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# STORY SAMPLER — Beyond the Cubicle and Other Stories

## Featured Excerpts (5 Stories)

### 1. The Midnight Deadline

Thomas Barrett always thought the word “deadline” sounded too casual for how it felt.

It wasn't just pressure. It wasn't urgent. It was a presence — a humid breath on the back of his neck, a weight that settled in the office long after everyone else left.

When his boss drops a brand-new assignment minutes after he finishes the last, Thomas stays. He always stays.

But the office begins to change.

Messages appear on his screen.

The lights die.

The building hums like it's thinking.

And somewhere between exhaustion and obedience, Thomas realizes:

This place doesn't just demand work.

It feeds on it.

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### 2. Mr. Universe Visits the Cinema

Katherine chooses the late showing for a reason: solitude.

At 11:53 PM, the theater belongs to her—until something else arrives.

A man who doesn't walk, but drifts.

A red key labeled *Room 237*.

A body that splits open to reveal something cosmic beneath.

“Call me Mr. Universe,” it says.

She doesn't run. She doesn't scream. She makes room.

What follows is not horror, but something stranger—an intimate conversation between loneliness and infinity, unfolding in the flicker of a movie screen.

Two beings sit side by side in the dark...

Trying to understand what it means not to be alone.

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### **3. Mind's Excursion**

Dominic Park lives slightly out of sync with reality.

When he enters an abandoned asylum to confront his fears, he expects hallucinations.

What he finds is worse.

The building breathes.

The hallways shift.

Something follows him that changes shape depending on what he fears most.

He asks the only question that matters:

“Are you real... or are you in my head?”

The answer waits in the dark—and it may not care about the difference.

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### **4. Gemini's Curse**

Dominic returns to the asylum.

This time, he doesn't run.

Instead, he meets himself.

Not a reflection. Not a hallucination. A version of him untouched by fear.

“You keep fighting the wrong enemy,” it says.

What unfolds is not a battle, but a confrontation with trauma, identity, and the quiet violence of self-perception.

Sometimes the monster isn't chasing you.

Sometimes it's waiting for you to stop running.

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## **5. Dead-Scriptio**

Sharpe Jopkins is out of medication in the middle of a zombie outbreak.

That's bad.

What's worse is that the zombies... don't seem entirely mindless.

One of them watches him.

Follows him.

Helps him.

After an airstrike and a desperate escape, Sharpe offers the creature a pill.

It takes it.

And then it speaks.

"This has been one hell of an hour."

A dark comedy about survival, mental health, and the thin line between monster and man.

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# **Additional Stories (Summarized)**

## **Scourge of the JNCOs**

A thrift-store obsession turns into a supernatural battle when a pair of cursed jeans binds itself to its wearer, carrying the grief of a long-dead tailor. A story about objects that remember—and refuse to let go.

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## **The Enchanted Office Mirror**

A quiet office worker discovers a magical world hidden inside a mirror. What begins as escape becomes a journey of healing, compassion, and restoring balance to a realm shaped by emotion.

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## **Behind the Last Window**

A captive escapes her abuser during the collapse of society—only to discover her freedom is another layer of imprisonment. A haunting exploration of control, perception, and resilience.

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## **The Midnight Enigma: Signs & Shadows**

Two coworkers uncover a hidden dimension beneath their office—a corporate nightmare powered by human despair. Reality fractures as they attempt to shut it down, only to awaken something worse.

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## **Parson James and the NFT of Desperation**

A broke, mentally overwhelmed man stumbles into the absurd world of NFTs while trying to afford his medication. A satirical spiral through modern economics, technology, and survival.

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## **The Enchanted Office Mirror (Extended Arc)**

Blending fantasy and workplace dread, this story evolves into a larger allegory about emotional resilience and the power of imagination within rigid systems.

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## **Collection Throughline**

Across the anthology, recurring elements emerge:

- Offices that behave like living organisms
- Reality-bending under psychological strain
- Humor cutting through existential dread
- Characters confronting internal and external monsters

Each story asks a variation of the same question:

Is the world broken... or are we finally seeing it clearly?

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