

Character Count Reference

Characters in game:

$n - 2$:

Half of game, rounded up:

Hungry Void

Outside a window, a colorless, amorphous agglomeration of nonexistence hangs precariously, teetering back and forth between two slightly-different green and blue circular worldshapes. It pulses with raw shapeless forces of corruption and decay. It seems that soon enough, it will fall into one worldshape or the other.

If you hold a shard, you notice that it seems to react to some extent to your shard, and you can influence slightly the pattern of its wavering.

You feel like when the void unbalances, each shard (even one consumed by a ritual) will be able to influence which direction it falls, and thus which world it brings devastation to.

Hungry Void

Outside a window, a colorless, amorphous agglomeration of nonexistence hangs precariously, teetering back and forth between two slightly-different green and blue circular worldshapes and one reddish one. It pulses with raw shapeless forces of corruption and destruction. It seems that soon enough, it will fall into one worldshape or another.

If you hold a shard, you notice that it seems to react to some extent to your shard, and you can influence slightly the pattern of its wavering.

You feel like when the void unbalances, each shard (even one consumed by a ritual) will be able to influence which direction it falls.

Mirror Portal

There is a portal in the wall, vaguely reflective and vaguely otherworldly. On the other side lies Specuceps. Anyone capable of walking can move through this portal to get to Specuceps, but it seems like you won't be able to get back as easily.