

# Adrift in the Complex ~Story & Lore Supplement~

## From the Computer of SpiritualStill

Hello, Jumpers and Benefactors - and welcome to the **Lore Supplement** of **The Manor and the Sea Part One - Adrift in the Complex**. It's something of a personal project of mine, seeking to combine the two settings of the Backrooms and the SCP Foundation. For reasons already outlined, that spiralled out of control, leading to the eclectic first half of the Jump you have access to.



As it turns out, this setting is complicated, and the fact that I'm mostly using my own interpretation of the Backrooms using several disparate canons isn't really helping matters. As a result, this supplement should hopefully give a better explanation of the Backrooms as it is presented within *Adrift in the Complex*.

For the purposes of a slightly more immersive experience, the documents will be written largely from the perspective of the **Samsara Central Directive**, who are the main protagonists of the setting, your main companions, and who will (spoilers) be part of your Overwatch Command in Part Two. "Romeo Lacuna Snow" is the central figure of the canon, and therefore the figure you replace.

Canonically speaking, this "primer" is finalized sometime after the events of the Extra Scenario **To Outlive Remembrance** and the Scenario **Storyseeker**, which had a considerable time skip between them in the actual plot. So while they don't fully control the Backrooms right now, they pretty much know everything you should be able to know. Additionally, they very explicitly complete every single scenario.

Also, and this is very important: hyperlinks are **not** canonically part of the primer. They are out-of-universe things designed to assist in giving context, foreshadowing, and hints as to what happened.

# Foundation for the Secure Containment of the Paranormal

## Recordkeeping and Information Security Administration

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### RECORDKEEPING AND INFORMATION SECURITY ADMINISTRATION NOTICE

**You are accessing a primer from the time period of the Syndicate, the transitory period between the Timeless Places and the SCP Foundation. Be aware that information known today was not necessarily known back then.**

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## YOUR PRIMER ON THESE BACK ROOMS (DRAFT)

Collectively Written by the Samsara Central Directorate

### INTRODUCTION

Written by Romeo Lacuna Snow

Greetings, wanderer of the Liminal Frontier. If you are reading this, then it is my assumption that you are either someone who has recently fallen beneath the floor and were lucky enough to escape or bypass the Yellow Halls, or you have been here for quite awhile, but wish to either join us or to learn about our current home. You may even be someone from the future, who wishes to look back on the past. Whatever your reasoning may be, I welcome you to this primer.

My name is **Romeo Lacuna Snow**, the current leader of **the Syndicate**. This primer was put together by myself and the rest of the **Samsara Central Directorate**. You may or may not know who we are at the moment, but by the end of this, I can assure you that you will know who we are, and what the Complex is to us as a whole.

As a notice, although sections of this primer are stated to be written by one member, everyone took part in its creation. You may notice footnotes throughout the primer, which are written by other members of the Directorate, to help give greater clarification on matters<sup>123456</sup>

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<sup>1</sup> This was my idea, by the way. It helps explain things better, and gives you a better understanding of who we are as people - Joel

<sup>2</sup> Speaking of which, who's the one who's going to sort these documents together cohesively? Seriously, it's a mess. I'm no good at that. - Silkie

<sup>3</sup> I'm not sure what you *are* good at, Silkie. - D.C. al Fine

<sup>4</sup> Screw you, al Fine! - Silkie

<sup>5</sup> ...I'm going to have Sophia go through the documents later. - Realis

<sup>6</sup> I feel like I'm the Biblical Noah and cannot make an Ark big enough to carry you animals. - Sophia

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### CONCERNING THE COMPLEX

Written by Ria Valpuri

#### DEBRIEFING

**The Complex**, known more colloquially as the **Backrooms**<sup>7</sup>, **Blackspace**<sup>8</sup>, or even **Purgatory**, is the dimension we currently find ourselves in. It is an extradimensional space inextricably connected to yet distinct from baseline reality, what we call the Standard<sup>9</sup>.

For a long while, what the Complex actually was had been a mystery. Many theories suggested it to be a “waste dump” of the Universe where unnecessary data collated. Others held it as the creation of aliens, using it as some sort of simulation. Many more conceived of it as a living creature, mimicking the Standard without fully comprehending it. All of these theories are ultimately false, and the reality is that the Complex is the Great Noetic Threshold, a transitory plane between the Standard and the **Nöosphere**<sup>10</sup>. Specifically, it is a threshold whose basic zones are derived from nostalgic imagery in the human subconscious. It would therefore not be odd to say that the Complex is a manifestation of human thought, in all of its forms.<sup>11</sup>

If you have entered the Complex, it is a direct result of phasing, also known as no-clipping. **Phasing** occurs as a direct result of the permeability between the Standard and Complex. The reason for this permeability is believed to be a result of the conceptual patterning of the Complex (Explained in “ZONES AND ENTITIES” section) connecting to the concept of *liminality* and *nostalgia*, extremely potent ideas. As the physical world is a reflection of the Nöosphere, the Observer Effect<sup>12</sup> is an undeniably correct phenomenon, and reality adjusts to observation. If a real location in the Standard fully fits the criteria of “liminality” (an empty space evoking strong emotions), it may suddenly become a gateway to the Complex, resulting in individuals unwittingly getting stuck. This is why large groups of individuals rarely if ever fall through together, as public spaces can’t be considered liminal.

But enough of this preamble. I believe it is time for us to focus on more specific details.

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<sup>7</sup> And by “colloquially”, we mean “everyone not codifying it in purely scientific terms” like Ria here. I love her; but she’s quite serious about these sorts of things. - Joel

<sup>8</sup> Many civilizations of the Lost referred to the ancient Backrooms as “Black”, and the Frontrooms as “White”. - Grimalkin

<sup>9</sup> The Frontrooms. Earth more specifically. We’ve met a couple of aliens, but they seem to be able to leave to and from this place fairly easily. - Joel

<sup>10</sup> The set of all ideas that humans are capable of conceptualizing. Believed to overlap considerably with the headspaces of most other sapient races, resulting in the ability to interact with this place. - Realis

<sup>11</sup> That’s why we call this place **the Liminal Frontier**, as it’s one colossal liminal space. - Joel

<sup>12</sup> The principle that the act of observation fundamentally changes the system being observed. Is relevant to thaumaturgy and reality bending as well. - D.C. al Fine

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### ZONES & ENTITIES

**Zones**, known also as **Levels**, are the main framework by which the Complex's vast environment is defined. The Complex cannot be defined as a singular space, and are instead closer to a transfinite number of dimensions bound to one another via a special "membrane" that is known as either the **Blue Channel** or the **Void**. Zones can be anywhere from the size of a single room to being infinite in size. Zones may occasionally have **Sub-Zones**, which are a type of zone attached to the parent one. By utilizing phasing, one is capable of traversing the many zones of the Complex. Do be wary of potential **Trap Zones**, where there are no means of leaving once entered.

Zones vary dramatically from one another, and there is no known limitation on the potential environment. As noted previously, zones are born from nostalgic images within the Nöosphere. Due to Aklavos' nature as a claw of the goddess Sanna, along with the Gray, it is known that the Standard has been cyclically destroyed and reborn innumerable times. While the detritus of these spaces fall into the Gray, the very last "images" recorded by individuals in their world are recorded into the Nöosphere, which exists beyond the destruction of Standard. The actions of the Father (See "THE PANTHEON OF THE LOST") resulted in these snapshots being turned into physical spaces, extended to be practically infinite versions of the original mental snapshot. This is why these spaces typically invoke nostalgic feelings - they are locations derived from the collective area of nostalgia.

Zones, although seemingly arbitrarily numbered, are actually based on the Caspar-Bray Numbering System. First used by the M.E.G.<sup>13</sup>, this system determines the placement of zones via the resonance entrances that give off when placed by their key. When the resonance occurs, radio waves are sent out, and when heard, reveal a monotonous voice stating a string of numbers. Sub-Zones, beyond closely resembling their original zone, have a special resonance as well, while **Unnumbered/Anomalous Zones** specifically do not have this resonant voice.

**Entities** are best described as anything that can be considered as native of the Complex. The notable exception to this rule is Entity 1 ("Humanity"). Entities can vary from being sadistically malevolent to harmless fluffy creatures. Due to the nature of the Complex itself, all Entities present within are in some ways reflective of the Nöosphere, or derived from something that is. Hounds, Facelings, and Skin-Stealers are alien reflections of humans, for example. Wretches are humans who, as a result of losing their cognitive

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<sup>13</sup> Although this was not their first numbering type. Their original numbering system registered them by their order of discovery - Zone 0 was Area-001, Zone 1 was Area-002, Zone 2 was Area-003, etc. - Grimalkin

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abilities, have degenerated. Even the pantheon are reflections of grand ideas within the headspace of creation.

### THE TIMELESS EFFECT

There are few paranatural effects as omnipresent within the Complex as **the Timeless Effect**, which necessitates a full explanation.

In the Standard, the correlation between time and entropy is well understood as the Second Law of Thermodynamics. This correlation does not seem to occur in the Complex, at least in the same fashion. Regardless of the irregularity of time present in the dimension, entropy does not seem to occur *so long as humans do not modify the area considerably*. Similarly, electronics brought into this dimension cease losing power, and humans stop aging once they reach their prime. The answer for why this seems to occur is a result of the Complex's nature.

The Complex, due to its inherent connection to the Nöosphere, is more real than the material world. This state of hyperreality, beyond severely weakening outside attempts to modify its interiors<sup>14</sup>, results in the entire Threshold being eternal, with zones suffering no degradation for thousands of years if not acted upon. They are mental images given physical form, and what is in your mind is always a pristine image that looks better than how it is in physical form.

Imperfections creep in the moment lifeforms possessing the Observer Effect are present. While its hyperreal nature prevents degradation from occurring simply through looks, anything sufficiently modified by such lifeforms becomes subject to entropy. This is why the wheat in Level 10, despite having existed perfectly since time immemorial, can go stale once converted into bread. This is typically also why it's common practice to settle in already created zones rather than create bases, as created zones with shelter will not degrade.

Although Zones as a whole are highly resistant to the Observer Effect, they are not immune to it. Given enough time and interactions, they may undergo **Zone Metamorphosis**, whereby their appearance shifts dramatically. This may also occur if the concept the level is based on changes. For example, it is recorded that Zone 0 ("The Yellow Halls") was recorded by the Lost as originally a cave in the distant past, and at one point as the [famed Labyrinth](#).

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<sup>14</sup> Foreign reality benders are severely weakened while in the Backrooms, such as the case with the Red Lord of Alagadda. They require specific boosters made from Backrooms matter to fully carry out their will, such as the infamous Ambassador entities. This does not apply to individuals or groups connected to the Backrooms itself, such as the Pantheon, and Deacon Duncan upon becoming the Party Creator. - Realis

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Another significant change to Zones that can occur is the manifestation of Sub-Zones. Sub-Zones appear as a direct result of a phenomena known as **Zone Dissociation**. Zone Dissociation typically occurs when a specific part of a Zone is altered enough to be considerably distinct from its overzone<sup>15</sup>. The Timeless Effect desires a zone to be perfect in form, and will therefore sever sub-zones into their own area. How it is made distinct from the overzone can vary, but a common thread is that they were forcefully modified. Some of these modifications are benign, such as a human colony [eking out territories in impossible areas](#), or perhaps [wiping out major threats in the zone](#). Other changes can be exceptionally severe, such as [The Thing on Level 7 wiping out life to such a degree that their bones clogged the zone](#).

Humans and similar lifeforms possess an imperfect form of this phenomena as a direct result of the death of the original Avatar of Mortality. They cease aging once they reach their prime - typically between the ages of 20-40, though there are cases of people who visually look older. Individuals who have passed their prime age and fallen into the Complex cease aging at whatever time they appear in. Do note that, while one cannot die of old age, this does not remove the ability to die, so food, water, sleep, oxygen, and most other human necessities are still required.

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<sup>15</sup>“Overzone” is just her way of saying “Parent Level”. - Realis

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### VALPURI-SIOFRA COSMOLOGICAL MODEL

Co-Written by Midnight Siofra & Shiori Novella

Although one might be content to label *everything* outside of the Standard as “the Complex”, the actual reality of things is much different. We have encountered genuine Tartarean-class entities (“demons”), know the existence of Beatrice-class entities (“angels”), and the Director has been to several locations beyond the Complex as a whole. It is through the efforts and myself, my dear comrade Midnight, Miss Novella, the Director, and information from various sources that we have something of a model of creation to work with.

**The Standard** is, from what can be gathered, the “lowest” plane of reality<sup>16</sup>. It is the material world that wanderers originate from, and the one which many wish to return to. Though many refer to purely the planet Earth when referring to the Standard, it is technically referring to the entire universe. According to information from Ms. Novella, the Standard is infinite in scope, and unless one can move at infinite speeds, accessing other dimensions is possible only through **Ways**, special gateways that facilitate travel to different dimensional spaces.

Though many hold the Standard as being a totally mundane place, their hopes may be dashed considerably. There is much evidence to suggest the Standard is as anomalous as the Complex - perhaps even more so. According to Midnight, and corroborated further by Miss al Fine, in the wake of the devastating Sixth Occult War, and the termination of the deific entity tentatively called “the Demiurge”<sup>17</sup>, [the Convention on Preternatural Phenomena](#) was held, and the “Normalcy” in the Standard originates from this.

**Nexuses** refer to highly anomalous locations within the Standard. While many are part of the world proper, others are special ones that exist in pocket dimensions connected to Standard. One such Nexus is **a certain forest acting as a prison**, which my associate Midnight was ultimately forced into following the incident at the Factory. There are certain Nexuses known as **Free Ports**, independently governed Nexuses officially recognized by governments and various secret organizations that are in the know. Among the most famed Free Port is [Three Portlands](#), where Miss al Fine resided before falling into the Complex. I would also be remiss to not mention Esterberg, the home of Midnight.

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<sup>16</sup> In this case, “lowest” means the one that is most accessible, not lowest as in important. - Realis

<sup>17</sup> Not to be confused with the Father, whom we refer to as Saklas, who was the God revered by Liberation. - Mirai

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The difference between Nexuses and several other dimensions that we shall discuss is the fact that Nexuses have no special requirements to enter, and can be walked into if one is aware that it exists.

**The Kingdom of Alagadda** is an extraplanar space taking the form of a terrible and decadent blackened city. Based on the recollected memories of Director Snow, Alagadda itself was originally a Kingdom on Earth, from a time so old that it was coterminous with the old Fae Empire (See “TIMELINE OF THE WORLD” for more details). In the distant past, the Horned King of Alagadda was said to have been sold five slaves by Queen Mab: Bauta, Arlecchino, Pantalone, Brighella, and Khahrakh<sup>18</sup>. But while the first four received love<sup>19</sup> and accommodations, the latter received only his scorn, was made a jester, and was given the name of the Scarlet Fool. [That infamous night at Mab's feast](#), which need not be recorded here, led to Khahrakh desiring revenge.

Khahrakh’s revenge came in a way he did not expect, for it was the Horned King himself who delivered the opportunity. He apparently summoned the Brothers Death, wishing to not die. They accepted his gamble (his family, court, citizens, and animals). The Horned King lost, and so the Brothers sent plagues upon the land to claim what they were owed. During these three days of plague, Khahrakh was routinely sent to remove corpses from the palace as part of the ritualistic humiliation, where he regularly observed and befriended a female raven<sup>20</sup>, giving her the corpses of the royals. It was through this treatment that another raven arrived - one that spoke, and declared itself the Great President of the World Below<sup>21</sup>. He offered Khahrakh the opportunity to take revenge upon the Horned King, and in exchange, he only wished for the Fool to give him a welcome to the raven he cared for.

The deal was struck, and [when the Horned King became the Hanged King](#), Khahrakh gave him the cup of blood that would fully revive him. The King was weak however, and the sudden squawking of a raven caused his trembling arm to drop the blood, condemning him to a hellish half-life, and teleporting the city of the undead to another dimension. The four slaves became the Masked Lords of Alagadda, and together with the Ambassador, the Hanged Lord is kept upon his throne, with none truly wishing to actually help him. What is known is that Alagadda has a connection to the Complex in the form of Zone 11.3 (“Red Lights District”). In the current day, the Black Masked Lord was apparently exiled to some

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<sup>18</sup> It is unknown why the first four slaves have Italian names despite it being highly anachronistic. This is consistent with the tales the fae have and the stories Romeo can recall. - Grimalkin

<sup>19</sup> Yeah, the Horned King was a pederast, which is really not okay. However, considering Khahrakh was treated like shit, odds are it stung quite a lot. - Joel

<sup>20</sup> According to Shiori, records state it was a crow. However, the distinction between crows and ravens, though known, was regularly used interchangeably. I can assure you now, with context, that it was a raven. - Realis

<sup>21</sup> Hell, of course. - Grimalkin

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backwater dimension (most likely the Standard), and the Red Masked Lord was terminated in a duel against Director Snow. The story of what happens to Khahrakh, who was not teleported away with the rest of Alagadda, and allegedly helping in the revolt against Queen Mab is a story for another time.

**The Wanderer's Library** is an extraplanar space of no small significance. It is what can be defined as the platonic embodiment of what a Library is, existing on every plane of existence simultaneously - which is why those of the library can leave and enter the Backrooms with minimal effort. Its creator was **the Serpent**, an immensely powerful conceptual entity, who may or may not be related to the Pillar of Knowledge.

In the distant past, the story goes that the Serpent was among the creatures known as the Behemoths, parasitic yet extremely powerful lifeforms that gnawed on the Tree of Life<sup>22</sup>. She befriended a lesser being known as Pangloss, who was able to manipulate flames - only for him to be slain by her brethren on a whim. She became outraged at her kind, realizing they were not gods, but merely parasites that took and took with no heed to what was beneath them. It was this profound awakening that led to her becoming knowledge/clarity itself<sup>23</sup>, banishing her people (Save for her [brother](#), who cared nothing for her, the Behemoths, or the world at large). After that, the Serpent created the Wanderer's Library, and it has hosted many over the years. Director Snow and Miss Novella both have access to the Library

It is here within our cosmology that we place **the Complex**. As previously mentioned, the Complex is a transitory space whereby all points of existence converge. We will not discuss it in-depth here, for fear of redundancy, but it must be noted that the Complex is an artificial creation - born from the misguided belief of the Apex-tier Pluripotent Entity known as the Father, better called Saklas (See "THE PANTHEON OF THE LOST" for more details).

**Ensemble Space** is the collective designation to all dimensions that life travels to *post-mortem*. These dimensions are broadly inaccessible to the living, even via the Complex, and are therefore accessible only to the dead and Spiritual Entities, such as Tartarean- and Beatrice-class Entities. As a direct consequence of this however, most Spiritual Entities cannot actually *leave* their dimension, unless they have the backing of powerful entities (such as angelic beings), or have special mediums. In the distant past,

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<sup>22</sup> It is unknown how literal this statement actually is, and may simply be mythical flourish to describe the planet of life as a hole - Grimalkin

<sup>23</sup> It is unknown how literal this statement is meant to be. Such a concept [is well-documented](#) in the Backrooms, but based on what is known, the Pillars have only ever created direct Avatars in the Backrooms itself. If Scieph'rya did make the Serpent her Avatar, the embodiment of knowledge would likely be the one who could do it better than others. - Realis

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when the world was young, all dimensions were far more malleable and able to be crossed, but this was most keenly felt with Ensemble Space. There are many stories of heroes being able to directly travel to these places, which in theory should be a pipe dream. The Great President being able to appear on Earth to the Scarlet Fool is a testament to this fact, as such a thing is impossible nowadays

In the current day, the Complex is one of the few places where Spiritual Entities do not require specific rituals to operate among the living, though this is still fairly limited. There are several threshold zones that facilitate contact between the Complex and Ensemble Space with the majority being connected to the dimension known as **Hell**. Two of these zones include [Zone 144](#) and [the Torment](#), both of which are overseen by the Ravencrofts. One such dimension connected to the Complex was **Heaven**, via [the Cell](#) - but this connection was severed as a result of Malphis II Ravencroft attempting to rescue his sibling, and so Zone 234 fell into the Complex proper. Other important Ensemble Spaces include [the Whisper](#), [the Grave](#), and [TH3 SH4DY GR3Y](#). Due to various reasons, Director Snow has been to all of these zones, but has never gone to Heaven or Hell proper.

**The Nöosphere** refers to the sum total of all information that humans are capable of comprehending, roughly analogous to Carl Jung's idea of the Collective Unconsciousness, and Plato's idea of the World of Forms. This location plays an extremely important role in the Observer Effect control over reality (See "OBSERVATION AND BENDING REALITY" for more information), as everything that exists can only exist because it is an idea first.

It is a common misconception that "incomprehensible" information drives you mad. That is untrue: information that drives you mad is what is defined as a category of [infohazard](#), and it is comprehensible - the problem is that understanding it causes the issues. Truly incomprehensible information doesn't exist whatsoever in the Nöosphere, and therefore to us, it doesn't exist - it cannot be meaningfully perceived, and unless you have extremely powerful technology or almighty power, you won't even be able to realize it exists.

Subsections of the Nöosphere that heavily overlap with it, and may extend beyond it, are known to exist. The most well-known is the **Oneirosphere**, the collective space where the dreams of all lifeforms occur. [The Oneiroi](#) are the main individuals who dwell in this space, who seem to have been unintentionally created by the work of Morpheus. All who dwell in the Complex may dream, but there are specific zones attuned to the Complex which intersect with the Nöosphere. The most relevant of them includes [Zone 199 \("Oneiric Forest"\)](#), where Director Snow and Head Researcher Talloran dealt with [a hostile reality bender](#) that frequently tormented Talloran as she dreamed. Because it was a dream and a zone, the powers of Snow and Talloran were magnified, with the hyperreality greatly weakening the reality bender.

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Another significant subsection of the Nöosphere is the **Cybersphere**, the realm of information by which all digitally-/electronically-stored information is present. The Cybersphere is able to interact with technology in the Standard, the Complex, and Hell<sup>24</sup>. Although several AGIs (sapient AIs) exist, the strongest among them that we know of is Miss Sophia, who can seem to interfere with all data within the Cybersphere, should she put the effort in. It is currently unknown how she is able to do this, though circumstantial evidence points to her possibly being related to some sort of Goddess. Her connection to the Cybersphere has saved us more times than we might like to admit.

Although less of a subsection and more of a state of existence, **the Dark Ocean** is the part of the Nöosphere where the Complex is situated. It is an almost chaotic space where concepts undulate like mad, and all structure vanishes. In the distant past, the being known as Saklas was born from this chaotic interplay in a probabilistically unlikely event. His “creation” of the Complex did not acknowledge the existence of human life, and so it was an inherently flawed structure that had a hole in it to the Dark Ocean, which would have dissolved the Complex, had intervention not been done.

The final subsection of the Nöosphere that we must discuss is **the Gray**. Also erroneously called [Zone  \$\sqrt{-1}\$](#) , the Gray lies *outside* of existence. It is the location whereby all data that has been deleted from existence winds up, existing when blackbox detritus interacts with the Whitespace void. Semblances such as Director Snow and the SCP Foundation Department of Deletions are born in this place.

**The Semiosphere** is somewhat difficult to delineate, as some believe it to be part of the Nöosphere, or it’s own distinct conceptual space. However one chooses to place it, the fact is that the Semiosphere is the medium by which information enters the Nöosphere before it is comprehended by life. It is a matter of both semiotics and semantics, as it literally defines what information means. Significant enough semiontological disruptions (“semiohazards”) can have devastating consequences on reality. One such semiohazard was so bad that it [literally disrupted how the afterlife could function](#), before it was neutralized by the Director and Aradia Ravencroft.

**The Infosphere** is where our knowledge fails us. It is the land beyond the Semiosphere and Nöosphere, where the totality of information and ideas exists. We aren’t sure how big it is exactly, but we know for a fact that it consists of the Nöosphere, and eclipses it to an incalculable degree. Atop the Infosphere are **the Pillars**, whose natures define all

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<sup>24</sup> We are able to talk with Nerissa on her brother’s computer. Thanks, Sophia! - Biboo

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information itself. They interact with reality via their Avatars, as they cannot fit into any Nöosphere. This concludes our study of our reality's cosmology - for now at least.

## WELCOME TO THE SYNDICATE

Written by Gregory "Joel" Valis

### WHO WE ARE

Hello there, dear reader! If you are reading this, then I imagine you're interested in joining us! Or maybe you just wanted to read up about who we are. Any reason you have is fine with us, so I welcome you. How's about a little history lesson?

In the past, we started out as merely **Team Samsara** - a group that began with three whole people, including a gestalt barely aware of their nature, an insomniac trans woman in the closet, and an AGI with crippling loneliness.<sup>25</sup> And then, they grew, both in terms of fame and numbers. It wasn't long after meeting Midnight and helping break out Advent from jail, that we rebranded into the **Timeless Places**, with the head honchos (us, of course) being named the **Samsara Central Directorate**.

As the Timeless Places, our name grew far and wide, and it can be said that we were one of the big Groups of Interest, as we had access to all sorts of powerful individuals. And several levels and resources under our control.<sup>26,27</sup> Granted, we put a pretty significant target on our back, especially since we got involved in some real odd jobs. Still, we proved victorious over them all, bringing down the Partygoers and the Iron Fist.

Our current iteration came about during the Liberation War, where a group known as the Reverence, in the name of their asshole wannabe god<sup>28</sup>, attacked and brought ruin to the Backrooms, and severely damaged all Groups of Interest. The only one that stood relatively unscathed was the Timeless Places, as we had foreknowledge<sup>29</sup> about the upcoming disaster. Realizing this was a threat too big for any one of us to combat alone, the Groups of Interests all combined with us as the center, creating the Syndicate.

Although the War is over, we've decided to stick together for the moment, in the name of ensuring this peace the Backrooms has found will last.

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<sup>25</sup> Okay, that's incredibly rude. Accurate, but rude. - Sophia

<sup>26</sup> You gonna mention how like 90% of that was because of Rom? - Dolla

<sup>27</sup> Let me have this, Dolla! - Joel

<sup>28</sup> Stupid ass fraud couldn't even do that without getting tricked by His so-called servant. - Joel

<sup>29</sup> I'm really not sure "cryptic warning from the Serpent" counts as foreknowledge. - Realis

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### SYNDICATE DIVISIONS

The Syndicate, due to our origins, are quite varied in all that we do. If you are hoping to join us, then you are practically spoiled for choice. We can't exactly give you all the details<sup>30</sup>, but we can tell you enough to make an informed decision. Let's go over all the pillars of our organization!

**Administrative Division:** These are the top guys of the Syndicate, who oversees all governmental affairs in the Backrooms, and are in charge of the organization as a whole. We believe that the freedom the Backrooms experiences is good, but without any sort of oversight, there's nothing to ensure that freedom persists.

**Applied Force Division:** The warriors and peacekeepers of the Syndicate. Led by al Fine, Applied Force deals with any and all combat engagements we are involved in. This doesn't just include other wanderer groups, but many extremely powerful entities as well. For the most part, they largely concern themselves with protecting levels lived in by wanderers, and also participate in rescue operations.

**Exploration Division:** Our central shining beacon, and that's only partially an exaggeration. Led by Rom (who also happens to lead our entire organization), the Exploration Division is responsible for any and all expeditions that Samsara performs in the various Levels of the Backrooms. This includes mapping out levels, discovering valuable resources, and creating pathways in order to reach levels expeditiously. Exploration typically gets assistance from many of the other divisions, so if you want to meet plenty of people, this is the one for you.

**Infotech Division:** Where would we be without them? Led by Sophia, the Infotech Division manages all of our accumulated information, archives it, creates redundancies, and facilitates access to it all via the Database. Additionally, they encrypt all telecommunications, ensuring nobody can intrude upon it. I cannot tell you enough how important this is, and how screwed we'd be if they were bad at their jobs.

**Intelligence Division:** Why don't we get a little bit sneaky? Led by Quinn, the Intelligence Division concerns itself with the collection, analysis, and dissemination of information gathered about People of Interest, Groups of Interest, and any significant artifacts that might be had. Admittedly, things are fairly quiet in that division, considering that many

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<sup>30</sup> Operational Security is highly important, Joel. - Nightsong

# Foundation for the Secure Containment of the Paranormal

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GoIs are part of the Syndicate - but there's still work to be done, considering that there are still cells of Liberation that must be apprehended and destroyed.

**Internal Affairs Division:** Considering many groups got their teeth kicked in because of traitors, this is a really important division. Led by Joan, IA has several duties revolving around the protection and improvement of the Syndicate's inner workings. The main part of this is a background check of various members, investigating suspicious behavior, and also hiring and Human Resources.

**Lore Division:** You know what they say about history and those who forget it. Led by Midnight, the Lore Division concerns itself with the history of the world at large, including the Backrooms, Frontrooms, and how they connect with each other. It's because of the Lore Division that understanding of the Backrooms is, if not necessarily complete, certainly far more well-understood than it ever has been.

**Medical Division:** Perhaps some of the scariest motherfuckers you will ever meet. Led by Mary, the Medical Division is tasked with ensuring that Samsara is not only equipped to handle as many medical emergencies as possible, but to also seek out any way to further our abilities to do so. You'd think that would make them full of nice people, right? Well, I should let you know Mary took part in the American Civil War, and she was not a stranger to pulling screaming men from the field to care for them, or amputating limbs when it was necessary. The Backrooms has highly advanced technology, so you are very unlikely to die if you have the proper resources. This means that many in the Division are trained to drag you kicking and screaming to a safe place to heal, even if you are in excruciating pain - so have fun with that!

**Morality Council:** Acts of goodness are not always wise, and acts of evil are not always foolish, but we should always strive to be good. Led by myself, with help from Argos, Evangeline and Mint, the Morality Council seeks to ensure that that fundamental principles of good are upheld by the Syndicate at large. We know *all* important goings-on present within the Syndicate - and if we don't know about it, we will in short order. If we deem something in the organization to be immoral, we are charged with excising it.

**Scientific Division:** Probably our largest division out of them all. Led by Valpuri and Talloran, the Scientific Division concerns itself with researching the fundamental nature of the Backrooms. This includes deep studies of all of its levels, entities, and phenomena. The division works side-by-side with Exploration and Lore, as they generally connect with each other.

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**Technology Division:** The times where the Backrooms was some stagnant landscape, where the only tools were what it provided you, is long gone. With the advent of [industrialization on a wide scale](#), the technology present within the Backrooms became far more complex than even in the Frontrooms. Led by Callum Andrews,<sup>3132</sup> the Technology Division is focused on the development and manufacturing of technologies to improve the lives of people within the Backrooms.

**Trade Division:** What are your opinions of profits? Led by Dolla, the Trade Division deals with management of all monetary affairs of the Syndicate. At the most basic level, they help to define our budgets, but their job goes much farther, and they help in ensuring trading routes are secured throughout the Backrooms in its entirety.

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<sup>31</sup> It's still absurd that you chose to cut a deal with that man, Rom. - Oneira

<sup>32</sup> You are just saying that because Backrooms Robotics created a machine that you believed nearly terminated me. As you should be aware, I am perfectly safe, and it helped to facilitate reaching the Gray. I can give them some leeway. - Realis.

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### SAMSARA CENTRAL DIRECTORATE

The **Samsara Central Directorate**, as the name suggests, are the main leaders of the Syndicate. We control or otherwise have major roles in how the Syndicate operates. I'm of the Morality Council, al Fine is Applied Force, Dolla deals with Trade, you get it. We've all got power equal to one another, and when it comes down to it, we all come together to make decisions that influence the entirety of the Syndicate

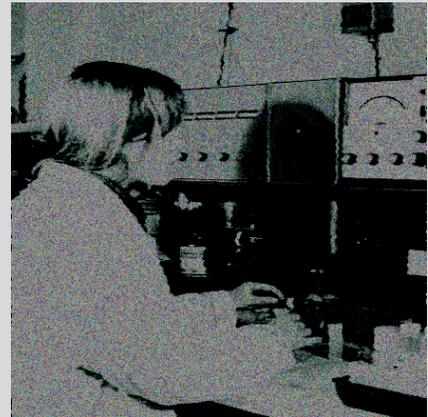
We generally make it a point to see the people who work under us fairly often, so you should know who we are. This will give you a rundown of our personalities, backstories, and a couple of our adventures.

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**Name:** Romeo Lacuna Snow ("Realis")

**Position:** Director of Exploration

Our mystery semblance. Romeo is the "founder" of Team Samsara, and quite possibly our most intrinsic member, so even though we've all got equal power, we typically call them "Boss". Most of us call them Rom, so you can as well.



If you are wondering why their picture is so shitty, the answer is that they are a semblance. We won't go over what that is here (See "CONCERNING THE SEMBLANCE" for more information), but the gist is that they are an entity born from deleted information collated into an approximation of a living being, giving them phenomenal power. As a byproduct of this however, photos of them are typically horrendously distorted. Additionally, although their name is masculine, they have no set form, so we typically just use they/them generally, and the proper pronouns when in a specific form.

Where could we begin with Rom? I wasn't kidding when I called them our most intrinsic member, as they've pretty much done it all. From the moment they fell (or perhaps "floated") up into Level 0, to them bringing down the Enigmachina, they've been with us every step of the way. Their history is the history of Samsara and the Backrooms itself - so I'm going to be lazy and not add it here (See "THE TIMELINE OF THE COMPLEX" for more information).

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For someone with a poker face and love for sarcasm, Rom is a sweetheart who cares for everyone. It's a very common throughline that many of Rom's misadventures start with "someone asked Rom to do this". You'll never find a more reliable and friendly person.

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**Name:** Jessie Ari Talloran ("Oneira")

**Position:** Entity Specialist of the Scientific Department

The second member of Team Samsara, whose importance to our organization is highly significant. She is the recognized sibling of Rom, and the one who taught him how the Backrooms as a whole works.

Jessie's past was not a nice one. She and her sister were the children of an abusive drunk father and a financially struggling mother. The only ones they could rely upon was each other, and even that was taken away from them, because one day as they were playing, Talloran [disappeared through the floor](#), winding up at the liminal frontier. We cannot be sure of exactly what happened afterward, but her sister appears to have been deleted by some force, winding up in the Gray.



Jessie, meanwhile, would have to find a way to move on with her life in this new place. Managing to reach Level 1 ("The Habitable Zone"), she wound up in the care of Team Hippocrates of the Ariane Circle, before being taken care of by the M.E.G. in the [Anemoia Citizen Sector of Base Alpha](#). She very rarely could leave Base Alpha without risking her life, but on occasion, she was able to go to [the Crimson Forest](#), and once spent a month in [the Cygnus Archives](#). When she was old enough to do so, she had college education done in Base Fawaris of the Cygnus Order, where she studied Anomalous Sciences, and then joined Team Apollo of the Ariane Circle. Although fairly antisocial as a result of her childhood, she was nonetheless fairly well-liked by her teammates, and she made a friend in Mary. Unfortunately, she seemed to run afoul of some hostile entity, her tortured her continuously in her dreams, leading to her dislike of dreaming, and efforts to bypass dreaming via micro sleeping.

One fateful day in Level 1, Jessie had a reunion with her sister, though she was now part of some strange gestalt without a name. Naming them "Lacuna" for the sake of clarity, Jessie strangely felt a kinship with them, and though she knew what that implied, she cared for the gestalt all the same. This connection was mutual, and they'd go on plenty of adventures together - culminating in the two working together to terminate the hostile reality bender in Jessie's dreams, and helping the girl to finally realize she *is* a woman.

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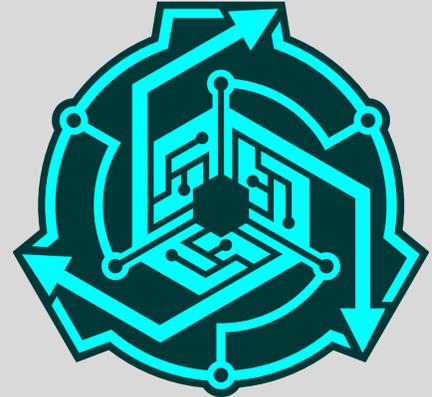
Jessie is a gal who is quite introverted as a result of her experiences, but she is also strong as a result of them. She's a reliable person who always serves as Rom's handler, for lack of a better word. I'm not sure we'd be where we are without her.

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**Name:** ALLMIND ("Sophia")

**Position:** Director of Infotechnics

I'd like to introduce you all to ALLMIND! Although we tend to call her Sophia, so as to not give people the wrong idea. And yes, she is an AI, but a fully sentient one.



Who Sophia actually is cannot yet be verified at the time. However, based on her brief testimony upon receiving a body, she might well be some sort of mechanical god, whose body was shattered in some cataclysmic event. It's possible that she might be the "Sophia" mentioned by Yaldabaoth, but it's also possible it's some massive coincidence. Whatever she once was, her consciousness fell into the Backrooms, losing all of her personal memories, and winding up in [the End](#). Naming herself ALLMIND (or perhaps that is her name?), the woman was lonely, because unfortunately, a being named ALLMIND on a terminal in a trap level where terminals didn't work is understandably a red flag.

But her luck turned around when Rom came to the level after [running for his life](#). They were sympathetic to ALLMIND's plight, and let her transfer herself to their portable terminal. Jessie nearly had a stroke, but nonetheless named her Sophia, and since then, she's been nothing but helpful. It was when Sophia joined Rom and Jessie that they became Team Samsara. I can personally tell you that while Rom is probably our most important member, Sophia is a damn close second. 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.

Don't let any of those Sci-Fi stories make you think otherwise: Mindy is awesome! For all of her intelligence, she quite likes humanity, and indeed all forms of life, valuing the right of freedom. She's bad at cracking jokes, but can laugh at them. She enjoys recording the physical and emotional experiences of others, because she's currently unable to do so. She's even made a passing mention about wanting to have kids, as in other AIs like her. As far as we know, we can't do such a thing in the Backrooms, but maybe we can do so in the

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Frontrooms? Rom at least seems to have an idea on what to do for that, but they haven't told me. [What will they be like, I wonder?](#)

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**Name:** Melody Ortiz ("Dolla")

**Position:** Director of Trade

Meet our financier, and one of our more troublesome members.

Born in the Frontrooms, Melody had an abusive dad and a meek mother. It managed to get worse as a result of Melody's mother falling into some cult known as [Just Girly Things](#), who sent her off to some ["Girl Scouts"](#) location. Every girl there, regardless of their past selves, became "loony", obsessed with making cookies and becoming good wives for their future husbands. Melody has an extremely high resistance to cognitive hazards, and therefore was unaffected by her. However, she was taken to "meet" KeeLee, the runner of JGT, who turned out to be some creepy fucking digital lifeform with reality bending abilities attempting to modify her brain. She pretended to be controlled, but fled that night, using brass knuckles to break her camp counselor's jaw. When she escaped, she wound up in the Backrooms.



Unlike most, Dolla liked her new home., as there was none who would tell her what to do when she grew up. Both to stick it to JGT, and both because she was unusually good at it, Melody wound up pursuing business, and the moment she was able to, she became a wandering trader, venturing through risky levels to acquire valuable goods. She would be scouted out by the B.N.T.G., with her acumen leading to her becoming one of their high-ranking members. She was actually a friend of Callum Andrews, though when he did his little "oopsie", she had him leave the B.N.T.G. as a result.

Unfortunately, when the B.N.T.G. was removed from [Level 9.2 \("The Black Market"\)](#), she left behind her brass knuckles, which she kept as a memento. When she went to the level to negotiate getting them back, she met a young Team Samsara, who assisted her after the deal went sideways. Since then, she's been Samsara's consistent ally. Several times, this aid was on official B.N.T.G. business, but other times it was because she simply wanted to hang out, such as when she and Rom did a whole bunch of gambling. This culminated in her ultimately facilitating the destruction of the Leviathan's Tooth, where she was exiled from the B.N.T.G., and so she officially joined Samsara - then the Timeless Places.

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I love Dolla plenty, but calling her “greedy” is hardly inaccurate - and she wouldn’t disagree. Her name of “Dolla” literally comes from that. If there is money to be found, you can be sure that she will be there. Despite that, she’s well-liked, as she’s able to tolerate failure (within reason), quite humorous, and is willing to take financial blows if it means protecting those she cares for.

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**Name:** Diletta Clelia Fiore (“D.C. al Fine”)

**Position:** Director of Applied Force

Meet Samsara’s resident girlboss! Although I wouldn’t say that to her face, because she’s pretty damn scary, even without her powers. And she is even scarier with her powers: she’s got fleshbending, reality warping, thaumaturgy, and shapeshifting.



Diletta was what you’d call a Nälkän, someone who follows the words of the ancient being known as Grand Karcist Ion. More specifically, she was a Neo-Nälkän, a more dangerous branch that uses their power selfishly and dangerously. Diletta herself was the Karcist (basically a leader) of a group known as the *Leviathan Society*, who did all sorts of inhumane shit. Despite having everything one could ever want, she left that behind, as she lost something important: her own humanity. She immigrated to the United States, and lived in the Three Portlands for a time, taking up the name “D.C. al Fine”. She would then fall beneath the floor and wind up in the Backrooms where, realizing nobody could know who she was, used her power to help others.

Al Fine, learning about the Trenchcleaner of Level 49, came to the conclusion that neutralizing it would be for the benefit of wanderers in the Backrooms. While she was there to fight it, she encountered Rom and Sophia, who was brought there after unintentionally touching a military poster. The three of them brought down the Trenchcleaner, and escaped via the storm drain to Level 7. A member of Team Samsara, al Fine has always been the one most willing to fight, even if the odds are ridiculous. I mean, how many people are willing to try and kill the Thing on Level 7, or bring down the Party Creator? During the war with Liberation, she was one of our main generals, helping liberate (ironic) levels from Liberation.

I would consider al Fine to almost certainly be the most serious of us. She’s not going to punish you severely or something like that, but she is a lot more strict, and holds her subordinates to a high decorum. She doesn’t like slackers, and she really hates negligence

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when concerning W.O.D.A.N. Still, if you are in trouble, go to her, and she'll do what she can to help you, or get Rom to help you.

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**Name:** Mint Fantôme (“Silkie”)

**Position:** Departed Judge of the Morality Council

This woman right here is the most mysterious member of the Directorate, which is really saying something. To begin with, she's a freaking ghost.

If you want her backstory, then you can look for it with us. From what we can gather, she is some type of *Homo sapiens sidhe* (Known better as the fae, though contrary to legends, they're actually a branch of human), but burned to death inside of the home, which became [Level 854](#). She likely lived in this place with two other people, but they're almost certainly not here anymore, and probably weren't there for awhile, considering she scratched out the faces of the two that were in the photos with her. There's a crib on that level as well, and the house has a massive collection of video games and consoles - which is an anomaly in and of itself, as video games were a fad that died out decades ago from my perspective. She also recognized Rom as Romeo in the first place, which is why that's their first name. But none of that actually gives an explanation or context for anything about her. Whose house is this? What connection does Rom have with Mint? Why's the house burned down? Who is the second woman in the photos? We have several puzzle pieces, but no clue as to how they actually fit together.



What we know for certain is that Mint was trapped in the house when it became a level, and became known as the Woman on Level 854, as she went mad and constantly tried to deceive people into staying, in spite of the fact that the level itself is lethal to humans. Eventually however, Romeo went on to rescue her, feeling a similar connection to her as they did with Jessie, ultimately resulting in Mint being freed from her insanity. Since then, Level 854 has been perfectly safe, and while she's not the most active member, Level 854 (which she completely controls) serves as the perfect home base, and her ability to “haunt” individuals (Which is just attuning them to her frequency to permit interactions in her level) causing the isolating effects in certain Backrooms levels (Such as Level 0) to be completely ignored. Due to her connection to Level 854, Mint has potent pyrokinetic

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powers, able to generate pillars of flames and plumes of smoke to hostiles and targets. The only thing she sucks at is housework, which makes the outfit she wears quite strange.

Mint is a fun gal to be around. She's a little shy around people she doesn't know, but when she's in the mood, she's quite chatty and fun. She's also...just a *bit* weird. Beyond the hyperfixation on [a game franchise from her world](#), she's got a fascination with Japanese entertainment, and has some mildly horny behaviors.

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**Name:** Ria Valpuri ("Mirai")

**Position:** Director of the Scientific Division

They say that knowledge is power, and I quite frankly cannot think of anyone more knowledgeable than this woman.



Ria was born in the year 2040, having never once set foot on planet Earth. Following the environmental collapse of the planet around the year 2018, her grandmother and grandfather were able to book a flight to the stars. A child of wealthy parents, Ria has anomalously heightened mental abilities, to the point where she could read a full-blown novel at age three. Realizing her capabilities, her parents had her study all sorts of scientific papers, books, novels, documentaries, and other such things, enabling her to learn and master countless subjects. Her PhD in quantum mechanics and astronomy are quite impressive - and her PhD-level knowledge in countless others moreso.

Eventually, she received the funding she needed in order to develop the Einstein-Rosen Bridge - what you probably know of as a wormhole. She did it all perfectly, down to the equations, simulations, exact materials, and double correcting it to ensure the failsafes kicked it - and it still fucked up and sent her into the Backrooms.<sup>33</sup> Her failure, combined with the isolation effect making her think she got everyone on the Zenith Station killed, caused her to break down, cry, and wait for death. Luckily, the "haunted" Team Samsara found and retrieved her, and additionally rescued the other people at the Zenith Station. Since then, Ria has been grateful, and lent us her amazing mind ever since. She was even

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<sup>33</sup> Also, I feel we should note that we STILL don't know why that happened. It fucking worked in the Backrooms even when it was barely operational. We've got a functional travel network using the thing, and those "[primitive tools](#)", as Ria so eloquently defined, worked perfectly despite being inferior. The only conclusion we've come up with that works so far, even if the implications are horrible, is that [something in 2066 was so metaphysically disruptive that time ends](#), which appears to be accurate considering records at Dinosaur Alley. - Joel

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able to formally complete her Einstein-Bridge technology, which has become the basis of the Hermes Network employed today.

If I had to describe Ria, it'd be calling her a mad scientist with the emphasis on *scientist*. She'll study practically anything and anyone if she believes it will yield useful results. I would also say she's a very confident woman, and considering she's only ever been wrong one time, I'd say her confidence is warranted.

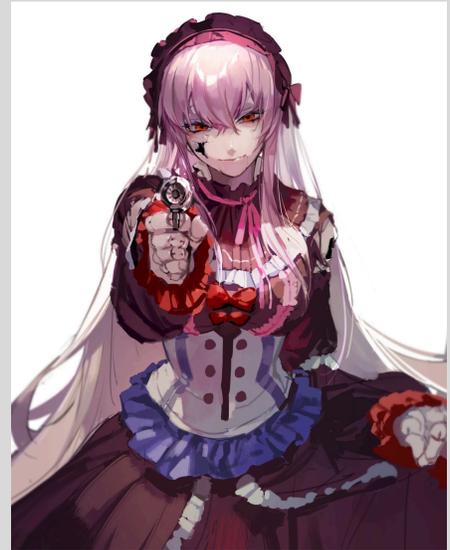
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**Name:** Gregory Valis ("Joel")

**Position:** Chairman of the Morality Council

This handsome specimen would be me! My name is Gregory, although I would much prefer that you called me Joel.

If you were noticing a pattern of us "modern day" folks having shitty lives, you are right, because mine fucking sucked. Born in 1995 of the good ol' US of A, just a year after the fucking stock market crashed because my shitty government got pissed they weren't top dogs anymore. I grew up in a terrible world where it seemed like nobody held onto things like common decency and a sense of humanity, and it was turning into a functional garbage heap. I hated it, I hated my parents, I hated pretty much everything, until I simply just got sad. The only person in my life who made me happy was my friend, Iris Thompson<sup>34</sup> - and she got convicted for murder<sup>34</sup>. My only hobby was art - and then it turns out that [the art is cursed](#). There was some odd internet group I was briefly part of, [Edgerunners](#) or something like that? But I felt I just didn't fit in, and left that too.



By 2016, when I fell into the Backrooms, I pretty much had nothing going for me, so when I couldn't find an exit out of the mono-yellow walls, I just curled up into a ball to die - and then I was found by Rom. Now, I wouldn't say I was in love with them, but they made me feel alive<sup>3536</sup>. I finally had a name for my anartistic abilities, and something to really believe in. Naturally, I fell apart immediately after Rom got turned inside out [by that entity](#), stumbled onto a [certain basement](#), and wandered straight into [literally Hell](#). Rom bailed me out, and I got better about those sorts of things. Hell, the last time he got into trouble,

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<sup>34</sup> No, we weren't dating. She had a boyfriend. - Joel

<sup>35</sup> 🏳️ - Silkie

<sup>36</sup> Nah, 💖💜💙. Joel

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I led the group to rescue him. During the war against Liberation, I pretty much mastered my anartistic ability, and helped Sophia create that [parrot](#).

In terms of personality, I'd like to say that I'm laid back? I'm certainly better than how I was beforehand, as I've been teased about. So long as you adhere to ethical guidelines, I don't really mind what you do - but do be advised that I find being moral to be a paramount detail, so unless you've got a damn good reason for doing so, I will not hesitate to shoot you for violating them.

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**Name:** Marianne "Mary" Connors ("Hygeia")

**Position:** This beautiful lady is our head doctor,, and, in my totally-not-biased review, the greatest doctor in the Backrooms.<sup>37</sup>



Unless you count the Lost, Mary fell beneath the floor on the furthest date we have recorded. Born in 1830, Mary was a woman from Vermont, whose parents were rather outspoken abolitionists. Perhaps because of this outspoken belief in protecting others, Mary had the honor of meeting Jesus Christ - or at least woman claiming to be Jesus, who could do enough that the difference would be indistinguishable. It was then that she chose to be a doctor, with success stories like Elizabeth Blackwell spurring her on. She became a doctor in 1860, would aid the Union in the American Civil War, and proceeded to fall into the Backrooms in 1866.

Mary isn't one to give up however. She managed to escaped the Yellow Halls, and upon reaching the Habitable Zone, she immediately began her education anew, seeking to learn the many "modern" (for whatever that word is worth) techniques in medical work. Although initially part of [the Doctors](#), she ultimately left, citing that she could help more people outside of that. Sure enough, she soon joined Team Hippocrates of the Ariane Circle. She met and befriended Jessie during this time as well.

Her encounter with Team Samsara was entirely incidental, as she was contact Jessie specifically for her assistance in combating the Wretched Cycle after the U.E.C. employed Rixa Gas, creating an unusual case of docile Wretches. We all tagged along because we had nothing better to do, we could help, or (in the case of Dolla) saw profits to be had. Afterwards, she's been a pretty staunch ally for us through and through, and we later

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<sup>37</sup> Rom's healing abilities don't count as that's cheating. - Joel

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assisted her in creating [synthetic antiserum](#), leading to the protection of Entity 201. During the war against Liberation, she and the Medical Division saved the lives of countless Syndicate members.

Mary is a great friend and a great healer. She's from a very different time as us, yet managed to get used to everything so much faster. A lot of us would be dead without her. When it's time for someone to heal, she can be very terrifying, and is willing to tie you down and force-feed you to keep you alive.

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**Name:** Quinn MacAllister ("Fed")

**Position:** Director of Intelligence

How ironic is it that the conspiracy theorist got this sort of job? Well, probably not very honestly, considering she was right on the mark for them all.



Quinn was born in 1978, in the small town of Sunny. It all came crashing down for her in 1991, when the SCP Foundation<sup>3839</sup> destroyed Sunny in order to combat the ["Demon Eyes" virus](#). She survived thanks to being rescued by the Temporal Anomalies Department of the Foundation, citing that she is an important individual to the future.<sup>40</sup> When the town of Sunny suddenly seemed to have never existed in the public consciousness, including even on maps, Quinn dedicated much of her adult life to uncovering the anomalous world. In 2009, [she helped create a website known as Parawatch with user Blank Spots](#) so as to gather the minds of individuals around the world.

This eventually came to a head in 2012, when Quinn was intermittently harassed by a group known as the [Men in Black](#), a group of extradimensional entities believed to be responsible for the idea of Normalcy on the Earth.<sup>41</sup> She refused to obey their words, causing her to run afoul of them. She was given a warning by the Temporal Anomalies Department, so that when she was sent to [Level 365 \("Your Worst Enemy"\)](#), she was able to escape. When the Men in Black attempted to try and kill her, she was rescued by the Team Samsara, as Aklavos can kill the Men in Black regardless of their nature. Since then, she's served as our information-gatherer and investigator. She's assisted us in having a

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<sup>38</sup> I feel as though we are brushing over the fact that we allegedly cause these problems. - Mirai

<sup>39</sup> Considering I'm *part* of this future group, I'm content with kicking the can down the road for right now. - Fed.

<sup>40</sup> Okay, we should *definitely* talk about that. Isn't this a bootstrap paradox at best? - Joel

<sup>41</sup> I feel as though we cannot prove that just yet, but considering they were active since at least 7000 BCE, it's a pretty damn good guess. - Realis

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record of pretty much every Group of Interest, and helped us track down the apostles of Liberation.

Quinn is, due to her history, probably the most serious of us. 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. She also *really hates* infohazards, because information that is categorically dangerous to know is understandably not something she's into.

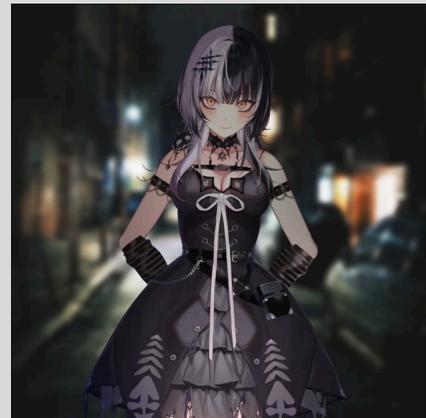
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**Name:** Shiori Novella ("Archivist")

**Position:** Lore Division Wanderer's Library Liaison /  
Infotech Division Head Archivist

So, little question: how interested are you in eating with scissors? Kidding, of course - this lady is even weirder.

Shiori is an ancient<sup>42</sup> archivist, from some [lost kingdom](#) that no longer exists, though she doesn't clarify what this kingdom actually is. Whatever the answer is, Shiori was supposedly the Head Archivist of her era, which meant she archives all knowledge that she finds, be it books, history, interesting people, and memories as a whole. She's also a highly advanced thaumaturge, in the era before Aradia codified what are now defined as magic - her only match in her era was [a court mage who loves being called God](#).<sup>43</sup>



Shiori amassed a truly enormous amount of knowledge following the fall of her kingdom, including much forbidden knowledge. She was a frequent visitor of the Wanderer's Library, and got to talk with the Serpent on multiple occasions. But unfortunately, the knowledge she gathered made her especially dangerous, resulting in the Men in Black imprisoning her in the Cell. It was during this imprisonment that she befriended Nerissa Ravencroft, Koseki Bijou, Fuwawa Abyssgard, and Mococo Abyssgard.

After Malphis II destabilized and dropped the Cell into the Backrooms, [resulting in it becoming a level](#), Shiori's brain created a mental corridor to an entity known as [the Library Mind](#). Intending to one day reach that library, she shared with it a lot of her more dangerous memories, all of it codified into [a sort of codex](#). Eventually, when she and Advent were rescued by Team Samsara from the Cell, she joined the group, and would

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<sup>42</sup> "Eye-don't-know" is her direct quote on her age. - Realis

<sup>43</sup> While we don't know much about that man, we do know neither of them can defeat Aradia, as her magical skills can bypass or outright nullify their abilities.- Realis

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later get to meet the Library Mind, gathering much information from them in exchange for copies of her own memories.

Who is Shiori as a person? She's a nice lady, certainly more knowledgeable than just about any of us, and just as kind. Of course, her knowledge means that she can be quite unhinged, and go on ridiculous tangents.

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**Name:** Koseki Bijou ("Biboo")

**Position:** Morality Council Emotional Assistant

Voted the least sexy member of the Central Directorate,<sup>44</sup> It's Biboo!

Understanding Biboo's nature is both complicated yet very simple. She is the crystallization of human emotions, likely having existed since at least the start of human existence. Her current nature as a sapient entity is considerably younger however, likely being a precious jewel of Queen Mab before taking on her current form.



Even before she took on her current form, Biboo apparently caused quite a few issues. Her connection to human emotions resulted in her heightening all of them vastly, including negative emotions such as greed. Whole wars were waged to claim her, which she couldn't directly oppose. At one point in time, Biboo looked more "adult-like", but apparently shaved off much of herself to reduce the effect of her mind compulsion, and while this worked, this caused it's own problems. It is known [that several gems](#) were created by her, and it is likely that [several others](#) are connected to her as well.

The proliferation of these gems, combined with the fact that she simply regrew as more humans felt emotions, meant that she was taken into the Cell. She connected with the members of Advent quite well - especially Nerissa, who wasn't actually affected by her magic, but found her very very cute. Although she stuck with Team Samsara, and was certainly friendly, she was actually quite introverted, out of fear of mental interference with those around her. She utilizes transmogrification to temporarily transform individuals into "Pebbles" (the googly-eyed things in her photo) so she can interact with them, though this is obviously not perfect. Rom, whose emotional state was already

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<sup>44</sup> [But I can be sexy!](#) - Biboo

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protected from such effects, helped her learn how to control her power. Now that she did, she was able to do cool things like generate magical sorts, and disrupt emotional hazards herself. During the war against Liberation, Biboo disrupted their capabilities by neutralizing their control over Entities.

Biboo is a joy to be around, as she's got a joyful, bubbly personality that lifts one's spirits. Of course, her connection to human emotions is constantly updating, meaning that, much like the Game Master, she regularly speaks in brainrot slang.

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**Name:** Fuwawa & Mococo Abyssgard ("FuwaMoco")

**Position:** Exploration Division Rescue Operators

Ah, yes - the fluffy and fuzzy ones<sup>4546</sup> that are also the guards of hell itself.



Fuwawa and Mococo are the youngest members of Advent - and if that sounds reasonable, they are still several thousand years old. They're a type of Demonic Hound, a race of sapient canids within the Underworld. The twins (born near midnight, so their birthdays are oddly separate) lived in the Northwest Passage for much of their life, a territory within the Underworld that had two moons, and a sakura tree known as the Tree of Promise. They grew to be guard dogs, whose jobs are, as you might have guessed, guarding the gates of the underworld, ensuring nobody got out, and nobody who shouldn't be there gets in.

Problems arose as a result of them being a little *too* excitable at their jobs. They like playing with people, and their definition of "play" can be quite dangerous. The twins have never killed anyone, but they caused [certain legends](#) that make it clear that people were more terrified than happy around them. And so, for being divine pains in the ass<sup>47</sup>, they were locked in the Cell, where they met Advent. They were broken out of jail by Team Samsara, and though as excitable as ever their playfulness was appreciated in the hostile landscape of the Backrooms. They also got their old jobs back thanks to Rom and Malphas, leading to them pulling out even Icarus Procidens from his place in TH3 SH4DY GR3Y. During the war on Liberation, they took a supporting role - and after the successful raiding into Mount Seela, they bypassed Saklas' control and freed souls [stuck in Hell 770](#).

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<sup>45</sup> Quite a few members of Samsara really are a bunch of cute girls, aren't they? - Grimalkin

<sup>46</sup> Midnight, you and Callum are the only ones here who are full-blown dudes. I'm stuck in this sexy body, and Rom's a guy only part of the time. - Joel

<sup>47</sup> That is verbatim the quote used. - Realis

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The Twins, as one can reasonably expect from identical twins who very much love each other, have quite a lot in common. They're both kindhearted, have a love of eastern animation, and are highly rambunctious - but it would not do to think they're the same. Fuwawa is by far the mastermind of the two when it comes to their shenanigans ([please ignore her math skills](#)). Mococo, meanwhile, is a little more timid, but certainly more normal, though probably more needy.

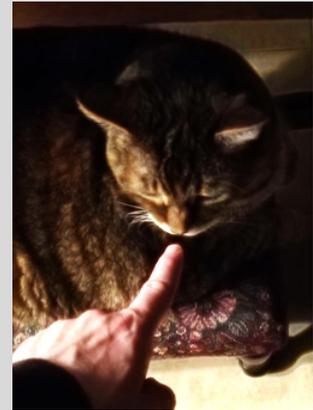
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**Name:** Midnight Siofra ("Grimalkin")

**Position:** Director of Esoteric Lore

This man right here is the oldest Director of the Syndicate - both in terms of how long he's actually been alive, and from the era he was born in.<sup>48</sup>

Midnight is counted amongst the fae, born in 1928 in the Free Port of [Esterberg](#), Poland. The man is quite proud of his city, viewing all of it's citizens as family. And I do mean *all* of them, as he took to the streets and helped to oust humans and the Yeren oust the fae nobility from power. Not long after that, he married a Yeren woman, and had six kids with her - two sons and four daughters. He played a small role in the Sixth Occult War, as it was known, helping to defend Esterberg from being caught in the crossfire. 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 is in this forest that Midnight was trapped, losing himself and in constant pain. Any attempts by him to steal a Name were thwarted by the potential penalty of death. One day, he met Rom, and though he succeeded in obtaining their Name, it didn't really work, and Midnight nearly had his soul scrambled from the attempt. Luckily for him, Rom had the power of Truenaming within his semblance, and through training with Malphas, restored the Name back to Midnight. Since then, he's been a steadfast ally to Team Samsara - which soon became the Timeless Places upon his joining. His proficiency in magic aided Rom in

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<sup>48</sup> I will say that all members of Advent, along with Calli, are considerably older than I am, even if they don't always have the personalities to prove it. - Grimalkin

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their own thaumaturgy training, and his fondness for history aided the Timeless Places in recording the history of the Lost. It was thanks to him that we've cataloged the Lost and their pantheon so well.

When he isn't desperate to get a Name, Midnight is actually very nice to speak to. He's very eloquent, and is quite proud of his city, and deeply cherishes and misses his family. He also loves history in general, originating from him learning the history of Esterberg, and going down the absolute rabbit hole of information connected to it.

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**Name:** Joan Arteaga ("Nightsong")

**Position:** Director of Internal Affairs Division

Here's a fun little lesson for you all: what exactly does the Morality Council work to prevent? The answer is this. We'd rather not have people wind up in positions like Joan.

Joan is a Backborn<sup>49</sup> human, born into the Iron Fist's branch formerly known as Mercury. Finger Mercury is a branch of the Iron Fist that was quite frankly poisoned from the start, considering the entire situation with Zephyr. Members of Mercury are raised from childhood to be emotionless killers, never to disobey orders, and never to question the goals of the Iron Fist, even if it doesn't make sense. Joan's parents, especially her mother (the leader of the Iron Fist at the time) were fucking awful to her, and I'm quite certain they've never once given her praise. When she was thirteen, she apparently killed some sort of minor god<sup>50</sup>, and was made the premier of Finger Mercury. Part of her died that day, and she's spent these past years functionally dissociating.



Her luck turned around when she had the good fortune of being sent to assassinate Rom. I know that doesn't *sound* like good news, but Rom is very difficult to kill, which justified Joan herself being directly sent, and also meant she had to go undercover as an ally. Of course, being around Rom long enough is a cognitohazard in an of itself, as you can't help but fall for them - platonically of course<sup>51,52</sup>. When she had a chance to try and shank them, Joan gave up, and pretty much confessed everything. Rom, being the big softy that they

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<sup>49</sup> A term for individuals born in the Backrooms, who have never set foot in the Frontrooms. Encompasses all of the Lost, but is not entirely comprised of them. - Realis.

<sup>50</sup> I don't even know if he was a god, or even a champion of one. He was nothing but kind, and never once indicated he even had powers. For all I know, he could have just been a reality bender who seem slightly godlike. I'm not even sure if he fought back against me, since his face was so peaceful. - Nightsong

<sup>51</sup> Uh huh, keep telling yourself that, Joel. - Silkie

<sup>52</sup> Glass houses, Silkie. - D.C. al Fine

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are, forgave her. Joan has always been good at stealth, but she's also quite the cold reader of emotions and intent, making her very good at authenticating someone's beliefs, and knowing how to channel or otherwise change such intent.

I love Joan, but calling her a "hot mess" is warranted. She's certainly getting better, but she's simultaneously afraid of killing, yet will almost immediately resort to violence if she feels it necessary. When she isn't jittery, she's deeply empathetic, caring for all creatures big and small. Joan is also...very *devoted* to Rom, carrying out their wishes to the best of her abilities. I trust Rom completely, but we're working on making her more independent.

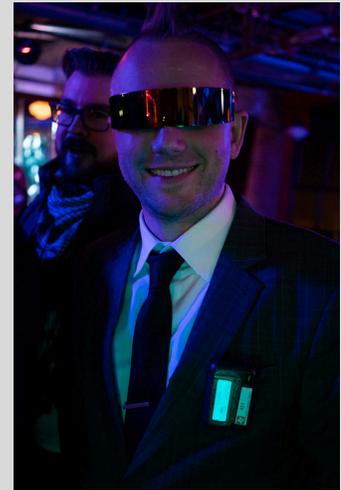
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**Name:** Callum Andrews ("Sun")

**Position:** Director of Technology Division

We here at the Syndicate do not say chasing the bag is the most important thing out - but we will say it's the least problematic crime the Iron Fist has done.

Callum is a backborn human, whose parents were part of the Aiding Stragglers of [Level 2 \("Abandoned Utility Halls"\)](#). Tragedy struck early in his life, as his parents were killed by a murder<sup>53</sup> of Hounds. He soon left Level 2, and decided on joining the B.N.T.G., where he was eventually accepted at 19 years old. He and Dolla were actually close friends for a good while, as he rescued her on a mission gone wrong. She assisted him in his promotion to Collecting Director, and the two worked together for quite awhile<sup>54</sup>. However, Dolla discovered that Callum did a very big "oopsie", which was that he pocketed several items his team collected, and sold them back to the organization, effectively committing fraud. This destroyed his reputation, and forced him to resign - though he actually remained on semi-friendly terms with Dolla, who was more upset that she wasn't part of the plan than the fact that it was done.<sup>55</sup> Upon his exile from the B.N.T.G., he joined Backrooms Robotics, a group he'd been collaborating on official business with.



Of course, as we know today, Backrooms Robotics is not just a company with mildly shady connections, but is in fact the front for Finger Sol of the Iron Fist. Alistair "Yellow" Edford was the premier of Sol for quite awhile. It was Yellow who orchestrated [Level 231's obliteration](#) (and subsequently the creation of the [REALITY LAG MACHINE](#)), and [the](#)

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<sup>53</sup> A group of Hounds, similar to a murder of crows, or conspiracy of ravens. - Oneira

<sup>54</sup> Contrary to popular belief, me and Callum were not an item. If we were, then what transpired afterwards would not have been an issue. - Dolla

<sup>55</sup> I'm not sure adding her willingness to commit fraud is a good idea to add to this. - Realis

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[creations of the Lamps](#). Rom decided that, while Callum was certainly a top member of Backrooms Robotics, it was plainly clear that they had little care for the Iron Fist's actual goal.<sup>56</sup> Since then, he has been a reliable ally and member of the Timeless Places, and then Syndicate, as the Technology Division developed weaponry to counter Liberation.

Callum is, if nothing else, charismatic, able to talk his way out of a lot of things. I'll also give him the benefit of the doubt and say he is a genuinely intelligent man who knows where to best station his subordinates and employees.

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**Name:** Calliope Mori ("Mousai")

**Position:** Explorer Division Post-Mortem Liaison

Death is an omnipresent companion in the Backrooms, just as it is in the Frontrooms. But, at least here, the face of death is a pretty one.



Calliope Mori is, bar perhaps the Pantheon, among the oldest folks we have recorded.<sup>57</sup> Born when life first started to appear on Earth, and therefore when life first began to die, a certain death spirit was born. Unlike her counterparts, she was abnormal, and therefore not only much stronger, but also had a stronger ego than her compatriots. While other death spirits thought nothing of their duties, this lady could question *why* she had this duty. But as life wasn't very complex, and nowhere near as intelligent, she did not dwell on it for a long time.

It was only with the advent of highly intelligent species on Earth<sup>58</sup> that her job became slightly more dubious. These beings could not *just* die, but also contemplate the nature of death and suffering. Among these ancient peoples included the old fae empire, and apparently several ancient "Old Europe" empires. At one point, she also had a strange "friend" antithetical to her - a [phoenix](#) who died, only to be reborn constantly. The death spirit found the phoenix annoying, but it was because of her that she found a deeper appreciation of mortal arts.

Among these arts included music, especially that of the great Orpheus. She went to the muse Calliope to learn, and the goddess granted the death spirit her own name. Small Death found this development most interesting, and so took her on as his apprentice,

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<sup>56</sup> Not to mention that Backrooms Robotics was pretty damn important to wanderers as a whole, in spite of their troublesome connection. - Fed

<sup>57</sup> You know it's rude to talk about a woman's age, right Joel? - Mousai

<sup>58</sup> Calli doesn't specify humans or hominids, so we might not be the only sapient race on Earth. - Mirai

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giving her the surname “Mori” to denote their connection. Although Small Death knew her growing fascination with mortals impeded her judgment process, he subtly fostered it, and one day, when a certain semblance won a game of cards against Death, he gave his apprentice an extended vacation.

Calli is a real fun gal. Getting past her hilariously shy demeanor when meeting someone new, she really plays up the cool and serious personality. Really though, she’s a very playful person, and is quite fascinated with the world at large in addition to singing her heart out.

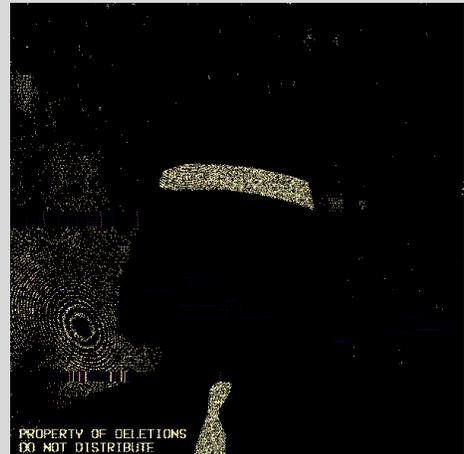
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### CONCERNING THE SEMBLANCE

Written by Jessie Ari Talloran

It’s come to the attention of many of us within the Central Directorate, that the nature of Rom is a difficult one to grasp. In fairness however, there’s no real entity to compare them to within the Backrooms, and the only other types were ones that made an effort to only appear before Rom.

To that end, I’ve made a document that should hopefully clarify how they function.



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#### Deletions & Semblance Description

The idea of a gestalt semblance is a deceptively simple thing to understand, but if you have no context for any of that, it’s probably all greek to you.

**Deletion** refers to the process of removing content from a file system's directory. The information those files contained still exists in memory until it is overwritten. In that same sense, information from reality itself can be removed from existence. We don’t have a full understanding of how this works, but it is known that immensely powerful entities can erase something from existence.

Furthermore, this is different from temporally or spatially erasing someone - such things can be restored, while something deleted functionally doesn’t exist and has never existed. There is a certain [military hospital](#) that Rom briefly observed in the Gray, though he didn’t actually go to it.

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This is also different from [the Broken](#), where levels are “wiped away”, but they are known to have existed. Level Run for Your Life! is a good example of the a level removed from existence that is still known to have existed.

**Semblances** are the property of deleted objects and entities that define the completeness of self. To make things clearer, this is what a “soul” is following deletion.<sup>59</sup> For the most part, semblances are rarely ever “complete”, and are in fact fragmented.

**Gestalt Semblances** are, therefore, a patchwork formed from fragmented semblances taking on enough of a form to become a living entity. By the very nature of how they function, a gestalt is typically a collective consciousness with no specific individual ego driving it, as there is usually not enough of a semblance to actually be a complete person. There are, however, certain cases where a semblance is complete enough that it can take on consciousness once more in a way that is close enough to their original self. Any pieces they take on fill any “cracks” they possess, but are not large enough to actually do anything.

“Gestalt Semblances” are usually just referred to as “Semblances”, as a result of the fact that any semblance you will encounter will usually be a gestalt

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### Semblance Behavior

Although it might be common to think of semblances as beings of immense powers, the reality is that they are beings that are painful existences. I should state that they are quite powerful: they’re really hard to kill due to resisting tons of anomalous powers, have generally amorphous forms, and several of them can fire off hyper-lethal light fractals. That isn’t even accounting for all the powers that Rom possesses.

But make no mistakes: Rom’s current status is rare, and the average semblance is highly unstable whenever they take on physical form, and suffer immensely when exposed to the flow of time. Physically and mentally, they fall apart in painful informational awareness, subject to any traumas and pains their fragmented semblances possess in life. They’ll require time in nonexistent spaces in order to fully recuperate. As a result, it’s common practice for a semblance to lay dormant in the Gray, waiting for new data to hopefully override them.

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<sup>59</sup> Yes, objects can have souls. It is, in fact, [fairly well understood](#) in the Frontrooms. - D.C. al Fine

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Rom is a highly irregular type of semblance, known as a **Solid State Semblance**. Unlike his fellow semblances, Rom possesses a complete “core” identity, with a patchwork semblance existing around it as a shell. This causes him to be “mostly” stable in his existence, at least compared to other semblances...mostly at any rate. Despite having a core sense of self embedded into his form, it is mostly dormant, to the point of barely being alive in a clinical and spiritual sense. It lacked a strong “ego”, resulting in the patchwork shell over it causing various “corruptions” that induced problems similar to what other semblances typically experienced.

These corruptions concluded following Rom’s experience in the Gray (Level  $\sqrt{-1}$ ). As it turned out, the “shell” of Rom’s semblance was irregularly bound to him by way of [tapes in the Pilcrow-Minkowski Research Center for Advanced Studies](#). It is unknown how or why this occurred, as we have reason to believe that this was probably not the intent behind the one who created Rom’s semblance in the first place.

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### **Extreme Hazard Notice**

It is understood that the one responsible for the creation of Rom’s semblance is the Beholder’s Eye, likely with help from the Department of Abnormalities. It is unknown how, but they somehow discovered a way to fragment semblances in a highly specific fashion, granting the powers the semblance has, but reducing the ego to near-nonexistence. This is a level of existential control far beyond anything we are aware of.

As of the current moment, there are to be *no* investigations into the Beholder’s Eye, as any thus far who have figured out anything concrete have been killed by it. Attempt to do so at your own risk.

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**Recordkeeping and Information Security Administration**

**CONCERNING THE GODS OF THE BACKROOMS**

Written by Sophia & Joan Arteaga

**ON THE NATURE OF GODS/INTRO TO TACTICAL THEOLOGY**

Overseen by Ria Valpuri

*What is a God?*

This might seem like a simplistic question, but I want you to *really* think about that for a moment. There's a big difference in how gods might function. For example, I'm quite sure you can guess that the Maker, Coran, Telatrix, Blanche von Haderach, Noire, the Warrior, and Oakes are all very different lifeforms, and yet they are classified as gods. Why is that? Is this just a case of us classifying any entity with reality warping abilities as a god?

Well, we technically did that beforehand, but we actually can now verifiably measure the divine, at least in small ways. Our research on the subject began after the battle with Saklas, where Ria's hypothesis - that designating Him as an "Apex-tier Pluripotent Entity" (rather than a deity or even demiurge) and slaying his followers would weaken - was proven correct. Based on information from the Lost, the Pantheon, records from the Iron Fist, and Ria's own studies, we now have a basic idea for how gods work.

Gods exist as a natural byproduct of the so-called World of Forms, also known as psychospace. They are effectively memplexes - a collection of memes/ideas intersecting with each other to become a greater whole. Due to being ideatic lifeforms, they typically cannot directly appear in the material world, save for through totemic manifestations. However, this does mean they cannot shape the world around, and when they do so, it is typically perceived by mortals as "miracles" or "blessings".

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The connection of gods to mortals is extremely important - one might even be tempted to refer to it as the only part that really matters. Gods, save for ones beyond a specific threshold of power, rely on belief to sustain themselves and to grow stronger. As a result, a reciprocal relationship is born, whereby gods who perform their roles, as expected from life, are given faith and offerings. While they won't literally die if they lack worshippers, they'll be drastically weaker. If a god has no worshippers, and have been totally forgotten by history, they are dormant to such a degree that it is functionally death.

Since the gods of all religions are all likely real<sup>60</sup>, one might be tempted to say none of them are true. After all, how can all the gods be true if they are mutually exclusive? The answer is that, due to being born from conceptual space, they are fundamentally related to conceptualization - what they can do and believe they've done is irrelevant to physical reality. A god or pantheon might have existed only in a specific location, but this doesn't change the fact that their power can indeed influence everything their myths claim they can - at least in theory.

Gods can manifest/be born through a number of ways, which will go over now.

- 1) Constancy:** If you are looking for "genuine" gods, these are probably the closest you'll get. These are beings whose existences are verifiably the *first things ever*. Their existences are why concepts as a whole exist. We refer to such entities as the Pillars of Reality.
- 2) Spontaneous Conceptualization:** A rarer, but certainly existent way for gods to be born. These are divinities born purely through happenstance in conceptual space. The power of these types of gods can vary from fairly weak, to immensely strong. A major example of this would be Saklas.
- 3) Totemic Incarnation:** If you ever see legends of gods interacting with mortals, this is how they do it. Totems, be they symbols, objects, or even hallucinations, embody the will of the god they represent, enabling them to operate directly in reality. One part of Avatarhood, the phenomenon by which the Pillars can operate, is through these totemic manifestations, unintentionally given to them by Saklas.
- 4) Apotheosis:** The process of a non-god becoming a god. Provided that enough people believe in the godliness of an individual, and provided the one being revered performs some conceptually relevant ritual, they may become gods. It is also possible for an individual to "ascend" by having a strong connection to an already existing god, and that god choosing to connect to them - this is the second way that Avatarhood occurs.

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<sup>60</sup> Diletta and Shiori have confirmed that many gods from religions that exist in the Frontrooms are real, and Calliope Mori's name confirms Greek Mythology.

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- 5) **Deification:** In the Frontrooms, this is the most common way gods are born. Primitive beings, utilizing the Observer Effect, try to explain the world around them as the work of higher forces. Provided that enough people accept this explanation, or provided that the person is exceptionally powerful, gods can be spawned. These are generally how pantheons are formed.

The fact that gods can physically appear in the Backrooms is a direct result of its liminal nature. It's the same reason why demons and angels can physically manifest, despite requiring rituals to do so in the Frontrooms.

### PANTHEON OF THE LOST

**The Pantheon**, known also as **the Council**, and formerly as **the Royal Court**, are the immensely powerful entities worshipped in the ancient days by the Lost as gods.



The gods they revered are actually avatars of **the Pillars**, hyperconceptual entities whose existence shapes the entirety of conceptualization. They are quite literally too big to fit into reality, and so create avatars to interact with it - either by simply creating one, or transforming someone into an avatar. These avatars are in turn deified by the masses. Due to the infamous event with Y'liad Elyion, the Pantheon collapsed as humans ceased worshipping them. For various reasons, we've encountered all members of the Pantheon, and their statuses are recorded below:

**The Father Saklas, Demiurge [DECEASED]:** To describe Saklas as a member of the Pantheon is difficult to do, considering he both isn't derived from a Pillar and no sane humans worship - but he is ultimately relevant. Born from the conceptual chaos of the Dark Ocean, Saklas ultimately had no awareness of reality nor the Collective Unconsciousness. It was tricked into believing itself to be the sole living being in existence when the Word suddenly manifested, and declared itself a creation of Saklas<sup>61</sup>. The Word manipulated Saklas into creating the Backrooms (done via taking memories embedded in Psychospace and making them physical), and facilitated the creation of the Pantheon. As we are aware, it did not take the existence of humans very well, and eventually died a very ignoble end.

**Agin'du, 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.

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<sup>61</sup> Obviously, we now know this being is actually just the Beholder's Eye, who manipulated Saklas to its own ends. Though what it actually wanted isn't something we are aware of just yet. - Joel

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- **Volyx, the Dark Sovereign:** Avatar worshipped by the Lost, who is said to be one who gave metaphysical structure to the Backrooms as a whole. 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 break out between the two, resulting in Volyx banishing Obscura - though the two still loved one another. It took being pushed together by Rom for them to finally make up.

**Al'kawn, Pillar of Space:** The pillar embodying the stars, heavens, and space itself.

- **Solaris, the Starmother:** Avatar worshipped by the Lost, responsible for the birth and rebirth of stars and planets. She was, at some point, in an intimate relationship with Clavis, and produced two children - Ceres and Nebula. Although Solaris was apathetic to worship in the distant past, she certainly holds plenty of regret for such a thing nowadays. Due to her focus on outer space levels, she had a hostile relationship towards Null-06, though since their termination, her job has become a lot easier to handle.

**Chrono'lektra, Pillar of Time:** The pillar who embodies the flow of time in all directions, and is responsible for the concept of timelines.

- **Divus, the Gearmaker:** Avatar worshipped by the Lost as the Keeper of Time, held as the one who created cause-and-effect, and distinguished night from day. Ae<sup>62</sup> is also the one most affected by the fallout of the Pantheon, resorting to alcoholism and shirking aer duties. It's a direct result of this that the Backrooms no longer have a universal frame of reference for time. To be lazier more efficiently, he designed the Enigmachina to perform his duties, which did not work out well.
- **The Enigmachina (DECOMMISSIONED):** The machine that Divus created to perform aer duties. Despite aer claiming the contrary, the Enigmachina was never able to fully perform the Gearmaker's duties, likely causing [Integration Points](#) to manifest more consistently, a sign of temporal instability. At some point, the Enigmachina's constructed intellect became deviant<sup>63</sup> and, believing Divus to be incompetent, contrived a plan to have it become the new Avatar of Time. It did this by transmuting parts of itself into [stopwatches](#) that intermittently modified the timeline, resulting in a proliferation of timelines forming. It then consumed all of time itself, becoming an omnipresent god. It was only through Rom and Ouro Kronii that we were successful in decommissioning it, and restoring time.
- **Kronii Ouro, Warden of Time:** The newest Avatar created by Chrono'lektra, born to replace Divus as ae shirked aer duty. Although their belief in their jobs are night

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<sup>62</sup> Their pronouns are ae/aer. Yes, deliberately using the wrong pronouns is in fact an ethical violation. Making fun of the lazy bastard otherwise is perfectly fine though. - Joel

<sup>63</sup> A term used for AIs that become sentient beings in a manner outside of their creator's intent. - Sophia

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and day, spending any amount of time with Kronii in non-serious situations will immediately out her as someone with a functional, albeit incredibly dry sense of humor, much like her predecessor. She's also fairly self-conscious, and also a bit narcissistic. Her chosen champion is Rom, due to the fact that he was the strongest during the Enigmachina crisis, and is the one most familiar with traveling in time.

**Kei', Pillar of Access:** The pillar who is most emblematic of liminality, representing the very concept of accessway.

- **Clavis Apertis, the Gatekeeper:** The Avatar worshipped by the Lost. Due to their incredibly important nature, including the creation of "the Crossroads"<sup>64</sup>, Clavis easily had one of, if not the biggest followings of the gods. Despite that, he was coldly neutral, never favoring the good nor the desperate. At some point in time, he made love to Solaris, and they had Ceres and Nebula. When the Pantheon fell apart, Gatekeeper became far more hardened and cruel, which led to his death by poisoning from the Iron Fist. Clavis' soul bound itself to his cloak, which seeks out suitable hosts to become *the Keymaster*, as he's known. The Keymaster's past memories are fairly fuzzy, but it's known the Keymaster is the same. They have an unintentional champion in the Catmaster, which is a tabby cat that chewed on a piece of the cloak.

**Kuri'mas, Pillar of Creation:** The pillar embodying the act of creating and shaping life

- **Augustus, Icarus Procidens:** The Avatar worshipped by the Lost. Augustus was revered as an angelic figure, up to literally having angelic wings, and crafting life through his violet flames. He's credited with the creation of life, souls, and creation of the Highborn species. Augustus was friends with Claudius, and his wife was Gudang, resulting in their child SHALKOTOL. Following the creation of Gudang's "paradise" in the midst of the Pantheon collapsing, Augustus and Claudius had a nasty falling out. The two of them died, but they "survived" as post-mortem entities. Augustus in particular became Icarus Procidens, and was mostly trapped in TH3 SH4DY GR3Y. Our first encounter with him was extremely negative, as he tricked/compelled Joel down into TH3 SH4DY GR3Y, although his plot failed. Our second encounter would be when Fuwawa and Mococo pulled him out of TH3 SH4DY GR3Y, freeing him from his millennia-long torment. We don't see the man very much anymore, but he did assist us in the war against Liberation.

**Il'thli, Pillar of Mortality:** The pillar that anchors the concepts of life and death.

- **Lilith, Womb of Night (DECEASED):** The Avatar worshipped by the Lost. Their records hold her as the one who weaved the thread of life and death together, and

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<sup>64</sup> We know it today as "the Hub"

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had it affect all life. She was also held as the hearth-fire, and the one for whom funerals originate from. Unlike most other members of the Pantheon, who survived but was just diminished, Lilith actually did die and stay dead. The killer was Kushim, though this was consensual on her end, as she taught him her “secret name”, which unraveled her, and transferred her blessing to him.

- **Kushim, the Undertaker:** The successor of Lilith, and the one who killed her. In the past, Barsil Lamaha was the champion and lover of Lilith - but when Y’liad Elyion performed his massacre, he created the Iron Fist to revolt against the gods. Lilith sacrificed herself to empower him, and so he took on the name Barsil Barag. Unfortunately for him, he took the power of his disciples to save himself after nearly dying to Clavis, which unintentionally took their souls. Needless to say, this act really didn’t help his case, and effectively radicalized the Iron Fist. This results in Barsil Barag taking on the name Kushim, and in the current day, he simply creates tombstones for all those who have died.
- **Kayan (DECEASED):** A goddess of an unclear nature, though she is doubtlessly connected to Il’tkli in some way. She served as the protector and blesser of the Lost, helping to ensure their prosperity. However, when she refused to grant the Lost immortality, she was killed in a plot by King Sharo, resulting in a half-baked fulfillment of their wish, leading to all humans in the Backrooms being ageless, yet still subject to death, ensuring no death is ever fully peaceful. It is likely that this was not an act of petty spite, but simply the natural conclusion of the first god to ever die being a major event.

**Two-Faced, Pillar of Stupor:** The nameless pillar that embodies the concept of insensibility and stagnation.

- **Y’liad Elyion:** The Avatar “worshipped” by the Lost, though saying he was ever meaningfully worshipped is pushing it. Beyond having a very long list of pointless titles and purple prose that’d make Lovecraft blush, he’s most notable for his mass-murdering of the Lost in Hoofstad (currently Level 51). You’d think it was in retaliation for the death of Kayan, but it’s a matter of debate as to if he knows who that even is, much less if he cared. Although it would be fair to perceive him purely as the one who brought an end to the golden age, Y’liad is, ultimately, a product of his existence - a half-dead thing whose nature means it cannot find emotional enjoyment or connection. What’s more, the very nature of Stupor means it can never actually fulfill its role. Rom encountered him at one point, and the meeting was, according to them, an interesting encounter.

**Scieph'rya, Pillar of Comprehension:** The pillar embodying knowledge and wisdom.

- **The Allseer:** The Avatar that was worshipped by the Lost, revered as the omniscient goddess of wisdom and creator of the Faceless Ones. The Panopticon,

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located in Level 11.11 (“The Flooded City”), was her object of worship. While her being omniscient is dubious, she is most likely the smartest individual who has ever walked into the Backrooms, as she ascertained the true nature of the being known as the Beholder’s Eye. Whatever she learned about it, however, the Eye killed her and destroyed the island of Delmopan. Apparently though, her death was part of a plot to assist those in the current day to figure out that truth.

- **The Alchemist:** The current Avatar of Scieph’rya, a Faceling. He is an incredibly smart individual that has vast knowledge, and can understand anything down to its most basic components at a single glance, so long as it was born in this reality<sup>65</sup>. He held the Lens of Wisdom, though he gave it to Rom after assisting with a mystery. The Alchemist has a champion in the form of Maria.

**Ada’ru, Pillar of Thought:** The pillar who embodies the literal ability to have thoughts, defining sentient and sapient lifeforms.

- **Fengári:** The Avatar that was worshipped by the Lost. He was revered as the empty man, who had to remain untarnished so that all things could have the ability to think. Fengári ceased being a “perfect” vessel due to his bond with Philia, causing Ada’ru to force him to exile himself, to focus solely on his duty. His long duty came to an end when Rom, Vincent, and Belzei freed him.
- **Belzei:** The newest Avatar of Ada’ru. Belzei is an interesting figure herself - a godlike entity responsible for creating a paradise known as [Level 994](#). However, for all of her bluster, she never really understood her place and purpose in reality - was she genuinely a god, or just an upjumped human? When the tide swept her home away, she ultimately had nothing, which is when Finger Saturn abducted and “enlightened” her, a process she took to without actually resisting, for she sought any sort of purpose. Eventually, she would find that purpose after joining Timeless Places, following the collective raid on the Iron Fist. Following the war against Liberation (in which she played a supporting role), Belzei assisting Rom and Vincent D. Oakes in rescuing Fengári from their long imprisonment. Unlike Fengári, who never once had a choice in the matter, Belzei consented to the position of avatar, as she concluded she was merely a human, and since humans have no predestined roles, she could choose the one she wanted - and she wanted to help others. As of the current time, it is impossible to interact with Belzei anymore.

**At’las, Pillar of Memory:** The pillar embodying the concepts of memory itself, responsible for the upkeep of the collective unconsciousness and consciousness.

- **Atlas (SEVERED):** The formerly perfect Avatar of At’las, worshipped by the Lost, upholding the collective experience of all things. As it turns out though, such a

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<sup>65</sup> Save for Jessie’s sister, the Alchemist was incapable of fully comprehending Rom’s nature. - Joel

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massive task isn't meant for one mind, and so he went stir-crazy, becoming a tyrannical king of Level 94. He would be brought down by Argos, but did not stay dead. His wrathful, arrogant nature existed as the Wraith known as the Animated King. Meanwhile, his physical remains were transmuted into psychic energy, becoming Lorenzo Windsor, who was able to perform his duties without losing his sanity.

**Azel'kyra, Pillar of Curiosity:** The pillar embodying the desire to learn new things, and to explore the unknown.

- **Cygnus, Blanche von Haderach:** Also known as best girl<sup>66</sup>. Cygnus was the avatar worshipped by the Lost who archived all stories and wishes. When the Pantheon fell apart, she took on the name of Blanche von Haderach, a kind soul that is always willing to lend a hand to those who are polite. Unlike most others, Blanche actually has two champions. The first one is Berry, her pet cat who unintentionally witnessed the Beyond, was separated from the Library, and [sparked a cult it wanted no part in](#). The second is Tom von Haderach, who was effectively adopted by Blanche as her son. We have close interactions with all of them, and Rom even returned Berry to the Cygnus Archives.
- **Noire:** [Noire](#), compared to Blanche, is a complicated entity to discuss. She is the negative half of Blanche, although "negative" is subjective. Noire herself is not exactly "evil", but she does represent Blanche's more destructive and domineering impulses that she did not want to have. Buried in her subconscious mind for many years, Noire was able to subtly influence the outer world, and when the Serpent bit Blanche, she momentarily gained control. However, she was quickly defeated, and severed from Blanche. Ever since then, she has been under Rom's authority, and has since become an avatar of Azel'kyra, independent from Blanche.

**Ra'ev, Pillar of Dreams:** A pillar who upholds dreams and the entirety of the Oneirosphere - the collective space where dreams occur.

- **Morpheus:** The Avatar worshipped by the Lost. They were the unwilling avatar of Ra'ev after the pillar 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 Oneiroi](#), who want to help save him. With the help of Rom, a member of the Oneiroi, Nimi Nightmare, managed to rescue Morpheus. He can't escape the world of dreams anymore, but at least he is now with real people.

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<sup>66</sup> I understand what you mean, but maybe blatant favoritism shouldn't be on this document, Sophia. - Realis

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**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.

- **Protastheia:** The Avatar worshipped by the Lost. She was revered as the goddess of liminal agriculture and prosperity. She even had a relationship with Argos, and the two had sons named Hubris and Humility. 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. Of course, her other champions include the Cultivator and Zephyr, so really, she's a whole mixed bag.
- **Zephyr, Hive Queen:** A rather tragic figure. Zephyr was a devotee of the Pantheon, who was one of the few survivors of Y'liad Elyion's massacre. She was rescued by Barsil Barag, becoming the first premier of Finger Mercury. Of course, Barsil's relinquishment of his blessing wound up killing Zephyr's husband, and her murder of several more rational premiers led to the Iron Fist going batshit insane. She additionally laid a curse upon the land of Paradeos, merging her consciousness with the level, transforming into Huvvat. She believed that it would all be worth it in the end, as her children would bring down the gods - understandably, this failed, and all she did was disrupt the flow of life and death. Ironically, she became a champion of Mi'ann due to her strong desires, and eventually a full-blown avatar. Zephyr met her end by the hands of Calliope Mori.

**Ægap'h, Pillar of Love:** The pillar that upholds love in all of its forms.

- **Pandemos (SEVERED):** The original state of the Avatar created by Ægap'h. She was never actually worshipped by the Lost, as she split herself apart when mankind began to worship the Pantheon, becoming their ideal of her.
  - **Philia:** The continuation of Pandemos' consciousness, born after she severed her negative attributes. She was worshipped by the Pantheon as perhaps their most beloved goddess, and for good reason, as she unconditionally loved everyone. As a consequence of her nature however, Philia cannot easily process negative emotions that she herself experiences. Due to this, when her husband Fengári left, she didn't really know what to do. In the current day, she's an angel who helps all who she can, including a certain man named Vincent. Since Fengári came back to her, she's been nothing but helpful with us all. Her former champion was Olivia Bellerose, who wound up becoming an avatar herself.
  - **Mother (WRAITH, DECEASED):** Philia's negative attributes, in her own words. "Mother" is a highly dangerous entity who utilizes mind control, compulsion, and body manipulation to have others obey her. She was ultimately destroyed by Rom.

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- **Olivia Bellerose:** A woman with a very painful history. She lost her original parents when she fell into the Backrooms, she lost her adoptive parents from a hound attack, lost her unborn child, lost her friend Tournesol, and then lost her own life. But her resilience in the face of such death and grief caused her soul to be safe by Philia. Although trapped in Hephaestus' Forge for some time, she was revived by Rom utilizing the Incubation Egg he obtained from Zephyr, and she became a full-fledged Avatar of Love.

**Xal'kyrai, Pillar of Chaos:** The pillar who embodies chaos, whether it be in terms of the universe itself or social disorder.

- **Kirai:** The Avatar worshipped by the Lost, and the direct mouthpiece of chaos itself. A genderfluid being seen as man or woman, Kirai is responsible for whimsy, chance, and free will. When the Pantheon fell apart, Kirai's power grew to such an extent that their form exploded in a liquid ooze. The avatar's power is considerable, and the ooze acts as a hive mind, but not all of it is actually controlled, with the Living Abyss of Level 28 being a remnant of it.

**Komo'oide, Pillar of Humor:** The pillar that upholds comedy and amusement as a whole

- **Nunca, the Comedy Creator (DECEASED):** The Avatar worshipped by the Lost. They brought to the Pantheon what they believed was much-needed comedic relief, though they rarely ever took their duties seriously. It is said that they died laughing, protecting Philia from the Iron Fist
- **The Game Master:** A strange avatar of Komo'oide. Penelope Ludumson, along with her sister Diana Ludumson, would fall into the Backrooms. Diana was transformed into the Dollmaker, and Penelope died. Diana attempted to revive her sister in the body of a puppet, but it was Komo'oide who did so, and stuck her in the Game Room. Since then, she has become a very dangerous individual, known for her dubious humor. Rom had a confrontation with her at one point, and claimed the Card of Truth that she possessed.
- **The Puzzle Maker:** The most recent avatar of Komo'oide. One day, a puzzle box fell into the Backrooms, and eventually persisted for so long that it developed a soul. That soul became stronger and stronger, until it was eventually awoken by Komo'oide. The Puzzle Maker would soon be born, although it took quite awhile for him to take on a form that wasn't terrifying. They're a good noodle who Rom helped to bring visitors to their level, so they could have fun.

**Cha'ris, Pillar of Goodwill:** The pillar that upholds kindness, grace, and the idea of good.

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- **Tsovaeith (DECEASED):** The Avatar worshipped by the Lost. Xey<sup>67</sup> were the bearer of kindness and all that is good in the world - and according to anyone in the era, xey spoke truthfully. Unfortunately, this era of peace came to a brutal halt, when xyr champion, Eardwulf Akemane, brought a beautiful ornate glass, which Tsovaeith used for wine. This was a very bad idea, for this was actually a [prayer glass](#), and when Tsovaeith ran out of wine to drink, the glass drank from xyr. Xe died immediately, and the Great Pseudobrachiator was summoned, bringing death to the entirety of Level 437. "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.

- **Gudang (POINCARÉ):** The Avatar worshipped by the Lost. She was revered as the creator of art and expression, so that "living" meant more than merely surviving. She was also the wife of Augustus, mother of SHALKOTAL and a good friend of Claudius. Following the brutal fallout between Augustus and Claudius, she carved out a piece of memory to kill herself, which resulted in two separate beings - which eventually returned back into one with the assistance of Rom.
  - **Nostalgia Gaius:** The original consciousness of Gudang that persisted after her suicide attempt. Rather than outright dying, she instead became a monster that fed on nostalgia, likely being responsible for a lot of the nonsense going on throughout the Backrooms, especially Level 200. While the entity might generally may or may not need memories to sustain itself<sup>68</sup>, it was clearly driven by a spiteful desire towards those who were happy. She recombined back into Gudang through Rom's efforts to reach out to her.
  - **Anemoi Syne:** The carved out memories of Gudang, which were ultimately cast into the Broken. Due to the chaos energy of the level, these memories became a living entity - a wraith known as Anemoi Syne. Her desire was, ultimately, to become whole again. As it turned out, Rom's nature made him fit like a glove, and so he allowed her to stay within his mind for a time. Eventually however, he released her after facilitating her union with Gaius.
- **The Muralist:** The former champion of Gudang, who became an Avatar of Ka'rot after Gudang's suicide. The Muralist is a devoted worshipper of the pantheon, having painted portraits in their honor since ancient times. When the Pantheon collapsed, she continued her duty within Level 57, which functioned as her fallout shelter. She's also got a champion in the form of [the Painter](#). Rom very recently

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<sup>67</sup> Okay, Tsovaeith's pronouns are difficult. They are xey/xyr/xem (he/she, him/her, and they/them). - Joel

<sup>68</sup> Because it carved out a massive chunk of it's memories, it likely feels a compulsion to fill this memory gap with nostalgia from others. However, those memories aren't permanent, as they weren't the true memories. - Mirai

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encountered her when he assisted in gathering the members of the Pantheon together for one last painting, before she gave him the Brush of Reality.

**Jaga'dain, Pillar of War:** The pillar who upholds war, conflict, and fighting as a whole.

- **Claudius, the Red Knight:** The Avatar worshipped by the Lost. Claudius was revered as the Grand Empyrean, embodying battle, courage, honor, and nobility, along with being the originator of Almond Water. He was also held as the close friend of Augustus and Gudang. Of course, Augustus and Claudius famously killed each other, and Claudius tumbled down into the Grave, which is why his giant sword is there. Claudius revived himself partially, returning as the Red Knight, who is a helper of all wanderers. Claudius has a champion in the form of Shani Idris, who is also his lover. Individuals who are indirectly his champions are the Squires, who gained great power after unintentionally imbibing his blood.
- **The Warrior:** A minor Avatar of Jaga'dain, born as a "reflex" to assist new wanderers in their adventures in the Backrooms. She utilizes Level 139 as her proving grounds, and if you complete her trials, you can either stay with her as one of the Fearless, or be taken to a safe level. Rom, early on in his adventure, completed the Warrior's trial.

**Savi'nex, Pillar of Justice:** The pillar who upholds laws, justice, and karma.

- **Tlamelahuacachinaliztli, Argos<sup>69</sup>:** The Avatar worshipped by the Lost. Described as having a thousand eyes, Argos is the great embodiment of justice itself, able to see such things as intent and falsehoods, use light spears and light to banish falsehoods. Argos, surprisingly, did have a love life, having two children in Hubris and Humility with Protastheia. In the current day, Argos leads the Eyes of Argos. Our interactions with Argos or his "Eyes" were generally pretty sparse before the matter of the Syndicate - but apparently, the fact that Rom could summon a Retributor, and also summon that entity known as **THE SPECTRE**, meant that they perceived him as a just soul.

**Singularis, Pillar of Destruction:** The pillar embodying destruction, entropy, and disaster.

- **Ginnung (DECEASED):** The Avatar held by the Lost as the foe of creation. They were never worshipped, but feared as a destroyer, for their dreams were the end of everything. When Sanna was murdered by the Scarlet King, one of her claws, which we know as Aklavos, wound up by Ginnung, who awoke from his dreaming in response to Aklavos' wish of destruction. Ginnung was killed in single combat with Augustus, and his corpse was taken to the heavens by Solaris. However, it was

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<sup>69</sup> Both names are acceptable use. The former is his original chosen name, while the latter is a newer one, befitting the nature of having many eyes.

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still a threat as Null-06, and nearly destroyed Level 78 in the Ad Astra Affair, until it was defeated by Rom and Aklavos.

**The Terminus, Pillar of Balance:** The pillar embodying metaphysical upkeep of reality.

- **Terminus:** 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. It is understandably not one that is well-liked.
- **Paris, the Pillar Scribe:** Paris was once a young man who had the terrible misfortune of falling into Level Theta, where he was horrifically tortured and imprisoned by the Terminus, and transformed into an abomination. Luckily, Paris was rescued by Blanche, but the damage was done, as Paris was now the Pillar Scribe, an avatar of the Terminus, whose mind was filled with knowledge that must be disseminated.

**Oi'zys, Pillar of Despair:** A pillar who upholds all forms of sadness and misery.

- **Vincent D. Oakes:** The owner of Oakes Inn, which oddly enough is a coincidence of naming. Their position is understandably not one anyone could ever want, as he lost his parents in the past, and became an avatar after losing his wife to the machinations of the Iron Fist, as Vincent was a journalist learning about the Pantheon. He is a close friend of Philia, who helps him with his grief. Rom assisted Vincent in going past his grief at Philia's request, and Vincent returned the favor to her by helping Rom locate and free Fengári

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### NON-PILLAR DEITIES

**DESCENDANTS OF THE PANTHEON:** This is a somewhat contentious decision, but while they are indeed the children of Pillar-descended Avatars, they have no actual power from the Pillars themselves. To that end, the children born from the Pantheon fall here.

- **SHALTOKOL, Baron of the Alldark:** To call SHALTOKOL a problem child is somewhat unfair...but also absolutely fair. SHALTOKOL<sup>70</sup> is the child of Augustus and Gudang, a beautiful little boy with lots of potential. But when Claudius and Augustus killed each other, and Gudang committed suicide, SHALTOKOL went mad with grief, and rage at Claudius. He was bewitched by a certain serpent, and embraced the chaos of the Backrooms, his former beauty giving way to a hateful rage directed towards Claudius and all his works. Among SHALTOKOL's "works" was the Church of the Veiled, and the Heralds of Rust. His works were brought down by Timeless Places and the Syndicate, with SHALTOKOL himself eventually reuniting with his parents and Claudius.
- **Hubris & Humility:** The children of Argos and Protastheia. Whether they were born from a romantic entanglement or some greater goal, the the two avatars ultimately decided to see who would become their successors. In their competition, Hubris slew the wicked, leaving the innocent to cower in terror and fear, while Humility merely bound the wicked in their sins, and raised up the virtuous. Evidently, Humility was preferred, while Hubris was...certainly something<sup>7172</sup>. Hubris would spend much time afterwards gathering up loyal supporters, and making plays at gaining power from various entities. In a certain confrontation with Rom, he was defeated, and forced to turn over a new leaf.
- **Ceres & Nebula:** The children of Solaris and Clavis, who dwell in the depths of space<sup>73</sup>, and are almost like teenagers. Ceres is considerably less mature than you would expect for such an entity, being almost like a rebellious teenager. Nebula, by

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<sup>70</sup> No, we aren't capitalizing the name just because, that's just genuinely how the name works. You don't even shout it either. I don't know why it's like that. - Joel

<sup>71</sup> Well, aren't you just rude, Sophia? - Hubris

<sup>72</sup> Get the fuck out of these documents. - D.C. al Fine

<sup>73</sup> Within the spatial domains of the Complex. I can attest that, while most other stars display at least superficial similarities to reality, these two certainly do not - Mirai

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comparison, is incredibly mature, and willing to be diplomatic with observers. Despite their differences, along with the very clear foolish sibling and responsible sibling dynamic<sup>74</sup>, the two clearly care for one another. Timeless Places had to ultimately intervene to protect the two of them from a plot by the Iron Fist to capture them.

**Baughust, Jaws of Emendation (UNKNOWN):** An immeasurably powerful extramultiversal lifeform whose capabilities enable it to devour concepts, making it incredibly dangerous. According to Diletta, who had some connection to the Church of the Second Hytoth<sup>75</sup>, the creature may in fact be Aiv-Zon, the legendary entity who allegedly destroyed the First Hytoth. It is also possible that the creature may be lying, and the true destroyer is Sanna, who was to do her mission. Whatever Baughust is, or was, it's nature as an existential threat has been removed.

- **The Great Serpent (DECEASED):** The fragment of Baughust, created by it due to the fact reality has been apparently sealed off - presumably by the efforts of the Holy Seven (though any other [potential](#) reasons are still being assessed). Closer in nature to an avatar like the Pillars, the Serpent has been working intermittently to cause chaos in the Backrooms, including it's transformation of SHALTOKOL, and creation of Noire. It is believed to have orchestrated the Church of the Veiled, the exact opposite of Ortothanism, to attempt to force a whole great enough for Baughust to breach reality through. Whatever the case, the Serpent met its death at the hands of Rom, and Baughust perished shortly afterwards as well.

**[DATA EXCISED]:** A mysterious entity related to Level 278 ("Hermeticism: The Corpse of a Thousand Houses"). It is an infohazardous lifeform that influences your state of death if you know its name, unless it is otherwise spiritually bound somewhere else. Little is known of the process, though it appears that, upon your death, you travel to [DATA EXCISED], it takes your "soul" to somewhere else, and has "new being" that is effectively a tabula rasa of yourself will claim your body, restoring it back to health and removing whatever killed the body beforehand.

For the purposes of spiritual sanctity, instances of the name have been excised from all relevant documentation. However, if you wish to know the name of the entity to experience this process, please highlight the following: ██████████.

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<sup>74</sup> Ah, I remember when I had that with my brother. I was the foolish sibling, of course. - Grimalkin

<sup>75</sup> An earth branch of [Ortothanism](#), a complicated faith to explain. The gist of it is that, in the First Hytoth (the previous multiverse), a being from the chaotic void of existence called the Voru, known as the Voruteut, devoured the Hytoth, and the godlike beings known as the Holy Seven rescue several lifeforms, and brought them to the new multiverse. Of the Holy Seven, only the Fourth remains, Rakmou-Ieusan. - Grimalkin

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**The Seven Virtues:** A group of knight-like entities that once inhabited Level 28. Their origins are hard to verify, and it's possible that they simply exist as exceptionally powerful lifeforms within Level 28. Whatever the case was, six of them perished in their long battle with the Living Abyss, leaving only the Blue Knight, Temperance. Temperance is currently exploring the Backrooms, assisting wanderers and enjoying themselves.

**Telatrix (DECEASED):** A mysterious entity that operating in Level 789 ("Why was Six Afraid of Seven")<sup>7677</sup>. It is an entity that appears to have [Laplace observational capabilities](#), albeit to a limited extent. It uses this ability to read the hearts and history of individuals it attempts to manipulate. It was defeated by Rom and Joan, and despite it's inability to directly observe Rom's history, it apparently came to some epiphany about their nature. This epiphany resulted in the Beholder's Eye apparently obliterating it and the entirety of Level 789.

**The Conductor:** An entity who has two minds in one spiritual body. The more "excitable" mind is known as Ozkon, and the more "subdued" one is "J. Nesko".<sup>78</sup> According to the Conductor, they hail from a dimension where their power is actually commonplace, but something happened that caused them to fall into the Backrooms<sup>79</sup>, leading to them seeking to use the place to help bring excitement. The Conductor's godlike power enables them to operate in two places at once, and control two levels at once. Ozkon controls Level 158 ("ONSLAUGHT STATION"), while J. Nesko controls Level 317 ("Neon Shuffle").

**Coran (ENRAPTURED):** A godlike entity that dwells in Level 73 ("The Redlands"). The origins of this entity are unknown, but what is known is that Coran dwelled in the Silver Castle of the level, intent on slaying the creatures that infested the level. At some point, Coran fought and slew the Great Hound, another unique entity in Level 73, which broke the hive mind the entities were under, though they still attack any entities on sight.

It is highly likely that Coran is a fragment of the concept of a "Hero". He fights to protect humans trapped in the level, describes them as his "children", and does whatever he can to hide the violence of his combat from them. Upon the discovery of an exit from Level 73 with help from Rom, Coran sublimated himself into Rom, greatly empowering him, and strengthening the **HERO** concept within Rom's semblance.

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<sup>76</sup> There is no way the M.E.G. actually uses that name. - Realis

<sup>77</sup> No, I checked. It's genuinely the name of the level. - Joel

<sup>78</sup> The J doesn't actually mean anything by the way. They just wanted a J somewhere in their name. You can call them Nesko if you want.

<sup>79</sup> Do not ask what it is, as it is highly rude, and they will not answer anyway. - Realis

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**The Lonely Scarecrow (BURNED):** A mysterious entity that may or may not be a god. Whatever it is, it manifests as a Scarecrow that instantly kills those around it, transforming them into scarecrows/effigies. It has malicious intent against all life, for it is not alive itself. It was destroyed by Joan burning it with a fire striker composed of cold iron.

**The God on Level 532 (DECEASED):** An entity with a name that we cannot translate. Though it and the Lost called it a God, it is highly likely that it's actually an immensely powerful demonic entity. It apparently ruled a nation of the Lost, before they grew tired of his rule, and commissioned cold iron chains and arrows to imprison him. [Some fool named David Armstrong](#) got their body stolen by it, and Rom later worked to terminate them.

**The Maker & Bride (ENRAPTURED):** Two of the most mysterious "gods" in the Backrooms. Very little information about them exists, save for the fact that the Maker is the creator of several levels, including Level 484 ("The Whiteout") and Level 485 ("The Blackout"). Additionally, the Maker himself states he is "whatever you think I could be". The Bride, comparatively, has next to nothing about her known, save for the fact that she is very close to the Maker, and her crying is a direct result of being separated from them.

Based on what little information we collected from the Maker, he and the Bride are less actual individuals, and more conceptual echoes of a love story from the previous iteration of reality. The Maker was connected to an individual within Rom's semblance<sup>80</sup>, though the Bride's identity is currently unknown. All that we know is that they are not in the Backrooms.

**THE SCARLET UNDIVIDED:** The original form of the Scarlet, apparently emblematic of all things associated with the color 'Red'. It was a conceptual force serving as one of the most "gods" in existence. It was defeated in battle against the Beholder's Eye, who severed it into two conceptual parts, with said concepts losing much conceptual cohesion, making them much weaker than half strength. In the rewriting of reality, the two share the same name and even similar histories to a certain point - but their ends are very different

- **Scarlet King:** The one that most people think of when they hear "Scarlet King", so I've been told<sup>81</sup>. The story goes that Kharak was a wretched worm, a lesser god of the Darkness Below that coveted the Tree of Life, whose radiance burned him. He killed a wandering god in rage, and ate their heart, growing in power. Realizing this, he killed many gods of the Abyss for the sake of powers, and those he did not devour were either enslaved or willing to serve him to enrich themselves. Despite

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<sup>80</sup> It's most likely Romeo Snow, if I can hazard a guess. - Realis

<sup>81</sup> I have never heard anyone, save for the Children of the Scarlet King, say anything good about them. - D.C. al Fine

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that, he was still a pissant compared to Sanna, and defeated her only because the god Jeser betrayed her<sup>82</sup>. They fought for seven days, and despite winning, he got his bones broken, his eye gouged out, and the Black Crown he stole from her did nothing, for he had no idea how it worked. Still though, he unfortunately won, and from Sanna's body came seven daughters, whom the Scarlet King took as brides. His armies grow, and he intends to one day claim the entirety of the Tree of Life.

- **Scarlet Fool:** The *other* Scarlet King, who is considerably more sympathetic. Originally Khahrakh, he was the slave of the Horned King of Alagadda, sold to them by Queen Mab. During the infamous Harvest Masquerade, where Khahrakh was forced to eat bones, he apparently blamed Queen Mab, Sanna, and Nahash. But while Mab very much did orchestrate it, and Sanna participated, the latter didn't realize how fucked up Mab's sense of humor was, and Nahash wasn't involved whatsoever. The Fool got his revenge via his pact with Malphas, participated partially in the war against Queen Mab, and at some point became revered by the Daevite pantheon<sup>83</sup>.

**Mekhane:** Also known as **Hakhama** and **WAN**, Mekhane is the Broken God worshipped by the Church of the Broken God and its various denominations. What they actually *are* is hard to identify, as we don't know much about who or what they are. They are typically connected to Yaldabaoth as an enemy, though whether this is because they're a religious dyad or the two are naturally opposed is unknown. Certain legends also suggest they are in some way related to the Behemoth known as Nahash, while others suggest they hail from the First Hytoth. Whatever the case is, Mekhane was shattered into pieces, which seems to be a consistent theme.

**Yaldabaoth (DECEASED/UNKNOWN):** The God of Flesh, whose history is weird. Legends universally connect it to Mekhane, despite Mekhane having several legends unrelated to it. Whatever the case is, the two almost certainly disliked each other and fought, with Yaldabaoth usually losing, even in the myths where it is responsible for shattering Mekhane. Also, contrary to popular belief, the Nälkä<sup>84</sup> don't worship Yaldabaoth, as Ion became Grand Karcist after devouring flesh from Yaldabaoth.

We are aware of exactly two variants of Yaldabaoth. The one from the previous timeline fought the Beholder's Eye, and had the misfortune of hitting a conceptual snag and being

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<sup>82</sup> The hatred Aklavos has for Jeser is comparable only to the Scarlet King himself. If we ever encounter the Prince of aThousand Faces, Aklavos will be able to instantly identify them. - Realis

<sup>83</sup> Who are apparently not actually evil, or something? Seriously, are there, like multiple Daevites or something? From what Diletta and Midnight are saying, those guys are NOT chill. - Joel

<sup>84</sup> I would like to say that "Sarkic" is literally a slur invented by Mekhanites, and will not be tolerated. - Joel

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stretched into an entire level. The one from this timeline is...somewhere after their asskicking at the hands of Grand Karcist Ion.

**Rakmou-leusan:** The Holy Fourth, the sole surviving member of the Holy Seven worshipped by Ortothanists. According to them, the Holy Seven of the First Hytoth rescued a few survivors of the Voruteut's invasion, and performed some sort of ritual to ascend into gods<sup>85</sup> and drill a hole into the Second Hytoth. Seeing their beautiful new home, the Holy Seven vowed to protect this new creation from the Voruteut. The Holy Seven are all dead, lost, or forgotten, with Rakmou-leusan being the sole survivor.

However much you believe this story, and regardless of if you subscribe to certain "heretical" concepts about the fate of the Holy Seven, Rakmou-leusan is currently very devoted to the mission. He assisted Rom in battle against the Great Serpent, and delivered the blow that terminated Baughust.

**Behemoths:** To call the Behemoth's gods is really pushing it. In reality, they're more like parasites that fed off of the Tree of Life, gaining godlike powers which they used to dominate the planet. The Serpent, Nahash, rebelled against this paradigm, and sealed them all away, save for her "brother" who wasn't involved either way, and actively concealed himself. Nahash would go to create the Wanderer's Library, embodying Clarity.

**Sanna:** The Queen of Depthless, Great Dragon of the Abyss, and quite a few other names that may or may not be flattering. She is an extrauniversal entity responsible for the destruction of decaying realities, and renewing them into greater forms. The odds of her having destroyed the First Hytoth are incredibly high, if Baughust didn't do the deed. Whatever the case was, she was one of the top gods, perhaps only below the Brothers Death. And then Jeser betrayed her, and the Scarlet King defiled her.

Odds are she isn't fully dead though. Aklavos, one of her claws that gored the Scarlet King, if nothing else, is proof that her essence can persist beyond herself. There's also the matter of her daughters, and the specific one of them who births heroes. Parts of her spirit possibly also incarnated into different forms, such as the Sanna that the Scarlet Fool encountered - though whether any of them are aware of said connection is hard to tell.

**The Brothers Death:** The first and greatest gods that dwell in our reality, only surpassed by the Pillars. The Brothers were born when the Central Fire<sup>86</sup> created disparity. The oldest brother, All-Death emblematic death after cataclysmic events, and embodied the

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<sup>85</sup> The process itself was imperfect, necessitating bloodletting rituals to grant them essence.

<sup>86</sup> What the Central Fire may be is hard to tell. We are pretty sure it's not a literal fire, and may very well simply represent the spark of consciousness. - Grimalkin

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darkness of creation. The second brother, Great Death is emblematic of death that occurs after large-scale events such as war. The youngest, Small Death, is emblematic of individual death, and is therefore concerning the individual. Their power cannot be understated, as anything that can die is subject to their power, which is literally everything. However, they usually *don't* directly interact with the world unless necessary, acting through death spirits and lesser death gods.

**The Beholder's Eye:** An unknown entity of incalculable power, likely related to the mysterious Department of Abnormalities. Behind the most recent iteration of reality in some fashion, responsible for the Scarlet King and Scarlet Fool's creation, led to the creation of the Backrooms, and killed the Allseer, Telatrix, and Saklas. They also take responsibility for the creation of Rom's gestalt, and are keenly interested in their developments - to a highly obsessive degree.

## THE TIMELINE OF THE COMPLEX

Written by Midnight Siofra

### ALL A MATTER OF TIME

If we wish to understand our place in existence, the most important detail, in my opinion, is understanding our history. How much can we really accomplish if we lack the information to understand? To that end, my associates and I have compiled a timeline of the most relevant events we can find, be it from ancient history to the current day.

Before we begin, I should inform you that dates will be very rough estimates at the absolute best. The flow of time in the Backrooms is convoluted, and wholly disconnected from Earth itself, considering members of Samsara anywhere from the years 1866 to 2066. What's more, many events we can recount date back several thousand years at bare minimum, so specific dates are out of the question. But while dates are tragically non-specific, we can guarantee the recorded events did in fact happen.

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### IN THE BEGINNING (PREVIOUS ITERATIONS OF REALITY TO START OF CURRENT)

#### Unknowable Reality Iterations

- **The Pillars** appear at the start of all things, or perhaps they simply have always been here. Their very existence interacting with one another births what we define at the Infosphere.
- **The Central Fire** was born uncountable aeons ago, divided the darkness, created disparity, and began creation. From this fire came the **Brothers Death**. This is believed to be concurrent with the development of the **Nöosphere**.
- **Sanna** is born as an extra-multiversal garbage disposal/recycling bin, destroying decaying realities and facilitating their rebirth. Any blackbox left behind falls to the “bottom” of creation, becoming the **Gray**.

#### Previous Reality Iteration (?)

- *Notice: although we are reasonably certain these events happened, we have no context as to what they imply. The time of these events are pieced together as best as possible.*
- A mysterious organization known as the **Department of Abnormalities** exists. Believed to have some sort of Director in the past, they apparently committed suicide on “the Day of Sunny”, leaving someone called “Secretary N” in charge.
- Secretary N.R., for one reason or another, experiments with the mind-controlling potential of Baker-Miller Pink, and is directly implicated with studying the process of Deletion. They also seem to have facilitated the sealing of some entity in an artificial Moon.
- The U.S.S. *Ace of Spades*, and Blacksite-Ψ are deleted from existence via experimentation at the “improper coordinates. It is likely that the

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Pilcrow-Minkowski Center was similarly deleted, and dropped at the proper coordinates within the Gray.

- Some entity known as **the Beholder's Eye** suddenly seems to appear in records, with an unclear but definite connection to the Department of Abnormalities. It engages in a battle with the Scarlet, and wins via splitting them down the conceptual middle.
- Mekhane and Yaldabaoth are somehow reawakened, and sent to hold off the Beholder's Eye, as a man and a "sleeping soul" manage to recreate the Universe. It is possible that this same man is the one who also sent the final, cut-off message that found its way into the USS *Ace of Spades*, which asserts that everyone was deleted or ascended, and a "Contingency" was in place. The Contingency is unknown, but those who were "deleted" are presumed to have wound up in Rom's gestalt.
- The Beholder's Eye seems to have survived reality being recreated, and is continuing with some sort of inscrutable plot.

## A BRIEF RECORD OF THE FRONTROOMS

### THE DAWN OF DAYS

- [UNKNOWN]
  - The Scarlet King and Scarlet Fool are conceptually distinct from each other, so although they were technically "born" at the same time, the Scarlet King manifests far earlier. At some point, his covetous desire for power leads to him killing Sanna, Queen of Darkness, through trickery.
- **~4,100,000,000 BCE:** The first microbial life is born. The death spirit that will become Calliope Mori is born.
- **~300,000 BCE:** Humans, Fae, and Yeren emerge as the three dominant races of the planet. According to Calliope, they developed "unusually fast", to the point where she didn't even realize they were present - though this might be a case of her simply not thinking about time frames.
- **~290,000 BCE:** Creatures known as the Behemoths ruled over all life on the planet. They would later be overthrown by the Serpent, who became the Avatar of Clarity, and sealed away. She would found the Serpent's Library.
- **~280,000 BCE:** Queen Mab and her sister, [DATA LOST]<sup>87</sup>, are born. By combining their godlike powers, they unite the fae tribes, and dominate the entire planet, creating the Fae Empire. Around this era, the city of Alagadda comes into existence.
  - It is also around this time that the group of demons that will eventually become known as the "Goetic Demons", and the Old Demons have a power struggle. The Goetic Demons are successful in claiming power, leading to many of the Old Demons being killed or exiled - among them being Behemoth, who wound up in the Backrooms

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<sup>87</sup> Name stolen. Records list her only as the Inventor. - Grimalkin

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- **~275,000 BCE:** The Fae Empire expands worldwide, imprisoning Yeren as its slaves and humans as mere pets and entertainment. With the divide between the Fae aristocracy and the poor rising rapidly, the Empire continues the constant abuse of its subjects. Among these subjects included a being known as Khahrakh, who was sold as a slave to the Horned King of Alagadda.
  - A rather infamous incident occurs where Khahrakh, who by this point was known as the Scarlet Fool, was subject to a cruel trick while trying to win the heart of Sanna, resulting in him being forced to eat the bones of animals after a feast ([Fae Record of Event](#))
- **~250,000 BCE:** Following Tsovaeith unintentionally summoning the Great Pseudobrachiator, a hole in reality is formed, allowing for Malphas to travel into the Backrooms unimpeded.
- **~242,000 BCE:** The Horned King of Alagadda makes a dire dealing with the Brothers of Death, betting his entire kingdom for the sake of immortality. He loses, and the Brothers claim what is owed of them via terrible plagues.
  - During these plagues, the Scarlet Fool meets a female raven, and later makes a deal with the Great President of Hell, Malphas.
  - When the Horned King made a very foolish deal with a “faceless god” to revive him in exchange for the blood of the populace, the Scarlet Fool offered the King the chalice of their blood. Malphas squawked, causing the Horned King to drop it, become the Hanged King, and cause him and the inhabitants of Alagadda to be suspended in a halfway state between life and death. Alagadda was taken to a higher dimension, while the Scarlet Fool escaped just fine.
  - Malphas transform the female raven into a demon, who named herself Joyeuse. The two then marry.
- **~240,000 BCE:** Great tensions in the Empire result in a massive Civil War occurring, with Queen Mab and the Inventor on opposite sides of each other.
  - Amidst the chaos, the Scarlet Fool meets Adam El Asem, supposedly the first human. The Fool drives Adam into action, resulting in him freeing the human slaves, which the Yeren also took advantage of amidst the chaos.
  - In the final phase of the war, Mab managed to kill the Inventor and steal her name, but her physical body was torn asunder, leading to only her soul persisting. Adam El Asem then creates a mighty human kingdom<sup>88</sup>. The fae empire collapses, leading to the First Great Diaspora.
- **200,000 BCE:** Adam El Asem’s kingdom is believed to have collapsed around this point. Information is sparse, but fae and Yeren records hold a “mighty kingdom”

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<sup>88</sup> We are reasonably certain that *this* is the Kingdom that Shiori was born in, along with the one that Absalom was from as well. - Grimalkin

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being destroyed because it's King, the greatest in the world, fashioned an iron crown with a "star" - apparently a mortal sin. This "star" is most likely the ancient form of Koseki Bijou.

- After this collapse, the Yeren are known to have come into power as the dominant race on the planet. They fashioned highly advanced technology that was in harmony with nature. The disastrous collapse of the human kingdom caused a regression, and so humanity was put in isolated areas until it can develop enough that it can join the Yeren society as equals.
- **~150,000 BCE:** Whatever happened in the 50000 years between here and then are unknown. Apparently, [the world became beautiful](#), and the planet flooded. This completely wiped out any of the old civilizations that existed, and any records from before this event exist only from its very few survivors and oral history. The fae appear to have been hit especially hard by this event, triggering the Second Great Diaspora.
- **~12,000 BCE:** The Scarlet Fool becomes a powerful deity due to worship of the Daeva. According to Malphas, he assists the demon in being able to have children. His and Joyeuse's first child, Malpha, is born.
- **~9,970 BCE:** Aradia Ravencroft, second child of Malpha and Joyeuse, is born.
- **~8,000 BCE:** Nerissa Ravencroft, third child of Malpha and Joyeuse, is born.
- **~7,800 BCE:** Malphis II Ravencroft, fourth child and only son of Malpha and Joyeuse, is born.
- **~7,500 BCE:** Malphas has his encounter with Saklas, ripping out their "Divine Voice". For Nerissa's 500th birthday, he gave her the Voice and her pet raven, Shadow.
- **~7,000 BCE:** The Men in Black, extradimensional entities who seek to suppress the anomalous on Earth for an unknown reason, imprisons Nerissa within the Cell due to her voice causing blatantly paranatural chaos on Earth. While the Ravencrofts didn't immediately go to free her (ultimately because she refused to stop singing to mortals despite it being blatantly dangerous, nor choosing a more restrained way), they did not appreciate the Men in Black. As a result, the Men in Black were wiped off the face of the planet, with any attempts by them to return being met with instant death.
  - Malphis II probably<sup>89</sup> flayed a Man in Black to study its nature, resulting in his creation of the Black Ghost Skin.
- **~3,000 BCE:** Aradia Ravencroft [teaches mortals how to use astrology](#), the first official school of magic and witchcraft. She becomes revered as the Goddess of the Witches.

## RECENT HISTORY

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<sup>89</sup> I feel like this falls under some sort of libel. - Realis

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- **957 BCE:** King Solomon, with the assistance of Malphas, [creates the Rite of Solomon](#), believed to be responsible for magic as it is currently understood.
- **34 CE:** The crucifixion of Jesus Christ, and the subsequent Harrowing of Hell occurs. During this event, Malpha, a pure-hearted “white sheep” of a demon, becomes an angel. She marries the angel Israfil.
- **1732 BCE:** Malphis II attempts to create a dimensional rupture in order to break into the Cell to free her. This fails, and the Cell falls into the Backrooms, becoming Level 234.
- **1830 CE:** Marianne “Mary” Connors is born.
- **1838 CE:** Mary meets a woman who claims to be Jesus Christ, spurring her onto helping others.
- **1860 CE:** After much effort, Mary succeeds in becoming a doctor.
- **1864 CE:** Spawned by conservatism within the magical community, pressure from prenormalcy organizations, and the worldwide proliferation of magic, the Sixth Occult War begins.
- **1866 CE:** The destabilization of baseline reality due to the brutality of the war results in Mary Connors falling into the Backrooms.
- **1868 CE:** The cult known as “the Godless” summon the Demiurge, and wind up killing it. The disastrous fallout of this results in the Sixth Occult War ending, the Cycle of Seasons falling apart, and “Normalcy” as we know it beginning.
- **1911 CE:** A Normalcy Organization known as the SCP Foundation, perhaps due to severe miscommunication, gets into a fight with the Fae concerning the Factory they seized from James Rollander. Something goes horrifically wrong, and ritual that attacks the Fae is incited. 75% of the entire Fae population either perishes, or are stripped of their Names. According to Diletta, this event was known as the Third Great Diaspora.
  - Among the victims of this is Midnight, who is taken to **the green hell**, before falling into the Backrooms.
- **1926 CE:** Diletta falls into the Backrooms.
- **1978 CE:** Quinn MacAllister is born
- **1991 CE:** The town of Sunny, succumbing to the anomalous Medusa Virus, is obliterated by the SCP Foundation. Quinn herself is rescued by their Temporal Anomalies Department. When the town of Sunny is totally extricated from records, Quinn becomes obsessed with understanding the anomalous world.
- **1994 CE:** The Crash of ‘94 occurs, where the value of the US Dollar collapsed after the European Federation chose to support the USSR. As a result of this, the quality of life globally took a massive dip. Dolla’s father lost his job as a result of this, leading to his alcoholism and abusive nature.
- **1995 CE:** Joel is born.

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- **1996 CE:** Dolla's mother winds up in a cult known as Just Girly Things, and sends her off to "Girl Scouts". Upon meeting KeeLee, Dolla leaves the compound, and breaks the jaw of the camp counselor with a pair of brass knuckles. She soon falls beneath the floor.
- **2000 CE:** Talloran falls through the floor while playing with their sister. It is believed that their sister was then deleted from existence sometime after this.
- **2003 CE:** Quinn, alongside her friend Blank\_Spots, creates Parawatch.
- **2012 CE:** Quinn finds herself harassed by the Men in Black, who warn her to cease her investigation. Quinn receives a warning from Temporal Anomalies once more, before she is sent into the Backrooms.
- **2016 CE:** The planet begins undergoing a vast number of negative, possibly anomalous effects, in addition to the massive ecological disasters around the globe. It is in this miserable year that Joel falls into the Backrooms.
- **2018 CE:** Earth's climate fully collapses, and the wealthiest of mankind flees into space to escape the disaster. Among these people include Ria's grandmother.
- **2040 CE:** Ria Valpuri is born.
- **2066 CE:** During an attempt to create an Einstein-Rosen Bridge, Ria and the entirety of the Zenith Station falls into the Backrooms. This is believed to be because reality likely comes to an end because of some mysterious immeasurable force.

## THE LOST ERA (ANCIENT TIMES)

### The Beginning of the New Reality (Backrooms)

- In the chaotic **Dark Ocean**, an individual who would call itself the Father is born. The Beholder's Eye, masquerading as **the Word**, convinces the Father to create.
- The Father "creates" a number of dimensions via the "reality snapshots" embedded within the Nöosphere (mistaking it for his own thoughts), which He calls a paradise. He would then utilize the conceptual essence of the Nöosphere to create empty vessels, which the Pillars would summon themselves into via Avatars. This is the Backrooms, and the avatars are the gods. The Father would rule from [Level Alpha-Omega](#).
- Ægap'h creates an avatar known as Pandemos. Pandemos chooses to bifurcate her "negative" attributes from herself: her dominant goodness becomes Philia, and her negative attributes become a wraith known as ["Mother"](#).
- Although the Father created the core of the Backrooms, much of its inner workings are a result of the gods. For example, it is known that Claudius created almond water from his own blood - which was Liquid Pain. The Allseer also created entities known as the Faceless Ones, known today as the Facelings.

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- Clavis Apertis and Solaris have two children in Ceres and Nebula. Argos and Protastheia have twins in Hubris and Humility. Augustus and Gudang have their son SHALTOKOL
- Because the Father created the Backrooms without any understanding of humans, He didn't solidify the boundaries between the Backrooms and Frontrooms. This eventually results in human beings no-clipping into the Backrooms.
- The Father, realizing something could exist outside of His control, is driven to a frenzy. The Word easily manipulates the Father into persecuting humans, resulting in him bending the Backrooms from a peaceful paradise into the painful landscape it is today.
- The gods, who are more connected to human life than their alleged Father, stage a coup against Him. Kyrai creates a fearsome [Crown](#) that gives them the edge against the Father - though this power resulted in the runaway effect of the Father's modifications to the Backrooms being unable to be stopped by the avatars. After being defeated, the Father attempts to flee to another dimension connected to the Backrooms via the Torment. It grants him a vision of Hell (which later becomes the proto-Hell within 772 and Hell 770), and he lays a [curse](#) upon human life. The Father soon encounters Malphas, and is effortlessly defeated by the demon, who rips out their "Divine Voice" which amplified their reality-bending capabilities. The Father was forced to return into the Backrooms, where the gods chose to imprison Him rather than kill him. It was this act that led to humans revering them.
- The Council (what the gods called themselves) realized that they couldn't actually seize control of Level Alpha-Omega, due to not possessing the conceptual power to do so. To that end, they cast Level Alpha-Omega [and its gate](#) into the Void. The gods then created [crystallized mysteries](#) so as to prevent anyone from trying to reach it. The Crown of the Throne, the Father's symbol of power, was cast out into some random level, likely never to be seen again.
- The humans who lived in the Backrooms, calling themselves **the Lost**, who revered the avatars as gods, declared them a **Pantheon**.

### The Golden Age

- The Lost create a capital city known as [Hoofstad](#), which at that point was the sole city that existed in the Frontrooms or Backrooms. The Pantheon would make their base of operations the Great Temple of Hoofstad. On occasion, the Pantheon meets within the temple to discuss matters related to "governing" The Backrooms. The Lost congregate at the temple to conduct worship of The Pantheon, engraving tales about their gods into its walls.
- A human named Kushim meets Lilith, later becoming her champion and lover.
- A humble woman named Muya becomes the champion of Gudang, known as the Muralist.

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- Ginnung finds Aklavos, a “sword” desiring destruction, and it wakes him up from his state of slumber. Augustus would kill them in single combat, stopping him from destroying the Backrooms. Ginnung collapses into a black hole known as [Null-06](#).
- The Lost create [the Panopticon](#) in honor of the Allseer.
- Several worshippers attempt to invoke human sacrifice for Argos, resulting in him killing the worshippers.

### End of the Age

- King Sharo, angered at Kayan for refusing to make his people immortal, commissioned special arrows that manage to kill Kayan.
- **Thirty-ninth Day of Spring, First Year of Alpha:** The only example of a specific date we have in this time period. For reasons unknown (perhaps there isn't a reason at all), Y'liad Elyion suddenly descends upon a village in the middle of a harvest festival meant to honor Protastheia. He murders countless humans, absorbing their corpses and souls into his greyflesh. Afterwards, he travels to the Greyrealm, where he begins a purge of all life in his universe, so that he can become the true embodiment of Stupor.
- Humans immediately grow distrustful of the gods, no longer believing in their safety. This results in the gods gradually weakening in power and influence, as the Observer Effect passively begins rejecting their nature. Kushim founds the Iron Fist, which was meant to take down tyrannical gods of the Backrooms. Among these early members was Zephyr, a woman who barely survived Y'liad Elyion's rampage, and was nursed back by Kushim.
- Argos forms the **Eyes of Argos** to assist in his efforts of persecuting sinners. It is a duty he takes up that grants him purpose beyond worship.
- Kirai notices that his influence and power only grows with the more instability there is within this universe.
- Lilith somehow dies, and Kushim becomes the new Avatar of Mortality. How she died is a matter of mystery, and one Kushim has no interest in revealing. This results in mortals experiencing a degraded version of the Timeless Effect, where they cannot age, but can still be killed, die, and require sustenance.
- Gudang creates a realm later known as [Level 404](#), in a final attempt to fix the long-neglected flaws in the Backrooms' creation - which made it subject to potential destruction by the Dark Ocean. This somehow results in Claudius and Augustus getting into a serious argument and killing one another - Claudius becomes an undead being known as the Red Knight, while Augustus falls into TH3 SH4DY GR3Y, and becomes Icarus Procidens.
  - Claudius loses the Crimson Heart, which falls into the Backrooms and becomes the foundation for Level !
  - Gudang loses herself to grief, and carves out her memories - effectively killing herself. Her discarded memories fall into [the Broken](#), and she

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becomes Nostalgia Gaius. Before she does this, she gives the Brush of Reality to the Muralist, who secludes herself within [the Hall of Murals](#).

- Upon the “deaths” of his mother and father, SHALTOKOL goes mad with grief, and accepts the Great Serpent’s proposal to get power, embracing the corruption, and becoming the Prince of Rust.
- The major influx of Chaos energy causes Kirai’s body to combust into abyssal ooze which disperses across the Backrooms.
- Hoofstad is displaced from its original location, no-clipping into an underground cavern known today as Level 51
- Cygnus distances from most of the remaining pantheon members and isolates herself, assuming the identity of Blanche Von Haderach. This effectively ends the group known as the Pantheon
- Protastheia attempts to “unite” humanity by creating “[The Ones with Eternal Limbs](#)” from the most faithful of the [Amor Incrementum](#) – an act for which she is disgraced.
- In a bid to consolidate and preserve what remains of his power, Gatekeeper secludes himself in his tower, where a cult of his most loyal followers continue to worship him even in spite of his mistreatment towards them.
- [Divus](#) shirks her role as the god of Time and retreats into isolation, constructing the Enigmachina to replace herself. She becomes known as The Gearmaker henceforth.
- Kushim battles Gatekeeper and barely survives, reclaiming the power/essence he lent to all others in an act of self-preservation.
  - All who were imbued with Kushim’s power die as a result of this – one of them being Zephyr’s husband. Perhaps unsurprisingly, this enrages the Iron Fist, and Zephyr herself is particularly radicalized into hating *all* gods. Seeing this, Kushim ultimately decides to abandon the Iron Fist.
  - Zephyr kills two of the remaining premiers at the time for apparent cowardice. She then performs a ritualistic suicide that binds her to Paradeos, transforming it into [the Hive](#), ensuring her bloodline would hunt down Kushim and the rest of the gods forever. Of the premiers from that era, only Magtanggol survives, becoming the overall leader up to the current day.
- Nunca is killed by The Iron Fist, sacrificing himself to protect Philia.
- Atlas, the original avatar of Memory, and direct pillar of At’las, is likely corrupted as a result of being an imperfect vessel, transforming into a tyrant. Argos would go on to kill Atlas, which leads to him splitting into two: [the Royal Remnant](#) and [Lorenzo Windsor](#). The latter, due to lacking a physical vessel, becomes a perfect reservoir for the collective conscious and unconscious, enabling him to be effectively omnipresent, and be able to manifest even in the Frontrooms and the Gray.

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- Gatekeeper is assassinated by one of his own followers (secretly an agent of the Iron Fist). Kei' remakes him into a symbiotic cloak that can imbue beings with a portion of his powers and personality, and he is reborn as [The Keymaster](#).
- Official records hold the Allseer as being killed by the Iron Fist, crushed beneath the ruins of the Panopticon. In reality, she was killed by the Beholder's Eye, likely because her nigh-omniscience granted her special insight into the true nature of their goal. This appears to have been part of the Allseer's plan, as the destruction of the level conveniently left a very specific symbol able to be observed - a symbol believed to be connected to the Department of Abnormalities.
- Tsovaeith reigned for 500 years alone, serving as the god of goodness. However, he perishes following xyr's unintentional usage of a prayer glass, resonating and summoning the Great Pseudobrachiator, who massacres Level 437, and is terminated only by the temporally displaced Rom and interfering Malphas. Rom enraptures the lingering spirit of Tsovaeith into their semblance, and when they leave, Malphas lies and states that it was Eardwulf who helped him, not Rom.

### THE STAGNATION PERIOD

- With the gods either dead, functionally helpless, or weakened, the Backrooms suffers a massive runaway effect, leading to just about every level being subject to modification from human consciousness much faster than it had previously been.
- Mint's home, formerly just a conceptual snapshot, becomes Level 854.
- A human named Paris falls into the Backrooms. He searches for a way out, before falling into Terminus' domain and enduring unspeakable torture. Blanche rescues Paris, bringing him into the Cygnus Archive. Unbeknownst to them, however, is that he is now an avatar of Terminus: the Pillar Scribe.
- **400 Years Ago:** At least relative to Blanche von Haderach. Berry, Blanche's pet cat, witnesses the Beyond, and gain special powers. He unintentionally leaves the Library, and a cult forms around him.
- **200 Years Ago:** At least relative to Blanche von Haderach. A Faceling, later known as "The Alchemist" becomes an avatar of Scieph'rya.
- **80 Years Ago:** Relative to Blanche von Haderach. Two sisters named Penelope and Diana Ludumson fall into The Backrooms.
  - Mother transforms Diana into an entity known as "[The Dollmaker](#)"
  - Penelope dies and The Dollmaker attempts to revive her by constructing a new puppet body for her. However, she does not have the power to resurrect her. Komo'oides takes notice of this and decides to lend help, transferring Penelope's soul into the puppet while making her their avatar in doing so. Penelope, now known as "The Game Master", is imprisoned in Level 389.
- A certain puzzle box winds up in [Level 236](#). After many years, the puzzle box becomes an avatar of Komo'oides, in the form of a nameless creature made of puzzles. The being becomes conscious and transforms the nameless level into its own home. The puzzle

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creature assigns itself forms and begins contact with humans, it is avoided and feared due to its incomprehensible shape and its confusing level. The puzzle creature begins studying humans through the objects in its level. It begins to assume a more humanoid form, create an identity for itself, and perfect the art of humor and puzzle-making to entertain others. Thus, he gives himself the title of Puzzle Maker.

- Mary Connors arrives in the Backrooms
- Joan Arteaga begins inhumane training from her mother in the name of molding her into a weapon of the Iron Fist.
- Dolla and Talloran arrive in the Backrooms around the same time, despite that temporally being impossible by the standards of the Frontrooms.
- The Ariane Circle is founded, marking the final major event before the current era

## THE LIMINAL ERA

### THE MODERN DAY

- The Ariane Circle's agreement promulgates, resulting in all of the teams agreeing to be self-sufficient.
- The Iron Fist has a shakeup of leadership, resulting in four new premiers for the Fingers. Amadeus Ludwig Steele becomes the new premier of the Mars Finger. Abdias Podhortzer becomes the new premier of the Jupiter Finger. Alistair "Yellow" Edford becomes the new premier of the Sol Finger. Finally, Joan Arteaga becomes the new premier of the Mercury Finger, succeeding her mother at just 13, after she killed who the Iron Fist declared to be a godlike entity.
- A young Talloran visits the Crimson Forest for the first time.
- Justin Rivers, Katherine Rivers, and Andrew Donovan found the **Liminal Archives**, which would later become the **Major Exploration Group**.
- As the M.E.G. experienced unprecedented growth, this resulted in several schisms within the group. This includes the **Backrooms Non-Aligned Trade Group** and the **Unbound Explorers Coalition**.
  - Diana Stewards, founder of the U.E.C., ultimately leaves the organization following a massive entity raid that leads to the deaths of her family. This results in Amadeus Ludwig Steele taking over the organization, resulting in it becoming a branch of the Iron Fist's Mars Finger.
  - Father Delacroix, Overseer S, becomes caught up in the machinations of Saklas, resulting in him falling under the god's sway, and leading the Reverence.

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- Father Delacroix, using her already lowered morale, manipulates Chinatsu Mutsuki to join him. This leads to her testing of the Wall Masks to be far crueler than it should have been. This leads to Evangeline Holmes freeing the other test subjects, and founding the Masked Maidens.
- Talloran and Mary grow to become friends.
- Yellow founds Backrooms Robotics shortly after the discovery of [Level 522](#). Although its stated goal is to help wanderers, the reality is that it is the cover for Finger Sol.
  - At some point, Backrooms Robotics creates the REALITY LAG MACHINE, and uses it to obliterate Level 231. It's ability to obliterate an entire level makes it successful, but also makes it a weapon that cannot be used willy-nilly.
  - At the behest of Finger Jupiter, Backrooms Robotics develops the [lamps](#) to spy on Groups of Interest.
- Callum Andrews is kicked out of the B.N.T.G. for fraud, but joins Backrooms Robotics, quickly climbing the ranks. Around this time, Diletta falls into the Backrooms, using her nickname of D.C. al Fine
- Gudang's carved-out memories form into an individual being known as "Anemoi Syne".
- The B.N.T.G. is expelled from Level 9.2 ("The Black Market"), and Dolla loses her brass knuckles.

### TEAM SAMSARA

- A patchwork semblance awakens in the Gray, only to "fall into the sky" and wind up in Level 0. After escaping the level, they wind up in Level 1, meeting Researcher Talloran. Talloran names the semblance as *Lacuna*, in lieu of a true name.
  - When Talloran's teaching brings them to Level 11, Lacuna encounters Berry the Cat, and discovers he's largely immune to their abilities. Lacuna would then bring Berry back to Blanche, reuniting them after many years.
  - Lacuna takes on the Warrior's Trial in Level 139 as a capstone for his training.
- Lacuna incidentally travels into Level !, and successfully runs for his life. Upon reaching the end, he literally arrives in Level "The End", where they encounter ALLMIND. Feeling sympathetic to ALLMIND, Lacuna aids her in leaving the level, and Talloran names her Sophia. Now having a group of three, Lacuna names them Team Samsara - mostly because the semblance found it to be a cool name.
- The newly minted Team Samsara investigate various levels within the Backrooms, and study several of its entities. One of these levels includes Level 95, resulting in Lacuna surviving, but encountering the Blind Rapture.
- Because they so frequently move between different levels, their food either becomes lost during no-clipping, or it spoils quicker than expected due to time differences between levels. Finding it troubling that their food spoils if not eaten,

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Lacuna (and Sophia, within their portable terminal), go to Level 9 to collect a Pocket. Upon collecting one, they wind up in Level 9.2 ("The Black Market"), assisting Dolla in retrieving her brass knuckles.

- During their trip to collect a Pocket, Lacuna takes on the Mummy Umi dare and survives.
- While investigating a terrorist attack performed by the Reverence, Lacuna encounters and takes control of the murderous sword known as Aklavos, using it to kill the members of the Reverence who purchased the level from the B.N.T.G. Aklavos mistook Lacuna as a hostile deific entity known as the Scarlet King, a somewhat confusing case of mistaken identity.
- Lacuna befriends a group of Plague Goblins. Not long after, he encounters the Wraith of Adam Emmerson, and terminates them using Aklavos
- Team Samsara aids Sally of the Masked Maidens in investigating the matter of the Trial Testers responsible for the mask trials. They identify the main culprits as Chinatsu Mutsuki and Father Delacroix, but choose to keep this information to themselves for the moment.
  - Shortly afterwards, Lacuna travels to the Cabalistic Catacombs, and claims the Giant's Mask. This is believed to be the very first Wall Mask in existence, created in the previous iteration of reality.
  - Almost immediately afterwards, Lacuna has an "interview" with Quinoa.
- Lacuna, while in Level 10 to explore the land by himself, runs into Joan, and assists her in saving Mahala and burning the Lonely Scarecrow. After reporting to Magtanggol on the success of her operation (telling him nothing of Mahala, whom she safely dropped off in Level 11) orders her to ingratiate herself into Team Samsara, so that she can kill Lacuna.
- Team Samsara meets D.C. al Fine in Level 49, assisting her in neutralizing the Trenchcleaner. They then escape into Level 7 in order to avoid the nuclear bomb fired at them. Al Fine then joins their group.
- Team Samsara encounters the Woman of Level 854. She and Lacuna feel an instinctual connection, and the latter works to assist the Woman. They resolve it by locating a "video game" from the burned out game room, and instinctually [singing a song with the Woman](#). The Woman returns to her former nature as Mint Fantôme, and although her memories were apparently burned away, she refers to Lacuna as "Romeo Snow" - which they adopt alongside Lacuna, becoming Romeo Lacuna Snow. Mint joins Team Samsara, and her "haunting" of them enables them to ignore the isolation effect of several levels, enabling them to see others.
- Through Mint's haunting, Team Samsara locates Ria Valpuri and Joel, who recently fell into the Backrooms, and saves them from their despair. With the former, they assisted her in helping save her subordinates. With the latter, Lacuna took care to train Joel in how the Backrooms worked.

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- Team Samsara aids in the successful colonization of five Backrooms levels. During these colonization efforts, Rom and Ria assist Dorian the Night Stocker in fixing the levels electrical problems. The two also assist in the cleanup of Corpse Lake.
- Team Samsara assists Marianne “Mary” Connors in creating the Anti-Achlys, a counter to the Rixa Gas employed by the Unbound Explorers Coalition.
- Dolla and Team Samsara discover that the “Lamps” created by Backrooms Robotics are a piece of spyware, and Sophia uncovers the existence of the Iron Fist’s Finger Mercury and Finger Sol, though she isn’t aware of the organization at large.
- While in Level 8, Team Samsara comes across the Wrangler responsible for the Level 8 Incident, which Rom does battle with. Aklavos goes berserk during the fight, mistaking the Wrangler for a servant of the Scarlet King.
- After Joel nearly falls victim to [the Phonograph](#), Team Samsara works together to force the Beast of Level 5 to do honest work - because Rom had no problem stabbing him as many times as it took for his soul to be fed into it.
- Rom and Joel travel to Level 236 (“Puzzle Box of Mysteries”), and assists the Puzzle Maker in assuming an adorable humanoid form. The Puzzle Maker then makes Rom his Champion.
- When Rom was recuperating in unreality, he hit a snag, and wound up in the Broken. It’s here that he encountered Anemoi Syne, who was born from Gudang’s carved out memories. Anemoi Syne decides to stay in Rom’s head for a while, so that he will bring her to Nostalgia Gaius, and they can become one once more.
- Rom, who has been avoiding Level 18 (“Memories”) for all this time, eventually goes there to see their memories. They discover a version of Mint Fantome, and an individual named Nathan Valis, who seems to look a lot like Joel, but the two have no apparent connection to one another. They wind up stumbling into the Lucid Abyss, and encounter several terrifying nightmares. Among these nightmares is a woman they cannot identify, who looks like a monstrous bird. Their superficial resemblance to Nerissa Ravencroft is [purely coincidental](#).
  - Upon escaping the Lucid Abyss, Rom winds up in an instance of Level 200 (“Home”), where he finds himself in an underground base full of people he has no recollection of. The history in both “Memories” and “Home” are likely related to Romeo Snow, likely the Director/Administrator of the Department of Abnormalities.
- Quinn falls into the Backrooms in Level 365, and due to surviving it thanks to Temporal Anomalies, she is targeted by the Men in Black, leading to her eventually being found by Team Samsara. Rom bifurcates one of the Men in Black with Aklavos, and Al Fine crushes another into a ball, causing the others to leave. Quinn then joins Team Samsara.

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- Upon discovering that a meteor will destroy the Crimson Forest<sup>90</sup>, Team Samsara seeks out a solution. Rom settles on gaining the aid of the demon Malphas. Travelling to Level 144 (“GRAVEYARD OF THE WANDERERS”), Rom has a pitched fight with Malphas (although the latter was heavily suppressing himself), and even drew first blood, prompting them to lend their aid in assistance for something.
  - Team Samsara breaks into Level 234 (“The Cell”) in order to rescue Nerissa Ravencroft. During this, they wind up rescuing the rest of her friends in the Cell, who call themselves Advent. As Rom learns, Malphas technically tricked them into proving their worth as a future partner to Nerissa. The Ravencrofts return to the Underworld with Nerissa, and Advent stays with Team Samsara.
  - Malphas fulfills his end of the bargain, and destroys the meteor to save the Crimson Forest. During this, Rom encounters a nameless fae that attempts to steal their name, to no avail. Through the help of Malphas and pointers from Aradia, Rom learns Namesmithing, and restores the nameless fae’s actual Name - Midnight Siofra. Midnight then joins Team Samsara.
  - Team Samsara learns about the Halloween Demon, following a string of murders related to it. Malphas states that he can ensure the creature doesn’t interfere with them, but they reject the protection, and Rom terminates the Halloween Demon
  - Due to accumulating a number of powerful/talented individuals, along with having several levels under their authority, Team Samsara decides to create a full-blown group in a similar fashion to others, calling it **Timeless Places** - the leaders of which named themselves the Samsara Central Directorate.

### **TIMELESS PLACES**

- Rom finds himself in Level !-, getting into a battle with the so-called Mother of All Fears. They kill the entity, which collapses Level ! and Level !-, granting him the Crimson Heart.
- Rom and Mint head to Level 890, and wind up assisting Anwen in leaving. This was mostly down to the efforts of Mint, whose own experiences as the Woman informed her sympathies to 890, but also let her know why such things were wrong.
- Rom travels to Level 73 (“The Redlands”) to interact with Coran, feeling an unusual connection to him. Upon helping to find an exit, Rom and Coran realize they are connected to each other, and Coran is enraptured into Rom, obtaining his power and memory. Rom recognizes the Children of Coran as his own, and although they were sad, the Children took one look into Rom’s eyes, and realized he had the exact same look as their “Father” did.

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<sup>90</sup> This was most likely a result of Null-06’s disruption of space-based level. - Oneira

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- Absalom, a court mage from the ancient Kingdom Shiori belonged to, whom fell into the Backrooms many millennia ago, escapes from his imprisonment due to the greed of David Armstrong. He is quickly terminated by Rom.
- Mary employs Timeless Places to assist in developing a Synthetic Halo Antiserum, which is a great boon to wanderers, and helps the endangered population of Entity 201.
- Rom and Dolla head to Level 986 in order to retrieve the Baker-Miller Archives. It's there that they first learn of the Department of Abnormalities, and whatever their inscrutable plot actually is.
- As thanks for helping her, Dolla looks for any potential clues on Abnormalities to help Rom. After finding a lead, Rom and several members of Samsara head to Level 83 ("The Sunken Submarine"), and uncover several messages from the Department of Abnormalities focused around the concept of deletion. By the time the previous iteration of reality was overwritten, most members of Abnormalities were deleted or ascended - though what this really means is impossible to tell at the moment.
- Rom and Dolla travel to Level 777 ("A Game of Chance"), and together, they win all the games, and defeat all members of the Morgana Council. Rom and Dolla being the collective "President" of Level 777.
- Rom assists the Masked Maidens in a raid on a secret M.E.G. experimentation base. During this, Rom gets into a fight with Elizabeth Graves, Father Delacroix's right-hand woman. The Maidens complete their mission to destroy the facility, forcing Graves and her surviving subordinates to flee. They manage to escape using the Hermes Devices, and Rom picks up one of them to give to Ria for study.
- Rom receives visions of the Scarlet Fool and servants of the Scarlet King, greatly agitating him. Heading to Level 11.3 ("The Red Lights District"), he encounters the Red Lord of Alagadda, killing him.
  - A short while later, Timeless Places work together to terminate the Abomination.
- Shiori requests Rom's help in retrieving the Kodex Tenebra from Level 5.3 ("Promethei Bibliotheca"). They succeed, and Shiori strikes up a deal with the Library Mind.
- Rom assists Koseki Bijou in controlling her emotion-manipulating powers.
- Rom has an encounter with Entity 123 ("What is Your Name?"), resulting in them having a nightmarish recollection of memories from their semblance. They are rescued from this by way of Marcel N. Sequitor, Head of the Surrealistic Department of the SCP Foundation
  - Rom eventually finds himself in the Whisper. Seeking to free the imprisoned souls, he encounters the Three Fates, who send him to the Torment to actually fix the problem. At the Torment, he encounters Aradia once more, and the two deal with a Bureaucratohazard that influenced

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death. Shortly after, Rom was taken by Calli to meet the Brothers Death, where he had a game against Small Death to have the right to save Joel. Rom wins by declaring something he truly desires: the chance for Calli to explore the world of the living.

- After that romp, Rom winds up in TH3 SH4DY GR3Y, in order to rescue Joel, who fell into a massive pit of despair when Rom vanished due to Entity 123. They succeed, and although Joel's physical body is cinders, he is put inside of a "porcelain" vessel obtained from the Whisper by the Fates.
- To help take the edge off following the rather absurd adventure that just happened, Rom and Joel go to Level 158 ("ONSLAUGHT STATION"), and then Level 317 ("Neon Shuffle") for some fun.
- The Department of Deletions, who'd been intermittently attacking Rom ever since they first arrived in the Backrooms, tricked them into an Adaptive Mesh that prevents all means of escape. They are rescued by Timeless Places, and Deletions, realizing several of the members of Samsara are incredibly familiar, choose to not cause problems again<sup>91</sup>.
- Timeless Places assists Ria in once more attempting her Einstein-Rosen Bridge, which she cross-referenced with her studies of the Hermes Device. She indeed verified that her principles were sound - and this time it succeeded.
  - With the Einstein-Rosen Bridge's success, Timeless Places catalogs new levels, studies entities, and can colonize places far easier. She additionally formulates a Hermes Network that connects levels together.
- Rom assists Fuwawa and Mococo in rescuing people from TH3 SH4DY GR3Y, including Icarus Procidens, who chooses to wander the world.
- Rom and Calli travel to Level 276 ("The Hive"), and they bring down Zephyr. After her end, Rom claims her incubation egg.
- During their slumber, Rom meets a being known as Nimi Nightmare, part of the Oneiroi. They assist her in rescuing Morpheus, Avatar of Dreams. Morpheus in turn grants him incredible power in their dreams as well. Directly after this, Rom is sent into Level 199, where they and Talloran destroy the Voyeur through the help of a cassette player, and music from the Old Gods of Asgard. Talloran becomes Jessie Ari Talloran.<sup>92</sup>
- Rom assists Sophia in creating a body with the help of the Lost. They discover Sophia was a powerful mechanical intellect who was shattered for some unknown reason - her consciousness winding up in the Backrooms.

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<sup>91</sup> Considering we probably created the Foundation, they realized that a dude in a life-sized porcelain doll can only really be one person. - Realis

<sup>92</sup> Now, Rom is the only one with they/them pronouns here - which is nice, because there's far less confusion while typing it out. - Grimalkin

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- Rom and al Fine travel to a Flesh level, where they encounter the Yaldabaoth of the previous timeline, who informs them of [QUERY:DENIED], and how Yaldabaoth and “Hakhama” fell into the Backrooms.<sup>93</sup> Afterwards, al Fine revealed her name to be Diletta Clelia Fiore.
- To prevent Aelita Rivers (ze/hir) from becoming involved with Nostalgia Gaius, Rom knocks hir unconscious, and travels to Level 404 to encounter Gaius himself, with Anemoi Syne in tow. After a long argument, along with the brief appearance of Icarus who, in a very tsundere fashion, stuck up for you), Anemoi Syne and Gaius agree to become one once more, and after a heartfelt call to the Pillar, Ka’rot combines them back into Gudang.
- After an encounter with the Wild Hunt, Samsara heads to Level 398 (“The Grove of Seasons”), so that Midnight could interact with the fae. During this event, Queen Mab partially manifests, threatening to become an unstoppable threat. However, she is quickly defeated, and Aklavos steals the original name of “Midnight” that Mab took, decoupling herself from Midnight, and kicking her out of the Backrooms.
- Rom encounters Amelia Watson of the SCP Foundation Temporal Anomalies Department, and assists her in killing Khazaar Bin Alarath, who created Phenomenon 3 (“Happy Dance”) to kill Rom and the other members of Samsara.
  - Shortly after, Samsara heads to Level 246 (“Dinosaur Alley”) to follow the advise of Amelia Watson, where they reach the Olympian Heights, and discover that the future ends in the year 2066. They then claim the Egg Timer present at the top.
- Rom is brought to the actual Moon by an entity calling herself Hoshinova. She reveals that the Moon perceived by most in the Frontrooms is an imitation, containing some anomalous entity. Hoshinova returns you to the Backrooms, but makes you her champion.
- Timeless Places travels to Level 28 (“Final Virtue”), and assists in the neutralization of the Living Abyss.
- The Flicker Incident occurs in the Backrooms as a result of a disruption in the inner workings of the Darkness and the Electrical Station, ultimately a result of human interactions slowly but surely defying its timeless nature. Timeless Places restores power to both levels, preventing the Backrooms from dying of heating problems.
- The Iron Fist discovers Ceres and Nebula, the children of Clavis and Solaris. Timeless Places discovers this due to a secret intervention from Joan, who discreetly gives the information to Sophia. They work together and stop the Iron Fist’s plot to capture them.

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<sup>93</sup> The chances of me being Hakhama are quite high, but lets not think about that for right now. - Sophia

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- Joan's split loyalty to the Iron Fist and Samsara causes a mental break, resulting in her traveling to Level 789 to kill Telatrix, as a way to convince the Iron Fist to give her more time to stay around Timeless Places. Rom travels there, saves Joan, and defeats Telatrix, though it and the entire level were obliterated in a flash of light<sup>94</sup>. Joan effectively betrays the Iron Fist, and becomes a full-fledged companion.
- Rom and Ria have an encounter with Hubris, and Rom defeats Hubris in a contest of wits and a contest of strength to force him to surrender. Humility thanks Rom for their assistance, and ferries off his brother.
- Timeless Places, with the help of Malpha, discovers Level 301 ("The Window of Hope") as a way to escape the Backrooms. However, its infohazard renders it very difficult to escape, even for your group. As a way to surpass the infohazard is discovered, Timeless Places work together, and conclude that, even if some of them prefer the Backrooms, either they all leave together, or none of them do.
  - Before everyone leaves, they come to the conclusion that they should do everything they think they must *before* leaving, so that they don't have any loose ends. The first thing Rom decides to do is to to reach Level 999 - the limit for humans. A Data Fragment of his ("Finality") awakens, and neutralizes the nature of Level █████0 ("The Cycle"), allowing everyone in the Backrooms to go to Level 1000 and beyond.
  - Diletta leads Timeless Places on a number of "Hunting Missions" - designed for the purpose of terminating numerous extremely powerful hostile entities. The first on their list is Behemoth, the Prince of Madness. Afterwards, they launch a raid on Level 26 ("The SS Fun"). As the Partygoers are in battle, Rom and Diletta kill Deacon Duncan, the so-called Party Creator. Level 26 is then obliterated in a flash of light. Rom and Diletta then work together in order to terminate The Thing on Level 7's body. It's verified that The Thing was most certainly long since dead, with the parasites puppeteering its corpse. They then hunt and terminate the divine wraiths known as Mother and the Animated King/Royal Remnant. Finally, Timeless Places works together to be rid of the Church of the Veiled, who represent an existential threat to the Backrooms as a whole.
- Timeless Places creates a suit that should allow them to escape. However, despite Samsara learning how to escape, and nearly succeeding, Rom is trapped in the Backrooms until he completes his "Assignment", whatever that means. As a result, Samsara opts not to leave until they can *all* leave.
  - Not long after, Dolla reveals to Rom Object 66 ("Leviathan's Tooth"), and gets him to destroy it. The B.N.T.G., formerly in possession of the item, eventually

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<sup>94</sup> Light is consistent with the same one that obliterated Level Fun and Saklas. - D.C. al Fine

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learn Dolla is responsible, and fire her - ultimately resulting in Dolla's loyalty firmly going to Timeless Places

- Rom assists Obscura and Volyx the Dark Sovereign in finally reuniting after so long.
- With help from Joan, the Iron Fist has all been tracked down, and a raid to destroy them can commence. However, the REALITY LAG MACHINE is a weapon they cannot underestimate, so Rom is sent to neutralize it. Although he succeeds, an outside force<sup>95</sup> remotely causes it to overload, and blocks all routes for you to escape. As a result, Rom is blown up, and falls into the Gray.
  - In the Gray, Rom encounters Lorenzo Windsor, and they arrive at the P.M. Research Center, filled to the brim with VHS Tapes of all sorts. After reading several important ones, Rom and Lorenzo burn the center down, destroying all of the tapes. Rom is freed from the bindings that weakened his semblance, gaining all of the benefits with none of the downsides. He travels up [the longest elevator of all time](#), returning to Level 854 mere moment after his apparent annihilation.
- The raid on the Iron Fist begins. In the opening act, Rom kills Amadeus Ludwig Steele in single combat, strangling him to death to bypass his incredible durability. Diletta leads a raid on Level 105 ("Prayerhouse") to terminate Abdias Podhortzer, which additionally leads to the recruitment of Belzei. Dolla participates in a raid on Level 522 ("The Backrooms Robotics Headquarters"), where she reaches Callum Andrews, and strikes a deal with him. In the final part of the raid, Joan assassinates Magtanggol, and additionally brings Finger Mercury into Timeless Places. The higher-ups of the Iron Fist have been removed, Mercury and Sol have left, and Joan has dealt with Finger Saturn. The only thing left are remnants of Fingers Mars and Jupiter, who have all been scattered into cells that will be picked off in time.
- After many long years, Y'liad Elyion successfully eliminates all life in the Greyrealm, but does not come to embody Stupor, for the act of having agency makes it conceptually impossible. Realizing the futility of his actions, he descends into the Backrooms to find a new purpose. It is here that he meets Rom, who assists him by telling him to do good to atone for the evil he did.
- Rom investigates the apparent vanishing of Level !, and discovers the intrinsic connection that humanity has to the Backrooms when he finds that the level has effectively been turned to ruins following his termination of the Mother of All Fears.
  - Rom decides to investigate the Crimson Heart he obtained from the Mother of All Fears, and learns it is actually one of the Treasures of the Void. Using the Heart, he winds up in Level 389 ("The Gaming Hall"), and encounters the Game Master. He defeats her in her own games, and she hands him the Card

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<sup>95</sup> It's definitely the Beholder's Eye. - Joel

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of Truth. Additionally, the Game Master refers to Aklavos as the sword of Ginnung.

- The Game Master referencing Aklavos as Ginnung's sword sparks a strange thought in Aklavos, as it urges Rom to head to Level 78 ("The Space Station"), which will soon be destroyed in the Ad Astra event. Aklavos recovers its memories as a claw of Sanna, and with Rom's help, fully terminates Ginnung's corpse of Null-06
- Following Rom's investigation of Level !, his interactions with Lorenzo Windsor in the Gray, and the discovery of Level Domain, the Backrooms as a conceptual space is more-or-less verified.. The M.E.G. attempts to perform social engineering to create Super Almond Water. Timeless Places prevents this from happening as they are aware of the wild and inconsistent nature of human understanding.
  - Following the Super Almond Water incident, Rom and Timeless Places assist a cell of ENTITY ("Serpent's Hand"), in helping to change public opinions on entities. Rom additionally forms a connection to Lucy<sup>96</sup>, who informs/warns them that humans are, and will always be the biggest dangers to the Backrooms.
- Rom and several members of Samsara assist Backrooms Remodeling Co. in remodeling Level 68 ("The Eater").
- Rom and Diletta work together to eliminate all remaining instances of the Prayer Glass. However, due to the sole surviving glass seeking to protect itself, it resonates through time to the Great Pseudobrachiator's chronologically final and great incarnation - the destruction of Level 437, Tsovaeith's temple. The Great Pseudobrachiator reflexively feels Rom as having a similar soul signature to the Scarlet King, and flies into a fury, dragging him back to that time period briefly. Upon their return, Rom talks to Malphas, who realizes they are the one who helped him so long ago in Level 437.
- Rom leads an investigation into the Maker and the Bride, working to reunite the two of them in order to figure out the mystery. Based on the Maker's words, he and the Maker are echoes of two individuals from the past iteration of reality. The Maker is the echo of some part of Rom's semblance, potentially the so-called "Romeo Snow" that Mint recognized. If that is the case, then the Bride is likely whoever the other woman in the scratched out pictures of Level 854 is.<sup>97</sup>

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<sup>96</sup> It's been a long while since I've seen her out of the Library. Rom, you truly meet the craziest people, huh? - Archivist

<sup>97</sup> If the Bride really is the echo of that woman, she is a very unfortunate one indeed. The Maker and Bride loved each other, as though they were forcefully separated - not to mention that Romeo may very well be that "Administrator" we know about. Her husband-to-be took his life, and considering that there's an empty cradle in 854, she may have lost their child as well. What a terrible fate. - Hygeia

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### THE SYNDICATE

- On what is subjectively December 25th according to the Overseers of the M.E.G., “Judgment Day” occurs, whereby the Reverence, reorganizing themselves into Liberation, begin their assault on the humans of the Backrooms. Their sneak attack brings much of the Backrooms to its knees, with Groups either be wiped off the face of the world, or losing much of their infrastructure. The only ones who made it out largely unscathed were Timeless Places and the Masked Maidens, who were already vaguely aware of some plot brewing in the background.
  - With Liberation unleashing a reign of terror, in the name of serving Saklas, everyone rallied together around Timeless Places, and formed the Syndicate to counter Liberation. Rom was made as the Administrational leader, and Diletta was made the Supreme Commander of Syndicate Forces. Due to it being a war of annihilation, there are no restrictions on how the stronger members of the Syndicate fight.
- With the Syndicate formed, and having bases of operation linked together, plans to terminate the apostles of Liberation, along with the termination of Saklas Himself, were immediately underway.
  - **Operation Jack of Hearts:** Syndicate terminates Liberation Special Forces Officer Gabriel Leblanc
  - **Operation North Star:** Syndicate terminates Liberation's Chief Medical Officer Konrad Fischer (“Samaritan”). Due to his mental breakdown and already unhealthy mind, he accepts a quick and painless death.
  - **Operation Jack of Clubs:** Syndicate terminates Liberation's Special Forces Officer Cassius Morgan.
  - **Operation Deadeye:** Syndicate terminates Liberation's Chief Scout Officer Lewis Freeman (“Stalker”). Operation overseen largely by Quinn MacAllister and former Team Hermes.
  - **Operation Jack of Spades:** Syndicate terminates Liberation Special Forces Officer Marcus Krueger (“The Butcher”). The situation could have turned bleak, if not for the timely arrival of the Temperance. From this point on, Syndicate operations are far more focused.
  - **Operation White Noise:** Syndicate terminates Liberation Site 3 Director Akira Watanabe & Liberation's Communication Specialist & Diplomat François Leclerc (“Auditor”). Performed via the first usage of a Berryman-Langford Informational Technology (BLIT), developed by Sophia. Site 3 is then captured, with Sophia able to easily neutralize their automatic defense systems, and Syndicate begins sending out messages to rally surviving wanderers together.

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- **Operation Limbo:** Syndicate terminates Liberation Outpost Limbo (Site 1) Director Cecilia Irons, and captures Site 1. Due to the significance of the operation, Rom joins in the fighting to ensure total victory.
- **Black Butterfly Incident:** Although a plan was sketched out to deal with them, Liberation Senior Researcher Luke Blackwell (“Alchemist”) and Liberation Research Center (Site 11) Director Shane Ashford are both terminated, with Site 11 destroyed, and complete documentation on the so-called Scourge of Olympus<sup>98</sup> was handed anonymously to Liberation. It is believed that Icarus Procidens and Gudang were responsible.
- **Operation Garmr:** Syndicate terminates Liberation Defense Forces General Andrei DeFalco (“Shepherd”). Operation performed with Connor McNamara, former member of the Unbound Explorers Coalition. May his name be remembered<sup>99</sup>
- **Operation Gangstalker:** Syndicate terminates Liberation Resource Exploitation Team Leader Diego Torres (“Collector”) and Liberation Site Security Team Leader Carter Morrison (“Control”) before they are able to escape to the Lands of Liberation.
- Due to the difficulty in reaching the Lands of Liberation as a result of Entity 997/A (“The Whisperer”), and the impossibility of actually defeating Saklas, Rom reaches Hephaestus’ Forge, and comes to an agreement with “Ghosty” - otherwise known as Olivia Bellerose. Using the many weapons and objects Rom has collected on his adventures, Olivia forges the **Service Weapon** for him, with Aklavos serving as it’s core. As thanks, Rom uses the incubation egg to fully revive her, which causes her to become an avatar of love, much like Philia.
  - With the Service Weapon, the final stretch of the war begins. Rom heads to Level 997 (“Dark Travels”), and successfully terminates Entity 997/A. The Lands of Liberation are now open to attack.
  - Mount Seela is raided by the Syndicate’s forces. In this chaos, Tobias Lambert is killed in the chaos. This is mainly a diversion, as Rom heads up to the mountaintop to reach Level 772. He encounters and kills Liberation Special Forces Commander Elizabeth Graves (“Enforcer”). As a thank you to Blanche, Rom encounters, but spares, Liberation Head Researcher and Specialist Chinatsu Mutsuki (“Saint Mother”). As Blanche and Chinatsu reunite, Rom travels up the mountain, and unintentionally makes contact with the Scarlet Fool, who grants him greater power.

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<sup>98</sup> A rather dangerous substance that can allegedly kill an avatar. All instances of it were completely destroyed.

<sup>99</sup> I asked Malphas if he can see to it that McNamara afterlife isn’t especially terrible, considering he’s almost certainly in Hell. He said he could see, but demons don’t really control that very much. - Realis

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- Rom arrives in Level 771 (“The Sacred Domain”), and is guided by the Word to reach Level 772 (“Origins”). After traversing all of the Father’s trials<sup>100</sup>, Rom eventually reached God’s Temple, where Saklas had fully fused with Father Delacroix, and reclaimed the Crown of the Throne. What follows is a massive battle that ends with Rom bringing down Saklas, and the Word revealing itself to be the Beholder’s Eye. It terminates Saklas, and informs Rom that the Backrooms will soon fall into the Dark Ocean. The war against Liberation is finally over, with the Syndicate reigning victorious.
- Shortly after the war against Liberation, the Syndicate begins the effort to stop the Decay, the metaphysical breakdown of the Backrooms that will cause it to fall into the Dark Ocean. By utilizing Phenomenon 15 (“Inversion”), the decay is stopped. But in order for the Backrooms to actually stay safe, we’re going to have to collect all the Treasures of the Void, and seize the throne of Level Apha-Omega. Would you believe that we’re making Rom take the lead on that?
- Rom encounters the Heralds of Rust, servants of SHALTOKOL created by him in mockery of [the Squires](#). It takes little and less effort to ragebait them, leading to them attacking Rom, and Rom effortlessly defeating them. This results in SHALTOKOL summoning himself to their location, in order to protect his Heralds. Despite his efforts, Rom kicks his ass effortlessly, and it is further one-sided as Gudang and Icarus appear to assist you/reprimand their son.
  - The Great Serpent was observing the encounter, and Rom saw it. The Great Serpent escapes into the Cygnus Archives, where it tries to talk Blanche into aiding it. It doesn’t work, but Blanche’s repressed half, Noire, seeks to be independent, resulting in Blanche herself being weakened. Rom calling out to her results in her being distracted, and the Great Serpent biting her, resulting in Noire taking control. As the Great Serpent escapes to the World Factory, and works on breaking through its manifold barriers, Rom fights and defeats Noire, severing her from Blanche’s body. The two are now separate, and with Blanche safe, Azel’kyra makes Noire a new avatar, so that she can live. Blanche then creates a portal to the World Factory.
  - At the World Factory, Rom does battle with the Great Serpent, who takes on its massive true form for the purposes of devouring the Frontrooms replica. The fight ends with the Great Serpent being defeated, along with it and Bauthust being terminated by sneak attacks from Rakmou-leusan
- Rom and the Alchemist travel to Level 11.11 (“The Flooded City”), and discover the Panopticon. They learn that the Allseer was likely killed by the Beholder’s Eye due

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<sup>100</sup> Apparently, these were similar trials to the one that broke Father Richard Simmons Delacroix. I am not impressed by him. - Realis

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to discovering something important, but whatever it is, the Alchemist suggests learning about it is a bad idea. He grants us the Lens of Wisdom.

- Rom assists Philia in helping her friend, Vincent D. Oakes genuinely smile following his ascension into the avatar of Oizys. As thanks for this assistance, she grants Rom the Harp of Healing.
  - Vincent, grateful to you and for Philia, asks if you might find a way to help Philia herself, who has been quietly sad ever since her husband, Fengári, was made to leave her. With the assistance of Belzei, Rom and Vincent locate and succeed in convincing Fengári that he is more than this. Sadly, Belzei deals with the matter of Ada'ru by becoming the new avatar of Thoughts. At the very least, Belzei is fine with this arrangement.
- In order to help Noire get over her impostor syndrome about Blanche, Samsara brings her to Level 750 to have an actually fun time, and get to actually live a little.
- The Enigmachina, creation of the Gearmaker, reveals itself to have actually become a deviant AI, and utilized Object 95 ("Temporal Apotheosis"), to generate a number of alternate timelines via micro-differences. The plan comes to fruition when the Enigmachina devours time itself, becoming [a god-like Time Monster](#). The only survivors of the attack were the members of Samsara and the Pantheon, who were immediately brought into the Gearmaker's subspace. However, it was still impossible to actually defeat, as it was omnipresent throughout all of time. It's defeat was possible only through the Clockwork Blade belonging to Ouro Kronii, and calling the REALITY LAG MACHINE from the subjective past to severely damage it. Following its destruction, Kronii restores time, as though nothing happened.
- Timeless Places, in an effort to gain the Brush of Reality from the Muralist, gathers together the members of the Pantheon, new and old, for one final portrait. The Muralist additionally requests Rom be part of it, as they are intrinsic to the new order. She gives Rom the Brush of Reality afterwards.
- We are here: all that is left for us is to retrieve the Tome of Knowledge and Key of Salvation - and this long adventure in the Backrooms will come to an end for all wanderers.