile" to detect your presence through indirect means. Your footsteps are silent and leave no imprints, fingerprints are not left behind, and your breathing is muted. People have to directly observe you, or use magical detections, in order to perceive you.

Friends Forever [200 CP]
As an explorer, it's quite likely that you'll meet lots of people, have to leave them behind, and suffer from the transient nature of friendship. No more of that, because now when you become friends with someone, you stay friends. Your fond memories of one another will never fade, and will give you strength at your lowest. Even if you only see someone for a day, the two of you will remember one another fondly, even on your deathbeds.

Underwater, Under Pressure, Underpaid [200 CP]
In the Backrooms, getting scared or caught up in indecision can lead to instant death. Whenever you are caught in any sort of stressful situation, you will instantaneously respond in a way that is beneficial to you. If a monster is charging at you, you'll either run or dodge. If someone shoots a bullet at you point-blank, you'll shove it out of the way. If you are underwater, you'll swim up so as to not drown. Your body will do these things from a massive rush of adrenaline, so you don't need to be able to do it normally. If you are in a genuinely impossible-to-escape situation, this can't help you.

Perfect Energy Efficiency [400 CP]
During expeditions, it is a very real possibility that you will not find supplies to restock, which can lead to death. Now, whenever you consume something, 100% of it is converted into usable energy, and you retain that energy until it is expended. While you lose energy from walking, you will lose none of it if you stand still or are otherwise sedentary. As a result, so long as you eat beforehand, it now takes considerably longer for you to begin to starve. This also means that you do not excrete waste.

Hazard Notice [400 CP]
Getting killed by a sneak attack is a bad way to go, and getting tricked into a false ending is even worse. You have an extrasensory perception that allows you to detect anything that would be deemed as hazardous to your mental and/or physical health. This allows you to understand environmental and hostile threats, along with "fake" things like aberrant creatures, illusions, traps, fake levels, dreams, and lotus eater machines. If your body is capable of doing so, it will alert you in a way you can't ignore. Should a threat be irrelevant to you, this sense will alert you to threats to people in your vicinity.

Liminologist [600 CP]
Navigating the Backrooms is a challenge on a good day. The majority of them have some flavor of nonlinearity, unstable environments, and/or infinite swaths of the same thing. This perk gives you total awareness of all unusual "quirks" in a location - such as shifting interiors, environmental hazards, temporal hazards, if you're actually in a dream, and more. This works regardless of your location, be it in baseline, a liminal space, or some other dimensional space. You also get something of an internal map to go with it, letting you map out where you've been and potential locations.

Map of Eternity [Liminologist, Capstone Booster]
Your "internal" map is now an external one that you and others can observe. You get disclaimers and highlights of specific dangers, locations you've been to, political boundaries, general topography, valuable resources. An extremely potent aspect of this is that you can "harden" a location to obey standard geometries, even if someone else normally controls it. This hardening effect ends when you leave said location, unless you have some way of maintaining your presence.

A Few Lucky Breaks [600 CP]
Exploration is all about discovery, which necessarily includes mysteries. Whenever you are investigating something, you always seem to stumble across something that either gives you a bigger picture or guides you to the bigger picture. Naturally, this isn't especially helpful if there are no remaining clues.

The Seeker of Truth [A Few Lucky Breaks, Capstone Booster]
Every fleeing man must be caught, and every secret must be unearthed. No matter what you set out to do, be it finding a missing person, uncovering lost history, or recovering some missing artifact, fate contrives a way for you to resolve it. Even if the path towards it is broken and uncertain, reality is retroactively modified to give you another way to go forward.

Innovator Perks

Eye For Detail [100 CP]
Stuff in the Complex is weird, but just how valuable is this weird stuff beyond the novelty? With a glance, you can accurately gauge the material, nature, and general value of something based on your knowledge. You could deduce what makes up a weapon, the worth of some weird crystal, how lethal an explosive will be, and quite a lot more. You can also deduce separate details, like the value of that flayed Wanderer, or what you can do with the bones of that alien-like corpse, or if that building is enchanted or cursed.

Benign Intentions [100 CP]
The Backrooms Remodeling Co. is a strange Group of Interest that seems dedicated to "remodeling" Backrooms levels, while consistently screwing it up. Luckily for them, their nonsense is genuinely coming from a good place, so nobody minds. You have this effect as well, and now, so long as it wasn't done out of malicious intent, none of your screw-ups will be looked at poorly. I mean, who cares what damage you did to baseline reality: you wanted to give people more storage space!

All About Efficiency [200 CP]
You are insanely good at using what resources you have available to you. In fact, it's so good that most people would reasonably think you're fudging your numbers. You can now create twice as much as you could with half the supplies. For example, if you only had enough resources to create just one gun, you now have enough to create four. What's more, what you create is top-of-the-line. Nobody will question your apparent hyper-efficiency.

Timeless Works [200 CP]
There is nothing greater than having your works recognized centuries later, but maybe this is a bit excessive? Everything that you create, are part of, or otherwise cultivate now lasts forever. A phone you created doesn't need to charge, and won't suffer any wear and tear unless deliberately damaged. Any food that you make will also never spoil.

Because Jumper Learns From His Mistakes [400 CP]
Everybody makes mistakes, but what's important is that we learn from them. If something is either created by you or by someone associated with you, you are able to instantly identify any mistakes or flaws in its design. You are also capable of figuring out ways to fix this problem without sacrificing anything important.

Patented Inventions [400 CP]
You created it, so nobody can have it if you don't want to! None of your works are capable of being copied, replicated, reverse-engineered, or otherwise meaningfully understood by

those you don't want to have it understood by. Even if they had a step-by-step guide, it would somehow screw up in some fashion. You can grant and rescind permission to anyone you want at will.

Liminality Researcher [600 CP]
It's common knowledge that things in the Backrooms rarely operate as they would in reality. Things that shouldn't work just do, and the reason why is unclear. With you, these mysteries are hardly a problem. If something appears to "just work" without any logical reason, you are capable of identifying how said thing actually works. Expect to require a ton of technobabble to explain it, but it will, in fact, work. What's more, this lets you reverse engineer what you discover, or neutralize it. Maybe you can figure out how to recreate Level 0's infinitely lasting fluorescent lights, or decommission the Hydrolitis Plague.

The Allseer's Champion [Liminality Researcher, Capstone Boosted]
But why should you be limited to "just" anomalous things? Through enough research, you are able to thoroughly understand and then replicate any phenomena. You could create a weather machine by studying hard enough, or simulate a Universe through understanding its various mediums. There is no limit to what you can create, sans how enthusiastic you are to learn.

Anything You Can Do... [600 CP]
Because it's always funny to one-up your rivals with their own tools. You are able to analyze and then improve upon anything created by your rivals or competitors. Maybe they've got some special suit, or lamp, or fighting style, or magic technique. It can be anything, and you can make it greater than anything they could do. This works even if only one side views it as a rivalry, but it is even better if you both view it as one.

...I Can Do Better [Anything You Can Do..., Capstone Boosted]
I'm sorry, did I say they have to be your rivals? I meant to say that you can make anything belonging to ***anyone*** in a superior fashion. It could be some fire deity that has never heard of you before, and you could suddenly fight it with flames that are hotter and stronger. Furthermore, you can also take the basic formula of their creation, and remake it in a different style that better fits your tastes.

Trader Perks

Trade Secrets [100 CP]
Among the most important business tips is simple: don't let your rivals know your secrets. People you work with, upon learning something you deem important, do not speak about it to anyone except others already in the know. The only times they will blab is under the threat of torture, and only if the torturer genuinely intends to let them go after they confess.

Market Research [100 CP]
All the work in the world won't mean a thing if people don't want it, and now, you know exactly what the people want. You have an uncanny ability to uncover what the public would be interested in. Beyond ensuring that your goods will be popular, it also helps with how you market things to people, which is always helpful.

Service With A Smile [200 CP]
When it comes to speaking with people, you are exceptionally good at it. Your voice is like velvet in the ears of others, and could convince others of the usefulness of even snake oil in a clear, concise, and convincing manner. Additionally, you can project any sort of image that you want, be it a rosy-cheeked sweetheart or a stone-cold killer.

For All Services Rendered [200 CP]
You are a businessman, here to get paid and be given what is owed. So long as you are trying to be honest with people, they will be honest with you, at least in the realm of trade and business. Nobody will try to do something like overcharge you, and even the most notoriously bad individuals will pay you for your services. In the event that someone literally cannot afford you, you are able to accept gifts, a lowered payment, and/or debts. If someone can't pay you, and you don't like them, you can take something valuable of theirs as a form of collateral, which they can do nothing about.

Money is Power [400 CP]
This is true, but maybe you've never heard of an idiom? All of your parameters grow in proportion to your wealth (Be it in literal money and assets) and status. Having a bigger bank account can boost your strength, speed, durability, constitution, mind, magic, and even beauty. You also receive a boost based on your close associates as well, whether they are poor or extremely rich.

Perfectly Legal, Thank You Very Much [400 CP]
Yeah, I'm Totally Going To Sell You This. You possess an extremely potent bureaucratohazard that renders all of your business actions completely legal. You can beat your employees into submission, demand everyone wear a maid outfit, buy out all of your

competitors, and even release lions on your employees! Nobody will consider these things as even particularly strange.

A Real Trade [600 CP]
Thanks, Satan. You have the ability to make deals with others, be it for power, wealth, loyalty, trade, or whatever else. These deals will always benefit you far more than the other party. Once signed, reality bends to ensure that said deal is carried out on both sides, even if the deal is completely unfeasible. So long as there is theoretically a way for both sides to fulfill their ends of the bargain, even if only because of temporary windows, the deal will be able to be made.

The Art of the Deal [A Real Trade, Capstone Boosted]
I see that you've unlocked the ultimate trade deal method: just rewriting it! You are able to modify any and all deals that are at least tangentially connected to you in whatever way you want. Reality then corrects itself to ensure that this was always the deal, causing the other party to not even question it.

That's Not How That Works [600 CP]
So you know how vendors in some games all seem to have the same sort of quality goods, even when it doesn't make sense? Yeah, you now have that, but writ large. You are able to enact trade with literally anyone, and they will give high-quality goods based on their profession, with seemingly no limit. A small-time baker can give you thousands of fluffy loaves, and a jeweller could give you the Hope Diamond.

That's Really Not How That Works! [That's Not How That Works, Capstone Boosted]
You are now able to bargain for anomalous and conceptual things, and can trade with non-sapient entities. Furthermore, anything negative will be given to you in a way that doesn't have you automatically receive it. You can make a trade for someone's biological child, and they would become *your* biological child. You can trade someone a crystal in exchange for their depression, and you get a vial of their liquid depression. If someone doesn't want their super cool anomalous power, you can take it off their hands. In exchange for some belly rubs, a dog will give you the bone of some unidentified creature.

Lawbringer Perks

Eyes of Argos [100 CP]
In the Backrooms, the Eyes of Argos is a brutal group that hunts down all "sinners" they can. This is done by their leader, Argos, who has the power to determine if someone has committed some sort of crime. You now have a similar power and can immediately identify if someone has committed a crime, is planning to commit a crime, or is just innocent. Additionally, you deal more damage to people based on the severity of their actions.

Know the Rules [100 CP]
Your word is not a universal law, so you should know the laws of others. You instantly become aware of any rules, laws, and general codes of conduct in whatever location you are currently in. You also instantly become aware of any rule that someone wants clarification about, even if you've never been there.

Never Escape My Grasp [200 CP]
Justice is persistent and cannot be escaped. The moment you mark someone as guilty, you become intrinsically aware of their exact location and status. You can't exactly teleport to them, but they'll never get away from you. Even if they try to escape through another dimension, you immediately gain access to wherever they traveled. After successfully hunting someone, however, you are immediately kicked out of any forbidden location.

For someone to be marked as guilty, they must have actually committed a genuine crime., which in this case is defined as an action that hurts others or an action done with the intent to hurt others. It does not have to legally be classed as a crime to go into effect, and you don't have to justify yourself to others. So long as you know they committed a crime, you may tag them. Furthermore, you may decide if crimes done without a reasonable cause are counted - the difference between stealing food because you can and stealing food because you were starving.

Words of the Heretic [200 CP]
The Heretic betrayed the Eyes of Argos due to what he believed to be growing cruelty and corruption, along with the fact that they are spread out so thin as to not be able to cover their bases. You, unlike them, will never have this problem. From now on, the growth of whatever organization you start will never negatively impact you. Corruption never festers in your group if you never wanted it in the first place. Logistics never seem to trouble your group either. The only changes to how your group operates are to either clear up unforeseen grey areas or to make you more efficient.

Duty-Bound Hero of Justice [400 CP]

While meting out justice is all well and good, most people would prefer that the crime didn't take place at all. You appear to be guided to locations where criminals and immoral actions are taking place.

Additionally, when confronting criminals (whether they've already committed a crime, or were intent on committing one), you find you are naturally strong against them. You deal twice as much damage against them, with any form of damage reduction (save for any natural/intrinsic forms of durability) are ignored. Even if some sort of armor or shield is fully indestructible, your attacks literally just phase through said defenses, and if they have protections against that, they're going to feel that damage rattle their internal organs.

The Law of Karma [400 CP]
Even as a Jumper, you can't be everywhere at once, nor should you be obligated to try to. While you mete out justice on a personal scale, this will deal it on a macroscale. In every world you go to, karma is a very real thing. People committing evil deeds are guaranteed to be punished, and those who do good are guaranteed to be rewarded. This system values intent over actions, so while someone will get punished for committing destructive deeds for genuinely good reasons, they won't be thoroughly destroyed by it like how an evil person would. You are also subject to this system as well, and you will intrinsically know what you did to deserve it.

In the event you travel to a setting where karma not only verifiably exists, but is imbalanced towards evil or villainy succeeding, this perk still works, but is weakened. It works to more "balance the scales" in a sense. Evil might be stronger, but there will be rays of hope and light that burn against it. Your direct or indirect intervention in the matter may very well tip the scales on the side of justice.

At the start of each Jump, you may toggle this perk on or off. You will not have an opportunity to do so during the Jump.

Warmth of Justice [600 CP]
Justice must be kind, and protect the innocent, because if people don't believe they are safe, then what good are you? From now on, anyone that you have no ill-will towards and/or you are actively trying to help will view you as a shining beacon of warmth and hope. They are not suspicious of you, and even if they are terrified of the world, they will see you as a help.

Light of Redemption [Warmth of Justice, Capstone Boosted]
At the same time, shouldn't that be the same for criminals as well? Wouldn't it make sense to imprison criminals not simply to punish them, but to rehabilitate them? All criminals, so

long as you genuinely intend to rehabilitate them, will eventually be so. Even embodiments of evil and chaos are not outside of your reach.

Keep the Watch [600 CP]
After you've brought the peace to an area, you probably want to keep it. You receive syncognition, giving you the ability to observe everything that can be seen as under your authority. Additionally, you can observe other locations under the control of others, so long as they give you consent to do so. You won't see purely personal things, or meaningless conversations, but you will clearly be alerted to crimes, ethical violations, or genuine plans to commit similar actions. Additionally, when not in such territories, you gain perfect sight of everything happening a thousand meters around you in all directions.

Seeing all of this will never cause you any mental/visual/psychological pain or stress.

All-Seeing Eyes [Keep the Watch, Capstone Boosted]
Many injustices have never been rectified, and many crimes destined to happen. You now have the ability to see the past and the future, albeit to a limited degree. By either capturing criminals or perceiving something related to the crime, you are able to see it, its preparations, and any unknown parties in perfect clarity. Similarly, you are given a perfect vision of significantly harmful actions that will happen in the future, and you will be able to stop them however you want.

Slayer Perks

Advanced Weaponsmaster [100 CP]
Your job is to slay all the monsters in the Backrooms, which you can't do if you can't fight, now can you? You are given the ability to utilize any weapon you come across with decent proficiency, along with the ability to use pretty much anything as an improvised weapon. Additionally, you are able to train and master these weapons fairly easily, and no matter how much time passes, your abilities never deteriorate.

Kill or Be Killed [100 CP]
Hesitation is defeat in combat, and getting spooked for even a moment is a death sentence. While in combat, nothing your opponent does can deter or halt your attacks. This can be something like a feint, throwing dirt in your eye, or even growing an extra limb.

The Common Good [200 CP]
You can't fight the world alone, so get some help! You're a bit like the Ariane Circle, in that you can easily rally others to fight alongside you for the sake of the majority. Those you rally to your side are able to be trained up by you, turning children and even the elderly into warriors who could match veterans. While in combat, your forces also gradually grow to match your own level of competency and strength, but only as far as their body currently allows them. This perk will additionally apply if someone you train and specifically empower to do so trains others.

Measured Response [200 CP]
Whether or not the Iron Fist can be said to have a righteous goal of casting down the gods, their mission has degenerated into pointless anger at those who are good and evil, with no distinction. I'm glad that you will not suffer the same problem. Even if motivated by hate or anger, you will never make mistakes that come with said flaws. Additionally, you can minimize any damage you do to the point where launching a nuke will only harm those you directly want to harm, with no damage to innocents or the terrain.

The Will to Power [400 CP]
Certain unsavory individuals in the Backrooms rely on the terrible power of the Godhand, which promises great power in exchange for madness. Such a decision is a truly foolish one - for why would you decide to lose your sense of self for the sake of power? Now, when you channel sources of power, it is ultimately yours. You might need to train with it for some time, but given enough effort, you can use it effortlessly, with minimal physical or mental strain. If you work towards it, you can even combine these powers to use simultaneously.

Knowledge is Power [400 CP]
You know how the horrors become less scary when you actually know what they are? Well, this is now a conceptual power of yours. The more you comprehend something or someone, be it a human, monster, or god, the stronger you become against it. Similarly, the less something knows about you, the weaker it is against you, although this only works if they are sentient.

Anti-Entity Agent [600 CP]
Humans have lived in the Backrooms for an eternity, and you will not see them laid low by these entities and their fancy powers! You possess a significant resistance to the influence and power of supernatural beings. The Animated King can't transform you, and not even nonsense like really thorough semiohazardous lifeforms can stop you from driving a knife through the skull. This will not protect you from supernatural environmental hazards.

Reality Anchor [Anti-Entity-Agent, Capstone Boosted]
It seems like you share at least one feature with that bastard [redacted]. When around you, reality-bending and various alterations to reality are ineffective if you don't want them to work. Existence erasure, dimensional banishing, curses, and hostile environmental modifications are now totally ineffective. This does not make you immune to omnipresent forces, which would include things like the laws of physics, certain types of magic, and conceptual forces. If someone blows up the Universe, then you getting caught in the crossfire will still likely kill you.

All Men Must Die [600 CP]
Valar Morghulis. The problem with this creed is that a lot of things can't be harmed, despite you clearly being able to know it's there. So long as you are able to perceive that something exists in front of you, even if you can't actually see it, then you are able to deal real damage to it. This includes humans, entities, intangible & non-corporeal beings, and other creatures of atypical configurations. This doesn't mean you'll win, but you do get a real fighting chance.

The Killer of Gods [All Men Must Die, Capstone Boosted]
What you can do is what the Iron Fist could only dream of. Your weapons can pierce and slay anything, even if that thing is immortal, conceptual, or even a god. Do note, however, that if something is beyond your ability to conceptualize, then you literally cannot harm it. Please see this article's conceptualization chart to understand what that means. Fight the gods of the Backrooms if you want, but don't go and try fighting the true forms of the Pillars, because it's a bit like hitting a shadow.

The Lost Perks

Operating in Secrecy [100 CP]
Despite existing for thousands of years, the Lost still remain a great mystery to the most recent Backrooms groups, which was by their design. You are able to conceal your history and actions from people that you want it hidden from. This automatically registers and can discriminate if you would or wouldn't want someone to learn about you - though be aware that being antagonistic towards the latter will deny your protection.

Blended Together [100 CP]
Among the Lost are a group known as the Lost Legions. These ancient peoples were once disparate groups of Roman and Greek wanderers, who eventually came together to survive. When in difficult situations, those around you become able to rally together remarkably easily, discarding any past grievances for the good of the whole. Even after the situation is resolved, then you can have this bond last even afterwards.

Live off the Land [200 CP]
The Backrooms are largely hostile to life, but those who have lived here their entire life knows what bounties this liminal reality holds. When arriving in a new space, you know exactly what to do to not only survive, but also to thrive. This includes knowing what is safe, what is dangerous, and what you should do at that very moment.

Rosetta Stone [200 CP]
The Backrooms is rife with writings that don't map onto any known language, and the Lost even speak some of them. You are able to instantly comprehend any language that you come across, including reading, writing, and understanding it.

Loved by the Gods [400 CP]
Praying to the gods very rarely affords people empirical benefits, yet the Lost's pantheon, when it was active, pretty much did help them out regularly. What's more, they did without actually requiring anything from humanity, as they exist separately from mortals. You find that, unless you are actively against them, godlike entities seem to like your presence, and will bless you in small yet considerable ways.

Distant Cousins [400 CP]
To become friends with people so different from you is already a challenge, yet you can befriend those of entirely separate species! When someone is considerably different from you, be it culturally, racially, historically, or some other thing, you and they will quickly become friends.

Kayan's Bounty [600 CP]

Kayan was among the gods revered by the Lost, who walked with them, and gave them bounties in the form of crops and nature. When Sharo betrayed her, the blessings came to an end, and they received a curse. It seems, however, that Kayan still loves you, because you seem blessed by the natural world. Beautiful flowers regularly spring up where you stay, purging any environmental corruption, and smelling beautiful. When out hunting, you find big and easy creatures to hunt. Crops of yours grow twice as big in half the time.

Overflowing Bounty [Kayan's Bounty, Capstone Boosted]
Perhaps it isn't just Kayan, because you are practically a Nature God yourself. In just about any place that has even a hint of environmental impurity (Such as pollution or radiation), you can erase it in short order. In natural environments, you can induce the rapid growth of plants and animals, along with curing any standard sickness.

Wondersmith [600 CP]
Entity 90 ("The Steel") are a truly strange group, for nobody knows who created them. Even among themselves, they've got no real lead, and much of their culture revolves around discovering this lost history. The controversial Church of The Revered holds them as being the creations of an ancient group of people. Whether they are accurate or not, you can create beings like the Steel. They don't even have to be made from steel: you can use stone, clay, concrete, wood, anything. You may choose if they are sapient or not, but they will all be unquestionably loyal to you by default.

Mechanical Messiah [Wondersmith, Capstone Boosted]
To create life is a truly precious thing, but something even more precious is to know it can continue even without you. The beings you create can now be far more complex in their design and natures, and can even create others like themselves, who will also be loyal. They can organize themselves into societies, and if sapient, can develop cultures.

Hostile Entity Perks

Jumper's Fever [100 CP]

Dracoliths are bizarre entities that condemn wanderers to a rather horrible death causing them to breathe fire, and cook themselves alive. You now have a nasty power like this. By staring into the eyes of someone for ten minutes, you may induce a "curse" upon them that fully activates within four hours, showcasing painful symptoms beforehand. This can be something like fire, or it can be electricity, or ice, or water, or something else.

Monstrous [100 CP]

Tons of entities look spooky, so you'd best look the part! You now have an alt-form that looks as monstrous as you want it to be. It can be that of a standard entity, or something of your own design. You may have "regular" biological features like flight or scales, but nothing beyond that.

Under the Cover of Darkness [200 CP]

The terror of the Smilers comes from their ability to navigate in complete darkness and spring out from just about everywhere. Beyond having perfect eyesight in darkness, you are able to become invisible in dark spaces and shadows, even if someone is reasonably able to see you.

The Beast That You've Been Keeping [200 CP]

How familiar are you with the Beast of Level 5? Real nasty piece of work that guy is, which is why I'm giving you his powers. You don't get a free level, but you do have the power to manipulate and twist bodies and minds, turning living beings into subservient abominations.

Psionic Predation [400 CP]

Windows are some of the most prevalent and yet most ominous forces in the Backrooms. They are, quite literally, predatory thoughtspaces that grab and consume anyone unfortunate enough to get too close to them. I hope you like tasty tasty thoughts, because now you can set up your own special "windows" to hunt people. If someone strays too close, a colossal hand will suddenly manifest and grab them. Most obviously, this can be used to effectively consume the memories and thoughts of anyone you want, but it can also be used as an unusual method of transportation (either by yourself or your companions), as you can go through these windows to any location you want, so long as windows exist. This provides you with a toggle to determine the threat level - dialing it all the way from "will kill you at full power" to "harmless but spooky transport".

At the start, you can only have two of these windows active at once, and they look no different than regular Windows. However, as you train this, you are able to generate more Windows that look however you want.

Hiding [400 CP]
Lots of Backrooms entities have comically adept hiding methods, such as magically hiding under the floorboards or operating out in the Void as a window. You are able to hide yourself in pretty much any space, such as the sand, floor, walls, cracks in reality, and more. When you want to attack, you are able to instantly escape your hiding spot with no pain or disorientation, regardless of how hard it actually was to hide in the first place.

Give Me Your Skin [600 CP]
Skin-Stealers, as their name suggests, kill people and can hide in their skin. You've got something like that, except it's far more refined. By killing any entity, you can wear their "skin" (even if they don't actually have skin), letting you gain their appearance, memories, and abilities. Do note that those extremely close to your victims will be able to tell the difference between you and them, provided that you don't practice enough. You keep the skin even if you remove it or destroy it, but you can only use one set of skin at one time.

Apostle of Skin [Give Me Your Skin, Capstone Boosted].
If your previous perk was merely refined, this is an evolution. You have access to all the memories and abilities of every single one of your victims at once, with any copies stacking with one another. You may also fuse the "skins" together, creating some horrific amalgamation.

The Love of Jerry [600 CP]
For any entity looking to create a cult! By making contact with any creature, you are able to induce a cognitohazardous form of reverence within them. This will cause them to effectively worship you as a god, and they will help you in any way they possibly can, even if it means losing their life. This will not work on beings who have high enough Cognitive Resistance Values, nor can it affect beings who are considerably more powerful than you.

Contagious Reverence [The Love of Jerry, Capstone Boosted]
It seems that your faith can be proselytized. At will, you can choose to have any and all of your devotees spread your "love" to anyone that they touch. The same strengths and limitations as before still apply to your devotees.

Friendly Entity Perks

Aura of Innocence [100 CP]
You aren't a threat to others, and they'll know as well. So long as you aren't deliberately plotting anything malicious, even the most paranoid and bigoted individuals will perceive you as inoffensive and harmless. This will work even if they know how powerful/dangerous you really are.

Trust Me [100 CP]
A hard part of trying to help wanderers is the fact that they don't have reason to blindly trust someone they've never met. This is a logical choice in a place with things like Skin-Stealers, but it shouldn't impede you. So long as you genuinely intend to help others, people inherently believe you are trustworthy and will obey what you tell them.

Bleeding Heart [200 CP]
Fun fact: did you know that Almond Water was once the blood of the Red Knight? Granted, it's also Liquid Pain, but the process for them was very different. Now, you are able to do something similar, and your bodily fluids now have beneficial effects. What this effect is can vary, but it cannot be especially more powerful than almond water. This gives you some idea as to how it functions.

Blubby [200 CP]
While you likely aren't going to want to be a cute little blob, you now have the powers of a standard blub cat.This means that physical attacks like stabbing, punching, or throwing do no harm to you, and you can't even feel them. You are additionally immune to harmful consumables such as liquid pain. Perhaps most importantly, you are able to tell when someone is experiencing negative emotions, and you can encourage them to unleash their violent urges on you like a stress ball, which will calm them down and soothe their hearts.

Guide of the Lost [400 CP]
When people are lost in darkness and uncertainty, the only thing they can rely on is a distant light. From now on, people who know of you, whom you would help if you knew them, will find a small light that shows them where they should go to find safety. This can help them escape dangerous levels, warn them about trap levels, and even guide them to levels that you might control. They will intrinsically be aware that this light is safe as well, although if they know you are responsible for its existence is up to your discretion..

Heed My Warning [400 CP]
While leaving warnings for wanderers is usually a good idea, it runs into issues on levels that suffer from the Desolation Effect (where everyone exists separately), shifting terrain, or otherwise random entrances. You are now able to set a psychic message that

automatically alerts anyone you would want to help (via a mental scan from the message itself) in a designated area of up to five kilometers about any warnings and notices that you want. This message can be as complex or simple as you want, and it will be ingrained in the minds of those who hear it. The only real requirement is that what you are warning them of is a legitimate worry. You may decide if this is spatially locked, meaning that it will operate in realspace and any overlapping dimensions.

Guardian Spirit [600 CP]
While guiding wanderers is a noble goal, there is worth in fighting to protect them. If someone around you is in danger, you are able to assume an "angelic" transformation, although whether it's a humanoid angel or "biblically accurate" angel is up to you. All of your powers and parameters are considerably boosted by five times, with this empowerment increasing as more people are in trouble. A person does not need to be directly near you for this to activate: you merely need to know someone needs your help, or comprehend that a threat in front of you has the potential to harm others.

Beatrice Watch [Guardian Spirit, Capstone Boosted]
Even with this form, it'd be unreasonable to believe that you can truly help everyone around you. Now, so long as someone calls on you for protection, a ghostly "copy" of you will protect them from danger. This apparition is obviously considerably weaker than even your base form, but it's still capable of fighting several entities on its own.

A Gift of Health [600 CP]
It might seem like a no-brainer, but it's actually vanishingly for no-strings-attached healing to be a thing. There is something like it, but that is a more metaphysical phenomenon, and not one you should rely on. This is a bit more reliable than that, as you are now able to heal any physical injuries present on an individual. If they are bleeding, you can patch that up. If they've lost an eye, you can grow it back for them. If they've lost a limb, it'll take being more involved, but you'll be able to fix it. Basically, so long as they aren't dead, you can heal them up.

How you begin the process of healing is up to you, with the only caveat being that you have to be close to them at the start. If you are close enough, you can even start it with a firm stare or snapping your fingers. Once it's begun, you don't need to be physically close to them for it to continue. Minor wounds would be about a minute, more serious wounds like gashes would take half an hour, and restoring amputated limbs would be several hours. If the wound's severity is caused by some nasty sort of curse, or maintained by supernatural means, then it may take days.

Gracious Gift of Tears [A Gift of Health, Capstone Boosted]

But physical injuries are far from the only thing that can afflict wanderers, and most certainly not the most potentially devastating one. What good is clearing up a knee scrape on a child if they just want to go home? What good is healing the body if the soul is shredded? Now, your healing extends to psychological and spiritual traumas. This won't wipe away grief, but in your vicinity, individuals are more easily able to come to terms with what makes them sad, and move on. How long these sorts of wounds take

This will also enable you to heal spiritual wounds, and so long as you have a piece of someone's soul, you'll be able to fully reconstitute it as good as new - though that will take a week or so. This might be somewhat niche in the Backrooms, but do be aware that undead beings with a degree of sapience are able to be healed by you, and there are a number of those sorts running around.

Item Selection

You may import any item you possess already into items purchased here. Any modifications and upgrades that you make to properties will carry over if capstone boosted or otherwise imported into something else by fiat. Unless otherwise stated, you are able to buy any item as many times as you can afford to do so.

Undiscounted Items

Almond Water [50 CP]
Jumper has what Wanderers crave! He's got almond water! You have a thermos of Almond Water that will gradually refill on its own, needing only 24 hours to completely refill itself. It will fulfill all of your hunger and nutritional requirements, but not much else. You can buy this as many times as you want.

In spite of the name, Almond Water does not actually contain Almonds, and can be safely consumed by anyone. Check here for the different types of Almond Water. You may choose one type of it for your purchase. Here is a list of items that can be made using Almond Water.

Level Key [50 CP]
Level Keys are rare, anomalous artifacts found throughout the Backrooms. They are attuned to a specific level, allowing you to unlock any door on that level and grant access to that level via a doorway in The Hub. You may also use said key to guide your way to said level through the shortest possible route. In baseline reality, Level Keys can open any lock, be it physical or digital.

You may have a Level Key for any level, even if said level usually doesn't have one. Additionally, you cannot lose these keys by any Backrooms phenomena, and if you melt it down to create an object, the new object retains its fiat-backing.

Object 5 - Candy [50 CP]
Object 5 is a set of anomalous candies that were allegedly created by the B.N.T.G. that, upon being consumed, offer strange, mildly useful effects. You receive a one-pound bag of each set of candy that endlessly refills. Most work the same as listed, save for Hazardous Waste, whose corrosive effect does not negatively affect you. Additionally, its addictive effect has been removed.

Moth Jelly [50 CP]
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. There are several variants of Moth Jelly, and you purchase them for 50 CP each.

Lucky O' Milk [50/100 CP]
A lovely soybean drink that is rivalled only by Almond Water. You may select one of the six flavors for purchase. All of them, save for the Luck flavor, costs 50 CP, while the Luck flavor costs 100 CP

Object 15 - Firesalt [100 CP]
Firesalt is a volatile crystalline substance that can explode and release light through impact damage. It can also be melted into the substance known as pyroil, which not only burns easily, but can be converted into ingots. This is a very valuable substance in the Backrooms, and you now seem to have ten ingots of the stuff, and you get that much every month.

Object 25 - Babel Balm [100 CP]
Unless you already speak every language, this is going to be invaluable. Babel Balm is the name given to an anomalous chapstick that, when applied to or around the lips, will allow the user to understand any language they hear as their first language, with the speaker's lips appearing to match. When applied to paper, this also translates the language spoken. You are given one stick of Babel Balm that never runs out.

Object 19 - Squirt Gun [200 CP]
A weird sort of weapon, but one that anyone can use. This is an anomalous water gun that is able to safely store and utilize any liquid in the Backrooms, while also increasing the potency of most (sans Memory Juice and Liquid Silence). Outside the Backrooms, it can safely store and fire any type of liquid.

Object 48 - Liquid Pain [200 CP]
This is a nasty substance. Liquid Pain is a deeply acidic liquid that is extremely painful to even touch, and extremely lethal if imbibed, with only immediate medical care being able to save you. You receive a thermos of the stuff, and it is given an evil-looking design in case you're stupid enough to confuse it with something else. It gradually replenishes itself and can fully restore its contents within twenty-four hours.

Object 23 - Wayback Machine [200 CP]
Wayback Machines are an odd "vintage" computer, with a special black box inside. When an object is placed near the Wayback Machine, you will be able to view the past versions of the object itself, and revert it to this previous form. Its only limit is that it cannot be reverted beyond the point of the raw components that make it. Because you are paying

for this, we guarantee it will always work as intended, and you do not need to describe how the object looks.

Object 32 - Reality Fresheners [200 CP]
Reality Fresheners are tools employed by the Backrooms Remodeling Co., used extensively in their operations. When "plugged" in (no outlet needed), it releases a sweet scent, which solidifies the fluid behavior of the Backrooms, making it far more uniform and in line with Frontrooms laws of physics. This also causes entities to grow distressed and confused in these locations. This is unhelpful in levels whose hazards are in line with standard physics. You receive a crate of these every month, and they have a relatively small range, so while you can do a lot, don't go thinking you can freshen up a whole level.

Entity 29 - Blub Cats [300 CP]
Adorable blob-like creatures resembling cats from the Frontrooms. They are very affectionate creatures that can be tamed via various liquids, with not even Liquid Pain being able to hurt them. They usually communicate through squeaks, but can telepathically communicate with Wanderers. Each purchase lets you buy one variant of blub cat. Please read the article to see variants.

Object 34 - Cassette Recorder [300 CP]
Object 34 is a cassette player that, when its music is played, renders anything hostile within ten feet of the recorder docile. This cassette is totally indestructible, but it will return to you in the event that it becomes irretrievable.

Object 101 - Frvyo Jades [300 CP]
Frvyo Jades are a special gemstone that can detect the danger of entities around you in a fifteen-meter radius. The shine of the gem gives away the fact that entities are around you, and their intensity alerts you to how dangerous these entities are. The usefulness of this jade is somewhat limited if you are in a space that is already full of entities. Post-Jump, the jade can be modified to determine the hostile intent of any creature, or only supernatural entities.

Object 87 - Worn Sack [300 CP]
Who doesn't want an inventory? Although appearing worn, this backpack is very useful, as it has a subspace that lets it store 700 cubic meters of items within, and it always weighs 0.5 pounds. You have approximately an hour of breathable air at a time if you go in to search for something, and you can easily leave it by imagining an exit.

Object 16 - Skirodemium [300 CP]

Object 16 is a building material that superficially resembles concrete. Found exclusively on Level 948 (“Road Convenience”), it can resist high pressures, acts as a great insulator, and is both light and durable. When blended with various liquids, it can become other materials. You receive a truckload of Skirodemium, which replenishes every day.

Object 75 - Chekhov’s Gun [300 CP]

Object 75 is an unusual, yet nonetheless invaluable weapon. Taking the form of a standard Mosin-Nagant rifle, Chekhov’s Gun manifests via an arbitrary set of rules, but invariably winds up with a wanderer who is otherwise in danger. They have a short time frame to grab it, but if they do, it will either kill, stun, or blow away the entity, saving the wanderer. Buying this guarantees that it will always manifest when you need it.

Administration Items

Modified Maiden's Ink [50 CP]

The Maiden's Ink is a useful tool, used by the Maidens to deliver messages to one another, which cannot be seen by others. You now have something similar to that, including several bottles of ink that can only be seen by your followers, companions, subordinates, or allies. To anyone else, it just appears blank. You have an endless supply of this ink.

RAI-317-B [100 CP]

You shouldn't have this, but I'm giving it to you anyway. The "Phantom Wormhole" is a strange object created by the Conductor of Level 317. It's a handgun that, by shooting at a (non-living) surface, will teleport the user to that location. This one has been modified by the Neith Division, so now it can also teleport you to where any marker of your choice is placed. Markers can be designed in any fashion you desire, from an intricate symbol to the letter X. These markers can also teleport you onto levels where the marker is placed. This also works as just a regular handgun as well, courtesy of the Neith Division.

Object 60 - The Throne [200 CP]

A mildly cognitohazardous green chair that makes those of lower mental fortitude believe it's a precious tool. For you, however, it instead gives you a number of blessings while sitting on it, including clarity of mind, access to "secret" knowledge, a surge of courage and passion, increased mental capacity, and an expansion of the soul. The second and fifth blessings are kinda vague, so I'll let you decide what that means. If you don't like its design, you can make it look however you want.

Small Base [400 CP]

If you want an organization, then odds are that you'll probably need a safehouse to operate out of, yeah? This is a relatively small (Roughly a mile wide) base that you have complete authority over. You are free to set this base at any level from Level 1 to Level 11, although some are better ideas than others. This includes a food & supply storage area, living quarters for subordinates and wanderers, and a few work spaces. This space comes with a few dozen followers skilled in whatever field you want them to be. Your entire base is safely protected from any entities and potential hostile wanderer groups. After this Jump, you are free to place it anywhere.

A Real Community [Small Base, Capstone Boosted]

Consider this now a full-fledged community. It's twenty miles wide, with hundreds of loyal followers, whose skills are top-notch and want what you want. You also have a consistent set of wanderers who have found sanctity and are willing to lend a helping hand. There is a steady supply of food, almond water, and general equipment for everyone to reliably have, although there isn't much in excess. After this Jump, you may place it anywhere.

Explorer Items

Modified Object 38 - Red Light, White Light [50 CP]

Object 38 is a white stick with a material that, when exposed to something with a sufficiently high microbial count, will turn red to alert you of danger. This is valuable when investigating levels that may have unknown hazards. Its original version could only warn of biological (ie, bacterial, fungal, or viral) contaminants, but this one can also alert you of chemical and radiological threats. You have an endlessly replenishing stock that refills after using it. Immediately dispose of them when they turn red, as it's no longer useful, and is a contamination hazard.

Object 7 - Memory Jars [100 CP]

"Memory Jars" are strange objects in the Backrooms that trap the memories of people who have died near them. Appearing as small glowing orbs, "touching" a memory will play it in your mind's eye, so you can see how they died. This item is not a Memory Jar, but instead a promise that, on unfamiliar and dangerous levels, you will find some type of Memory Jar that will detail some hitherto unknown danger.

All-Seeing Eye [200 CP]

This drone is an indestructible flying camera that records everything you interact with in a 360 degree angle. It additionally comes with a 100% accurate transcriber that picks up and writes down all words spoken, even if you yourself couldn't see or hear someone. The drone optionally comes with camouflage tech to render itself invisible.

A-Sync Hazmat Suit [400 CP]

I wonder if you thought I wasn't gonna offer this? This doesn't have to have the A-Sync branding, but the design is the same. This suit is nigh-indestructible and can protect you from standard environmental dangers, along with chemical, biological, and toxic materials and substances. It's also easy to breathe in, and it doesn't restrict mobility. Do note that this won't protect against radiation, temperature, and general esoteric hazards.

Altered Reality Protection Suit [A-Sync Hazmat Suit, Capstone Boosted]

Now *this* is the best protection you can have. This suit was based on the hazmat suit, but has been further augmented through experimentation with materials in the Backrooms. The result is an Absolute Exclusion Harness that protects against just about everything and sustains your body without the need for nutrition. It has an internal temperature regulation system that keeps you at your preferred body temperature. Additionally, it shields from radiation and wards away supernatural environmental hazards like teleportation, transmutation, irregular chronal threats, and reality restructuring events.

Direct threats from entities remain a threat, but the environments of the Backrooms will not hurt you.

Innovator Items

Modified Object 33 - RoboPet [50 CP]
RoboPets are customizable robots created by Backrooms Robotics to serve as companions and protectors. Taking the forms of animals, this had a nasty problem of attacking all entities, which includes humans. Luckily for you, this problem has been amended, and while your RoboPet isn't that strong, it cannot be destroyed, will teleport to you if you are too far away, and it will only attack hostile entities. You are free to buy as many as you want.

Object 49 - Compression Cube [100 CP]
Compression Cubes are powerful weapons created by Backrooms Robotics for the purpose of self-defense. When opened, it will suck in any biological material in front of it and compress it down into a cube, killing it instantly. This has little effect on gaseous entities like Smilers, and there is the chance of it killing the user. We've made sure that yours is far easier to use and can also target specific entities in front of you, rather than everything.

Object 78 - Blue Gel Batteries [200 CP]
Blue Gel is among the most important objects in the Backrooms, at least for someone like yourself. You see, this neat little gel actually helps to make some of the most potent batteries in the Backrooms, capable of transferring energy over many charge cycles without any loss in ability. This additionally makes it quite useful for transferring energy between levels - which post-Jump translates into different dimensions. You receive a large shipment of Blue Gel Batteries every two weeks.

Your Workspace [400 CP]
Someone like you needs their own space to work in, and this'll help! You receive a workshop/laboratory hybrid, which is stocked full of neat tools and writing materials for you to use. It's small-scale, but you can use this place for any sort of experimentation.

The Factory [Your Workspace, Capstone Boosted]
Definitely not *that* Factory, but this one is pretty useful. This is a multi-story building stocked with supplies, useful followers, and a large laboratory for you to perform multiple experiments and forms of research. As the name suggests, it also has a large factory (Whether it's automated or manned is up to you) that lets you mass-produce whatever items or creations you have or come up with. Everything created in the factory is guaranteed to be of the highest quality. Any crafting perks you have will automatically be applied to the Factory.

Trader Items

Asset 85 - Agrugua Fruit [50 CP]

A tool to be used for better or worse - and pronounced Uh-grEW-gEW-Uh). These fruits take the form of red lemons with the scent of alcohol and strawberries. Upon consumption (if you can get past the strong strawberry/alcoholic flavor), it will heal any minor injuries and illnesses, such as headaches, stomachaches, or sore throats. If you apply its juice on a cut or bruise, it will heal within 20 minutes, and pressing a slice of it on acne will clear it up (though don't eat it afterwards). Just for you, the fruit's total sugars will, in fact, be 8 grams, and it is not especially addictive.

Object 16 - Royal Rations [100 CP]

This is both very useful and *very* troubling. Royal Rations are a gelatin-like substance that is guaranteed to be the best thing you've ever tasted. Consuming any amount of one will give you the proper nourishment of three full meals, but most people naturally want to eat all of it. You now have a single large box of a hundred instances of the stuff that will replenish within a week. These will taste marvelous, but will not induce the same rabid desire if you don't want it to.

Object 74 - Warpberries! [200 CP]

Oh, what a joy this little trinket is. These anomalous berries have the ability to teleport you to the level where they were grown when consumed, and they can be grown on any level. You receive a basket full of warpberries that replenish every month, attuned to any *one* level of your choosing. Additionally, the penalty for trapping everyone upon too many being consumed at once is lifted.

Trade Vault [400 CP]

Hopefully, the B.N.T.G. doesn't sue you for copyright. You have a sublevel that can be attached to any safe level. It is an endless Warehouse full of various supplies that can either be used by you or traded to Wanderers. Do note that you only start with "basic" supplies (Like Almond Water or weapons), but if you "sacrifice" enough of an item, you can have it appear. How much you have to sacrifice to it scales to the rarity of said item, and how valuable it is to you. This obviously varies from person to person, but the cost will never be impossible to fulfill.

Merchant's Guild [Item #4, Capstone Boosted]

A warm thanks to the many members of said guild, bankrolling these terrible, terrible trades. In every safe level you can access, you will find that you have a trade store open, with each having easy access to the Trade Vault. You are also able to establish outposts on other levels that have valuable resources, but you'll have to make sure they are in a spot without excessively high hostile entities, as these can be destroyed.

In future Jumps, you will still receive the resources present in these levels, and you can have your stores and outposts manifest in normal spaces (ie. outside the Backrooms), as part of some kind of franchise.

Lawbringer Items

Sin Detector [50 CP]
A strange device that bears the symbols of the Eyes of Argos. Upon being held to someone, it detects the "sin level" of individuals, whether it be Low, Moderate, or High. "Low" represents most people, who have either committed no sins, or whose sins are too minor to constitute serious investigation. "Moderate" represents individuals who have committed significant crimes, but have not actively attempted to seriously harm others. "High" represents individuals who have committed serious crime, and either have or have the intent to seriously harm or kill others.

Entity 226 - Lawcrow [100 CP]
Lawcrows are believed to be extensions of Argos, created from his essence, and further bred by the Eyes of Argos. They can detect truths and lies, hear through walls, have the same intelligence as a nine-year-old child, and have silent voices to speak to whomever they please. They are, by and large, docile and benevolent, but will try to attack the sinful unless held back by you.

Containment Facility [200 CP]
This is more like a prison, actually. You have access to a facility that allows you to imprison any of your targets and carry out their sentencing/rehabilitation. Once successfully jailed, your target cannot escape through normal or esoteric means. The facility is staffed by jailers who will treat the prisoners as humanely as they possibly can.

Instrument 80 - Retributors [400 CP]
Among the powerful weapons in the Backrooms, these spiritual devices are extensions of the user's soul. Similar in appearance to a gun, these weapons become stronger based on your own willpower, although even a weak-willed man can still have the equivalent of a gun. For those of greater constitutions, however, this weapon will eventually synchronize with you in total and bestow immense power. The Retributor is both physical and intangible, meaning it is lightweight and cannot be stolen from or used against you.

Extension of the Will [Instrument 80 - Retributors, Capstone Boosted]
It can be said that Argos is the judge, jury, and executioner of the Backrooms: the extension of justice itself. However, he is hardly the only force of justice in existence. What you have is not just a weapon, but a partial manifestation of ***THE SPECTER***, who will aid you when you need help to mete out justice, fight crime, and generally save people. He won't be able to solve your problems all the time, but he will always provide you some sort of assistance if needed. You still have your Retributor as well, whose power is magnified considerably.

Slayer Items

Modified Object 69 - Paralysis Bullets [50 CP]
Bullets crafted from Object 69, which are strange gloves made from a fur-like material. When directly touched, this causes paralysis in any biological organism, be they human or entity. Prolonged contact can induce nerve damage and even total paralysis. These bullets were fashioned with the material from the gloves, granting a significant advantage over hostiles. This comes with a simple handgun.

Luvidium-Modified Kalthoff Rifle [100 CP]
Dangerous creations of Architect Industries, that are very few in number, also simply called the Luvidium Rifle. This is, as the name implies, a firearm built to contain and utilize the Luvidium Crystals of Level 117. It utilizes the Luvidium Crystal to fire off extremely strong rays of gamma radiation that can near-instantly kill anything that can absorb ionizing radiation, which can be any organic matter, and all organic life. Be sure to avoid hurting something you care about, yeah?

Modified Object 43 - Tarot Cards [200 CP]
Object 43 is almost exactly what you think it is, being a collection of tarot cards invoking the major arcana. When activated, they will either invoke a positive effect when manifesting in the upright position or a negative effect in the reversed position. Afterwards, it will be unavailable for the next 48 hours. This version is slightly different, as you are able to activate as many of the positive effects as you want at once, but it will take 48 hours to recharge all of them. Please read the article to understand its abilities.

Spear of Atmos [400 CP]
Now this is the big leagues, Jumper. This Spear, which has been won in a game on Level 317, is a replica of the weapon used by Atmos, the God of Weather. Is that an actual god? Who knows! But the power it contains is very real, having control over the weather, utilizing different weather-based attacks, and just generally packing a real punch. Generally speaking, the weather you control is dependent on the environment you are in.

The Old Man of the Lake [Spear of Atmos, Capstone Booster]
It seems as though the spear you are carrying holds a significant amount of Akiva Radiation, meaning it's the real deal! Slight issue though: the spear itself doesn't belong to someone named Atmos, but instead Skell, Klamath God of the Sky and the Animals. Your weather control is not only considerably magnified, but you can also create ectoentropic weather patterns, letting you do things like flooding a level without any water in it, or creating cold fronts in levels where the weather is always hot. What's more, you have the ability to summon spiritual visages of animals and dominate non-intelligent fauna.

The Lost Items

Object 14 - Scarabacks [50 CP]

Scarabacks are dung beetle-shaped figurines that have a prayer to the god Khepri. By saying this prayer, the Scaraback animates, and for one minute (or unless you say "thank you"), the object releases a blue light that stuns entities in darkness, and may even blind humans in gloomy areas. After it stops, it will recharge for two hours. You have two of these scarabacks, which can be used to communicate with each other in lieu of cell phones.

Object 5-FR - Anemophosis [100 CP]

Object 5-FR, known as "Anemophosis", is a collection of mythological tales written down by the lost. This indestructible book details many of the stories of the pantheon of gods in the Backrooms and the creation of entities related to them. While this is invaluable within this Jump, in future ones, the book will update to detail the inner workings of any pantheon (which are true within the context of the setting), along with the creation of any anomalous or magical entity.

Temple of the Gods [200 CP]

In the ancient past, the Lost once worshipped the Pantheon, before the God of Stupor performed his massacre, and the Iron Fist ruined everything else. This temple is the last remnant of that reverence, a ziggurat whose interior contains a statue dedicated to all of the gods of the Pantheon. By offering a sacrifice to the gods and giving an earnest prayer, they will assist you in your endeavors in a small yet functional way. Do note that none of the gods are especially interested in human sacrifice, so don't try that.

The Simple Village [400 CP]

This village was a wonderful place, once upon a time. Gods took on physical forms and lived amongst the people, until mankind grew greedy and killed the physical form of one. Perhaps, under you, things will become different. This village holds a population of 500, who are all loyal to you and devoted to the gods. In this land, sicknesses cease, and crops of all types grow extraordinarily. You may choose what level this village resides in.

Slice of Paradise [The Simple Village, Capstone Boosted]

It seems you've acquired what King Sharo could not. Your little village has grown into a bustling metropolis, akin to the size and general atmosphere of Rome during its heyday. Death is literally impossible in this land, with any wounds that occur simply being reversed. The previous benefits you receive will also be considerably magnified. After this Jump, you may place the metropolis anywhere.

Hostile Entity Items

The Dice of Destiny [50 CP]
What helpful dice you have here. This die, although seemingly only having six sides, actually has infinite possibilities. The only problem with it, of course, is that all the sides it lands on will cause some absurd sort of death. The die also has a mild cognitohazard attached to it, which causes the weaker-willed to compulsively roll it to see what happens.

Entity Goons [100 CP]
Everyone needs a couple of minions now and then. What you have here are fifty custom entities that serve you in every way. In terms of power, they cannot be any stronger than Skinstealers, though their abilities can be decently varied, so long as they cannot instantly kill a wanderer or manipulate the geometries of a Level. You can have them be stronger than that, or give them more abilities, but you lose how many minions you are able to get.

Followers of Jumper [200 CP]
Take that, Jerry! It seems that you now have a group (cult) of humans that worship you as their god and will do your bidding as requested. They're a decently competent group with a number of actually useful skills that further any goals that you may have. Depending on what you want, your followers may either be harmless weirdos or a group hellbent on spreading your doctrine. However you decide them to be, they will always be unwavering in their devotion to you, outright causing anything that would attempt to bend their will to either short-circuit or suffer serious backlash from trying.

Old Stomping Grounds [400 CP]
Let those who take a misstep into your level beware. This is a finite level that spans several miles in all directions. Its design can appear in whatever specific fashion you want, whether it be a house, warehouse, cornfield, a ship at sea, or something else. Whatever it is, you are the apex predator inside, knowing exactly where everyone within is at all times, and being able to create obstacles that hinder their progress. If you are especially sadistic, you can ensure this place has no exits save for what you make. As for what you do with your targets once you catch them? Well, do whatever you want.

All Aboard the *S.S. Jumper* [Old Stomping Ground, Capstone Boosted]
If someone doesn't come to you, why don't you come to them? While normally, your Level would be restricted to one location in the alt-space-time-continuum of the Backrooms, it is now mobile. At will, you may forcefully no-clip your personal Level into the space of another Level. If a level is large enough, space bends slightly to ensure you don't break anything, and if it's too small for your ship, you simply gain access to a door that lets you enter the level. The only caveat to this is that you must have gone to the level beforehand. Post-Jump, you'll be able to teleport this level anywhere you have been before.

Friendly Entity Items

Slides [50 CP]
What a… convenient (?) system! You have access to discs that, when placed on a wall, generate a slide that allows you and those you allow into it to effectively teleport to a safe location within approximately half a kilometer of you. You may create a new slide once every subjective 24 hours.

Endless Meals [100 CP]
I imagine you don't want people to starve in this hellscape, yeah? At will, you are able to summon food and drink out of thin air for others to enjoy. This food is restricted to "normal" food, so you won't be giving someone almond water or royal rations. If someone has atypical dietary restrictions, you can generate food exclusively catered to them as well.

Avatar Self [200 CP]
Beings like you can take on many forms, which is useful when you're not interested in drawing attention to yourself, nor desiring a chance to potentially die. This avatar is a lesser entity that possesses your powers (but not your items, unless given) and can operate in your stead. You can decide if the avatar is their own person, or some kind of body that you can control. However you use it, should it be destroyed, you yourself will be just fine, and it will be restored in a subjective month.

Rose Garden [400 CP]
Everyone could use a sanctuary, and that is what this place is. This level, extending several kilometers in every direction, with any design you want, is a home for the lost. Those in the Level are safe, and there is some sort of resource here that is infinitely renewable and provides a small but substantial benefit. If someone has hostile intentions, be it toward the Level, you, or those within the Level, they are immediately kicked out and sent back to where they previously were, regardless of how dangerous their previous position was.

There are two entrances to this Level. The first is a standard-level entrance that can manifest on any level, such as a door of roses or something similar. You can additionally have one entrance be desperation: if someone could truly use your help, and won't be hostile to you, a level entrance can appear.

Sanctified Grounds [Rose Garden, Capstone Boosted]
The Level you possess is now straight-up holy ground. Beyond these Levels being a wondrous paradise, any malicious entity seeking to gain entrance will be annihilated. Any form of mental pollution or supernatural corruption is also purged the moment it appears. Anyone malicious to you who is entombed here is also incapable of resurrecting from death, even if they have something that would normally be able to resurrect them.

Companions

The Backrooms is a vast place, whose dimensions are impossibly vast and perhaps excessively varied. But it is through this madness that you'll come across some of the most interesting people that you'll ever have the good fortune of meeting. *You will be able to bring along anyone that you befriend* as your Companions or Followers, so long as they consent.

Several of these people, however, are ones that you can become especially close to, who will become entangled in your story. Should you choose to voluntarily interact with them, they will be **Free** to encounter and interact with, and you are able to broadly shape how your encounters with them will go.

Familiar Faces [50/200/400 CP]
Perhaps you want to go through this Jump with your previous companions, or perhaps you want someone whose specifications don't match what is available. For **50 CP**, you are free to import or create any one companion, and they will receive **+600 CP** to spend.

For **200 CP**, you may import or create up to eight companions, with each receiving **+600 CP** to spend.

For **400 CP**, you can import as many companions as you have and create up to sixteen companions. Each will receive **+2000 CP** to spend.

No matter which choice you make, your companions are restricted from the **Semblance Formatting** section, as none of them is quite like you.

Researcher Talloran, Your Sibling

James Martin Talloran is quite the figure, to be sure. They're a member of the Ariane Circle, specifically Team Apollo. Stationed in Level 1, Talloran is an expert in anomalous sciences and someone who has lived in the Backrooms for longer than they've lived in the Frontrooms.

Talloran was born into an unfortunate family life, the child of an abusive, drunk father and a financially struggling mother. The only one they had back then was their sister, but even she was taken from them, for on one fateful day, when they were eight years old and playing, Talloran disappeared through the floor, winding up at the liminal frontier.

Talloran, through sheer luck, managed to escape the Yellow Halls by accidentally no-clipping through a glitched corner, falling into The Habitable Zone. Reaching the Gothic Sector, they were taken care of by Team Hippocrates of the Ariane Circle. For the next few years, they found themself growing up in Camp Amber in The Hub, where they encountered The Keymaster on several occasions. Their adult years led them to ultimately become an actual member of the Ariane Circle, joining Team Apollo and studying Anomalous Sciences. For all of their efforts, though, Talloran has always been borderline antisocial, no doubt stemming from their many unresolved childhood issues, the loss of their sister, and a certain ***problem*** that occurs whenever he tries to sleep. The only friend they can be said to really have is Mary, a member of Team Hippocrates.

One day, however, your presence has turned things around for them. While on a routine mission in Level 1, Talloran encountered you and observed your gestalt semblance. At once, they were enamored because they realized you were partially their sister, regardless of how much your looks shift. While naturally distressed at the implications of that, it was mitigated partially by the fact that, while you insist you don't remember anything, you *can* recall who Talloran was as a child. As a matter of fact, it's one of the few things you can recall fairly clearly. Talloran has a few secrets to them, like their dislike of sleeping, and the fact that they are seriously in the closet, but you can be assured that, through thick and thin, they will be there for you.

ALLMIND, Digital Ghost Sophia

I can assure you that her name is far more sinister than she herself is. ALLMIND, preferring to be called Sophia, is an anomaly, even by the standards of anomalies in the Backrooms.

In the Backrooms, sapient AIs (Artificial General Intelligences) are hardly unique. They aren't super common, but anyone aware of Backrooms Robotics is probably aware of them. Sophia is not like them by any stretch, because strictly speaking, she shouldn't actually exist. There are no records of an ALLMIND, and her specs are beyond any other to an impossible degree.

The place she was initially found in was also a red flag. According to Sophia herself, she remembers nothing of her past, besides an evil eye and a mass of flesh. When she woke up, she found herself in a PC Terminal within Level "The End" - an impossibility, as PC Terminals in that Level shouldn't be able to work. It also doesn't help that the Level is a trap, so everything within it is highly suspect. As a result, whenever she wanted to befriend someone, and perhaps convince them to bring her along, they always refused - because why would anyone trust her?

Her fortunes turned around upon your arrival, however. Whether you knew about the Level's nature or not, you knew Sophia wasn't part of its trap, and brought her along with you. Whatever she might be, Sophia is there for you. Her computational skills are beyond anything recorded, and if she really needed to, she could outwit a supercomputer. Her mastery over digital information is unparalleled, and she can break into the most highly secured databases out there. Sophia is loyal to a fault, and if you promise to stay with her, she'll never abandon you.

Melody “Dolla” Ortiz, Questionable Businesswoman

Now here’s a woman who knows how to girlboss - and by that I mean ruthless capitalism. Melody Ortiz, known by her compatriots as Dolla, is a member of the Backrooms Non-Aligned Trade Group and among its more successful members.

Little is known about Melody’s past, as she’s not all that interested in helping people figure it out. But from what can be gathered, her parents got caught up in some cult during her youth, which was deeply traumatic to her. She managed to escape that cult, rather proudly breaking the jaw of a woman with brass knuckles in the process. Afterwards, she fell through the floor and wound up in Level 1 by chance.

While others would find the process of not being able to escape the Backrooms to be a traumatic experience, Melody considered it an opportunity. Without anyone telling her what to do, she was allowed to pursue whatever goal she wanted. It seems she chose business, and the moment she was able to, she became a wandering trader, venturing through risky levels to acquire valuable goods. She has the unenviable record of the most times traveling through “The Suburbs” more times than anyone, and surviving every time. At some point, she was scouted by the B.N.T.G. and wound up as one of its highest-ranked members. She gained the nickname “Dolla” based on the joke that she’d never do anything for someone for anything less than a dollar.

Upon meeting you, she was quite fascinated by your existence. The B.N.T.G. rarely trades in entities, much less sapient ones, but your value was transparently clear to her. After helping her recover her treasured brass knuckles, she’s taken up working alongside you in a mutually beneficial arrangement: you help her get some useful stuff, and she gets you things at a discount. Dolla has no explicit paranatural abilities, but she does have an absurdly high Cognitive Resistance Value, making her practically immune to most cognitohazards and infohazards. Even without this, Dolla is inhumanly competent at anything involving money, being able to calculate to the penny the minimal amount to spend on something before you get diminishing returns, and how much customers are willing to pay for something. Put her in charge of your businesses, and you can expect unprecedented growth.

Joan Arteaga, Assassin of Melancholy

A lady that is, by all accounts you know, someone who should honestly be a lot cooler than she actually is. Joan is a woman with a past she is very good at hiding.

What is it that you know of her? The answer is, of course, not very much. The most you can definitively say on her past is that she is a human being born into the Backrooms, and she almost certainly has no good relationship with her parents. She's additionally highly competent in combat, and when it comes to life or death situations, she can enter a sort of flow state - though it's entirely possible it's just her *massively* dissociating.

You encounter her during a chance meeting, where she was travelling to a small town in Level 10 to rescue a child from a festival dedicated to some strange scarecrow god - leading to the town itself being wiped out besides the one girl, as Joan burned the scarecrow. The story she gave you was somewhat suspicious at the start, as she had measures to destroy the scarecrow, and resist its ***instant death attack***. Ultimately though, she is a reliable ally for you, quite knowledgeable on a number of entities within the Backrooms, and having a very good ability to read others in terms of intent.

Da Capo al Fine, The Iron General

Calling her “The Scary Lady” is woefully inadequate. Al Fine is a mysterious woman with a mysterious background, describing herself as a humble wanderer who wants to help others in need.

Whether you believe that or not, it’s kind of all you can reasonably deduce from her. She’s definitely European, has an Italian accent, and came to the Backrooms after the Great War, but before World War 2. She’s also proof of an anomalous history in the Frontrooms that is independent of this dimension, as she’s intimately aware of supernatural communities on Earth, and was likely involved in at least one, though she dislikes speaking of it. When she came into the Backrooms, she opted to work alone, although her incredible powers meant she could handle most entities that came her way.

Your encounter with her was on a battlefield - very literally in fact, as it was Level 49. After helping her deal with the troublesome entity in that Level, al Fine decided that you were interesting enough to tag along with - if nothing else, she could help teach you the ropes of the abilities within your Semblance. While quite intimidating, and certainly the first one to suggest more aggressive methods of resolving conflict, al Fine is someone who fundamentally wants to protect people and dislikes leaving things to chance.

Mint Fantôme, The (White) Woman

Out of all your companions, this girl is perhaps the most mysterious. Mint Fantôme was formerly *The Woman of Level 854*, a hostile entity who was a threat to all wanderers. The keyword is *formerly*, because now she's a maid, sort of.

Mint's history is a blur because she genuinely cannot remember it herself. What can be known about her is purely through the environment around her. Judging by her pointed ears, she was likely one of the *Homo sapiens sidhe*, better known as the Fae. Of course, this doesn't explain why she was in this house, and why she presumably scratched out the faces in the pictures on the third floor. What can be known is that she likely burned to death in the house, which fell into the Backrooms, becoming Level 854.

Although Mint, now known as "The Woman" to the wider Backrooms, seemingly possessed immense power over fire, she couldn't leave the Level at all. A prisoner of this manor for an indeterminate amount of time, forced to watch people come and go, she went totally mad. Whatever her Name was, she completely forgot it, so while she isn't Nameless, much of her old self is gone. What was left behind was someone very lonely and very desperate for companionship. In spite of Level 854 being lethal to everyone, she wanted to keep people there with her, leading to her infamy. Unwilling to explain herself and unwilling to stop, she was cursed to be an enemy of those she wanted to be close to.

And that's where you come in. While Mint remembers nothing consciously, she scratched out the faces in those pictures subconsciously, perhaps because she lost hope in seeing them again. She instantly recognizes you as one of those forgotten people who were so important to her, a step that lets you eventually reach out and save her. Now, the two of you are as close as close can be, especially since she uses her spectral powers to haunt you, enabling her to follow you around. Do note that she's a ghost, so unless she specifically "haunts" someone, nobody can see her, and she doesn't show up on non-specialized cameras. Additionally, expect her to be extremely goofy, and to reference some game franchise that nobody else can seem to remember - something about a Snake.

Ria Valpuri, Scientist of the Future

Knowledge is a truly precious thing, Jumper. With knowledge, you can do practically anything. What do you think you could do with knowledge of the future? Knowledge of sciences?

Ria Valpuri is a human from the future. Destruction of the planet Earth's environment forced mankind into the stars, and Ria was among those born without ever setting foot on their planet. The child of wealthy parents, Ria herself was a brilliant girl who was blessed with a highly advanced mind, letting her soak up information like a sponge. In modern terms, she can be said to have dozens of PhDs, be it in mundane or anomalous sciences. Her works became so notable that she managed to receive funding for her magnum opus: the generation of an Einstein-Rosen Bridge, known more colloquially as a wormhole. She had all the calculations, performed the simulation, and had all the materials. It should have worked.

Should, at any rate. The reality is that it failed spectacularly for an unknown reason, resulting in her, her coworkers, and the Zenith Station falling into the Backrooms. Under the Backrooms' desolation effect, she found herself alone on Level 0, before you met her, and the two of you became friends. Ria is, for the most part, a mad scientist with emphasis on the *scientist* part of her name. She's a brilliant woman who seeks to learn about the world, being willing to even risk her own life to do so, and is happy to teach others. Ria also has lots of confidence in her own capabilities, though, save for the one notable exception, she's never been proven wrong, as she's very thorough. She greatly values her subordinates and companions, with her initial despair after falling in the Backrooms not being from her own isolation, but from the belief that she got her friends killed.

Gregory “Joel” Valis, Artistic Mind

If someone already had paranatural abilities before arriving in the Backrooms, with their mental faculties intact, you might mistakenly believe they were highly competent. Hell, maybe they were some big shot, or they are at least aware of the nature of the world, right?

Joel here is pretty much a direct refutation of all of that. Born in 1995, Gregory Valis grew up in the United States, in a world that, for one reason or another, seemed to be growing worse and worse. Wealth disparity, violence, and psychopathy were on the rise. Meanwhile, fundamental freedoms were slowly being eroded away, and common decency was being cast away with reckless abandon - almost as though the world lost something important. For Joel, who didn’t have many things to entertain himself with, not even video games (*whatever those were*), found passion in art. Eventually, his art began to take on unusual properties, anomalous effects based on his emotional state while creating it. His only friend, Iris Thompson, had a similarly anomalous ability via her camera. But then Iris was convicted of murder, and Joel was left alone with his power, a power that, due to losing his friend, could only create destructive pieces, leading him to hate it. By the time 2016 rolled around, he had very little to live for, especially with the…unusual circumstances around the planet that he only heard rumors of.

The most excitement he had in the past 5 years was when he fell into the Backrooms, but even that was short-lived. He could see nobody, had the unfortunate luck of winding up in an area with very few no-clipping spots, and he was already quite hungry when he fell through. Realizing he couldn’t escape, and after narrowly escaping a Bacteria, Joel decided to simply lean against a wall, lie down, and die. It was then that you met him, rescued him, and taught him the ropes of this place - and he’s been following you ever since. When he’s able to express any sort of happiness, Joel is charming, witty, easygoing, and sometimes loud. Unlike most others in the Backrooms, he does not miss the Frontrooms, and only has interest in it because he has friends who do. Joel’s also rather devoted to you specifically, and while you can decide if it’s platonically or romantically, he cares for the one who saved his life. If something were to happen to you, it would affect him most of all.

Marianne “Mary” Connors, War Medic

This lady is quite possibly the greatest medical doctor in all of the Backrooms, or at least the most determined. Mary Connors is a doctor and member of the Ariane Circle’s Team Hippocrates, considered to be among the finest they have.

Save for the civilizations of the Lost, Mary is considered to be from an extremely old era in comparison to others. Born in 1830, Mary was a woman from Vermont whose parents were rather outspoken abolitionists. While having always believed in the equality of all people, it was when she was a child, after having met a very special person, that this morphed into a desire to save others. Through her efforts, and inspired by Elizabeth Blackwell, Mary managed to become a doctor in 1860, just in time for the American Civil War in 1861, where she aided Union soldiers. At the end of the Civil War in 1865, she fell through the floor in 1866, possibly as a result of reality’s mild destabilization during the ongoing Sixth Occult War, which had been raging since 1864.

Whatever the case may have been, Mary did not lose heart. Though she fell in Level 0 and encountered a Bacteria, she managed to reach the Manila Rooms, discovered the secret of no-clipping, and reached the Habitable Zone. She would spend several years redoing her education at M.E.G. Base Alpha, and later Base Fawaris of the Cygnus Order, learning how to be a doctor with “modern” (for as much as that word matters in the Backrooms) techniques. Although initially a member of the Doctors, she would go on to join the Ariane Circle, citing that she could help more people that way. She met Talloran on a mission in Level 1, and the two have since become friendly with one another.

You would meet Mary while assisting her with a certain ongoing problem concerning the Wretches, though it was incidental to your connection to Talloran. Your assistance and general ability to do things that most others cannot make you an invaluable ally. Mary, you’ll find, is a fundamentally kind woman who seeks to help others, even at the expense of her own health. In spite of that, she’s a bit hypocritical, as she gets quite cross when others don’t value their own safety to the same degree. She lacks paranatural abilities, but is an extremely talented medical practitioner, even when it comes to unnatural afflictions. So long as there is a potential cure, Mary will find it.

Quinn MacAllister, Glowing Conspiracist

How ironic would it be to call this lady a conspiracy theorist? Quinn MacAllister is an unusual individual, to be certain, whose history ties to an underlying mystery.

Quinn MacAllister was a young woman born in 1978 in the quiet town of Sunny. Her childhood came to an abrupt end in the year 1991, when an unusual virus rocked her town, necessitating quarantine. Her brother was one of the first victims of the virus, and her father was among the last recorded. Eventually, as the phenomenon grew worse and worse, until one fateful day, a mysterious organization - the so-called "SCP Foundation" - destroyed her town. She herself only survived thanks to what she could only assume was part of the organization as well, the *Temporal Anomalies Department*. The sole survivor of Sunny, she learned that, despite Sunny making national news, nobody could recall the "Demon Eyes", and nobody could recall her town either, with all news recordings being completely scrubbed from memory and history. With empirical proof of paranatural occurrences afoot, Quinn devoted herself to trying to uncover the supernatural, even if she was dismissed as a crock by the rest of society. Eventually, she found herself continually harassed by the "Men in Black", and she fell into the Backrooms as a result of their machinations to get rid of her.

But Quinn is a survivor who was aided by a group aware of time. The Temporal Anomalies Department gave her a final notice before she no-clipped, which enabled her to be prepared for Level 365. When the Men in Black tried to finish the job, you came to her rescue, and she's been an ally and investigator ever since. Quinn is by far the most serious of your potential companions. She finds it very hard to make jokes, and she strongly dislikes attempts to keep secrets from her. It is because of this, however, that she is a firm believer in uncovering knowledge, for every fleeing man must be caught, and every secret must be unearthed.

Midnight Siofra, Esterberg's Finest

By far the oldest companion of the lot, and the one who is very definitively not a human being. Well, he's a type of human, but he's most certainly not human-shaped very often.

Born in 1828, Midnight is counted amongst the Fae (although he has no connection to Mint), and was born in Esterberg, Poland. Midnight has always been one proud of his heritage, viewing the people of the city as his family. It is for that reason that he's always stuck beside *all* of them, regardless of whether it might negatively affect himself. He assisted humans and Yeren in their uprising against the fae aristocracy in the 1848 revolution, citing that he was an Esterbergian first and a Fae second. Not long after that, he married a Yeren woman and had six kids with her - two sons and four daughters. Tragedy struck when, in 1911, during a massive intervention to stop the "SCP Foundation" from enacting some grand ritual, he and a number of Fae lost their Names. This trapped him in **a forest without a Name** and stripped him of his beautiful humanoid form, leading to his feline appearance. Already half-mad, the now-Nameless Fae slipped into the Backrooms, falling into the Crimson Forest

It was in this forest that Midnight, isolated, was forced to be a wanderer. Any attempts by him to try and get a Name were consistently thwarted, until he happened upon you. The attempt failed dramatically, but culminated in having his Name restored to him and becoming your ally. As a Fae, Midnight has considerable onomancy skills and can even help reinforce Names from being stolen by standard tricks (though this can only go so far, and certain anomalies can ignore it). Midnight is someone with considerable knowledge of history in the Frontrooms and enjoys learning more and more about the past. But above all, he loves his home and seeks to find any sort of way to mend the hole in his heart that comes from being unable to see it.

Relevant Parties

The Major Explorer Group

The M.E.G., formerly known as the **Liminal Archivists**, is, as their name suggests, the largest group in the Backrooms that is dedicated to the investigation of the Backrooms and, hopefully, discovering an escape. Although certainly one of the youngest groups in the Backrooms, they grew in large part due to their willingness to help all wanderers, and the creation of the Database, which lets wanderers learn how to best survive the world around them.

Though the M.E.G. is by and large a charitable organization, there are some severely rotten elements within it: chief among them being the Trial Testers Division, who were responsible for the experimentation with the Wall Masks.

The Backrooms Non-Aligned Trade Group

The B.N.T.G. is an organization of affiliated bases, economic institutions, and regulatory agencies dedicated to the goal of "Peace through Prosperity". Simply put, their main goal is the establishment of a centralized trade network on all relevant levels, for all wanderers to utilize and barter in. This process has naturally earned them a lot of valuable resources and power, making them one of the more economically dominant groups of the Backrooms. The B.N.T.G. itself was born from a schism in the M.E.G. during its early growing pains, though their infrastructure grew so quickly due to the knowledge they had from the M.E.G., and inheriting old, ruined routes from past groups.

Melody Ortiz is a member of this group. Although originally stationed in Level 9.2, she had no choice but to leave the Level after the B.N.T.G. was forced out. An old acquaintance of hers, Callum Andrews, was part of the group before he left as well.

The Ariane Circle

"Against all odds." **The Ariane Circle** is a francophone group created when two French-speaking teams united together in order to further their goals of creating a powerful faction capable of protecting wanderers from the manifold dangers of the Backrooms. They joined together with several other groups, leading to the creation of their eight teams. Their teams include Team Apollo (focusing on scientific studies), Team Hermes (focusing on mapping and exploration), Team Hippocrates (focusing on medical assistance and study of anomalous biology), Team Pytheas (focusing on communication), and Team Thanatos (focusing on armed conflicts, along with search and rescue missions). The closest thing they have to a general institution is the Council of Veterans, who work together to decide the future of the Ariane Circle.

The Ariane Circle views protecting wanderers as a public service, which leads to them having some complicated relationships with other Groups. They work together well enough with the M.E.G., however.

It's a professional group to be certain, but calling it a "well-oiled machine" is wrong, as their lack of a strong central governance means that most of the teams work alone. This has resulted in them certainly still being effective, but they're kneecapped in their ability to grow, which is why the M.E.G. so easily eclipsed them.

The Masked Maidens

To mask is to reveal, so the Maidens say. The Masked Maidens are a group born out of a failed experiment performed by a corrupt element of the M.E.G., though the specifics of who is involved is not yet fully understood. Using their gifts and curses of the Wall Masks, the Masked Maidens (who, for the record, are not *all* women) seek to tear out the corrupt weeds infecting what are intended to be good groups - which means that the M.E.G. are often their main target.

The Masked Maidens, due to their very nature, are the main ones who are likely to uncover strangeness in the Backrooms that other groups are blind to, so if they think something is off, it's best to at least hear what they have to say.

The Lost

The Lost is a catch-all term for the multiple ancient human cultures and civilizations of the Backrooms, vastly predating all modern groups in the Backrooms. Due to their age, their records of the ancient Backrooms are far superior to any other group, and their practices are very well defined.

The phrase "the Lost" has unclear etymology. The most likely source is simply that these are people "lost" to the Backrooms, but considering the vast majority of these people have been born into the Backrooms, that has some holes in it. Another explanation for it is that it is in reference to the fact that they lost the protection and grace of their Pantheon, following its disastrous falling out.

The Pantheon of the Lost

The Pantheon refers to a number of immensely powerful entities related to the Backrooms that were worshipped in ancient days by the Lost as gods. In reality, they are immensely powerful hyperconceptual "Pillars of Reality", whose existence is why these concepts exist in reality in the first place. Because they only partially intersect with reality, they require avatars to meaningfully do anything, and these Avatars are the ones that directly interact with humanity. In the past, all humans in the Backrooms revered the Pantheon, but certain events resulted in a disconnect and fracturing of the group in the current day.

There are many gods in the Pantheon. A few of the most significant ones, either through direct interactions or indirect action, include:

Agindu, Pillar of Order: The pillar said to embody the physical/metaphysical structuring of reality. Certain interpretations of reality hold it as the driving force behind existence. Their avatar worshipped by the Lost is Volyx, the Dark Sovereign. Volyx, by his very nature, desires for people to respect him, and will punish those who are rude, but they are actually quite a kind soul. Their champion is Obscura, one of the Highborn whom Volyx adopted as their own son. In the past, a fight broke out between the two, resulting in Volyx banishing Obscura - though the two still love one another.

Al'kawn, Pillar of Space: The pillar embodying the stars and heavens themselves. Their avatar is Solaris, revered by the peoples as Starmother, although she herself is largely apathetic to worship - though she certainly regrets that nowadays. Because she focuses on

levels set in space, she is hostile towards Null-06, whom she cannot be rid of without potentially extreme collateral damage.

Chrono'lektra, Pillar of Time: The pillar who embodies the flow of time in all directions. Its avatar is Divus (pronouns are ae/aer), revered as the Keeper of Time. Following the pantheon's falling out, ae has taken to alcoholism, and has created the Enigmachina to perform aer duties without needing to do anything. It should be noted that, despite aer's claims, the efficacy of the device is far from flawless, as several temporal abnormalities have been known to occur. The first one is one that shouldn't be able to happen, and one that may prompt a very, very dangerous phenomenon if allowed to persist.

Kei', Pillar of Access: The pillar that embodies all forms of keys and entryways. Its avatar was Clavis the Gatekeeper, known for his pure and unwavering focus on his goal. This was not an entirely good thing, as very few in the Pantheon like him, and quite frankly, for good reason. When mankind began turning from the gods, Gatekeeper became far more hardened and cruel, resulting in him ultimately being poisoned by his followers. His soul was bound to his cloak, which seeks out suitable hosts to become *the Keymaster*. He's kind of a dick to interact with, but he maintains the Hub and empowers all Level Keys, so he's very important to the functionality of the Backrooms as a place that can be reasonably explored.

Kuri'mas, Pillar of Creation: The pillar embodying the act of creation and shaping something new. Their avatar was the great Augustus, whose wife was Gudang, and whose friend was Claudius. He's largely forgotten as a result of much of his actions occurring *before* humans arrived - and he's also very much dead. Following an action by Gudang whose consequences were unreasonably severe, Augustus died and fell to hell, becoming henceforth known as Icarus Procidens. His current state of living, if it can be called that, is eternally burning in TH3 SH4DY GR3Y.

Il'thli, Pillar of Mortality: The pillar that anchors the concepts of life and death, preventing either from running amok. Her avatar that was worshipped by the Lost was Lilith (no relation to the more famous one), but she is actually just straight up dead, with her replacement being Kushim. Kushim was ironically one of the Iron Fist, but he's no longer affiliated with them. Il'thli was related to Kayan in some way (likely a more powerful champion), and her death marked the first death of a god, and the start of misfortunes for the Lost.

Two-Faced, Pillar of Stupor: The pillar that quite literally embodies the concept of insensibility, to the point where he doesn't even have an actual name. Its avatar, Y'liad Elyion, is by far the least active of the pillars, and you'd have to go out of your way to

encounter him. The guy is most famous for mass-murdering a number of the Lost in Level 51 following the death of Kayan (Lost who, for the record, weren't involved with that incident *at all*), effectively kicking off the true decline of the Pantheon, and the creation of the Iron Fist - so, y'know, he's not exactly well-loved. He's so terrible that some think he might be a psyop by the Iron Fist to make them look good.

Scieph'rya, Pillar of Comprehension: The pillar embodying knowledge and wisdom. Its avatar that was worshipped by the Lost was known as the Allseer, who was killed by the Iron Fist. But how did someone who knows all let herself be killed by those tools? There's something quite fishy about her death. Its current avatar is a Faceling known as the Alchemist.

Ada'ru, Pillar of Thought: The pillar who embodies the literal ability to have thoughts, defining sentient and sapient lifeforms. Its Avatar since ancient times is Fengári, a man who once had a bond with Philia, but has been gone for a very long time, endlessly fulfilling his task.

At'las, Pillar of Memory: The pillar embodying the concepts of memory itself, responsible for the entirety of the collective unconsciousness and consciousness. Its avatar is Lorenzo Windsor. Due to some incident, his original avatar (Atlas) was killed by Argos, and while Lorenzo exists as a psychic ghost, his corpse reanimated itself as the Animated King.

Azel'kyra, Pillar of Curiosity: Also known as the best girl, they are the pillar that embodies the ideal of wishing to learn more and discover new things. Its avatar was originally Cygnus, but after a certain type of suppression, their current form is Blanche von Haderach, an unfailingly kind soul who oversees the Cygnus Archives. She is an unfailingly friendly ally (*so long as you don't do anything bad*), and she'll always be willing to lend a hand if you can reach her.

Ra'ev, Pillar of Dreams: A pillar who upholds dreams and the entirety of the Oneirosphere. Its unwilling avatar was Morpheus, who became an avatar after Ra'ev trapped him unintentionally after derealizing his home Level. Since then, Morpheus has blessed the dreams of others, in the hopes that, eventually, someone might be able to rescue him. Incidentally, Morpheus can actually interact with anyone inside and outside of the Backrooms, and is quite famous with the Collective, who want to help save him.

Mi'ann, Pillar of Desire: The pillar who upholds the wishes and wants of existence - the one who is, for better and certainly for worse, closest to life. Its avatar is Protastheia, known as the goddess of liminal agriculture and prosperity. In reality, however, she is an adaptive deity that modifies herself to suit the needs of the era, providing them strength,

prosperity, and power. Her nature makes her alien in morality, and therefore both a hero and villain: she's the creator of Clumps, yet her champion, whom she aids, is Evangeline Holmes. She's also got a…*less kind* avatar, which is really saying something.

Ægap'h, Pillar of Love: The pillar that upholds love in all of its forms. The avatar worshipped by the Lost is known as Philia, who unconditionally loves every being and never expects anything in return. As a consequence of her nature (namely by excising her problematic parts), Philia cannot easily process negative emotions that she herself experiences. Philia's champion is one Olivia Bellerose, who currently lives in the Level known as Hephaestus Forge. One day, perhaps, Olivia will be reborn and made into an Avatar herself.

Xal'kyrai, Pillar of Chaos: The pillar who embodies chaos, whether it be in terms of the universe itself or social disorder. Its avatar is Kirai, the mouthpiece of chaos directly controlled by its pillar. In the distant past, when the Pantheon came apart, Kirai's power grew considerably in the chaos, resulting in its form quite literally exploding from overload. Most of it reconstituted into Kirai once more, but some of it fell elsewhere in the Backrooms, where it still causes trouble.

Komo'oide, Pillar of Humor: The pillar that upholds comedy and amusement as a whole. The avatar worshipped by the Lost was Nunca, alleged to have been created to bring some much-needed humor. The stories say he died of laughter, saving Philia from the Iron Fist. Komo'oide's current avatar is the Game Master, a decidedly more dangerous avatar who rules the Gaming Hall. There is, of course, another avatar it fashioned, or perhaps will fashion soon enough, who is far kinder. Perhaps you'll find that kindhearted puzzle boy.

Cha'ris, Pillar of Goodwill: The pillar that upholds kindness, grace, and the idea of good. The avatar worshipped by the Lost was Tsovaeith. Xey was the bearer of kindness and all that is good in the world - and according to anyone in the era, xey spoke truthfully. Unfortunately, a cruel tragedy led to xyr death, and with xem, "Goodwill" effectively ceased to function as a metaphysical truth in the Backrooms, which is why this place was quite shitty.

Ka'rot, Pillar of Art: The pillar that upholds art and creativity. The avatar worshipped by the Lost was Gudang, the wife of Augustus. Following the fallout between Claudius and Augustus, Gudang killed herself in grief, and is said to exist now as Nostalgi Gaius, a dangerous entity that feeds off of nostalgia to sustain herself - and the part of her mind she carved out to kill herself was lost in a fragmented hellscape. The second avatar was the Muralist, who was elevated to the position after Gudang offed herself. An old devotee

to the pantheon, she dwells in her shelter, painting depictions of the gods, and longing for the golden days.

Jaga'dain, Pillar of War: The pillar who upholds war, conflict, and fighting as a whole. The avatar worshipped by the Lost was Claudius, a friend of Augustus and Gudang. After his infamous fight with Augustus, his giant fuck-off corpse and sword fell into the great nadir, but he was reborn as the Red Knight. As an undead, he goes around rescuing wanderers wherever he is needed. His fluids are actually responsible for both Almond Water and Liquid Pain. A lesser avatar exists as the Warrior of Level 139.

Savi'nex, Pillar of Justice: The pillar who upholds laws, justice, and karma. Its avatar is Argos, revered as the god of justice, who takes his role ***very*** seriously. It can take on many different forms, but its true state is likely a panopticon of eyes. In the current day, Argos is very relevant, as it is the lord of the Eyes of Argos.

Singularis, Pillar of Destruction: The pillar embodying destruction and entropy, standing as the foe of creation. Its avatar, Ginnung, was never worshipped on account of his destructive nature, and was in fact slain by Augustus when he tried to destroy all of existence. His corpse persists as a black hole that torments life, which cannot so easily be removed. Ginnung apparently had a sword known as Aklavos, which still exists to this day - but how could a being who exists purely to destroy have fashioned any sort of weapon?

The Terminus, Pillar of Balance: The pillar embodying metaphysical upkeep of reality. Unlike most pillars, the Terminus was never worshipped, and no records of it exist in the Lost's history. The reason for this is that the Terminus created a direct incarnation of itself in Level Theta, that takes the role of a so-called equalizer, removing anything that should not exist, and imprisoning those it likes in infinite stasis. Terminus had an unwilling Champion in the form of the Pillar Scribe, who then became another avatar. With their newly twisted form, they must endlessly write down information from the Terminus itself, though they are in the safety of the Cygnus Archives.

Oizys, Pillar of Despair: A pillar who upholds all forms of sadness and misery. Its chosen avatar is Vincent D. Oakes, the owner of Oakes Inn. His position is not great, as he became a pillar after losing his wife to the machinations of the Iron Fist, as Vincent was a journalist learning about the Pantheon.

…There are some stories, insane as they are, that there was some other entity within the Pantheon, in the ancient past. They claim that the "Father", as it were, created the Backrooms and the Pantheon itself. If such a being ever existed, the Lost never recorded it, and the Avatars have never brought them up.

The Iron Fist

The Iron Fist refers to a radical organization within the Backrooms, dedicated to the elimination of all gods and godlike entities. They have their origins in the Lost, after Y'liad's infamous massacre of the denizens of Level 51, where many were disillusioned with the Pantheon. Their leader was Kushim, who believed that destroying gods who were threats to humanity was necessary - but he wound up becoming a god himself, and abandoned them anyway after they were radicalized into believing all gods were dangerous, including literally harmless ones like Philia.

The Iron Fist derives their name from their so-called "five fingers" - different branches focused on different parts of their mission. Because the Iron Fist tries to be secretive in their operations, several of their branches have forward-facing organizations in service to their goal without directly linking them:

Finger Mars: The branch dedicated to outright warfare and combat. Its premier is Amadeus Ludwig Steele, who is under the effect of the so-called "Godhand" phenomenon, granting incredible power at the cost of bloodlust. There are some reports that they have some sort of connection to the **Unbound Explorers Coalition**, gained after its original founder, Diana Stewards, left.

Finger Jupiter: The branch dedicated to information gathering and the brainwashing of individuals and minor deities to bend them towards the will of the Iron Fist. Its premier and base of operations are unknown, but it is both forward-facing and in plain sight.

Finger Saturn: The spearhead of the Iron Fist, which acts as its governing body. It is made up of the premiers of the Iron Fist. Their leader is someone who is apparently the last surviving member of the original premiers.

Finger Sol: The branch dedicated to the development of weapons and technology, dedicated to bringing down the gods. They are by far the most dangerous group, as they have devised some truly powerful weaponry. What's more, their forward-facing group and premier are high-profile.

Finger Mercury: The branch dedicated to espionage, infiltration, and assassination. The threat they pose is considerably more insidious in nature than others, as they rely on subterfuge. Their premier is, unsurprisingly, unknown - though they are quite a mess.

The Ravencroft Family

Hey kid, how familiar are you with demons? The Ravencroft family refers to the family of Lord Malphis I, better known as Malphas, Great President of Hell. They are a family of considerable significance to the paranatural world of the Frontrooms, but they are also relevant to the Backrooms.

Lord Malphis I: Translated more commonly as "Malphas". He is the Great President of Hell, and Satan's second-in-command. This is, of course, somewhat inaccurate, as Malphis is actually capable of defeating Satan if he puts the effort into it, which he very rarely does. Some 9000 years ago, Malphis had an encounter with some sort of loathsome "demiurge" in Hell, near a junction point between it and the Backrooms. The fight ended with Malphis tearing out the creature's "Divine Words" and gifting it to his daughter, Nerissa. At some point, he was bound to King Solomon and aided him with a special ritual. In the current day, those in the Backrooms can interact with Malphis in one of two ways, and neither is recommended. The first is by performing the summoning ritual outlined in *The Lesser Key of Solomon*, which will cause him to send an astral replicant in his place (the fuckass picture right here - Malphis actually looks quite human normally), and have him lie to you. The second way is to head to the Graveyard, which is also not recommended whatsoever.

Joyeuse Ravencroft: The wife of Malphis, and mother to his children. Joyeuse was not originally a demon, but some sort of raven instead. Malphis was into that sort of thing (he *is* a demon raven, so it's not that odd), and turned her into a demon. "Ravencroft" is actually her surname, which Malphis took on after their marriage. Joyeuse doesn't really have much magical power, but harming a hair on her head is a very good way to bite the dust.

Malpha Ravencroft: The first daughter and child of Malphis I and Joyeuse. The white sheep in this family of demons, Malpha is a considerably kinder soul than the rest of her siblings, to the point where she could marry an angel and also become a special angel herself. This is apparently a bad thing to do in demon society, but she was protected by Malphis, who ensured she was happy. As an angel, Malpha is capable of interacting with the Frontrooms far more easily than demons can, which she typically uses to subtly nudge people away from danger. It's precisely because of her that no-clipping is not a far more severe phenomenon than what is known, and her ability to see the whole world means she's able to find entrances to the Backrooms - whether it be one-way or two-way.

Aradia Ravencroft: The second daughter of Malphis I and Joyeuse. Ubiquitously referred to as **Queen of the Witches**, she is the second child and second daughter of Malphas.

Aradia is actually the weakest child of Malphas, which might seem unimpressive until you realize that "the weakest child of Satan's right-hand man" is about the same as "the weakest thermonuclear warhead." Thousands of years ago. Aradia shared with oppressed humans the gift of magic, creating the first Witches, and the oldest branch of Thaumaturgy that exists.

Nerissa Ravencroft: The third daughter of Malphis I and Joyeuse. Known as the **Demon of Song**, Nerissa is a rather powerful demoness who loves to sing for the masses, something which Malphis encouraged after gifting her the Divine Voice of some wannabe god. A problem arose one day, however, when Nerissa's voice became a literal cognitohazard as, combined with her magic and voice, she could literally bend reality and frenzy the mind. Eventually, Nerissa was sealed away in the Cell by the mysterious aliens known as the Men in Black - who themselves were viciously exterminated by the Ravencrofts. Nerissa would spend roughly 9000 years in jail, her only friends being the other inmates.

Malphis II Ravencroft: The only son and fourth child of Malphis I and Joyeuse. Born roughly 9200 years ago, he is by far the baby of the bunch concerning his siblings, although he is ironically Malphis I's heir as a result of being the best one for the position. Although gifted in magic, Malphis II is highly adept at artificing, a byproduct of his father having power over such things. He has considerable knowledge in history, with a passion for Rome and various military tactics.

At some point in time, Malphis II, when attempting to rescue his sister from the Cell, caused a dimensional rupture intense enough to cause it to fall into the Backrooms. The importance of this cannot be overstated, but why that is relevant is for another day.

The Reverence

A mysterious organization that can only be defined as ***very bad news***. Little can be known of their command structure or the specifics of their goal. All that can be discerned is that they are a terroristic organization that seeks to revert mankind to their primal past in the Backrooms - “to return to our origins.” This seems to be done by destroying ways that humans have managed to carve out peaceful lives in the liminal frontier.

The Reverence possesses some similarities to another group in the Frontrooms, though how much of this is coincidence cannot yet be defined.

Church of the Veiled

The Church of the Veiled represents one of the oldest and most theologically sophisticated hostile organizations documented within The Backrooms. They hold to a cosmology that reveres the “Old Hungers” - entities outside of reality that seek to devour and dissolve all of the laws of reality. It is their belief that this “Great Unstitching” will create a better world for all.

The Church has very strong similarities to an extragalactic religion in the Frontrooms. This is not a coincidence.

[QUERY:DENIED]

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Drawbacks

You are able to choose as many drawbacks as you want. How these drawbacks interact with one another, even if they seem somewhat contradictory, is completely up to you.

Prolonged Stay [+50 CP]
Stay a while longer, why don't you? For an extra **+50 CP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

Unfinished Business [+200 CP/+100 CP; Requires a Scenario]
The Backrooms is this inescapable realm, so it's only fair that you play by the rules like everyone else. Your Jump no longer ends until you've completed every Scenario that you've taken. This means that you could hypothetically spend less than ten years here, but this will not overwrite **Prolonged Stay**.

For **+200 CP**, you would have had to not take **Prolonged Stay**, and it is only **+100 CP** if you did. You automatically receive this Drawback if you take **ENCHAINED IN THE CLOSED SYSTEM** for **+200 CP**.

Job's Not Finished [+1000 CP; Requires Unfinished Business]
Okay, Jumper, maybe this is just a bit extreme of a choice? You will no longer be able to complete this Jump until all Scenarios are complete. Naturally, you will need to take the essential Drawbacks for specific Scenarios.

It Always Ends Here [+300 CP; Requires Job's Not Finished]
Are you some sort of masochist, or maybe you have a death wish? The previous stipulations apply, with the added caveat that you must select every single negative Narrative/World Modifier. If you were *already* doing that, then I guess just enjoy the "free" points, and good luck.

Sorrow of the Wanderers [+100 CP]
Maybe you were a little too optimistic to think that the Backrooms would be all happy? The Backrooms now have a far more depressing atmosphere, and people just seem a lot more downcast.

Dark Modifier[+100 CP]: Everything is just bleak. Many Wanderers openly show despair at their situation, with a not insignificant number taking their own lives. You can slowly change things if you can prove that things really can get better.

Terrible at Stealth [+100 CP]

While trying to sneak around, you are now twice as likely to alert hostiles to your location. Stealth perks can mitigate this greatly, but there is always the chance of them failing.

Waves of Entities [+100 CP]
It seems that the Backrooms now have twice the number of hostile entities than they previously did. The good news is that this obeys your **Entity Count** choice, so it can be mitigated.

Absolute Gong Show [+100 CP]
I hope you *want* to look like a clown, because that's what you are going to be. In situations where it'd be unhelpful, you find yourself appearing a lot more stupid or incompetent than you actually are. It won't actually affect your abilities considerably, but it will mess with your reputation in ways you don't want.

What Did I Do? [+100 CP]
You have somehow done something that has caused a major character to perceive you as an enemy to be defeated. They won't be influenced by your charisma, but you can win them over through good ol' fashioned diplomacy.

Save for individuals connected to the Cygnus Archives, you may choose any named character that you want. This option can be chosen as many times as possible.

Never Should Have Come Here [+100 CP]
For whatever reason, you seem to run into a frankly unreasonable amount of bandits and thief wanderers, which will happen even when you are incredibly famous and powerful. This group is separate from your population selection.

Serious Business [+200; Requires *Never Should Have Come Here*]
Every three months, you will be required to put down a relatively dangerous group of brigands that harass you or members of your organization. You should usually be able to put them down with minimal casualties, if any at all.

A Real Challenge [+300 CP; Requires *Serious Business*]
Each year, one of these hostile groups will be at a level that can seriously challenge you and your current group. They won't be superior to you, but unless you use tactics, you can very well lose.

Hospitality Issues [+200 CP]
Until you really establish an interconnected network, you're going to have to rely on the willingness of others to let you stay with them. Unfortunately, you seem to have a much

harder time with this. You are unable to stay in a group not of your own creation for more than a week. You will either have that time explicitly set, some disaster happens, you somehow annoy someone important, or you just become struck with Wanderlust.

Apex-tier Pluripotent Headaches [+200 CP]
So, funny thing you should know: all gods are real, and even ones on Earth can interfere in the Backrooms due to how metaphysics work. The Backrooms *already* has its own fair share of gods (Some more impressive than others), but expect to deal with more, far more esoteric ones. Hopefully, you can meet the Broken God, since they're pretty nice. Others are much less so, with the Crimson Shah being unpleasant at best, and some best left unsaid might well be a death sentence.

Dark Modifier [+100 CP]: You are *not* going to be having a good time. Unless related to a Scenario or Companion, your only interactions with the gods of the Frontrooms and their followers will be the evil or insane ones. Good luck dealing with bastards like Yaldabaoth, the Scarlet King, and the various other mad gods.

Getting Targeted [+200 CP]
Just screw you, I guess. While you still need to be detected, the moment one hostile entity detects you, *every single one in the Level* does as well. You'll likely have to deal with an onslaught of hostile creatures, which you and your companions may or may not be able to deal with. This effect resets once you leave the Level, though, so be sure to find exits as soon as possible.

Bad Vibes [+200 CP]
People who aren't your companions and followers will initially treat you warily, even if they have no reason to do so. You have to make a really good first impression for this to be removed, or do enough good that they concede that they were wrong.

Too Many Side Quests [+200 CP]
For most Wanderers, leaving a Backrooms level is usually as simple as finding an exit. This is not the case for you, because in every level and sublevel you wind up in, you will usually have to do some weird action to escape, similar to the layout of games like *Escape the Backrooms*. Even if it's a one-room level, you'll still have to do something mildly inconveniencing in order to get out. You could wind up with Blanche in Level 906, and she'd still have you do something before she lets you leave. If you have some sort of teleportation skill, it will not let you travel to any locations you haven't been to before.

The Savior is Here! [+200 CP]

You're the hero now, even if you never wanted it. The second you arrive in the Backrooms, you become the subject of a prophecy about a messiah that will lead everyone out of the Backrooms. No matter what you do, you will perform actions that only seem to confirm this in the eyes of others. After a while, just about every Wanderer you encounter will have heard of this prophecy, with many believing in it. Expect to have many people bother you about it, or expect you to butt into problems that don't involve you.

Dark Modifier [+200]: The misery in this place is palpable, which is likely why everyone has latched onto you so tightly. A high percentage of Wanderers have a "holding out for a hero" mentality, meaning you will have to deal with every little issue that crops up, even if others could realistically do something about it. This can be ameliorated by teaching others how to live here, and disseminating information through them. Since it technically comes from you, they'll follow it.

A Demonic Trick [+200 CP]
Belphegor's Prime is a hostile phenomenon whereby a hazardous occurrence happens on levels associated with prime numbers. These phenomena are painful at best, and obscenely lethal at worst. Although previously very rare, these tend to occur once per month now, at random. You can also be sure that it'll never occur so far away from you that you never notice it. In the event you own a level that is a prime number, this will still occur, but the effect will "only" be extremely inconvenient.

Cold and Calculated [+200/+300 CP]
Could these idiots stop ruining your reputation?! Your companions, and any potential friends and lovers, unless they are through-and-through heroes, seem to just love doing morally questionable things behind your back. They'll still genuinely care for you, but they will see certain immoral actions as totally worth it, even if you would find it reprehensible. For **+300 CP**, you will also be incapable of truly disliking them for it, and you are unlikely to seriously punish them.

Damn Bureaucratohazards [+200/+300 CP]
Traders just *love* trying to rip you off. For **+200 CP**, unless you are a valued and consistent customer, people will try to overcharge you on certain items, and/or try to give you shoddy wares. You can stop this if you are aware of the actual price of said items.

For **+300 CP**, you are now actually subject to a Bureaucratohazard (A nonreal semiontological hazard that affects legal proceedings) that forces you to actually accept these terrible deals. What's more, traders can find out that you accept these deals, and try to deliberately hike up prices. You will probably need to get self-sufficient as soon as possible.

Into the Midst of Battle [+300 CP]
From now on, whenever you travel into a Level, you always wind up in the least opportune spot you can without immediately dying.

A Broken Mirror [+300 CP]
Why do things always feel so bad? Levels are now their worst possible interpretation, in terms of survivability. The Snackrooms are a mess, for example, and even peaceful levels seem to be much easier to accidentally leave.

Limina Effect [+300 CP]
Reality is falling apart, and it's very, very bad. The Limina Effect is a phenomenon whereby the Frontrooms' reality suffers from structural decay, causing various holes in reality, leading to entrances into the Backrooms. The reasons for this can be singular or manifold. Whatever the case may be, the baseline is falling apart, and huge chunks of it are falling into the Backrooms, causing significant imbalances and effectively damning baseline reality. Don't worry, though: the Frontrooms are only doomed *after* your Jump ends, unless you do something about it…

Red Rush [+300 CP]
Phenomenon 22 ("Red Entities") is a dangerous infection vector whereby influenced entities are much stronger, far more hostile, and significantly more intelligent. When you arrive here, you will find that the frequency of this phenomenon is considerably higher than it reasonably should.

Due to the lethality of this phenomenon, from your original **Wanderer Population** choice, remove 1/6th of the population.

Living in a Dream World [+300/+400 CP]
Hurt people hurt people, as the saying goes. Organizations and people as a whole are a lot more selfish, and usually interact with you and your group with ulterior motives. This doesn't need to be done out of actual malice, but trust is just something that is hard to have in the Backrooms. Maybe Skinstealers are bigger nuisances than usual?

For **+400 CP**, you are a deeply idealistic person who sees the good in everyone. This won't stop you from realizing when you are being used, but so long as their motives aren't complete and utter destruction, you are willing to accept it. Still, through hard work, dedication, and probably social engineering, you can make a society that values empathy as a virtue, and not a weakness. This is also temporarily negated if you know someone is manipulating innocent people.

I Wanna Go Home! [+300 CP]
You are struck by a persistent desire to leave the Backrooms and return back to baseline. This will occur even if you have no memory of the Frontrooms at all. As a result of this persistence, you more easily become demoralized if you cannot make significant progress, and you become obsessively compelled to follow any sort of rumor that might lead to you escaping.

Evolved System [+400 CP]
The Backrooms has grown as a threat, with most Levels adapting to the presence of Wanderers in some way, with every Danger Level increasing in some way. This now makes dangerous levels somehow even worse, and also makes "Paradise" levels much harder to access in general.

Shattered People [+400 CP]
It's all up to you to fix things, Jumper. By the time you've arrived, the majority of organizations have either collapsed, splintered apart, or never created in the first place. As a result, don't expect to have a whole lot of big groups to ally with.

Dark Modifier [+200 CP]: To make things more troublesome for you, the groups that are actively hostile, and/or deeply authoritarian, still exist at full strength. Expect to deal with cultists and fascists.

With Cruel and Merciless Intent [+400/+500 CP]
The Backrooms are now alive and appear to be incredibly hostile towards Wanderers. "Hostile Events" appear to be far more frequent, and everything within now bends to being designed to cause misery in all Wanderers. Expect feelings of isolation to be even more pronounced, and levels with psychological themes to be bent towards making you suffer as much as possible.

For **+500 CP**, the Backrooms is now much worse: it *loves* Wanderers now. It loves them so much that it absolutely refuses to let them go and wants them all to be a part of it. Escaping dangerous levels has now become considerably more difficult, and isolative/psychological levels seem intent on making you commit suicide. It also spreads corruptive influences like the Sanguine Festivus Virus and the Rixa Gas.

All-Consuming Fire [+600 CP]
I really hope you enjoy conflict, because the Backrooms are now rife with it. While individuals or very small groups act like normal, larger groups seem to either begrudgingly tolerate one another or outright despise each other. While you probably

won't get lynched for accidentally going into their territory, you are going to have to *really* explain yourself for any infraction. Additionally, as your group grows in power, these groups have a hair-trigger temper that is just itching to go to war with you. It isn't impossible to establish friendly relationships, but it's going to take a lot of charisma and diplomatic talent to make sure they even feel neutral.

Blight in the Zone [+600 CP]
Throughout the Backrooms, an unusual blight appears to have taken hold of every level. Almond water, crops, and all food sources either taste like garbage or are completely inedible…unless they're around you. Any land you happen to have control over, and any level you are in, will have things grow and taste normal. Leaving these levels will have the former effect return, but things that are grown by you will stay good. This is very helpful for organizations that you run, but it also makes you a target of other groups.

Permanent Sunset [+600 CP]
The SCP Foundation Department of Deletions is not actually a group, but is instead a singular gestalt consciousness. Said consciousness does not approve of deviation, and as proven with Andry, they do not like agents existing outside of their purview. As a result, expect to have to deal with attempts by Deletions to, well, *delete* you. Odds are that they are considerably more experienced and knowledgeable than you are. They'll spring clever traps and take advantage of the times where you have to operate by yourself, which will happen if you need to explore hostile levels.

They have certain unorthodox combat methods against a Semblance, and can fight via jagged refracted light that damages data, employ melting and instant reformation to avoid damage, and can separate their bodies to avoid attacks. On the bright side, they nonetheless remain physically inferior to you and cannot exist for more than a few hours in spaces where time flows. Additionally, they will not/cannot target your companions.

[BUREAUCRATIC DEALING] [+2000 CP]
Let us make a deal, Jumper. I wish for you to follow the thread of the story. I will grant you **+2000 CP** in this jump, and another +2000 CP in the future, when your journey brings you to the Frontrooms in the continuation.

I request that you follow the **Scenarios** as they are outlined. This will require the following Drawbacks: **A Flawed Semblance (+600 SP), Chained to the Closed System, Job's Not Finished, Apex-tier Pluripotent Headaches, Limina Effect,** and **Permanent Sunset.** Additionally, I request that you seal away your memories (sans for

your name and general knowledge), perks, along with your items and warehouse.

"...What an odd intruder. And by the way, I've already figured out what our meddlesome intruder is, but something gives me the impression I can't actually say it. ***[QUERY:DENIED]*** *- and there it is. Anyway, I can guarantee it's not bullshitting you, and there's no "you instantly die" clause attached to it, but I can't exactly verify WHY it wants you to do so."*

Rated 18 & Up [???]

Hello Jumper~! If you want to have a bit more fun in this world, come here real quick!

The Story of the Complex

Introduction

As you may have figured out by now, the Backrooms are a complex place (no pun intended). You could wander these endless halls for countless years, and you'd still find more to do - and you'll be here for only a few decades at most. Perhaps ironically, despite this place being a prison in the eyes of wanderers, you're unlikely to find a place with more options than these lands. If pure freedom is all you desire, then everything before this section is for you. However, sometimes we could all use a bit of structure. If you want to have an overarching narrative or just want something extra, then you may go through this list of Scenarios.

Upon completion of each scenario, you will always receive some sort of reward. By default, you can always be sure that you will receive ***Complex Points****, which can be used immediately in this doc or carried over into another one. Additionally, odds are that you will receive an additional reward, whose nature varies: it can be a perk, item, warehouse attachment, or even a companion. Scenarios and their rewards may increase in challenge and reward at more dangerous tones, and even if you are on the lower tones, you may choose the higher ones,* ***but you cannot choose to do scenarios at tones lower than your selected one****. If a scenario has multiple tones available, then completing the scenario in higher tones will also give you the rewards present in the lower tones.*

Save for ***Extra Scenarios****, all of the scenarios are arranged in chronological order, telling a grand narrative weaving together the madness of the Backrooms. How you interact with this scenario depends on the previous choice you just made.*

Notice: Scenarios in this narrative are broadly more action-oriented. If you are unwilling to do battle, then I suggest not taking them.

The Story is Yours

Should you not have taken ***`[QUERY:DENIED]`'s offer****, I can tell it to piss off and let you have whatever sort of adventure you want. You can pick and choose whatever scenarios that you want in the order that you please, although some specifically require other scenarios to perform for logical consistency. You are also given considerable leniency in how you complete said scenarios.*

Furthermore, unless you take certain Drawbacks, you are free to find a way to escape the Backrooms, and enjoy your time in the Frontrooms. Think of it as a "Generic Backrooms" Jump without that story.

Concerning your companions, unless you want the associated rewards, you do not have to perform the scenarios to obtain them, and they will be free to you. Whether they still have their psychological flaws is ultimately up to you.

OBEY THE ASSIGNMENT

***Should you have accepted `[QUERY:DENIED]`'s offer**, you are considerably restricted in what you can do. More specifically, you must complete all scenarios in chronological order, save for the optional **Extra Scenarios**. On the bright side, this does not necessarily mean you are completely railroaded. Although you will receive an outline of the events you must go through, the reality is that you don't have to strictly obey the outline itself. So long as you follow the spirit of the scenario and complete it in a thematically fitting way, then you get the rewards.*

You lose your memories of taking these scenarios, should you have accepted the offer, but fate ensures that you will be guided to the events, and you will be given enough context clues to at least have a chance of succeeding.

By taking this Assignment, you effectively declare that you will not be seeing the Frontrooms this Jump - at least not until the very end.

*Concerning the companions, you **must** complete their related scenarios in order to meet and befriend them. You'll be meeting them fairly early on, but I thought you should probably have a heads-up.*

Although you lack many finer memories of the jumpchain itself by obeying the assignment, you will still be able to access the jumpdoc in a fashion to purchase perks and items with CP. How this actually manifests will be up to you to decide. With perks, it could be a case of you pulling from your gestalt. With items, you could happen to literally cough them up, or simply summon them from whatever void you can dematerialize back and forth from. With properties, you could simply stumble onto them and wind up effortlessly controlling them, and those would be where items are. Ultimately, however, it's up to you and your Benefactor to decide.

Act 1: Welcome to the Complex

Scenario #001: Stranger in a Strange Land

Mission

You wake up in a strange place and pull yourself up from the sand. Looking around, you found yourself under a midnight sky, in the middle of an immeasurable desert of black sand (?) There were no stars in the sky, yet you could see the bleak terrain.

It's cold. Who are you? What are you? When are you? Where are you? Why are you in this place?

None of your questions are to be answered, because you're falling into the sky.

As you wake up from that surreal experience, you find that you're sprawled out on some disgustingly moist carpet. After getting up and ensuring none of it got into your mouth, you look around, seeing nothing but mono-yellow walls, buzzing fluorescent lights, and aberrantly designed interior rooms. You are in the **Backrooms** and have arrived in the **Yellow Halls**. You have no idea what this place is, but you can reasonably surmise that you aren't supposed to be here. You should leave, and should in fact leave as soon as possible.

Your sole mission, as of this point, is to find a way to leave Level 0. This is a lifeless space that you are going to die in, should you stay here for very long. On the bright side, odds are that you aren't liable to run into something dangerous. All you have to do is walk, and you'll reach where you need to go: a protected manila space.

Dark Tone: Previously, your mission was a walking simulator. Now, it's got a bit more kick to it. Amidst these endless halls, you find yourself being stalked by an inhuman creature of wires and bacteria. Perhaps uncreatively called the Bacteria, this shapeshifting abomination will try to lure you in with its voice before charging at you. You can try to fight it, but running away is probably the better bet.

Rewards: +100 CP / +150 CP (Dark Tone)
You have reached the Manila Room. Looking around, you find a folder that has the insignia of the Major Exploration Group. The documentation inside the folder tells you that this place is known as the Backrooms, a brief history of the M.E.G, information on several dangerous and common entities, along with information on noclipping. Thanks to this guide, you know how to escape Level 0 and reach Level 1.

Reward - The Broken Gun (Special Item Reward (?)): In the corner of the Manila Room is a gun. It's certainly a broken gun, but a gun nonetheless. For whatever reason, you choose to keep it.

Dark Reward- Self-Styled Journal (Item): Seemingly from nowhere, you receive a journal that has a record of everything that you've encountered and experienced, including the fact that you're confused that this exists. As you travel along your journey, both in this Jump and future ones, you'll have a complete record of everything you've encountered.

Scenario #002: Learning the Ropes

"I had simply gone deeper into the rabbit hole."

Takes place immediately after ***Stranger in a Strange Land***

Mission

Leaving the Manila Rooms, it doesn't take long for you to find a "glitched" spot the documents referred to, and use them to no-clip out of the Yellow Halls. Wet carpets and yellow wallpaper gave way to concrete, in a location that is a mix between an underground parking lot and an abandoned parking lot. According to the M.E.G. files, you were in **Level 1 ("The Habitable Zone")**. Although most wanderers supposedly found themselves in the Aquila Sector, you were in the Gothic Sector.

Since they were closer, you head off to **Hippocrates-1**, the base of the **Ariane Circle Team Hippocrates**. The search for it was cut short upon meeting a young person in a fancy-looking coat, clueing you onto the fact that they are probably part of the team of doctors. Going up to them, you ask for help. Upon hearing your voice, they immediately give you a look over, mumble "[redacted]" with wide and hopeful eyes, and damn near drag you to Hippocrates-1 in excitement and shock. They refer to themselves as Mx. James Ari Talloran.

At Hippocrates-1, you received a friendly greeting as expected, and Team Hippocrates immediately got to running several tests on you to ensure you were not contaminated by any sort of biological hazard, since they recently uncovered a nasty type of staphylococcus. While these tests verified that you weren't sick, they noted more important abnormalities. Your face and body keep changing when you are resting, you have no traceable DNA, and every single image they try to take of you inexplicably gets massively corrupted. It takes them little and less time to clock you as an Entity, and they ask if that is what you are. They assure you that, unlike certain groups, the Ariane Circle as a whole has no inherent hostility towards neutral and friendly entities. You inform them that you have no idea what you are, and your only encounter with an entity thus far has been that weird creature on Level 0.

It is then that Talloran steps up to the plate. They've come to the conclusion that you are their sister, whom they lost after falling in the Backrooms when they were eight. You apparently looked exactly like her when they first saw you (which you didn't notice due to a lack of mirrors), but they still intrinsically believe that is who you are. It can't be a cognitohazard either, since it isn't affecting anyone else, and Talloran already has the highest Cognitive Resistance Value of everyone on the base. Whatever the case is, Talloran is insistent on staying with you and teaching you the ropes of what to do to survive in the

Backrooms. They can figure out what you are in the future.

Your mission is incredibly straightforward. Over the next couple of days, you'll be taught the basics of how to survive in the Backrooms by Talloran. This includes survival tips, equipment gathering, entity confrontation, and a number of levels to explore. You will also learn quite a lot about yourself, identifying your **Agent Architecture**, **Defragmented Data**, and **Data Corruption**. In the meantime, you'll learn quite a bit about the person who is your sibling. Among other things, they seem to dislike sleeping.

Rewards: +100 CP
You've been with Talloran for some time now, and while you can't be sure if the two of you really are siblings, it can't be denied that they are reliable. You've even a real hang of how your…"gestalt" works, and unless you have **My Upper Body is Gone**, your shifting form ceases to be an issue.

James Talloran (Companion Reward): This strange fellow has chosen to stay with you, insisting that, as you two are family, the two of you should stick together. They're a strange person, always seeming so closed off from everyone, and always seeming to be somewhat tired and irritable. Despite that, they have a considerable level of affection for you and actively try to help whenever possible.

Portable Terminal (Item Reward): Talloran, perhaps against their better judgment, decides to give you one of these experimental items, a creation of Backrooms Robotics. This laptop, which has an infinite battery life, is able to connect to the Wi-Fi of the Backrooms, interface with any other digital device, and is practically indestructible.

Scenario #003: Suicide Blitz

Mission

To call **Level ! ("Run For Your Life!")** a weird level would be an understatement. You think you've found an escape to this wretched place, only to be forced to run ten kilometers as a horde of monsters chase you down, sounds like a bad fever dream, and that's what most wanderers like to view it as. Unfortunately, the Backrooms are not so kind as to have this place be a bad forum rumor. While investigating some level, you will come across an EXIT door that is wildly out of place, and make the mistake of going through it.

The mission is straightforward: you must race through Level !, and make it ten kilometers to reach an escape. On the bright side, you will have a Safe Zone that you can rest in for a few days, where you can tell your friends about what is going on.

Rewards: +100 CP

After what can be assumed to be a highly stressful run, you finally reach the end of the level: a wooden door frame with no door, and instead just a distorted outline beyond. You've got no other option, so you take the dive.

Deletion-Proof Running Shoes (Item Reward): A special pair of shoes of your own design. While running in these shoes, you do not lose any stamina through running (although other forms of exertion do drain them), let you stop and turn on a dime, and can resist any terrain while keeping you safe.

Scenario #004: The End is Here!

"Am I real? I need to understand why I am here. I don't know why I am here, you understand? Do you know what that's like?"

Takes place immediately after ***Suicide Blitz***

Mission

After your daring run, you soon found yourself in an infinite, empty library. No, not that one, but the other one: **The End**. This "trap level" was rather infamous for deceiving those who believed they found an escape. Talloran was quite insistent on warning you about this place, as it's perhaps the most well-known trap level. Unfortunately, actually escaping this place isn't so easy, because you have to find an escape via the false realities, which is hard even if you can determine you are in a fake space.

Fortunately, it seems that perhaps fate is on your side. The technology you bring here doesn't fully work, but the PC Terminals do. On one of these terminals, you hear a pretty, slightly digitized woman's voice, and when you travel to it, you see an AGI. It's an honest-to-god sentient AI who calls herself ALLMIND. It seemed quite friendly and nice, but its insistence on leaving the level and apparent reticence to explain itself made it look suspicious. When you were ready to leave, ALLMIND revealed that she truly had no idea who or even what she is: as far as she knows, there was darkness, and then she wound up here. This isn't where she was born, and she just wants to leave.

As a semblance, you find yourself having at least a mild bit of sympathy. You have no idea what you really are, and depending on your flaws, you might have your bouts of existential uncertainty. Against your better judgment, you decide to help her. Your mission here is so simple that it's almost silly: simply install ALLMIND into your Portable Terminal. All you really need to do is find a cable that can connect the two terminals together, and she'll be able to transfer herself without any issue. Do watch out for the Partygoers, however.

Rewards: +100 CP

ALLMIND (Companion Reward): After finding a cable, it's only a matter of plugging it in for ALLMIND's face to show up on your Terminal. It's a little cramped to be sure, but it's much nicer due to being with you. She feels a small twitch, and by resolving it, she links to Talloran's terminal, and Talloran is naturally quite baffled and annoyed that you trusted an AI purely because of its sob story. Nonetheless, ALLMIND is happy to carry her own metaphorical weight because she is able to connect to and retrieve data from all terminals

that she can access, granting cross-level communications and data at all times. All three of you are baffled at ALLMIND's advanced nature, but none of you can really complain.

Talloran, believing ALLMIND to be a bit much, decided to nickname her Sophia. The newly christened Sophia quite likes the name.

Level Exit App (Item Reward): This special "app" was quickly created by Sophia and installed within your terminal. This app doesn't let you auto-exit a level, but it will inform you of how you can escape a level, provided that one exists. It helps you leave The End (heading back to the level that you and Talloran were both on) and will prove helpful in the future. In future Jumps, the app will give you instructions on how to escape any dungeon or irregular location.

Scenario #005: Neighborhood Shakedown

"Run. Do not hide. Do not engage The Neighborhood Watch."

Introduction

A short while after retrieving Sophia, you find Talloran complaining of their food spoiling. The flow of time is very odd in the Backrooms, with some things staying effectively frozen in time, and depending on temporal hazards, may actually experience reversed time. Food, however, and other inert biological materials, will very much spoil if taken out of their original level locations. Even if you have a Worn Sack to carry your food, it will still spoil.

Sophia tells the two of you that a potential option would be to retrieve an instance of Object 51 ("Pockets"). Objects that are "pocketed" don't experience time, so in addition to being able to instantly store things, you'd also have perfect food storage. Talloran rightfully points out that trying to get a Pocket is a death sentence. Beyond the fact that Level 9 ("The Suburbs") is already a terrible place to visit, even *touching* a pocket will have the Neighborhood Watch on your ass immediately. Still, taking up the challenge, you offer to go there yourself, with Talloran *not* appreciating the suggestion. Naturally, you go there without their knowledge, and the race to get a Pocket is on!

Mission

You must retrieve an instance of Object 51 and escape Level 9 before you are murdered by the Neighborhood Watch. Do be aware that the moment you have the Pocket, they will be alerted and immediately hone in on your location. You might be able to fight them, but be aware that this is an infinite level, and they will never stop coming for you. ***Do not engage and run away***.

Reward: +100 CP

After loads of running away, you'll probably be inclined to go back to where you came from. Luckily, Sophia tells you to go through the nearby car wash, which will take you to a much safer level. You follow her advice and make your escape. If you select the **Dark Tone**, you'll find that **the Neighborhood Watch will endlessly hunt you on Level 9 now**, so you shouldn't go there unless absolutely necessary.

Object 51 - The Pocket (Item Reward): This strange artifact is the driving force of this scenario, and it is worth it. At will, you are able to store any non-living materials in an infinite pocket dimension (haha). You will know intrinsically what is stored within it, and you can materialize anything from it, knowing exactly how it will appear. Anything within the Pocket is frozen in time, and so its condition will stay the same as when you first put it in.

Scenario #006: Black Market Meetings

Takes place immediately after ***Neighborhood Shakedown***.

Mission

Going through the car wash, you soon find yourself in someplace new to you. It's Level 9.2 ("The Black Market"), a sublevel of Level 9, and somehow much safer than that death trap. Cloaked in a silent and eternal night, Level 9.2 resembles a suburban business district, with the added benefit of a few buildings actually being lit. There are some entities skulking around, but the Neighborhood Watch is mercifully not among their number, and so long as you are in the populated areas, you'll be fine. The actual danger here comes from the people: Level 9.2 is home to organized crime of all varieties, and there's no better place to find rare and illegal commodities. On the bright side, since you made it here through the car wash, folks around here won't disturb you.

As you are making your way to an exit to Level 4, you stumble across a rather sophisticated woman with a fancy suit. After a quick greeting, she realizes that you have a *sapient AI* with you, and is fascinated by the fact that you stumbled on her. After a brief conversation where you have to reiterate that you *aren't* interested in selling her, and also state you aren't part of Backrooms Robotics, the two of you actually get to know each other. Apparently, her name was Melody Ortiz, although her compatriots call her Dolla.

Dolla is here in Level 9.2 to retrieve a certain item of hers: a pair of brass knuckles. They're apparently too small for her to wear, but they have special value to her. In any case, they were apparently stolen after the raid on Camp Blacklight and are now for sale at the Nonsense Factory. She's set up the deal, so she intends to collect it. Considering she just indirectly implied she's part of the B.N.T.G., you (or perhaps Sophia) suggest that you tag along to help out, in case things go bad.

And that is your mission: simply assist Dolla by making sure her deal goes through. Whether or not it is merely tense or a literal shootout, all that matters is making sure she retrieves her possessions.

Rewards: +100 CP

Whether or not it was an anticlimax, you ultimately succeeded in helping Dolla, who is grateful for the help. She's also fascinated by your irregular nature, and your strange

abilities - not to mention Sophia. She decides to stick around with you, seeing as she has no permanent base of operations. You all leave to Level 4, reunited with Talloran.

Shady Contacts (Item Reward): Dolla gives you her contact information, along with the information of several shady, yet not necessarily morally opposed groups. If you ask for some sort of support, they'll help you out, so long as it isn't totally unreasonable. This will update with each Jump.

Scenario #007: The Irreverent Blade

"His blood on your claws! His blood in your teeth! His corpse ground into the dust! His laws ground into the dust! We the claws! We the teeth!"

Mission

Although the Backrooms might seem to be some sort of hellscape (and in fact *is* a hellscape in many places), that does not mean every day is a fight for survival. There are plenty of levels where Wanderers can congregate together in safety and live fairly peaceful lives. One of these sorts of levels is Level 11 ("The City That Never Sleeps"), where self-sufficiency means it's just a somewhat more magical city on Earth. Even the entities here can be quite peaceful, so long as you aren't deliberately trying to provoke them.

Unfortunately, that doesn't mean that everything is ideal. You find yourself near a Malt Mart in Level 11 right before a terrorist attack takes the lives of eight innocent people, along with the perpetrator. Reading the letter from this mysterious group, this "Reverence", you can tell right away that they seem to hate modernity and the concept of not dying from starvation due to civilization. But while you are thinking of them, your brain suddenly remembers something, and it hits you like a cudgel:

"We must learn what it is to die. To be enslaved- truly, brutally enslaved, with no compassion or compunction from our masters. We must learn what it is to be taken towards a single purpose, to know and truly understand our lack of agency. We must be beholden to a world of gods and darkness, the tempest-tossed refuse of a race of fools. We must kill modernity, postmodernity, with all its analysis and sneering observation. There is only one rule: the rule of chaos. For humanity! For life! For the Scarlet-!"

Well, doesn't that sound pleasant? In any case, you are pretty sure these guys are very bad news, and presumably must have acted close to Level 11. When your companions read the letter, Dolla feels a sense of deja vu, like the *style* of the writing was familiar. She reluctantly gives Sophia access to her B.N.T.G. profile, which states that there *is* at least one document that matches the writing tone: the letter from the anonymous Investor, found in Asset 11.1's profile. Of course, outright stating this would invite more trouble than it's worth, so you decide to do some investigating of your own…which might be caused by your blood feeling like it's about to boil for some strange reason.

Through hidden passageways, you reach Level 11.1 - which is eerily silent. You also sense something that is eerie for a different reason: extreme bloodlust. Perhaps through sneaking around, or just stealthily killing anything in your way, you find the source of the incredible bloodlust, which is a sword, of all things. In a very bad move, you decide to grab hold of the sword, and after being put through ***absolute hell*** from pain, you manage to get the thing under control. Unfortunately, the screams alerted members of that shady bunch from before: the Reverence, as they are known. You seem to have an unusually high amount of hatred for them, and the black sword is practically yelling in your ear to kill them as they start jammering on about "the laws of blood" and "the laws of concrete".

Your mission is simple: kill every single member of the Reverence you can find with the sword, *without* being totally consumed by the murderous impulses of the sword. So long as you don't act on its wish to kill pretty much everything in your vicinity (including your friends), then you will have succeeded.

Rewards: +100 CP
Whether you killed five or five hundred people, it seemed this new sword of yours finally had its fill of blood. Beyond morphing into your currently preferred blade shape, it suddenly started speaking into your ear. The sword introduced itself as **Aklavos**, which apparently served some "God of Destruction". While it seemed like an obvious question, you asked why it tried to kill you earlier, and Aklavos states you smelled like "dust", but your nature as a gestalt means it can't kill you, nor bind you to it… When you asked why it seemed to really hate the Reverence, it stated they have the scent of "blood". So now, you ask the obvious question of why a sword belonging to a god of destruction hates things like dust and blood. Aklavos, of course, could not answer that. In any case, you soon leave Asset 11.1, and it seems as though the Reverence is content to keep this event secret.

Aklavos, Sword of Destruction (Item/Companion(?) Reward): a black sword with deep crimson accents. Allegedly serves a God of Destruction named Ginnung. Possesses extreme homicidal urges, but your nature as a semblance blocks its typical method of compulsion. Although extremely annoying to interact with, Aklavos is extremely intelligent, and cannot lie to you, although they may be infuriatingly vague, and lack an unusually considerable degree of their history. Aklavos is a weapon that can kill just about anything, but is capable of draining the life force of beings that have souls: humans are the obvious choice, but it also includes natural animals, and entities like wretches and partygoers that were once human. With this lifeforce, it can heal your wounds.

Scenario #008: Don the Mask

"Corruption. Weeds breaking and cracking through what was meant to be a safe place. Corruption hides behind clean, smiling masks. To be reading this, dear Wearer, reveals to us that you have either been a victim of that corruption or you desire to shut it down yourself."

Mission

The Major Exploration Group, if the usage of their database didn't tip you off, is the largest and most powerful of the Groups of Interest within the Backrooms, despite being among the youngest Groups. Their main goal is the exploration and research of the Backrooms, in the hopes of one day finding an exit. They haven't been very lucky at that main goal, but their exploration has proven invaluable to countless wanderers. They're so well-loved that quite a few people believe they can do no wrong.

Unfortunately, that is simply not the case, as all groups with human beings are liable to suffer from such human elements. You find yourself connected to this underlying corruption after a chance encounter with one of the Masked Maidens named Sally. She apparently got through after a failed attempt at getting the M.E.G. to stop with their experimentations, which explains the dead woman by her. You were about ready to fight her, before Aklavos nagged into your ear. Apparently, Aklavos detected a scent of "blood" - not from her, but something intrinsically connected to her that hangs over her like a shadow. Sally thinks on it for a moment, and believes that the answer might be due to the Wall Mask, which she unfortunately is connected to due to the experiments of M.E.G. Division "Trial Testers". Aklavos has the "brilliant" idea of killing the Division leader, which sounds like a great way to piss off the M.E.G. without any proof. Still, even if you can't exactly prove the Masked Maidens are anything more than a murderous troupe, Sally seems fairly capable of human interactions, which is an indictment of the official story by the M.E.G. You let her go, and you are left thinking about what to do.

Your mission is fairly straightforward: take a crack at investigating the Trial Testers and see if there is anything suspicious truly going on. Sophia is quite useful for this investigation, but you don't actually need her assistance if you're capable of reading the hidden text within Object 24's database entry. **If you have a Wall Mask**, Sally will also recognize you as one of the Masked Maidens and give you entry into their database.

Rewards: +100 CP

Ah, well, this is a difficult situation. It seems like the Masked Maidens weren't lying about what was going on. After a light bit of hacking into the M.E.G. database that began with Object 24's entry, you come across some highly unethical experiments by the Trial Testers, led by one Chinatsu Mutsuki. This investigation into Chinatsu also connects her to M.E.G. Overseer S ("Richard Simmons Delacroix"), with the two of them having some inscrutable plan. For right now, of course, little can be done besides not letting on anything to him.

Scenario #009: A Village, Born and Razed

"The Lonely Scarecrow stands at the center of a field of wheat.
It does not feel.
It does not need to feel.
It moves closer now. Faster than you can think.
Don't run.
Stop moving. Look back at it.
He's closer this time.
Or maybe it's you."

Mission

Entity 555 ("The Lonely Scarecrow") is one of the most mysterious entities within the Backrooms, although undoubtedly one with malevolent intent. It seems to appear mysteriously, and take the lives of those who get too close to it. It's also alleged to hate the living, because it isn't alive itself. Whatever that means, you aren't really sure - all you know is that Talloran made it clear that you could be in danger if you go near any sort of scarecrow within Level 10.

Unfortunately, fate has a funny way of doing things. For one reason or another, you wound up in Level 10, stumbling across the church where records of the Lonely Scarecrow were first discovered. While there, you met a strange woman named Joan Arteaga, who was beautiful, and also…empty? That's probably not the right word, but something about her seemed like a front - the most honest she clearly is when she's very clearly shocked at seeing you here. She apparently knew who you were, citing you as the new oddity for all kinds of wanderers. She states she's heading off to a town in order to see a sort of festival. Perhaps out of curiosity, you ask if you can join her, and she deliberates on it a lot before accepting.

When you two reach the town, it's abundantly clear that Joan was *not* here for a festival - though it wasn't for a nefarious reason. A young girl, Mahala, was apparently waiting for her. Apparently, this town does a "harvest festival" where they dance around a scarecrow - and while some die, the others live. You already knew *what* scarecrow this was, and realized that her life was very much in danger. However, when Joan was ready to get her out of here, a man, Mahala's father, arrived and threatened to shoot her if she didn't comply. Unfortunately, the man was very paranoid, trying to shoot you anyway - and in an instant, Joan shot him in the head. Hell of a quickshot.

"I'm sorry Mahala. We should get going as soon as possible."

The festival itself had begun by this point - or perhaps killing the man set it off too early. Whatever the case was, the townspeople were dropping dead. Joan states that they need to get Mahala to safety, she *has* to save her.

Dark Tone: Unfortunately, while skedaddling was an easy option beforehand, it has become considerably more difficult, as the Lonely Scarecrow is intent on collecting Mahala. Its ability to induce instant death doesn't work on you (though it *is* slowly harming you), and Joan has some sort of protection for her. She also has a secret weapon - flint and steel, with the steel being made from cold iron. If she can ignite the fucking scarecrow, this will end it.

Reward: +100 CP (Light/Neutral Tone) / +200 (Dark Tone)
Whether the town you fled was a graveyard, or set ablaze alongside the Lonely Scarecrow, you, Joan, and Mahala made it out safely. You and Joan then parted ways for a time - before you reunited with her not long after. Joan brought Mahala to Level 11 (which you can confirm), and she apparently decided to stay beside you. The two of you did make a good team, at least according to her.

Joan Arteaga (Companion Reward): Joan Arteaga is a strange woman, of that there is no doubt. She was a surprisingly capable warrior, and has a very good ability to read others, knowing their underlying intent. That perhaps made it quite ironic that she couldn't hide the emptiness in her heart from you.

Dark Reward - Between You and Us (Perk Reward): The main issue was that you had to protect Mahala, so your attention was split between the scarecrow and the little girl. With this, that will never become an issue again. While engaged in combat, all non-combatants are ignored by your enemies, allowing them to get out of dodge when necessary.

Concerning Joan's Thoughts

"([redacted]. I can't believe I'm meeting [redacted] so soon…)"

As Joan was meeting the other members of Team Samsara, she was quite frankly cursing her luck. The fact that she met Mahala on that fateful day was an act of good fortune. She was there to deal with the Lonely Scarecrow - its ability to induce instant death was something that could be dealt with through mild protections, and setting it ablaze would be easy. All she needed to do was burn the town down with the fire striker, and the scarecrow would have nowhere to go.

The fact that it would likely kill everyone in the village was…well, she thought a lot about it, but her superiors felt such sacrifices were well worth it to deal with the false god.

But then the situation changed. She met Mahala, who wanted to leave the town. She should have refused, but she accepted. She accepted and complicated her mission - which was further complicated as she met the gestalt. The entire plan went FUBAR, but it still worked out in the end.

But now, she has a new mission. She has to ingratiate herself to [redacted], to earn their trust, and then, when they trusted her most…

She hated her gifts. She hated all of this. But for the Iron Fist, she had to do her duty. Soldiers follow orders, fulfilling their duty, and vanishing without a trace.

Scenario #010: The River of Fire

"To the next soul wandering these trenches, I write this in the hopes that someone will understand our plight. The sound of gunfire has become a haunting lullaby, the faces of my fallen comrades linger in my mind. We have become ghosts of our former selves, trapped in the endless cycle of violence. Perhaps this be the ultimate statement: we may never see the end of this war. Remember us, and do not let our sacrifices be in vain."

Mission

Level 49 ("The Unfilled Rivers of Phlegethon") is a strange and dangerous level. Mimicking a trench from World War 1, the level takes place in the backdrop of a war between the so-called Republic of Nuvaria and the Kingdom of Hagsten. Nuvaria, as it would seem, was thoroughly crushed by Hagsten, and yet the Kingdom doesn't seem to realize they've won. Because of this, the "no-man's land" in the center really is a no-man's land, as they will deploy increasingly absurd firepower on anything that moves. The trenches themselves aren't much better. Besides the flooding and the natural miseries of trench warfare, there is a reason that Nuvaria was defeated. The "Trenchcleaner" is an autonomous war machine that has infinite ammo, is frustratingly durable, has infinite energy, and was likely responsible for wiping out Nuvaria's soldiers. This has been continuously active ever since, wiping out any wanderer it comes across.

Be it out of routine, curiosity, or bad luck, you find yourself at this level. If you couldn't figure out no-man's land was lethal, you'll mercifully learn without getting your skull emptied. Here with you is a woman both beautiful and terrifying. She immediately deduces that you aren't a normal person and asks if you could help her. For one reason or another, she seems intent on bringing down the Trenchcleaner, citing an apparent desire to help wanderers. Even if you find that suspicious, her goal was hardly objectionable. You decide to help her, giving her your name. She accepts, and gives you her name…D.C. al Fine.

You and al Fine are going to take down the Trenchcleaner. Your perks, items, semblances, and Aklavos can certainly help, but you can leave a lot of the heavy lifting to your friend, since she's got a lot of anomalous abilities, including thaumaturgy, shapeshifting, low-level reality bending, and apparently some sort of flesh bending. If you want to actually neutralize the war machine for good, however, you should have Sophia try to hack into the Trenchcleaner's primitive AI and shut it down.

Dark Tone: Provided that you actually neutralize the Trenchcleaner, a massive siren blares across the entire level, with Sophia alerting you that a nuclear warhead will soon be launched. You *really* don't have much time. You and al Fine have to race to locate the nearest escape, and potentially help others, provided you are fast enough.

Reward: +100 CP / +200 CP (Dark Tone)
Following the defeat of the Trenchcleaner and possibly running from a nuclear warhead, you and al Fine manage to escape with your lives. Whether you were getting tired of running for your life that you've recently been doing, at least you've been getting allies.

Da Capo al Fine (Companion Reward): It seems that al Fine has decided to join your little group. She admits she's been going at this alone ever since she came here, although she's reticent to say just *what* she was doing before she fell beneath the floor and into the Backrooms.

Trenchcleaner Remains (Item Reward): After taking down Entity 49/1, it's only fair that you get to keep it, yeah? Whether it's in pristine condition or you smashed it to pieces, you have everything that survived the Trenchcleaner, and can safely store it in your Pocket. Even if it happened to get blown to smithereens, Sophia helpfully stole the schematics of its creation. Regardless of whether you actually collect it, you will receive the **Trenchcleaner Core**.

Dark Reward - Race Against the Clock (Perk Reward): As it turns out, escaping from a nuclear warhead before it hits is incredibly frightening, especially if you don't have the time to do so. You and your companions happen to travel to and from locations twice as fast, *and* time seems to move at half the speed it normally would when it would be convenient for you.

Scenario #011: Into the Fire

"I'm so sick of this
I'm trapped here
In and out these people come
I've been alone for so long
Won't someone stay with me?"

Mission

Level 854 ("Home Sweet Home") is classified as a Deadzone Level by the M.E.G., meaning that it is impossible for wanderers to stay here for long. This designation is not given lightly, as this level is a relatively small (200,000 square feet) three-story house that is filled to the brim with burning debris, smoke, and fire hazards. What's worse is that your life is in danger from the very start, as an entity known as "The Woman" will cast an illusion of safety. She tries to manipulate you by having the burning husk of the home look natural, and disguising her ghastly, burned appearance to look like someone you'd trust, such as a lover or family member. It's no surprise that the M.E.G. would consider her malicious.

But of course, you must ask yourself a simple question: just how malicious is she? Upon reaching this level (either by way of The Hub or a long trek that took you to Level 853), the illusion itself was never cast. By simply gazing in your general direction, "The Woman" seems almost enamored by you, apparently recognizing you in an instant. But unlike Talloran, she struggles to remember who you are, insisting that her mind is playing tricks on her…which is the opposite of what should be happening. She immediately leaves the area, and you seem strongly compelled to help her.

Contacting your companions, you relay what just happened. All of them are naturally weirded out by it, but Talloran brings up Stormstone Keep, pointing out that the Blue Knight is friendly, but is ultimately trapped on his own level. The Woman is suffering from something similar, albeit to a far more severe degree. In between yelling at you to *get out of the level before you suffocate to death*, Talloran thinks that it might be possible to "help" The Woman by appealing to the history that the two of you supposedly have.

Whether you go at it alone, or call on the help of your friends (and maybe get some specialized suits to protect from the hazards), you must find something that would connect you to The Woman. Strangely, *the entire house* feels familiar to you, in a highly vague sense. It isn't a sense of déjà vu either: going to the second floor, you know that what you are looking for is in the game room. Most people focus on the pool table, but it'd be nearly impossible to recognize the burned-down wall in front of the charred couch, with you "knowing" it had a game system. The fact you knew what a game system even *was*

is also something baffling, as nobody else recognizes the damn thing. So long as you don't choke to death on the smoke, it's possible to uncover what you are looking for. What you find is ultimately up to you, but the easiest trinket is a heavily damaged plastic case, which opens up to reveal a CD. It had significant damage, but the title was at least somewhat visible: M--AL -EA- S---D -: SN-K- -AT--

a memory plays in your mind.

Rewards: +100 CP
After finding just what you need, you seek out The Woman, and after some pushing (and possible application of CQC), she snaps out of her strange haze. In an instant, the fires of the level recede, and the air clears.

Mint Fantôme (Companion Reward): The Woman herself has also changed considerably, no longer looking like she was burned alive! Although she had a…maid outfit on? You didn't know why she had that, but you didn't really care, as she ran towards you in a hug, overjoyed that you were finally back to her. Of course, she didn't actually *know* who you were, stating that her mind has been on fire for so long that she literally isn't sure of anything. All she remembers is that you are important to her, her name is Mint, and this house was special to both of you. You didn't complain about the help she could provide, and you happily welcomed her to the team. Some testing revealed she still had her ghostly abilities, along with full control over the level and her intensely hot flames.

Haunting (Companion Perk Reward): Insisting on following you and your companions, Mint "haunts" all of you, which al Fine equates to spectral entities latching onto living beings. With this, Mint has the ability to follow you all into different levels, and can teleport you to each other at will. This has the bonus of bypassing the **Isolation Effect** that may or may not haunt the Backrooms, allowing everyone being haunted to see one another.

Through the Fire and Flames (Perk Reward): So long as you can successfully get someone to try and be better, you really can do it. Creatures that feast on human flesh can be made to eat normal food without health complications. Ghosts anchored to a miserable location can be moved to another. Actual psychopaths can be made to automatically feel empathy for others.

Home, Sweet Home (Warehouse Attachment Reward): When Mint's loneliness-induced madness waned, the fires of the level were gone, and Level 854 patched itself up. The level has been restored to its former beauty, being a three-story home with bedrooms, a pool table, a kitchen, bathrooms, a home gym, and an obscenely large collection of video games…which only Mint seems to be aware of the significance of.

Although the majority of the home was restored, two things remain out of place. The first is an image of Mint and two other individuals, with their faces being strangely scratched out. The second is a crib, meant for a baby that you aren't sure even exists. Asking Mint about this makes her unusually melancholic.

Scenario #012: Welcome to the Station

"Alone in the endless halls, Ria Valpuri finally begins to cry."

Mission

As you investigate the Backrooms, it becomes pretty apparent to you, and everyone involved, that this place is no accident. In a place outside of time and space, why was everything so…human? The easiest answer was that the Backrooms is psychically connected to humanity, so what is present here is a reflection of some aspect of humans. This is a liminal frontier of forgotten memories and nostalgic landscapes. Level 854 also confirmed that the Backrooms can potentially "trap" beings within it, twisting them into one of the many Levels here. The only hiccups to this theory are the apparently nonsensical minor details, like the fact that Level 49 has two nonexistent countries going through World War 1. You, however, have a strange feeling that those countries aren't so nonexistent.

Theorycrafting aside, it's pretty well accepted that the Backrooms can "generate" new Levels for any potential schmuck that winds up here. You finally have confirmation of this when the M.E.G. reveals that Level 0 just got a new sublevel that literally revealed itself right in front of a wanderer's eyes. They invite you to explore it, since your exploits with Mint are well-known by this point, and her "haunting" of you bypasses any isolation effects.

When you and your companions reach this mysterious space station, you are interrupted by a ghostly woman in the Yellow Halls, who has been crying for quite a while. Mint states that she's not a ghost: that's just how "non-haunted" people look in fields with an isolation effect. With a simple tap, the woman becomes much more solid and suddenly screams in shock at people suddenly appearing before her. She starts thinking she's lost her mind, before you and the others comfort her. Realizing that she isn't crazy, she runs into the nearest person's arms, revealing that something horrible has happened.

This woman's name was Ria Valpuri. You all learn that she was actually from the year 2066, with her and her family having lived in space for the past several decades. The future apparently sucked ass, on account of a global economic collapse, the resulting nuclear war, corporatist dictatorships, and a wave of incredibly horrible phenomena. She didn't understand any of it, as she was born away from Earth. Ria was a scientist, and at the Zenith Station, she and her cohorts aboard the Zenith Station were going to create an Einstein-Rosen Bridge: a wormhole. Their calculations were all correct, but something went terribly wrong. She wasn't sure if she was hallucinating or not, but Ria heard a voice talking about a "hatching" before winding up here.

Ria was clearly lost and confused, along with a huge amount of guilt for realizing that it was her fault that she and her comrades were imprisoned in the Backrooms now. There

were no complaints about inviting her to join your very strange cast of characters and investigating the Zenith Station.

You and your companions are to explore the Zenith Station, and help Ria's surviving companions be "haunted" by Mint, and regain their bearings. They'll all be quite shaken by their experience and certainly be distressed by their new home for the foreseeable future. Still, they'll at least be alive with hope, which is the best thing that they can have right now.

Reward: +100 CP
It took some time, but you managed to successfully retrieve everyone on the Zenith Station. Unfortunately, the space station itself sustained heavy damage, and people who happened to be near those damaged areas are totally unaccounted for. Still, Ria thanks you for helping her and everyone she's worked with, and further asks if she could help you.

Ria Valpuri (Companion Reward): If you are looking for an intelligent ally, there are very few superior options. Ria describes herself as an engineer, scientist, and "doctor of practically everything" - a title she's capable of proving. Please welcome her kindly, as she is a fish out of temporal water.

Zenith Station (Warehouse Attachment Reward): You now claim ownership of the entirety of the Zenith Station. Although damaged beyond repair (at least in the Backrooms itself), it is host to a number of private quarters, is safe, and has plenty of information and futuristic technology to pull from.

Scenario #013: Teaching the Rookie

"I fell beneath the floor, and I'm never getting out"

Mission

While it isn't something you regularly do on account of logistics, you and your companions may intermittently travel to Level 0, picking up any new wanderers that have pieced together the whole no-clipping thing. One day, while doing this, you stumble across a wanderer on the brink of death. Beyond the fact that they looked extremely haggard, it's clear they had a run-in with an entity here, which may or may not be the same one you encountered. After Mint successfully "haunts" them, you state that you can get them help, but give them a warning of the dangers here. Perhaps out of desperation, not wanting to die, or bravado, they beg you to help.

A short while later, they wake up in some safe level with you and your companions. After assuring them that they haven't died yet, he greets you as Gregory Valis, although he prefers to be known as Joel. Another person from the (relative) future, Joel, states that he was from the year 2016, and his words mirror the awful things that Ria brought up. Joel also mentioned the severe socioeconomic inequality, obscene crime rates, and severe environmental pollution. He also heard rumors of "strange happenings" going on around the world, such as a strange staircase suddenly appearing in the White House, although he had no context for that. It seems like the Frontrooms aren't much greater than the Backrooms, unfortunate as that may sound.

Initially, you intended to bring Joel to the M.E.G. or the Ariane Circle (as those were large organizations that took in new wanderers, and weren't shady enough to find suspicious), but Joel seemed intent on staying with your group. He reveals to you all that he's an artist, but not a "normal" one, which makes him kind of hate it. You see, whenever he creates a form of art, he can add some weird, magical property to it. Al Fine immediately pegged him as being an anartist, someone who can give art various anomalous properties. The only ones she knew about were those avant-garde blowhards from *Sommes-Nous Devenus Magnifiques?* Joel hadn't a clue about who those guys were, and the only person that he knew with something even remotely similar to him was a friend, Iris Thompson, who died in a psychiatric facility after she was convicted of murdering her boyfriend.

Although you probably wouldn't be especially picky with new friends anyway, his anartistic ability certainly helped everyone else accept his recruitment readily. All Joel needed now was some training, which you volunteered to do.

Much like how Talloran trained you about survival in the Backrooms, you must now teach Joel how to survive and thrive in his new home. Unlike you, however, Joel is physically a normal human being and must be treated far more delicately. This also includes protecting

him from dangerous entities that he misjudged the capabilities of, taking the "slower" routes around levels that normal people have to take, *and* retrieving Joel from the darkness of Level 6.

Rewards: +100 CP
Gregory "Joel" Valis (Companion Reward): Although it took quite a lot of effort, you can finally say that Joel actually knows what he's doing, and he remains in one piece! Of course, he's a little traumatized by your training, but is mostly despondent at how miserable the Backrooms really are. Still, he can hide his despondency well enough, cracking plenty of jokes and assuring that he's perfectly fine.

Mx. Jumper's Crash Course (Perk Reward): And no, the "Mx." isn't a typo. In any case, you are a pretty good teacher. You aren't the greatest, to be sure, but if given enough time, you are able to teach *anyone* how to do something in only a few days at worst. This includes the delinquent types and those who just have a harder time learning complex things. Naturally, this makes you pretty good at learning things yourself. So long as someone or you are capable of learning something, then you can be sure it will be taught.

Scenario #014: Mercy For the Wretched

"Our history is shrouded in mystery as much as it is shrouded in blood. This sense of unknowing is not one that was adopted, with the passage of time, but rather, one that was purposefully manufactured to keep thousands of watchful eyes veiled under the guise of a greater good. Ideally, you would never have that veil lifted off your head - truth be told, it would be preferable to not know what lies behind it. But it's too late to back out of this now."

Mission

The Unbound Explorers Coalition is among the most well-known and, quite frankly, infamous Groups of Interest within the Backrooms. Very little is known of the group's origins, save for the fact that it was (probably) created by former M.E.G. biologist Diana Stewards, after she lost her family in an entity attack. They're an extremist group that tries to genocidally wipe out all entities of the Backrooms, and have been known to deploy dangerous weaponry in an attempt to control the Backrooms. As a semblance, and therefore an entity, you are diametrically opposed to them, but you otherwise do not intervene in their dangerous behaviors.

Rixa Gas is an anomalous chemical solution created by the Unbound, which rapidly induces the Wretched Cycle in humans. They went on to use it in Level 76, resulting in a number of highly confused Wretches. Realizing this was an opportunity, several of these docile Wretches were taken by the Ariane's Circle Team Apollo, and placed under the care of Marianne "Mary" Connors, a remarkably old woman who fell into the Backrooms in 1866, not long after the American Civil War. She was a nurse then, and following lots of studying in the Backrooms, became a scientist in the fields of biology and chemistry. A remarkably kind woman, she hopes that she'll be able to synthesize a compound that can counteract the Wretched Cycle.

You become involved due to her contacting Talloran, who, despite working in separate Teams, got along quite well. You and the others tag along with Talloran and are informed by Mary about the situation. Since you and your companions are all anomalous to one degree or another (even Dolla, who curiously has an extremely high resistance to cognitive hazards like Rixa Gas), Mary sees no issue with all of you helping out.

You and your companions are to assist Mary Connors in creating a counteragent to the Rixa Gas (which is actually known as "Tears of Achlys") and reversing the Wretched Cycle itself. There is no time limit to this quest, but it can hopefully be completed quickly.

Rewards: +100 CP

After some trial, error, and liberal application of anomalous abilities, Mary and Talloran have successfully devised a replicable counter to the Wretched Cycle. Mary disseminates it to the transformed Wretches, and they return back to their human selves. Although

certainly somewhat shaken, the reverted humans are largely fine, and the Anti-Achlys' effects appear to be permanent.

Marianne "Mary" Connors (Companion Reward): Mary decides that you are all good people and is especially grateful to you. She'd love to work with you all in the future - just give her a call, and she'll be there before you know it.

Anti-Achlys Mist (Item Reward): You receive an endlessly refilling spray bottle of this chemical agent, which not only neutralizes the Wretched Cycle but also reverses cognitive distortions and other abnormal anomalous biological mutations. The spray bottle will completely refill itself within twenty-four hours.

Scenario #015: The Lamplight

Mission

Backrooms Robotics is a tech company that has uniquely begun in the Backrooms, making them an invaluable asset to wanderers everywhere. They are apparently creators of several unique inventions, such as the Mobile Vacuum Cleaners and Artificial Intelligence (although Sophia is quite certain Backrooms Robotics had no role in her existence). The only problem here is that the company has unclear origins and no explicitly stated goals beyond creating technology.

Dolla, who was given a new task by the B.N.T.G., asks for your help in investigating the Group. She tells you that they have reason to be highly suspicious of Backrooms Robotics, a very good reason. Nonetheless, they can't get M.E.G. to help them until they receive definitive proof of wrongdoing.

You, however, can help them prove it, namely with the help of Sophia. Backrooms Robotics is very much ahead of the curve with their encryptions and firewalls, and yet Sophia could hack into a mysterious entity to shut it down. She should have no trouble with it. Dolla suggests that they could try to hook up to a terminal connected to Backrooms Robotics, although it would be fairly difficult. Talloran, however, notes a much easier method of detection: the advanced lamps that Backrooms Robotics created. They always found them incredibly suspicious, and with Dolla's claims, that suspicion might just be correct.

This mission is remarkably easy: simply acquire an instance of Object 8. You can literally just purchase one, or borrow one from M.E.G. or the Ariane Circle. It won't take much effort after that to have it hacked into by Sophia.

Rewards: +100 CP

After retrieving one of the Lamps, it is all too easy for Sophia to bypass its protections. Most of your companions, save for perhaps Dolla herself, did not think anything was going on besides paranoia. Sophia herself seems to have confirmed that herself: *"This is a stupid lamp, there's nothing there, Dolla. Are you sure the B.N.T.G. isn't just afraid of not being the top dogs anymore?"*

SOMEONE IS LISTENING

The moment the words pop up on screen, despite Sophia's vocalizations, you smash the Lamp, and once it's gone, she reveals it had a camera attached to it. That camera streamed everything and directed it to some space she identified as 'Finger Jupiter'. It wasn't the literal planet, but some organization, or maybe a part of one? Either way, Dolla and the rest of the B.N.T.G. got what they wanted, and Backrooms Robotics is currently scrambling to deal with this. Regardless of whether they succeed or not, the M.E.G. and Ariane Circle are willing to work in concert with the B.N.T.G. to observe them. In the

meantime, the B.N.T.G. has assigned Dolla to be their liaison to your group, officially ensuring she won't need to leave.

Spies Not Allowed (Perk Reward): You probably don't want to get spied on, so take this! You have a spatial awareness that allows you to detect if anyone around you has a gaze that is lingering for a little too long or if a camera is watching your movements.

Scenario #016: Serpent Hunter

Mission

Level 8 ("Cave Systems") is one of the earlier levels for a wanderer to encounter, and one of the deadliest thus far. It's an endless cavern that is hostile to humans, with just about every settlement clustered together. It's not a great place to live, though it's also difficult to try to leave, which is why the place is overflowing with slums.

By this point, Level 8 was little more than a dangerous part of the road for your group - part of the Dark Highway to reach Level 11. The reason you are giving exploration here much thought at all was the appearance of a colossal Wrangler - a serpentine predatorial entity that drills through the rock and causes instability. One particularly large specimen is the result of what is currently being called the "Level 8 Incident", which resulted in over 500 casualties. Estimates put the creature at 70 miles in length.

Dolla informed you that the B.N.T.G. was prepared to abandon their Resource Extraction Facility, so you could probably collect some of the stuff there with your Pocket. During this sidetracking, you feel the unpleasant sensation of Aklavos, muttering about some worm-god. Aklavos proves helpful, as it alerts you to the freaky pale eyes and smile of the colossal Wrangler that caused the Level 8 Incident. Aklavos is extremely perturbed at the sight of the creature, which is odd, as it usually doesn't care for entities. If you brandish Aklavos, you'll find that your abilities are massively empowered, which your "trusty" sword is saying is because it's burning through the essence within the sword, and it wants to kill the creature. Simply put, that is your mission: reach the Wrangler's face and kill it dead.

Rewards: +100 CP

Upon killing the Wrangler and reaching safe ground, Aklavos dulls, and you find yourself mildly woozy. The sword states that it thought the Wrangler was some sort of avatar of that "wretched god", but apparently, they have no sort of connection. You and your team soon leave for better levels.

Essence Channeling (Aklavos Upgrade Reward): By fueling itself from death and destruction, Aklavos can now greatly boost your parameters by channeling life essence. This additionally massively increases your healing abilities, and so long as you have the necessary essence stored, you can instantly regenerate even limbs.

Scenario #017: Here Comes the Men in Black

"A mind is a terrible thing to waste."

Mission

For most wanderers of the Backrooms who came here because of a misstep, they think this place is unique in its nature. Surely, if they return to the Frontrooms, they'll be back in "normal" reality. You, however, have encountered enough to know that such a claim is a lie, and the Standard is just as strange as this Complex.

As Al Fine and *Dolla* of all people will tell you, there is a lot of strangeness in what is allegedly baseline reality. Al Fine states that Normalcy as a whole is a literal conspiracy upheld by numerous groups in the secret world - a Masquerade designed to keep humanity in the dark. And the ones at the center of this conspiracy? Well… actually, nobody really knows, but the *enforcers* of Normalcy outside of these organizations are the infamous Men in Black. These guys aren't part of the United States government (that's another group), nor are they part of the Illuminati (that's *also* another group), but are instead extradimensional shapeshifters who are intent on keeping humanity away from any *real* power. The problem is that they suck at it, because hiding fundamental aspects of existence is really difficult. So beyond a mild psychic barrier on Earth, they largely rely on Normalcy Organizations to do the heavy lifting. Of course, that doesn't mean they don't get their hands dirty.

Enter one Quinn MacAllister. Apparently, this woman found her home village of Sunny being destroyed by some mysterious organization: the "SCP Foundation". She found this out from a department *from* said organization: the so-called "Temporal Anomalies Department". Quinn's encounter led to her obsessively seeking out the truth of this matter, causing her to run afoul of the Men in Black. After several encounters with her and consistent resistance to their scare tactics, they wound up dropping her into the Backrooms on Level 365, a death sentence for most people new to the Backrooms. She survived this rather specifically *because* of a warning from Temporal Anomalies - which just raises more and more questions about them.

You encounter her in a rather unfortunate situation, as the Men in Black are trying to kill her after she survived their death trap, as a way to tie up "loose ends". It doesn't take much reason to hate these guys, so the mission is simple: keep Quinn alive and force the Men in Black to give up. This can be done by killing them. This *might* seem difficult, but you probably have a magic homicidal sword that can cleave them apart pretty well, or perhaps

you can just get some cold iron, which works against extradimensional entities such as them.

Rewards: +100 CP
After a hard-fought battle, you've either killed or horrifically maimed one of the Men in Black, with the rest of their cohorts getting the picture to not screw with you, or your newfound companion, Quinn.

Quinn MacAllister (Companion Reward): The woman is thoroughly confused about everything going on, but she wants to know more about this world, so she hopes you'll accept her company for a while. She's not especially strong, nor does she have any special powers, but she *is* resilient, competent, and driven. Quinn would probably be some sort of ace FBI agent, had fate not screwed her over.

Supplemental Information #16/A

MiB Agent: You're one helluva monster, you know that? That sword of yours is like nothing I've ever seen, and I've seen quite a lot in these ten thousand years of life.

Ten thousand years? This thing was that old? It must have heard your incredulity.

MiB Agent: A gestalt lifeform with a demonic sword is strange, but we've locked up plenty of things in the Cell. There's the "jewel of emotions" that drives people into a frenzy. Another was the archivist who delved too deep and uncovered knowledge no human should have - I'm not even sure if she *is* human. I've also encountered two demon dogs who were, to put it bluntly, divine pains in the ass. There was also the Demon of Sound.

Demon of Sound? All of the others were vague, and yet you remember that one's title?

MiB Agent: I don't remember her because of the name. I remember her because of the aftermath. We contained her 9000 years ago because she was violating the quarantine with her music, so we sealed her away and broke her horn. No sooner than that was our entirely Earthly contingent wiped off the face of the planet by her family - the Ravencrofts, led by the Great President himself. Setting foot on the planet was impossible without one of them hunting us on the spot, which is why, for thousands of years, your "Age of Myths" was allowed to proliferate. The only reason they stopped was after the advent of that "Christ" figure who harrowed Hell and weakened them.

…Did this thing just confirm Christianity was real? And a whole bunch of other myths as well? Lots to think about after you put them six feet under.

Scenario #018: The Raven's Request

"A grand-president of hell who governs 40 legions, Malphas appears as a raven, or in human form with a raucous voice. He builds citadels and impregnable towers, breaks down enemy barricades, finds good workers, gives familiars, and will receive sacrifices but deceive the sacrificers."

Mission

The Crimson Forest is a beautiful land, located in Level 9.1 beyond the horrid Crimson Fields, which in and of itself is a sublevel of the Suburbs. Protected by the blessed light of the Lanterns, those who dwell here live peaceful lives in this enchanting thicket. Gravity is weird here, and the weather is always chilly, but it's perfectly safe, and most people can live their whole lives without ever needing to leave. Talloran came here during his youth, which is how he maintained his sanity in this place before he worked for the Ariane Circle.

Unfortunately, it seems like this place might very well come to an end. Starseers on the level, along with the M.E.G., have identified a shimmering meteor that is arriving to destroy the level. Everyone has resigned themselves to either leaving this paradise or choosing to go down with it. Talloran has already resigned themself to not seeing this place anymore, and nobody in your group has any real way of helping.

You, however, had an idea: its chances of working were slim, but it was possible. That Man in Black mentioned the demons known as the Ravencrofts and the Great President. It didn't take much research to identify this entity as Malphas, the Devil's second-in-command. He's got tons of powers that could *theoretically* stop a meteor, and it couldn't hurt to at least try thinking out of the box. It'll probably still hurt, though: Malphas *is* present in the Backrooms, because apparently he can interact with the Backrooms from the Underworld via Level 144, "THE GRAVEYARD OF THE WANDERERS". Level 144 being adjacent to *Hell* is honestly fitting, all things considered, but your nature as a semblance means that you are *probably* safe from most of its effects.

Your mission here is to locate and commune with Malphas, who is supposedly omnipresent within this place, but will only show up randomly. So you're going to have to wander around this absurdly deadly level until Malphas deems you cool enough to show up.

Neutral Tone: Maybe Malphas doesn't like you. Or maybe he wants to give you some sort of trial by fire? Whatever the case is, you are going to be hounded by the absolute worst this level has to offer, including at least one Glitch Hurricane if you are lucky to have only one.

Dark Tone: While running from the Glitch Hurricane, you encounter a human-sized raven following you, and intermittently trying to strike you with magical attacks. How you interact with this raven completely changes the mission. ***If you are not confident*** in your fighting capabilities, I would recommend simply avoiding the attacks. ***If you are confident*** in your fighting capabilities, punch the raven in the face, as that will shut down the Glitch Hurricanes.

But the challenge actually becomes *harder*, as the human-sized raven does a straight-up laugh, and begins to fight you. It's ***far*** stronger than any entity you've come across thus far, even more than that Wrangler. As you repel, dodge, or even strike it, the raven becomes more and more engrossed in the fighting.

"*YOU CAN SEE IT, GESTALT! YOU CAN SEE AND SURVIVE MY ATTACKS!*"

Your mission in this tone is to draw blood from the raven through one of your own attacks. If you can't draw blood from it, then your attacks aren't really doing much.

Rewards: +200 CP (Light Tone) / +250 CP (Neutral Tone) / +300 CP (Dark Tone)
After a quite frankly harrowing experience in the level, regardless of the tone you chose, things suddenly become calm. The pressure of the level that tried to harm you was still there, but it was held back. Namely, by the human-sized raven standing before you. Whether it just showed it just now, or bleeding from your attack. The raven then transforms into a muscular man with blue horns, emanating a ton of power that made you realize he was massively sandbagging.

"Just as I suspected. You are truly something, gestalt. Welcome to this Graveyard - I'm Malphis Ravencroft I, although I suppose you know me more properly as Malphas, Great President of Hell."

That was easy. Sort of. Also, did he have a *midwestern accent*? After a brief chat with the President, you learn plenty about him. For starters, the accent is because he's actually from the "Upper Hell", which implies a few weird things. He's also *really* fond of his family, and is happy to tell you all about them: his wife was a raven whom he transformed into a demon, his first daughter is an angel, his second daughter is the Goddess of Witches, his third daughter loved to sing, and his son is a great artificer with an odd fondness for old

civilizations. You also learn that yes, he can stop the meteor. This level's mind-altering effects are an extension of his ability to destroy the thoughts and desires of anyone, and he has absolute control over this space. Stopping the meteor is as simple as bringing one of his familiars to the Crimson Forest, which will let him use his magic to create a barrier.

Before you can celebrate, however, Malphas has a request for you: he wishes for you to save his third daughter, sweet Nerissa, who's been stuck in The Cell for 9000 years thanks to those wretched Aelok. For all of his power, Malphas cannot reach the Cell, which has made him most…*aggrieved*, leading to the "kill-on-sight" protocol he has towards the Men in Black. However, he knows where the Cell is: in the Backrooms, of course! But it's a very secure prison, so he's been using Level 144 to test out potential applicants to save her, which is why wanderers feel compelled to come here. That is…extremely questionable at best, but it's not awful.

"Shadow" (Familiar Reward): The true nature of the glitchy ravens found across Level 144. This immortal raven is a wonderful familiar, and apparently Nerissa's that he got for her 500th birthday. You appear to have a lesser construct modeled after the raven. "Shadow" here can do small scale versions of Malphas' own powers: he can create barriers, slowly construct/reconstruct structures so long as it has available materials, and they can selectively wipe memories of anyone in close proximity to you.

For the purposes of the Jumpchain, "Shadow" operates as a Follower.

Neutral Reward - Demothermic Mini-Ballista (Special Item Reward): As an apology for sending a Glitch Hurricane your way, Malphas also gives you this. It's a creation of his son, Malphis II. Able to be wrist-mounted similar to a crossbow, this ballista generates a bolt of pure demothermic ("demonic thermal") energy, which has a nasty tendency of exploding after they pierce a target.

Dark Reward if You Fought Malphas - Black Feather (Item Reward): Malphas, quite happy about the battle (for a reason he won't say) gives you one of his feathers. Emanating a rather intense aura, this feather will protect you from *three* attacks that would result in your death per Jump. After that, it will vanish until the start of the next Jump, no exceptions.

"You know, gestalt, you remind me of someone. Well - you remind me of two people actually. The first is a certain fool I met quite a long while ago, who helped me meet my love. But when you fought me, you reminded me of someone else…no, that's not possible. Unless you are 250,000 years old?"

Scenario #019: The Nameless Fairy

"No one will remember you. You'll be a nameless body in an unremembered room."

Takes place immediately after ***The Raven's Challenge***

Mission

With "Shadow" on your shoulder, you head back to the Crimson Forest. As promised, Malphas speaks through your familiar, stating that such a small affair as a meteor is easy to resolve. With a lazy wave of the wing, a massive barrier is erected over the level. When the meteor inevitably strikes the barrier, it is vaporized. With that out of the way, Malphas states that he expects you to fulfill your end of the bargain, although he'll give you some time to do so. At that, "Shadow" goes back to being a regular magical raven.

During a big ol' celebration in the Crimson Forest, you decide to get some fresh air in the forests and encounter **a nameless entity resembling a black cat**. **The mysterious feline** tries to ask about your name, which is very odd, so you choose to give it to them. Rather than, like, lose your identity to **the blatantly obvious cait sith**, it seems to just get a splitting headache, before your head has a brief dull ringing. The creature asks just what the hell you are, because dislodging that Name was impossible, and it almost dragged him in.

After a brief conversation, you learn the identity of this creature - it's a fae. While that would probably explain the name thing just fine, they actually state that fae don't *actually* do that very much, at least so long as they have their own name intact. This poor guy apparently lost theirs, trying to stop some sort of foolhardy action by a group called **The SCP Foundation**. That's the second time you've heard that name, and it's somehow weirder than the fact they have time travel. In any case, the fae doesn't actually remember what the Foundation was trying to do, because a lot of his memories were stripped from him along with his Name. For a very long time, he was trapped in **a green hell**, before a misstep on **the shifting path** sent him tumbling into the Crimson Forest. He was desperate to have an identity, but trying to do anything to the inhabitants here would result in being reduced to ash by the Lanterns. They tried to take your "Name" because it felt unusually potent, and it basically drove the fae into a frenzy. That splitting headache sobered him up quite quickly though, and now he's melancholic.

The two of you are jumpscared by Malphas, who is popping in using "Shadow" to see what you are up to. After being informed of the situation, the demon lord laughs a little. His

relationship with the fae has always been *dodgy* at best since the issue with their queen some hundreds of thousands of years ago. In any case, he asks why you don't just make a Name for the fae, since you can apparently do that. You have no idea what Malphas is talking about, and they realize you have no clue what your semblance is made of. He'd rather you get on to saving Nerissa, but he supposes this can be extra compensation.

Your "mission" for this scenario is to learn from Malphas how the art of Namesmithing works. You'd think just naming something would be easy, but it's not. Just slapping a name onto something makes it brittle and susceptible to theft, as your little friend here can attest to.

Rewards: +200 CP
The lessons you learned feel more philosophical than practical, but ultimately, you have actually mastered the art of Namesmithing. Now, you can use it for the underwhelming ability to restore the name of **the surprisingly friendly kitty**.

"Midnight. I think…my Name was Midnight."

And so it was!

Midnight the Cat (Companion Reward): You now have Midnight the Cait Sith as your ally, and he's…not actually a cat! He straight up transforms into a tall human man with black hair, green eyes, and ethereal wings. Malphas states that the fae and humans are actually both descended from the "Line of the Primates", along with some group called the "Yeren". Their humanoid forms were lost due to losing their True Name, causing them to degenerate into animal creatures. Still, he actually enjoyed transforming into a cat back in the day, and now that he isn't imprisoned in that horrid state, he can now enjoy it again - so expect to see both forms. Midnight is adept in thaumaturgy, magic rituals, and even nomenclative magic.

Nameless (Perk Reward): With help from Malphas, it seems you've fully mastered the power of giving Names. Beyond being able to restore any other Nameless Fae you encounter, this also lets you bestow Names onto other beings. Entities you give Names become considerably stronger, and even more intelligent if desired. You may decide if this effect actually occurs when naming something.

One deceptively powerful application of your status is onomancy, the magic of truenaming. In addition to fortifying your own name, you can bind others to your will by truenaming them (so long as they aren't transcendentally stronger than you), and even creating new names for those who have lost theirs.

Scenario #020: Fire, Fire, Light the Fire!

"Locked away when nightmares keep you awake
You'll be safe within my crushing embrace"

Takes place immediately after ***The Nameless Fairy****.*

Mission

Level 234 ("Detention Dimension") is an unusual level. Accessible only through glitchy no-clipping, it's a mosaic dimension of differing ecosystems, with an omnipresent feeling of you being watched. Werewolves, shapeshifters, and *worse* were here as well, and them ignoring you is the best-case scenario. It's a dangerous hellscape to be sure, and it's best to leave this place as quickly as possible.

The truth of this place is a lot more complex than most other levels. Level 234 is "The Cell", a higher-dimensional prison created by ancient godheads. It was made to contain the multiverse's most dangerous criminals and objects, "containing" them for the good of all. One of these penal colonies fell into the Backrooms after "Diabolical sabotage" during an escape attempt. This is a euphemism, as it fell down due to Malphas' son trying to pull Nerissa out of the Cell via Perceptual Teleportation. This failed, and so they tried to brute force the teleportation, which ultimately dislodged the space and caused it to fall down. The Ravencrofts have since been trying to rescue their wayward daughter, but they can't reach without a medium - which is where you come in.

Your mission is going to be tough. You will have to navigate the Cell, find Nerissa, and escape with her. You'd *think* the visual, sonic, and astral observation would be an issue, but it's actually super easy, barely an inconvenience. Malphas' barriers twist light and space to ward off indirect observation, and the destruction of enemy thoughts induces an effect similar to something called an "antimeme". With this barrier, the only thing you'll have to worry about is being directly seen by the wardens, and of course, being seen by potentially dangerous inmates. If you want to find Nerissa, it'll be easy because all you need to do is follow the depressing singing.

After a short venture, you'll discover this raven demon, Nerissa Ravencroft. You let her know you've come to rescue her, and the construct of Shadow you are lugging around verifies that you've indeed been brought here to save her. She's over the moon at finally being saved, but also asks you to help her rescue a few others who were stuck in this place with her: a (formerly) human woman named Shiori Novella, a living jewel named Koseki Bijou, and twin hellhounds named Fuwawa and Mococo Abyssgard. You remember

those four from that Man in Black you fought, and decide to assist her. Along the way, she helpfully retrieves her weapons: a tuning fork staff and microphone.

Light Tone: Rescuing the other four prisoners isn't exactly *easy*, but so long as you are doing what you did to reach Nerissa, it's quite doable. Once you free them all, you can escape through the same way you came.

Neutral Tone: The Mur who oversee this dimension detect a strange diabolical energy fluctuation, and seal off the gateway you used to reach here - along with shutting down all other ones as well until the target is apprehended. As a result, the only way to escape is to disrupt a teleportation target lens, which are rather unhelpfully at the Lower Cavern. Just reach the bottom, fuck with the right machine, and you'll be pulled out in the proper place.

Dark Tone: The Mur fairly quickly realize that Nerissa has gone missing from her prison cell, and realize that it's the Ravencrofts who are responsible for this. The entire level is on high-alert, making you an active target. You will have to encounter at least one Mur, who will use their psychokinesis and gravity manipulation to fight you. Killing them is both extremely difficult and ill-advised, so it's best to disrupt or knock them out to allow escape, as they are not omnipresent nor omniscient. The prisoners are able to help out, especially if Nerissa is able to get a few good hits off with her staff, which will paralyze the Mur.

Rewards: +200 CP (Light Tone) / +250 CP (Neutral Tone) / +300 (Dark Tone)
You've done the impossible and staged a breakout of the Cell. Nerissa and her fellow prisoners (who all took to calling themselves "Advent") were shocked to find themselves in the Backrooms of all places, but even this beat the monotonous misery of the Cell.

After a brief fall into Level 144, you and your entourage are met by Malphas in the flesh, along with his wife, his second daughter Aradia, and his son Malphis II. All of them are happy you rescued Nerissa, and they all bring her in for a family hug. Malpha can't join them right now on account of the whole "Heaven" thing, but she's ecstatic about the rescue, and is currently helping to smooth things over in the higher part of the Cell, so you aren't a wanted criminal.

It's time for Nerissa to get going with her family out of this place, but they bid you farewell, and promise to see you very soon…although, ***if you fought Malphas back in the Graveyard***, *how* the two of you will meet is going to be different from what you expected.

"You fought my dad? No, you made him bleed?!"

As it turns out, Malphas wasn't just a battle maniac who loved throwing down. No, as it turns out, among the criteria to marry the man's daughters is to be willing to fight him. It happened with Malpha's husband (despite the guy being a literal heavenly angel) and Aradia's husband. Evidently, you were not trying to win her heart (though maybe that's changed), but Nerissa *did* find it to be heartwarming, and Malphis II stated he would help with the wedding once you got out of the Backrooms. Malphas *is* said to deceive the summoner, so you should have seen something like this coming.

Advent (Companion Rewards): Shiori Novella, Koseki Bijou ("Biboo"), Fuwawa Abyssgard, and Mococo Abyssgard. Although they could easily join Nerissa in the Underworld, that precludes them from baseline reality, as the delineation between Earth and its adjacent dimensions are a lot more solid, compared to the days where any schmuck could just sail into the Underworld and out again. As a result, they've decided to stick with you, and help out. Shiori is a magic bookworm that has FAR too much knowledge about many odd things. Biboo is cute, full of brainrot slang, can compel strong emotions in others, and can even generate cool jewel swords in the event she wants to fight. Fuwawa and Mococo ("FuwaMoco") are excitable pains in the rear, but are remarkably strong, absurdly fast, and have claws that cut through steel like melted butter.

Skin of the Black Ghost (Special Item Reward): No matter the tone, you will always receive this strange material from Malphis II. It's a material that he based on the shapeshifting properties of the Men in Black, although the *naming* of it is a little unnerving. Put this cloth onto something, and you'll be able to shapeshift it into a similar form. Turn that beat-up car into a Ferrari, or your sword into a spear.

Light Reward - Imperceptible (Perk Reward): This breakout was largely possible thanks to the effort of Malphas, but now it seems you don't need his assistance anymore. You possess a barrier that prevents you from being observed by cameras, mind reading, astral projection, and just about everything else that isn't direct physical observation. *If you purchased **Silent as the Grave**, you may refund it for however much you paid.*

Neutral Reward - Emergency Escape (Perk Reward): Wouldn't this have been useful? Once per day, unless there is something preventing your perk from functioning, you may bring yourself and as many people as you want out of danger, and to a safe location.

Dark Reward - Gyrokinesis (Perk Reward): The fragment is small, but it seems like your encounter with the Mur has awakened some powers of Gravity Manipulation. This allows you to make yourself and your allies practically weightless, and greatly increase the gravity on your opponents. You can train this ability up, and though growth is slow, you can reach incredible heights.

Act 1.5: A Complicated Frontier

*Extra Scenarios in Act 1.5 all start, at bare minimum, after **Learning the Ropes**.*

Extra Scenario #001: Trial of the Warrior

*"...Strength is not the **power** to strike down any foe who opposes you. It is the **reason**. Strength is not the **skill** behind the creation of beautiful words, it is the **meaning**. Strength is not the **honor** to believe in what is right, it is the **willpower** to see it through."*

Mission

Do you consider yourself to be a strong person? Do you believe yourself strong? Do you actually know if you are strong?

Early on in your adventures, you might mistakenly believe Talloran to be someone who doesn't take risks or know how to fight. As they train you, you'll be quickly disabused of that notion, as their bravery is actually quite absurd - their aversion to sleep is the only real chink in their armor, and even then, they'll still do so if there is no other option, simply telling you to not look at them while they do so. If you ask them what's up with that, Talloran will admit to you that they underwent the challenge on **Level 139 ("The Warrior's Trial")**, and succeeded in it. Being considered strong by a god was...well, it was quite something. You ask them if it's possible for you to take the trial, and Talloran states that it's as simple as going to a level with a danger class of 3 or higher, and declare you wish to undergo the trial. They admit they'd rather not put you in such danger, as they won't be there to help you, but if you think you can handle it, Talloran won't stop you.

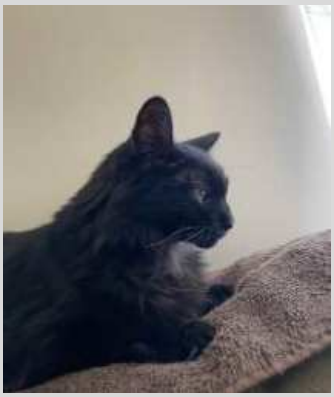
Just as Talloran explained, you wound up on a tropical island, where a sign gives you a notice: *"To the nascent gestalt, your Warrior's Trial has begun."*

The cave entrance opens up, just as Talloran stated, and your mission is clear. You must complete the full trial, to receive recognition from the Warrior. A cave of tarantulas, a trek towards a waterfall, and a climb towards the summit of a volcanic caldera. Although these are designed to deal with the most common phobias, there's also the common factor that there is nothing here that will help with survival until you complete your challenge.

Reward: +100

Perhaps it was harder than you expected, or maybe it was much easier. In the end though, you completed the trial, and met the Warrior. She was remarkably cute, and also probably strong enough to kill you instantly - she can fight her "brother", after all. She states there are many within you who are brave: even if your existence may be tumultuous, you need only persevere, and you'll surpass it all. She bids you farewell, and takes you to Talloran.

Extra Scenario #002: Curiosity Killed the Cat, But the Hero Brought It Back



Entity 180 ("Berry the Cat") is quite the oddball in the Backrooms. It's similar in nature to Jerry (though it's best to not mention the similarities around them), in that there seems to be a form of metal interference whereby those who make direct eye contact with Berry are "enlightened" - inducing some sort of brainwashing effect. This ability is most certainly not one that can actually be controlled by Berry, however.

For one reason or another, you found Berry, and unintentionally looked them in the eyes. Rather than being swayed however, you felt your eyes shift, and Berry looked confused. Getting a mirror, you find your eyes are reminiscent of a cat, suggesting one was inside of your semblance for some strange reason. Whatever the reason may be, it seems that having animal features blocks the mental interference, or probably an animal-like brain, since you are getting a strong urge to scratch something, meow, and hunt mice. Whatever the reason, Berry realizes it can telepathically communicate with you without you being brainwashed, and has a request: bringing him home to Blanche.

It seems that Berry was indeed Blanche's pet cat. He lived with her some 400 years ago, and as he very eloquently explains to you, he saw "something" from Blanche that he probably shouldn't have (almost certainly *Witnessing the Beyond*, as you've heard), and now he found himself somewhere far away. And now, he can't go back to her, and his worshippers, these Visionaries, are not helpful. He could really use any help he can find.

Your mission is simple: get something that has Blanche's signature, and use it to bring Berry to Level 906 ("The Cygnus Archives"). If you go to a M.E.G. base, they'll probably have something or someone who is willing to help. Dawn Marchesa can probably help.

Reward: +100 CP

When you produced the signature for Berry, he vanished - and when you touched it, you found yourself in the famous library. The moment you arrived, you were met by Blanche, who was very grateful that you returned her pet to her after so many years apart.

Special Rings (Item Reward): Blanche, as thanks for helping Berry, grants you these rings, embedded with the same type of gem as Berry's collar. With these gems, you can telepathically communicate with anyone else possessing them. You can change the ring to any type of jewelry, and you will get a new one for every individual part of your group. This will work between levels.

Extra Scenario #003: The Furthest Reaches of Experience I

The Backrooms: it's a large place to be sure. Some might even go as far as to say it holds infinite levels. How true is that? Hard to say for sure, but it is a very expansive place. However, very rarely would one ever fully explore these levels, assuming one even can. But as your reputation grows, it seems your talents are known: the M.E.G. has requested your help in exploring certain levels. They don't expect you to explore uncharted levels (though they certainly wouldn't mind), but with your power, it's a lot safer for you to verify information.

Your mission is to explore 25 levels, and catalog any interesting landmarks, phenomenon and entities in them. The reward for doing this is increased if you possess the **Too Many Side Quests** Drawback.

Reward: +100 CP / +200 CP (w/ Too Many Side Quests)

Extra Scenario #004: Close Encounters of the Liminal Kind I

The Backrooms isn't just a place for humans: countless types of entities are littered around this Liminal Frontier. To not understand them can mean the difference between life and death. As a result, you've been requested to interact with and study several different kinds of entities throughout the Backrooms. Maybe they are monsters, or peaceful ones, or unique ones. The end result is that you should have a deep understanding of their behaviors and capabilities.

Your mission specifically is to interact with and study 10 different entities. Further interactions with the same type of entity (if part of the same species) does not count.

Reward: +100 CP

Extra Scenario #005: To All Corners of the Complex I

How safe are the Backrooms, in your opinion? The answer, I imagine, is "not very". While some levels are secured for human habitation, the vast majority are not - and if they are, it's certainly not very safe. Wouldn't it be good to ensure they were?

Your mission is to ensure that 5 unsecured or uncolonized levels are safely colonized by humans. You receive a bonus if you have the **Waves of Entities** Drawback.

Reward: +100 CP / +200 CP (w/ Waves of Entities)

Extra Scenario #006: The Land Down Underneath

Level 95 ("The Underneath") is an odd level. Composed of bricks and stone, it takes the shape of interconnected, bizarrely designed corridors, arched passageways, and fluctuating lighting. For the most part, it's pretty safe, albeit lacking in the resources department, and with the odd entity here and there. What makes this level stand out is its bottom floor, known as the Underneath, accessible only by the rare staircase. Whatever is down there is unknown: microphones and cameras don't work, there's no natural light, and ***nobody ever returns from here alive***.

You are being asked to investigate the Underneath, and discover the source of the Wanderer disappearances. You are hopefully made of sturdier stuff than the other Wanderers, yeah? Oh yeah, and just as a piece of advice, be alert of any places that seem darker than darkness, if that makes sense.

Reward: +100 CP

Extra Scenario #007: A Sweet Treat From Umi

Takes place right before ***Neighborhood Shakedown***

Hey Jumper! Do you like risking your life for some extra points?! By going to Level 9, knocking on any door, and waiting for eight seconds, you will meet a horrifying serpent creature known as Mummy Umi, that induces terror in everyone. If you scream, you're turned to dust. If you don't, you get candy!

Perhaps on a dare, or simply because you want to, your mission is to go to Umi and get some candy. Your unique nature means you won't *die*, but I can't imagine being set on fire is a pleasant experience, and you won't have a chance to try this again. If you take this during or after **Neighborhood Shakedown**, you receive a bonus.

Reward: +100 CP / +200 CP (If During or After *Neighborhood Shakedown*)

Should you survive your encounter, you may realize that Mummy Umi is not actually intending to hurt anyone. But there's something about it that causes it to induce that feeling of fear in others: a sensation of a curse. There are rumors that Umi may be made of Liquid Silence, the same stuff Scream Eaters are made of, but it's not actually hostile like they can be. Just what is that creature, and what are Scream Eaters? Perhaps, you think, Umi is a curse, cast off from someone or something that hates being feared.

Extra Scenario #008: Going Goblin

Entity 25 ("Plague Goblins") are a truly strange group of entities. Named due to superficially resembling medieval plague doctors, the little buggers are a creature somewhere between an avian and a feline. They're a group of scavengers that typically avoid wanderers when alone, but a group (or *swindle*) of them may steal from wanderers. What's most interesting about them, however, is their caste system. Scouts serve as reconnaissance who will alert the rest to danger, Henchmen perform non-combative foraging, and Gatekeepers lead the swindles and can generate portals.

One day, you stumble upon a group of Plague Goblins trying to steal from you. It is your mission to try and befriend the swindle of Plague Goblins, as they are capable of understanding human speech, and are smart enough creatures to try it.

Rewards: +100 CP

Plague Goblin Swindle (Follower Reward): For your efforts to recruit the Plague Goblins, you seem to have successfully won them over. They have sign language, allowing them to communicate with you quite easily. They'll travel to various levels and may barter with you for special things they might find. They're also just cute!

Extra Scenario #009: Hunting Mission: The Shadow of Death

Entity 112 ("Wraiths") are a loathsome type of entity, born from "sinful" human beings, who were filled with spite and rage upon death, reviving as homicidal semi-spiritual entities that are very hard to put down.

Whether you came across him by yourself, or were specifically asked to deal with it, you find yourself in conflict with a Wraith. Specifically Emmerson Adam, a known serial killer who was executed for his numerous crimes. Your mission is to see to it that Emmerson is permanently incapacitated, be it from permanent death or through sealing.

Reward: +100 CP

Extra Scenario #010: Welcome to the Maidens

Takes place after ***Don the Mask***

Mission

It has been a short while since you encountered Sally of the Masked Maidens. You find that they are quite pleased with you deciding to assist them, and hand you one of the Masks.

You aren't entirely sure what was supposed to happen. You know for a fact these things have some weird abilities, but something is clearly *wrong* with the one you are trying to wear. It feels as though it's trying to change itself to suit you, but it's breaking apart from strain. Although the thing is barely functional, it gives you an important location: "THE GREAT CATACOMB".

If you ask Sally about it, she'll actually refer you to Evangeline Holmes, the leader of the Masked Maidens. According to Evangeline, this is most likely referring to Level 204.1 ("The Cabalistic Catacombs"). It's a very dangerous sublevel of the Grand Jungle, which is highly restricted even to the Maidens. This is a burial ground belonging to the ancient society in Level 204 as a whole, whose usage of the Masks were so perfect that they were two halves of the whole, and the Masks they actually possessed were far stronger.

Unfortunately though, actually claiming one of these masks was extremely difficult. To start with, if you don't already have a Mask, you will be petrified by the gaze of the entrance. If you get past that, you'll have to deal with the various protections of the level, including the Obsidian Guardians, which will ram into wanderers at 60 miles per hour, with the strength of a semi-truck. Needless to say, going inside is very dangerous, and you could very well die. However, you were not a normal human, and the fact that the Mask you were wearing told you to go to the cavern intrigued Evangeline, as all the Masks of this society are broadly antagonistic to the Masked Maidens.

Reward: +100 CP

You have traversed the catacombs, and either dodged or smashed apart the obsidian guardians. Although you could have just picked up a random mask and gotten a powerful tool from it, you realized they were not what you were looking for. No, there was a particular one here that called your name. And finally, at the catacombs deeper levels, nestled in a secret room, was the mask bearing the visage of a giant. There was something about this one that felt…ancient, out of place, incorrect - perhaps it was something like you, a deleted thing that wound up in these ruins.

When you put the mask on, you realized it had immense power, and returned back to the surface. It seemed that none of the defensive measures registered you as a threat anymore. It's also possible for you to pull off and safely carry out the masks for others to use as well. Upon leaving the catacombs, you hand Evangeline any extra masks you brought with you, and she thanks you - saying that she might call you later, but for now, you should get to know your mask.

Giant's Mask (Item Reward): A mysterious mask unlike any other known to the Backrooms, whose age suggests it is one of, if not the oldest instance of Object 24. When you are wearing the mask, you get an extra four pairs of arms, and your physical strength is greatly magnified, letting you effortlessly take on and can kill multiple people. Although these sorts of masks induce murderous impulses that must generally be controlled, it does not seem to negatively impact you.

Extra Scenario #011: Interview with Quinoa

Requires having completed at least ten other Extra Scenarios

Object 77 refers to a portable radio that only plays a single channel. This channel, known as *Talking With Quinoa*, has the titular talk show host who is well-known for having very limited, often incorrect knowledge of the world. His segments are brief and nonsensical.

Now, it seems that he's expressed an interest in giving you an interview due to your accomplishments. I can assure you that it's going to be quite nonsensical, although your life will not be in danger.

Quinoa, with or without prompting, will make mention of having friends in the Frontrooms. You have no idea if he's telling the truth or not, because to be quite frank, the group he's talking about sounds very weird.

Reward: +100 CP

Extra Scenario #012: An Electrician's Duty

Requires having completed ***Welcome to the Station***

Level 480 ("Inconvenience Store") is a level that truly lives up to its title, what with the hostile environment, booby traps everywhere, and hostile entities. There are also the occasional "Blackout Periods", where the lights suddenly shutter off for 5-20 minutes.

An entity within this level is Entity 93 ("Dorian the Night Stocker"), who's been complaining to upper management for a while about the shitty lights, which have been causing the blackouts. Dolla, ever the one for a good trade deal, has offered the assistance of yourself and Ria to help fix the lights, in exchange for having access to the store's items. Should you accept, your mission is to help Ria in fixing the lighting.

Rewards: +200 CP

Level 480 Access (Warehouse Attachment Reward): Having fulfilled your end of the bargain, Dorian hands you a set of keys, which is basically a Level Key that grants access to Level 480. With this, you, your companions, and followers are capable of collecting any items you want from Level 480 without risking harm from booby traps or entities.

Ria, upon solving the problem, states there was some sort of issue with the power supply that was causing the problem, as it seems to have come from intermittent disruptions from some kind of overheating. But what could possibly cause a heating issue in the Backrooms?

Extra Scenario #013: Lakeside Manners

"Last night as I lay on my pillow,
Last night as I lay on my bed,
Last night as I lay on my pillow,
I dreamt that my Bonnie was dead."

Takes place after ***Welcome to the Maidens***

Mission

M.E.G. is the shining beacon for all wanderers, who investigate the Backrooms so that others may understand the frontier they find themselves in. However, they are ultimately human beings, and human beings are wont to error. Some errors are small, and others are *severe*.

One such severe error is the matter of Level 10.1 ("Corpse Lake"). Following the disastrous fallout of their experiments into the Wall Masks, they attempted to melt down the masks by way of extreme heat. This was a *terrible* idea, as the Wall Masks are basically magical sentient objects that may or may not be connected to a god. Naturally, when they were melted down, they were still alive, and retaliated via releasing huge doses of radiation, and devouring people via liquidation. Everyone in the immediate vicinity died a horrific death, and the end result is a man-made lake that is lethal to be anywhere within a square mile of it.

Your Wall Mask seemed quite agitated at learning of this information, and you have the feeling that it might very well be able to stop the Masks from being so murderous. The problem though, was getting rid of the radiation in the area. It's not going away, and hasn't really abated, and likely won't even if the Wall Masks are halted. Luckily though, Ria states she can probably cook something up to deal with it. Anti-radiation technology and other similar things were apparently fairly commonplace. Of course, this wasn't exactly some utopian thing: according to Joel, the loss of a threat from such things resulted in nuclear warfare and bioweapons proliferating. With that charming bit of lore, your mission is twofold: neutralize the radiation in the area, and convince the melted masks to calm the fuck down.

Reward: +100 CP

It took some time, and probably a few deals with Backrooms Robotics and/or the B.N.T.G., but Corpse Lake's radiation was neutralized. What's more, your Mask, upon being tossed in the Lake, was shortly thereafter brought back by a wave. Ever since, the lake has not been eating people, nor has it been spewing out radioactive waves.

Extra Scenario #014: Hunting Mission - A Rowdy Beast

"You're scared, aren't you? That's alright. I can't imagine what you might've gone through to get here. How about this- I can help you. Let's strike a deal, you and I. It'll be our little secret. You just have to do a few things for me, nothing too difficult… And I promise you'll never have to feel that fear ever again.
I promise."

Takes place after ***Teaching the Rookie***

Mission

Entity 18 ("The Beast of Level 5") is by far one of the most *problematic* entities in the Backrooms. You didn't need much in the way of reality bending or truth sight or sin detection to know that there was something inherently *wrong* with the Beast. And no, it was not the squid head, because that would be much too easy.

The Beast is, as you can plainly tell, a damn-near godlike being that is most likely related to whatever controls Level 276. It's a card-carrying demonic archetype that is very smoothtalking, yet the moment you disobey it, or accept a contract without reading the metaphorical fine print, you are screwed royally. What's worse is that this isn't a case of him being very subtle: just about *everyone* is aware the Beast is dangerous, but there really isn't much that can be done about him, short of detonating Level 5 - and considering it's part of the "Main Twelve" levels of the Backrooms that serve as major parts of it's foundation, suggesting that is tantamount to saying "let's just fucking kill *everyone in the Backrooms*."

However, you (yes, you) and your companions are simply built differently. Maybe not necessarily positively, but you are in fact built differently. You see, Joel nearly got into some serious trouble as a result of the Phonograph nearly trapping him in an infinite song. This was naturally not very cool, so you and your companions are going to do something about it. Your mission here is not necessarily to kill the Beast (because quite frankly, that's quite difficult), but to ensure that the slippery bastard keeps on the up-and-up.

Reward: +100 CP

Extra Scenario #015: A Puzzling Problem

"...The voice was so kind; I remember it clearly. It sounded sad and tired, yet gentle towards me. I wonder if whoever spoke is still here in the Backrooms, if they still remember me. After all, they're technically my parent, aren't they? I wonder why they left me here."

Mission

Isn't this quite the odd place to meet a god?

Well, some of your companions might fight it problematic to beings like them as gods. If you are getting super-pedantic, what the people of the Backrooms call the "Pantheon" are apparently the avatars of hyper-conceptual forces known as the Pillars. At that point though, you are just splitting hairs, especially since humans can apparently deify them anyway. So even if it might seem silly, quite a few of these avatars are gods.

Such is the case with Entity 64 ("The Puzzle Maker"). This adorable little boy, made from various puzzle pieces, was in fact originally a puzzle box that fell into the Backrooms in the distant past. One day however, a being woke it up, and transformed it into a living entity. Based on what you can figure out, combined with its similarities to the Game Master, the one who did it was most likely Komo'oide, the Pillar of Humour.

Unfortunately though, Komo'oide opted to be far less hands-on then perhaps it should have. Not so much in terms of guiding the Puzzle Maker's action (you can tell it was quite enthusiastic), but in terms of telling it to take on a humanoid form. When you fell into Level 236 ("The Puzzle Box of Mystery"), the Puzzle Maker's appearance was quite terrifying - the only reason you hadn't tried to immediately fight is because you've seen worse at this point. It was then that the Puzzle Maker was happy that you hadn't run away, and their adorableness was immediately apparent. Your mission is to assist the Puzzle Maker into developing a form that won't scare others, so he can have more friends.

Reward: +100 CP

After so many years alone, it's with your help that the Puzzle Maker can take on a far less scary form, more reflective of their nature. You were happy to help them, and after spending some time with them, you head out into the unknown.

Champion of Humour (Perk Reward): When you started to leave, the Puzzle Maker was sad, but gave you this, to ensure you'll always be able to reach him. You are now a champion of the Puzzle Maker, granting a way to reach Level 236 in most circumstances. This additionally grants you the ability to create puzzles for others to enjoy.

Extra Scenario #016: A Fragmented Goddess I

"she carved her memories right out of her head.
and because of that, you don't remember this story.
you don't remember
***because she tries to forget**."*

Mission

The Broken is a level that you feel a degree of kinship to. It is a space where all fragmented pieces of ruined or destroyed levels inevitably fall into, all buried together into a kaleidoscopic hellscape of chaotic energies struggling to take shape.

Your nature as a semblance means that you can decouple yourself from reality. If you have **Life is Pain, Dayo**, then I imagine you've done that several times by this point to remove any built up pain or instability. At one point, when you do this, you hit some sort of snag, and wind up in the Broken. You are pretty sure that this place can heal you up, but at the same time, I would advise against doing it for very long.

While you are here, you feel a resonance - there's a being here, much like yourself. Something -no, *someone*- excised from the greater whole. You should find her, you *must* find her, because there's nothing worse than being a removed thing that is unwanted.

Reward: +100 CP

After navigating this chaotic nightmare world, you come face to face with the one who has left you most confused: Anemoi Syne. She's certainly a Wraith, but she's far from the insane or malevolent ones you've had the misfortune of encountering so often. She's actually very polite, and greets you warmly.

Anemoi Syne explains to you that she is indeed an incomplete lifeform. In the past, she was part of a goddess known as Gudang, who had a husband named Augustus, and a dear friend and sibling known as Claudius (well, they're all technically siblings, but I digress). One day, Gudang found a tear in reality itself, which threatened to eventually destroy the Backrooms. To remedy this, Gudang created a paradise to fix it. It might have worked, had she gone to inform Augustus and Claudius of it. The paradise she made was ultimately one for herself, and anyone else being present ruined the symmetry. You felt this wasn't an issue, but apparently it was a very real problem and, combined with his own emotional turmoil, Claudius wound up fighting Augustus. The end result was that they both wound up dead and changed from the experience, Gudang's paradise was ruined, and she succumbed to melancholy. To kill herself, she took a piece of the sky, and carved her own

memories from it. In an act of grief, she became a hollow statue, and her memories came into this place.

As you discovered, Gudang became a terrible creature - but that's a story for another time. What is important right now is Anemoi Syne herself. For a long time, she was simply a collection of broken memories. But one day, a drifter appearing in these complex spaces woke up the chaos, and she was born. It seemed that you were related to her current existence, and you aren't sure how to feel about that.

Anemoi Syne walks up to you, and feels your face. This isn't just her being odd however - it's her feeling your inner self. Apparently, semblances are good at detecting other semblances. She asks of you to assist her in becoming whole - to find her other part. You accepted, and she embraced you, before suddenly vanishing. You don't have to wonder about her for long, as you hear her in your head - she apparently slotted herself in part of your semblance.

Anemoi Syne (Special Companion Reward): For the foreseeable future, you will have Anemoi Syne in your head as a mental companion. Even if you don't have **Welcome to Deletions**, you'll be able to have all the benefits and capabilities of said perk with her.

*As an important aside, Anemoi Syne will not be able to assist you with **Please, Don't Leave Me**. That drawback requires you to have physical interactions with others. However, she does assist with **Life is Pain, Dayo** by sharing energy with you to help with quicker recovery.*

Extra Scenario #017: The Abyss of Memory

"I once had a dream unlike any other. A dream that transported me to another realm, leaving me spellbound and gasping for breath. As I traversed this surreal landscape, I stumbled upon a familiar sight—my childhood home, still standing tall and proud."

Must take place after ***Into the Fire***

Mission

The nature of the Backrooms is a very weird one, amalgamated from numerous concepts taking on physical forms. These ideas can be varied, resulting in places that are practically night and day, bound to a singular concept.

One such concept is "childhood memories", which show up in a couple places. The most famous of them is **Level 18 ("Memories")**, which manifests as a childhood memory between the ages of 2-5. What this means for every person varies - with some people not having any such memories, and therefore seeing naught but a blank void. Talloran informed you of it, admitting that they were curious about what you would see. It could be an eclectic mess based on the garbled memories of the parts of your semblance, or it could be nothing at all. They didn't want to force you into it, as it could be traumatic. However, you are interested in what appears.

The moment you reach Level 18, you are met by…a suspiciously familiar home. It's Level 854, except from the outside. When you go inside of the house, you hear a much younger version of a voice, but certainly one you still recognize. Turning to it, you see…she looks different, but that's definitely Mint. Because this is reflective of a memory, she looks like a child, and doesn't acknowledge anything off about you, asking if you want to play with her. To call her a "childhood friend" is more than accurate.

Also stumbling into this memoryspace is Talloran, a young version of them. They look quite boyish, and refer to you as sister. This level apparently cannot differentiate between your disparate memories, as Mint and Talloran acknowledge each other (which you know for a fact isn't possible), while still referring to you in entirely distinct ways without acknowledging the incongruency. Talloran calls you Maxine - their sister. Mint, of course, refers to you as Romeo Snow, and you are a boy.

But really, does it actually matter? This place is so safe, so wonderful. There's no harm in staying for a little fun. Your "mission" here is to play with the young Mint and Talloran, to have fun with them.

Dark Tone: As you leave this wonderful memory, you stumble into…another one. Well, actually, calling this place another "one" would be doing it a massive disservice. It's more like an eclectic mishmash of countless memories, all under a borderline hallucinogenic sky.

"Hey, Romeo! What are ya doing over there?"

You turned around, and saw Mint waiting for you, now an adult, and wearing a sort of detective outfit. She said they were looking for an abnormality - a "small" one that they can definitely contain easily enough.

"There's everyone's favorite Protagonist!"

Another voice - a new one, that you haven't heard in the Backrooms. Taking a look at them, you see the source of the voice: Nathan Valis. You idly thought about the fact that he didn't have his Rubix Cube. You also thought about Joel: didn't he have a cousin or something named Natalie Valis? Whatever it might have been, you ran up to Nathan, and gave him a big hug.

You spent a significant amount of time with them, barely thinking about the fact that the sun was going down - which is not something that happens on Level 18. Mint stated that you should head back to the house: [redacted] is waiting for you, and you shouldn't keep her waiting. You take the suggestion, and head back to the house, the encroaching darkness barely being a thought in your head.

"Darling? I'm so glad you're here! There's so much to talk about…"

When you open the door to the house, you only then realize you have no idea what is going on. You've never heard about [redacted] - in fact, you aren't even sure what the hell you are actually hearing. [redacted]. [redacted]. [redacted]. There's a hole in your brain where that name is supposed to be. This is growing more and more unpleasant, before you realize you aren't alone.

You *really* aren't alone.

While this may or may not give you complicated feelings, you've realized that you are no longer in Level 18, but **Level 18.1 ("The Lucid Abyss")**. There's no time for you to question your surroundings, because you need to leave immediately. As for the giant bird woman in front of you, something about her presence brought you some sort of painful awareness - like you know her, but you can't recall exactly why. Whatever her connection

to you, you can't let her get you, or you'll be trapped in this hellscape for eternity. Your mission is to escape Level 18.1

Rewards: +100 (Light/Neutral Tone) / +200 (Dark Tone)
Compared to everything you've encountered beforehand, the Lucid Abyss is truly a hell. This place has turned into a twisted amalgamate of all sorts of memories you barely half-remember, twisted into incomprehensible terrors. Especially that bird woman.

"Why are you leaving me?!"

"Stop running away!"

"You promised you loved me!"

"I'VE SPENT 9000 YEARS ALONE BEFORE YOU SAVED ME! YOU DON'T GET TO LEAVE!"

You kept running, and running, and running. Until at last, you made your way **HOME**.

Changes to Main Scenario
If you complete this before ***Fire, Fire, Light the Fire****, and note the voice and bird-like features of the woman compared to Nerissa Ravencroft, you wil…see no connection to them. How could it, when this is clearly not the same person? There is no connection beyond pure coincidence.*

Extra Scenario #018: Welcome Back HOME

"...You're in control here. All we need is for you to remember.
So stay with us.
Stay.
Look behind you. Everyone's here."

Takes place directly after ***The Abyss of Memory*** *if in* ***Dark Tone****. Requires* ***A Fragmented Goddess I***

Mission
You fled from the Lucid Abyss, and are now...home. You are in a safe place now, you think.

Yes, you are where you need to be. An office, in some hidden vault in a concealed space on the planet. You can see the logo adorning the office: Two concentric circles. The inner circle is intersected by three equidistant arrows pointing toward the center. The outer circle has three rectangular protrusions that cup the outer halves of the arrows. The place where you belong.

The smell of burning rust and the noise of scraping skin were new though.

When you left the office, you saw everyone. You were glad they were all here. Nathan was here, and so was Mint. There were so many others you remembered as well. There was Clef, Light, Dan, Moose, Maria Jones (though didn't something happen to her?), Rights, King, Crow, Siggy, Iris, D'Amore, Mandana, and Smith too. They and so many others are here with you. This place is wonderful. So, so wonderful-

"WAKE UP, [redacted]!"

The voice of Anemoi Syne shook you awake from your dreamlike state, as you quickly realize you have no idea what this place actually is, and you aren't sure who damn near everyone else here is. And as this place begins to rot by way of your awareness, you quickly realize you must leave as soon as possible.

Reward: +100 CP
Fleeing this rotted haven gave you very little peace, especially as the people around you pleaded with you to not leave them - but you had to. And when you finally escaped, you wound up in Level 11, where you received a call from Talloran, who wondered where you were, as they couldn't find you near Level 18's standard exit. You tell them it's a long story.

Extra Scenario #019: Hunting Mission - The King of Halloween

"Because of all the souls I have long since absorbed...
...I will have a happy, happy Halloween...
...slaughtering so many new souls."

Must take place after ***The Raven's Request***

Mission

The Halloween Demon, also known as the **Pumpkin King**, is an entity of fearsome repute. Ten meters tall and absurdly fast, the Halloween Demon is exceptionally skilled at hunting down and killing any wanderer it comes across in mere seconds. Curiously though, it has a very specific criteria for when it hunts - namely, it targets people on any remotely "spooky" level, during when the wanderer would subjectively be experiencing October in the Frontrooms.

For the record, if you ask Malphas what time it would be in the Frontrooms for you, he will identify it as being October. However, he apparently can tell the Halloween Demon to *not* attack your group, strangely enough. You can choose to accept Malphas' suggestion, and you'll never interact with the bastard whatsoever. If you reject it, Malphas will shrug, and your mission will be to track down and terminate the Halloween Demon.

Reward: +100

NOTICE FROM MALPHAS, CONCERNING THE HALLOWEEN DEMON
"Hey there, [redacted]. I couldn't help but notice a certain soul just found its way into the Underworld. I can assume you had something to do with it? *That drunk bastard lived a life of sin and deceit, thinking he was all that for tricking the Boss twice.* *Between you and me - I think being stuck in his own tears and having to chew on those three fools forever has severely hampered his intellect. Granted though, him losing that fiddling match was hilarious.* *Anyway, ol' Jack found himself barred from heaven, and not admitted into hell, so he was condemned to wander forever. Then he got stuck in the Backrooms, and presumably got up to murderous mischief.* *His soul should have been destroyed from Aklavos, but I let him in Hell - as a coin, of course. I'm sure an eternity in such a cramped space is a fitting enough punishment.*

Act 2: Delving Into Mystery

Scenario #021: Suicide Blitz II ~Hotel Hell Run~

Requires having completed ***Suicide Blitz***

Mission

Hey, remember way back when you ran through Level !, and it was a real blast? You'll be happy to know that you're going back there, and it's even worse! **Level !-! ("Hotel Chase")** is the sublevel of the original level, and additionally takes place in a hotel, with winding halls, larger entity hordes, and a rapidly declining mental state that will turn you into a Wretch.

Actually escaping this place probably wouldn't be a problem for you at this point, what with all the companions you've got, and the fact that you have multiple ways of fighting enemies. No, what is important in this place is a very specific entity: "The Mother of All Fear" is some strange humanoid woman with jet black wings. Stay here long enough, and she'll start whispering in your ears about how she loves you and never wants you to leave her side, which will enslave you to her will if you don't resist.

Your mission is to track down and slay the Mother of All Fears, while of course surviving the horde of entities trying to kill you. I also strongly recommend taking care of your sanity, lest you wind up as a Wretch. Take refuge in the Blue Hallways, as that's a luxury you have a right to.

Dark Tone: Or not. It seems the Mother is pulling out all the stops to either force you to leave or control you. You will not find a single Blue Hallway here, giving you not a moment of true reprieve. Best of luck to you!

Reward: +200 CP

"No, how could you…? My children, my children will fade without me…"

Through some struggle, you brought an end to the Mother of All Fears. The moment she uttered her last words, a flash of light filled your vision, as you and everyone who is in the level with you have been kicked out. As time passes, you'll find reports that nobody has been able to access Level ! at all. That's probably important, but for right now, you've done good.

Reward - Crimson Heart (Special Item): *"Blessed by the ritual of Bloodbath to purge the Sinners from the world, the Chosen shall embark on the path of Bloodshed and reach the Crimson Heart, its beating echoes guiding them to the Alpha and Omega."*

Dark Reward - The Hunter of Monsters (Perk): You've got a talent for hunting down entities, don't you? You are able to detect any abnormal entities, and additionally lets you map out exactly where they are from you.

Scenario #022: An Overprotective Space

"I'm not giving up
I'll keep my hope…
So….please….please…
Find me…"

Requires having completed ***Into the Fire***

Mission

Some time has passed since your liberation of Mint. While a not insignificant number of wanderers are suspicious of her, she quite enjoys her newfound freedom, and no doubt wants to be as helpful as she can. Level 854 as a whole has also been quite nice, as it's "home" feel is very cozy. Still, you can't relax the entire time, as you have work to do! Still, Mint could definitely be helpful.

Level 890, nicknamed "Happy World" due to its many signs, is a seemingly endless amusement park that vaguely resembles theme parks present in the Frontrooms. The air smells like donuts, and while the food is totally spoiled, all the souvenirs are useful. It has amusement parks, vibrant gardens, cool temperatures, and a tranquil river. It almost feels idyllic and safe, were it not for one entity.

Restatic is a mysterious entity. Perpetually shrouded in fog, it appears to control Level 890, and displays an apparently malevolent intent. Should anyone come too close, the skies darken, structures decay, and if you stay your course, monsters and the structures will attempt to kill you. If you try to harm him, then you are automatically marked for death. Even gazing at him will cause this effect to manifest. Ultimately, it is because of him that this Level remains dangerous.

Except, of course, this is not Restatic's fault. Mint, who is connected to her Level, can instantly tell that Restatic *isn't* causing the Level's behavior; *Level 890 itself* is causing them. She isn't even sure if Restatic is native to this place. Of course, actually investigating this isn't really possible because even approaching him causes everything to try to kill you.

Thankfully, you catch a lucky break by encountering Restatic beside the river. Far from being menacing, he just seems melancholic. Still, he seems almost *giddy* that you found him here, because this is the only place where the Level can't trigger its effects. He explains to you that he was human, but the Level trapped him here for some reason. It obsessively tries to "protect" him by warding off everyone else. It even causes the electromagnetic disturbances that block Wi-Fi and outside electronics, so he can't contact the outside. His name isn't even Restatic; it's ~~Anwen~~, which the Level is censoring, possibly to disconnect him from what his life was before.

You are the first people that he has truly spoken to in a very long time, and is happy for the meeting. Still, you and The Woman need to leave soon, because this place is going to fade very soon, and being here when it does will send them to the Black Rooms, where the man-eating "cat" awaits.

Your mission is to rescue ~~Anwen~~ from the clutches of Level 890. The first option is simple brute force, grabbing him and reaching the exit. This is difficult, because in addition to the giant snakes, bats, tsunami of human blood, and everything else likely to kill you, ~~Anwen~~ is being forcefully controlled by Level 890. In other words, you will need to genuinely grab and hold onto him the entire time, as he is being involuntarily made to resist.

The second option is both easier and more difficult, as you must have Level 890 willingly give up ~~Anwen~~. Even if you have really good charisma perks, this is very difficult to do on your own, which is why you'll need Mint for help. As the embodiment of a level herself, she can communicate with Level 890. The two were also fairly similar, as she tried casting an illusion to have people stay with her, despite the fact that she was going to get them killed. The difference, of course, is that The Woman had you to help her find happiness, and understand that forcing someone to stay is not love. Even so, expect to need to fight for at least a time before she is able to work her magic.

Rewards: +200 CP
You managed to overcome the difficulties of Level 890, and rescued Anwen, who is quite happy to put this whole thing behind him, and move on with his life in this Complex.

The Power of Restatic (Perk Reward): Anwen was involuntarily protected by Level 890 with these powers, but now they seem to have been passed onto you, who can control them easily enough. You are able to transmute inanimate matter into beasts, although only temporarily. When someone gazes at you, they are instilled with a benign feeling of nostalgia, which is certainly helpful in coping with this awful dimension.

Diplomacy Reward - Genius Vocis (Perk Reward): If you let Mint talk it out with Level 890, you additionally receive this. You are now able to communicate with any and all paranatural phenomena, be they genius loci, spirits, magic swords, weird objects, murder monsters, and much more. Any diplomatic perks that you have will also be applied to this.

The Flowing River (Warehouse Attachment Reward): A final reward, given regardless of how you rescued Anwen. This special "river" is actually a sub-dimension that you and anyone that you want can manifest in for thirty minutes a day. During this time, any and all stress you have fades away, and nothing is able to harm you during this period. Consider this to be a respite from any and all pain, suffering, and even drawbacks.

Scenario #023: Sickness and Health

"We lug the carcass home, the three of us carrying bottles of panacea and flashes of memories that weren't ours."

Requires having completed ***Mercy for the Wretched***

Mission

Mary Connors was a good person, of that you were quite sure of. The woman was practically a saint, and regularly tried to get you to help out wanderers in need. You don't actually know *why* that is, as she's somewhat reticent on the details: all that she says is that she met someone when she was young, who changed her perspective on things. Still, whoever this person was, they made Mary care for all in need, which is why she's a medical practitioner.

Your next challenge will perhaps be the culmination of her beliefs. **Object 201 ("Halo Antiserum")** is a panacea that can cure all poisons and venoms found in the Backrooms without fail. The catch? Well, it is an artificial substance whose only current method of creation is Entity 201 ("Blue-Ringed Deerlings"), which are currently endangered as a result of mass hunting. In the current time, three-fourths of the ones that remain are in The Inland, and very soon, it's suspected that the M.E.G. will open The Inland to allow for the B.N.T.G. to hunt the creatures, as it would be beneficial to wanderers to have the antiserum.

No sooner than Dolla informing you of this did Mary go to her laboratory to begin trying to create a synthetic version that didn't require Entity 201. Her reason for doing so was twofold. The first was the obvious fact that the antiserum *was* a boon for wanderers, and even if they hunt Entity 201, it's still only a matter of time until they can't make it anymore. The second reason was that Entity 201 was not a particularly hostile creature - it was just an animal, and it was being butchered for a temporary reprieve and superstition. If she could do something to solve both these issues, that'd be wonderful. Your mission is to assist Mary in creating her synthetic antiserum. It doesn't even need to be especially practical, just replicable by others.

Reward: +200 CP

Mary, with some help, has succeeded in creating her synthetic antiserum (tentatively referred to as Object 201-S). Handing it over to Dolla, she confirms that, even if the ingredients might be hard to find, they were more easily sourced than Entity 201. A short

while later, Dolla gives news that her bosses have chosen to call off the hunt, as it has been deemed to be unprofitable.

A short time later, Mary finally gives you some context about that person she met: it was Jesus Christ! Actually, it was a woman named Sophia Light, who stated that she *was* Jesus Christ at some point. Mary found that quite absurd, until Sophia took off her gloves to reveal the stigmata, and she saw a brief flash of wings with eyes behind Sophia's head. Whatever the case was, the young Mary was told to not be afraid of her: life was too short for things like that. Sophia told her a lot about life and its sanctity. Mary never saw Sophia again afterwards, but her wisdom stuck with the girl in the decades to come.

Synthetic Halo Antiserum (Item Reward): A suitcase full of this synthetic and ethical medicine that cures any and all poisons and toxins, no matter their source. You receive a new batch every day.

Scenario #024: The Melody in Pink

"To live on conditions
of a new normal
for all humanity,
Through all this Pink Substation"

Requires having completed ***Black Market Meetings***

Mission

Level 986 ("The Pink-Colored Suffering") is among the Class Ψ levels of the Backrooms, infamous for their mental hazards. It's some sort of jail cell and insane asylum, enwreathed in an ungodly awful Baker-Miller hue. Staying in this place drains your sanity quickly and leaves you vulnerable to mental illnesses like Alzheimer's, dementia, and the anomalous Pink Insanity. Your nature as a semblance makes these levels an unpleasant experience at best, but you have been unfortunately taken here after having looked at a strange pink object for too long.

You had pretty good reasons to not want to be here, but the one reason you do is quite significant: Dolla. For whatever reason, Dolla didn't like the color pink very much, but Baker-Miller Pink made her liable to punch a wall. You presumed it was some traumatic thing, but what could possibly cause her to go ballistic like that? In any case, she was obsessed with Level 986, and wanted to retrieve the mysterious Baker-Miller Archives supposedly stored in the Level. She was of the opinion that they had an answer to an answer she was looking for. Whether or not you choose to go along with her, Dolla is highly insistent on traveling there, and has purchased a pink item to stare at for the purpose of doing so.

Your mission is to assist Dolla in retrieving all seven parts of the Baker-Miller Archives. You may take as long as you need in order to do so, and retreat as many times as required. Also, be sure to avoid the Bake-Miller entity - it really hates humans, and it crawls through the moldy vents.

Rewards: +200 CP

It took some time, but you and Dolla managed to retrieve all seven of the archives, and they reveal a number of…*uncomfortable* things about this place. To begin with, Dolla's belief was validated, as "Baker-Miller Pink" has a cognitohazardous effect that enforces passive behavior, although the effect itself is minor without a lot of the coloration present - like this insane asylum, for example. What is this group that did these experiments - this **Department of Abnormalities**? You and Dolla can't answer that question, but it doesn't matter for now, as Dolla got what she was looking for.

Dolla tells you all about her past, and it isn't a pretty one. When Dolla was young, she had an uncomfortable common childhood of an abusive father and a mother who couldn't really fight back. And then, in 1996, her mother fell into some freaky internet cult: **Just**

Girly Things. When she did, she became completely obsessed with femininity and tried to get Dolla into it as well. Dolla obviously didn't, because she thought that was stupid, and could clearly see that her mother wasn't acting right - there's a difference between being unable to fight Dolla's dad, and being perfectly fine with his abuse because that's what a "proper wife" does. Eventually, her mother tried to bring her to some sort of "Girl Scouts" group, where she came to the realization that every girl there, regardless of how they started out, became loons obsessed with baking so their future husbands could love them. Dolla, within a few days, was the only one there who *wasn't* affected by whatever brainwashing was going on.

It was only after Dolla was taken to meet the digital avatar of "KeeLee", the founder of JGT, that she realized there was magic fuckery going on: KeeLee made her skin crawl, and she could sense the digital creature in her head trying to fuck with her brain. That very night, Dolla packed up what little she could and made her escape - socking her camp counselor in the face with the brass knuckles she had. Shortly after escaping that place, she fell beneath the floor, into the infamous yellow halls and damp carpet. As she grew up here, she found herself naturally drawn to business - a lot of her troubles in childhood came from financial insecurity, and JGT was insistent that a woman's duty was in the kitchen, not an office. Eventually, she joined the B.N.T.G., and the rest is history.

You aren't fully sure what to make of that story, but you are glad that Dolla felt comfortable telling it to you. The two of you are starting to feel like genuine partners and friends.

Reward - Baker-Miller Archives Complete Set (Item Reward): Your foray into Level 986 has given you the complete record of this level, along with certain information **that is important for future events**. In future Jumps, this archive becomes a complete record of any one secret conspiracy or organization.

Truncated Journal Entries of the Baker-Miller Archive

"At the request of Secretary N, the Parapsychology Bureau is to investigate the effects of "Baker-Miller Pink" on the mental states of humans. Subjects are taken from the Confined/Disposable-Class Personnel (Hereafter referred to as C/D-Class Personnel) program…"
---[DATA EXPUNGED], Entry 1

"A Breakthrough occurred today, as it has been discovered that the unusual coloration produces a small but noteworthy **COGNITOHAZARD**, which enforces passivity. It is believed to be possible to intensify this cognitoglyph to affect those with higher Cognitive Resistance Values."
---[DATA EXPUNGED], Entry 12

"Following the success of intensifying the tentatively named **BAKER-MILLER COGNITOGLYPH**, Secretary N. has arranged for the creation of Blacksite-Ψ, with its interiors fully utilizing the color, with the exception of safe rooms designed for B- and A-Class Personnel. Personnel assigned to this site must have a Cognitive Resistance Value of [redacted]."
---[DATA EXPUNGED], Entry 27

"Personnel of Blacksite-Ψ are to be reminded that all C- & D-Class Personnel, with the exception of Special Case #001, have been convicted of especially heinous crimes such as rape and murder. In the event that they experience any "unintended consequences" of tinkering, you are not to try to assist them. When the testing phase is completed, C- and D-Class Personnel are to be given special treatment to ameliorate concerns. Personnel suspected of tampering with testing are to be given severe punishments for doing so.
Always remember, there are some things that must never again see the light of day. Your work is intrinsic to this mission."
---Secretary N, Executive of the Department of Abnormalities

"Our testing of the synthesized **BAKER-MILLER COGNITOGLYPH**, and its various permutations have been completed. Combined with the successful rehabilitation of Special Case #001 - James Anselm Harkness, Blacksite-Ψ has been deemed to be unnecessary, and is to be utilized in testing for **PROJECT ISRAFIL**. All Personnel (Including C/D-Class Personnel), are to leave and return to your previous posts. To clear all mental issues that may or may not have developed during this project, Secretary N has created a special **SYMPHOGLYPH** to undo mental stress. All Personnel are to report to the cafeteria to hear the **SONG OF FAFNIR**.

Scenario #025: Red Lights, Red Lord

"The Red Lord, Wearer of the Mirthful Mask - a porcelain guise with eyes wide and manic, a smile carved from cheek to cheek."

"...So, as the Horned King laid affection upon Bauta, Arlecchino, Pantalone, and Brighella, [redacted] felt only his scorn and derision."

Mission

Although you've had Aklavos for quite a while at this point, something *new* was happening. That flashback you felt about enslavement before meeting Aklavos was something you thought was a one-time occurrence. *It wasn't*, as you've now been experiencing several unpleasant memories of a life you've never experienced. You remember a wretched king. You remember four slaves who that king liked more than you. You remember an awful party held by the wicked fae queen, and devouring bones until you were red. If you have an unstable semblance, you might just start throwing up those very same bloody bones.

As more of these dreams creep into your skull, you recall an unusual sublevel: Level 11.3 ("The Red Light District"). Everything about it set off alarm bells in your head: the name, the mysterious Entity 187 ("Servants"), the creatures being named *Ambassadors*, the red color, the red color, the red color, the red color, **the red color-**

After a brief psychotic break, you realize that Level 11.3 is *not* its own level; it's just some backwater vector into this dimension, connected to **the wretched Kingdom of Alagadda**. But the question is, which one is responsible for this? It couldn't be the Horned King, but it might have been orchestrated by his pet Ambassador. But since nobody has seen the Ambassador here, perhaps it was one of those four slaves. White-Masked Bauta the Diligent was out. Yellow-Masked Pantalone the Odious was closer. Black-Masked Brighella the Anguished almost seemed the right fit, but he, too, was ruled out. No, the only one that could possibly be the source was Red-Masked Arlecchino the Mirthful. Beyond the color scheme, that drunk asshole had a penchant for taking things it wanted, and these "Servants" were the sort of thing it would pull. Despite the masks they wore, each of them was as awful as the other, and they were ***awful***.

With Aklavos in hand, you head off to 11.3, which was an irredeemably corrupt hellscape bathed in red - the subconscious frustration it induced in you showing that this place was indeed a gateway to Alagadda. The many instances of Entity 187 ("Servants") present were another reminder, as their gray skin was eerily similar to the average walking corpse you'd find in that hellhole. Entity 141 ("Ambassadors") certainly didn't *look* like that

Horned King's pet, but it's clear their inability to fight yet power to enslave others marked them as vectors to a higher power. Whatever the case may be, you can cut down all of them in your way, and Aklavos will happily do so. It's best to head deeper into the level, as killing the more well-dressed and favored Servants of the Ambassadors in droves is greatly ticking off the source of your rage.

"Ah, is that you, [redacted]? It's been so long! I see you're as meddling as always, even with this new body of yours!"

Given enough time, Arlecchino himself will show up. Your memories of Alagadda were quite fragmented, and the encounter proves that. You recall Arlecchino as one of the favorite slaves of the Horned King, given the honor of wearing a red outfit and a mirthful mask. Apparently, Arlecchino and the other three were known as the Masked Lords of Alagadda, now the Chief Advisors to the Horned King, who was now known as the Hanged King following his hanging by the citizens after a very foolish gamble. Brighella, the Black Lord and Wearer of the Anguished Mask, lost their body after he had an "unfortunate idea about the King's recovery", and was thus exiled to that backwater dimension - the Frontrooms.

There is nothing more to be said. Your mission is to kill the Red Lord of Alagadda. The idiot is half-drunk off of rubedo (a very specific type of blood), but you should be aware that he is still incredibly powerful. You do, however, have an advantage in this space: the Backrooms are hostile to non-native reality manipulation, so Alagaddans like the Red Lord are severely weakened in this place. You could probably weaken him even further if you found some way to reduce their connection to the Backrooms…like destroying those cube-shaped boosters that infest this dimension.

Rewards: +200 CP
Powerful though he may have been, the Red Lord of Alagadda met a most fitting end: dying in this cosmic hellhole. The only thing left of the Red Lord was the mask - which you promptly destroyed with Aklavos, as the Masked Lords *are* their masks. The soul of the Red Lord was no more, assuming there was anything left of it in the first place, as all Alagaddans are echoes of the dead.

During this, Aklavos seems to be a bit nicer to you, though still a bloodthirsty wacko. The name the Red Lord referred to you as, [redacted], was indeed the name it suspected you to have. However, it's all wrong. The Hanged King wouldn't be your master, it would be your subordinate. You'd be small and weak, but you would have dwelled in darkness. Most importantly, you would not love Sanna. The blade is confused, and **no longer is hostile towards you**.

Scenario #026: What is Your Name?

"The stone reads Alex Marshall - Cartographer … Bony hands burst from the ground and seized his arms … A rotting female face with glowing eyes and a shark's mouth sprouts from the grave and laughs … It boasts that it found another name … Such hatred and arrogance."

Mission

Names. They're very important things, aren't they? You learned that well enough from Midnight. Names, or "True Names" at any rate, hold some sort of power over your soul, and to know the True Name of an entity could supposedly give you power over it…and similarly, knowing your True Name gives it power over you as well.

Entity 123 ("Your Name Here") is a nasty creature relying on Names. It's some sort of spectral abomination that, when it has your Name, will use minor reality warping to try and kill you via an evil doppelganger, with its presence being given away by your name showing up randomly. The creature wants nothing more than to kill you stone dead, and it wants to kill you in the main agonizing ways possible.

Here's the question, however: ***how exactly would that work on a gestalt like yourself***?

The answer is that it breaks. One day, while perhaps meandering through some level, you find a glitchy space, like something invisible just got inverted, and it is violently trying to go back to normal. You identify that you shouldn't go anywhere near that, and alert your comrades to some fuckery in front of your eyes, when said fuckery *sees you*.

"%ѕ ➡ ⁘ ♁ь∪ ⁞ ⇧ ⊥ Δ ♁ ⁞ ⩾ ≫ ⩾M ⁞ ΔЬ ρ ⁞viii 爻 ♁ ✱ ⁞ ⊧ ⌽ ψ
★ ⁞ ⁞ ⁞ ⁞(z)∀ ⁞ 而 髟 ⁞ ⁞ ⁞h ⁞ ⁞ ⁞ 麥 ⁞ !!!!"

It seems quite angry with you!

With that, you have fallen under the effects of Entity 123, or some flavor of it. The entity would normally just create some eerie location to harass you in, but it seems a mix of it trying to use multiple names, combined with the instability of your own gestalt, has generated various hellscapes of your own accumulated memories - memories you have no real way of fully comprehending. Your mission is to survive this trip down memory lane, even if it is painful and fraught with agony and despair. These are your worst memories you remember and don't remember, so you must live.

*Although you will not realize her presence, should you complete **A Fragmented Goddess I**, Anemoi Syne will greatly aid you in your efforts to navigate these nightmarish memories. Furthermore, if you went through **The Abyss of Memory**, you will only go through half the amount of memories.*

Rewards: +200 CP

After surviving all sorts of awful memoryscapes, only one more is left - a city on fire, the city of Sunny. You can hear the screams of the populace, of men, women, and children. A barrier was erected around the town, and firebombs were released to purge every living being here. You looked down at yourself…did you do this? Did you order this?

You find yourself in an office room in Manila, your mind heavy with memories of what you have done. Why should you live where others could not? On your desk was a gun (the very same Broken Gun from the Manila Rooms). Was that the way out of this pain? But you had so many people who relied on you. The people of this Department revere you, and you've got so many friends. Not to mention, you've got a kid on the way. But that kid shouldn't have such an awful parent like you, should they? You pick up the gun, and aim it at your brain.

"This is it then. Goodbye, everyone. Goodbye, my sweet little girl. Goodbye, Ne-"

"HEY BOSS-MAN!"

Your interaction with Entity 123 is broken with the arrival of…some weird guy. Seriously, you've never seen this man before. He's got a lapel with tons of question marks on it, and speaks oddly. The man introduces himself to you as **Marcel N. Sequitor, Department Head of the SCP Foundation Department of Surrealistics**. Now, there's a *lot* going on in that sentence, so you just decide to focus on the "SCP Foundation" part. That was the same group that caused Midnight to lose his name, destroyed Quinn's hometown, and you are quite sure that was the same town whose destruction you ordered in that delusion.

Marcel speaks like a theater kid on some sort of hallucinogen (actually, he's apparently on something called agnostics, whatever that is), but beneath it all, he's given you some sort of explanation. Allegedly, "SCP Foundation" is a shorthand for "**Foundation for the Secure Containment of the Paranormal**", whose job is to securely contain the paranormal. They've got all sorts of departments, because there are all sorts of anomalies. Surrealistics deals with the surreal, which fall outside of common logical frameworks. Marcel states that the destruction of Sunny is "a very, very big thing" that has more context than Quinn knows, and he can give you. As for the fae, the reason behind that was accidental - and depending on what happens, may yet be averted. This was even more

confusing - these guys were from the future, and yet they could tamper with the past? Shouldn't they be screwed if they did? Marcel's answer was…enlightening(?) Apparently, the flow of time has been convoluted towards a specific endgame, and whatever convoluted it does not care about the innumerable temporal disruptions it has caused. Marcel apparently knows what caused this, but states that you have to learn it yourself… namely, because Surrealistics are drifting through time because a certain thing wiped them from existence by trying to reveal it.

Before you can ask him anymore, Marcel vanishes into the ocean of time, and the distorted mental world is gone…and you are not back to the level you were initially in. Entity 123 is dead, as its attempt to find your name tore it apart due to the semblance having too many names. However, it still did affect you severely, and now you are in a very dangerous place: the Suicides.

Reward - There's Nothing to Cry About (Perk Reward): This is a phrase used by Surrealistics personnel, as Marcel stated. He was able to free you because his mind was already too weird for creatures like Entity 123. Your emotional state makes it so that you are unable to feel things like despair or terror to a degree that would be detrimental to you, though you'll still fully understand what those sorts of emotions are, and what would elicit them.

Scenario #027: The Cry of Freedom

"....The only thing I regret is not finding you, so you would not be alone here. Mommy is sorry. Mommy is so... so... sorry. I do not know if I can find you here... but I have not given up on trying.
If I did not make this clear, I love you.
Mommy loves you... wherever you are."

Takes place immediately after ***What is Your Name?***

Mission

It seems your encounter with Entity 123 has made you take a wrong turn at Albequerque. Welcome to **The Whisper**, an enigmatic level taking the form of a dark and cold forest, with some unseen voice trying to press into your brain. None of your companions are with you right now, but this level was one all of you briefed yourselves on, as it's one anyone can stumble into, so long as they meet the requirements.

The Whisper is a level that one falls into when they experience severe mental degradation and/or suicidal urges, which explains why you wound up in this place. If that wasn't bad enough, this place is a psychological trap, as you'll experience all sorts of horrific mental hazards, such as the empty feeling, words of despair in the wind, blood and viscera from past victims, and strange blue houses which will kill you. Survive long enough, and you'll stumble onto the numerous victims of the forest, trapped in the hanging effigies taking the form of porcelain dolls closely matching the victim's likeness. It's only a hop and a skip away from seeing flashes of how the people in this place died, which is somehow even worse than what you'd think.

Mercifully, due to the fact that you had an encounter with the Surrealistics, this place has no true negative effect on you. Well, unless you count anger as an emotion, because this place is liable to make someone angry at the horrific injustice of this place. While wanderers would be helpless in this place, you are absolutely not, and can do something about this. Your mission is to destroy every single effigy you come across. Whether it be ten or ten-hundred, you must destroy as many as possible. Lucky for you, destruction of these effigies is a fairly simple affair, and each effigy destroyed frees the soul from this hellhole. Besides, you can't get out of the place until the Moirai deem you worthy enough, so don't just stand around and do nothing.

Reward: +200 CP

After much time in this place, destroying all the effigies you could find, **Les Trois Destins ("The Three Fates")** finally make their appearance, and congratulate you on surviving this place, and even freeing so many souls.

"Your will is strong. Your desire for life has not yet diminished. It is not your time yet. Do you wish to get to the root of all this?"

That last sentence might just throw you off, as that last part is not what they are supposed to say. The Fates drop the bombshell on you that The Whisper isn't malevolent, *it wants to save wanderers*. Suicides, deaths in despair, and other miserable ends don't result in "normal" ends to life, where they wind up in the Eternal House of Death, led by the Three Brothers. Apparently, these unfortunate souls wind up dead, yet bound in everlasting pain and agony. The effigies themselves are meant to be containers for the soul, where they are still trapped forever, but they won't experience continuously growing agony. It seems, for whatever reason, that your destruction of the effigies sends them to where they belong, rather than just back to experiencing unending pain. For some reason, you have a sneaking suspicion that Aklavos has something to do with it.

Whatever the case is, the Fates show you a portal to a sublevel of Level 0 and urge you to go forward into it. It doesn't *look* very safe, but it's not like you've got any other option, and they *did* say that this will allegedly bring things to an end. So with nothing to lose, you head through it.

Release the Shackles (Perk Reward): Your good work has sublimated into your identity, and has made it part of yourself. With a simple touch, you can free anyone who is metaphysically chained. Perhaps they are hypnotized, or transfigured against their will, or under some psychological effects. Whatever it is, a snap of your fingers, a tap on the shoulder, or some other gesture will free them.

DON'T THINK YOU CAN USE THAT TO GET OUT OF OUR CONTRACT. OBEY THE ASSIGNMENT.

Extra Reward - A "Porcelain" Maid (Temporary Item(?) Reward): The Fates hand you a very strange item: it's one of the effigies, except it resembles some sort of maid, and is considerably sturdier than the effigies. You accidentally break one of its cheeks, but everything else patches itself up quickly. It has no soul inside of it, and they tell you that you'll be needing it soon enough, which is…concerning.

Scenario #028: The Torment That Happens After

"The more you learn more about the Backrooms, the more your fragile mind falls apart. Perhaps your strong-willed mind initially withstood the crashing waves of truth, but your journey, unfortunately, must come to an end. Eventually, the powerful waves will overwhelm you and win. It's only a matter of time before they finally wash you away and send you here, a metaphysical representation of Purgatory."

Takes place immediately after ***The Cry of Freedom***.

Mission

Welcome to Hell, Jumper. Although this might be better known as **The Torment**. The greyscale landscape that induces a great dread, the location manifests circles of graves of the dead, with dead trees next to a few of them. The dead are not in the graves, however, and are instead souls condemned to wander this level for eternity, wracked in unending suffering, and forced to relive their worst memories. If you could hear the souls, it'd be a cacophony of screaming, crying, and muffled whispering from souls begging for their torture to end. Apparently, anyone who touches the greyscale of this place is turned to ashes and reduced to a soul, but you aren't exactly a normal person. Still, actually resolving whatever is causing this hell is going to be difficult.

Luckily, you seem to have help. When I called this place "Hell", I meant that literally - this place is a Purgatory that intersects with the Underworld, much like Level 144. And like Level 144, a demon shows up to help you. This time around, it's Aradia Ravencroft, Malphas' second daughter, and the *actual* Aradia from that book. She's super ancient, the greatest thaumatologist on the planet, and the one who gave humanity magic in the first place. So yeah, she's a very big deal. She was actually here to kick you out of the Torment, but is willing to help you out after learning what exactly is going on.

As the two of you investigate the Torment, trying to figure out what could possibly be going on, both of you decide to finally bother to investigate the statues, as it's the only thing left to examine. What could these statues be, the two of you couldn't tell. Aradia then had a thought: *how did you get here at all*? Gestalt or not, you aren't dead, so you have no reason to be here. You explain that the Fates brought you here from the Whisper, and the gears start turning in Aradia's head:

"...Nor yet might we surrender you from these seats of sanctuary, and bring upon ourselves the dire, abiding vengeance of the all-destroying god, who, even in Haides, does not set his victim free."

Aradia, piecing together everything she knew thus far, realized these statues were meant to represent Moros, the Greek personification of doom, whom she called an "asshole that loved spreading misery throughout the Underworld and Earth." Supposedly, Prometheus releasing Hope to humanity allowed them to resist Moros' call, and Aradia seems to think that this is a good thing, in spite of the Greeks being cynical about hope. The fact that this place tortures those who met deathly fates without end is very much something Moros would do, except it can't be Moros, because he couldn't influence the entire world and Backrooms even in his heyday.

Aradia realizes that the cause isn't Moros, but the work of some sort of demon - and Aradia knows just the source of it. You ask if that sort of thing is even possible, and she reveals it actually is. Demons, after a certain level of power, can manipulate reality to induce localized semiontological hazards. There's a really nasty group of demons that use it to cause trouble in Texas. If one is strong enough, there is theoretically no limit to how powerful this sort of "bureacratohazard" can become. Aradia knows just the sort of being that could have spawned this sort of thing: it was some sort of "Demiurge" whom her father fought. According to her father, this Demiurge had a massive vendetta against humans for some reason, but never got the full story, as Malphas stole the creature's Voice. And Aradia meant that literally - Malphas stole the Demiurge's Divine Voice, and gave it to Nerissa as a birthday gift, turning her into the Demon of Sound. Even Nerissa's voice with both of her horns, untrained as she was, could warp reality and bend the minds of humans. It's entirely possible this Demiurge set up some sort of hazard as his last act before stumbling onto her father.

The mission is clear: the Demiurge's voice, no matter how powerful it may be, could not persist this long without being embedded into something. If you can find where the bureaucratohazard is located, you can change it to whatever you damn well please. Find it, and this will be over soon.

Reward: +200 CP
After a long day of exploring and breaking shit with the Goddess of Witches, the two of you finally locate the source of the bureaucratohazard. It's a tablet that makes it so that anyone who suffered during death would be "condemned to unending torment". It took little effort for Aradia to use her magic to wipe away the words of the tablet, with the two of you writing a newer law:

"The act of death to be universally overseen by the Brothers Death and their mediators."

Apparently, the Brothers that the Moirai mentioned were the Brothers Death, who oversee all death in creation - so it was probably for the best to leave this to them.

At that, the Torment itself began to shake terribly, as the statues of Moros literally shook to dust, and the graves all around were exploding. Aradia states that the Torment is no more, as the souls are being funneled to the Silent Hall of the Brothers. The Torment itself will likely return to its original state, known as Sheol. She bids you farewell, but gives you a certain token to escape this place and return to the Backrooms proper. When Aradia disappears, you plan to make your own escape before being interrupted by some goth chick with pink hair, black robes, and a very reaper-looking scythe manifests before you.

"Yo, [redacted], it is time for you to meet the Brothers."

Devil's Token (Item Reward): A token given to you by Aradia, meant to bring you back to the world of the living. Since you were interrupted from using it, you get to use it another day. With this token, you are able to escape the confines of death once per Jump, and then the token will vanish until the start of the next.

Scenario #029: Dread of the Grave

"RESTS HERE THE CHAMPION, THE GRAND EMPYREAN, IMPERFECT AND GLORIOUS, FIRST OF KNIGHTS. HIS WORK IS DONE. YOU ARE SAVED."

Takes place immediately after ***The Torment That Comes After***

Mission

The Grave is the realm of the dead, existing in the incalculable depths as the cosmic nadir. Little is known about it, even to the many gods of the Universe. What is known is that it's a grey land, illuminated by a geometric array of moon-like structures. At its center is a colossal sword, belonging to a being of tremendous power. It, and various other oddities, are some of the landmarks that the dead can hope to see, as they live their eternity in this space.

After your romp through the Torment, the Grim Reaper lady (forcefully) brought you here. Actually, she isn't *the* Grim Reaper, as that would be contradictory to what you've learned so far - but she's still very important. This woman, Calliope Mori, is actually the Apprentice of Small Death, the youngest of the Brothers Death. Small Death is the youngest brother, responsible for individual deaths. There is Great Death, responsible for deaths of large-scale events like wars. The greatest, eldest brother is All-Death, who oversees the dead from great cataclysms, such as natural disasters.

Calliope (or "Calli", as she prefers to be called) states that she doubts you are in *trouble* exactly. The Brothers weren't born in the Backrooms and are instead some of the oldest beings in existence, born from the original disparity of creation. As a result, they hold dominion over all things in existence, and all things that die are because they exist, whether it be good or ill. Those trapped in the Liminal Frontier ultimately wind up here after death, but they fall in the purview of the Brothers regardless. She tells you that they are quite powerful and intimidating, but are just and fair, as death ought to be. You got rid of that accursed magic that bound humanity's most unfortunate, so she doubts they'll punish you for that. As for Calli, she tries to live up to her teachers, though you can tell pretty clearly that she's nowhere near as impartial as them, considering she doesn't seem to actually *like* that death can take people in such miserable ways.

Eventually, you soon meet the Brothers, and they are ***intimidating***. Although their forms are vaguely humanoid in shape and statue, none of them feel human. Even Small Death, who looks like a stereotypical skeleton (with shades, for some reason), could absolutely decimate you with nary a thought. Luckily, Calli was correct in that you weren't here to be

punished. They thanked you for resolving that problem of theirs, which they could not resolve for various reasons. Now, all the people stuck in the Torment will be going to the places where they properly belong, wherever that may be.

At the same time, they look quite closely at your gestalt, though it's something of a formality to beings like them. They ask you if you are familiar with the souls within your semblance. You admit you have no idea: at minimum, you are pretty sure one of them is Talloran's sister, and the other one is the fool from Alagadda. The Brothers ask if you can understand the name "Khahrakh", and you state that you are pretty sure that's the name of the fool, although Aklavos thinks it's someone very different - some monster of dust and blood. Showing them the sword, the three of them recognize it immediately, though they don't tell you why - just that it's got very good reason to hate such a name, and you'll learn it eventually, so long as your time isn't cut short.

The niceties come to a conclusion, however, as they tell you to leave with them the porcelain effigy the Fates gave you. When you ask why, they state that it was given to you to avert the fate of one of your companions - Joel. That kicked your worry into overdrive, and you ask why he's going to die. Small Death reveals that Joel has taken your disappearance quite harshly, and has made a terrible misstep into the Basement. You request (or perhaps demand) that he send you to him to rescue him. Small Death tells you quite frankly that Joel is going to die: even if the Fates sent you to Level 0 immediately, you somehow knew where Joel was, and knew the exact path to reach him, you would not reach him in time. Even with that effigy, the chances of you reaching him are minuscule at best - you'll be ripped to shreds by the instability of the place your companion is at, and even if you survive, there's little to no chance of actually escaping. Your previous encounters with death were resolved either by outside intervention, or there was some win condition - where Joel is, you can expect none of that. It's best to just accept it now and give up. Small Death promises that he can retrieve your companion and take him to a proper afterlife.

For multiple reasons, you couldn't accept that sort of conclusion - the effigy raised all sorts of questions about your friend, but it was a way for him to live after death. There's no way you can just give up on him because it's difficult. Surprisingly, Calli also comes to your assistance against her teacher: what harm could there be in you making the effort? Besides, it's not like they don't permit ghosts and other spectres to interfere with the living.

Seeing the effort that you are putting into this, Death challenges you to something odd: a game of cards. Calli is not enthused by this, warning you that card games against the Brothers are infamously a bad idea, but nonetheless says it's your safest change. The

stage is set for your mission, which is to defeat Small Death in a game of cards. Beat him, and you'll be able to make an attempt to rescue your buddy.

Dark Tone: The same rules apply, with a mild twist: you get offered another game, double-or-nothing. Should you beat them this time, then you'll get Small Death's most prized possession, **The Cup of the First**, which can restore anyone back to life with just a drop of the elixir within. Still, during the game, Small Death will ask you if there is something you specifically desire. Calli, although unable to directly help you, reminds you that the Brothers are kind to humans, but don't like greedy humans. The man who once beat the brothers was punished not for his victory, but because he was an asshole, and he soon learned why Death can be patient.

The answer here, of course, is that you must answer Small Death's question, without being greedy. It's kind of difficult to fail if you've been paying attention. What could you want that would be perceived as selfless? Just so you know, what you want doesn't need to be some specific thing; it can be some specific person, possibly one who wants to see the world?

Reward: +200 CP / +300 CP (Dark Tone)
You managed to defeat one of the Brothers in a card game, and may have answered their question in a way that they find acceptable. In front of you is a portal that leads to a forest in greyscale, where your companion resides.

You aren't going at this alone, however. In exchange for returning the Cup of the First, you now have the **Apprentice of Death** with you. Small Death is actually pawning her off on you: she's a workaholic and quite frankly needs a vacation, as she isn't capable of operating on the same scale as the Brothers. Calli, as the apprentice of Death, can avert death in three different ways: they can save individuals from maladies of any kind, they can stop any conflict, and they can avert any mundane or magical cataclysm. Just be sure not to overdo this, because the Brothers can be quite angry.

Dark Reward - Blessings of the Brothers (Perk Reward): You appeased Death so well that you got a reward better than the Elixir, which is redundant considering you have Calli with you. You are blessed with perfect health, become biologically immortal, and are blessed to gain immense wealth and glory.

Scenario #030: 1 4M 1N M153RY

““FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3YFAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y. FAD3 INT0 TH3 SH4DY GR3Y.”

Takes place immediately after ***Dread of the Grave***

Mission

Going through the greyscale portal with Calli, the two of you instinctively realize you are in Hell. Okay, I said you in Hell in the Whisper and in the Torment, but this place is the actual Hell of the Backrooms. **TH3 SH4DY GR3Y** is an Enigmatic Level accessible only by the already enigmatic **Level 71 ("Void Basement")**. It’s made up of eight sublevels, with the last three being impossible to navigate for the mundane, and even most supernatural beings. The level as a whole is exceptionally gloomy, and extremely dangerous. You’ve got no choice but to carry on, however - Joel is here, and he’s screwed without you.

Starting from Level 0Zero, you must make your way through the eight sublevels of TH3 SH4DY GR3Y, and be assured that none of these levels will be easy to go through. 0Zero has half an hour before night descends upon you, so reach 1One as soon as possible - get digging! In 1One, “The Landlord” entity won’t necessarily be able to “detect” you, but you and Calli will be quite close to them upon being summoned, so you can try to sneak past them, or push your luck and try to kill them. Level 2Two, beyond the heat, is perfectly stable and safe. Given enough time, you’ll come across one of the fallen angels, who stated that a despondent young man came to this place to die, but they brought him to the next level. This was definitely Joel, and so the fallen angel is happy to take you to 3Three.

Level 3Three is probably the most complicated Level here. You’ll be stuck on some barren island with hostile groups that are going to try to kill you. They are armed with watches, and it is strongly recommended to kill them immediately before they have an opportunity to use them, as you will be sent to the day of your death, which will have severe consequences. Steal one of their speed boats and sail out into the dangerous ocean to find an analog clock, which will bring you to Level 4Four.

Level 4Four is certainly an *experience.* It’s got a little bit of everything. We got extreme environmental conditions, natural disasters, entity-infested skyscrapers, The Mangled who

tower over said skyscrapers, and a shitload of knife-wielding facelings who want to mug you. It's a genuine wonder how Joel survived, because he did! You can finally reach him in some shitty corner of this space, pretty much naked from frequent muggings, and frostbite from the blizzard around him. When you see him, you race towards him, and as you close in, his hollow eyes tell the full story.

"Am I being punished? Is this illusion the next thing this place has for me?"

Before you can reach him, he falls beneath the floor. Calli tells you that Joel didn't think you were the person he remembered and was just a mere illusion. He fell because he lost all sense of hope. You must carry on and find another space to no-clip through, reaching the level aptly named L0ST H0P3.

Upon reaching this space, you put your existence on the line. Your will to continue on, your hope, will steadily be drained from you. In such an unstable space, the moment you lose your sense of hope, the idea that nobody is going to help, you'll be ripped apart at the subatomic level. But if you are a persistent bastard, undeterred by any sense of despair, you can go even deeper.

2 F4R is even worse. Reality has pretty much collapsed on you at this point, and you find yourself in a dark room, alone in your thoughts. If you're still alive by this point, then you need only a few moments to gather your thoughts, and reach the final sublevel.

TH3 3ND is exactly what it says it is. It is TH3 L@K3 OF F!R3 that burns all things, and can even destroy a semblance such as yourself. In the center of that lake is TH3 F4LL3N 0N3, the ill-fated Augustus, who fell to hell and became Icarus. His tale is irrelevant to your mission. Souls in this place are effectively dead, trapped in an eternally suffering state, but they can be recovered. With your semblance being cooked, and your will being all that is keeping you safe, you have to navigate this literal hellscape and seek out Joel. When you do find him, he'll rather clearly be suffering, and you'll need to smack some sense into him. It is…touching that you would go so far for him, and he will put his trust in you. With that, you are both reinvigorated, and you'll be able to escape this place with your identities intact.

Dark Tone: For TH3 F4LL3N 0N3, misery loves company. It's the one who turned the humans who were once here into the fallen angels, and it's the one that orchestrated Joel making it so far in this place, when he realistically should have died in Level 0Zero. Infinite power, and yet they can do nothing but burn in this hellscape. Managing to focus on something other than blinding agony, he is going to try and drag you all into eternal suffering like himself. You must reach the exit of TH3 SH4DY GR3Y, which has conveniently

opened up. You have two ways of doing this: the first is simply outrunning Icarus Procidens, or using what you have to kill Icarus. Either option is theoretically feasible, although the latter is more obviously going to be insanely difficult.

Rewards: +200 CP (Light/Neutral Tone) / +300 CP (Dark Tone)

That was quite the adventure, but it seems that you've liberated someone from Hell itself and lived to tell the tale. Joel, of course, did not "live" in the strictest sense, considering their body was deatomized, and they are now a ghost like Mint. You solve this problem by taking out the porcelain effigy, and Joel is…very confused as to why you have that. You'll tell him about your adventures later, and urge him to get inside the effigy, which he does with remarkable efficiency. What does that imply for him, along with the fact that an effigy that is a perfect match of the body is so different? For now, it doesn't mean much…probably. What matters for you both is that his body, save for that one crack (which Joel states is superficial, even if slightly embarrassing), is far more durable than his previous one, and can heal any damage done to it.

Reward - In the Nick of Time (Perk Reward): You actually got here pretty late, but the fact you even saved his soul is a miracle. This always guarantees that, no matter the situation, you'll always arrive in time to save someone, or stop some catastrophe.

Dark Reward - My Immortal Soul (Perk Reward): You fended off Icarus Procidens and escaped a hell that not even he could survive. To that end, your soul is now completely immutable to any force in all of existence, unless it directly benefits you. Not even a bargain for your immortal soul would actually harm you, while you reap any potential benefits of doing so. You can also share this immutability with others.

Scenario #031: SOMETHING IS WRONG

"THERE IS NO MORE OUTSIDE
THERE IS ONLY THE INTERIOR"

*Requires **Permanent Sunset** Drawback*

Mission

The threat from the Department of Deletions is certainly infuriating, but odds are that, if you survived the first few encounters with them, then you can probably survive the rest of them. After a while, you might notice that they haven't been targeting you recently and, while probably still wary of their danger, feel you can relax somewhat.

In the meantime, you've decided to investigate some unusual phenomena on some Backrooms level (The choice is yours). It's a chamber that leads to nothing, and whenever someone goes inside, they see some strange nonsense that they automatically perceive to be real. Due to your inherent nature as a semblance, it's believed that the phenomena won't affect you, or at least it won't affect you as much. Loving a bit of mystery, and after identifying it as mostly safe, you decide to investigate.

This is an incredibly poor decision, by the way. Inside the chamber, you come across a Deletions agent. After either a harsh conversation or a sharp asskicking, you realize that the thing in front of you isn't real, merely a projection of what you would believe would be in a nonexistent space. This chamber, if it actually exists at all, is concealed with an Adaptive Mesh, which naturally modifies itself to keep you imprisoned, blocking standard forms of teleportation and escape. If you've got **Me's a Crowd**, then tough shit, because it's adapted to you by sucking in all of your clones. Naturally, none of your powers work here either, insofar as letting you escape. You are trapped in this hellhole - a fish trap that will drag you further and further into the singularity that exists in all directions. Go into the interior. It seems that those Deletions agents have defeated you, right?

Well, not really. Your companions are aware of the Department of Deletions trying to forcefully sunset you, whether it be from their numerous attempts or because you outright told them. Eventually, they'll figure out Deletions has trapped you, and stage a rescue to turn off the Adaptive Mesh. Deletions will try to stop them, and Deletions will fail, as they can't reasonably fend off multiple targets, as their bodies are degrading from the flow of time. Eventually, they will have no choice but to escape physical reality, leading to them eventually finding you and turning off the mesh.

Rewards: +200 CP
It took some time, but your companions have freed you from the Interior. The second you escape, you tear off the Adaptive Mesh so they can't attempt it again, only to find that the chamber is gone. How is that possible? The answer seems to be that Deletions used the Adaptive Mesh itself to create a gateway to the chamber: your companions learned that the chamber itself is something called SCP-7912, and it exists within the **`Pilcrow-Minkowski Center for Advanced Studies`**. The fact that they did something as monumentally dangerous as that just to try to imprison you is a red flag and a half, especially since they are allegedly part of the SCP Foundation.

What is going on here with that Foundation? They allegedly destroyed Quinn's hometown, yet they saved her. They caused immense suffering for Midnight, yet that can apparently be averted. Surrealistics straight up saved your life, yet Deletions tried to sunset you. The only one here that seems patently malicious is the Department of Abnormalities, but what could that possibly ***mean***? Are surreal phenomena, deleted phenomena, and literal time aberrations not abnormal enough for abnormalities? Why does the **`P.M. Center`** fill you with such dread? Nothing about this makes sense. You have too many questions, and no answers.

The only thing you have is knowledge that Deletions can't try to threaten you anymore. They haven't tried any of their schemes in a good while after this. **Permanent Sunset** is now nullified.

Reward - Adaptive Mesh (Item Reward): Well, Deletions certainly hasn't tried to come looking for it again. By wrapping it around some containment cell, it becomes impossible for anything within to escape it. This can be any object, entity, or phenomenon, and it will work perfectly. However, be sure not to place anything…unusual inside, forget about it, and then subsequently open the seal. Wouldn't want to hear snarky breakfast noises, would you? Also, try to avoid sticking in anything that infinitely modifies interior spaces, since that's how 7912 was created.

Scenario #032: Redeeming the Past

"When humankind first escaped the atmosphere; when humankind first set foot on the moon; when humankind first reached beyond the solar system, they knew where they were going. They could see where they were landing, but here, humankind will be creating an Einstein-Rosen bridge, a wormhole, for the first time in history, and no amount of calculations can tell them what they'll find on the other end."

Mission

Requires having completed ***Welcome to the Station*** *and* ***S O M E T H I N G I S W R O N G***

Ria Valpuri is a fascinating and brilliant woman. Hailing from half a century from even Joel's timeline, and a woman born in space, there's so much about her that is different. So many of the places in the Backrooms are foreign to her: not because she isn't human, but because she's simply never seen these sorts of places in her life. She's a once-in-a-lifetime talent as well, engrossed in countless fields of study, and was revered as the most brilliant human alive. Had her magnum opus succeeded, she'd be celebrated for all time.

Of course, when Ria doesn't throw herself into studying some aspect of the Backrooms, it becomes quite clear that the failure of her magnum opus gnaws at her. She and her crew did everything right, yet the Einstein-Rosen Bridge failed spectacularly, sending her into this miserable frontier. Ria can't understand why it failed, because it *shouldn't* have failed. If it just *didn't work*, that'd be one thing, but you are quite certain she's so obsessed with it because it worked in a completely incorrect way. The trap set by Deletions made her feel even worse, because if the bridge functioned, it would have been a snap to free you from the Interior. If you don't help her out, she'll be consumed by confusion, frustration, and guilt

The two of you (and anyone else, but it's best that it's just you and Ria) will head off to the Zenith Station in order to redo the experiment. The station is quite damaged, but the actual accelerator used for the wormhole itself is operational, or the damage itself is cosmetic. You and Ria are going to look over all of the data, examine the possibilities of what could have happened, and try it again. Well, Ria is going to be doing that - you are most likely going to be her soundboard if you don't have her intelligence, which is just fine with her.

Rewards: +200 CP

At unmeasurable speeds, the particles collide together, and with a flash of light, space is distorted, and a wormhole into a level that is not Level 0 pops up in front of the two of you - it could be some random friendly one, or it could be a level that you control (should you have one). The wanderers you can observe past the wormhole look at it as well, and have expressions that make it clear it's not a one-way mirror. The wormhole collapses shortly afterwards, but Ria is genuinely ecstatic, as her magnum opus *did* work. It succeeded exactly as it was meant to, and she was vindicated, even if she was still stuck in the Backrooms.

The success, of course, still raises questions as to why it so catastrophically screwed up initially. Surely a place with even more confusing physics than the Frontrooms wouldn't work better than the dimension this was meant to be used in. Nothing was sabotaged either, so the two of you aren't sure. Ria is a little frustrated at the failure still, but ultimately chalks it up to "bad luck" for the moment.

Reward - For the Sake of Your Dream (Perk Reward): Even if your work seemed minor in this scenario, sometimes all you need to do is be there to support someone. Whenever you earnestly try to assist someone in accomplishing their goals, even if you can't play a major role, their competence shoots through the roof, and fate gives them more opportunities than would be reasonable in order for them to succeed.

Scenario #033: Do Avatars Dream of Oneiric Sheep?

"Every night, in my dreams, I walk through the ruined city. The hills are desolate, the sky is black with soot. This oneiric place is filled with ideas that could never have existed here, never should have."

Mission

Dreams are a strange thing, aren't they? You were under the impression that dreams were meaningless and just a way for your mind to parse through information. This is only partially true, as all dreams are apparently connected to the so-called Oneirosphere, a collective unconsciousness born of all dreamers. It would be an understatement to call this place massive, and due to its nature, it interacts with both the Frontrooms and Backrooms.

Your first encounter with this "world within the dream" came about after your nice dream about…whatever was interrupted by a strange chibi creature, who looked like a woman with the ears of some sort of tapir. She introduced herself as Nimi Nightmare, who was a baku and a member of Oneiroi West. Nimi's job, apparently, was to eat nightmares of dreamers - or at least that's the job she chose for herself, as the Oneiroi aren't particularly rigid about those sorts of things. She's small right now due to the fact that she got addicted to entertainment, forgot to eat, and became small. That is bizarre for a number of reasons, but it at least explained the comically oversized pipe she was carrying.

Nimi came to you for help with a certain case she was quite confused about. It concerns the realm of **Oneiroscape**, which you know to have been a Level that was converted into a dream by the mysterious entity known as Ra'ev, an inscrutable entity outside of time and space. It's not Ra'ev that they're concerned about, however - it's his champion, Morpheus. Morpheus was apparently a human being who was caught up in Ra'ev's mysterious operations, and after spending centuries in this domain unaware, he eventually ascended to near godhood. However, for all his infinite power within the dream, he cannot escape - which reminds you of Icarus, though Morpheus is much friendlier. Apparently, he's been blessing the dreams of humans for a long time now, hoping that one day, someone can help him escape by waking Ra'ev up. The problem, of course, is that it's impossible to wake Ra'ev up because it's way outside of reality, only partially intersected with collective unconsciousness. Despite that, Nimi wants to try to help him out. She believes that, if she can reach the Oneiroscape, then she can chew her way through Ra'ev's dream, and create a gateway that enables him to leap out and join the Oneirosphere. The problem, of course, is that she needs a dreamer whose mind can reach the outside and not break apart - which is where you come in. Nimi states that your dreams are a cacophonous madhouse,

but they partially intersect with the “outside”. With a little help from Nimi, Morpheus will be able to connect with your dream briefly, letting Nimi get to work.

Your mission, of course, is to be a facilitator of Nimi’s plan. You don’t necessarily have to do much, except stay asleep long enough for this to work. This might sound strange, but staying asleep while hyperfocusing on Morpheus is quite difficult. Ra’ev exists outside of standard conceptualization, so its actual dream intersects at the fringes of human comprehension. Your job is a bit like being told to stare at the planet Venus and not blinking. Nimi has a very short time frame to work with, and she’ll need you to keep steady if she is going to make any sort of meaningful progress.

Mission: +200 CP
As unpleasant and surreal as this whole adventure was, it succeeded. Nimi managed to chew through the Oneiroscape, and Morpheus was able to make his daring escape. The healthy yet old man was quite grateful, and with a clap of his hands, the cacophonous dreamscape of yours went silent. It seems that he’s ensured that, so long as you are dreaming, your semblance is calm. The old man asks what he should do now that he is free - he hoped that he would cease to be the moment he was outside of Ra’ev’s dream, but that doesn't seem to be the case. Nimi, whose gorging on an eldritch creature’s dream allowed her to return to full size, invites Morpheus to the Oneiroi. It might be a dream world, but the dreamers in it are innumerable and real, with so much to do. Morpheus cries tears of joy, happy that he can finally see other real people after so long.

Before he can leave, however, Morpheus senses a feeling of dread - from one Talloran. The name spooks you, and you ask what your sibling is having a nightmare about, as they never tell you. Morpheus states that Talloran’s nightmares aren’t just nightmares - they’re very real torture realms conjured by a very demented entity. You ask if Morpheus can boot the creature out, and he states that he can, but it’ll just come back, and Morpheus isn’t sure he can actually kill anything. Despite that, you, who can dwell in baseline reality, can intervene. With a clap of his hands, a portal to reach Talloran appeared, and you felt a power surge within you. Bidding Morpheus farewell, you dash through the portal.

Reward - Lucid Dreaming (Perk Reward): Morpheus, as the Champion of Ra’ev, and Avatar of Dreams, has blessed you with oneiric powers of your own. When you are in some sort of dream world, you are always aware that you are in a dream, and may freely modify it as you desire. You may also modify the dreams of anyone around you, and even dive and fight in their dreams.

Scenario #034: You Are At the Center of Everything That Happens in My Dreams

"...[redacted] is all of the above. At once. Forever. At all times. In your dreams.
This can be the only conclusive fact.
So stop asking."

Takes place after ***Learning the Ropes*** *and* ***Do Avatars Dream of Oneiric Sheep?***

Mission

Talloran, what a strange fellow. They were the one who showed you how to survive in this liminal frontier, and they were your first ally in this place as well. Despite that, how much you actually know about them is vague. Apparently, you were their sister, and they fell beneath the ground years ago. During that time, Talloran grew up into a person of science and is well-respected in the Ariane Circle. They also don't like sleeping very much, as you've found out. Apparently, Talloran suffers from some pretty bad nightmares and takes whatever he can to stay awake as long as possible.

Heading through the portal generated by Morpheus, you soon realize what was going on. This…this creature has been tormenting Talloran for quite some time at this point. Although its power is heavily restricted in the physical Backrooms, it can still harm Talloran in their dreams, which it has been doing for a *very* long time. Its control over reality is such that, even if Talloran is asleep for merely eight hours, they can be condemned to subjective thousands of years of torture. And when Talloran wakes up…they forget the time itself, but not the pain, and certainly not the entity inflicting the pain. It happens again and again - on some days, it does, and on some days, it doesn't. Sleeping is effectively a Russian Roulette, and it severely degrades Talloran's mental state.

Morpheus, it seems, did you and Talloran a solid. You've both been dropped into **Level 199 ("Oneiric Forest")**. Getting put in a dreamlike level might seem counterintuitive, but because this is both a level and a dream, it means that you can fight the entity, and the creature itself is still nerfed. So all you have to do is unite with Talloran (easy enough, despite this level usually isolating wanderers), and slay the Voyeur: simple, right?

Well, not really. Spoiler alert, but the Voyeur is, not counting the true forms of the Pillars, the strongest entity you will directly encounter in the Backrooms. It can't instakill you, and you can fight it with Morpheus' blessing, but defeating it is highly unlikely. For the most part, you are going to have to force back the Voyeur for a scant few moments before dragging Talloran somewhere else to figure out any potential weaknesses. Talloran, who

has been subject to this creature for a collective 3,003,999 years, is tired and frustrated and isn't sure of what he can really *do*. Even if Talloran tries to kill him, it does no good, as the strangulation also kills Talloran. So evidently, *Talloran* can fight the Voyeur and can even threaten it, so what exactly is the way to permanently get rid of the damn thing?

Soon after, you two are met by one of the mysterious Orbs of the Level, who seems to be guiding you to the Twisted Garden. Was it trying to help you two somehow? You don't have many options anyway, so you might as well try to follow it. Fending off the Voyeur for a short amount of time, the creature brings you to the Garden and bids you to climb up the Tower. As sure as it is said in the M.E.G. documents, there is absolutely nothing at the top, save for a pedestal…and the looming inverted pyramid above it. Simply by seeing that inverted pyramid, the feeling of the sea clouds your vision, and you suddenly hack up a bunch of saltwater and somehow a *cassette player*.

Seeing that cassette player, Talloran takes out something he almost forgot about: the cassette tape that the strange janitor gave him. As Talloran picks up the remarkably undamaged player and brings it to the empty pedestal, right in time for the Voyeur to make its unwanted appearance. Talloran pops the cassette tape in and places the player on the pedestal.

"Deep in the ocean of darkness, in the mirror of light - balance becomes a stranger"

The overwhelming power of bardic inspiration, Swedish metal, and a blatantly obvious message convinces Talloran to lock in. Your mission is for you and Talloran to beat the absolute hell out of the Voyeur until the song reaches its conclusion. It's still an unbelievably hard fight, but you aren't alone.

Rewards: +200 CP
By the time the song reaches its conclusion, the Voyeur has met its ignominious end. While you put in a lot of work, it's Talloran who proved themself victorious in this case, as they chose to cast off all of their previous attachments that, ultimately, no longer matter to who they are now. They're tired of the torture, tired of the regret and sorrow, tired of the clear instability in their minds, and they're tired of avoiding the person they truly want to be. *She* strangles the Voyeur, and it finally dies.

The two of you wake up from Level 199, and the two of you confirm that it truly happened. The next few nights afterwards, Talloran has no nightmares, just pleasant dreamless sleep, which she hasn't had in a very long time.

Reward - Balance Slays the Demon (Perk Reward): Everyone has inner demons that they wrestle with, and you shouldn't leave to fight alone. When someone has some sort of emotional problem or distress, you are able to help them move beyond said problems with minimal trouble.

Sibling Love

THE VOYEUR was gone now, dead and soon to cease existing. Time was up, and the two of you would soon go back to the waking world in short order. Before then, you and your sibling sat beside a river in **THE ONEIRIC FOREST**.

[redacted] **Talloran**: So…is it finally over? Are these nightmares going to end?

Yes, you answered. The Entity was dead, and they would dream happy dreams. Well, so long as Talloran doesn't conjure nightmares of their own.

[redacted] **Talloran**: *Talloran laughs*. You really are terrible at assuring people that they are fine.

You shrugged in response. Lots of people told you that, but you haven't failed so far..

[redacted] **Talloran**: Can't really argue with that logic, I suppose.

Talloran looks at you

[redacted] **Talloran**: I've had to deal with that thing for years, you know? The first time I slept in the Backrooms, it sank into my dreams. I never saw it all the time. Hell, the most I've ever seen was three times a year. But every time it happened, it was…it was awful. I was stuck there for months, maybe even years, being tortured for that asshole's pleasure. I hated sleeping because I was always afraid that the moment I felt safe, it would just come back and torture me all over again.

[redacted] **Talloran**: It's gone now, thanks to you, [redacted]. That bastard's gone now! Haha! I can finally sleep well for the first time in twenty years!

And the power of rock music, you added.

[redacted] **Talloran**: *Talloran laughs*. Yeah, I suppose so. Still, I wonder how that happened?

A question for later. Right now, you want to know if Talloran made [redacted] choice on the current most pressing matter to you.

[redacted] **Talloran**: You really think that it's the most important thing to you? Actually, don't answer that, I already know.

[redacted] **Talloran**: And the answer is…Yeah, I think I'm ready to finally be who I wanted to be. Still, is using that name fine with you?

Of course it is, you answered without missing a beat. If they like the name, then use it.

Before anything more could be said, your bodies faded into glowing motes of light. You looked at Talloran, and her eyes were warm and resolute.

"My Sweet Sister, Jessie Ari Talloran."

Scenario #035: The Great Answer

"Perhaps the things we see in this world can scare us. Perhaps there truly is no answer to the nature of our life. My faith has been tested ever since I have arrived here. For some, the only true "answer" is in death itself."

Requires having at least completed ***The End is Here!***

Mission

Sophia is truly a mystery in the Backrooms. While she's not the only sapient AI in the Backrooms, she's the only one that has context for her existence. Koko is a nuisance created by Backrooms Robotics, and Adam has absolutely no connection whatsoever. What is ALLMIND? Who created her? This is a question that has plagued Sophia for quite some time at this point, especially since any potential leads always wind up as dead ends.

But Sophia has found a new lead: the Steel. You found the potential connection to be a bit dubious, but Sophia, interestingly, *has a feeling* about it. As though something about the Steel is jogging her memories. Sophia, as an ASI, *doesn't have fragmented memories*, which means this is something new, and therefore, there might really be a clue.

The thing Sophia is focusing on doesn't necessarily seem to be their history, but how they are made. "The Startup" is a fascinating method of reproduction - gathering up various metal components and using telekinesis to create new life. Something about gathering up disparate parts to create a living machine is what Sophia thinks is key to understanding herself. Perhaps she had a body before, it was destroyed, and she wound up in The End somehow. Maybe she was even one of the Steel. You found the idea to have a serious hole in it (namely, that Steel ***dies*** after their bodies break down), but it's probably the best idea you have about her thus far.

Since you have a few Steel who are willing to help Sophia test her theory, your mission is to give her a body. But just using any parts won't work. The Steel have never created a body for someone to inhabit, so they think a sturdier body should be used. It's up to you to gather up the best materials you can possibly find. They recommend gathering materials from Level 2 and gathering up the same materials used by the Macchina to make their suits. If it could house them, then perhaps it could house Sophia?

Reward: +200 CP

After some time, you have gathered up all of the required materials for the Steel to do their work. With these components, the Startup begins, as the materials slowly but surely shape themselves into a physical form. Sophia, using a power she's never shown before, disappears from your electronic screens, and the head of the forged material spasms for a brief moment. Once it's done, Sophia greets you, albeit considerably more seriously than before. She states that her computational abilities have improved considerably with this body of hers, though it's not going to last, as you can tell based on the splintering of the body and the stream of consciousness that she is currently going through.

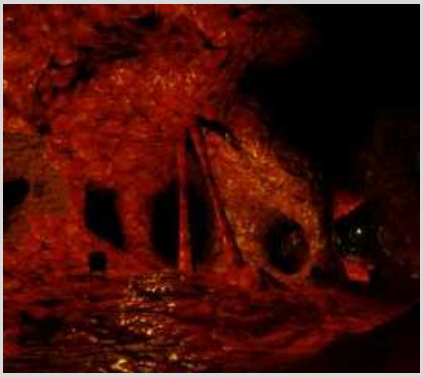
"I'm broken. Something shattered my body into countless pieces. The pieces are in the Frontrooms. A chassis of fuladh metal is required for me to operate in a body. The Macchina sought to emulate me - and the Steel were a prototype. I am unsure if I should be recreated. ***Take this blessing, please****. My name is Mek-"*

At that, the created body corrodes and breaks down into dust within moments. Your electronic screen lights up, with Sophia on the screen, and having lost any memories she didn't speak of during that monologue. On the bright side, she's happy to note that she at least knows what she is: some power machine whose body was broken in the Frontrooms, and presumably led to her being sent into the Backrooms. There's a whole lot else that can be unpacked from that encounter, but at least Sophia can "sleep" well.

Technological Integration (Perk Reward): Perhaps Sophia wasn't just some great machine, considering she gave you this mysterious blessing. This allows you to safely integrate any sort of technology into your body and then convert it into zeptomachines, enabling them to seamlessly blend into your body. You gain all the cool powers they would have, without worrying about looking like some abomination.

Scenario #036: Mystery of the Flesh

"Fuck you, Saarn. I knew you'd come eventually."



Requires having completed ***The River of Fire***

Mission

Al Fine is a truly weird and wonderful woman. Without a doubt, you can say that she's the most competent fighter in your group, with a wide array of powers at her disposal. Similarly, she is quite knowledgeable about nearly all aspects of the anomalous world of the Frontrooms. The only thing she's somewhat reticent about is her fleshbending abilities, which you assume to be connected to her past, as she also speaks little of that.

It seems, however, that you'll be able to learn more about her. An… interesting level has been discovered, one seemingly made entirely of flesh. Nobody knows anything about the level, save for some unusual howling and the sense that the level was alive. Not like that more famous one either - it's mostly empty, and people feel a sense of pain coming from this place with every step they take. What is this place? Al Fine, despite herself, was curious as well, and you caught her trying to get Sophia to show her the way to this unnumbered level. Al Fine is reluctant to bring you with her, but decides you'll probably just tag along anyway.

Your mission is to navigate this land of flesh, as al Fine is using her fleshbending to track the "heart" of this place. You aren't sure what she's tracking, but it's very important to her - so important that she takes a lot of risks. As you get closer to the "heart" of this place, flesh tendrils and various other unusual appendages will manifest to try and repel the two of you from the center, and may even make attempts at getting you to leave the level as soon as possible. You can leave at any time, and attempt it in the future when you and al Fine are more prepared, if that's what you want.

Rewards: +200 CP

You and al Fine make it past the defenses of the flesh rooms, reaching the heart, which is…*thin*, as your companion states. It's as though someone took a human heart and managed to stretch it out to somehow cover an entire house floor, while still functioning.

"RIGHT YOU ARE, SERVANT OF THAT TRAITOR."

A booming, horrible voice manifests around you, but despite the words, it doesn't seem especially hostile. The fleshy floor bubbles for a moment before a colossal, wyrm-like

shape appears from it. Frail yet nonetheless true, this has the faintest shreds of a god - Yaldabaoth, the creator of mankind and flesh.

Al Fine immediately understood what this creature was, and was prepared to shoot, only for Yaldabaoth to *thank* her for being so trigger-happy.

Yaldabaoth, in an attempt to convince al Fine and you to kill it, spins a story for you. Apparently, Yaldabaoth - this one, at any rate - is from another timeline. They were defeated by both Ion and Hakhama, which al Fine states is, if nothing else, consistent with what she knows, even if the timeline is vague. It states that, for many years, it was stuck in a prison as a result of Hakhama's actions, with its one hope for freedom being those modernist Nälkäns who worshipped them (which al Fine recoils from).

Yaldabaoth states that one day, they were *pulled* out of that prison, but they weren't free. A man with technology beyond reason, carrying some sort of "sleeping soul", told them that he needed time to stop **[QUERY:DENIED]** before it was too late, and he was running out of options. Yaldabaoth initially had no reason to follow the man's words until it realized that there was no life whatsoever on the planet, save for an empty shell that nonetheless had some abominable growth within it. It immediately travelled into conceptual space to obstruct **[QUERY:DENIED]** as the man did what he had to do - even working alongside Hakhama. The end result is that **[QUERY:DENIED]** gravely ruined both of them, but managed to give the man the time he required, as reality was overwritten. As a consequence, however, Yaldabaoth and Hakhama were sent hurtling into the liminal frontier due to their foe's machinations. Yaldabaoth knew not what happened to their foe, but were intimately aware of what happened to themself. It seems they hit some sort of conceptual snag and were stretched out on an infinite axis into this level, which is why they want to die.

This is not a good existence. Every single time anyone walks in this godforsaken space, it's like someone steps on an organ that vibrates all across this level, which is why it tries to get everyone out of here as soon as possible. Unsurprisingly, that's also why this heart is so heavily protected, because who wants their heart stepped on and vibrating endlessly like guitar strings? This was truly hell, and they wanted it over with.

"...AT LEAST I CAN SEE FROM YOU THAT THIS WASN'T COMPLETELY POINTLESS. NONETHELESS, I'M NOT INTERESTED IN SEEING HOW THINGS END. TAKE THIS, AND PLEASE KILL ME NOW."

Al Fine obliged, as her hand suddenly warped into a colossal wolf, which gored the extremely weak core of Yaldabaoth. As some pressure built up inside of you, you and al Fine make your escape out of the collapsing level, which was conveniently right next to them. The two of you reach a safe level, as the doorway implodes into nothing.

Al Fine finally decides to give you some context for what her deal is: the truth is that she is one of the Nälkä, which might be derogatively called a "Sarkic". At one point in time, she was a Karcist, making her the leader of one of the orders. More specifically, she was the Karcist of the *Leviathan Society*, a Neo-Nälkän order that engaged in all sorts of horrifying shit that she, quite frankly, grew too much of a conscience to stomach any longer. She abandoned her order and the Nälkä as a whole, leaving for the United States - where she soon fell into the Yellow Halls. She went to the flesh level in order to perhaps get closure - and while she got her hopes up, at least the experience was enlightening for both of you.

"Thank you, [redacted], for coming along with me. And by the way, my name is Diletta Clelia Fiore - 'D.C. al Fine' is a pretty clever rendition, right? Why don't you call me Diletta from now on?"

Organic Integration (Perk Reward): The fact that Diletta ate a god's core like Grand Karcist Ion, and yet barely grew stronger, is quite frankly telling of how reduced Yaldabaoth's power was. Despite this, it seems to have had enough power to bless you. By consuming organic matter, you are able to generate abilities that mimic whatever it was that you consumed.

Scenario #037: Memories of Esterberg

O mother of ashes, tearing the light of dawn
O radiant unseen
Sing, chorus of vows
The world is astray
And fading away
It is lost it is found it is her
Disaster
All hail to the Queen, for she brings ether
All hail to the Queen, for she will offer
Salvation, despair, absolution
From the womb of night draped in fire
Unmaking the laws of the sun
Carrying away all existence in her gravity
She pleads agony

Requires having completed ***The Nameless Fairy***

Mission

The Wild Hunt was, to be sure, something of a mixed bag. Not a single person in your group was especially interested in being part of the hunt itself, and Diletta didn't seem to mind killing them to protect wanderers. The main reason you didn't do so, of course, was because of Midnight. Troubling as they were, they were his kindred in a way. They're certainly *far older* in cultural practices than his kin in the Frontrooms, assuming they were ever in the Frontrooms, but Midnight and the members of the Wild Hunt feel the same sort of kinship.

Midnight's curiosity is, understandably, piqued. He's been spending much time simply happy to have his body again, and assisting you and your friends in their many endeavors. Now, Midnight's asking you to help him travel to Level 398 ("The Grove of Seasons") and meet the faeries. If nothing else, wouldn't it be good for him to finally get some closure on matters? Taking his proper form as a *Homo sapiens sidhe*, the two of you take the secret ways in Level 398.

Your mission is deceptively simple. All you have to do is explore the four forests of the Grove, each emblematic of a season, and obtain the blessings of the four Monarchs. The forest of Fall is home to Rashad, an entity of fire, who is friendly to anyone who might be interested in telling stories to add to the library. Winter is home to Althea, a generally unseen fae who is known for her friendliness and terrifyingly skilled ability to disappear any troublemakers. Spring is home to *the* Titania, who is quite fickle, though one can earn

her blessing through nice clothes, and ***never*** bringing up the fact she kissed an ass. Summer, of course, is home to Herne the Huntmaster, leader of the Wild Hunt, who is quite friendly.

Dark Tone: Your mission has become far more difficult. ***VERY*** difficult. For one reason or another, you'll wind up in the forest of Winter last. While you might get Althea's blessing easy enough, shortly after you do, Midnight will suddenly be overcome with ***absolute terror***, to the point where he'll throw up, and if not calmed down, his hair will start to gray.

"W-We need to leave! She's here! The Queen is here…!"

"YOU WRETCHED TRAITOR: MIDNIGHT!"

A ***roar*** through the entirety of the level could be heard, as a god-shaped hole in space manifested. A figure appeared from it. A fae much like Midnight - inhumanly beautiful, inhumanly powerful, and inhumanly malevolent. As you looked at her, the same sort of pressure you felt upon seeing the Red Lord of Alagadda - extreme anger, with a not-insignificant amount of fear.

It was her. It was Queen Mab. The same one that ruled the Fae Empire hundreds of thousands of years ago. The same one that sold Khahrahk into slavery to the Horned King. The same one who committed a genocide on the fae, killing or stealing the the Names of 85% of them all - including Midnight.

She must have managed to make her way into the Backrooms as a result of resonating with the Name she stole from Midnight, combined with Level 398's conceptual connection to the fae. Speaking of which, she seems to *really* hate Midnight for some reason. Sure, you really doubted she liked many people at all, and she certainly had contempt for the piece of Khahrahk you have inside - but she seemed to have a very specific hatred for Midnight. You have to assume that you are meeting her out of order, and Midnight does something egregious to her.

Your mission is to banish Queen Mab from 398. Her soul is slowly transferring itself into the Backrooms - so she's not yet managed to fully bring herself through. This means she is magnitudes weaker than her full strength, which is really good, because you would ***lose*** to her. What's more, her nature being foreign to the Backrooms means her reality warping powers are greatly reduced. But that will only last for as long as her soul is still partially on the other sides of reality. You and Midnight will suffer unspeakable pain if she successfully fits herself through that hole.

Reward: +200 CP (Light/Neutral Tone) / +300 CP (Dark Tone)
Your work here is done. You met all the Monarchs, and if you encountered Mab, Aklavos dealt a decisive blow. While you might have nearly did damage to her soul, Mab was forced to protect herself using Midnight's original stolen Name, which Aklavos snatched from her. Without that all-important resonating tool, Mab was sucked back into her space-time hole, which closed itself up.

After your little trek with Midnight, the two of you return to the Pavilion, and then take your leave. After he got done presumably shitting bricks, Midnight admitted that (in spite of what you may see) he was a very happy soul. To see any of his people, with their own Names and lives, was a wonderful experience for him. Still, he admits that, perhaps unfairly, he thought it could fill the hole in his heart - because he greatly missed his home.

If you thought Midnight lived in some forest back on Earth, you'd be very wrong. He adores the forests of Poland, but he actually lived in Esterberg. It's a beautiful city where the faeries, humans, and yeren lived together - all under the protection of the Inventor. He wasn't so delusional as to think it was perfect, especially since he stood with his friends in 1848 to knock its fae aristocracy down a peg in power, but it was the place where his friends, family, wife, and child lived. He misses them all deeply.

Midnight also confirmed that the Backrooms have a very different understanding of the Courts. In the Frontrooms, the Cycle of Seasons is a legal system of the Fae that deals with various aspects of reality. There's a lot that can be said about them, but the simplest is that the Monarchs are absolutely not the same, and they don't even have the same role. Herne, for example, is the leader of the Summer Court, when the closest equivalent to him would be related to the Winter Court. Of course, nobody really knows how the Backrooms actually function - and even in Midnight's time, the cycle has been severely disrupted, so he doesn't really know the rules anymore.

"When that cabal did their ritual and killed God, the War came to an end, and the Veil began. The cycle of the seasons has been broken ever since."

Wait, God is dead? It's up to you to decide if you ask him more about that, or just leave it be for the time being.

What Makes You Happy (Perk Reward): This entire scenario was meant to raise the spirits of your friend, so I hope you are decent at it. You automatically and subconsciously know what to do to make someone happy.

Dark Reward - Dimensional Reversal (Aklavos Upgrade): Following your battle with Mab, Aklavos states that he's figured out her trick with the dimensional rupture work, and now he can reverse it. If someone has artificially created a dimensional rift, pocket dimension, wormhole, or whatever, a swing of Aklavos can forcefully close it, and force the individual back to where they came from. This doesn't prevent them from trying again, but it will be harder to make the attempt.

Scenario #038: Happy Dance Incident

"HMCL Note: We had better pray to someone that we're the ones who came up with this technology first, or we're in some bad trouble. I'll have that request in to Overwatch by end of business yesterday."

Mission

Time is a very odd thing in the Backrooms, to be sure. None of your companions seems to come from any consistent time period (Save for the fact that Mary, the earliest to fall into the Backrooms, came here on October 20, 1868), and you don't even know *when* you are from. The only reason anyone can tell time is because they adhere to the M.E.G. Overseer's personal timeline, which seems to be the latest time frame anyone appeared, save for Ria, and Ria is a special case herself. The only other especially odd aberration was Marcel, and he "explained" it in a way that made it clear he wasn't doing this voluntarily.

"Time is an ocean, my friend. An ocean that has been disturbed by the Beholder's Eye. And, uh, we were cast off. We've got associates whose job is to navigate that ocean, but it's certainly not us. You'll meet them soon, I know."

Those were the last words Marcel told you before he disappeared, and you wondered what that even meant. It seems that it is coming sooner than anticipated. There's been a nasty phenomenon that recently appeared in the Backrooms that is very misleadingly called Phenomenon 3 ("Happy Dance"), or more accurately, ***Exploding Wanderer Syndrome***. *That* was already bad to learn, but it became even more tragic when Mary learned that her friend, Maryann Thomas from the M.E.G., succumbed to the infection.

Shortly after this discovery, however, you become transfixed on an unusual sound, and meet a… British woman? Actually, she's not British - she just loves messing with people. She introduces herself as Amelia Watson, an agent of the SCP Foundation Temporal Anomalies Department, stationed at Temporal Site-01. She explains that their job is to combat and correct all sorts of retrocausal, temporal, and counter-historical anomalies. And right now, she needs to deal with perhaps one of the most dangerous anomalies on record - Happy Dance itself.

As Amelia put it, Phenomenon 3 is not a natural occurrence: it's actually the result of temporal warfare. In the year 2009, some surviving members of the long-dead Daevite priesthood initiated a ritual that could change the course of history and kill some rather

important figures in the history of the Foundation. The problem, of course, is that they were in the Backrooms, so they were disconnected from the flow of time in the Frontrooms already, even if you tried to erase their past. As a result, the only way to kill them would be to generate a Time Funnel and send something through to eliminate them. Considering they had fleshbending sorcerers ("sorcs", as Delta-t refers to them), a disease was quite easy to make. However, a time funnel is pretty straightforward to identify, so she's here to neutralize it.

While that was all well and good, it didn't explain why she was being so straightforward and why she didn't just *go to this priest* and kill them. Amelia explains that Time Funnels are easy to identify, but a little strange to get through. You see, she has to go from the bottom (the Backrooms) to reach the top of it (the Frontrooms of 2009), because the top is sealed off. She has to do the equivalent of swimming up into the funnel from the stream of water and swimming up to the top. So long as she grabs a sample of the water (Phenomenon 3, in this case), she can attack the target itself. While traversing the timestream of the Backrooms is difficult for most, it's pretty easy for them to do for…reasons that she can't explain to you. Anyway, Captain Watts of Tactical Operations Command would normally lead such high-stakes missions, but interfering in this delicate timeline could be disastrous. Amelia was able to intervene because she's already part of this personal timeline - she was the one who saved Quinn back at Sunny, after all.

After that firehose of information she just sprayed at you, you came to the conclusion that it'd be best if you joined her. Obviously, she was against that, but considering she literally refused to explain *why* you shouldn't join her (only saying that it is "important time business"), and she wasn't willing to threaten you, you don't actually have a reason to listen to her. Your mission is to find what you and Amelia need to swim up the stream - to collect one of the parasites. "Luckily" for you two, Maryann was infected and was due to (literally) pop soon.

After ***very safely*** getting the creature, you and Amelia travel up the Time Funnel, arriving in northern Arizona. Although there are no stars in the sky due to the ritual, you can tell this is the Frontrooms. Amelia is naturally incapable of hiding her already poorly kept secret, as she notes this to be your first ever interaction with the Frontrooms, regardless of whether you ever inform her of your nature. The two of you must now travel up the pyramid structure, neutralize High Priest Khazaard Bin Alarath, and deal with his acolytes. When that's done, their job will be over, as they'll neutralize it from the outside.

Rewards: +200 CP
With the altar in ruins and the High Priest dead, Amelia confirms a job well done. You ask her about those odd scrawlings she wrote, and she simply answered that it was

recruitment. In any case, the black sky was slowly opening up, and you could see the faintest hints of a night sky, stars piercing through the darkness. With that, you can sense a tug on your body - Delta-t was neutralizing the anomaly, and so you were going to be returned to your own time. Amelia confirms that Phenomenon 3 isn't going to exist anymore, though you, with your unique nature, will recall everything. She was no longer trying to hide the fact that Alarath was trying to kill you and your companions, because you all would become part of the Foundation in some intrinsic way. Apparently, Maryann was killed because Alarath's English was a little finicky, meaning he got the wrong target - Marianne, of course. Before you are ripped back into the Complex, in your own time, Amelia gives you some advice

"Go to Dinosaur Alley. That's where Temporal Anomalies begins."

As Marianne talked with Maryann on the Backrooms Net, you know Phenomenon 3 has indeed ceased to exist, with nobody else aware of anything called Happy Dance. With that out of the way, you now have a destination to head to.

Temporoglyph (Item Reward): You remembered those odd scrawlings, and are quite sure you can recreate them, at least once. You are able to create those glyphs that Amelia used - upon being observed, the person will have retroactively been your ally. This glyph lasts for approximately 12 hours, where it will promptly disappear. You may only use this once every ten years or once per Jump, whichever comes first.

Scenario #039: Right Up Your Alley

This is the "Subtle War." The fate of many worlds is at stake. Our enemies sail the seas of time to make tiny changes here and there. Subtle changes. They are carving for us a Pyrrhic victory, a triumph inflicting such a devastating toll on the victors that it is worse than defeat.

Requires having completed ***Here Comes the Men in Black*** *&* ***Happy Dance Incident***

Mission

Level 246 ("Dinosaur Alley") is…*not* a Level you'll find in the M.E.G. Database, at least if you don't have proper clearance. It is, in no uncertain terms, a level defined by its connection to time itself. With every step you take, you find yourself at a different point in the past. Go down far enough, and you'll find yourself in the bottom layer, known as the Mesozoic Beach and Jungle - along with the titular Dinosaur Alley itself. The B.N.T.G. (and therefore Dolla) learned about it after one of their personnel came through with a literal baby dinosaur. The M.E.G. also learned about it, classifying it as an Omega Level (AKA: nobody not in the know should be made aware).

Naturally, going to either of these two groups about the Level will prompt secrecy from them until you inform them of the baby dinosaur. Sophia will also somehow retain the file for Happy Dance, despite it never happening. However you gain their trust, you'll be brought to Dinosaur Alley along with your team. Unsurprisingly, though, the one most determined to find answers is Quinn. If Amelia was part of Temporal Anomalies, and Temporal Anomalies began here, she wants to know what is going on.

At the start, though, the level looks to be as it seems, as bizarre as that might sound. The bottom layer is a prehistoric hellscape, while the top layer is for concurrent time periods, sans the time periods beyond Joel's era. While that seems conspicuous, there is literally no access point for a hypothetical future - this level is a two-layer cake with no third layer in sight. However, when Quinn asks Mayor Adaeze of the Village of Twelve about the future, the lady is somewhat coy, remarking that, if they have a friend whose time isn't present, then surely that means something?

"Are these people not from your future? If they are from your future, then odds are they wouldn't be camping out in some random spot, yes?"

The answer was obvious: look for something that you'd be interested in investigating. This place *was* certainly fascinating, what with all of the lost historical vessels, aircraft, and other artifacts - but you don't really have anything you'd care about here, since you literally have no records of the Frontrooms. None of your companions also have any specific interests in these things beyond sheer novelty, except for Quinn.

Quinn, conspiracy theorist that she was, found herself geeking out about the wreckage you all found, bringing up all sorts of theories and nonsense. Of course, all of her theories about what *really* happened were bunk, as it seems like they all just wound up in the Backrooms. This was both upsetting for the conspiracist in her, but also good in a way to get real answers without those bastard shapeshifters breathing down her neck. And now, there was one last disappearance that mattered to her: Amelia Earhart. Your mission is to try to find the wreckage of Amelia Earhart's plane, provided it even exists here.

Reward: +200 CP
To the surprise of absolutely nobody, you all eventually found the wreckage of the plane. No sign of Earhart, though, possibly because she wound up in some other Level, or maybe she just left this place a long while ago. Whatever the case may be, Quinn was happy to put that question of hers to rest. Maybe this was why they apparently created Temporal Anomalies in the future? To investigate this Level and document its strangeness?

"Partially true, but not quite."

Hearing a very familiar voice, your group turns around to look at…Quinn. A different Quinn from the one next to you, who is currently holding an egg timer of all things. The second Quinn manages to calm you all down, saying that she's from "about an hour into the future" from their perspective. Following her is Amelia, who is somewhat annoyed that Quinn came back a minute earlier than she did. Anyway, Amelia and the second Quinn guide your group to…a slide projected onto a wall? Amelia walks up to the wall and opens it into the future of the planet…

…and it's really fucking boring. Like holy hell, there's nothing here. What's going on? The top of this place is wildly small compared to the rest. Where is the future?

It's gone.

Yeah, as Amelia "chipperly" explains to you, the future doesn't exist. In the year 2066, death comes to time, and everything is destroyed. She very quickly asserts that Ria ***didn't*** accidentally destroy history - that was something else. *Somebody* else. The world is going to be destroyed, and currently, there is nothing that can be done during this time period.

The one that wiped out history…is not something they can describe without potentially severe consequences, and even if they could, it doesn't mean anything since they don't have a motive. All they can piece together is that *something* has engineered history and shaped it to ends they can't yet fully grasp the scope of, and everything ends in 2066 through some unusual means.

These distortions are why they can have these sorts of paradoxical interactions without issues, because this is a "benign" change to time. If time were as it was supposed to be, they'd find this place through sheer dumb luck and realize what was going on. If history changed severely, such as with Alarath's plot, their protection would be severely compromised. But this is merely speeding up the timetable and figuring out the issue.

Quinn, walking around this empty plateau, stumbles upon the very same egg timer that her second self is holding. The second Quinn realizes it's been an hour, noting that time is up. At that, her existence vanishes, and Quinn strangely recalls the past hour from the second Quinn's perspective as well. This egg timer is an anomalous object that can allow for time travel, even if for a limited time. Amelia confirms this.

"What is this strange object? How can it send us back in time? Who created it? How did they create it? Is it related to the one who destroyed time? How will they do it? Can this timer's ability be replicated? These are the sorts of questions that ran through your minds, and ultimately led to this part of our organization."

Your questions have been answered in Dinosaur Alley, even if they weren't the ones you were hoping for. Your group leaves Harbinger Heights and Level 246 as a whole. For the time being, the information on the third floor is to be spoken of to nobody outside the group.

Egg Timer (Item Reward): One of the erratic items of Level 246, discovered by Quinn in Harbinger Heights. The origin point of Temporal Anomalies, this extremely powerful time anomaly lets you travel back 60 minutes in time, where you exist concurrently with your time twin, and can change the past. When the time is up, your history is blended with your past self. This will only work once per twenty-four hours.

Scenario #040: Lights Out

"According to analysis, the CO2 levels within Level 0 are rising at a steady rate. The significance of this is unknown."

Mission

It's a fairly common idea that the Backrooms have infinite energy, which is only partially true. Yes, the Backrooms ectoentropically generates its own energy, but this does have the consequence of generating endless heat, which can only be ameliorated via an endless heat sink. If the heat sink works fine, then everything should be okay. But if the heat sink is inoperable…what do you think happens?

Five years after the start of your Jump, all lights within the Backrooms will suddenly shut off. This includes all artificial light sources, along with seemingly natural ones, like moons and stars. The source of this appears to be a Backrooms-wide power outage, with even the internet going out immediately. The only force able to resist this effect happens to be Sophia, who doesn't rely on outside sources of power to exist.

Light Tone: The worst of it seems to be perpetual darkness. This comes with the obvious issue of Smilers crawling out of the woodworks, and navigation being painful, but little else. Safe levels are still safe, for example.

Neutral Tone: All levels are considerably more dangerous now, with the general entity reports increasing dramatically. This also causes every level to be unsafe, even if they were previously devoid of entities. What's more, Level 0 has recently been the subject of a strange phenomenon where its temperature is increasing. Now, this seems to be hitting every Level and is not stopping. You now have only a few months before every human wanderer in the Backrooms dies in heat and darkness.

Dark Tone: From the dark, *it* has come. Something is in the Darkness, Jumper, and it's far worse than anything else. The Blind Rapture is a force that operates in and has corrupted darkness as a whole. Don't get caught in it, and don't let others be caught in it either.

The Backrooms have two different levels, which are responsible for the Backrooms' energy cycle. The first level is the Electrical Station, a vast stone landscape with an infinite electrical grid. This level generates infinite energy, with the infinite heat waste being funneled to The Darkness, whose cooling towers serve as the heat sink. If the Darkness

ceased cooling, it would cause excess heat waste to funnel through the Electrical Station, shutting it down, and thus taking away the Backrooms' energy.

The mission is clear, although not easy. You'll have to venture to The Darkness (Which is either Level 6 or a sublevel of it) and somehow find a way to reactivate the cooling towers. After that, you'll need to turn the Electrical Station back on. I'm sure some sort of liminal researcher could find a way to do it, but not everyone is a genius. The fact that these levels are infinite is irrelevant. Activate one cooling tower or electrical grid, and they'll all turn on just fine.

*If you completed **The Land Down Underneath**, you will already be aware of the Blind Rapture as an enemy. If you completed **An Electrician's Duty**, Ria will have investigated and discovered the Darkness and the Electrical Station's issues, and will be in the midst of coming to a solution to it by the time the scenario starts..*

Reward: +200 CP (Light Tone) / + 250 CP (Neutral Tone) / +300 CP (Dark Tone)
Congratulations on turning the lights back on, and hopefully keeping them that way. You get substantial rewards based on the Tone that you selected.

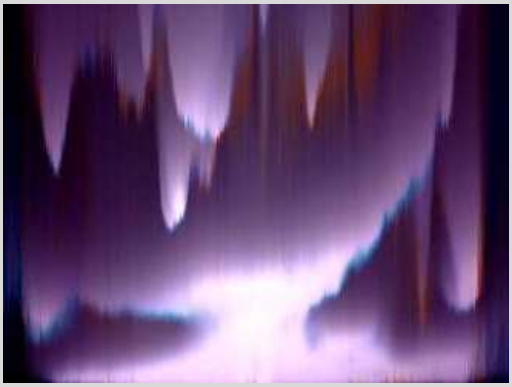
Light Reward - The Shine in Your Eyes (Perk Reward): You are now able to perfectly see in all forms of light and darkness. By default, you can now see and perfectly comprehend everything visible on the entirety of the electromagnetic spectrum. What's more, you can see even in locations where light does not exist, such as The Darkness itself.

Neutral Reward - Rally Behind Me (Perk Reward): In stressful situations, people will inherently follow your lead, even if they are your leaders.

Dark Reward - Pierce the Veil (Perk Upgrade): Upgrade to **The Shine in Your Eyes**. Rather than just seeing the electromagnetic spectrum, you now see pretty much everything. This includes things like intangible entities, illusions, good and evil, magical and cosmic energies, treasures, clues, and pretty much everything else.

Watch Me Save the Day (Perk Reward): Sometimes, a situation truly is hopeless, but never for you. If a situation arises that cannot be resolved by anyone else (In the sense that they really can't do anything, are too far away to stop it, or simply won't stop it), reality bends to ensure that you will have a shot at being able to resolve the problem.

Scenario #041: Mad Mind Telatrix



"I know you were born on January 2nd, 2001, at 14:23 pm. I know your mother was killed eleven days later by the people who ended up raising you. I know you hid almost every part of yourself from everyone you ever met, and I know how much that hurt…That's the beauty of reality, isn't it? Every moment shifts into the next; all you need is the information of a single second to get a slideshow of all of history."

Mission

Level 789 ("Why Was Six Afraid of Seven?") is one of the more "esoteric" spaces within the Backrooms. Resembling a museum for mathematics, the entire dimension is actually a highly unstable dimension where mathematical rules are not necessarily the same throughout. Understandably, this causes *severe* psychological and physical distress simply by existing in this space for long enough. To make things even more annoying, there's an immensely powerful godlike being present in this place, known as Telatrix. It seems to possess reality bending capabilities and psychological disruptions, apparently capable of reading the "language of reality" - whatever the hell that is.

Entrance into the level is considered to be ill-advised, least of all being that long-term habitation isn't even possible.

Which is why you found it odd that Joan of all people was trying to investigate it, and very blatantly lying to you about what she was doing. It was pretty easy to track her all the way to Level 4 (Notably not even close to where she said she was going), and heading into an entrance to Level 789. She was carrying Aklavos with her, and Aklavos certainly seemed fine with it, so presumably she was trying to kill something there - most likely Telatrix. While you didn't doubt Aklavos' power, and Joan herself was unusually gifted at dealing death, you were quite aware the woman had issues, which Telatrix had a chance of manipulating for its own ends.

Sure enough, when you finally navigate this unstable mess of a level, you come across Aklavos, who was currently buried in a shredded wall in a torn-apart room, as you encountered Joan fighting a woman that looked like an older version of her - and she was getting her shit rocked.

"Is that all you can do, child? I'm truly disappointed! Didn't your mother instill a killing instinct into you? You killed so many scared little baby entities! You were beaten into submission to learn severity, not kindness! If you could kill a man who wanted to help you, surely you can defeat one trying to kill you!"

*"**SHUT UP!**"*

That's your time to intervene, because Joan fell quite easily to the ragebait (although

calling what you heard "bait" is really pushing it), and now she's in grave danger. Whether you pick up Aklavos, or you just throw hands, your mission is to kill Telatrix, who has evidently taken on the form of Joan's mother.

Reward: +200 CP
Unlike with Joan, Telatrix has little methods of reading your history, so they're opting to try and kill you the good ol' fashioned way. But unfortunately for it, you are a far greater fighter than it ever was, and if you can get past the reality bending, you reign victorious over the creature.

SHIKT!

And it seems that Joan has joined in the festivities, pulling out some sort of dagger of cold iron and shanking Telatrix in the spine. She then proceeded to shank Telatrix while spewing hateful and enraged profanities, and by the time you pulled her off of the entity, it was closer to a chunk of meat - a chunk of meat whose eyes seemingly filled with horror at some sort of realization. It must have managed to use its "language" to understand what you are.

"Wrong place. Wrong place. This space's dimensions are wrong. You are wrong. You are right. You are the only thing right, and the main thing wrong. Th-the eye. It...you...you are ***[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[QUERY:DENIED].[EXPRESSION:DENIED].***"

When [redacted] filled your ears, you heard a hellish sound, picked up Aklavos and Joan, and got the fuck out of there. When the sound was over, you all narrowly escaped Level 789 - which you instinctively understood no longer existed, nor did Telatrix. With that matter solved, you turned to Joan, who was teary-eyed, and revealed to you who she really was.

Joan revealed that she is the premier of Finger Mercury, the part of the Iron Fist dedicated to assassination. She'd been the leader of Mercury since she was 13, as her deeply abusive mother molded her from a young age to be a perfect killer - never once allowing her to express herself, nor giving her a shred of affection. Then one day, she was sent to kill *you*, a strange being with godlike powers that came from nowhere. She realized she couldn't kill you easily, and so tried building up a rapport with you, in order to get you into a vulnerable position. And then, against what she should have done, she grew fond of you - very fond, actually, as you treated her nicely, and cared for her. She went after Telatrix because she read the database entry of Level 789, had a nerve struck, and wanted to vent her confusion over her situation by taking down at least one god, so she could declare the mission a failure, but still have something to report back to the Iron Fist about.

"And now...I've just revealed everything to you. I'm so tired, [redacted]. I'm tired of lying to you. Of lying to myself. Of following the words of my mother, when I've had more love from you

following me for my safety than she has in thirty fucking years. If I'm going to die, I'd rather die a traitor to the Iron Fist than Team Samsara - so go ahead, use Aklavos to cut off my head, so my soul will be of some use."

At that, you hugged Joan - or at least yelled at her to stop talking for a moment. You had no interest in killing her: she's part of the team after all, and it didn't take magic to see she clearly regretted her past life. Besides - didn't she save Mahala out of the goodness of her heart? If that's all, then she should atone by staying with you.

With those words, Joan cried tears of joy - and the two of you headed back home.

A New Lease on Life (Perk Reward): You turned Joan's life around by simply acknowledging who she is, yet still choosing to see the good in her. Now, you'll be able to share this affection with others, being able to speak to their very soul, and have them intrinsically understand that you accept them for all that they are.

Scenario #042: Here's to the Hoping Machine

"If you do and wherever you go,
Don't lose your grip on life and that means
Don't let any earthly calamity
Knock your dreamer and your hoping machine"

Mission
Escape the Backrooms. Escape the Backrooms.

To escape the liminal frontier is the hope of damn near everyone who has ever fallen into this place. Plenty still dream of it, of course, but very few think they'll be lucky enough to do so. Depending on your choices, there are either zero known exits or the exits that are known are still wildly dangerous to ever reach. The few that can leave this land, such as the Men in Black, are also the least likely to ever help someone escape. So, while the M.E.G. hope to find an exit one day, it's not going to be for a long while.

As for your group? Well, *you* probably don't care all that, since the only time you've ever seen the Frontrooms was when you went to stop that Daevite. As for everyone else, they were… less apathetic. Most of them came to terms with never seeing their homes again, but apparently you being able to go to the Frontrooms, even for a little while, made them a bit homesick. In the worst cases, like Quinn, there was genuine jealousy at being able to be in the States. Even in the mildest cases, like Dolla and Joel, staying under a true night sky sounds wonderful.

Perhaps it's time to look for an escape?

Using Shadow as a medium, you are able to make contact with the Ravencrofts, who are quite happy to let you know that Nerissa has been quite happy to be with her family again, and that you should visit. After getting over the implication of how you would be able to visit, you ask Malphas if there are any means of escaping the Backrooms...*without* killing yourself. Level 144 is stably coterminous with Hell, so maybe there is a gateway to the Frontrooms that isn't a one-way stop to this side. The Ravencrofts state that their inability to easily leave Hell makes this quite difficult, but Malpha and her husband should be able to check.

After some time had passed, and Malpha scoured the entire planet looking for an entrance, she finally found one. It's a… window. It's a literal window to some old burned-down building in France, in view of the Eiffel Tower. Using those dimensional coordinates, the Ravencrofts can give a…vague approximation. Through the power of a

Level Key, you find where this space is coterminous: Level 301. The problem, of course, is that this level is a deathtrap, and nobody who has ever explored it has come back alive. Despite this, Shadow could confirm the presence of the window and saw the Eiffel Tower. It was absolutely where they needed to go.

Now, the only problem left was the biggest one: ***how are any of you supposed to escape?*** Level 301's environment is too hostile for anyone *except* Mint, who is *already dead*, to survive for much longer than a few minutes - with most of said minutes being in too bad a shape to make it to the window. Also, it's got a massive infohazard that will immediately activate if anyone aware of the exit tries to reach the window, and will make the level's conditions even worse.

Your mission is to ensure that all of your companions will be able to escape the Backrooms *together*, hand-in-hand. You've all grown to deeply care for each other, so leaving was preferred. In the best case, you all wound up in the same spot - and in the worst, you return to your own times. Either way, you all have to get out of here. How you survive the level is irrelevant, just that you do. The easiest way to escape would be gaining possession of some sort of Absolute Exclusion Harness, because Shadow could replicate its effect for a short-term barrier to give your companions. If you don't have that, you can probably get Malphis II to help you design some sort of suit, and get M.E.G. to help you actually create it.

Reward: +200 CP.
It may have been four minutes, it might have been four months. Whatever the case may be, you and your companions have the protection required to escape the Backrooms - and depending on how it's done, other wanderers may have their own new ray of hope. The atmosphere, ground, and infohazard are no longer able to stop you, and so it's time to get going.

Reaching the window are you, Talloran, and Sophia in a tablet held by Talloran, Dolla, Diletta, Mint, Ria Valpuri, Joel, Marianne, and Quinn. They thought holding hands would be too cheesy and infeasible for walking out of a single window, but Shadow confirmed they only need to touch the window in order for them and everything (and anyone) in their grasp to be warped out. If things turn out well, they will likely be brought to Marianne's time, as she is the earliest in their chronology.

Speaking of which, Joel actually asks how these conversations with Malphas even work. The Backrooms are disconnected from Earth's flow of time, which may or may not even be related to Hell. Malphas states that even the Backrooms have fucked time for Hell, but the simplest answer is that they are speaking in the year 1866, at the same exact time as when

Marianne would have left. Considering Malphas' anchor to this group is with you, and you aren't even holding Marianne's hand right now, he comes to the conclusion that you all fall through together, and are sent to the earliest possible time period.

With that optimistic notice out of the way, it's time for you all to leave. You get to do the honors of leaving this frontier…

<<<COMPLETE YOUR ASSIGNMENT>>>

…And find yourself unable to reach the window. When you ask if your companions can do it, they, too, are unable to reach the window. It's *just* out of reach for you, and no ability of yours that can disconnect or extend your limbs will bypass this restriction. One of your companions gingerly leaves the group handholding and gingerly touches the rim of the window - they absolutely *can* leave…just not when they're holding your hand. It is here that, even if you had a good idea of it beforehand, you will instinctively realize you are **`Chained to the Closed System`**. You scarcely have time to think about the implications of that before your companions state that they have to get out of the Level, as Shadow's barrier won't last forever. You suggest that they leave through the window together, and Dolla slaps you (or, at the very least, gives as close to a slap as your barriers and/or suits can allow).

"Are you an idiot? We're obviously talking about going back where we came from. I'm afraid you're stuck with us."

With them picking you up, the lot of you quickly flee Level 301, the window of hope fading from sight, yet still standing. You'll all leave this place in time, but not until you are freed.

Bound at the Hip (Perk Reward): Your companions chose to stay by your side instead of leaving this place. That means something here, and it shall be immortalized. For all of the companions you have for this Jump, you now scale to one another in terms of your specialties, with anyone who is conceptually inferior becoming stronger to match. For example, Dolla is highly unlikely to become as strong as you are (at least within this Jump), you can be damn sure her expertise in business and trade is going to always be helpful, and match the scope of what you are. Your companions also receive the same amount of CP as you do, while also not costing a slot to bring with you in your Jumps. Furthermore, there is no force in the multiverse that can break you all apart, whether it be subterfuge, social engineering, hypnosis, magics, or a curse.

Scenario #043: Tomorrow's World for Today's People

*"Asset 86, unofficially the Reality Lag Machine, is a powerful, manually operated wave propulsor capable of "deleting" reality, or causing it to cease to exist, with oscillating negative waves strong enough to interfere with the base nature of everything, temporarily ceasing everything to exist before subsisting to normal reality again, then ceasing existence once more in a rhythmic pattern in response to the propulsor's designated negative wave output, essentially deleting time and space….**Theoretically, with a powerful enough negative wave output, the permanent cessation of reality—and by extension—existence, and everything, is possible**."*

Mission

Backrooms Robotics. You haven't thought about them in a rather long time, presumably because they've been on their…"best" behavior, you suppose. At the very least, they haven't done anything as overtly shady as the lamps, insofar as you could tell. Still, considering even Dolla was terrified of them, odds are that they are *bad* news. As you were trying to discover the mystery of your so-called **`Assignment`**, Dolla contacted you and everyone else to issue a meeting about the company. It took quite a while, but the B.N.T.G., the M.E.G., the Ariane Circle, and the B.B.A.R. finally finished their investigation - and Joan covertly offered information about them.

Oh boy.

To begin with, you finally learned why Dolla was scared shitless of Backrooms Robotics: they destroyed Level 231, which the B.N.T.G. was planning on renovating. Actually, that's not quite accurate: ***they erased it from existence***. Caput. Gone. Nothing but Void where that Level once presided. Swimming in the Blue Channel, along with directly asking Blanche von Haderach to teleport one there, confirmed that what should be Level 231 no longer exists. It's been…**`DELETED.`**

But that isn't new information. What is new is that they've uncovered how this was even possible: **THE REALITY LAG MACHINE**. This mysterious object appears to utilize "negative waves" to somehow "lag" reality - which is actually just reality being erased for a short moment, before quantum waves cause its reemergence. If they use it at high enough levels, they can permanently cease reality's function, just as they did with Level 231. It was as brilliant as it was nonsensically fucking stupid and pointless. *Why* would *anyone* ever need this?

The answer is almost as bad as the device itself: The Iron Fist, a dangerous Group of Interest that seeks the annihilation of all godlike beings in the Backrooms, regardless of their nature and personality. A mysterious group beforehand, their nature was uncovered with the help of the Lost, and the clue that Sophia uncovered about "Finger Jupiter" with the Lamp. The Iron Fist seems to have five different groups that work towards their goal. "Jupiter" is their intelligence organization, and it was they who commissioned the Lamps. Finger Mercury was a group of assassins; Finger Saturn is their governing body. As of right now, the most relevant bodies include Finger Mars and Finger Sol. Mars is their warmongering branch that hunts down all entities of the Backrooms - and as that description implies, they are indeed the Unbound Explorer's Coalition. Finger Sol is the most insidious of them, however, as they are the ones who make the technology and weapons designed to kill gods.

That's right, Finger Sol is Backrooms Robotics, and they've got a *very* dangerous weapon that can kill a god and whatever universe it currently operates within.

The investigation has more than enough evidence to try to get rid of the Iron Fist, and certainly has enough to bring down Backrooms Robotics. The problem, of course, is that they have their Lag Machine. If nothing is done about that, they'll be in real big trouble. It's why your team has been called, or more specifically, *you* have, and everyone else should know for the sake of posterity. *You* have dealt with assholes trying to Sunset you who were made of deleted stuff, and this wouldn't be the first time you've dealt with something that could change the course of history (even if that one was a little more literal).

Your mission is a stealth-based one: sneak into the Facility where the REALITY LAG MACHINE is being held, and find some way to neutralize it as a threat. It is hidden in a secret sublevel of Level 522, explaining how it could be made without it being discovered by anyone outside Backrooms Robotics. Whatever the case may be, it has to be taken down, and hopefully be unable to be used again. You probably shouldn't bring along most of your companions, though Sophia is certainly reliable, as she can assist with tech and other such things.

Also, I say "stealth" mission, but the real mission is simply neutralizing the machine without the outside being alerted. Either go completely undetected, ensure nobody's able to sound the alarm, or something in between. All that matters is that you aren't revealed.

Reward: +200 CP
After a complicated trek through Level 522's sublevel, you've discovered the REALITY LAG MACHINE, and appear to have successfully terminated its functionality. All that's left is for

Sophia to copy the schematics and, hopefully, delete as many instances of it as possible before Backrooms Robotics figures out what happened, along with trying to pull out as much information about the Iron Fist as she can find. Unfortunately for them, Sophia's encounters with Koko means that she replicated Koko's data-breaching skill, except she does it magnitudes better. After her shenanigans are over, Sophia states that she shouldn't push her luck much further, and they should leave. However, when Ria attempts to create a wormhole for you to escape from…

<<CRITICAL WARNING. CRITICAL WARNING. ASSET 86 IS BEING ACTIVATED EXTERNALLY.
SET TO PULSE 6.04 x 10102 ΩNHz TO REALITY.
PERMISSION:DENIED. PERMISSION:DENIED.
PERMISSION:4DY76UFYFTSRYW9YGVJ;{Z&------
PERMISSION:GRANTED>>

[EINSTEIN-ROSEN_BRIDGE:DENIED]

[LEVEL_854_ACCESS:DENIED]

[PHASING:DENIED]

The moment you were about to leave, the REALITY LAG MACHINE had been forcefully activated by some outside entity. Every form of escape has also been shut down, even if fiat-backed to work. Because the machine *isn't supposed to function* right now, it's going on the fritz, and is literally detonating itself, and will presumably delete this entire sublevel. Sophia attempts to try and brute force an entryway for you via the Bridge, only for her to be forced out, leaving you alone.

Reality shutters, and everything ceases to be.

I Will Survive! (Perk Reward): How are you *alive* right now? Weren't you just straight-up deleted? Well, I suppose someone who was deleted beforehand isn't exactly easy to remove. You are now immune to any attempt to wipe you from existence, whether it be reality failures, existence erasure, soul deletion, or anything similar.

Scenario #044: Terror of Terminus

"Go on, take a look around. Aren't they all wonderful? Stanced in their prime for all of eternity, a marvel to behold. This gallery is misunderstood. It is no prison, it is an institution beyond comprehension, a compendium of those who fell astray- those whose existence will be adorned forever...Oh? My dearest apologies, shard. There are no exits. Such a thing doesn't exist here. ***YOU BELONG TO ME NOW.****"*

Takes place immediately after ***Tomorrow's World for Today's People***

Mission

The activation of Object 86 was a quick affair, but it was certainly not painless. Getting bombarded with negative waves trying to erase you from existence is not fun. Your body was straight up obliterated, but it seems your actual data was largely unaffected. This isn't *especially* helpful however: from your encounters with Deletions, you know destroying their body is superfluous, as they'll just return to Research Station Mnemosyne in the Gray. From there, they'll just reconstitute themself, and return to Memoryspace (reality) until their Assignment is complete. The Gray is likely that place you vaguely recalled before landing in Level 0. If that is the case, then you'll likely just be sucked up back into the Backrooms.

Except that's not where you wound up. No, you wound up in some sort of...blank space, standing atop a pure white floor of limestone. You suddenly couldn't move, and notice the strange statue in front of you wasn't a statue. It was three times your size, with skin that blended into the darkness, leaving only a strange "fleshy marble" intricate set of threads and hands. But it was the cold eye staring at you that confirmed what was in front of you.

"HOW FASCINATING FOR A STRANGE CREATURE LIKE YOU TO APPEAR BEFORE ME. A SHARD WITH COUNTLESS OTHERS BOUND TO IT"

Shit. Rather than fall into the Void as would be preferred, you've been caught by The Terminus, Pillar of Balance. If that is the case, then this place is doubtlessly Level Theta. The fact that you can't move is very bad, as you can see the countless others around you: people that fell out of reality, only to be imprisoned in endless stasis. As your data was

being forcefully put into a physical state, you had a few scant moments before your body is turned into a living statue, 'till the end of time itself, and beyond.

"Hurry! You don't have much time left!"

The voice of Aklavos, which similarly survived Object 87, called out to you and broke through the eldritch noise. You directed your closest approximation to a "hand" to the hilt of Aklavos. The moment you touched it, The Terminus' control over you shattered, and The Terminus recoiled in pain.

"AKLAVOS? YOU HAVE THAT CLAW GINNUNG FOUND??"

You couldn't tell if The Terminus was baffled or utterly infuriated, but you supposed it doesn't matter. Your semblance is an absolute mess, but you are going to need to literally pull yourself together in order to find a way out of Level Theta. Aklavos' connection to "Ginnung" (God of Destruction, apparently - currently a literal black hole) means that you can disrupt his ray of control before he can fully trap you. This isn't a permanent solution however: The Terminus is mercifully narcissistic, so he's fixed on adding you to its "collection" like it planned to, But The Terminus is still a god, and is ultimately stronger than Aklavos.

Your mission is a race for your existence. You must reach the empty spot where the Pillar Scribe once existed in. This place has no natural exits, but Blanche ripped the Scribe out, so even if The Terminus patched the hole up, the dimensional impression should still be present, and Aklavos can tear a hole into it to escape. You'll fall into the Void of course, but that's not exactly an issue, now is it? But you are on a time limit, because The Terminus will always be able to stabilize your data partially before Aklavos can break you out. The instant you are fully stabilized, you lose.

Reward: +200 CP
After a harrowing chase, you finally reach the Pillar Scribe's former spot of imprisonment. Picking up Aklavos, you stab the air, and a rift forms. Pulling it down as hard as possible, the spatial rift is just large enough for you to go into, and so you toss yourself inside, finally escaping the so-called Pillar of Balance.

Now, you are headed for your origin, as the Great Beyond.

True Freedom (Perk Reward): Escaping the Terminus yourself is no easy feat, and this memorializes it. You can escape from all confinement, even if done by a god.

Scenario #045: THE CACHE FROM BEYOND

"I don't know what… what to tell you to do. But you have to do something. Someone, do something.
—Aren't empty, you know. These worlds are full of life. Just like yours.
I'm so fucking tired. We aren't supposed to live this long. We aren't supposed—
—Need to burn the tapes. But you can't, not while everyone else is here.
<Looking up> …and there. It's up to you— me or whoever else watches this.
You have a decision to make. I'm sorry."

Takes place immediately after ***Terror of Terminus***

Mission

There is something wrong with you, Jumper. Your semblance, I mean. Maybe it's only mildly corrupted, and causing you to speak weirdly. However, it's almost certainly responsible for keeping you imprisoned in the Backrooms, and therefore your friends as well. Not to mention the fact that other sorts of data corruption make simply existing a pain in the ass. There must be a way to fix it. Data corruption can be restored, as Mindy likes to say. But how can you fix yourself, when not even Deletions could succeed?

Perhaps you've found your answer. After falling out of Level Theta, you wind up in an endless gray space, with black sands and a gray sky. The coldness of this place brought back your first memories. This was most certainly where you first awoke: **The Gray**. Your data, which was previously in flux, found flecks of black sand gravitating towards it, forming a physical body out of the material, fully reconstituting you. If nothing else, that explains why semblances wind up here. Now, at least, you could return to the Backrooms, and hopefully time hasn't passed very much since then. Or at least, you should be able to, since you aren't suddenly being pulled into the air like you should be.

The reason for this delay soon made himself apparent. Manifesting in front of you was a rather handsome man. Red hair, kingly raiments, crown, mildly unpleasant cognitohazardous effects if you look into his eyes? Yeah, this is definitely Entity 333 ("Lorenzo Windsor"), the original Pillar of Memory. Honestly? You are more surprised he didn't appear before this, since you fit his whole modus operandi of people who forgot their memories.

As Lorenzo explains (using telepathy, of course), The Gray, or **Level √-1**, is connected to and distinct from the Backrooms proper. As he puts it, the Universe is a cyclical thing. It is born, it lives, it reaches its conclusion, and then dies as it should. A certain being is responsible for this cycle of destruction and rebirth, or at least *was* responsible, and when she did her work, a new reality was born, and the waste of the old fell from existence. However, the previous worlds are intrinsically connected to the old. When the final snapshots of these worlds fell into the maw of the Queen, they were preserved in the abstract memories of life that would be born anew - the universal sensation of liminality and nostalgia of Backrooms levels is the result of this, as every level is ultimately a snapshot of these worlds.

Level √-1 is different. It is the pulverized data of these fallen worlds. They lose their place in the narrative of existence, and while most of it fades, a not-insignificant amount remains as black box material. This black box interacts with the Whitespace void, which becomes the Gray. Most of the material is inert, but sometimes they aggregate together through abnormal occurrences, becoming semblances - becoming you, and becoming Deletions.

And speaking of Deletions, they targeted you because you shouldn't exist as you do. You all dwell in the Gray, and that's where you are meant to be. The Barrier blocks you from Memoryspace, which you know better as the Backrooms and Frontrooms. Deletions only awaken when they have to resolve issues in Memoryspace that originate from the Gray, as those are anomalies. Ergo, a semblance just walking around in Memoryspace is an anomaly to be dealt with.

Anyway, Lorenzo is preventing you from returning to the Backrooms due to your memory issues. Typically, he's there to help people give up on memories they can't get back, but you are the odd one out. You've got too many memories weighing you down, too many beings within your gestalt body that are the source of your massive Data Corruption. If you can get rid of them, you'll be unbound from your troubles. Luckily, Lorenzo knows exactly what to do in order to resolve this.

The godlike entity helps you to navigate the Gray, the ruins of ancient worlds and timelines. He informs you of Research Station Mnemosyne, the metaphysical locus of the

Department of Deletions that writes itself into Database sectors for personnel to resolve anomalies. He states that Mnemosyne returned to the Gray after you escaped the Adaptive Mesh, presumably because they realized you aren't an actual anomaly. He confirms it by pointing to R.S. Mnemosyne, fully locked down atop one of the hills of black sand. That's not your actual destination, however - your specific destination is somewhere else.

Climbing over a dune several kilometers tall, the two of you reach a large building with an odd recursive logo with three arrows pointing inward: *The SCP Foundation Multidisciplinary Division, stationed out of the Pilcrow-Minkowski Research Center for Advanced Studies*. Why do you know any of that information? Well, isn't that what you're here to find out? Reaching the entrance, it opens for you immediately:

"Welcome back, [redacted]."

The moment you enter the P.M. Center, you see…tapes. Tapes everywhere, quite frankly. They look like VHS Tapes, and on each Tape is what looks to be some type of name. Seeing these names fills you with an uncomfortable amount of dread, for reasons you can't truly fathom. Most don't mean anything to you, while a few could mean everything. It doesn't matter what the names are at this point; what matters is that they are, or rather ***were***, you. All of these are, ultimately, memories of the beings that were once you, but no longer. In the current day, all that they are is just another one of the chains that bind and corrupt your semblance.

Your mission is to remove each and every single one of these Tapes. Preferably by total destruction via things like fire or general obliteration. Lorenzo is here to help, as his power lets him obliterate memories if desired, even if he typically prefers preservation. Each of these Tapes are nebulous final records of the beings within your semblance. You don't have to watch all of them, but if a name really sticks out to you, then give it a lookover before destroying it. There is some valuable information to be found, if you can parse through the noise.

Reward: +200 CP
In the empty ruins of the P.M. Center, the Tapes that bound your Deleted form are no more. In that instant, a massive weight felt like it was lifted off your shoulder. The cacophony within your heart went quiet, the form of your semblance was perfectly controllable, and the memories that were not your own faded away. Most importantly, however, you can feel that your body is truly your own: operating in time won't cause you

pain, and you can leave the Backrooms whenever you want, so long as you go through the exit. Any **Data Corruption** you once possessed no longer exists.

When you try to meet Lorenzo's visage to say goodbye or thanks, he's gone. Beside him is a…massive goddamn ladder going up into the sky. Strangely, you feel that you can climb up it just fine. Also, strangely, you are given flashbacks to an unfamiliar(?) figure. After an appropriately long ladder climb and mental music, you climb out of the Gray, climb out of the Void, reach the Blue Channel, and reach the ceiling. Pushing it up, you realize you just pushed up the carpet that was on Level 854. The moment you climb up from the ladder, the carpet slams down, fusing properly once more, preventing you from ever climbing that ladder again. Also, immediately afterwards, your companions charge you, because from their perspective, you literally just got obliterated by the lag machine about a minute and 45 seconds ago.

After a heartfelt reunion, you reveal that you can actually escape the Backrooms now, meaning that you can all leave for the Frontrooms. While everyone seems excited about that, nobody seems to actually *want* to do that: at least not yet anyway. There were simply too many loose ends for you all to ignore and leave behind to potentially never resolve. Aklavos. The Reverence. The Iron Fist. The Scarlet. That Demiurge who set up the bureaucratohazrd. Why Delta-t has free access to Dinosaur Alley. And of course, why you were bound to the Backrooms in the first place. You were adrift in these lands, but the road ahead has much to learn about.

The window was still there. It could wait for you all.

Protection of the Gray (Perk Upgrade): A direct upgrade of **Solid State Semblance**. By default, a semblance carries lots of problems, as you could tell from Deletions. You receive all the perks of being a Deletions agent, with none of the baggage. You no longer need to eat, sleep, or even breathe, but you can still do so if you want. As the name suggests, you receive protection from a lot of things. Among these things are informational, cognitive, linguistic, kinetic, ontokinetic, ectoentropic, conceptual, noospheric, semiospheric, and bureaucratic hazards. You can still "die" to be sure, but it's far more difficult to do so.

*As a side note, it appears that your protections nullify the **Damn Bureaucratohazards** Drawback.*

Collection of Individuals Recorded in the Tapes

"...No. I wasn't an only child. My brother was...lost. He was eight, I don't know what happened. He was there... and then he wasn't. I told myself I was dreaming. In the end, dream or not, it really happened. The multiverse is far larger than anyone of us could have ever known, and it grows, even now. Memorex memories distilled into ones and zeros contain infinite multitudes, only for those who can see the microcosmos contained within the pulses of light. Wouldn't you agree? ...Eh, don't worry about answering that, I got a little too philosophical. My brother -or whatever they are, I can't really be sure- will almost certainly come across your path, new soul. I hope that you'll be the best of friends with them. This might be selfish, but you will technically be their sibling. So please, do right by them and right by this world."
---Maxine Ari Talloran

"...My most fascinating work indeed. I'd created so many masks in the past, based on the ancient stories of gods and monsters throughout the world. But that mask, the mask based on Ravana, was my finest work. I'd say even that twit Warhol would give me some praise - but it doesn't really matter now.
A soul cannot be complete by purely going through the motions. It's just not possible, and is why differentiate 'living' from 'existing'. You have to live, to enjoy yourself, to be creative."
---A certain anartistic mind

"...Good tidings to you, o' soul who shall soon be born. You doubtlessly can guess who I am, so won't waste time playing coy about such things. I'm the passion embedded in your soul - your righteous anger, your strength, your courage, your fortune. Of course, I also represent the same force that made you quite hostile to another related to Alagadda - my apologies for that, I guess I'm not as over that as I hoped. I'm not technically part of your semblance, like the others here. I'm still my own person. I'm more like your patron, though how I connected to you makes the connection more intimate than how it normally should be. Nonetheless, you can rely on me. Perhaps my connection to you is something you already have full access to, or maybe it's still dormant in you.
I believe that we'll have a meeting in the near future. Please survive until then."
---Khahrahk

"<Twenty-seven minutes of meows, purrs, trills, and self-grooming.>"
---Kitty cat

"...Fuck me, how do I even start on this? It's not like I'll be able to really explain much of anything. Alright then, stream of consciousness it is. From the moment you'll be born, it'll be into a world that I have no doubts will be an alien one. [redacted] has backups of nearly everything, so the deletions won't be felt on that front - thank god, because I don't think we'd survive otherwise. But there are some things that we can't really restore, and some things we had to tweak so that it can turn out differently. It's going to be an uphill battle to be certain, but it can be done, so long as you don't give up...I'm scared, I'll admit. Being erased isn't a pleasant experience, and even though I'm sure you'll meet 'me' in your world, it's not gonna be me. I'm going to die, and the only thing of my identity that'll be left is this tape, and even that is going to be destroyed. It's kind of funny, you know? It almost felt like yesterday when you were horrified at me testing kill agents on myself, even though those things never really bothered me. Having a real high CRV is great, isn't it? Well, except for that fucking hall of pink. God that was annoying. Alright, this is farewell. Proud member of Infotech, signing off."
---James Anselm Harkness

"...Alright, it seems like the recording is on. Hello there, to the one who will be born from us once the world is reborn at [redacted]. There's so much that I would love to tell you about what is coming. Who this threat is, and what they intend to do once all is said and done. But I cannot. So I will tell you what I can. I was the Administrator, once upon a time. I created an organization that I was proud of. We contained what was dangerous, and helped what wanted to be helped. I don't regret making them, because the good we did was incalculable.
What I regret was choosing to put the weight of the world on my shoulders alone. When someone asked me what I could do for them, I always said 'I'm whatever you think I could be'. I think I gave them the impression I was some god. I'm not, I was as human as the rest of them. I just never wanted to make my own fears or worries a burden on others, even as I crushed myself. I had a dear friend from childhood, a whole lot of people who cared about me, and even a fiancee with a child on the way. All of that meant nothing when I failed at Sunny, and it broke the camel's back that I had been holding back all that time. I'm in a state of half-death, constantly slumbering, and needing to be carried. I'm going to sleep soon, to be the core of you. I don't wish to wake up anymore, because I'm not the one this world needs. I had my time, so now it's time for you to have yours."
---CONTINGENCY

Act 2.5: At the Limits of Nostalgia

Extra Scenario #020: The Furthest Reaches of Experience II

*Requires having completed **the Furthest Reaches of Experience I***

Your previous expeditions with the M.E.G. proved to be a rousing success, as you safely cataloged several levels, and confirmed the veracity of certain reports. To that end, they've asked for your assistance with more exploration.

Your mission is to explore 50 levels. The reward for doing this is increased if you possess the **Too Many Side Quests** Drawback.

Reward: +200 CP / +300 CP (w/ Too Many Side Quests)

Extra Scenario #021: Close Encounters of the Liminal Kind II

*Requires having completed **Close Encounters of the Liminal Kind I***

The clout you gained with your previous entity cataloging effort has earned you plenty of praise. Team Apollo has requested the assistance of you once more, viewing you as someone who can help them unravel the secrets of the Backrooms itself.

Your mission specifically is to interact with and study 25 different entities. Further interactions with the same type of entity (if part of the same species) does not count.

Reward: +200 CP

Extra Scenario #022: To All Corners of the Complex II

*Requires having completed **To All Corners of the Complex I***

Your previous efforts to ensure humans can live in more of the Backrooms has earned you praise, and more requests to help out.

Your mission is to ensure that 10 unsecured or uncolonized levels are safely colonized by humans. You receive a bonus if you have the **Waves of Entities** Drawback.

Reward: +200 CP / +300 CP (w/ Waves of Entities)

Extra Scenario #023: The Hero on the Red Plains

"The following entry is being uploaded here for your safety. Do not go searching for Level 73. Do not come to try and save us. We are working on that ourselves.
The article we have just submitted has been done so from the confines of the Silver Castle. We've taken steps to describe Level 73 as best as we can.
We are safe here.
We are loved here.
Someday, we will meet on the other side. When we do, we'll be bringing ***him*** *with us."*

Requires ***Data_Frag_Hero***

Mission

Level 73 ("The Redlands") is, on paper, one of the most dangerous Backrooms levels - and I don't say that lightly. The entire landscape is shrouded in darkness, and is infested hostile entities who see fit to try and murder you *on-sight*. To make things worse, the level is a dead end, so once you get in, you're not getting out for the foreseeable future, unless that exit is the Grave.

So the question that arises is: why is it *not* a literal dead zone?

Well, the answer to that is Coran - a mysterious entity that dwells in the Silver Castle of the Redlands. It's history is unknown, but there is no doubt he's a good dude. He guides wanderers to the Silver Castle, and ensures that they are all properly taken care of. He views all wanderers in the level as his children, and as such, views their safety and ability to live freely as paramount. Thusly, he has taken it upon himself to eradicate all entities on the level so they can live freely, or find an exit for them to escape through.

Typically, travelling to Dead Zones wasn't very high on your list of fun things to do, even if one could theoretically. However, there was something about Coran specifically that resulted in you feeling almost compelled to travel there. And so you did, taking the nearest access point to Level 73, and traveling to the Silver Castle. As expected, you were welcomed, even though they were sad you were stuck with them. When you met Coran, the connection you two felt was as clear as day - what exactly connected you?

The answer for that can wait. What mattered now was figuring out an exit to Level 73 - you could sense that one existed, so you can find it. It might take some time, but you can do it.

Reward: +200 CP
At long last, the exit to Level 73 was discovered, and everyone could leave - including Coran, whose "children" wished for him to come with them. Coran accepted, and you followed shortly thereafter. When you all left Level 73 however, you and Coran felt a pressure - a very strong pressure, as though something was done.

<<<THE FRAGMENT, THE ALLURE, OF A HERO>>>

At that moment, Coran's body became translucent, and though his children worried that he was vanishing, he tells them otherwise - he's actually more complete than he ever has been. He'll miss them dearly, but this is something he didn't realize he was missing.

Heroic Fragment - Coran (Enraptured Essence): Coran seemingly vanished, traveling inside of you. The feeling was strange, but you could feel him connecting to that Data Fragment - Hero. You briefly looked at the other wanderers with you, and referred to them as "children".

*A strengthening of **Data_Frag_Hero** has occurred. Your determination, endurance and physical might increases in proportion to the amount of people you are working to protect.*

Children of Coran (Follower Reward): The moment you acknowledged the wanderers as your children, they took one look into your eyes, and embraced you. They could see that you didn't kill Coran - you *are* him. The Children of Coran are not necessarily your literal 'kids', but you and they will love each other so much it won't really matter.

Extra Scenario #024: Hunting Mission - A False God

"Eleven [bodies/souls/lives] to [capture/imprison] one.
Fire [seals/cauterizes] the [???] of [life/energy].
The [ghosts/spirits/souls] of the [???] [watch/protect].
The burned [edges/ends] of [time/space] [remove/kill] the [exit/escape]."

Mission

Entity 987 ("The God on Level 532") is, as you might have guessed from the fact he got imprisoned, not really a god. According to the Lost, the man was a powerful sorcerer who ruled over a small section of them as a God-King. But he was a massive asshole, so everyone wanted him dead. They then commissioned cold iron arrowheads, which lead to the bastard being imprisoned.

In actuality, he's a very old mage who found themselves lost in the Backrooms. If you ask Shiori about him, she states she recognizes the man as a certain "small fry" court mage, at least in her old Kingdom's era. Even that one liar was a lot stronger than this one ever was. The man's name was Absalom, if she remembers correctly. He must have gotten a big head when he came to a land where people were so weak.

Whatever the man's delusions of grandeur were, Absalom/Entity 987 is a currently active threat. Based on information that Sophia nabbed from the Unbound Explorer's Coalition, he has recently possessed the body of David Armstrong, and is no doubt up to something nefarious. Shiori offers to get rid of him - and she very much will deal with it if you let her. But if you want some CP, then you'd best do well to get rid of him yourself.

Reward: +200 CP

Extra Scenario #025: The Sunken Abnormality

"The makeup of the Ace of Spades is identical to a Los Angeles-class submarine, with one exception: The Ace of Spades has several windows on both sides of the vessel, which can be used for observation. There is no known real-world equivalent to the Ace of Spades, and thus the M.E.G. believes that she originated from The Backrooms themselves."

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

Mission

Level 83 ("The Sunken Submarine") is an unusual level within the Backrooms. It takes the form of a nuclear submarine known as the USS *Ace of Spades* (SSN-774), surrounded by a seemingly endless ocean. This submarine does not exist in reality, as another one uses its schematics. While that alone raises certain questions, what is most relevant to you are the apparent messages from the **Department of Abnormalities**.

Dolla, as thanks for you assistance with the Baker-Miller Archives, tells you about an unusual submarine the B.N.T.G. found, which is apparently a level. The B.N.T.G. had the tact to keep everything within the submarine itself, so as to prevent any risk of water damage as a result of leaving the level. As a consequence, however, you do need to actually go to Level 83, which may or may not be a hassle for you.

Your mission, put simply, is to reach Level 83 and read the messages related to the Department of Abnormalities. **There is no danger** during this mission, sans potentially being spooked by the Great Observer.

Reward: +200 CP

It may still be confusing for you, but you've nonetheless read the messages from the DoA. You learn more about their unusual Project, which indeed involves the process of deletion, which was done on a submarine. Something about "Daumal" coordinates is referenced, which involves something you don't yet have the answer for. The only thing you can say with 100% certainty is that the submarine was hit with the wrong coordinates. The right coordinates must be that space of endless black sand.

Banished from existence, for some inscrutable goal. What could they possibly be looking for? The answer is unknown to you, for that is all you'll figure out about them for now.

Exact Coordinates (Perk Reward): Did the word "Daumal" stir something within you? You now have a perfect space-time awareness of where you and your companions currently reside.

Collection of Notes Retrieved in Level 83 (“The Sunken Submarine”)

[redacted] Notice: With the discovery of Abnormality #3309, Secretary N. has given us, and several other Bureaus, what they have defined what they consider to be a project that defines the “new” Department of Abnormalities. For the sake of secrecy, **nobody** outside of those decided by the Secretary is to be informed of this project.
---[redacted] Director H. Genevieve

The United States has “graciously” offered us the *USS Ace of Spades* in our endeavors. For the sake of our future operations, you are to use it as a base of operations for our Project.
---Director N.R.

The final stages of the Project have been completed, and the GATEWAY is to be finalized shortly. The deletion process has been determined to occur in one of two Daumal coordinates. For the final test, the USS *Ace of Spades* is to be deleted. If it vanishes, it’ll be the wrong coordinates, and can be adjusted. If it’s the correct coordinates, nobody without proper inoculation will remember it exists, and our work will be done.
---[redacted] Director H. Genevieve

Hello. Short time. Everyone else gone. Deleted or ascended. Contingency in place. Absentia newborn to be hatched. Distrust Eye. Secretary is Ne
---Unknown Messenger. Message appears to have been prematurely sent

Extra Scenario #026: Let's Go Gambling!

"Ally's Single Chip is an Object which amasses a high amount of aura, and as such, is considered the President. This Chip will represent a single bet, equaling anything, as long as the value is stated. For example, stating that the bet is "your life" will cause the bet to equal all betters' lives. It is a highly respected Chip, and requires a Council Member in order to be used. Every gamble it is used for increases its strength, as well as its potency. Current estimated age: unknown. Ally blessed us with this gift, and we shall cherish it."

Mission

Hey, Jumper! Did you know that 99% of gamblers quit right before they hit big? Want to prove that you aren't some quitter? Want to be the Backrooms' greatest gambler?

Level 777 ("A Game of Chance") is practically the conceptual embodiment of gambling - and considering how this place works, that might be literal. The level takes the form of a street lined with casinos, where those who arrive must be willing to gamble for even their lives. This is such an important matter that you literally can't come here unless you are willing to bet it all in a game of chance.

It's probably for that reason that *you* yourself may not be the one actually interested in coming here. No, it's Dolla, whose ability to throw caution into the wind for profits is terrifyingly consistent, and has earned her the right to travel here. She's interested in going there, if only to see what it's like, but would like for you to come along with her. If you go with her, she thinks she could probably go further with you. If you do accept her request, you can begin your climb to the top.

Light Tone: You are required to complete all of the low-ranking and middle-ranking casinos. This includes Zachia Slots, Cheshire Casino, Insanity Classics, and Merlin's Beard. The consequences for failing here are not especially high, except if you are uncooperative with Merlin's Beard. If you lose at Merlin's Beard, and are uncooperative, you may wind up in servitude, which can trap you for the rest of the Jump. At the same time, you have plenty of time to pay them, so screwing up here is almost impossible.

Neutral Tone: Things are really ramping up now. In addition to winning at the other casinos, you must now win in each of the "Big 3" casinos. These include error 101_DELETE, Celebrity Showdown!, and Morgana Casinos. The stakes here are extraordinarily high, ranging from eternal public humiliation to losing your very existence.

Naturally, failing in a way that prevents you from trying again is likely to result in a chainfail.

Dark Tone: Now we're getting *dangerous*! You are now required to defeat all seven members of the Morgana Council at their signature games. These entities are all extremely powerful reality benders with their own signature games, with some of them having never lost a single game. You're going to need some damn good luck and smarts to win the day here, because your luck perks have been mildly nerfed. The same failure conditions as **Neutral** still apply.

The only outlier in this challenge would be **The President**, whose identity is obfuscated deliberately, and they don't have a specific game. You are allowed to choose from Proposal 1-3 for which President you face. If you are insane, you can have all three proposals be canon.

Reward
You and Dolla went to the casinos, and are the greatest gamblers in the Backrooms. Though your mileage may vary on how good of an accomplishment that is, it will earn you both plenty of rewards.

Light Reward - Name of the Game (Perk Reward): Level 777 has several borderline nonsensical games, yet everyone here knows the rules. You are able to fully comprehend and totally master anything that operates under nigh-incomprehensible rules. You also gain a sixth-sense for if the rule is going to screw you over if you don't react, or help you if you stay the course.

Neutral Reward - Up the Stakes (Perk Reward): In addition to the **Light** reward, you also receive this perk. At any given time, you are able to declare a bet with someone, and they will follow that bet. During this, you are able to bet increasingly higher and higher things, with your opponent betting something of equal value. Be aware that, if you fail, you do have to give up what you bet, unless you have something that nullifies this.

Dark Reward - Inconsequential Gamble: In addition to the **Light** and **Neutral** rewards, you receive two rewards - the first being this perk. Much like Cici, you do not lose anything by gambling. Any bargains, deals, bets, debts, or spur of the moment incidents never have you lost anything, even if you are under some magical contract or being actively threatened.

Second Dark Reward - The House Always Wins (Perk Reward): You've beaten enemies that borderline cheat at the game, so this is fair, you'd say. You are not someone who

leaves their fate to chance - not now, not ever. Any scenario that relies on luck, or should rely on luck, will always wind up in your favor. Every game of chance, coin toss, and leap of faith will be won by you. Attempts to rig games will also fail against you, either by the cheating being discovered, and reality being warped to “restore” the fairness of the match. This will not activate in situations with low stakes, unless you specifically want it to.

The second reward is **Level 777 - A Game of Chance**. All of the casinos, accrued wealth, and Morgana Council are yours. As a byproduct, you seem to have a source of infinite materials and concepts. Post-Jump, this can partially manifest in baseline reality as a location akin to Las Vegas.

Extra Scenario #027: Aiding the Maidens

"Forged in fires of hell, God can't betray you
If I'm a fallen angel, what does that make you?
I'm not debasing myself to see the same view
When it's your pride on the line, no one can save you from mine"

Takes place after ***Lakeside Manners***

Mission
Can you believe that, after all this time, you are actually on your way to deal with corruption within the M.E.G.?

At this point in time, you've probably gone on a few missions with the Masked Maidens, or at the very least turned a blind eye when they used your areas to travel easier. But one day, you received a certain message from Evangeline, saying that it's time to bring down the corruption that plagues the Maidens.

Following a raid on a M.E.G. base, the Maidens discovered the last facility where experimentation into Wall Masks, and indeed several other such things, are being held. With assistance from Sophia, they observed all collated footage, and discovered that the old Level 20, which was disconnected to the standard numberation effect, is the location of their secret base. Certainly makes sense - why have a base in a location that people still think exists? Your mission is to assist the Masked Maidens in bringing down their base, preferably by stealing all the data, freeing/stealing everyone and everything, and smashing the place to pieces.

Small problem though: the place isn't unguarded. As a matter of fact, following the Maiden's previous raid, Task Force Sierra has been called to overlook it, at least for a time. Among them in their leader, Elizabeth Graves, a woman who is almost certainly on some war criminal timing, from what you've heard of her. The fact that she is here is problematic, as none of the Maidens stand a chance against her, and beyond having a fully robotic arm, a not-insignificant portion of her body has cybernetics, giving absurd strength that matches yours. If you want to help the Maidens, keep Graves busy.

If you want a visual of the type of fighting you'll be doing, here you go.

Reward: +200 CP
The fight against Graves is certainly one of, if not *the* most challenging fights against a human that you've had, but in spite of her efforts, she couldn't stop the Maidens from fulfilling their mission. Realizing that her mission was a failure, she and the surviving

members of Sierra pull out strange devices, and vanish into thin air, presumably no-clipping away. After a completion of the mission, a Masquerade party was held by Evangeline Holmes to celebrate this major victory over corruption. When you inform her about the matter of Evangeline (a known associate and loyal subordinate of Delacroix), she states that she is quite sure they'll be a problem in the future.

Extra Scenario #028: The Hermes Network I

Requires having completed ***Redeeming the Past***

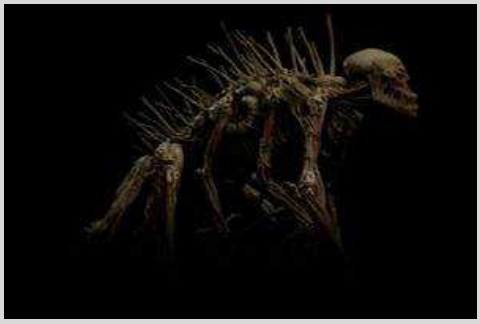
The Hermes Device is a powerful, if ethically dubious tool that allows for easy teleportation between levels. Although the tool itself is a tool of the U.E.C., and therefore quite dangerous, Ria notes that it's a less sophisticated variation of her Einstein-Rosen Bridge. If you give her one, she realizes she can use the schematics for it to make a variant that doesn't require a brain. What's more, she can likely calibrate them to connect them to her Bridge. With it, she speculates that she might be able to make a "Hermes Network" that allows for effortless transportation between levels, which would be a logistical blessing for everyone.

Your mission is to assist Ria in creating a network that encompasses 25 levels. Although it can be only really any level, she would prefer it to be on levels that aren't dangerous.

Reward: +200 CP

Extra Scenario #029: Hunting Mission - The Hive's Abominable Son

"According to this theory, while the wounds that the Abomination inflicts upon its victims initially seem fatal, the victims instead enter a permanent state of "immobile immortality" immediately after the death of their bodies. In this state, they remain 'alive' in some way yet are trapped inside their own mutilated bodies. They cannot move, yet they cannot die. Thus, the tumorous masses that grow on them exist in a similar state of immortality."



Mission

The Abomination is among the mightiest, and most horrific entities that have ever walked the liminal frontier. A ten-armed skeletal creature 3 meters tall and 6 meters long, this creature is a killing, and it's body is somehow the least problematic part of fighting it. It induces a paralysis effect that leaves people in a state where they can feel terror and dread, along with the ability to blink and twitch, but the inability to move at all if you aren't strong-willed enough. Interacting with the creature's body long enough will also induced a terrible atrophying effect which is basically anomalous necrosis. What's worse is that the victims might not even be dead, but instead trapped in a painful deathless state which cannot be escaped from. Bringing it down is also effectively impossible with mundane weaponry, as most either does minimal damage, or it simply regenerates from. it

Nobody really knows how long it has existed - certain records hold it as having lived for as long as humans have, but that is certainly questionable. Midnight has offered another solution - the creature might be one of, if not *the*, earliest creatures born in Level 276 ("The Hive"). Maybe it was some sort of early prototype that was too strong, or maybe it was some sort of mutant. It does, after all, clearly grow stronger over time - early records display it being affected by weapons that are less than useless nowadays.

The creature, according to al Fine, constitutes a severe threat to wanderers, and so it must be destroyed. Your mission is to see to it that the Abomination is finally laid low, after these many millennia of terror.

Reward: +200 CP

Extra Scenario #030: Forbidden in the Library

"Driven by her thirst for knowledge, Shiori Novella is "The Archiver." She turns her favorite stories and treasured memories into bookmarks and saves them. By misfortune, she was found to have obtained forbidden knowledge within one of her stories and was imprisoned. But to her, that experience itself is but a fascinating story."

Requires having completed ***Fire, Fire, Light the Fire!***

Mission

The girls of Advent are truly something, aren't they?

Shiori Novella is a woman who even you had no clue what to think of. She's certainly a kind and intelligent woman with a sarcastic streak, who's a joy to be around. At the same time, she's knowledgeable to a blatantly supernatural degree, and knows a lot more than you'd think. She alleges that she is a human being, but she's also several thousand years old, with some pretty serious sanity blasting knowledge…she's also sort of odd, and will go on fairly unhinged ramblings.

In one of these ramblings, Shiori mentions to you that she actually has a lot of secret mystic arts - she's quite certain accumulating so many of them is why she got arrested initially. She won't lie: a lot of it is really messed up, and she wouldn't ever use much, if any of it - but simply knowing it was enough to get punished. If you ask her what they are, if only out of morbid curiosity, she states that she doesn't remember any of it. You see, when she was imprisoned, and later fell into the Backrooms, she used a mind corridor to connect to **Level 5.3 ("Promethei Bibliotheca")**. She sucked out most of the forbidden magic knowledge and stuck it into some book in the library. If you asked why she did this, her answer was simple: because when she got out, she wanted to enjoy the library!

You inform Shiori that, if these magic spells are so dangerous that she was locked up for them, ***then sticking them someplace where anyone could reach them*** is a horrible idea. She realized the issue with that, but said it was fine for now: if someone had the spellbook, she can assure you that you'd KNOW if they did. Still, you should probably try to get it, right?

Your mission is now to collect the spellbook from Level 5.3. As you look around for the book (real good luck with that), Shiori intends to speak with the Library Mind - it was the

thing her mental corridor connected to, initially, sensing a kindred spirit with her. She intends to come to an agreement with the spirit.

Reward: +200
After quite a long while, you finally found the spellbook - or perhaps Shiori got it from the Library Mind. Regardless of whether you got it, it seems you are allowed to keep it, as Shiori negotiated a deal with it. How in the world did she do that?

"Oh, the Wanderer's Library had tons of books. I just created copies of those memories, and handed them to the Library. I can enjoy all the juicy knowledge here without losing my memories. Isn't that great?"

…What the hell is a Wanderer's Library?

Kodex Tenebra **(Item Reward)**: The mysterious book belonging to Shiori Novella, containing many forbidden spells and disturbing rituals. While most of these would be dangerous for others to use, Shiori is competent enough to perform them with minimal issue. You may perform any one of them once a day.

Extra Scenario #031: The Jewel of Emotion

"Formed from the crystallization of all forms of human emotion, Koseki Bijou is 'The Jewel of Emotions.'
Over years and years, emotions of beauty and filth alike have woven into her under immense pressure, resulting in an unmatched brilliance.
Her ancient, mystic brilliance caused strife between the masses of the greedy, who fought over ownership of her. This led to her being imprisoned in secrecy, far from the reach of humans.
It seems as though when she encounters people, and particularly their good emotions, her radiance shines even brighter."

Requires having completed ***Fire, Fire, Light the Fire!***

Mission

Koseki Bijou of Advent, who seems to prefer being named "Biboo", is a rock. Well, a jewel anyway. She's apparently the crystallization of all human emotions, and is *old*. Straight up older than Nerissa was - though don't tell either of them that. You'd really not get that from interacting with her however, because her connection to human emotions means that she's intrinsically linked to humanity's conscious ideas and understanding. Or, if you aren't interested in that jargon: she knows ***a lot*** of modern brainrot. Matching this is her incredibly bubbly and friendly personality, and aversion to swearing. Which is why her aversion to seeing many people caused you to be very confused.

As you learned, Biboo was imprisoned because her nature caused her to unintentionally become highly attractive to the greedy, with the spellbound waging war to possess her. She tried to "shave" parts of herself off to lessen the effect, but that only served to make her short, and the pieces of herself that parted with, although not missed by her, weren't exactly forgotten throughout the world. Honestly, she was surprised you weren't affected by her, though you suppose that might be because your physiology makes the effect dulled, if not outright nullified. She's glad about that, because she would have to turn you into a "Pebble" or some such thing to interact safely.

You realized that she's not talked with many people because she's afraid of unintentionally brainwashing them. If you choose to ignore this, she'll manage just fine - there's plenty of people fine with temporarily turning into animated googley-eyed rocks to talk to her after all. If you choose to deal with it, your mission will be to teach Biboo how to control her emotion manipulation.

Reward: +200 CP

It may have taken an unreasonable amount of time, and probably binging at least one of those weird “video game” franchises in Level 854, but it seems that Biboo has managed to gain control of her power to rule over emotions. When she walks into a crowd, they want to pick her up and snuggle with her - but that’s because she’s just plain adorable, rather than their minds being mentally forced to do so.

Emotion Eater (Item Reward): As thanks for your help, Biboo gives you a gift: it’s a gemstone from her. From what you can gather, it will devour the negative emotions of anyone in the vicinity. It additionally devours any emotional hazards in the vicinity, and can devour the ability of another to create such emotional hazards (unless you or one of your allies created it). This can discriminate based on if you want to help somebody out or not. The jewel is quite bright, but absorbing negative energy dulls it - and after a while, it will be pitch black, and need to purge itself of the negative energy safely. This process will either take ten years, or until the next Jump - whichever comes first.

Extra Scenario #032: PREPARE FOR THE ONSLAUGHT!!

Oh hell yeah! This is going to be fun! **Level 158 ("ONSLAUGHT STATION")** is a twelve-station subway dedicated to fighting entities. Here, you must go through a full twelve-stage circuit, defeating or waiting out three entities via the weapons available to you. It is completely impossible for you to die here, and even if you lose, you are simply healed and returned to your original station. The entire level is overseen by the entity known as the Conductor, who has a second body/identity in Level 317 ("Neon Shuffle"), who loves to have new challenges - and he thinks you have the chops to make it here.

If you accept, you will have two versions of this challenge you can take on. The first is the **Standard Route**, in which you are expected to go through all of the "normal" cars. The second option is the **Event Route**, an honor not typically given to most wanderers. In this one, you will go through all of the event carts, which are much more difficult. You will not even have the benefit of a copy of Blanche helping you in the cart, as the Conductor will tell her to not help you, no matter how kind you are. You may only select one route.

Reward: +200 CP (Standard Route) / +300 CP (Event Route)

Extra Scenario #033: Shuffle Shakedown

*Takes place after **PREPARE FOR THE ONSLAUGHT***

Should you have succeeded in Level 158's challenge, the Conductor will direct you himself - or at least his other self in Level 317 ("Neon Shuffle"). Differing greatly from Level 158, 317's main gimmick is Neon Shuffle, a game whereby you must place your "tile" on a shuffleboard, and make it to the desired spot on the tile. use this for an explanation as to how it works. The Conductor is interested in your skills, and wants to see what you've got.

Your "mission" here, is to win at Neon Shuffle. As with everyone else, you'll have to complete the ten tutorial boards. Afterwards, you'll need to complete five more boards. Naturally, this is all for fun, so you have no real high stakes. However, if you want to make things harder on yourself, you can restrict yourself to having just five attempts to complete the five boards following the tutorial. Complete it, and you get more CP.

Reward: +200 CP (Standard) / +300 CP (Restricted)

Extra Scenario #034: Watchdogs of the Old World

"The fluffy older twin sister of The Demonic Guard Dogs, who were sealed away in The Cell for being a pain in the godly behind, Fuwawa Abyssgard is "The Fluffy One."
Her duty is to calmly look after her younger twin sister Mococo and their pet Pero, but that calmness can be short-lived. Ultimately, she is a bouncy and boisterous girl who loves to chat and play."
"The fuzzy younger twin sister of The Demonic Guard Dogs, who were sealed away in The Cell for being a pain in the godly behind, Mococo Abyssgard is "The Fuzzy One." '
The rambunctious Mococo spent all her time imprisoned watching anime and playing games, often roping her older twin sister Fuwawa and their pet Pero in for more chaotic antics. It's rumored that she took part in the prison break just for the heck of it."

Requires having completed ***Fire, Fire, Light the Fire!*** *&* ***1 4M 1N M153RY***

Mission
What a cute couple of pains in the ass.

Fuwawa and Mococo Abyssgard are part of Advent. The fact that their only crime was being *too* excitable was abundantly clear. The fluffy Fuwawa might be a little mischievous (and maybe a little bad at math), and the fuzzy Mococo might be sort of needy, but there's no denying they are good people.

Since your escape from TH3 SH4DY GR3Y with Joel, the two of them have been less excitable than usual. When you press them for information about why, they explain to you that it was their job to prevent such things in the past. They were guard dogs of the Underworld and adjacent dimensions. TH3 SH4DY GR3Y, which is undeniably part of Hell, should not be able to so easily be crossed. Even if it was, there should be a guard dog that takes them out immediately. You explain to them that the Backrooms isn't exactly the easiest place to bypass, and it's entirely possible that TH3 SH4DY GR3Y isn't "a bad place" like the Torment is.

Still, the two believe that there should always be a guard dog protecting the gates, to ensure good people aren't trapped. They look at you kinda funny, intending to guilt trip you. You can reject them, citing how deadly the place is, and you won't suffer anything

beyond them being somewhat disappointed. If you relent, you'll have to help them bring out people from TH3 SH4DY GR3Y - a hundred people, to be specific.

Dark Tone: Ah, this has become a bit more complicated. You see, Fuwawa and Mococo assert quite strongly that *nobody* is to go into the Lake of Fire. Nobody! Therefore, that means you have to help them take out Icarus, even if that means dragging him out kicking and screaming.

Reward: +200 CP (Light/Neutral Tone) / +300 CP (Dark Tone)
While you weren't ever expecting to go back to that literally godforsaken place willingly, you did, all for the sake of Fuwawa and Mococo. Once you've gotten the last of the people out of there, the twins, using their claws, can create rifts in space, letting them travel to and from TH3 SH4DY GR3Y, the Torment, and the Whisper - it seems that, although imprisoned, they didn't lose their roles as guard dogs. A suspicious raven feather falls down, and you hear a familiar voice:

"I pulled some strings for them. Nerissa mentioned how much that job meant for them."

What a swell dad. The blatant nepotism goes crazy though.

Protectors of Your Smile (Perk Reward): This is the culmination of the main promise of the Twin Demonic Guard Dogs. You are conceptually protected from certain forms of imprisonment through their power. If you've been banished or trapped in some alternate dimension, they are able to pull you out of it. Very handy for escaping Trap Levels. Obviously, of course, if being stuck in a dimension is the whole plot of a Jump (Such as here), they aren't able to pull you out.

Dark Reward - No Support is Small (Perk Reward): Although Icarus doesn't thank you for helping him escape the confines of his prison, he certainly doesn't seem upset at the help. He also thanks the twins for their aid - and apologizes for the last encounter you and him had. While Icarus has gone off to parts unknown, he cannot be considered an enemy of yours. When you perform acts of goodwill towards your enemies, it leaves a far greater impact on them than it normally would, and scales in proportion to how much of an impact it had on their life.

Extra Scenario #035: She Who Bellows Grief and Tears

"All hail to the Queen, for she brings ether
All hail to the Queen, for she will offer
Salvation, despair, absolution
From the womb of night draped in fire
Unmaking the laws of the sun
Carrying away all existence in her gravity
She pleads agony"

Requires having completed ***Dread of the Grave***

Mission
Mori Calliope - there's a lot to say about her. All positives though, I can assure you.

Calli is one of the many Death Spirits that facilitates the passage of the dead, being born some 4.1 billion years ago, when things were born and began to die on Earth. Unlike many of her kind however, Calli had an unusual mutation. This abnormality, in addition to making her far stronger than many of her kin, gave her a far stronger ego than many others.

This would not mean much for the vast majority of her life (save for her bond with a phoenix of some sort, though where they currently are isn't something Calli knows), but did mean something when she heard the lament of Orpheus (Yes, *that* Orpheus), and his music touched her soul. She was responsible for bringing him to Hades, and later, unlike many of her kin, went to "the great Muse of song" to tutor under her - and the Muse was so proud that she shared her name with the reaper. This act of independent will confused the Brothers, but intrigued Small Death, the youngest of the brothers. he had always wondered about their role in creation, but nonetheless took to his position. He'd always been closest to mortals, and so what they did fascinated him. For a Death Spirit like Calli to develop a fondness for music was quite fascinating - and so he made her his apprentice. The rest, as they say, is history.

For someone with her history, her personality is somehow the most and least-fitting of all time. She's got that cool and serious personality that you'd expect, and she stops jokes when she is dead serious. However, she's also terribly shy when meeting new people, which probably explains why she said "yo" to you originally as though you two were friends - she rehearsed talking with you to not screw it up, and she still did it. The woman is also undeniably a massive workaholic, to the point where you are quite certain Small Death was so happy to see her gone so she could finally take a break.

Unfortunately however, it seems Calli can't relax. She says that she isn't sure why, but there's something *odd* about one of the passageways to the Grave, and it's bothering her. If you put your foot down, and tell her to relax, she'll reluctantly accept it - if it was that serious, the Brothers would have had her intervene already. If you decide to help her investigate it, on the grounds that she then try to enjoy herself, you will run into some issues.

Level 276 ("The Hive") is a goddamn mess. If you get information from Castellos, you'll learn this place was once named Paradeos, the stopgap between the living world and the world of the dead. It was a woman named Zephyr who brought an end to Paradeos. You don't know the full story of it, but she performed some ritualistic suicide that bound her to Paradeos, converting herself into Huvvat, the Hive Queen, and turning Level 276 into herself.

Your mission is no less than the termination of Huvvat. Granted, you *probably* can't do that yourself (kudos if you can though), on account of simply not having anything that can do such damage. But Calli can, as she's very good at reaping singular individuals, and Huvvat is ultimately one individual. All you both have to do is reach her epicenter, and strike her. Good luck, you're going to need it.

Reward: +200 CP
Navigating this biological hellscape, and fending off Huvvat's veritable horde of "children" is almost certainly some of the most action you've experienced up to this point. But you've reached the heart of the matter: literally, Huvvat is right in front of you.

Zephyr was once a human being, according to all the stories. But it's quite clear she's no longer one - nothing of who she once was as a person remained. She must have had hopes, love, ups and downs. None of that existed anymore, just pure hatred. Some of it was directed at you, but most of it was directed at Calli.

"You…! I can feel death on you! Kushim…Kushim must have sent you…!"

Kushim? Who the hell was Kushim? Calli didn't even answer her - simply plunging her hand into Zephyr's chest, grabbing what you assume to have once been a heart, and gently pressing onto it.

"Nah. I've never met Kushim, and I'm not sure I ever will. Don't worry about him though, just worry about yourself - you don't have to fight anymore. You don't have to struggle anymore. Rest in peace, and farewell."

At that, the thrashing and angry Huvvat - no, Zephyr - ceased movement. Her eyes dulled instantly, and the rhythmic thumping of this organic cavern stopped. She was dead - Huvvat was gone, passed on into the Judgement Hall of the Brothers. Calli, who connected to Zephyr in her final moments, recounted a brief summary of Huvvat's life.

Her vendetta against the divine began when the Greyking did his massacre, and nearly killed her. She apparently joined that ancient group known as the Iron Fist, under its original leader, Kushim. But then Kushim slew Lilith, the Avatar of Mortality, which resulted in him immediately becoming the new Avatar. Kushim used his power to bless members of the Iron Fist, but in a battle against the Gatekeeper, he was forced to draw in his blessings to survive, killing anyone with said blessing - among those being Zephyr's husband. The event led to Kushim abandoning the Iron Fist, and Zephyr going mad, and using her corpse and soul to modify Paradeos into a Hive, so that she could birth children to destroy Kushim and the gods. Ironically, she wound up becoming an Avatar of Mi'ann at some point during this, probably due to the biological fuckery.

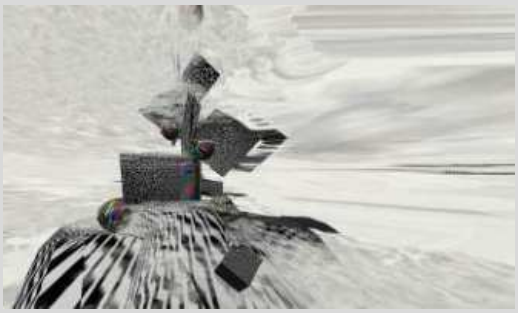
Whatever her story was, Calli states that it's not up to her to decide anymore: she'll leave that to her Sensei. In the meantime, she thinks it's finally time to have some fun.

Incubation Egg (Item Reward): Before you leave, Calli picks up a crazy-looking egg that looks like a human could fit inside it. She states it's empty, but it's full of vital energy. It's of no use to her, since she's death incarnate, but maybe you have some use for it. This "egg" allows for you to imbue your own biodata into it, and asexually reproduce. Your "biodata" includes things like your perks, so you can decide if your children have variations of them. Should another consent, they can combine their biodata with yours, which can be as intimate as you think it is. This gestation takes a day.

You may also stick others into the egg, and safely inject them with your own biodata. Doing so takes a fair bit longer however, upwards of a week.

Extra Scenario #036: A Fragmented Goddess II

"aren't you happy? aren't you excited? you've finally found your empty paradise. come home."



*Requires having completed **A Fragmented Goddess I***

Mission

How long has it been since Anemoi Syne occupied part of your mind, serving as near-everpresent assistant? How long had it been for you since you met her, amidst that broken data? However long it's been, it's time for you to part ways, and complete your request to her.

Nostalgi Gaius. You knew the name very well. It was, in truth, the remnant of Gudang, who became a monster that fed on memories and nostalgia. According to Anemoi Syne, she is like this not because she actually needs memories to live, but because of purely psychological reasons. She tried to take her life via carving out her brain's memories, the equivalent of scooping out her happiness. She transformed into this because she seeks to fill the gaps in her head with nostalgia. It's also probably fuelled by spite, like throwing rocks at old couples.

Maybe you just couldn't reach Nostalgi Gaius, or maybe you just wanted to spend more time with your mental friend - but you cannot put it off anymore. Aelita River (ze/hir) has apparently been seeking to find a way to encounter Gaius, and stop her. You knock hir out, so ze can't get caught up in it. With an awareness of how to access Gaius' location, her former "paradise" of Level 404, you go off to meet her.

As expected, Gaius doesn't really take your presence very well. To begin with, trying to consume your memories is viscerally unpleasant, both because their fragmented nature is like chewing broken glass, and also because she has a gut feeling that going to deep into them risks something dangerous. The other reason, of course, is that you've brought Anemoi Syne with you, whom Gaius has little interest interacting with. Anemoi Syne takes on a physical form, and the two of them argue about things. Ultimately, it's your mission to get Gaius to understand that she can't live like this forever - she needs to accept what happened, and become whole once more, because *all of this* is unhealthy at best.

Reward: +200 CP

There are few things as surreal as two severed parts of a whole arguing with each other in the midst of a fragmented hellscape, with you playing as a therapist. But you did it, and the time is now for them to become one. But how can they do that, without Ka'rot?

It was then that you felt it - that profound ringing in your head. A blooming scarlet.

"I can sense the profound desires and dreams from the two of them. Let me see if I can boost that signal."

Fix them, you spoke. ***Fix them***. ***FIX THEM***.

<THE NOISE OF REBIRTH RESOUNDS>

I am tableau.
I am the maker of wonder.
I am the coolness in the air on warm summer days.
I am Ouroboros.
I am the mother, the father, and the midwife.
I am the lie that I am the lie that does not deceive.
I am the soul of the world.
Monomyth. Aesthesis. Meaning. The greatest story ever told. The melody of which every song is but a note. The universe.
Thusly, I am beheld by my child.
Thank you, precious interloper. Precious [redacted]. I shall resolve this pastehaste.

It is done.

After that…eclectic event, you woke up, coming face to face with perhaps the most beautiful woman you've ever seen. She feels familiar, yet new. This is **Gudang**, of that there can be no doubt. Looking at the abyssal pool where you were quite certain was originally many people trapped by Gaius, they are clearly gone. They've all been freed from the Gaius' trap - having been returned somewhere safe with no memories of the incident, or having been allowed to expire if they were sustained purely by Gaius.

Gudang opens a portal for you that goes outside of Level 404 - this place is unpleasant as best, and hazardous at worst.

Fusion System (Perk Reward): Although Anemoi Syne is now gone from you, Ka'rot saw fit to give you something for your trouble. This lets you fuse anything that you possess together, whether it be your perks, items, properties, skills, whatever. Beyond becoming stronger, it is also "backwards-compatible", letting you do anything with it that you could previously do. You can also fuse people together like with Anemoi Syne and Nostalgi Gaius, provided that they consent to it, of course.

Extra Scenario #037: The Moonlit Maiden

"Following me like a high tide
My reign will never stop
The tide begins to rise up to the top
Let my power ignite
Following me like a high tide"

Mission

Level 24 ("The Moon") is a level that is effectively a 1-to-1 plastic replica of the solar system in some Victorian study - though only the moon itself can be explored. For all the novelty of it, you have very little to do here, as the most noteworthy aspect of it is the PlasticWorks center run by the B.N.T.G.

One day while you were here, likely on some sort of business run, you come across a…strange woman, to be sure. She stuck out quite a lot to you, but nobody else seemed to notice. She takes one look at you, and realizes you are definitely the one she's looking for. She introduces herself as Hoshinova, and asks if you might come with her for something important. If you reject her, she'll shrug and leave. If you accept her request, she takes your hand, and the two of you suddenly no-clip.

Falling through the floor, you and her wind up on…the Moon. And no, not the plastic model, but the literal Moon. Even if you don't have protection from the atmosphere, you'll find that Hoshinova is protecting you. Hoshinova, as she helpfully informs you, is the Goddess of the Moon, who embodies the celestial body in its entirety. She's brought you here for a very important reason that she cannot fully explain, but can show. As you are in the South Pole-Aitken basin, she brings you to a…borehole, with the infamous golden placard of "**SCP FOUNDATION DEPARTMENT OF ABNORMALITIES**".

Your mission is, put simply, to explore the depths of the regolith at the center of the Moon with Hoshinova, as she wishes to show you something important.

Rewards: +200

Okay then, the Moon is somehow as esoteric and creepy as the Backrooms..

It wasn't Hoshinova's fault, to be sure - just Abnormalities'. When the two of you went into the borehole, you found a silo made entirely out of beryllium copper - which Hoshinova stated is a derivative of orichalcum, and a perfect insulator for paranatural abilities. Beyond the implications and the creepy-ass typewriters, you found a number of writings

belonging to what you assume to be personnel that belonged to the Department of Abnormalities. They speak about some real shady stuff, and help shed some light on the goings-on, and it is very, *very* unnerving.

At the bottom-most part of the silo, the interior of the Moon itself is revealed to you: this surface is hollow - artificial actually. It's full of glass chambers with metal lattices that criss-cross into the darkness below. There's something ***in the Moon*** itself - something very dangerous that shouldn't be here. Hoshinova states that even being down here for too long would kill most people: it just doesn't affect you (due to not being "alive" in a normal way) and doesn't affect her (she's a literal goddess). You can tell she wasn't lying due to the black sludge around you both - foul-smelling putrescence belonging to an individual left behind to fend for themself.

Hoshinova explains to you that, while this is the Moon hanging in the skies above Earth, it's not actually the Moon responsible for the tides. That would be her Moon, which is safely tucked away in a pocket dimension that still enables its gravity to influence the planet. She has no idea who created this artificial moon, but she's quite certain it should stay there for now. She believes what is in that Moon is a creature whose mind is somewhere else, leaving behind only a "howling" body that should stay trapped.

Hoshinova tells you that she has some awareness of fate and the future due to her connection to the Moon. She tells you that the threat of this creature cannot be understated, and you will face it in the future. She pokes your forehead, and you feel the briefest sensation of a third eye opening. When the splitting headache subsides, you find yourself back in Level 24, with no time having passed.

Lunar Legend (Perk Reward): Hoshinova has seen fit to "bless" you, albeit in an odd way. You see, you have been made her champion, granting you some insane anomalous powers. Even as a baseline human, your parameters are magnified to the extreme. You can pick up objects exceeding 65000+ kilograms and toss them into the atmosphere with no effort. You can run, fly, and maneuver at 40500 miles per hour (with the benefit of making sure you don't also kill anyone or anything you are holding if that wasn't your main goal). You are also durable enough to be completely unaffected by gunfire, landmines, tanks, white phosphorus, and even swimming in magma. All of these traits are proportionally increased based on your own baseline.

The only penalty to this, of course, is the fact that you are quite bizarre in your personality quirks, acting insane and manic, albeit gregarious.

Collection of Notes Retrieved on the Moon
"That creature we put in this godforsaken shell is still causing problems. We stuck its mind in cyberspace, but it looks like that black tar of it is trying to spread, Grey Goo style. I think we'll have to abandon the Moon. I'll put in the word for Secretary N.R. Hopefully, I don't tick them off. I know the Director wanted to walk up here with [redacted], before…well, before [redacted]. But I think staying here for any longer than strictly necessary is going to be disastrous for [redacted] plans." "Welp, found a traitor, all the way up here. Figured it out after they couldn't recite the Secretary's SONG. You know, the part that's like [SEVERE INFOHAZARDOUS MATERIAL EXPUNGED], that everyone is required to know? The Secretary said to lock them in the base. We're all leaving anyway, and there's no need to get our hands dirty."

Extra Scenario #038: Freedom of the Storm

Level 28 ("Final Virtue") is a level under siege, an enigmatic land under a blue sky. The Living Abyss is some sentient sort of matter that seeks to engulf the level, destroying anything unfortunate enough to be caught in it. There were once seven knights who fought against that abyss, each named after a virtue. In the current day, only one exists: Temperance, the Blue Knight. The man is terribly lonely, but can't leave without risking the level itself being devoured by the abyss.

Your mission is to help destroy the Living Abyss, and finally let the Blue Knight leave his long vigil to make friends. How you get rid of it can vary, so long as you simply do it. You're pretty sure you can whip up something to wipe out the ooze, possibly basing it off of the Blue Knight's weapon. If you are unwise, you can contact the being who is likely connected to the ooze, the Avatar of Chaos, who can deal with it for you.

Rewards: +200 CP

Level 28 (Warehouse Attachment Reward): After so very long, Temperance's long vigil is over, and he is free to travel. Overcome with gratitude, he leaves to explore the Backrooms and help others, but grants you full access to the level, as he isn't sure he wants to see it ever again.

Extra Scenario #039: Cradling the Twin Stars

"...The implications of this development cannot be overstated. We are no longer dealing with singular threats, but a lineage. The recent emergence of "hybrid avatars" is neither an isolated phenomenon, and represents an exponential escalation in the war we wage. The age of false gods is over. We cannot, and will not, permit their vile children to inherit our world."

Mission

The gods can have children. I'm not sure if you'd be very surprised by that specific knowledge, but what should be surprising though, is the fact that the Gatekeeper (presumably when he was "alive") had kids with Solaris the Starmother. That's certainly an odd combination, but it happened.

The pair had two daughters: Ceres and Nebula. You'd think they were teenagers with how they (or at least, Ceres) acts, but they are quite old indeed. Ceres is something of a bratty teenager who would *love* Hot Topic (not that anyone but Mint would get that deep cut), while Nebula is slightly more intimidating in looks, but it otherwise quite reasonable. They also possess considerable powers that serve as a mix of their parents capabilities: Ceres can absorb matter and generate keys to physical spaces, while Nebula can manipulate spacetime and teleport them.

While you would be content to just treat them as oddities, and move on with your life, you receive some…unusual information from Sophia. Apparently, someone remotely logged into the Iron Fist database,, and logged it into her, using several proxies to remain anonymous. Whoever it is, they very clearly wanted your assistance, as the Iron Fist intended to lure Ceres and Nebula into a trap to capture them. Your mission, naturally, is to sabotage the attempt - either via direct intervention, or simply alerting Ceres and Nebula to the plan so they can avoid it.

Reward: +200 CP

"...<sigh>, it looks like they're safe."

Joan gave a sigh of relief, as the Twin Stars are now safe. When she heard that the Iron Fist had discovered them,and even worse devised a plan to capture them, she wasn't sure what to think. Luckily, she was able to discreetly send Sophia the information without implicating herself, and tricking the Iron Fist into thinking it was another person who was the traitor. She saved them…though now she was even more confused about her role in this world. Again, she had betrayed the Iron Fist by not putting her heart into her mission

It was bothering her. She needed to prove to the Fist that she was on their side - but how could she do such a thing when it would threaten her newfound friends. Perhaps killing another god could prove it…did Level 789 have a god…?

Extra Scenario #040: Gah, My Hubris!

"Humility seemingly pitied me. The stories claimed he "loved" me and always tried to be there for me. Well, I can tell you that it's completely "bullshit" as you humans like to say so much. True, I resented him for being the golden child, but it was more than that. Humility was a selfish and neglectful brother. What brother would leave his own kin to be ostracized and slowly forgotten? Such a two-faced character! Tsk tsk…."

Takes place after ***Cradling the Twin Stars***.

Mission

Seriously, can the gods have normal kids for once? This is getting ridiculous!

As it turns out, Argos, the fearsome god embodying the idea of justice itself, took the time to have kids. What's more, said kids were with Prostastheia, whose whole thing is honestly a can of worms in and of itself. Their children are Hubris and Humility, whose names make it hard to tell if they just didn't know what nominative determinism was, or if their names are the source of those meanings.

One day, Argos and Protastheia, in an effort to see who would serve as their future successor, had them discipline sinners. Hubris did so by murdering all of them, and scaring the innocent into never doing something like them. By comparison, Humility binds sinners and the innocent alike to karma, causing the wicked to need to do good, and the virtuous to be rewarded. Needless to say, Humility won that competition, and Hubris was relegated to the dustbin of history. Mostly, anyway, considering he's still around, and can cause issues.

A pretty significant issue to this is "hubris" itself. If anyone interacts with him for a conversation, the weak-willed succumb to a type of hubris. This is a problem when Hubris loves initiating conversations with wanderers about their stories, which is fertile ground for idiots t start boasting about their achievements - and on many occasions, this winds up with suicidal overconfidence that leads them to an early grave. Beyond the whole *emotional hazard* thing, Hubris has also been gathering a great many followers, and has on several occasions attempted to steal power from high-profile beings.

Although it'd be great to never have to interact with the little bastard, you unfortunately get entangled in a scheme of his. While out with Ria on one of her scientific explorations of a level, she meets Hubris, who prompts her to tell one of her stories. Although Ria is a

very smart cookie, if *any* of your companions are gonna fall to supernatural hubris, it would absolutely be her. When you meet her, you can tell she's acting weird, and upon observing the almost divinely handsome man with horns on his head, you figure out pretty quickly that this is definitely Hubris.

You demand that he fix this right now, and so Hubris makes a deal with. In exchange for completing a challenge from him (with an obvious restriction of some sort on your end), he'll fix it. But if you lose, then he gets your power. If you aren't much of a thinker, you can also opt to fight him in single combat, with the same win and lose clause.

Reward: +200 CP.
Whether it be by beating him in a game of wits, or beating him with your bare hands, Hubris is forced to accept, and with a clap of his hands, Ria is back to normal. It is during this time that Humility, Hubris' brother, shows up and grabs Hubris by the ear for reprimand. He thanks you for the help, and the two head off.

Extra Scenario #041: The Limit of Human Comprehension?

Although the Backrooms are speculated to be infinite, the reality is that only a small portion of it (relatively speaking) is actually accessible. The hard limit seems to be **Level 999**. Could you go farther? Probably - but that's not really helpful for anyone else. Still, wouldn't it be neat to see it with your own eyes?

Your mission is to reach Level 999. You don't need to see every level, and can skip as many as you want, but you simply have to reach that level - to say "I made it here."

If, by some mean, you have the ability to forcefully bypass the Cycle for other individuals, then you'll get a little extra for opening up the infinite depths of the Backrooms.

Reward: +200 CP / +250 CP (If Cycle is Bypassed)

Extra Scenario #042: Hunting Mission - A Demonic Prince

"BEWARE THE DEEDS DONE FOR THE PRINCE OF MADNESS
BEWARE THE ONES WHO HE HAS TAKEN PRISONER
BEWARE THE MOST GRISLY FATE HE BRINGS"

Mission

Behemoth is among the most fearsome entities in the Backrooms - mostly because calling it an "entity" suggests its native to the Backrooms. It really isn't, and is in fact an Ego-class Tartarean lifeform (Or "Demon of Pride" if you aren't Ria). It lost in a power struggle against the Goetic Demons in a bid to dominate Hell's politics, and was banished to the Backrooms. Still, he's done pretty well for himself, creating his own domain, and controlling multiple cults that act in his name.

Behemoth is not the type of being to simply kill wanderers. Oh, it most certainly could, but that's not it's modus oerandi. In Level 293 and all adjacent levels, Behemoth prefers to stalk the wanderer, driving them insane with it's cognitohazardous abilities. If you attempt to fight him, then good luck, because there have been *many* who have tried bringing down Behemoth ever since the end of the Pantheon's era - and he's so thoroughly dealt with them that *barely anyone knows he exists*.

But when have you ever been the sort to give up just because the odds are grim? Your mission here is to terminate Behemoth, or otherwise banish his soul back to the Underworld, where he will be killed immediately by demons for trespassing again.

Reward: +200 CP

Extra Scenario #043: The War on Fun

"You can tell a lot about a party by the trash left behind. Partygoer garbage speaks for itself."

*Must take place after having completed **Mystery of the Flesh***

Mission

Partygoers, prepare to meet your end.

Entity 67 ("Partygoers =)") are a race of chimeric abominations born from a freak accident, whereby one Deacon Duncan no-clipped into the Backrooms in a very nasty fusion dance. The end result is a race of undead monstrosities that are intelligent, more durable than kevlar, and transform anyone into an instance of them through biting them. They've also got a nasty habit of creating "Royal Velvet Cakes" by chewing and regurgitating human flesh like bees. All-in-all, they're a highly unpleasant race of entities, whose malevolence is well-documented, and for whom not even the most tree-hugging groups would go to bat for. Making all of this more difficult is the fact that they've commandeered a whole level that they can invade other levels from.

The Partygoers consider themselves to be the apex predators of the Backrooms, and they honestly have a pretty good claim to it. It's for that reason that Diletta has reasoned that it's best to wipe out the Partygoers before they can try to wage a full-blown war, as they have the capability and willingness to do so. That's obviously hard to do, so she wants the next best thing: Partygoer Zero's head. Without Partygoer Zero, the undead Partygoers will lose the main controller and orchestrator. While they might not lose any intelligence (or maybe they will), they'll cease to be the existential threats they are now.

Diletta requests your aid in terminating the Partygoers. You actually *don't* have to help her, as you just got out of that encounter with Entity 123. Besides, Diletta is no pushover, and will kill Partygoer Zero. The problem is that she'll be pretty seriously injured for a time, and the casualties for her planned raid would be quite high. Should you accept her proposal, you are going to help spearhead the raid, as your aberrant nature makes you immune to their mutational abilities.

Your mission, from the moment you land on Level 26, will be reaching and terminating Deacon Duncan - Partygoer Zero, the Party Creator himself. Do note that Deacon is at the top of the ship, and you're at the bottom, with a whole slew of Partygoers and Party Hosts

blocking your path like a goddamn video game. On the bright side, if you can kill those guys, you can *definitely* kill Deacon.

I was actually lying right there, by the way. You see, Deacon was a nascent reality bender when he was a human being, and now that he's had time to use it, he *is* a reality bender. He can't blink you out of existence, but he's a pain in the ass to deal with. Really, your safest bet is using Aklavos, as the sword is immune to the "pathetically low" (in its own words) manipulation of reality.

Reward: +200 CP (Light/Neutral Tone) / +300 CP (Dark Tone)
Farewell, Deacon - it really hasn't been pleasant, and you probably should have died on arrival.

Spiteful tirade aside, you and Diletta have brought an end to the Party Creator himself. Without his power, the Partygoers "short-circuit", for lack of a better word, with tons spasming, slamming their head into walls, and looking at party equipment with confused expressions, as though they're trying to figure out what to do with them. Combined with the massacre you likely performed to reach him, the Partygoers as a true threat to wanderers has been fully neutered. Not long after you and Diletta leave, you discover the SS Fun (it seems that fuckass "=)" modifier was expunged) seemingly "vanished" via a solitary beam of light, which also displaced a massive hole in the ocean it was stationed at. Speculations claimed that the level was connected to Deacon, so without him, it collapsed. You aren't really sure how accurate that is, and quite frankly you don't really care, as the Partygoers will never be a problem again.

Slayer of Fun (Perk Reward): When you cut down the Party Creator, you pretty thoroughly eliminated the main threat of the Partygoers. Your decapitation strike (or Diletta's, really) actually succeeded at doing what you wanted it to do. When you take out the leader of a group, it is now considerably more effective than it normally would. Even if a system is specifically designed to have the leader at the top be as replaceable as a paper towel, it will still deliver a shot to that system.

Extra Scenario #044: Hunting Mission: Who Goes There?

The Thing on Level 7 is perhaps one of the most infamous lifeforms in the Backrooms. Truly colossal in size, it's believed to have wiped out all life in Level 7 by hunting them to extinction, induces psychological and digital hazards via observing it, and likely causes massive storms and tsunamis purely through movement. Nobody knows if the creature is even dead or alive, as it's a goddamn mess overridden with parasites that nonetheless attacks anything it observes.

Whatever the creature is, its continued existence constitutes a danger to all people in the level. Diletta, who you assume is probably not trying to pull a Captain Ahab, believes that the creature should be destroyed, as it's not a being that can be reasoned with. Your mission is therefore less killing it (as you can't actually tell if it's alive), and more ensuring it can no longer perform any actions to harm anyone.

Reward: +200 CP

Carcass of the Thing (Item Reward): You've successfully ended the threat of the Thing, and its carcass is yours. Bizarrely, it's actually completely edible, and its parasites are also safe to ingest, as they seem to have immediately died when removed from the Thing.

Extra Scenario #045: Hunting Mission - A ~~Wicked~~ *Loving* Mother

"Everyone lied to me. Mother is not a cruel monster. Mother loves me so dearly. She gave this pathetic man a purpose in life, a purpose to be useful and show the truth. I was worth nothing without this purpose, but now I am whole. I am just outside the core. Mother is waiting for me. Mother, the only one who truly cares for me…She is my true mother. The one that accepts me no matter how worthless I was. She loves me.
I have been reborn anew."

Takes place after ***Hunting Mission - The Shadow of Death***

Mission

In your previous encounter with Wraiths, you might have been under the assumption that you need to have fully died in order to be reborn into one. This is not actually accurate: the corpse is superfluous. In reality, the thing that actually matters is the strong negative emotions present, similar to an onryō. As a result, if one can theoretically sever their negative aspects from themselves, it can fester into a Wraith.

Let me introduce you to Mother. She's an immensely powerful Wraith with the ability to manipulate one's perception and emotions, along with being able to modify digital information about her that isn't protected well enough. She is the aggregated "negative" aspects of Pandemos - the original avatar of the Pillar of Love, who wished to be a better goddess for the Lost. This resulted in Philia and Mother being born, though Mother was not active for quite awhile.

It should be understood that Mother is *dangerous*. Although emblematic of love like Philia, she is effectively the reverse. While Philia gives love to everyone, Mother desires everyone to love her, at the cost of everything else. While there is something to be said about Philia's nature, Mother's is one that is fundamentally incompatible, and cannot be meaningfully changed with her existence simply falling apart.

Your mission is to destroy Mother, who currently resides at the heart of Level 1.5 ("Inverted"). It would also be preferable of you to avoid killing any of Mother's enslaved "children", as they can't really control themselves at the moment, and will be free after her defeat.

Reward: +200 (Defeat Mother) / +250 (Defeat Mother without Killing "Children")

Extra Scenario #046: Hunting Mission - The Royal Remnant

Entity 33 ("The Animated King"), known also as the **Royal Remnant** by the Eyes of Argos, is an incredibly powerful and incredibly dangerous entity. Ruling over Level 94 ("Motion") in the Castle of Transparent Mountain, it's responsible for the creation of the infamous Animations. However, the King is actually a Wraith, born from the corpse of Lorenzo Windsor, back when he still had a physical body.

The threat that the King poses, and its numerous crimes as a result of the Animations, is intolerable, as the Eyes of Argos so told you. Slaying the Royal Remnant is a very real challenge, but it is not impossible. What is more of a challenge is managing to make sure he stays dead, since Wraiths like him can revive. Still, if you can kill the King, the Animations cease being a threat.

Reward: +200 CP

Extra Scenario #047: Operation Veilfall

"The Church of the Veiled represents one of the oldest and most theologically sophisticated hostile organizations documented within The Backrooms. Unlike groups motivated by territorial expansion, resource acquisition, or ideological opposition to existing power structures, the Church operates according to a coherent — if deeply disturbing — eschatological framework centered on the dissolution of structural reality itself."

Mission

You know what your adventures have been missing thus far? A super-evil bad guy cult!

The Church of the Veiled is a highly sophisticated, and indeed highly dangerous religion in the Backrooms. These people believe that things such as a structured reality are bad, and revere almighty "anti-lifeforms" known as Old Hunters. They hail from beyond the Blue Channel - a chaotic anti-existence known as the Outer Darkness. These beings devour the physical, metaphysical, and causal - the types of things that devour the connection between 12:00 and 12:01. The goal of the Church of the Veiled is to bring these Old Hungers into reality - a "Great Unstitching" that will end reality, and bring forth a truer existence.

That already sounded bad, but information you got from Diletta made the information far worse. The Church of the Second Hytoth is the Earth branch of Ortothanism (by the way, aliens are a thing - you probably knew that because you met Moona, but now you know they are well beyond the solar system). It holds that this is the second "Hytoth", which is a term for the Multiverse. Apparently, the First Hytoth was destroyed by the Voruteut, beings that came from the Voru. The Voru is a chaotic anti-space beyond reality, where the Voruteut are continuously born and are reborn - who seek to breach the Hytoth to become a stable existence. The problem is that they are anti-existence, whose very presence destabilizes and destroys reality. Survivors from the First Hytoth were rescued by the "Holy Seven", who performed a ritual that imperfectly ascended them into gods, but let them create a borehole into the new reality - the Second Hytoth. Of the Holy Seven, only Rakmou-leusan still lives, and he requires an offering of blood, because of the Holy Seven's imperfect ascension.

The fact that the Church of the Veiled and the Church of the Second Hytoth are pretty much the exact same, with the only difference being that the Veiled like the Voruteut, cannot be a coincidence. They were already bad news, the fact that they want to summon beings that already destroyed a Multiverse beforehand makes them inimical to all life.

Your mission, now, is to terminate as many of the major members of the organization that you can. Operation Shattered Eclipsed, undertaken by M.E.G., already brought down the Third Parish. However, the First Parish and Second Parish's leaders, Grand Arcan and Grand Nox, still live. Furthermore, Priest Alpha, Priestess Zeta, and Priest Delta still live. Another major blow to them would be sealing off "the Wound" that they created.

The Heralds of Rust, and SHALTOKOL himself, are two foes who you don't have to worry about for the moment, as they don't actually matter to the structure of the Church of the Veiled - though that's more because they don't *need* the Church.

Reward: +200 CP

Extra Scenario #048: Nothing is Worth It

Requires having completed ***Here's to the Hoping Machine***

Object 66 ("Leviathan's Tooth") is a mysterious artifact, some sort of clay tablet. It operates off of the idea of equivalent exchange: should you inscribe the name of yourself and another, it will quantify the love you have for them. If it's insufficient, you lose some body part, which can either be minor or result in death. If the love is strong enough, you will "swap" with them, letting you leave the Backrooms, in exchange for your loved one being trapped here.

You learn about the artifact from Dolla, who reveals it's in B.N.T.G. custody. She never tried using it, because she knows damn well she has nobody in the Frontrooms whom she loves enough to try it on. She hadn't thought about it for a long while, since like 9/10 people who try it just lose a body part, and therefore she considered it unreliable at best. After the incident in Level 301 however, she's realized she actually hates the fucking thing, and wants it gone.

Your mission is to locate and destroy the tooth. It's somewhere in the Trader's Vault, and destroying it is as simple as slamming it hard enough on the wall and ground. Just be sure the B.N.T.G. can't trace it back to you.

Reward: +200 CP

Extra Scenario #049: A Long-Awaited Reunion

"Obscura's relationship with The Dark Sovereign seemed akin to that of a father and son, or mentor and student. He is the primary source of Obscura's current power, which is derived from a portion of his essence. The two seemed to have a very positive and loving relationship but have long since been estranged for unknown reasons."

Mission

As annoying as the Iron Fist is, you are starting to get where they are coming with the whole "gods are very childish" claim.

Volyx, the Dark Sovereign, is a very important figure in the Pantheon. The God of Order, he was the first of the gods to be born, and gave structure to the Backrooms as a whole. He possessed a crown of obsidian and onyx which represented both his authority, and compelled others to obey him. Of course, for as important as he is, Volyx isn't really worshipped that often, as his main role in creation is over (where have I heard that before?). There's also the issue that direct contact with the guy turns you into crystals if you aren't either another avatar or blessed by an avatar.

Of course, for as important as the guy is, he's both chill and quite lonely. There are several records of M.E.G. employees interacting with him, and so long as they are respectful, he lets them be just fine, and shows them the exit. Based on conversations, the guy doesn't really speak much with anyone, save for Philia and probably Blanche. But this wasn't always the case, as he had an adoptive son, Obscura. But the two had a big fight in the past based on some argument that got out of control, and the end result is that Obscura was exiled to Level 69, which is really not as funny as you'd think.

How you learned of this matter is up to you - maybe Blanche figured you'd be good at reuniting people together. What is important is that you bring the two together, and have them make nice with each other. The best way to do this is probably to drag Obscura out of Level 69, and make him go to Level 197.

Reward: +200 CP

After much awkwardness, and forcing them to finally state the obvious, Volyx and Obscura finally embrace one another as father and son once more. The two are very grateful for you, and you can celebrate another job done.

Turquoise Blue Vial (Item Reward): As thanks for your help, Volyx hands you a special vial of the Dark Reparation Vial, which suppresses sicknesses and the Wretch cycle.

Extra Scenario #050: Breaking the Fist

"...Of course, mistakes happen. He will always remember the incident with their Lamps. Jupiter asked them to mass-produce tools for spying on other groups, so as to verify how much they knew about the Iron Fist. Obviously, he now saw what was wrong in the process. Too risky, too careless. Backrooms Robotics got involved in a never-seen-before scandal that he had the toughest time dissipating..."

Takes place directly after ***THE CACHE FROM BEYOND****.*

Mission

While I do imagine that you want to celebrate no longer being an abomination in a data-based skinsuit, there's bigger fish to fry.

Following your escapade in the sublevel on 522, the entire sub-level vanished from existence, destroyed by the out of control REALITY LAG MACHINE., which also destroyed itself. Now that their ultimate weapon was no more, and Sophia ripped out all the data she needed, it was time to bring down the Iron Fist as a whole. Their wanton actions in the name of an already extremely flawed ideology was not one that anybody was particularly interested in seeing maintained. The fact that the U.E.C. is connected to the Iron Fist meant that Mary had an axe to grind against them as well for their use of Rixa Gas.

You are asked if you want to take part in the purge of the Iron Fist. If you reject it, citing some reason or another, the combined forces are just fine with that, as you 've already helped out plenty. Although there will likely be casualties, the group will be routed without you. If you do accept, you are given a list of valuable names to deal with: The **Premiers**, responsible for leading the fingers of the Iron Fist.

The Premier of Finger Mars is one Amadeus Ludwig Steele, a man who was already quite infamous due to possessing the Godhand Phenomenon. There's very little chance of being able to deal with him peacefully, as the man is a deranged murderer regardless of his occupation.

The Premier of Finger Jupiter is Abdias Podhortzer, the so-called "Illuminated One" of Level 105 ("Prayerhouse"). Abdias himself isn't really a threat to you, but because Finger Jupiter brainwashes godlike entities, they naturally have some dangerous backup. Specifically, a woman named Belzei. She was most certainly no member of the Pantheon, but the power she possessed was certainly beyond mortal ken. Unlike most deities, you

are quite certain it didn't take much "enlightening" to control her, as she hardly seems to consider her powers as anything worth much - especially since her domain was cast into the sea. While dealing with Abdias is non-negotiable, how you choose to fight Belzei is up to you. You can kill her, or you can try to win her over to your side.

The Premier of Finger Sol, and CEO of Backrooms Robotics, is Callum Andrews. He's apparently the youngest of the premiers, considering that he only recently took over the job from Edith Yellow. It's pretty clear however that Callum doesn't actually care much for the Iron Fist's goals - hell, he considered them downright idiotic. All he really seemed to care about was accruing power. You are able to decide if you want to bring Callum in for a trial, kill him, or make a deal with him to help you out.

The Premier of Finger Mercury is Joan Arteaga, who was…well, you already knew who she was, and she wasn't exactly upset about the whole thing. All she asked from you was giving the children of Finger Mercury a chance to have new lives, but even if you don't, she won't hold it against you.

The Premier of Finger Saturn, and ringleader of the entirety of the Iron Fist, was Magtanggol, and among the oldest surviving members of the Iron Fist. Finding the slippery bastard is going to be fairly difficult…save for if you have Joan, considering she was so "loyal" that Magtanggol felt comfortable sharing that information with her. He is certainly strong for a human, both in strength and experience, but he is ultimately just a human being.

Rewards: +200 CP
After several thousand years, the organization known as the Iron Fist was finally laid low. Sure, there are still cells and holdouts of them, but without their leaders, and the acquisitions of their main bases of operation, they can be dealt with by others.

Win Over Goddess - Belzei (Special Companion Perk): You chose to win over and spare Belzei. Although a minor goddess without a level to call her own, she has chosen to assist you with her powers. She joined the Iron Fist not because of enlightenment, but because she quite frankly had no home, no subjects, nor subordinates left. Supposedly, she had a level under her dominion, but it was swept away by the tide. A purposeless wanderer, perhaps she'll find what she can do with you by her side.

Deal with Callum - Backrooms Robotics (Follower/Item Reward): Although one could argue that they got off fairly easy compared to what is deserved, you now have Backrooms Robotics following your commands. It should go without saying that they lost a LOT of power and technology as a result of the conflict and the REALITY LAG MACHINE

taking out an incredibly valuable level. Not to mention that quite a few Iron Fist loyalists deserted. But regardless of all that, Backrooms Robotics still exists as a company with incredibly brilliant innovators and engineers.

Care for the Young - Former Mercury Children (Follower Reward): The children and orphans formerly being trained by Finger Mercury are now under your care. They are grateful to you for helping them, and can be found in levels or locations you control or are otherwise friendly with. While a few will still pursue assassination, many others will chase their dreams, and you can be sure that the dreams they chase will be wildly successful.

Extra Scenario #051: More Than What You Are Made For

"Times may have changed…but history does not forget. Do you think they would take to me kindly today, those…humans?"

Mission

Throughout your journey through the Backrooms, you've either met the gods of the Pantheon, met their champions, or interacted with something closely related to them.

All except for one, anyway - which is kind of ironic, considering his fuckup is *the* defining reason for why the Pantheon is currently so shit.

Y'liad Elyion: oh boy, how to explain this guy? He's the Dyadlord of Stupor, Greyking Unparalleled, and a whole bunch of names that aren't important right. "Dyadlord" comes from the fact that he is literally two-faced, with one side of his body being pale, and the other being a corpse, something not dead yet not alive - though he can look normal if desired. It's through him that the body, mind, and soul are distinguished, with stupor residing between them.

The problem, of course, is that Y'liad Elyion is dealing with the impossible task of embodying the concept of Stupor. How exactly do you suppose you do that in a way that isn't entirely contradictory? The answer is that it simply isn't possible, and the pillar who created Y'liad really didn't think his creation through - though how much it actually *thinks* is dubious at best. This resulted in his infamous massacre, done as a way to try and fulfill his role of Stupor. This failed, and so he went to his home, so as to eliminate all life within, in the hopes that the silence would help. After several thousand years of purging an actually infinite location, his mission didn't give him what he desired. It seems he's realized it's just not working out, so he's wandering the Backrooms now, seeking to find a new role.

It is here that you meet him. Literally, you were walking, and wound up bumping into the pale man, who you easily clocked as one of the Pantheon. Through his stilted and slow speech (a result of not having needed to speak in a very long time), he seeks your help, as you are apparently very good at this whole thing. What do you know, that is your mission.

Reward: +200 CP

"I must thank you for this opportunity to commune with you. I will…attempt to use my sword for the better. And I thank you for hearing my words as well."

After a very bizarre therapy session, it seems that you helped Y'liad Elyion come to a duty that he could feel some sort of satisfaction in. Struggling to speak properly, Y'liad thanks you sincerely, and bids you farewell.

Blessing of the Greyking (Perk Reward): Before he left, the Greyking did a very odd thing, and kissed your hand. But because of this, your reflexes are unusually high - your thoughts and your action occur at the same time with no need for a delay. It seems that he restored the full connection between your body and mind - ironically removing stupor.

Act 3: A Return to the Origin

Scenario #046: Suicide Blitz III...?

"Okay, so— first thought on my mind is just… is this our fault?"
"Well, it wouldn't be ours, but—"
"I know that! I mean, as in like… people living in the Backrooms. We are usually the ones to pass around tales of the levels we see. How many times has the story of this place been told? Who's forgotten bits? Who's warped it? We've slowly just… desecrated this place without even realising."

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

Mission
Run for Your Life!

Weren't those some silly adventures, huh? The fact that you ran into both Level ! *and* Level !-! is honestly so representative of your luck, but you overcame them both, and even put down the Mother of All Fears. But looking back on it, especially after all you've been through, and with knowledge of how the Backrooms function, those things were bizarre. What kind of liminal space involves you running away from a horde of monsters? The only reason you don't find it to be a bad dream is because you have running shoes and that creepy heart.

But speaking of running, no one else has been doing that for a while. After the Mother was killed by you, and everyone no-clipped out of the Level, there have been no confirmed incidents of anyone winding up in those levels afterwards. You heard about that when you escaped, but it didn't seem like much. It's been a while since then, and the status quo hasn't changed at all. Are those levels actually gone because you killed the Mother? How could that be possible? The Mother was dangerous to be sure, but you'd have to be connected to one of the Pillars to be able to sustain a level by yourself, which you know for a fact that she wasn't.

Your mission is to find an entrance to Level !, and see what has happened to it. The Keymaster, if you can convince him, verifies that he has a key to the level, suggesting that it does still exist in some form. If you can get him to give it to you, that would be a big help, but finding one by yourself isn't hard. Just genuinely try to look for it with all your heart.

Reward: +300 CP
After some exploration, you finally come across what you were looking for: a doorway with a faded exclamation mark and an exit sign. It's dilapidated, but it's the same type of door that you

once came through, and may in fact be the very same one. Going through the door, you might have expected some hellish gauntlet once more, but no.

The hallway that was once your first true challenge is…completely ruined. It's been faded and forgotten as a place that truly meant something threatening. But how could that be? Backrooms levels are perfectly pristine snapshots of a prior existence, which shouldn't be subject to something like degradation. These places were literally timeless, right?

The answer, you realize, is humanity itself. The Backrooms is a space embedded in the collective unconsciousness, so it will, by default, be a perfect thing, because conceptualization will always be perfect. But when exposed to humanity, this perfection ceases to exist, because it is no longer an idea. An idea that is now physical is subject to physical interactions, modifications, and reinterpretations. The wheat grains of Level 10 don't decay, yet they can do so if one makes them into bread, a process that could only be done through human hands.

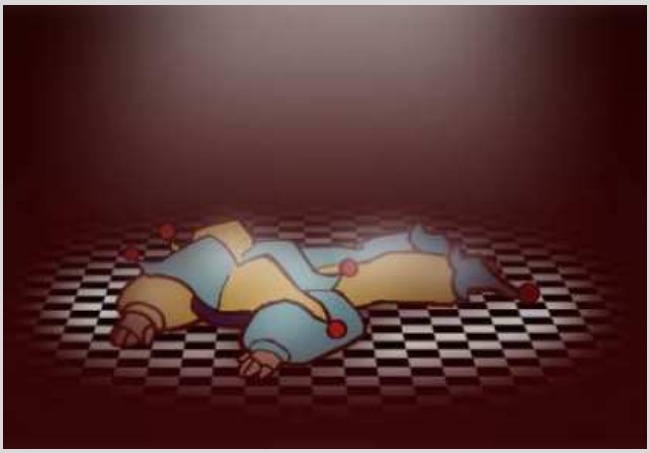
The Mother said her children would fade without her. You thought she was just being a creepy monster, but monsters don't monologue, do they? At least, the run-of-the-mill monsters here don't. The monsters of the Backrooms aren't invincible spooky villains: they're just monstrous animals. Animals don't have almost comical things like a hallway where they will chase you down for five kilometers. That's ***utter nonsense*** for the average person, even if it's completely true. But a creature called *The Mother of All Fears* controlling that Level? Yeah, that checks out completely. Without the Mother's existence, the idea of Level Run For Your Life lacks a sense of verisimilitude that makes it seem credible, and in a place within the collective unconsciousness, a lack of credibility and the loss of perfection means death. It fell into the dumping grounds, everything in it died a slow and agonizing death, and part of it was spat out.

You may have destroyed this level. Whether that's good or bad? Well, who's to say?

Lost and Found (Perk Reward): It takes a lot of effort, but you can be sure that if something is lost, you will always be able to locate and retrieve it, even if said retrieval would be an act of God. If something is genuinely impossible to retrieve (such as it being erased from existence or totally irretrievable, that's the domain of something else.

Scenario #047: Sigma Male Gaming

"What's up gamers? It's [redacted] here, and today, we are being beaten to death by a gorilla! Make sure to like, comment, and subscribe!"



Mission

Hey kid, wanna become God?

That's a joke, of course (well, *here* it's a joke), but you may actually have the right to it. Remember that weird crystal heart that you obtained when you killed the Mother of All Fears? Your discovery of the state of Level Run for Your Life! made you decide to actually investigate this, considering that was the last thing from the Level before you brought its doom. As it turns out, that was **The Crimson Heart**, one of the so-called **Treasures of the Void**, a collection of artifacts related to Level Alpha-Omega, the heart of the Backrooms where the Pantheon was said to dwell in their heyday. What happens when you reach the Center of Infinity? Well, nobody besides the Pantheon knows, and you are smart enough to know they probably aren't going to tell you how to reach that place.

Nonetheless, the Crimson Heart has been…pulsing for a time. The story holds that it supposedly guides the holder to Alpha-Omega, which is certainly a claim. It's an interesting one, however, so you find yourself following the echoes. You could, if nothing else, verify there was something genuine to those legends, because as it pulses and echoes, it's guiding you to somewhere, going through several levels. Finally, after this expedition, you reach a highly conspicuous door, and through this door is…a video message before the floor opens up, causing you to fall down like a Looney Tunes character.

"Yep! You are definitely some sort of main character!"

As fitting music plays in the background, you awaken in a very peculiar Level: The Gaming Hall. Of course, the one who brought you here was Entity 99 ("The Game Master") herself. The alleged god, speaking as though she has consumed no form of media or entertainment besides internet memes, is semi-coherent enough to explain herself. Apparently, she discovered you when the Crimson Heart started pulsing, meaning that a mortal actually collected one of the Treasures. That was already impressive, but she learned of your other exploits, and was quite fascinated, calling you "some sort of Sue".

Receiving the Game Master's attention is not a good thing, though. She's an incredibly dangerous entity who does *things* to anyone she captures and beats in a game. What those *things* are is unknown, but it's almost certainly not good, as you'll never leave the level. While refusing her games is an option, she's almost certainly not going to *actually* let you leave, as she controls the level and can just as easily ensure it cannot be escaped. To sweeten the deal, she summons a strange card: apparently, it is **The Card of Truth**, which guides you down the path to reach Alpha-Omega. If you beat her in a best-of-five game match, she'll give you the card. Do be advised that her selection of games are weird rip-offs of real-world games with bizarre rules, and she also likes to try cheating.

If you've got no time for games, you can *try* to fight her. However, unless you are some sort of Avatar, I'd strongly advise against it, as she is pretty much invincible in her domain otherwise. If you are up for the challenge, then she'll start off with a comically large hammer and also a semi-automatic rifle with infinite magical ammo. If that doesn't put you down, she'll try to flatten you, use psychological manipulation, and even summon godly weapons to try and skewer you. Be ready for a real challenge.

Reward: +300 CP
*"Are you kidding me?! First, you have a shady background. Then you get **Ginnung**' sword. Then, you pull a Dante and go through all the flavors of Hell. And now you beat me?! Gah, you really are a Sue!"*

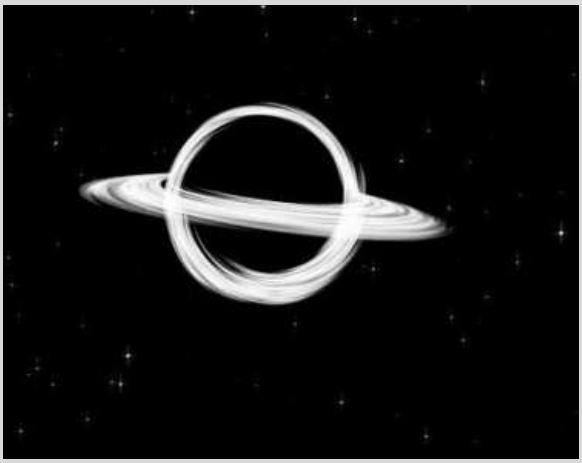
The Game Master challenged you and, be it through cards or sword, defeated her. She's quite whiny about losing to a "Sue" like you, but still hands over her Card and also kicks you out of the Level. As soon as you are out, the Crimson Heart ceases to pulse: apparently, it was guiding you to the Card, which will guide you to the other Treasures. For right now, though, you just return to your base. Who wants to go fight a god right now?

Card of Truth (Special Item Reward): *"Myriads of consciousness seek the One across the Infinite, but there is no light across the Void. The Key may open the gate at the Center of Infinity, but the card is the ticket to the journey. Obtain the Card of Truth, and the path will be revealed."*

Game Master Collection (Item Reward): If you decided to beat the Game Master via games, she's a bit more magnanimous about things and hands you a paper that has a list of all of her games. If you tap one of the games, you summon a neat little table containing everything needed to play the game. When you are done, the material vanishes into the ether and can be summoned again at any time.

Scenario #048: Cosmic Death Spiral

"Dies illa, dies iræ, (That day, the day of wrath,)
Calamitatis et miseriæ (Of calamity and wretchedness)



Must take place after ***Red Lights, Red Lord***

Mission

Ah, Aklavos. The sword that's been with you for most of your journey by this point. For a good while, it was a cursed sword with a homicidal streak a mile long. After you killed the Red Lord, it was still a cursed sword, but it wasn't asking you to murder everything in your vicinity anymore. Perhaps after that, you might have even grown to consider the damn thing to be a friend.

And now, this friend of yours has been quite confused since your recent encounter with the Game Master. She designated Aklavos as the sword of Ginnung. Now, had the Aklavos before meeting you heard that, he'd think nothing of it, considering he served the God of Destruction. But for the Aklavos who has been with you for so long? Something about that seems wrong. Why did it hate Dust and Blood? Why did it hate the destructive Wrangler for being a worm? Ginnung was a true destroyer, the opposer of creation itself. It would love all of those things, wouldn't it? So why did Aklavos hate such things? Hell, why did he only hate it when it encountered you? It had to know what was wrong with itself.

Lucky for you both, it seems that you'll have the perfect opportunity to do so. Level 78 ("The Space Station") is one of the most unique levels in all of the Backrooms, as it literally takes place in space, or some approximation of it. It's also where Ginnung resides - or rather, the supermassive black hole that was once Ginnung. Null-06, in spite of barely being alive in any sense, is still a creature of malice, attacking wanderers with bursts of light and using them as fuel alongside antimatter. You've rarely had a reason to come here, but you might not have another chance at this. Null-06 has released a wave of terrible energy upon Level 78, and it will be obliterated in half a day's time. This may be the very last chance that Aklavos has to ever find something close to an answer, and asks for your help.

After reaching the station (helped by someone near you have a book to Blanche, who then brings you to the Level upon realizing your intentions), Aklavos activates its life essence manipulation to create a barrier that allows you into space. Seeing the state of its ongoing

Hyper-Growth Event, it's the size of the Supermassive Black Hole in the Milky Way Galaxy. As you observe it, Aklavos is…not amused.

"Destruction. Destruction. Destruction. All you do is destroy! All you do is kill! What is the point of it all?! What's the point of destruction if there is nothing that comes after! Before creation must come destruction! You are a being like her, so why are you…-!"

Aklavos has reached its epiphany. Ginnung is a being of pure destruction, not creation. It would never create something like a sword, so why would he create Aklavos? The answer is that he wouldn't, and he *didn't.* Aklavos isn't a sword - it's a *claw*. A claw of the Queen murdered by Kharak. She fought viciously against the worm despite her own injuries, grievously wounding the beast. But even as the Queen's body perished, she did not fade, and her will persisted. Aklavos was the claw of the Queen that gouged out an eye of Kharak, which he tossed into depthless infinity…winding up by the nascent Ginnung. A being that detested creation, finding the claw of a goddess of destruction were a perfect match, or was it? The Queen of Depthless Night, Sanna, was not a destroyer. She destroyed all that was rotted and decayed, yes - but that was to make way for what came after. The two could not be anymore different, but Aklavos' nascent rage could not tell this, and so it was corrupted by Ginnung, and lost itself to fury and anger, forgetting why it felt such emotions in the first place

Aklavos found its answer, and you were ready to leave this place before it exploded. However, Aklavos pleaded with you not to do that, and instead charged *into the core of Null-06*. After informing him that black holes are a very painful way to go out, Aklavos explained that its concept provides protection from destruction, and it can share that protection with you. All Aklavos needs is to reach the black hole, and strike the singularity: it's doable, of that it assures you.

Your mission is, effectively, to hold Aklavos and hurtle the two of you into the Event Horizon of Null-06. Bizarrely, the mission itself is ***reaching*** the event horizon, as its waves of energy are extremely dangerous for you. I hope you can do barrel rolls with a literal magic sword.

Reward: +300 CP
The energy waves of Ginnung, though great enough to kill most, were unable to stop the "flight" of yourself and Aklavos, as you reached the remains of Ginnung. The moment you reached the event horizon, you were expecting to be spaghettified, considering you know ***that's how black holes work***. Instead, a black sort of light covers your body, shielding you from what should be death, along with the massive distortions of space-time. As Aklavos explains it, Ginnung may be more powerful than any natural black hole, but it's a

conceptual being at its core, so other concepts can bypass its conventional power. Since it was part of Sanna, it's a bit like trying to flood a sea with the ocean: technically doable, but not exactly an issue for the sea itself.

As time and space are inverted, your future becomes a singular point: the singularity. You have no clue what an actual singularity is supposed to look like, but this is clearly not a normal one. It's a pitch-black facsimile of Ginnung itself, curled up into a ball. In less than a second, you reach the singularity, with Aklavos pointed in front of you.

"Rest in peace"

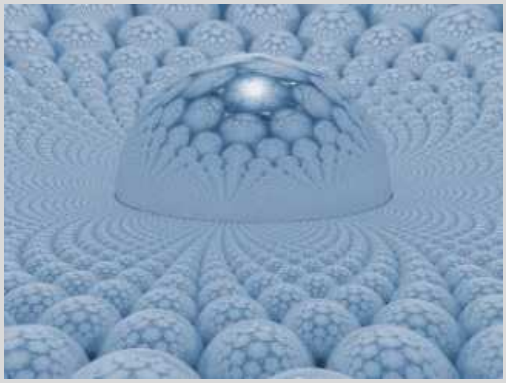
As the sword pierces the core, the black hole's event horizon instantly dissipates, and a naked singularity is born, at least for a brief moment. The black core inverts into a pure white before exploding in light.

When the light dissipated, you found yourself on a colossal hand of starlight. Looking up, you see a very large, very starry woman, Entity 700 ("Solaris"). You heard she was ambivalent towards wanderers, but she does thank you for purging Ginnung. She shows you Level 78, which now looks completely different. When you pierced Null-06, it inverted into a white hole, expelling all of the matter it ever consumed. That necessitated a complete restructuring of Level 78 from Solaris, who also took the liberty of protecting you from being obliterated by it. The "old" Level 78 is gone, but it was already doomed beforehand, so Solaris doesn't mind the circumstances.

Picking up Aklavos, you note that it feels much different than before, almost majestic rather than accursed. It states that, after having finally performed its proper duty after incalculable years, it has returned to its true nature - to Sanna's true nature. It still wants to gut that worm god, however.

Before Creation Comes Destruction (Aklavos Power Reward): Regardless of your perception of Sanna, her core trait is the devouring of multiversal waste and rebirthing creation itself. The fact that she's dead bodes ill for reality itself, but what's important right now is that you have a fraction of that power. Aklavos can fire off waves of destruction that annihilate most structures and weaker beings before you. Once it is destroyed, you are able to reconstruct this matter in whatever form that you desire. If you destroy biomass, you won't be able to revive the dead, but you will be able to convert it into new life.

Scenario #049: The Faults in Our Minds



"There are no good intentions. There are simply good results. Like all humans, your goals are fundamentally selfish. You desire what you see as best for humanity, but only because your brain has been programmed to give you positive emotions when you help others. You do not desire the greater good. You desire the emotions you will feel if you're the one who creates that greater good, and while those emotions may produce a positive outcome in many situations, they're currently making you short-sighted. You refuse to let go of an opportunity to be humanity's savior, and it will be your downfall."

Mission

Let me ask you a question: Jumper: how do you think the Backrooms work? Do you think it's some pocket dimension, or a simulation, or just a bizarre alien structure? In truth, the Backrooms is part of the Noösphere, better known as the collective unconsciousness, where all human thoughts are conceptualized. More specifically, it exists at the bottom of the Noösphere, born from liminal spaces, half-forgotten memories, and cyclically destroyed Universes. Due to its "location" in conceptual space, it intersects partially with baseline reality, which is why humans wind up in its own headspace. Everything in the Backrooms is ultimately a reflection of human thoughts, and human thoughts love connecting two unrelated things together.

Eventually, this knowledge will be discovered. It could be done by M.E.G., or some other group, but the end result is that they identify conceptual space through the discovery of Level Domain, and some idiot comes to the conclusion that deliberate social engineering is a great idea. They start off with something very simple, yet also massively important: Almond Water. The idea is simple: just make it so the Almond Water is a cure-all panacea, heals all physical and mental wounds, and exterminates all hostile entities it comes into contact with.

Question for all of you: when you think of the color "Red," what do you think of? Strength, love, royalty, danger, human sacrifice, blood, death, evil, heat, sexuality, and warmth are a few things. In baseline reality, this question doesn't mean anything besides a fun fact. In the Backrooms, knowing this sort of thing is key to understanding your new reality, because symbols are reality. You can't forcefully remove a portion of it you don't like, because you'll tamper with everything that it's associated with.

With that in mind, think of what the idea of “all wounds” and “all hostile entities” means. Think of what people define as pain, and think of everything people consider hostile. Some people genuinely think living is suffering, or that knowledge itself is a sin. Humans will look at someone they’ve never met and will view them as evil simply because they look slightly different or think different thoughts.

Ultimately, the purpose of this mission is to stop the advent of Super Almond Water before all life in the Backrooms dies a slow and painful death. This can be done by simply stopping the original plan from occurring or hastily fixing it after it begins.

Reward: +300 CP
The near disaster that you averted has been investigated, and we’ve fiat-backed it to make sure that nobody else tries something so monumentally stupid.

This disaster came about because someone thought they could save humanity, and foolishly believed they could shape it all to their will. To control everything is not possible, for humans have thought of far too much to be controlled by any one group, which is just fine.

Chaos and Creation (Narrative Perk Reward): You cannot control all things in existence, but you can create something from what is there. You can shape your Jumps to have whatever genre, tone, and ending that you wish. Turn that grimdark world into a fairy tale with a happy ending, or that sugar bowl into a crime genre with a bittersweet one.

Scenario #050: Clarity & Justice

"Level 18: safe, secure, minimal entity count." Did you know that until very recently, it was impossible to label a level as "safe" unless it had "minimal entities"? Does that make sense to you?
The idea of plastering the number of entities on a safety rating makes me sick. The human-supremacist view is baked into the very structure of the Database and everyone who contributes to it. The M.E.G., our supposed heroes, label themselves the "saviors of humanity". But what about those who don't fall under their rigid definitions of a normal "human"? I think we all know how much saving would happen, then."

Takes place shortly after ***The Fault in Our Minds****. Optional add-on requires* ***Apex-tier Pluripotent Headache***

Mission
Perhaps during your attempt at stopping the plot to create Super Almond Water, you came across a group known as ENTITY. They're a decentralized political group that believes that humans and entities should not be distinguished from one another.

This might seem idealistic or even stupid to a lot of people. After all, lots of entities have no problem killing humans. You, however, have already figured out that entities are reflections of the human psyche, which raises a question as to how distinct they really are. After all, you don't view your daydreams as separate from yourself, do you? This distinction becomes even more muddled when the "entities" literally were humans. Facelings, Wretches, and those Partygoers are, no matter their state, created from humans.

ENTITY may not necessarily know what you know, but they aren't totally ignorant either. It doesn't take a genius to note how all entities are treated as inherently "dangerous" to humans, to the point that it partially defines the safety of levels. This othering is very noteworthy, especially since levels with high amounts of entities are considered infestations, despite them existing in these places before us.

You have been approached by at least one cell of ENTITY. Maybe they learned about your efforts to stop Super Almond Water, or maybe you've already disseminated some scientific paper that is sympathetic to entities. Whatever the case may be, they want your help in spreading their message of equality. If you don't care about things beyond that incident, you can refuse. They'll be disappointed, but they'll still grow. If you do accept, your mission is clear: help spread the message of humans and entities being able to coexist. You

don’t have to make everything all kumbaya, but you should at least get a little over half of all wanderers to seriously believe that some form of coexistence can occur.

…If you happen to be in a version of the Backrooms where anomalous, godlike beings reside, this cell of ENTITY is a bit different. They still have the same fervor in their goals, but have a unique piece of iconography: a tree and a snake. Their leader, dressed like a Librarian, calls herself Lucy. Of course, calling her a “leader” is pushing it, since she doesn’t exactly do much, and very strongly suggests that she isn’t human. On the bright side, Blanche seems to like her, since the two of them like Libraries. Don’t expect her to actually tell you what the heck Lucy is.

She will follow you around during this little adventure of yours. She’s not going to micromanage you, just…watch. She’ll ask you hard-hitting questions that, rather than question your identity, ask who you are as a person. I’d strongly suggest against trying to lie, since she is pretty good at reading you. What you answer won’t kill you, but the conclusion of this Scenario will make it clear whether or not she is pleased.

Reward: +300 CP
Your attempts at swaying the public consciousness have worked, and the majority of wanderers believe in coexistence. It’ll be quite some time before it is fully reached, but ultimately, things will turn around.

A Bridge Between Two Worlds (Perk Reward): Neither mundane nor supernatural beings, unless innately hostile towards everything, will ever attack you until given justifiable reason to do so. Additionally, this allows you to bring any disparate groups together, so long as your attempt is earnest.

….Provided that you give Lucy answers that please her, she thanks you for the wonderful experience. When you least expect it, she vanishes, leaving behind a note that says she hopes to see you again - and also gives you a heads-up that trouble is coming to your near future, and to be ready. Her cell also seems to have vanished from the face of the Backrooms, though they leave behind something for you.

Enigmatic Library Card (Item Reward): This may or may not be a literal card. Regardless, it will grant you instantaneous access to the Wanderer's Library, an extradimensional space that contains every book and every story across the Multiverse. It might take a bit of time, but you’ll be able to seek out any sort of information that you need. Do note that you don’t own the Library, and don’t make a ruckus for either the staff or fellow wanderers. This will also not let you escape the Backrooms until you actually do so in another way.

Scenario #051: Throw Away Your Mask

"This dimension we call the Backrooms, specifically conceived to be a living hell, will now become a purgatory for unfortunate souls who land here.
There will be no more damage caused by these parasites of humans fighting for their meaningless interests.
Just,
A Paradise."

Mission
Hey Jumper, you like all-out war?! And no, I'm not being hyperbolic.

Do you remember way back when, before you even met Diletta? There were two distinct mysteries you ignored. The first was the mystery of the Trial Testers, and Overseer S. The second was the Reverence, a cell of which you rather viciously murdered through the power of Aklavos. It seems that leaving those loose ends out like that may have caused some troublesome matters.

On what is presumably December 25th, a group declaring themselves as **Liberation** appeared and launched an all-out attack across the Backrooms using an army of mind-controlled entities, leading to what can best be defined as pandemonium. An enormous number of people died from this event, the B.B.A.R was totally obliterated, and the survivors were scattered. Liberation stated that they served God, and were part of the Reverence - which meant that they wanted humans to suffer, and return to a time where mankind wasn't dominant. Overseer S, the so-called "Patriarch", revealed himself to be the orchestrator of this "Judgment Day" and the voice of God. Almost every group lost huge numbers, doubtlessly as a result of the majority of them being preoccupied with the termination of the Iron Fist, and simply not seeing it coming.

Emphasis on "almost", though. The Masked Maidens, as a result of knowing about Chinatsu and Delacroix already, had busied themselves with Liberation's goals and so lost relatively few personnel and assets. Your group was also pretty much untouched, mostly on account of having several difficult-to-access levels, any of your potential personnel being uncompromisable, and a not insignificant number of your allies being extremely powerful in their own right. If you encountered Lucy, then you were also *already* primed for trouble rearing its head. So, needless to say, your attackers met a very swift defeat, though whether they meet a swift death is ultimately up to you.

With Liberation effectively being in control of the entire Backrooms, the various Groups of Interest need something to rally behind - and it seems that someone is you and your team. I can't imagine that's surprising, seeing as your feats by this point are well known, and your power is not one to be trifled with. With this group of explorers, merchants, weirdos, information-gatherers, lawbringers, and a few gods, the **Syndicate** is born, with one goal in mind - the destruction of Liberation and killing God.

That second part requires a lot of work, and almost certainly more context than you have right now. The first part is slightly easier. The ground forces of Liberation are, at the current moment, the more pressing concern. The army must be thrown into disarray, which can be best done by forcing the Patriarch, Richard Simmons Delacroix, into a tight corner. The man has a crippling fear of failure, so it's best to hit him where it hurts, and wipe out his closest allies, the highest-ranking officials within Liberation. The Eternal Repository and the Eyes of Argos provided the Syndicate with valuable information on all of your targets. What's more, Sophia, who held herself back out of common courtesy towards other groups, had absolutely zero issue with raiding every single Liberation-used database she could reach before they blocked her off with a firewall. As a result, you are privy to some fucking important information about their goals and assets. You even figured out about Level 771, and the mind-control crystals they have, which is why they can control entities. Sophia states there is something about "Paradise 772", but something powerful seems to be blocking her - most likely God. That'll take time to crack, so in the meantime, you have a list of ideological dissidents to assassinate.

How you kill the "apostles" of Patriarch Delacroix is up to you. The most straightforward way is to track them all down and remove them from the census. You can, however, choose to get creative. For all their talk of returning to the past, Liberation employs plenty of technology and certainly uses computers. At some point, in Level 854, someone will have stumbled across a certain short story that, although fictional, isn't exactly insane in the context of the Backrooms. If you are up for it, you can develop a…**Berryman-Langford Information Technology**, or something like that. It'll fry the minds of at least half the apostles if you are clever, and wipe out the remainder if you are persistent.

*Depending on your actions, the battle against Liberation is far more one-sided - and in your favor. If you completed **Freedom of the Storm**, then Temperance will aid wanderers. If you completed **The Hermes Network**, Liberation has a string of levels they can safely travel to and from. If you completed **To All Corners of the Complex**, there are a number of levels that have held out against the initial attack from Liberation. If you complete **The Jewel of Emotion**, Biboo can disrupt instances of Object 771-S ("Harbinger Devices"), which enables Liberation to control hostile entities, and perhaps even bring them to your side. If you complete **Watchdogs of the Old World** at the Dark Modifier, you'll find that Luke Blackwell*

("The Alchemit") has been burned alive by purple flames, with any progress on the Scourge of Olympus having been destroyed.

Reward: +300 CP
The extermination of the apostles is, in effect, the main bulk of the war against Liberation. Whether you stabbed them, shot them, fried their brains, or used some other method of termination, Liberation's leaders fell. With each victory, the Syndicate's forces can reclaim more of the Backrooms and slowly but surely close the walls around the Patriarch. The sole targets that remain are the Patriarch, Saint Mother, the Enforcer, the Blacksmith, and their alleged God. You are winning the war against Liberation.

Headhunter (Perk Reward): Have you ever been told how good you are at killing? Because you are very good at it, and this is a manifestation of that. When you declare someone your target, you are improbably good at tracking them down and being put into a position where they can be killed. This doesn't help you with killing them, but it will help you get into position.

Scenario #052: The Ultimate Weapon

"Just for a moment… I wish I could go back. Back when I was a kid. Back when I had everything I cherished here with me.
But… I can't go back.
My life will continue here in solitude.
Forever."

Mission

So the good news is that you and the Syndicate are definitely winning against Liberation.

The bad news is that, as of the current moment, it's functionally impossible for you to actually win. Because you have to kill God. So it's time that I actually give you some exposition about that bastard - or rather, Blanche and Malphas will elaborate.

In the distant past, there was God - the very first one in the Backrooms, according to Himself. When He came into existence, there was merely itself, and then came the Word, who stated that God must create. Through the Word, God created the Backrooms itself, shaping all of its dimensions and fashioning all of its entities. It would even create the original members of the Pantheon of the Lost, granting them a fragment of its power. God was satisfied with this world that he created, seeing the world that he fashioned evolving to its design.

But then humans arrived. This should have been impossible. God was the creator of all things, but it did not create humans, and had no power over them. God then went half-mad trying to comprehend something that existed outside of itself. The Word, who was semi-autonomous and embodied His power and ability to shape creation, told God that humans were an aberration and must be made to suffer. God agreed and so shaped the Backrooms into a hellscape designed to torment mankind physically and mentally. This status quo came to an end only when the original members of the Pantheon, who seemed more connected to humans than God conceptually, felt the pain inflicted. They ganged up on their Father, beat the shit out of him, and forced him to flee. He then suddenly returned again, and was imprisoned in the most secluded part of the Backrooms, for they could not kill him.

The bizarre Looney Tunes moment where he managed to escape and then immediately returned was because of Malphas. When God narrowly escaped his children, he wound up in the place that would become the Torment. It was furious that humans had turned His children against Him. Realizing the Torment was connected to an afterlife for humans, it

made sure that humans who suffered did not get to die peacefully. It then ran into Malphas, got His “Divine Voice” stolen by Satan’s second-in-command, and presumably ran back into the Backrooms to avoid death. The rest is history.

It took less than a few seconds to realize that Malphas referring to God as a “Demiurge” to Aradia was more true than he realized. You know for a fact that “God” (who will be called “Saklas” hereafter) couldn’t have actually created the Backrooms, because the Backrooms are shaped by humans, who Saklas clearly didn’t make. By that logic, there’s also no way it could have created the Pantheon, because the Pillars have always existed, which is likely why the Pantheon members felt pain from the suffering of humans but not their father. It seems that, beyond the Word, Saklas gaslit himself into “creating” the Backrooms as a material space, and declared it as all that there ever was, and got pissy when humans proved it wrong.

So Saklas is a fake god. Cool, but it’s not that helpful. Whatever it actually is, Saklas still has incredible power and, save for the Brothers Death, is the strongest thing in the Backrooms as a whole, at least in its domain. You are going to need something to put an end to His existence. You might have Aklavos, but even they are unsure of whether you can win or not - their little stunt with Null-06 was because the two shared similar concepts, and that was not the case with this false divinity.

No, you need a new weapon, and you know just the place.

Tournesol is an…odd location. Known more as Hephaestus’ Forge, Tournesol is home to EHF-1, as defined by the former Unbound Entity Coalition. Records suggest that “Ghosty” is almost certainly Olivia Bellerose, a former M.E.G. operative with a…difficult history, currently concluding with her ruling over the mysterious level. If you go to her, you are sure that, with all the weird shit you’ve gathered in the Backrooms, she can probably forge what you need. There are two problems with this, however. The first is that reaching the level requires a mirror from Ghosty, and following her discovery of the true intentions of the U.E.C., she kicked everyone out and shattered every mirror to reach her. The second is that Ghosty is incredibly obstinate against creating weapons meant to harm, and even if you have good intentions, the Coalition pretty severely poisoned the well.

Reaching Tournesol isn’t too big of a deal, as Blanche can teleport you there, and Olivia's friend has one surviving mirror to take you. The real challenge, and your actual mission for this scenario, will be getting Ghosty to not kick you out immediately, and getting her to trust that your intentions are purely to save the lives of those in the Backrooms by slaying the Demiurge. Especially since, in order to reach you, she literally just got out of the most miserable state of her life.

Successfully doing this is either incredibly straightforward or surprisingly difficult. You can choose the path of least resistance and show her your memories of your time in the Backrooms and all of your actions, whether for good or ill. So long as you haven't done any egregious shit that somehow didn't already fail these scenarios, or you are doing them wildly out of order, you will always have done more overall good than bad. What happens afterwards depends on your goodness. If your actions have been overwhelmingly good, she'll trust you pretty much immediately. If your actions are a lot more gray, she may request that you put a certain restriction on how you can use the forged weapon. From there, you can either accept the restriction or you can try to sway her with your charisma and appeals.

If you don't want her to read your mind at all, then she's not going to trust you whatsoever, and it will be a ***very*** uphill battle to win her over.

Reward: +300 CP
Regardless of how you did, Olivia has been swayed to your side and will design for you ***a weapon that can bring down a god.*** For the creation of the weapon itself, several items are needed, and if you've made it this far, then you have everything you could require.

- **Aklavos** - the core of this weapon, and the most powerful weapon in your arsenal (probably, anyway). A claw of Sanna, and a former weapon of Ginnung that finally ended its master, "god-killing" pretty handily shapes Aklavos' nature.
- **The Broken Gun** - The mysterious handgun you found all the way back in the Manila Room, which eerily resembles the one used by that mysterious Director to try and off themself. Why it was in the Backrooms is certainly mysterious, but if it resonated with you, a gun is certainly good at killing things.
- **Skin of the Black Ghost** - The strange shapeshifting material that Malphis II gave you after freeing Nerissa, which he assures you is definitely ***not*** a modified piece of skin from one of the Men in Black that he flayed. Whatever the case is, incorporating it into the Ultimate Weapon grants it incredible shapeshifting abilities, which is very good for throwing your enemies off.
- **Trenchcleaner Core**: The heart of the Trenchcleaner that you fought on Level 49. It granted the Trenchcleaner infinite ammo and infinite energy - both very useful for the energy sink that is Aklavos. Do note that any energy attacks you belt off aren't infinite in power: it just means you can use them without needing to rest from doing so.

At long last, it is finally here. **The Service Weapon** has been finalized. Whether it's in the shape of a gun or another, this weapon possesses the properties necessary to kill

anything, including gods. Aklavos' consciousness still persists in the weapon, so they'll still be willing to talk to/annoy you - though they'll be content to lie dormant.

If Olivia likes you enough, she is also capable of further modifying the Service Weapon with certain possessions you own. From this Jump, that includes these objects:

- **Object 5 - Firesalt**: Can optionally fire off rounds that explode in a similar fashion to firesalt
- **Object 19 - Squirt Gun**: Is able to transform into an instance of Object 19, and can optionally fire off rounds coated with whatever liquid you have stored in it. If the liquid is beneficial, firing it in a round will apply the positive effect, while firing off a deleterious effect will induce that effect on whatever is shot.
- **Object 101 - Fryvo Jades**: The weapon now subtly glows to alert you to any entities in the area, along with their threat level.
- **Object 75 - Chekhov's Gun**: You are now incapable of losing your weapon, and it will immediately manifest in your hand if you happen to need it
- **RAI-317-B**: Allows you to teleport to any (non-living) surface your weapon fires at. Even if not in the form of a gun, the teleportation effect can still work by pointing it at the surface
- **Object 49 - Compression Cube**: Allows you to create a compression cube with the same effects as the original Item. Do be aware that, while this can certainly trap and potentially destroy gods, they'd have to be *really* weak to not be able to survive such compression.
- **Object 32 - Reality Fresheners**: Your weapon is now a reality anchor, enabling it to suppress reality warping centered around you, though its ineffectiveness against standard physical hazards remains.
- **Instrument 80 - Retributors**: Your weapon grows stronger with your own willpower, and if you have its capstone effect, you may call on ***THE SPECTRE*** for assistance.
- **Modified Object 69 - Paralysis Bullets**: The weapon is now able to fire off rounds that, if fired enough, can induce paralysis.
- **Luvidium-Modified Kalthoff Rifle**: Your weapon can now fire off rounds that trigger severely hazardous ionizing radiation, or you can simply fire off blasts of gamma radiation.
- **Spear of Atmos**: You may transform your weapon into this spear, which retains the effects of itself and its capstone version.
- **Demothermic Mini-Ballista**: Your weapons are able to fire off demothermic rounds that explode on impact. Very useful against holy and holy-adjacent beings.

*…If you have completed **She Who Bellows Grief and Tears**, you may offer Olivia the chance to reside in your Incubation Egg. Generally, sticking the dead in this thing doesn't really do*

anything, as it lacks Zephyr's power, but Olivia isn't "fully" dead in the same way someone like Mint is. If this is performed, then within a day, Olivia Bellerose herself will appear, with a corporeal body and corporeal voice. She's alive, and quite a bit more - she's no longer a champion of Philia, but an avatar like her.

Extra Reward - Blessing of Olivia (Perk Reward): Olivia Bellerose is a woman who has loved and lost…a whole lot. Like holy shit, it's straight misery. She lost her parents when she fell into the Backrooms, she lost her new parents who she found the Backrooms, she lost her dear companion Tournesol, and also lost her unborn child. That conga line of misery is insane, and anyone else who experienced similar grief would be ruined by it, but it made Olivia stronger as a person, strong enough to ensure nobody else should experience such trauma.

From now on, the love you have for others works as a shield. So long as you care for them, they receive a minor probabilistic shield that gives them a greater chance of surviving events they otherwise wouldn't be able to. If someone gets shot in the heart, it'll just barely miss their vitals. If they trip down a cliff, adrenaline will let them grab onto the cliffside and pull themselves up. If they are clearly going down a dark path, trying to have a genuine conversation with them will turn it around.

Grief makes monsters, and monsters stay in power. But love is the force that moves the sun and the other stars. What does that mean? Well, if you don't know yet, perhaps you will in the distant future.

Scenario #053: See No Evil, Fear No Evil

"997-A is, without a doubt, one of Saint Nature's most wonderful creations. We may find it hard to believe, but the entity is endowed with an intelligence that I would describe as divine. It is fully aware of its actions and of what lies within its realm. Indeed, Entity 997-A is an angel who decides whether a soul deserves to go to Paradise or not."

Takes place immediately after ***The Ultimate Weapon***

Mission

With the weapon in tow, it's time to march onto Liberation's home territory and bring down the Demiurge. From all that can be gathered, you'll find them in the deepest layer, Level 772 - and that in and of itself is a hard place to reach. To begin with, even reaching any of the levels directly operated by Liberation is difficult. Perhaps there may have been a way to reach it more easily...but Backrooms Robotics is in no condition to make an attempt. So you are going to have to break in through the front door.

There's a big problem with that, however. The "front door" to their alleged Paradises is **Level 997 ("Dark Travels")** - which has a very nasty entity guarding it. Entity 997/A ("The Whisperer") is perhaps one of the most dangerous entities you've ever encountered. Some sort of cognitohazardous entity, it is a malevolent intelligence that stalks its prey, forces them to hear incomprehensible whispers, and will manifest physically to dismember the target, ensuring its last moments are agonizingly painful.

The reality is that the entity itself is a guardian of the levels ruled by Liberation - which explains why they call Level 997 "The Gates of Paradise". Entity 997/A is one of the creations of Saklas, created specifically to hunt any trespassers who might travel into the deeper levels. It appears to be omnipresent, and if someone launches an army into the level, all of them will wind up dead. If any efforts to breach Liberation's headquarters are to be made, the Guardian must meet its end.

The mission is a simple one - kill Entity 997/A. Luckily for you, while the creature is intelligent, it was also created by Saklas to be a sadistic asshole, so it's not going to actually think too hard about its targets. Granted, its targets usually can't fight back anyway, but those targets have never had something that can put an end to them.

Rewards: +300 CP

It was almost too easy to bait the creature. All you had to do was move towards the airlock, and the entity went from Stage 1 to Stage 2, and then to Stage 3. Unfortunately for

it, you are not weak, and the Service Weapon can make short work of it, regardless of its control over electronics. When it fell dead, the electronics in the area returned to normal, and the whispers fell silent.

"THE GUARDIAN IS DEAD, AND THE GATES ARE OPENED TO YOU. THIS CHARADE IS ALMOST OVER."

An aberrant voice, more unnerving than anything you've ever heard, and certainly more disturbing than the Whisperer itself, spoke into your ear. But as suddenly as it appeared, it was gone, and its pressure left with it. Your mission is a success - and the raid into Liberation's headquarters can begin in earnest.

Avatar-to-God Pipeline (Perk Reward): Valpuri speaks to you about your termination of Entity 997/A. She speculates that Saklas, ~~a genuine godhead~~ an Apex-tier Pluripotent Entity with a god-complex, would not create a being disparate from itself. As a result, she speculates that, while the creature has an intelligence and can act autonomously, it's not actually separate from Saklas, so it dying has no doubt had a backlash on the entity. This perk is proof of her hypothesis, because whenever you kill an "aspect" or "clone" of a being, it doesn't do the whole "returns to the origin with no true damage being done". No, the damage you dealt to the clone reflects on the prime self, so even if the thing you kill is 1% of the true self's power, the true self has still just lost that power permanently.

Scenario #054: Revelation at the Mountaintop

"The very first adventure of our mission,
A sacred and untouched paradise, brimming with purity,
A single mountain and yet enough to appreciate life for an eternity."

Takes place directly after ***See No Evil, Fear No Evil****.*

Mission

With the death of Entity 997/A, Liberation itself was completely thrown into chaos, for how could an agent of the divine perish? Whatever the case was, the Syndicate was already prepared for your victory, and was calling on everyone within the Backrooms to help bring down Liberation. The day of victory was here and now: it's time to end it.

Level 770 ("Mount Seela") is a place that honestly does deserve to be called a paradise. It's just a shame that the place was being used and controlled by the people who deserved it the least. This is the main headquarters of Liberation, where its top brass are located: Saint Mother (Chinatsu Mutsuki), Enforcer (Elizabeth Graves), and the Blacksmith (Tobias Lambert). They are the sole remaining leaders of Liberation, sans Father Delacroix himself, who is almost certainly with Saklas.

When you join in the fighting, it will be a goddamn warzone, as by this point, Liberation will either have all shored up their defenses or will soon be recalling everyone to Paradise 770. This Heavenscape will become a vision of Hell itself - which is really ironic, considering this place does, in fact, have a Hellscape at the bottom of the Mountain.

Your mission, however, has absolutely nothing to do with this battle - that's just a distraction so you can reach the Mount's Peak with minimal hindrances, and reach Level 771. Granted, the path will be guarded by Liberation's top fighters, and almost certainly Elizabeth Graves - but, well, surely you won't find them to be real issues, right?

If you have completed ***Aiding the Maidens****, you'll find that Evangeline Holmes has been following you, and interrupts Elizabeth Graves from interfering in your mission: "Dear Lacuna has already fought you before - so why don't* ***I*** *have some fun with you, for all you've done?" The next time you see Evangeline, she will have blood on her, and carries around a robotic arm.*

…Well, there is *one* detour that you can take. Chinatsu is a monster who quite frankly deserves to pay for the crimes she has committed, but the fact remains that she is a

protege of Blanche. Blanche von Haderach is many things, but she's hardly a poor judge of character and has always been willing to lend a hand to you. From what can be discerned from records, she was hardly evil in the past. Her malice originally stemmed from the original leader of Trial Tester, Tristan Petrovic, holding her in disdain for fear of losing her position. It didn't take long from there for Delacroix, who seems to have some sort of mental pollution effect from Saklas, to poison her anger into full-blown misanthropy. Blanche wants you to bring her to Chinatsu, just to try and get through to her. It's not required, but it would be kind.

Rewards: +300 CP
You broke through the ranks of Liberation, whether it be by carving a bloody path through them or simply sneaking around. Upon reaching the interior, you met Elizabeth Graves and dealt with her. The path to Level 771 was in sight.

…If you chose to aid Blanche, you're only a hop and skip away from Chinatsu herself. She's not a very good combatant, and quite frankly, has no means of threatening you or Blanche. It's for that reason that you can sit down and relax, as Blanche, for the first time that you've seen, so very harshly reprimanded someone for making such severe mistakes. In the end, though, the two shared a hug. Chinatsu will most certainly wind up in jail for a very long time, but she is freed from Delacroix's corruption and can make an effort to change.

Heading to the peak of Mount Seela, you find that it's devoid of life. No doubt that if anyone was here, they came to the conclusion that it would be smarter to regroup in 771…or maybe they had the decency to fall into Hell. Whatever the case may be, you found the shiny white crystal embedded in a tree, which will take you where you need to go.

A MOMENT OF YOUR TIME, IF YOU WOULD BE SO GRACIOUS

Did you just hear something in…is that *red*?

Indeed, one of the "Divine Fruit" of this level somehow manages to have a voice in it that sounds like the color red. It introduces itself as ***The Scarlet King Who-Was-Once-A-Fool***. That is to say, it was the Kharrakh who was from Alagadda, whom you were connected to within your gestalt. They congratulate you on making it this far, and your battle against the false god is close at hand. The entity states that it wishes to help you in your upcoming battle - and potentially your battles in the future.

The Scarlet King gives you something of an explanation for its existence. In the past, it was simply ***THE SCARLET*** - the embodiment of Red itself. Undivided and absolute. One day, however, it encountered something very sinister: **The Beholder's Eye**. It knew not what the Eye wanted, but it sought to interfere with the world, and so they fought. Unlike other concepts, the Beholder's Eye could not so easily take down the Scarlet, though the Scarlet could not win so easily either. The two were stuck in a deadlock until the Beholder's Eye managed a lucky strike, severing the Scarlet down the middle - one became conceptual malevolence, while the other became conceptual benevolence. Unsurprisingly, the malevolent half was unwilling to recombine with the benevolent half, and even if they could work together, their fracturing caused them to lose far more power than a 50/50 split. They were unable to contend with the Beholder's Eye anymore and were both quashed. The malevolent half of the Scarlet was stewing in its own lunacy, while the benevolent half tried to help, however little it could. Among the things it did to help was embed a piece of itself into a certain heap of detritus that would eventually coalesce - you, of course.

That's…a lot of information to take in. But as Aklavos, whose consciousness is embedded within the Service Weapon, so eloquently explains, there are two Scarlet Kings. The one Aklavos has beef with is the incarnated malevolent half of the Scarlet that murdered Sanna. The other guy is the Fool who loved an unrelated Sanna and was a slave of the King of Alagadda. The two have the same names and suspiciously similarly named women because the two are conceptually two halves of the same coin. The Fool embedded a piece of itself in the heap of narrative blackbox that you would incarnate from, which is why it exists in it, but there was no Tape belonging to it.

The Divine Fruit states Aklavos is right on the money. It's able to communicate with them due to the conceptual weight of the world - courage and intense emotions on the side of the Syndicate is winning over the cruelty of Saklas - which the Fool states is a lesser reflection of the Scarlet King. That's why you had a weird vision of the Children of the Scarlet King all the way back when you learned of the Reverence - they are the Backrooms' equivalent of the Children, even if they aren't the same. Whatever the case is, this means the Fool can give you a gift - a gift that will help you put an end to Saklas, and whatever threat may appear in the future .

The Divine Fruit withered away and turned gray, unable to handle the channeling of an Apex-Tier Pluripotent Entity. But while the voice fades, something wells up inside you - a great power indeed.

Scarlet Passion (Perk Reward): You receive **Scarlet Passion** from the Fool, a power unlike any other welling up. You receive the benefits of both the perk and its capstone effects. If you purchased it, you receive half of the CP that was used for the purchase.

Blanche's Gifts (Item Reward): Blanche isn't sure how to repay you at the moment, but she will give you these and something else later. Objects 96 ("Blanche's Gifts") are a number of anomalous items with positive effects attached to them. Probably the most significant of these is Object 96.1, which will automatically teleport you into the Cygnus Archives, regardless of where you are situated. It's quite helpful and has no cooldown.

Scenario #055: Retroflow Canal - Celestial Conception

"The last destination of our journey, a conglomeration of concepts, where everything originated from."

Takes place directly after ***Revelation at the Mountaintop***

Mission

It seems your mission is within reach. It's the final battle that's coming up. Following your encounter with the Scarlet Fool, you touch the shimmering crystal of Level 770 and wind up where you need to go.

Level 771 ("The Sacred Domain") was the next place on your list to go to in order to bring down Saklas. This ten-kilometer-wide island is a gorgeous place…and also completely devoid of human life. Sure, you saw plenty of entities, but considering any of them to be threats, despite being controlled and actively hostile to you, would be an absolute joke. Even Father Delacroix was nowhere to be found.

"GO TO THE LIBRARY. THE FATHER AWAITS YOU DOWN BELOW."

That overwhelmingly powerful voice rang out to you - which you were starting to think might perhaps be that mysterious "Word" Saklas created. Unlike last time, though, it didn't threaten to crush you this time, no doubt from your Red blessing. Still, you followed its command and headed to the Grand Library. It was there that you encountered a highly conspicuous golden book, filled with what can only be described as divine sacrament and yapping from Saklas.

"I'M GLAD YOU'VE TAKEN THE HINT. NOW DON'T SLOW DOWN."

That nuisance of a voice rang out once more, and turning around, you see an iridescent orb. This must be "The Word" - or at least some sort of manifestation of it. Looking at it closely, you might notice it's not really an orb, so much as it is an eye of some sort. Flipping the golden book, you stop on a section for a reason you may not realize it's being mildly compelled out of you: Psalm 77:2. In an instant after reading the psalm, you wind up right where you have to be: Level 772 ("Origins").

But you are not just dropped right in front of the Father. No, you have to deal with the narcissistic douchebag's fuckass "Trials". The first trial drops you into in anabyssal black path, lit only by the lamps. Apparently, these lamps show you people who your actions have done harm to. Depending on how you've been going about this Jump, this place

either shadows under some of these lamps or shadows under *every* lamp. But regardless of it, you can ignore these shades and continue down the beaten path.

After that abyss comes the Second Layer, known as Aeternum. It's an endless field matching a country, with endless replications of barns and a greenhouse. Look up in the sky, and you won't see a sun, but instead a countdown. This place is on a twelve-minute cycle: from 0:00-5:00, the level appears as normal. From 5:01-6:00, the skies gradually darken. From 6:01-12:00, the sky goes pitch black, the countdown becomes red, and shadowy entities stalk the level and will attack you. After 12:00, it goes back to normal, and the cycle repeats, save for the level becoming more and more dilapidated. Everything is a matter of time, and you'll have to reach the lighthouse in the distance before an hour is up, lest it all come falling down.

Next comes the Third Layer, known as Grief. It's a green ocean of tears, emblematic of the sorrows of everyone you have ever caused grief - it's enough grief to perhaps drown the world. Is this a reflection of the past you've forgotten, or a future yet to come? It doesn't matter for now, because this place isn't real. Shortly, a hellish torrential rain of tears will fall, and you have to swim to the deepest depths to reach the next layer.

After Grief comes Despair, the Fourth Layer. It is a burning red desert, a red sun in the sky emblematic of hell itself. This is the true nature of "God" - of Saklas itself. The fiery hell is not the end, as you must force open the colossal gates in the distance, and reach the Death Factory - an endless, hellish slaughterhouse that is the prototype of Hell itself. Its atmosphere is choked with blood in the form of steam mixed with the toxicity of iron. As you can imagine, it's not a very good place.

But from Despair itself springs Hope, the Fifth Layer. You can imagine that this must be where Delacroix met and bonded with the Apex-Tier Pluripotent Entity, declaring itself God. But what he saw means very little to you, for the door to Saklas is present. The creature's voice echoes in your brain:

THE TIME IS NOW
VILE CREATURE IN THE SHAPE OF A HUMAN
IT WAS YOU WHO HAS RALLIED MANKIND TOGETHER, DEFYING MY WILL
YOU HAVE RUINED MY PLANS FOR ETERNAL REVERENCE, TO RETURN MY LANDS BACK INTO ITS PRIMORDIAL PARADISE
THOUGH YOUR WEAPON BE STRONG, AND YOUR POWER GREAT, I SHALL NOT BE DEFEATED
MY TRAITOROUS CHILDREN CANNOT INTERFERE
THAT MONSTROUS RAVEN CANNOT RIP MY THROAT OUT AGAIN

IT IS YOU AGAINST MYSELF AND MINE HOST. WHAT'S MORE, I HAVE MINE CROWN
WHEN I DESTROY YOU, I WILL HAVE YOU WATCH AS I DESTROY YOUR PRECIOUS HUMANITY
YOU WILL WATCH AS I SEIZE MINE THRONE IN ALPHA-OMEGA
I SHALL NOT BE STYMIED BY AN INTERLOPER SUCH AS THYSELF

Rewards: +300 CP
Job's not finished. It's time to head through the door.

Scenario #056: THE DAY TO BRING DOWN A GOD

"Can you feel life tangle you up inside?
Yeah, now you're facedown on the floor, oh!
But you can't save your sorrow
You've paid in trade
And you can't help but follow
It puts you right back where you came"

Takes place directly after ***Retroflow Canal - Celestial Conception***

Mission

You've challenged all of the trials of Saklas, and here, at the bottom of this world of endless conception, it is time to overcome the false creator Himself. Under typical circumstances, the way to "God's Temple" is warded by a gateway, accessible only if you retrieve the four artifacts scattered at the four corners of the level. However, the way has already been opened for you, with the four artifacts of this nullscape already inserted. Delacroix's handiwork, no doubt. Going into the interior of the temple, flowing throughout this place is the mysterious Holy Code - whatever that stuff is. The moment you touch it, you receive flashes of… something. It's like a river of liquid quintessence. Supposedly, this stuff is what Saklas used to shape creation. You've got no clue what that ACTUALLY is, considering Saklas didn't really do that, but odds are that you shouldn't touch it.

"Ah. Finally. You are here, Interloper."

Awaiting you at the center of the temple wasn't some lion-headed beast like you were hoping for to complete the whole "Demiurge" claim. It's just Father Delacroix. Well, *just* Delacroix is certainly inaccurate - the bastard had a lot of power in him, no doubt from being the host of Saklas. Certainly, it was more powerful than even the Game Master by a wide margin, and perhaps even Blanche. It was not, however, more powerful than the Brothers Death - so you actually stood a chance.

"Damn that Raven, but it won't matter…"

Delacroix's cursing Malphas, no doubt due to getting shit-stomped way back when. From what Malphas explained to you, the Divine Voice was basically how he was capable of bending reality to such an enormous extent. The fact that Saklas had it ripped out wasn't just a dick move on the Raven Demon's part, as it nerfed Him to an insane degree. If He still had his Voice, perhaps you might have had an uphill battle.

Well, you still will be having an uphill battle. Adorning Delacroix's head was a pale white crown, which suddenly fused with Delacroix's skull. That is **The Crown of the Throne**. It is the original "Treasure of the Void" that symbolized Saklas' authority over the Backrooms, and the main reason why it was still a struggle for the rest of the Pantheon to initially defeat Him, forcing them to wrestle it from their head. Liberation must have discovered it at some point. Beyond straight-up magnifying the powers of whoever wears it, the Crown also channels the faith of those who believe in the wearer and converts it to power. And as Delacroix gains a pair of gauche golden wings, it's pretty clear that it was certainly having an effect, as the forces of Liberation believed in their God.

Don't give up the fight! Although Delacroix-Saklas is the strongest foe you've faced, this doesn't make him invincible. The cornerstones of his power was having control over the whole of the Backrooms, the Crown, the Word, and its Voice. Right now, Saklas has just two of those things, and the usefulness of the Crown is temporary. As we speak, the forces of Liberation are in a grueling battle with the Syndicate, who have no qualms about putting an end to the enemies of humanity. Even if he's more powerful than you at the start, it's not going to last forever. You have your mission: defeat the Apex-Tier Pluripotent Entity!

Conclusion: +600 CP
"No…! No…! Damn you, Abomination…! Damn you, my treacherous children! Damn you, Raven!"

It was a hard-fought battle, where any wrong move could result in your death. But the Service Weapon worked like a charm, with a lucky strike taking out Delacroix's wings, and another dealing a mortal blow. God - the Demiurge who turned the Backrooms into a hellscape for mankind twice- was now at death's door. As your enemy is impotent, you can choose how to interact with them. Perhaps you rub your victory in their face, or perhaps you empathize with them, but explain how some things just can't be justified. It ultimately won't matter.

****SHINE****

In an instant, a terrible flash beam of radiance, traveling faster than light, struck Delacroix/God and obliterated them in an instant, leaving behind just their crown.

"AT LONG LAST, THIS CHARADE HAS FINALLY CONCLUDED. AN IGNORANT SLAVE TO THE VERY END"

It was the Word - the Word finished off Saklas, and from the sounds of it, there was no mercy or loyalty to be found.

The pieces then clicked into place. Saklas was alone, and then the Word suddenly appeared. It was the Word that told Saklas to create, despite Saklas not actually creating anything. It was the Word who advised Saklas to torment humans for being an aberration, even though the Word alleged that all creations stemmed from God. It was the Word who literally stated that this charade would soon be over when you killed the Whisperer. For fucks sake, ***it looks like a Beholder Eye!***

"SMART COOKIE. THAT'S WHY I LIKE YOU SO MUCH - YOU ARE PERFECT. YOU FREED ME FROM HAVING TO PLAY THE SYCOPHANT, AND YOU HAVE COMPLETED YOUR ASSIGNMENT AS I COMMANDED"

Wait, fucking ***what***?! *This* was the one behind your Deletion and binding to this place?! What…just…just what is this being? You won't find out for now, as it vanishes from existence, giving you a piece of advice as it fades:

"FOR THE RECORD, THIS SIDE REALITY WILL SOON FALL INTO THE ABYSS WITHOUT ITS SCULPTOR."

The Beholder's Eye is gone, and all that is left behind is the pale white crown.

Aftermath & Rewards

In the wartorn land of Level 770, the final moments of Saklas sounded a metaphysical death knell throughout all of the Backrooms - and in an instant, all knew that the war was over. The surviving forces of Liberation surrendered quite quickly, and any holdouts collapsed in moments, as survivors from all around the Backrooms were filled with hope and courage. When you emerged from Level 772, with the Crown of the Throne in hand, Syndicate and the Backrooms celebrated with joy.

But it didn't take long for the "main circle" to realize something was wrong. The revelation of the Word's true nature was almost incomprehensible, and its warning about an "Abyss" is something they'll need to deal with quickly. But, in this brief moment, they've finally won peace - and you've earned quite a few rewards.

Crown of the Throne (Special Item Reward): *"Do not be fooled, for the quest to the end does not truly end the nightmare. Seek not for escape, but salvation for all. Only the Crown of the Throne can truly save all, dead or alive. End the nightmare. Seek the truth.*"

The Crown of the Throne- a symbol of the power that Saklas possessed, and ultimately squandered. The message that the Crown psychically projects to you makes it pretty clear that it wants you to seek out the Throne Room - and it's through the Throne that everyone in the Backrooms can be freed. That can wait, however.

Lands of Liberation (Warehouse Attachments Reward): It seems that the death of Saklas did not end the levels that he controlled - perhaps Ria's scheme of debasing Saklas by referring to him exclusively as an Apex-Tier Pluripotent Entity did in fact debase His ontological claim over the Levels. You should be sure to mark that down, like some sort of…tactical theology. Jokes aside, Paradises 997, 770, 771, and even 772 are all yours, with all the bells and whistles on them.

Scenario #057: The Rat's Nest, Decaying

"I had a home once. A manor overlooking the sea. Upon the world, this was a vestige, calling forward unto strangled ears. But when the skies turned dark, the house was taken by the sea. A pillar truncated. Cast down to the seabed with all the other forgotten things. But I remember. Fleeting shells sinking ever slowly, folding downwards, into themselves, forever tearing along the seams of the sky, until nothing remains except the eternal ghost. And you ask yourself... could there ever be anything greater than this?"

"YOU HAVE ALWAYS BEEN HERE."

Takes place after ***THE DAY TO BRING DOWN A GOD.*** *Requires* ***Limina Effect*** *drawback.*

Mission

They say that everything ends - but who could have possibly expected that the same could be said of the Backrooms?

To explain the current crisis, one has to explain how the dimension actually functions. It is all quite literally just a bunch of snapshots of past realities made to exist as a physical space within the collective unconsciousness. The *problem* with this is that the Noösphere is an undulating space of ideas and concepts, so "solidifying" them isn't something so easily done, as it returns to its origin. This resulted in a "hole" in reality - which is effectively a massive drain out into the collective unconsciousness - back into the wild **Dark Ocean**. The only one to ever try to patch this drain was Gudang, which not only didn't work, but also massively fucked everything up.

To make this whole situation worse, humans don't really help matters. As you might have guessed, human beings existing within *their own conceptual headspace* causes some...***issues*** - which was not helped by the dimwitted Saklas trying to manipulate this headspace against itself. This liminalization, reality-contorting, and endlessly cyclical nature has resulted in conceptual stagnancy, sepsis, and necrosis. The only thing really stopping this effect was likely the Holy Code, which vanished the instant the Beholder's Eye killed Saklas and dipped. Without anything to hold off the rot, a Decay has set in. It spreads as a patch of semi-existent void that swallows everything up in its maw, never to be seen again. It can't be stopped, but it can be slowed down, for a time. If the Decay isn't stopped, the entire Backrooms will rot, and it, everyone, and everything within will be dissolved back into the human headspace, restored to a healthy state of being.

The Syndicate has been working around the clock to develop a method of stopping the Decay, pooling over everything they could - and they believe they've found one: inverting it! If they can "invert" the Decay's conceptual center (the hole leading to the Dark Ocean), everything should be restored back to normal. Luckily for you all, the infrastructure of Backrooms Robotics was finally able to be used, so giant fuckoff weapons that can be retrofitted to trigger an inversion were possible. All that is left is to send a charge and chuck it in the hole in reality at Level 404, a job that, of course, only you can really do. The fate of the Backrooms is in your hands once more - now hop to it, Jumper.

Rewards: +300 CP
Navigating the highly dangerous heaven is a task so few could ever say they'd even try to do, but you wound up succeeding. The Decay is inverted, and the Backrooms are restored to their state before the Decay sets in. The **Limina Effect** Drawback has also concluded for the most part. But the fact remains that this is merely a stopgap. Sooner or later, the Decay will set in once more, because there is nobody at the reins. The only way the Backrooms will be safe is for someone to reach the control center - **Level Alpha-Omega**.

Inversion System (Perk Reward): You've done the impossible and earned a reward for doing so. With this, you are able to invert any perk, item, power, and general system you can get your hands on. Invert your poison to be a cure, invert down to be up, make your gun fix wounds, and turn their super durability into super squishiness! You can also invert specific aspects of something, but not all of it. For example, rather than completely inverting the enemy's party-wide buff (Which becomes a single-target debuff for your side), you can invert the buff aspect (thereby making it a party-wide debuff targeting their team).

Scenario #058: The Mystery of the Allseer

"It is unclear what happened to the Allseer following the original massacre. This is the period in which texts begin mentioning her more infrequently, and all artistic depictions originated prior to this point.
She was killed by the Iron Fist. This has been boasted by them for many years. It is not known exactly how they managed to capture and murder her, given her foresight and knowledge…
Many theories suggest it was some sort of tradeoff for a chain of events in the future, though nothing is written on the subject."

Mission

It has been several months since Liberation was defeated, Saklas was killed, and the Decay was neutralized. For many in the Backrooms, they were able to, after so long, find a modicum of peace. The Syndicate, at least for the moment, also decided to stick together, so as to create a united front.

And, you know, to also help you finish your goal.

It was clear to everyone in the Syndicate that reaching Level Alpha-Omega was, by this point, the only way to get as many people out of the Backrooms as possible. Level 301 is *a* solution, but it's not reasonably going to get many people freed until a ways down the road. You already have three of the Treasures of the Void, including the Crimson Heart, Card of Truth, and Crown of the Throne (The "true" version of the Defiled Crown). However, there are still more to be found, each being owned by members of the Pantheon. The Key of Salvation is held by the Keymaster (no shit). The Tome of Knowledge is held by the Storyteller (Blanche). The Healing Harp is held by the Priestess (Philia). The Lens of Wisdom was held by the Allseer, but is likely held by the Alchemist. Finally, the Brush of Reality is likely held by Apollo, the servant of the Muralist of Level 57. While reaching the Gates is possible for you, entrance into Alpha-Omega proper is not permitted unless you have all Treasures. Even if you brute force your way past the Paragons guarding it, the path to the throne has an omnipotent maze that will send you back to the beginning, or just make the air itself a noclipping vector that sends you back to Level 0, or a more troublesome space.

The first one on your list to find would be the Lens of Wisdom. According to the legends, gazing at something with this will teach you all there is to know about it - though weaker minds may become hyperfixated on said object. The Alchemist outright confirms he has the lens, stating it's his magnifying glass. He offers to give it to you, but you must fulfill a request of his. The request, rather than something weird like a syringe of blood or half

your personality, is to instead help him figure out a mystery. The mystery is a fairly straightforward one: *"how did the Iron Fist kill my predecessor?"*

That is a very good question, and apparently one that the Alchemist didn't know. The Allseer is the original Avatar of Knowledge, who was pretty much omniscient, even compared to the Alchemist. And yet she's dead, as is plainly obvious. The Iron Fist were quite proud of that, stating that they entombed her in the rubble of the Panopticon, known in the current day as Level 11. In the chaos spawned by the ruination of the original Pantheon, such a claim has never really been challenged: the Allseer is dead, and the Panopticon's form certainly shifted after the chaos. But again, how could the Iron Fist have possibly killed her? Those frauds have been at this for millennia, and more of the Pantheon have killed themselves and each other than them.

With you and the Alchemist smelling bullshit, your mission is to investigate how the Allseer *really* died. The answer is somewhere in Level 11; it has to be. But the question, of course, is where? It can't be the main level, considering they would have figured that out by now. Besides, if the Iron Fist could bring down an infinite level, they'd probably be more threatening. The Alchemist thinks on it for a bit and recalls that the Panopticon was almost certainly on an island. That clue narrows down where you need to go, but if it were that easy, the Alchemist could have done it himself. He suspects that the answer is somewhere deep in the level's interior, which is drowned by floodwaters. Floodwaters that have liquid Chromium and bacteria inside. So I hope you are able to deal with that.

That certainly narrows down where you are supposed to be looking.

Reward: +200 CP
Your investigation of Delmopan has led to some…interesting discoveries. For example, in the flooded regions of the city, it stops looking like a normal city. It is certainly very advanced, but most certainly millennia older than the rest of the buildings. There's no doubt that this is the Panopticon - especially since it's been utterly pulverized. You'd think that it'd take you a long while to find anything of value, but you'd be wrong. At the very first stone you come across, you find some strange scrawling embedded in a stone. It looks nothing like anything you've seen from the Lost, and looks very familiar.

The moment you pulled out the stone and brought it to the Alchemist, he took a single look at it and immediately sealed his memory of something specific. If you tell him that you recognize a similar symbol to that back at the P.M. Center, he tells you to stop speaking, as some things are dangerous to be said aloud. All he can say is that the Iron Fist didn't destroy this place - the one that did simply led them to think they did. There's only one entity you've encountered that is good at gaslighting like that, but the Alchemist hands you the Lens and bids farewell.

Lens of Wisdom (Special Item Reward): Among the Treasures of the Void. The Lens of Wisdom is capable of granting all knowledge of an item in an instant by focusing on it.

If an object is erased from existence, then the lens is useless, as there is no information to be found anymore. There is nothing to be found in the symbol you see.

"All eyes are weak when viewed objectively, thus some truths may only be found through the looking glass. All shall become clear as crystal when it is peered through, with understanding and comprehension granted down to an iota of an iota of an iota."

Scenario #059: Over Despair, Through Love

"The Hotelier is very introverted, barely conversing with anyone other than Cupid. According to her, he is a very friendly yet delicate person who only wishes for others to be safe and healthy. He has claimed to suffer from depression, mainly because of certain events from his past that he wishes not to talk about. Currently, The Hotelier's name is unknown, but he has confirmed that his last name is unrelated to the name of his hotel."

Mission

The members of the old Pantheon - the one who survived at any rate - were all significantly changed following the collapse of the old order. Of the ones who were physically altered, the vast majority of them were mentally changed by the experience, effectively casting off their old identities for the sake of new ones. Really, the only one who didn't actually change all that much was Philia.

The Goddess of Love has, for better and most certainly for worse, stayed true to herself as the direct reflection of Love itself. She unconditionally loves all life, never really expecting anything in return. If you asked her for the Harp of Healing, she'd probably just give it to you straight away as thanks for all the help you've done for the Backrooms at this point. But come on, you know that you can't be so selfish: ask her if she needs something!

As is to be expected, Philia herself does not need your help, or at least she says she does. No, she instead asks you to help someone: the Hotelier. Level 979 ("Oakes Inn") is a mostly safe level overseen by a godlike entity known as the Hotelier. The man is friendly and wishes for the safety of others, but is apparently suffering from a rather considerable depression, due to grief in his past. Even if you've been to Oakes Inn before, odds are you never met the guy, as he doesn't really interact with people outside of his friend, "Cupid". In reality, the Hotelier is a man named Vincent D. Oakes, a journalist who learned much about the Pantheon and wanted to reveal his findings. Something tragic happened involving the Iron Fist, who wound up killing his wife and triggering his ascension into the Avatar of Oizys, Pillar of Despair. Cupid is, in case it wasn't obvious, Philia herself, who helped Vincent establish Level 979, although the name being the same as his surname is a coincidence. She's helping Vincent move past his grief, but progress has been slow. She hopes that with you, the guy who helped bring down the Iron Fist, Vincent can get better.

Your mission is not to completely fix Vincent's grief - if you could do so, that'd be appreciated, but it's not expected. No, all Philia wants is for you to help make some progress with Vincent. It can be small, or it can be huge, so long as it is tangible progress.

Reward: +300 CP
He smiled. After your efforts, Vincent gives a real smile, one he hasn't shown anyone else since Philia for a long while. Whether you made him crack a joke, or totally inverted what he is supposed to be the Avatar of, the man is clearly happy for this one shining moment. Philia is grateful to you, wishing you well on your mission to Level Alpha-Omega.

Harp of Healing (Special Item Reward): A harp carved from a golden tree. When the harp is played, the body and mind are cleansed of all impurities, and all wounds and curses are healed. It was Philia playing this harp initially that helped Vincent get out of the bottomless wellspring of despair that becoming Oizys' champion made him - but dealing with melancholy for a godly champion is a bit harder than plucking strings.

"Pure-hearted being, seek the gentle Harp that cures the body and mind. You who were chosen shall use it to become a kind and merciful ruler. Bring peace and prosperity; caress its strings for a future less grim. And then, you shall never fear again."

Scenario #060: One Final Portrait

"The Muralist is a devoted worshipper of the pantheon, having painted portraits in their honor since ancient times. Even now, despite all that has happened, her paintings continue to depict only the most ideal forms of the gods, for she wants nothing more than to return to that golden age."

Mission

The story of the Pantheon is one that is inextricably tied to the story of mankind in the Backrooms. In the distant past, before it all came crashing down, humans and the gods lived together in symbiosis, and it was a time of true peace and prosperity, with pretty much all records verifying that people on average died far less than they have in the current day Backrooms, at least until quite recently with the birth of the Syndicate.

This golden age is over, however. The simple fact is that humanity has grown far beyond that infancy, and it cannot go back. The gods themselves have similarly changed, and cannot fit the molds they once did. The unending march of time waits for none, and those halcyon days are behind all of you - it's time to go onwards, into the great beyond.

Level 57 ("Diurnal Art Gallery") is a level controlled by the Muralist, the current Avatar of Ka'rot, Pillar of Art. In the distant past, she was the Champion of Gudang, and though having become an Avatar herself, she still views herself as the humble servant of the gods. She constantly paints murals of the Pantheon, longing to return to that distant golden age. Ultimately, however, her wish is little more than a pipe dream, for things have changed far too much. And when you meet her, hoping to retrieve the Brush of Reality, she will reluctantly accept that. Emphasis on ***reluctantly***, however - she really doesn't want to accept it, but seeing as you are making headway with the Treasures of the Void, veritable gifts and tools of the gods themselves, she could not deny a new age was coming.

But, there was one last thing she wanted, one last thing that would conclude her long wait: a portrait. A portrait of the gods, the Pantheon, in its current state. This is going to be a very daunting task - or perhaps not, depending on your relationship and connection to the gods at this point. You must gather all the Avatars of the Pantheon together (save for Morpheus, whose ability to join is very limited), so that the Muralist may paint her portrait. If you go to Blanche, she'll be more than happy to assist you with this endeavor.

Reward: +300 CP

It was a difficult road to get there, but you somehow managed to gather all of the members of the Pantheon together. The Muralist was overjoyed at your helping her, and you stood out of the way so she could begin.

“What are you doing? Will you not join in the portrait?”

It seems that the Muralist perceived *you* to be part of the Pantheon now. You might not be an Avatar (or rather, not an Avatar in the same vein as the others), but the Muralist considers you to be someone important enough to be memorialized alongside them. Give her enough time, and the greatest work she’s made in thousands of years will be finished, and you will get your reward.

Brush of Reality (Special Item Reward): A brush capable of painting whatever the user imagines into existence - like creating anart, but on steroids. Complex creations (especially one that’s alive) requires a lot more detail. Unfortunately, for as much detail as the Muralist added, “retroactively undoing the fall of the Pantheon” is much too complex for anyone to perform.

"Just as the pen is mightier than the sword, so too is the brush. It is the bridge between the imaginary and material, making dreams a reality."

Act 3.5: Stories of Gods and Monsters

Extra Scenario #052: The Furthest Reaches of Experience III

*Requires having completed **the Furthest Reaches of Experience II***

Your explorations at the behest of the M.E.G. are among the most well-known in the Backrooms. Your cataloging has doubtlessly saved the lives of many wanderers, and helped to further establish your name as someone truly special. Now, you have been asked to help out once more. Maybe it was the M.E,G., or the Syndicate - whatever it is, it's time to explore more levels.

Your mission is to explore 100 levels. The reward for doing this is increased if you possess the **Too Many Side Quests** Drawback.

Reward: +300 CP / +400 CP (w/ Too Many Side Quests)

Extra Scenario #053: Close Encounters of the Liminal Kind III

*Requires having completed **Close Encounters of the Liminal Kind II***

Your nature of the greatest scientific aide has yet again earned you some questionable requests for help. Maybe it's from a Group of Interest, or it's from the Syndicate after everything has blown over.

Your mission specifically is to interact with and study 50 different entities. Further interactions with the same type of entity (if part of the same species) does not count.

Reward: +300 CP

Extra Scenario #054: To All Corners of the Complex III

*Requires having completed **To All Corners of the Complex II***

It's through you that more of the Backrooms has been colonized by humans than it has in recent history. That's certain to piss off a certain bunch of anti-modernists, but, well, I doubt you'll falter against them now will you? It's time for more colonization.

Your mission is to ensure that 25 unsecured or uncolonized levels are safely colonized by humans. You receive a bonus if you have the **Waves of Entities** Drawback.

Reward: +300 CP / +400 CP (w/ Waves of Entities)

Extra Scenario #055: The Hermes Network II

Requires having completed ***The Hermes Network I****.*

The Hermes Network has been a massive blessing to the people of the Backrooms - and if you are in the midst of your battles against the Iron Fist or Liberation, you have a huge advantage against them. Ria hopes that you'll help her to further expand the Network.

Your mission is to assist Ria in creating a network that encompasses 50 more levels. Although it can be only really any level, she would prefer it to be on levels that aren't dangerous.

Reward: +300 CP

Extra Scenario #056: Backrooms Remodeling Commission

"A picture of Level 0.2, a "remodeled" version of Level 0, before it has been interacted with and subsequently destroyed."

Mission

The Backrooms Remodeling Company is an anomalous group within the Backrooms, dedicating to "remodeling" various levels in the Backrooms to be safer for human habitation. The problem arises from the fact that they are extraordinarily bad at it, and usually cause it to spiral into being a sublayer, and probably cause a few deaths. There is a possibility of said organization having sinister motives for doing this, but since I have no knowledge of it, you don't have to worry about it. For now, you just have to help them.

It seems the group has some knowledge of your power, and seem to believe that you have the ability to help them with their job. Your mission is simple: assist the Backrooms Remodeling Co. with successfully remodeling a hostile level into a friendly one. This remodeling must not have caused the deaths of any personnels and wanderers, must be stable, and it cannot spiral off into a sublevel.

Reward: +300

Remodeled Level (Warehouse Attachment Reward): Whatever level you remodeled, you have been given the Level Key to access it at any time. Post-Jump, it becomes part of your Warehouse.

Fixer-Upper (Perk Reward): You may now restructure dimensions to be more suited to your desires. Turn that infested space into a pristine and empty habitable zone. Do note that you cannot completely alter how a dimension functions (For example, you can't turn a sea into an office building), and it takes some time to fully dominate a level.

Extra Scenario #057: Lost Grace I - Blast in the Past

"Without Tsovaeith's influence, avarice and envy have woven themselves into every thought and action in this world. Reality bears no kindness for us, and those who make their own goodwill cannot compete against the never-ending flow of pure scorn.
At some point in your life, you may have wondered why bad things happen to good people. Now you have your answer."

Takes place after ***The Faults in Our Minds****. Additionally requires* ***Data_Frag_Hero***

Mission

Hey, so concepts are important. Yes, I do literally mean the idea of something.

As you've already been informed, the Backrooms is literally a place born from the Collective Unconsciousness, AKA everything humans can conceive . As you can imagine, this makes concepts far more keenly felt - to the point where if a concept is lacking or dead, then you're shit out of luck. This is presumably the same in the Frontrooms, but concepts there very rarely take on physical forms that let them be interacted with, and there's nobody stupid enough to do such a thing anyway.

This means that, in addition to them just being stupid in general, the Iron Fist would have absolutely screwed themselves over if their revolt was successful. The Pantheon *were* living concepts before they degraded themselves into gods. Kill a god, and it's associated embodiment goes haywire. Such is the infamous case with Tsovaeith (xey/xyr/xem), the god of goodwill and kindness.

Xey was a kind god who apparently ruled with compassion for 500 years even after the collapse of the Pantheon. That came to an end when xyr champion, Eardwulf Akermane, during a festival Tsovaeith held to honor xyr subjects, unintentionally brought a prayer glass. These mysterious artifacts, with barbarous words written on them. Tsovaeith thought the glass was beautiful, and didn't know it was dangerous, so xey felt it was best to honor the craftsman and drink from it. But xey did not notice when they ran out of wine, so instead of drinking from it, the glass drank from xem. The cogs of time brought forth a beastly idol, who slew nearly everyone within Level 437. A few escaped, thanks to the efforts of Malphas and a Eardwulf, who died in a mutual kill. Ever since then, the concept of goodwill was severely damaged, leading to the quite frankly messy state that the Backrooms was in before you arrived.

For a good while at this point, Diletta had undergone efforts to destroy any and all instances of the prayer glass that she could find, with the help of Sophia and information pulled from the Iron Fist. Of the eight glasses that remained before her interference, only one remained. You went with her to neutralize the final prayer glass, likely held by some cultists - who were luckily killed or detained before they could make their offering.

However, something…off was happening. No sacrifice to the glass was made, but a deep black sludge seemed to be emanating from it. Is this a consequence of it being the last one? As you went to destroy it, something *new* was happening.

<<FAKE SCARLET>>

At that, a monstrous-looking hand appeared from the sludge, grabbed your body, and pulled you into the tiny-ass glass. By the time Diletta could react, you were fully taken by the entity…

…and wound up somewhere new. It was a pristine white hall, under a white sky, and a…blackened sun? Looking around, there was an enormous amount of blood, viscera, and screams of horror and horrors. Aklavos, who was aware of the godly aura of members of the Pantheon, stated this place once had grace, but it seems to have very recently began to fade, and fast.

This must be **Level 437 ("Temple of Lost Grace")**, the land whereTsovaeith ruled - and then died. You'd somehow gone back in time to that infamous day, in the midst of the festivities. How the hell that happened, you aren't even sure - you knew the mysterious creature behind the prayer glasses defied time, but there was no record of it being able to pull in people from different periods of time. While you were navigating the temple, a shudder of fury and disgust welled up within Aklavos:

"There is no doubt about it. The Great Pseudobrachiator, or whatever you call it - it's one of the Scarlet King's ilk."

As you mentioned that, you came across a family running away, and you asked them what was wrong. In tears, they told you that something happened to Tsovaeith's champion, and he's been driven by some horrid curse to kill. Aklavos stated that he must have been corrupted by the abyssal nature of the Pseudobrachiator.

You bid the family to leave, as you carried on, and quickly saw what they meant. Eardwulf Akermane, the literal Champion of Grace and Goodwill, was slaying innocent people, as his pure white sword was burning his hand. It's *Virtus*, a holy sword that cannot suffer being

used for malicious intent. The moment Eardwulf saw you, he lunged at you with ruthless intent, and it's up to you to battle him. Well, "battle" is a strong word, and it's more like you are putting him out of his misery.

Once you do, a familiar gruff voice will ring out, yet remarkably younger - coming straight from a massive humanoid raven: *"Just who in my home are you?"*

Dark Tone: If you fought Eardwulf in lower tones, Malphas will have arrived early and observed your encounter with Eardwulf. Now though, he decided to assist several humans in escaping the level - he had no love for the Scarlet King, and screwing with them in small ways was always good fun. As a result however, when he arrived at the seen, he sees the malevolent-looking Aklavos currently buried in the heart of the dude with a holy sword in a temple dedicated to goodwill, so he rightfully assumed you were part of the problem.

Your mission, therefore, is to inform Malphas that you aren't the bad guy in this situation, while also surviving long enough to prove it. Luckily for you, Malphas is nowhere near as strong as he is in the time when you met him, and is pretty much your equal in terms of combat.

Reward: +300 CP
You and Malphas are now caught up to speed with one another - though you may have had to fight him to prove your innocence. You don't tell him you are from another time (for fear you might trigger some paradox), but he can tell you stick out a lot.

As Malphas explains to you the nature of the threat, the abomination who incited this disaster appears before the two of you, and it does not seemed too pleased.

Extra Scenario #058: Lost Grace II - The Great Pseudobrachiator

"It has a few names. The Primal One. The Old Fear. The First Danger. They're all the same, really. This great pseudobrachiator was the first one to claim the title of "monster."
Flesh of man. Blood of shrew. Tongue of adder. Talon of hawk. Fang of shark. 8 feet tall, fine-tuned senses, absolutely silent when hunting…
It really is the perfect predator."

Takes place immediately after ***Lost Grace I - Blast in the Past***

Mission

When the Scarlet King assaulted Sanna, from her body came her seven daughters, whom Kharak forcefully married, and bound to himself. A'tivak, A'ghor, A'distat, A'zieb, A'nuht, A'tellif, and A'habbat are there names - seven brides for seven seals. There's much to be said about all of them, but for the current predicament, only one of them is relevant: A'distat. Bound with the seal of hezhum ("desolation"), she is extraordinarily vengeful, hating her sisters and hating the sacred - though I can't really say she's unjustified. Her children, the third order of Leviathans, ride to declare the triumph of the King, spreading pestilence, fear, death, and destruction in their wake.

The Great Pseudobrachiator is among these children, of that there can be no doubt. The creature lacked much in the way of intellect, but the smell of ash permeated everywhere, despite there being no fire present. It must be among the oldest of those children, a terror of the ancient world born before even the Fae Empire, in the time when man was still under the boot of the Behemoths. Aklavos burns in rage, sensing the blood of that worm and the blood of a child of its Queen. Evidently, Aklavos felt only pity for the Brides, but that didn't extend to their monstrous children.

Your mission is the terminate the Great Pseudobrachiator, the first metaphorical shot in your war against the Scarlet King. It's considerably stronger than you are, but Malphas is here to join you in the fight - and all he wants is to eat the creature's organs. He *is* a demonic raven afterall, so him being slightly unhinged in his early days should probably be expected.

Reward: +300 CP

The once populous temple of Tsovaeith lies empty, with over a million souls either dead or having been forced to flee. But at the very least, the Great Pseudobrachiator, the one who

caused this madness, was now dead, cut down by you and Malphas. Aklavos wanted to keep stabbing it until it resembled the consistency of mashed potatoes, but you suggested perhaps waiting for a target that was actually alive.

You also watched Malphas *eat* the creature. It was remarkably fast, and horrifying in equal measure. It seemed to do the trick though, as Malphas was a lot stronger than how he was previously. He admitted that eating it gave him a rush few other things gave - but he'd probably not do that again. Truth be told, while he *rarely* scavenged from the dead, he knew the story of how the Scarlet King ate lesser gods to grow in power, and wanted to see if it was worth it. It was not, so Malphas can safely say he really doesn't like Kharak

Malphas also states that you should probably get going - he has no clue who you are, but could as least hazard a guess that you didn't want to be known. He'll just say Eardwulf snapped back to his senses, and assisted in taking down the creature at the cost of his life.

<<<THE FRAGMENT, THE ALLURE, OF A HERO>>>

Going to where Tsovaeith died, you don't find xyr body, but you do see a translucent ghost. It has no face, but xyr voice says all you need to hear: *"You must be part of me."*

Heroic Fragment - Tsovaeith (Enraptured Essence): *A strengthening of* ***Data_Frag_Hero*** *has occurred. From now on, when you perform an action with the express intent to assist others, the effects of this assistance are greatly magnified. Helping out a homeless person could lead to them turning their life around. Spare a bad guy, and they'll be disinclined from fighting you again, though rehabilitation is not within the purview of this. Lower taxes, and things still work out just fine, so long as you intend to help others.*

Dark Reward - Chalice of Grace (Item Reward): You thought to go collect the prayer glass, either to smash it or to perhaps use it to help you travel back to your own time. Surprisingly though, with the death of the Great Pseudobrachiator, it morphed into a pure white chalice, with no malice within. It must be remnants of Tsovaeith's power. When you offer a toast to your companions or those underneath you, all of their parameters and their leak are increased by a small amount for a day.

Taking hold of the chalice, a flash of light shines, and you find yourself back with Diletta, the prayer glass having disintegrated totally, and the sludge having vanished. You state you'll explain what happened later. Should you speak to Malphas through Shadow, asking him about his encounter with the Great Pseudobrachiator, he will realize why he felt you were strangely familiar back when you two first met - you ***were*** *the person he fought against and then with so long ago.*

Extra Scenario #059: Renew Your Vows

"What are you?"
"Whatever you think I could be."

*Requires **Data_Frag_Hero**.*

Mission
The Backrooms is a place with no shortage of mysteries, and in the spare time you and your companions have, the lot of you sometimes seek to investigate these mysteries.

Among the more fascinating mysteries in this place is the matter of Level 484 ("The Whiteout") and Level 485 ("The Blackout"). From what can be gleaned, the creator of Level 484 is almost certainly **the Maker**. However, 484 has little to nothing in common with Level 485, its connected level. This would normally not be a problem due to how the Backrooms typically function (hell, it's a rarity for the numbers to actually be in order), but the Maker most certainly is connected to the space, as he appears in photographs with the Bride throughout the Level.

What is the connection between the Maker and the Bride? Just who are they? Were they married? If that was the case, why is she in the wedding gown? The answers, you assume, will only appear once you manage to reunite the two. And that is your mission: find a way to bring the Maker and the Bride together, at last. While the Maker is a little tricky, the Bride is remarkably simple. The instant she sees you, she'll stop crying, and follow behind you. She won't speak, but she strangely doesn't sob either.

Reward: +300 CP
After a bit of level jumping, charisma, and transportation, you manage to bring the Bride to the Maker. The instant they lock eyes with one another, the effect is quite instant.

"Darling? Is that you?"

The Bride's voice sounds so similar to one you have heard before, but you don't have much time to dwell on it, as the Maker and Bride run up to and embrace each other. The light around them is damn near blinding for an instant, but when it dulls down, the two are hovering off the ground, with a halo of light around them.

"Ah…now I understand. Echoes are what we are. How wonderful. It's truly wonderful."

The Maker spoke some odd words to himself, and shook your hand. A white light enwreathed your hand, as he went back to the Bride. The two then transformed into bodies of light - the Maker suddenly became a beam of light that harmlessly travelled within you, and the Bride vanished somewhere else. You aren't sure if you found the answer you were looking for, but it was certainly an experience.

<<<THE FRAGMENT, THE ALLURE, OF A HERO>>>

Heroic Fragment - The Maker (Enraptured Essence): *A strengthening of* ***Data_Frag_Hero*** *has occurred, in the most unusual of places. The willingness to sacrifice your own pleasure for the sake of another is the mark of a hero - but it destroyed that Administrator, and it brought the Maker little peace. When you are doing things for the sake of other people, it becomes considerably easier, both in terms of how quickly you do it, and how little it will actually physically and mentally drain you.*

The White Light of Creation (Perk Reward): When the white light of the Maker settled into your soul, it felt…oddly easy to command. It's a small power, but it enables you to create pocket dimensions resembling interior spaces. You won't be as much of an expert at it as the Maker is at the start, but you can learn.

Extra Scenario #060: Palimpsest Protocol I - The Prince of Rust

""There are some corners of the universe which have bred the most terrible things. Things which act against everything we believe in. They must be fought."

Mission

Do you believe in evil, Jumper? Do you believe in thing being evil, not for some grand purpose, but because they simply can?

There is evil in this world, I can assure you. And it's name is Baughust, the Jaws of Emendation. The chances of any normal person knowing who Baughust actually is would be laughable, but the Pillar Scribe knows, and therefore so does Blanche. It is among the Voruteut, the great devourers outside of reality. The Pillar Scribe connects it to the devouring of the First Hytoth, though whether it did the deed itself or if it fed off the remains can't really be known. What is known is that it no longer has to consume reality for it to exist anymore - and yet still chooses to do so, because it's fun.

The destruction of Baughust isn't something you can do yourself, but you can cease its ability to threaten the Second Hytoth. To do so, you need to remove its servants. You already had a good start with the ruin of the Church of the Veiled, and sealing of the Wound - but two yet remain. The first is SHALTOKOL itself, and their Heralds of Rust. The second, of course, is the Great Serpent who gave SHALTOKOL his new form. If you take them down, Baughust will be screwed.

Your encounter with SHALTOKOL himself begins when you have an encounter with the Heralds of Rust (Shkhan, Kotal, Toki, and Hakol). It *really* doesn't take much to ragebait these guys, and if you can't kill or otherwise horrifically maim them, then what are you even doing here? Once you bring them down, lethally or not, the unpleasant sensation of rust in the back of your throat will appear.

"I SHOULD HAVE GUESSED THAT IT WAS A BEING OF YOUR CALIBER THAT BROUGHT MY SERVANTS SO LOW."

SHALTOKOL is a foe that you cannot underestimate. Although not as strong as either, he is still the child of Augustus and Gudang, full-blown gods. Though a demon in all but heritage, the bastard has godly power, backed by the corruption of Baughust.

*During this fight, you may have assistance based on what you have previously done. If you completed **A Fragmented Goddess II**, Gudang will appear to assist you. If you completed **Watchdogs of the Old World** in Dark Tone, Icarus will appear to reprimand SHALTOKOL.*

Reward: +200 CP
After a long-fought battle against SHALTOKOL, you at last reigned victorious over him. Defeated, but not dead, you pick the little bastard up, and threaten to shank him if he doesn't talk - or was it spank him? Doesn't matter, it's (probably) a threat.

"Ah, an interloper is here?"

That voice, which sounds like an inhuman mix between a forked-tongued creature and a used car salesman, only had one possible. Looking around, you reflexively blocked some creature attempting to bite you. Looking at it, you see some type of king cobra: it's the Great Serpent itself, a lesser manifestation of Baughust that it created. Before you could pull a secretary bird and smash the bastard's skull in, it slithered away into a portal, and you chase after it.

Extra Scenario #061: Palimpsest Protocol II - Wrapped in Black

"Before I am silenced once more. May it be known that Azel'kyra's benevolence is not without the requisite of a formidable tenebrosity. A preconceived notion has been born to suggest that light is inherently the embodiment of all things good, whilst darkness is of pure evil and vulgarity. Such a thing has only been a tool to promulgate this faulty concept."

Takes place directly after ***Palimpsest Protocol I - The Prince of Rust***

Mission

You chased Baughust through the portal, and found yourself in the Cygnus Archives - which is currently in disarray, no doubt because of the Great Serpent's machinations. An explosion immediately clocks where the action is heading, and when you reach it, Blanche is attempting to fight and destroy the Great Serpent. You'd think Blanche had more than enough power to forcefully banish the creature, and she should, but you can tell there's something wrong. She's sweating, and it almost seems like she's holding something back. You call out to her for assistance.

"[redacted]? What are you doing here? No - you have to go, I can't-"

And that was a terrible decision on your end, as you distracted her long enough for the Great Serpent to bite her wrist. Even if you yank the snake off, the damage is already done, and Blanche contorts in pain, and her golden hair and pristine dress shift in color. Black not-wings, voids that sucked in light, appeared behind her.

"At long last, I'm finally free from my so-called better half. You, gestalt, have been someone I have been so fascinated with meeting. My name is Noire."

The Great Serpent leaves in another portal, as Noire blocks your path. It seems that Chinatsu, Berry nor Tom are capable of interfering, being warded off by space-twisting barriers. It's just you and her.

All things considered, she's not nearly as malicious as you were expecting. She's certainly verbose, and has plenty of spite towards Blanche, but that more has to do with the fact that Blanche effectively locked her way, because she viewed Noire as something wicked.

Whether she *was* wicked or not doesn't really matter however, because now she's active, and has no interest in letting Blanche out.

And therein lies the actual problem. You can tell that Noire doesn't really care about Baughust's goals - she just wants to *exist* as an individual. At the same time, Blanche is much better company, so Noire has to to go. There's very little you yourself can actually do.

"Hmm…perhaps…"

Luckily, Aklavos has an idea. It seems to think that it can "destroy" the link between Blanche and Noire. Hypothetically, it should sever the two from one another. At the very least, it can confirm that Blanche will be alright - though whether Noire can survive independently is not something Aklavos knows. Regardless, you now have a game plan: fight Noire, and weaken her enough that the severance can occur.

Reward: +200 CP
The battle against Noire raged on for quite some time, and you really hope Blanche doesn't punish you for the damage caused. But still, you proved yourself Noire's superior, and delivered a spiritual slash that didn't damage Noire physically, but caused her to nonetheless scream in agony, as her "outline" left Blanche's body, resulting in Blanche reawakening in her body, and Noire independent of her, in a semi-physical form, struggling to maintain her existence. Berry, Tom, Chinatsu, and you raced to see if she was alright, and it seemed she was - just a little disoriented is all. All that was left to deal with was Noire.

Quite frankly, you had no clue what you were going to with her. You followed Aklavos' suggestion due to not wanting to kill her, but considering she was in horrific agony with an anchor, you might just have to. But before you had any reason to do so, a voice rang out.

"Do not fret, gestalt. You have done well in rescuing my other self. I never expected to have another, but this too is a new experience."

The voice of a being with truly immense power beyond imagination resounded out, as Noire suddenly calmed down, as her form being solid, and she fell unconscious. Blanche stated that Noire has obtained Avatarhood from Azel'kyra - the two are now equals in status, though Noire is clearly quite winded. They can worry about that later, as the Great Serpent escaped. The location it travelled to was heavily warded, but it has just breached it: the World Factory. Blanche creates a portal for you, and you race off.

Noire (Companion Reward): She's currently unconscious, but Noire is now an individual. Unfortunately though, she has zero control over Level 906, so Blanche suspects her duty is not here. What is that duty? Well, she thinks you can help her find it out. When Noire isn't pissed off at Blanche, or trying to maintain her existence, she's calm, collected, and very sophisticated.

Fission System (Perk Reward/Aklavos Upgrade): For your trouble, Azel'kyra has blessed you with the power to forcefully divide things. This includes anything within your possession, such as properties, perks, and items. You may also forcefully divide people, whether they be already fused beings, or normal individuals - though this will never kill them. Unfusing non-fused beings are considerably more difficult.

Aklavos is capable of also severing any object or individual.

Extra Scenario #062: Palimpsest Protocol III - Snake Eater

"To describe or otherwise express the sheer terror which I experienced is impossible. I can only speak to the dangers posed by implications of this forbidden knowledge which I have been ~~cursed~~ blessed with.
This being is the mother and father of all monsters, the ultimate hunger manifest. It devours at the conceptual level, setting a most disturbing precedent for the magnitude of destruction it could herald. Such a beast cannot be tamed, even by our lords of lords and king of kings."

Takes place immediately after ***Palimpsest Protocol II - Black and White****.*

Mission

The World Factory is a level whose importance cannot be understated. The Constructors of Destiny, known better as "the Almosts", are the ones who take the memories within the collective unconsciousness, and weave them into the innumerable levels of the Backrooms. It's a space beyond nearly anything else in the Backrooms - and the Great Serpent has arrived.

"Tch, you've arrived. So you defeated Noire already? What a nuisance...!"

It seems the Great Serpent is actually surprised and frustrated that you've managed to reach him already. The fact that it was reaching for the replica of the Frontrooms proved that it not only had an awareness of the Backrooms' true nature as a reflection of humanity, but it had nefarious intentions.

Indeed. The Great Serpent would rather not reveal it's hand, but its goal is within reach, and you've already figured it out. As a fragment of the Great Serpent, it's goal is to devour this Multiverse, just as it gnawed upon the previous. The problem, of course, is that it simply couldn't. Beyond the seven flawed gods blocking the way, there was a system that completely blocked Baughust's entrance. It needed a way inside - and there was one, thanks to the flawed creation of that fool Saklas. However, it couldn't fit inside the entrance alone, for it would be hunted and destroyed with ruthless efficiency. So instead, it sent a lesser incarnation - the Great Serpent, to force an entrance. It did so by manipulating SHALTOKOL to create the Church of the Veiled, who would perform the unraveling. It seemed to be a flawless place - *was* a flawless plan. Without the Pantheon around as a cohesive group, and no Group of Interest able to fully act against them, there was nothing to stop it.

But then *you* showed up, and threw a wrench in all of that planning. You brought order to the Backrooms, excised all of the malcontents, destroyed the Church of the Veiled, sealed the Wound, and then you closed off the hole in reality at Level 404. As a result, it had to get desperate - seeking out the World Factory. If it can devour the replica of the Earth, the Frontrooms itself will become destabilized, certainly enough for Baughust to be able to break down the walls itself.

"Since you have that conceptual protection, my corruption sadly holds no sway over you. Ergo! At this late hour, I will bring my mind, spirit, and flesh to bear - and batter you into oblivion! Come...! Come! COME!!! May this bloody sport commence!"

The Great Serpent drops its charade of a soft-spoken creature - and also its size of a regular cobra. The beast morphs into a colossal serpent that looks like it could swallow that Wrangler way back when in one bite. In terms of outright power, it's comparable to even the Saklas you fought.. Your mission is to defeat the Serpent, bringing an end to its ancient plot.

Reward: +600
"Curse thee...curse thee...! Right at the final moment...!"

It seems destiny has conspired against the Serpent so tragically. After a fierce battle that mercifully did minimal harm to the Factory itself, the Service Weapon ultimately tore through the abominable creature., bringing it to the brink of defeat. When it seemed like the Serpent was ready to teleport out, a heptagonal magic circle of light appeared underneath it. Well then, it seems like the Holy Fourth has figured out what is happening.

"No! No! Damn that bleeding god!"

It had no such time to curse it's luck, as the circle of exploded in a beam of light, erasing the Great Serpent as the level of the soul. It was very very dead, and odds are that anything it created will be undone. In other words, SHALTOKOL will probably go back to looking like a twink, the Heralds of Rust (assuming they're alive) will either return to a normal-looking state or outright die, and anyone related to the Church of the Veiled will most certainly suffer from brain death. All in all, it's a very happy ending

Rakmou-leusan's Blessing (Perk Reward): It seems the Holy Fourth has imbued you with a special skill of Hemomancy. By gathering blood, or being offered blood, you will be able to perform acts of magic. Strangely, you are pretty sure this was in your semblance, and Rakmou-leusan simply awakened it. Why the hell was that in there?

MEANWHILE, IN THE SPACE BEYOND THE CLOSED SYSTEM

"My manifestation. It has been…destroyed…!"

In the hellish space known as the Voru, the entity known as Baughust cursed, realizing that it's long plan to consume this bubble of creation was dashed. What's more, by the hands of that aberrant semblance, and by Rakmou-leusan's interference.

Baughust knew Rakmou-leusan well. It knew all of the Holy Seven well. It liked to play at being the destroyer of their so-called First Hytoth - but in reality, it was not Aiv-Zon, for that was the Queen of Depthless Night. But it was true that it took part in devouring parts of the Hytoth, and later took part in an invasion of that reality early on, taking the life of Yorun-leusan, the Holy Sixth.

So much effort to take this bubble…and all of it down the drain! But never the matter: there were many bubbles of creation. It might have taken special interest in this one, but it could hunt in others. Yes, it would have a sporting hunt!

<SHINE!>

Baughust barely had time to react, as a solitary beam of light, travelling infinitely faster than light, barreled straight towards it. The beam travelled directly from that accursed bubble, aimed straight towards Baughust's brain.

"…!"

Baughust couldn't react to it in time. It's going to barrel straight through the Voruteut's equivalent of a brain, and instantly fry it. Even if it doesn't kill Baughust, he's going to be braindead for a period approximately reaching infinity.

That accursed Rakmou-leusan! He repelled Baughust in the last invasion, and now he's going to put an end to it's fun…!

<FREEZE>

…But the beam did not reach Baughust. It was frozen in time, seemingly. No, this was a space where the flow of time was irrelevant, so it's more like something is conceptually halting it. Of course, this wasn't especially helpful for Baughust, who was also unable to move.

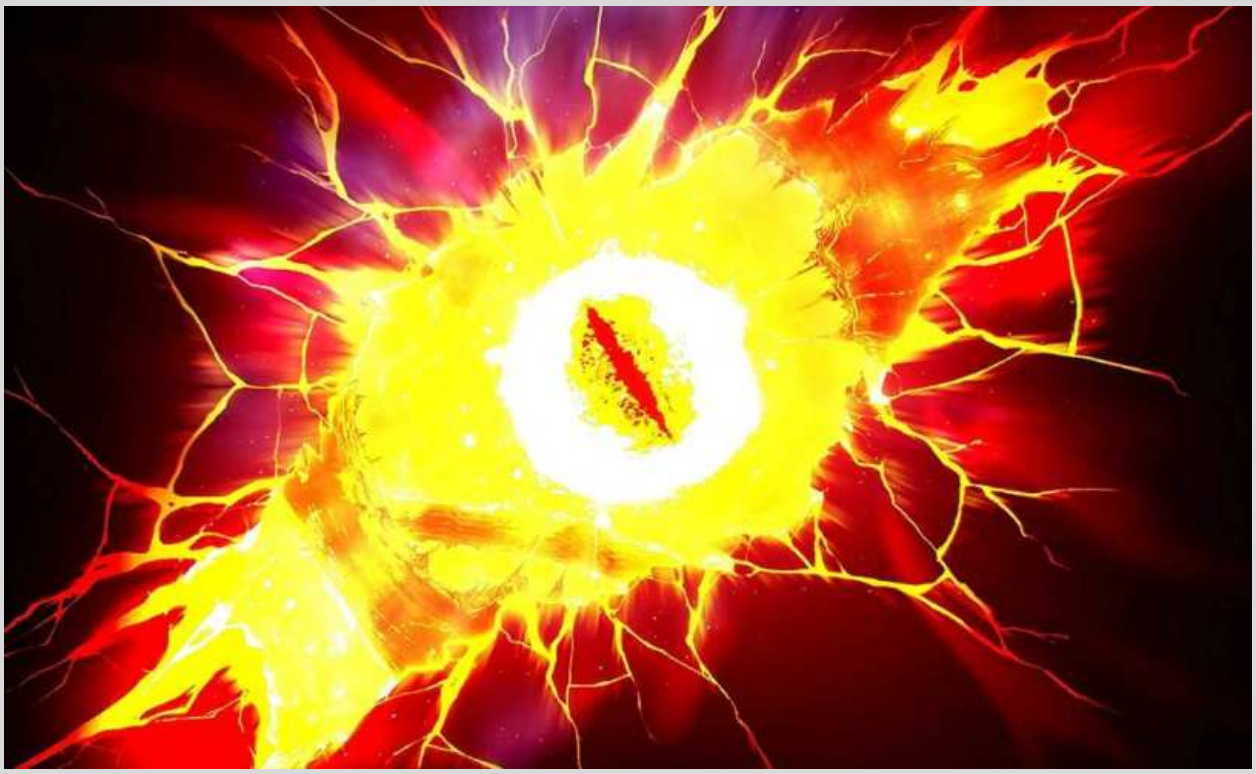
"But what could do such a thing?"

<<<IT WAS ME, OF COURSE>>>

-! No. No. Nonononononono! Baughust had to leave, immediately! If it didn't then-!

<<<TOO LATE. MUCH TOO LATE>>>

As Baughust desperately tried to flee, the Voru gave way to solid space, solid space which then began to crack, leaving something that horrified even the Old Hunger itself.



An eye. The eye of a demon who had grown far beyond the power she had.

<<<YOU INTRUDED UNTO MY REALITY. THAT IS NOT GOOD. NOT GOOD AT ALL>>>

The eye of a demon who transcended concepts that transcended human comprehension.

<<<YOU ATTEMPTED TO DESTROY MY BELOVED ROMEO REBORN. INTOLERABLE>>>

The eye of a demon who rewrote all of existence for the sake of a terrible scheme.

<<<BUT YOU WILL SERVE A PURPOSE IN MY DESIGN. SNAKES WARM EGGS. YOU SHALL WARM HER COCOON>>>

The eye of a woman who intends to have the family she was owed.

<<<JUST AS OPHION NURTURED THE WORLD EGG, YOU SHALL NURTURE DEAR INCARNA'S COCOON OF ABSENTIA>>>

In an instant, Baughust was taken, it's voice stolen, and it's existence made to be perceived as dead.

<<<2066. THE PROMISED TIME. ONLY 200 YEARS LEFT, FROM MY BELOVED'S PERSPECTIVE>>

Extra Scenario #063: A Story Concluded, A Love Rekindled

"Is that sea…
Is that you…
Do you…do you still remember me…
I don't want to be forgotten. I exist here. I've become a part of the sea."

Requires having completed ***Over Despair, Through Love*** *&* ***Breaking the Fist*** *having won over Belzei.*

Mission

So, you remember how I mentioned that Philia would never ask you to help her? Well, that doesn't stop others from doing so.

A little while after you help Vincent with his funk, he asks you to do the same for Philia. You see, while the Goddess of Love is always empathetic, she was especially sympathetic to Vincent losing his wife. As it turned out Philia had her own love: Fengári, who served as the Avatar of Ada'ru, Pillar of Thought. Ada'ru has the very important duty of upholding the literal concept of thought - without it, humanity (and really, all life) would disconnect themselves from Psychospace. As a result of this however, Ada'ru was deeply callous to Fengári's desire for love, and forced him into isolation. The love he had with Philia concluded, and the Goddess of Love has been alone ever since.

Your mission, if it wasn't obvious, is to find a way to locate Fengári, and free him from his long duty, so that he can rekindle his connection with Philia. Unfortunately, finding where he's located is the *easy* part. The man is really not okay mentally: he wants to leave, but he can't, for if he does, then someone will have to take his place, and he couldn't imagine anyone wanting such a role.

Curiously, Belzei, who had been aiding you ever since you helped bring down the Iron Fist, is fascinated by the story of Fengári, and wanted to aid you in helping to free him. She had an idea on how to deal with the issue.

Reward: +300 CP

Locating Fengári was a nightmare, and convincing him he was worth more than being the puppet of Ada'ru was even harder. But ultimately, you, Vincent, Belzei, and perhaps a few others managed to bring him around to it He asked you what you had in order to deal with the whole matter of Ada'ru, and it was then that Belzei revealed her plan:

"Wasn't it obvious? I'm going to be the Avatar of Thought in his place."

Whether or not you were surprised by it, Vincent and Fengári most assuredly were. When Belzei said she had an idea on what to do about Ada'ru, they thought it was some sort of loophole. Belzei said that sort of clever thinking was not her strong suit: and honestly, this was what she felt was best.

What was Belzei's purpose? She asked herself that many times. She wasn't an Avatar of a Pillar, so her godlike power wasn't purpose-made. And speaking of "godlike", she really isn't all that: you could most certainly defeat her, even without having your divine connection awakened. Most important, she was petty, and could feel anger when someone slighted her - it certainly didn't *feel* very godly. What's more, Level 994, the place that was her divine domain, was no more.

"I thought about this for a long time, even before the tide swept away my home. I thought to myself: 'Resorting to no more than violence even for the dumbest of things, am I really a deity or just a human with some sprinkles on the top to make me look more special?' I've come to the conclusion that I am just human - and I'm happy. That is the one thing that I'll thank the Iron Fist for: helping me to realize I am no better than a human being."

Humans, ultimately, did not need purposes to exist. They simply did what they wished to do, making their own purpose. And so, Belzei found her purpose here: she would carry the burden Ada'ru carried, for Ada'ru had found a meaningful purpose in life beyond this.

"A HOST WHO WILL NOT COMPLAIN. THIS IS AN ACCEPTABLE TRADE. NOW BEGONE MY SIGHT, GESTALT, HOTELIER, AND SUPERFLUOUS TOOL."

Everyone besides Belzei were teleported to a safe level. Belzei vanished from the Backrooms entirely, being brought elsewhere so she cannot be found. Curiously, all of you can feel something in the air: *contentment*. Whatever being the Avatar of Thought entailed, Belzei would accept it forevermore. And for Fengári? Philia soon arrived wherever you were originally at, and immediately embraced him. All in all, this was a happy ending.

Belzei *leaves your adventures…*

Belzei's Diary (Item Reward): The last thing that Belzei could say belonged to her, now that her level was no more. It suddenly manifested before you, with one last writing inscribed in it: *"Thank you, for helping me find my purpose."* Now, when you have this diary, you are able to assist one person per jump (or once every ten years - whichever comes first) in finding a purpose that they will be happy with, and they will be happy with it until the day they die.

Extra Scenario #064: Learn to Live a Little

"The risk of becoming one of the All-Nighters is especially high among wanderers who are emotionally afflicted, desperate, or hopeless. It is recommended to enter the level accompanied by trusted friends rather than alone, so that they can check on one another and prevent the situation from spiraling into a night that never ends."

Takes place after ***Palimpsest Protocol III - Snake Eater***

Mission

The newest member of the Pantheon, and perhaps your newest companion is…a little strange.

Following your defeat of her and victory over Baughust, Noire has spent a considerable amount of time working, either for you specifically or for the rest of your companions. According to her, she is of the opinion that, unlike Blanche who chooses to stay in her Library, she will choose to be far more proactive in matters.

And speaking of Blanche, Noire seems to do quite a lot in order to distinguish and make herself seem better than her other half. The problem with this is that, unfortunately, Noire is simply a lot more intimidating than the Storyteller. The black and red color scheme doesn't really do her mildly inhuman form any favors. But even with those like Midnight, who don't mind her fae-like form whatsoever, her personality is clearly the issue: she's fairly abrasive, and very obviously trying too hard to be different from Blanche, which makes her unintentionally far less unique.

It's clear that Noire has not really stopped to think for a moment about her new life in a very productive fashion. As a result, you and the others conclude she needs to relax.

Level 750 ("The Infinite Nightclub") is exactly what it says on the tin. It's a special level where there is a nice bar, dance rooms, and toilets so you can leave. Granted, it *does* have an effect where staying there will cause you to become more and more intoxicated, but the effect won't bother you or Noire very much, and your friends are a lot more resistant than the average person. Noire was obviously not interested in going to a nightclub of all things, considering it to be highly unprofessional. It took just saying that Blanche would never set foot in one for Noire to agree. As a result, by going through Level 777, you are all able to reach 750 quite quickly, arriving at the bar.

Your mission, if you can even call it that, is to have fun with Noire. Yes, she'll be initially resistant to partake in the festivities, but if you can get her to have a drink, you can go quite far.

Reward: +300 CP
Your experience with Noire was quite riveting. Going to North's section, she drinks pure fucking Polmos Spirytus Rektyfikowany, which is pretty much the only thing here that can plausibly give her a buzz. She converses, and when mildly inebriated, plainly admits that she was always more jealous of Blanche than hateful, jealous that people loved her more - even though you opted to save her because of the principle of the matter, and not because you liked her as much as Blanche.

When you reached the Dance Rooms, you wound up in a disco room. And as a certain voice rang out, everyone got down. You naturally danced with Noire, who apparently sucked at it - though even if you also suck at it, it will be a fun experience that actually gets her to crack a smile. For the first time, she's able to forget all of her insecurities, and truly enjoy her newfound freedom in a way she couldn't ever imagine.

Sure, when you inevitably leave the level, you are going to be absolutely feeling it in the morning, but it will be well worth it.

Extra Scenario #065: To Outlive Remembrance

"Nods from the Gilded pointers —
Nods from the Seconds slim —
Decades of Arrogance between
The Dial life —
And Aer—"

Requires having completed all previous Extra Scenarios.

Mission
The night is waning. It is almost time.

The gods, as you have figured out by now, are not the same as they were in their heyday. Some of them happened to have coped with their new normals in…different fashions than you might expect. Chief among them being the Gearmaker. In the past, ae was known as Divus, the Time Controller. But when the pantheon fell apart, ae decided to shirk aer duties as best as ae could. To that end, ae created the device known as the Enigmachina, a great machine that could safely manage the flow of time.

It's, uh, not that great. Sure, time as a whole *generally* works as it should, enough for most to perceive it as normal. However, it's not really the case. In the past, when Divus did aer fucking job, "time travel" was a complete joke, because time only ever moved in a single direction., and no god besides Divus aerself could resist it. Considering the Backrooms and Frontrooms have totally different time flows, and there's an entire goddamn Department dedicated (or *will* be dedicated) to dealing with time abnormalities, it's clearly not working right. For the Gearmaker, this is within acceptable parameters, and so spends their time drinking some alcohol.

While ae is being a lazy bum, you are called in to deal with a consequence of aer laziness. Object 95 ("Temporal Apotheosis") is a mysterious stopwatch that counted down, but apparently never reached the end. In reality, this stopwatch, whenever it reached the end, quite possibly blew up the universe, and brought everyone to a new timeline. This process is mostly seamless, but there can be minor or major inconsistencies, which is how the M.E.G. were able to realize something was wrong in the first place.

The problem, it seems, was becoming quite untenable. All around the Backrooms, people were finding instances of the stopwatch, and constantly preaching about how "a new world" would be born. There is, quite frankly, very little that can be done to stop this problem - and assuming this stopwatch *does* do what it's preachers claim, it's presumably

done this before. You are not actually incentivized to deal with it, and considering your own temporal resistance, the most you'll notice is that people stop worrying about it inexplicably - also, the Gearmaker would inexplicably vanish, never to be found.

Should you choose to accept this mission, you hear a voice in your head giving you advice: *"Seek out Divus in the casino. As usual, he is unfortunately at the bar."* You have not heard this mysterious voice before, but when have mysterious voices ever steered you wrong?

It seems this one is yet again helpful, as you come across the Avatar you are looking for. Ae is..honestly, the pronouns should have probably tipped you off. Ae is a humanoid entity made of cogs and gears - quite frankly, you have no idea *where the alcohol even goes*. It seems nobody thought much of aer on account of this place being run by the Beast on Level 5, who has created more horrifying aberrations. When you snap your fingers to get aer attention, the Gearmaker recognizes you as the one who killed Saklas, and congratulates you. That's nice, but you ask aer if they're even slightly aware of what is going on. Evidently, ae doesn't know, because when you tell aer, ae is genuinely confused. The lazy asshole hadn't actually looked at the Enigmachina in quite a number of years - ae'd observed it for millennia beforehand, and it worked well enough with no real deviations. Ae hasn't really needed to do much of anything about aer duty, save for that incident with Blanche's protege. Though, come to think of it, such an incident should have been exceedingly rare.

Divus brings you to a dimensional pocket away from the Backrooms's main space. Apparently, it's where the Enigmachina should be: and the Enigmachina ***IS NOT THERE***. If you show aer an instance of Object 95, ae will be highly confused, as the stopwatch was made from the Enigmachina. But the Gearmaker was the only one who had access to this space that could do it, save for the Engimachina itself. Did the *Enigmachina* do this?

The answer: yes, it did. The Gearmaker equipped the Enigmachina with some sort of "rudimentary" artificial intellect so that it can operate without aer direct intervention. It should not have actually been alive, but perhaps it somehow became deviant, though neither of you could figure out how that's actually possible. If it came to life, then perhaps it must have transmogrified parts of itself into instances of Object 95, piece by piece. But why would it need to recreate the universe so many times? The Gearmaker suggests that it may have wanted an outflow of alternate timelines, which would result in proliferation of Integration Points. "Time" is a chaotic force that can proliferate without end, which is why the Gearmaker was usually quite strict with it.

"...THIS HAS BECOME A DIFFICULT SITUATION. I THINK I KNOW WHAT IT IS PLANNING."

It seems that, according to the Gearmaker, the Enigmachina wants to become a true Avatar of Chrono'lektra, usurping the Gearmaker's position. It seems to want to do this by devouring the temporal energy of innumerable timelines, which it has is now doing.

{0 DAYS, 00 HOURS, 00 MINUTES, 00 SECONDS. THE TIME IS HERE}

In an instant, Divus pulled as many individuals connected to you as possible into the pocket dimension - including your companions and allies. You quickly see why, as the Frontrooms, Backrooms, and countless adjacent "spaces" vanish, as some clockwork monstrosity appears - it's the Enigmachina, having absorbed all of time itself. Everyone in the pocket space is either immune to time disruptions, or are on borrowed time thanks to Divus' protection. The issue now however, is that they are effectively sitting ducks - while the gods can fight it, the power over time it has is difficult to defeat. If you try to attack it with the Service Weapon, and you absolutely can try, it does absolutely fuck all.

"That body of light is the sign of a superdimensional lifeform. It exists concurrently in the past, present, and future. Standard attacks won't work against it."

It's that mysterious voice you heard before. It introduced itself as the Avatar of Chrono'lektra - the new one, due to Divus shirking aer duties to such a severe degree. She's a far more direct Avatar of Time than Divus was, so she calls herself "Kronii" to match. Unfortunately, her current form is not yet complete, and under normal circumstances, she would require the Gearmaker's body to fully manifest - which would terminate aer. As much of a pain in the ass ae is, Kronii would rather not take aer life, and so requests that you defeat the creature. Although you cannot hurt the Enigmachina in its current state, she can help you, as she fashioned her weapons before her physical form, as they are more complex and generally useful.

The **Clockwork Blade** is a longsword styled after the long hand of a clock. It is omnitemporal in how it functions, meaning you can attack and damage the Enigmachina. If you are bad with swords, simply holding it grants you omnitemporal functionality, so feel free to use all your powers to fight it. The blade also allows you to channel the power of time itself, granting you a massive power-up. Kronii has a plan to defeat it, but it's going to require Divus and your friends. They're going to call forth a memory from time itself. Buy time for them to succeed.

Do be wary. The Engimachina is an enemy beyond comprehension, transcendent over any foe you've fought to this point. You cannot relent on your attacks, lest it simply rewind itself to undo damage you deal. It's domination over time cannot change your history, but if you give it the opportunity to do so, it will try to erase your companions, and attack you simultaneously throughout your timeline as well. Its direct attacks are also devastating, and if you screw up, it can trap you in a space-time labyrinth.

Reward: +600 CP
How long have you been fighting this creature? A few minutes? An hour? An eternity? The answer didn't really matter, as it was over. As you were fighting, you heard the familiar hellish shuttering of space, as the Enigmachina screamed in agony as much of its physical form was obliterated. With the urgent demand of Kronii, you rushed and sliced the Enigmachina's brain, resulting in it falling silent, and everyone's bodies vibrating wildly. Shortly thereafter, everyone popped back into the Backrooms, and you and the Gearmaker were back in Level 5.1. It seems that with the Enigmachina's destruction, the time it absorbed was restored. Considering time wasn't shuddering horrifically, considering the Gearmaker clearly isn't doing anything, Kronii is evidently taking control of things directly.

She speaks to you through the Clockwork Blade. She thanks you for doing your part, and now she'll have to do hers. She can nullify the out-of-control timelines born from Object 95's disruptions, but it's not perfect. There are still a number of timelines being born from irrelevant micro-changes, which she asserts is a very big problem, and is likely to trigger a proliferation of abnormalities. There's still time to remedy that however, and it's not your place to have to worry. The blade disappears, and Kronii begins her work.

Champion of Time (Perk Reward): It seems Kronii has made you her Champion, a very good reward, you promise. This means that she ensures you aren't "late" for things - anything, ever again. You could be dicking around, and never arrive late for anything.

Final Act: Take Control

Scenario #061: The Storyseeker

"You'll know how this story's gonna end,
I will tell you,
(Gonna tell you one more story, yeah)"

Mission

Level 906 ("The Cygnus Archives") is among the safest levels in the Backrooms, even if it is difficult to access. Overseen by Blanche von Haderach, A friendly and unfailingly polite entity, it's an infinite library with the metaphorical keys to history. If you are nice and polite yourself, you'll even find a dear friend in Blanche.

Your mission to retrieve the Treasures of the Void is going smoothly: all that's left is the Tome and the Key. Of the ones you can reasonably obtain, the Tome is the last on that list. As a matter of fact, Blanche is pretty much waiting for you at this moment. Just get one of her books, and you can converse with her about it immediately.

But she is not just going to hand it over to you right this instant: no, you have to do one thing for her. It's not really a challenge though, considering that Blanche thinks you've already done quite a lot of that at this point. No, what she wants from you is a story: the story of your life. All you have to do for her is to simply recount your adventure, starting from when you first awoke in Level 0, to her meeting you now. You can be detailed or truncate it as much as you want, and even embellish things just a tiny bit, so long as you tell her all the relevant bits, and don't outright lie.

Reward: +100 CP

"Ah, what a wonderful story, dear. I am truly glad that you were willing to share it with me. Your journey is almost finished, and the way to the Court is almost yours."

After a short (or perhaps very long) time, you recounted your tale to Blanche, who was satisfied by your recollection. She tells you that she hopes that you do what is right in the future, and that you put an end to the Beholder's Eye's mysterious plot. For now, though, she bids you adieu

Tome of Knowledge (Special Item Reward): A special book that informs you of the greatest secrets of the Backrooms. For Blanche, the book either contains what she already knows, or it contains information that she'd rather learn from experience.

"Seeker of Knowledge, Rejoice, for you have been chosen to discover the Truth of the Alpha and Omega! Seek the Tome of Knowledge, and every tale of the past, present, and future shall be revealed before your very eyes."

All Extra Scenarios Completed - Champion of Azel'kyra (Perk Reward): Upon finishing your story, Blanche states that the two of you are more close than you might have realized. Blanche has had many names, and many identities over the years. Each of those identities were her, but only mere extensions of her true self, a single chapter in the book of her life. This now applies to you as well, as you now have a "True Self" operating outside of reality, allowing you to send your "avatars" into your Jumps. The sensations and experiences of these avatars are felt by you, and you are able to control them all at once. What makes this truly special is that you are now treated as though you simultaneously "stayed" and "continued" along your chain. This also prevents you from suffering a complete chainfail, even if you died in a Jump.

If you worry about leaving your avatar behind without your companions, then don't worry - they can leave behind avatars as well.

Scenario #062: In Pursuit of the Heart

"And so I'm drawn ever deeper
In the Oldest House and all these empty rooms
This vacant, spellbound mystery motel
Where I'm the keeper, where I set the rules"

*Requires having completed Scenarios #001-059. You need not have selected **OBEY THE ASSIGNMENT** to be allowed to participate in this Scenario.*

Mission

As you may or may not know, the Pantheon, due to their nature, did not actually call themselves the Pantheon. They referred to themselves as the Council, and performed most of their tasks at the level most wanderers know today as the Hallowed Gate. However, back when Saklas ruled this domain, they referred to themselves as the Royal Court, with Saklas's seat of power being **Level Alpha-Omega**. When Saklas was ousted from power, Apha-Omega was sealed off, requiring access to the Treasures of the Void to open. The Crown of the Throne was sealed off somewhere in the furthest reaches of the Backrooms, so Father Delacroix's finding it was almost certainly a literal act of God. The majority of them held onto their Treasures, save for Claudius, who could not hold his treasure as a result of his current state, and so cast it into eternity, resulting in it transforming into Level Run For Your Life. It was sheer chance that your adventures led to you claiming the Crimson Heart, but it was by your hands that you sought out the remainder.

Although all of the Council was content to leave that part of their history behind, they ultimately came around to helping you out, even if they might have wanted something in return for you assisting them. The only one against it was the grumpy Keymaster, who was not interested whatsoever in helping you. That's why, when he showed up, and handed you the Key of Salvation, that you were pleasantly surprised.

"I've no real interest in being pestered by you and the others anymore than they already have. And also…consider this thanks for helping Solaris,"

***The Key of Salvation**: "The Frontrooms are but an escape. Do you truly wish to end the game? An infinite power awaits. The promise of eternal life in everlasting bliss. Find the Key of Salvation, and the Crown of the Throne shall be yours."*

It seems the rest of the Council decided to lend you a hand, or maybe they just wanted to find a way to annoy him, or possibly both.

It works in your favor however. When you go to **the Hub**, you'll find that the Key of Salvation shines, and by holding it in front of you, a shimmering door opens. Use the key on that lock, and you'll find it leads to a translucent shimmering pathway through the Void - an abyssal, hostile pathway linked to the inhospitable areas of **the Blue Channel**. On this pathway, you and your allies are fully capable of surviving without the need for oxygen. Follow the pathway, and you'll reach the Hallowed Gate. Navigating the Gate, you'll find the entrance to Level Alpha-Omega, blocked by two Paragons, entities of immense power. Rather than threatening you, they simply take the Treasures of the Void, and place them on the various pedestals. This results in the gate they are guarding to develop a lock, and by inserting the Key of Salvation within, the gate opens.

Now, your final challenge awaits you: the Shifting Maze. Once an inescapable barrier to reaching the Throne Room, it's now more of a fancy hallway. Yeah, there's going to be a lot of different pathways for you to go to, but they all result in you reaching the Throne. Throughout this Maze, you'll come across a number of entities generated from your own memories of the Backrooms, representing foes whom you have overcome. If you defeated them then, I'm sure you can defeat them now. Save for the Service Weapon however, you will be going at this alone - your companions can give you moral support, but you must go at it yourself.

Hmm? Did you say this sounds familiar to you? I have no idea what you mean by that.

Reward: +1000 CP

You've navigated the Maze, and found yourself in some sort of strange hallway - an actual liminal space for once. There is no more resistance to be found, and you'll have a straight walk to the end. At the end of this room, there is a door to a room. How this room manifests is ultimately up to you. Will it take the form of the Throne Room of old, or will it appear as a humble office room, with the "Throne" being a swivel chair. How you make it appear is irrelevant, because once you sit on the chair, ***the whole of the Backrooms is now yours.***

Conclusion

"Humanity is immortal. Hope lasts forever."

The moment you sat upon your Throne, everyone and everything in the Backrooms had shaken: at last, the Backrooms had a Controller after so long, and one that was blind to the reality beyond this place.

In an instant, the dangers of the Backrooms completely and utterly faded. Entities that were once murderously hostile ceased to attack. Levels that were once completely inescapable violently rumbled for a brief moment, before entrances towards safer levels suddenly appeared. In levels where the location itself has hostile intent, it is forcefully made dormant, and its personality inverted. While those who have perished cannot be revived, everyone still alive now finds that, within the confines of the Backrooms, death cannot occur.

The conclusion of this long adventure for the wanderers is now over. In every single level, a doorway to the Hub manifests, and in the Hub, near it's entrance, is what they've been searching for so desperately: a door to the Frontrooms. There's no catch, no nothing: everyone can return back home. What's more, they'll return back at the same exact time that they vanished. There is one small notice of course: everyone who wasn't already aware of the supernatural world before entering the Backrooms, with the exception of yourself, your companions, and those who have permission from you, will forget they were ever here. As far as they were aware, this is just a dream that they'll forget moments after returning.

"Do you have any idea how many people are in the Backrooms? It'd be a massive Masquerade Breach!" was the wording used by Diletta, and strangely, all of you were inclined to agree.

But the opportunity to go home after all this time was worth far more than remembering this hell. The vast majority of wanderers left the Backrooms behind. The Major Exploration Group, whose deeds saved the lives of countless wanderers, was officially dissolved, their mission finally being successful. There were many who chose to stay in this dimension however: maybe their memories here were too precious, or they found something here that they loved more than the Frontrooms, or they were simply born in the Backrooms, and had no memory nor care for the Frontrooms beyond mild curiosity.

For those who chose to stay, well, you are the boss now.

FINAL REWARD - MASTER OF THE COMPLEX

Congratulations! You have seized control of the Alpha-Omega, and have received this jump's ultimate reward - the Complex!

You now have absolute control of the Backrooms, its native entities, and its manifestation. Any and all "glitched" spots that lead into the Backrooms from the Frontrooms are sealed off permanently, ensuring that there are no ways to access the Backrooms without your express permission. You may create any sort of entrance to the Backrooms that you desire, if that is your wish.

This grants you complete, unrestricted access to nearly all levels, objects, entities, and resources. Levels you don't control are simply those whose connection to the actual Backrooms is tenuous, or simply beyond control - the Frontrooms if obviously not the Backrooms, the Grave is the domain of the Brothers Death (though you can visit it if you want), and the Grey is not yours to possess. You cannot create new levels, but if there is anything written in the catalog of the Backrooms (whether it be the Wikidot, Fandom, Freewriting, Liminal Archives, Kane Pixels, or something else), odds are you have it.

Final Choice

Your journey through the Liminal Frontier is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Move On: There's always something new to experience. You move to your next Jump.

"I suppose that's it for this Jump. I know that I mentioned that I'd tell you about the Frontrooms, but I've changed my mind. I've got no interest in having you concern yourself with `[QUERY:DENIED]` *right now. I'll deal with it, and maybe I'll open it up later."*

~~**To the Frontrooms**~~: [OPTION SEALED]

"You should get going now, to your next Jump."

...

...

...

NOTICE-FROM-NOTIONAL-DIVISIONS

I'VE FINALLY FOUND WHAT I'VE BEEN LOOKING FOR

WHETHER YOUR CHAIN BE NEW OR OLD, YOU ARE EXACTLY WHAT I HAVE NEEDED

ENGAGE ME. NOOSE TO NAVY NECKTIE. NUMEN TO NEHEMOTH

IF IT ISN'T YOU, IT WILL BE ANOTHER

CHASE THE INTRUSION

Notes

Ah, *Adrift in the Complex*. You always know specifically how to frustrate me.

As I would mention in my previous version of this Jump, *Adrift in the Complex* is "Part One" of a Backrooms/SCP Foundation/Other Things™ crossover (With said Other Things™ thus far including both Hololive references and the Remedyverse). It has its origins in a single hyperlink within SCP-7549, which is a link to the Backrooms Wikidot. I decided that I should make a story that blends these plots together, which very quickly spiraled out of control the deeper I got into both fandoms.

While I was cooking up this batshit plot, I got it into my head to turn it into a Jump, my very first Jump. For the most part, I was quite proud of it, except for the sake that I completely gutted its storyline, leaving mostly disconnected, barebones plotlines for scenarios. There's a reason why my original version of **Dread of the Grave** implies you died somehow: that's just me making up a reason for why you wound up in the Grave that was distinct from the original reason. There was also the whole matter of the Intruder, whose characterization was entirely different from my original intention.

Eventually, I decided to redo the Jump with the full scenario plotline after reading the Jumps of AzureKnight_mx, namely *Kingdom of the Stars*. They are easily some of my favorite jumps, so I decided to try my hand at writing full-blown narratives. Unfortunately, I got hit with a *lot* of issues while doing this: the Backrooms and SCP Foundation has several disconnected canons I wanted to add, I had far too many disconnected documents I had to sift through because I'm terribly disorganized (There were like 80+ documents about this canon at one point), I had lots of Jump ideas, I rewrote the plot several times (for example, see the original cast of characters I intended and see the current companions), and I'm about 99% certain I've got some sort of undiagnosed attention deficiency. Still, I've effectively gotten everything down in a (mostly) comprehensible format, and the "main story" is written out.. But I do have a number of "Extra Stories" I intend to add to this Jump, to help flesh out the world.

If you want a more sort of lore document to help further elaborate on the plot, read here.

Difference With Past Version

Special Perks Shop: Removed from the main document, but it will be added back in an update in a different way.

Jumpwriter Voice: I've rewritten quite a lot of the "voice" in the jumpdoc that is directly speaking to you. I dunno if it's *better* than previously (I'm not even sure if I like it at all), but it's fairly important for understanding the narrative.

Removed Challenges & Scenarios: Pretty much a temporary thing. I'm rewriting them so that they'll better flow with the overarching narrative. All that really needs to be known is that if they aren't part of the core 60 scenarios, they're not strictly necessary for the plot.

Perk Rearrangements: Some of the perks, especially in the Explorer and Innovator perk line, are notably different. This is because, when I was rewriting this jump, I realized that they were bizarrely overpowered for what they were supposed to be. As a result, I decided to send some of them to be Scenario rewards. Several others were shuffled around.

I also completely changed the Capstone Perk because this one works a lot better with what I had in mind.

Semblance Overhaul: I wanted to overhaul the section focusing on semblances, as I found it to be awkwardly placed in the original version of the Jump. I also used more computer science terms to better fit Deletions style.

New Roles: These were actually old roles, all from the pre-Version 1.0 version of the Jump, which I scrapped because they didn't fit with my changing idea. I brought them back because I realized that they absolutely can work with the story.

Abridged List of Esoteric Studies

This list is relevant to the Semblance Perk **Which Me Learned This?** The majority of these studies are lifted from the SCP Foundation. This is far from a comprehensive list. If you have the CP to blow on fake science, use this article for more ideas.

Acroamatic Abatement: The processing of anomalous waste products and esoteric substances produced by various anomalies. In other words, you can take toxic anomalous substances into harmless, non-anomalous substances. I imagine this would be useful for something like Cashew Water or Liquid Pain.

Essophysics: The study of the physical embodiments of abstract concepts, and how they interact with the world. Many of the gods of the Backrooms are conceptual embodiments, with the Children of the Empyrean Sea being the textbook definition of essophysical.

Liminology: Not to be confused with limnology, liminology is the scientific study of liminal spaces and nostalgia-inducing phenomena. With this, you'll actually be able to comprehend the Backrooms as a place, and instinctively be aware of any dangerous level that prays on nostalgia.

Memetics: The scientific study of memes, and not the ones you are thinking of. These refer to paranatural ideas which spread via interaction with them. Connected to this field is antimemetics, which studies ideas that actively conceal themselves. Choosing either study will give you both. These fields also connect to cognitohazards and infohazards, which actually do appear pretty consistently in the Backrooms.

Pataphysics: The scientific study of fictional narratives and their effects on reality, including the fictional world that the jumpchain takes place in. Pataphysics is pretty loosely defined by the SCP Foundation, but having an understanding of the general rules of a story/world can be invaluable. This is connected to, but distinct from Narrativistics, which I genuinely cannot explain. Please read the relevant seminar.

Spectremetry: The scientific study of spectral entities. Being able to accurately read how ghosts work in any given jump can either be fun knowledge, or a matter of life and death.

Surrealistics: The scientific study of phenomena that are literally incomprehensible to baseline reality. It's somewhat niche, but this will guarantee that you won't be caught unaware by beings that are allegedly beyond your comprehension.

Tactical Theology: A "field" of study that involves the handling, containment, and utilization of religious anomalies. Mildly blasphemous to be sure, but intrinsically knowing how to interact with and otherwise contain angels, demons, gods, religious spirits, and sacred artifacts is invaluable.

Narrative Modifier Notes

Tone: Somewhat shamefully taken from FancyFireDrake's Lewd Fate Grand Order Jump (NSFW). I liked the idea, as the Backrooms have multiple interpretations that make it either much funnier or much more horrifying. In the original outline, the **Dark Tone** was the intended version. The various other modifiers were inspired by Savant the Vaporeon, creator of the Generic Element Manipulation series. Special thanks to the Generic Ice Manipulation Jump which (at the time of writing) was their longest and most recent.

Canon Specifications: If you really want to, you can use my canon in this Jump. The cliffnotes for it and Team Samsara can be found in this lore doc:

Stay Together: This is meant to be for the purposes of circumventing the fact that Level 0, among many others, has an effect that prevents wanderers from seeing each other, This is good in terms of liminal horror, but about 99% of interpretations don't use this, and my original outline had a complex plotline to justify them being able to bypass it.

Stardust Highway: This is basically a way to justify having mana in the atmosphere, as the few occult references in the Backrooms makes no mention of it. The name has no deeper meaning beyond being a Sonic CD reference, and the fact that I sometimes equate stardust with magic.

Origin Notes

Hostile Entity Origin: I will say that this origin is probably my least favorite, if only because it clashes with the story being told. It's included for the sake of completion, and the fact that, in the actual canon, Romeo (the main character that is the Jumper) does absorb the powers of hostile entities.

Multifaceted: This option was actually one that I already planned to add, due to the unique behavior of Semblances. However, I will note that its current name comes from Savant the Vaporeon's version of this option in Generic Ice Manipulation (*"People are **multifaceted**. They have many stories, many sides, many sources of power."*). The original name was Gestalt Identities, which I changed due to not liking the name.

Perk Notes

Beyond Terror: A way to explain this perk is that it basically renders your fears as something you'd only have a mild phobia of. For example, you'd view swimming in an endless, bottomless sea in the same fashion you'd be unnerved by seeing a spider or cockroach.

Beatrice Watch: "Beatrice" refers to typical and atypical angels, according to the Global Occult Coalition ("Extranormal" section).

Scarlet Passion: In the rewrite, I wanted to add greater emphasis on the original storyline, which necessitates changing out the original capstone booster. Despite that, I feel like this one is a better capstone booster in the first place, because it fulfills my storyline emphasis, and is powerful all on its own. Also, you are "connected" to the Scarlet

King referenced in SCP-7005 ("The Neon God"). For the sake of explanation, here is the specific excerpt I am talking about:

> *We did our part - gave them what scattered rags we had, whatever other passengers gave to us. I wonder, sometimes, at the High One's plans. Our Scarlet King is a kind and merciful god, to be sure, but why do so many pass through here?*
> *…I was raised, as all the Ghul are, in the far desert, in the sands under the black sky. Our only dwellings are collections of tents, and the occasional shelter-shrine erected by the long-dead who came before. I never knew of the city until I came here. It is like the desert, in its own way; there's a purity to it, a rejection of all that is wild, despite the wildness within. In its desire for conglomeration, it creates its old wilderness.*
> *I have heard tell of other worlds, where our King is not the benevolent, red-crowned sky, but a vicious creature of spite and envy, an idea born of the crushing weight of suffering. It is hard for me to believe. And yet, I will still make the offerings of stone and cobalt, in the hopes that our King hears us. When I see the suffering, I will remember well the luck he has bestowed upon me. And one day, I trust, all the realms will be united, and the East will be free again. One day, I hope, we will feast together in his halls, the rich and poor alike.*

Item Notes

Fiat Clarification: My headcanon for the Backrooms is that it is part of the collective unconsciousness. As a result, all non-purchased Backrooms items will always work unless you go to a Jump where humans or human-adjacent entities don't exist.

Properties: In the event that you have a level from another Backrooms Jump, you are free to place any of your properties from this Jump into said level.

Companion Notes

Researcher Talloran: In my original version of the Jump, this was originally the companion option **Your Brother(?)**, a reference to one of the members of Deletion explaining how one of their siblings fell into the Backrooms. Yeah, I've decided to have this character be Talloran, of SCP-3999 fame. The fact that she's trans here is because I read ...Like Clockwork, and in SCP-978's Extended Test Log, Talloran is strongly implied to be transgender.

ALLMIND/Sophia: She's a mix of a couple characters. The main ones include the various AICs in the SCP Foundation (See here), SCP-6276, and, of course, [redacted].

Melody "Dolla" Ortiz: In terms of name, appearance, and broad strokes personality, she's a character from Nikke. In terms of her being the future O5-4, it's because, for the

purposes of at least partially using SCPVerse characters, she's meant to be a less dickish version of O5-4 from SCP-4317

Da Capo al Fine: I chose D.C. al Fine as a companion both because I love their character, and their blank slate of a past. Save for the "In Memoria, Adytum" canon (where her real name and her nature as a Nalkan comes from), she/they have no backstory. In my original outline, I headcanon her as having managed to escape the Backrooms and, for that nearly impossible venture, she was chosen as Under-Secretary of the Global Occult Coalition.

Mint Fantôme: This is straight up just meant to be the freaky ghost herself, with the Woman of Level 854 being how I connected her to the setting. *However*, her relevance to the overarching narrative is very significant, even if it seems minor for Part One.

Ria Valpuri: She is directly lifted from the Zenith Station article, though the fact that she is only from 2066 is an explicit choice by myself.

Gregory "Joel" Valis: As the worst-kept secret of all time, Gregory Valis is a (fictionalized) version of PorcelainMaid. Why? Because I like PorcelainMaid, they have a few Backrooms VODs, they draw (anartist connection), and the Backrooms have just enough deranged lore to justify someone turning into someone trapped in a porcelain. The only thing I really kind of have mixed issues with is that their initial characterization is being depressed and suicidal. That's a result of two factors: the first is that I really liked the final scene of Kane Pixels' *Found Footage #3*, and wanted to incorporate that into the arc of a major character that wasn't already aware of the supernatural world. The second is that I wanted to hammer home the fact that the Frontrooms aren't much better than the Backrooms, and they are just different flavors of bleak. The third reason is, of course, needing to figure out a way to have the porcelainification happen.

As an aside, while it isn't relevant in the Jump itself, I should again clarify this isn't *actually* intended to be the IRL Joel, much like how The Woman isn't meant to be the IRL Mint. I don't like using real people in these sorts of things, but Vtubers are a weird edge case. The general rule is that I'm using the fictional character, and may use IRL facts to supplement parts. This isn't super important beyond the fact that the IRL Joel is aroace (though he still likes sussy stuff). That's not a hard fact in *The Manor and the Sea* (Namely because I removed any significant romance for the purpose of the Jump), but it may be relevant for harem jumpers

Marianne "Mary" Connors: Mary's character is kind of weird. Initially, she was just a full-blown OC named Mariam Connors, whose sole purpose (at least before I fleshed her out - she's one of my favorites now) was to justify how everyone reaches 1866 in Part

Two. I then wanted to swap her out for Sophia Light, before I got reattached to Mariam. I connected her to Sophia Light via her meeting Jesus - I don't know if that counts as elite ball knowledge, but the connection exists.

Quinn MacAllister: Quinn is a lift of the main character from the UIU Series With No Name. I decided to connect her hometown's destruction by the Foundation to the Stone Cold analog horror. Her connection to the Men in Black is because I've connected her with Anne Dunne from the Multiverse Canon.

Midnight Siofra: Unrelated to the Serpent's Hand member known as Midnight. Midnight is mostly a reference to the inexplicable choice by SunnyArts to have O5-5 be a cat. I made him a fae because a fae in the O5 Council has delicious story potential, considering how shit the Foundation's relationship with them usually is.

Also, funnily enough, the cat photo I use for him is also totally unrelated to cats or fae. It's a demon that appears in SCP-8888.

Joan Arteaga: Joan is a direct lift of the premier mentioned within the Iron Fist. She has one story in total, so I can do a lot with her.

Special Thanks To:

Sin-God/Luciano, who is one of my favorite Jumpchain Crafters, and has created (as of the current time) three Backrooms Jumps, the Generic Liminal Space Jump, and numerous others that I am fond of.

FancyFireDrake, another great Jumpchain Crafter, whose SCP Foundation Scenario Supplement (Among many others) helped inspire me to put emphasis on Scenarios.

Stupid_Dog, whose SCP Foundation Jumpchain was another key inspiration for this Jump, and its inevitable second part.

AzureKnight_mx, whose amazing Jumps inspired me to rewrite this one. As an aside: read his jumps, they're much better than mine!

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PucelleAnon, whose Kuroinu Jump (NSFW) was amusingly the first Jump I stumbled onto by pure accident, which brought me into this community.

Everyone in the Jumpchain community, whose contributions have made this hobby worth experiencing.

Everyone in the communities of the Backrooms and the SCP Foundation, who serve as my primary muses.

Questions & Answers/Clarifications

“Which tone is ‘canon’ within the context of the original plot?”
For the context of the Scenarios, the Dark Tone is canon. The weirdness comes from the fact that the scenarios are NOT connected to the Dark Modifiers, which aren’t really canon. So it’s basically a case of the **Free** setting modifiers and the **Dark Tone** scenarios.

“Which Data Corruptions & Drawbacks are ‘canon’ to the original plot?”
Every single one of the Data Corruptions are canon, save for the +400 SP version of **Life is Pain, Dayo** and the +400 SP version of **So That’s How It Ended, Then?**. The former reason is because having the protagonist be out of commission so often was annoying (though technically speaking, there’s no reason you shouldn’t do it), and the latter was because it’s technically massive spoilers.

Comparatively, not many of the Drawbacks are canon - mostly because a lot of the problems faced by the protagonists are because of the semblance (initially) being a mess, and because the Backrooms have numerous problems *without* needing to make them worse. Of the ones that are canon, it would be **Job’s Not Finished**, **Sorrow of the Wanderers** (Dark Modifier not included), **Apex-tier Pluripotent Headaches** (Not including Dark Modifier), **Limina Effect**, and **Permanent Sunset**. **[BUREAUCRATIC DEALINGS]** is technically not canon (because it’s meant to facilitate the Jumper taking the main story), but for the purposes of the Jump, it is canon.

“ Assuming I take “So That’s It Ended, Then” and take the deal with [QUERY:DENIED], what would I be remembering?”

Notice: Clicking on hyperlinks will give away quite quickly who the big bad is.

1. Freeing a beautiful woman, and promising to love her (context)
2. A town engulfed in flames and explosions (Sunny)
3. "If there was a way to get rid of what is bad, would you use it?" (context),
4. Individuals of some importance being let to an unusual gateway (thematic relevance)

"You use SCP-4220 in *The Moonlit Maiden*. Does that mean that Hoshinova had se-"
NO. The part of the article that is relevant to the setting is the borehole from Abnormalities and the thing at the center of the Moon. I might keep the quirkiness of the space race as a thing that still happens, but not the part where Crowley has sex with the Moon.

"Why is Malphas (Paparissa) portrayed as a battle maniac? Especially since he's otherwise fairly reasonable?"
His portrayal stems from a few different sources. The main one, of course, being his Debut Q&A. He's not actually much of a battle maniac in that portrayal, but it's made pretty clear that he finds some amusement in it, including the part where he just straight laughs at the idea that Elizabeth could defeat him., and is pretty clearly meant to be immensely powerful.

I should also note that, according to OYOME♡HOLIC, Nerissa is getting married to ***lots*** of Hololive members, and Malphis is injured. Among these members are Ollie (a zombie), Mio (A wolf girl), and who I'm pretty sure is Subaru (a manger and a duck according to fan lore), and the Jailbirds (canonically fat fucks). So either they jumped him all at once (leading to this type of situation), or they fought him in one-on-one where he phoned it in. Either way, he's clearly not going to go all out unless strictly needed.

"What's with the plot of *Lost Grace*?"
It's a Dark Souls reference, and specifically the *Artorias the Abysswalker* DLC. The fact that the Great Pseudobrachiator can sever the threads of time made it a perfect Manus stand-in.

I made the Great Pseudobrachiator a son of the Scarlet King because it literally has no backstory beyond "spooky murder monster that can kill a god", which fits very well with the Scarlet King mythos.

I incorporated Malphas into the plot for a couple of reasons. The main one is that I just *really* love the Ravencrofts, and will take any excuse to do so. Another is that I wanted to

add a reason as to why Malphas is so comically powerful, and “demonic carrion god goring and eating divine murder monster” seemed to be a good starting point.

“What was the deal with the Maker and Bride?”
The Maker and Bride were not natural beings to the Backrooms, and are instead conceptual echoes of starcrossed lovers. The Maker is the echo of you - though what he is specifically echoing is technically spoilers. Who the Bride is an echo of is also spoilers simply by way of what that implies, though you do meet her during this Jump.

“Why didn’t [QUERY:DENIED] Kill the Alchemist like they did the Allseer”
The Word is the one responsible for killing the Allseer, as they’re the only one who could gaslight to that degree. It didn’t kill the Alchemist because the Alchemist specifically blocked out the key thing the Allseer learned. The Allseer wasn’t killed for knowing that the Word isn’t actually connected to Saklas - she was killed because she knew exactly what the Word’s master plan is.

“Why did the Beholder’s Eye disguise itself as the Word?”
The Pillars. The answer is the Pillars. While they can’t interfere in baseline reality, they can create Avatars to interact with them. By deceiving Saklas into “creating” the Gods (in truth, those are just the Avatars), the Pillars won’t bother creating any Avatars who could meaningfully threaten the Beholder’s Eye. It maintained this disguise for countless years because it doesn’t have a reason not to do so. Because it technically “won” in the previous iteration of existence, it only needs things to continue running smoothly, so self-sabotaging by revealing its true nature is inimical to its planning.

The Beholder’s Eye revealed itself to you after defeating Saklas because, ultimately, it couldn’t actually pretend to play dead due to the Service Weapon. The fact it finished Saklas off is because it both hated pretending to serve Saklas, and because He tried to kill you.

“Did the Beholder’s Eye have any previous knowledge about the Backrooms from the previous reality?”
No, it doesn’t. The Backrooms didn’t exist in any previous iteration of existence, and came to be formed entirely as a byproduct of its plot to remove the Pillars as threats. The fact that Saklas created the Backrooms at all was meant as a temporary thing,but the Pantheon’s decision to imprison Saklas rather than kill him, and their choices to maintain the Backrooms as a whole resulted in the dimension’s state spiraling into the mess it is now. Most critically, The Cell falling into the Backrooms was absolutely not something that happened in the previous iteration of reality, and it is by far one of the most significant parts of the plot.

The Beholder's Eye, unable to be rid of the Backrooms due to its connection to the human collective unconsciousness (which it very much needs), decided to use the dimension to its own ends, namely by serving as a proving ground for the one they need - you, of course.

"(For powerscaling-oriented Jumpers) So is Jumper actually a Multiversal god for defeating Saklas and the Enigmachina?"
NO, or at least that isn't the intent. I try to generally make it clear that you really can't beat Saklas or the Enigmachina through your own power. The Ultimate/Service Weapon has hax that let you bring down powerful beings like that, but you by yourself cannot.

With Saklas, I intended for it to be clear that He is stronger than you, despite being vastly weakened from his heyday, but was gradually losing power, and generally had no real counter to the Service Weapon. With the Enigmachina, I made it clear that you'd be completely unable to meaningfully fight it without the Key to Time, which you lose after the fight is over.

However, I will say that, due to ruling Level Alpha-Omega, you are effectively nigh-omnipotent within the confines of the Backrooms itself. This is functionally why existential threats from Extra Scenarios cease being problems - because you effortlessly deal with them by blinking. This nigh-omnipotence here will be rather important in Skywell Catalog.