

ories. Jung expanded on the idea that the conscious mind is not the only part of the psyche. He believed that the unconscious mind is a vast, complex world of symbols and archetypes. He argued that dreamers should pay attention to their dreams, as they can uncover and help to integrate the unconscious mind.

repeatedly to demand attention, suggesting that the dreamer is neglecting an issue related to the dream. He argued that the conscious mind is not the only part of the psyche. He believed that the unconscious mind is a vast, complex world of symbols and archetypes. He argued that dreamers should pay attention to their dreams, as they can uncover and help to integrate the unconscious mind.

Absconding

#01

Ephemeral minutiae for a certain ubiquitous roleplaying game

Welcome!

Thank you for supporting *Absconding's* first issue! It's been a long, tumultuous road to get here, even after our Kickstarter was successfully funded. We would like to thank I Need Diverse Games, Tabletop Gaming News, Taelyn's RPG Corner, and Tesseract Guild for their coverage during the campaign. We would especially like to thank the Critical Role community for coming in clutch to back us in our winding days. That crew is formidable!

With that said, it was difficult being a tabletop RPG fan during that time. The many sins of OSR RPG designer Zak S. came to light, as well as creative director and designer Mike Mearls' complicity in not only shielding Zak, but also releasing the names of individuals who came forward with their concerns about him as a contributor to the 5th edition rulebook. I haven't purchased official 5E material since then, and at the moment, the only material I'm looking at for this game comes from 3rd party publishers or independent homebrewers. Unless Mike Mearls comes forward and formally apologizes for what he's done in the past, or he's no longer associated with the publisher, I can't in good conscience support their new books, games or merchandise.

Which is fine, because independent folks have been the foundation of this hobby for decades. *Absconding's* team of writers and designers are diverse in their ethnic backgrounds, gender identities and sexuality, occupations, talents, life experiences, and proximity to tabletop RPGs as a whole. Some of that shines through in the weirdness of this very body of work. Every single person who's worked on, or backed *Absconding*, deserves to be welcome to this hobby, and I will fight and resist any efforts to shut them out, or physically harm them—especially from self-professed allies in it for the woke points.

Of course, these opinions should be taken solely as my own. They don't necessarily represent those of our contributors or our backers. But I think if Mearls were decent, he'd either apologize for outing people critical of Zak, or he'd step down and let the women, POC, and LGBT folk he supposedly champions take the reins from here.

So, yeah, welcome to *Absconding*!

Joshua Rivera
Publisher

Contributors

Devin Corbitt is a former managing editor of *The Belton Journal* and currently studying forensic science. She knows a lot about really tiny things.

Dustin Drago is a fighting game player, brand ambassador and retail specialist. Still plays *Mahvel 2* and *CvS2*.

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Amy Harris is a writer, customer service specialist, and all-around badass.

Brittany Hines is an author and illustrator. She plays a phalanx brawler in Josh's homebrewed *Starfinder* game. Her portfolio is available at atinyshine.com.

Nicole Luna is an artist, educator, and former journalist and two-time podcaster. She is also a mother, is fluent in snark, and plays a mean game of *Munchkin*.

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Kierra Pixler is a writer, journalist, mother, and former managing editor of *The Belton Journal*, a weekly newspaper published in Bell County, Texas. She also went viral a year ago for living. Just that. Living.

Taylor Powell is a former journalist and currently pursuing a degree in library sciences, which makes her a potential steward of the *Akashic Record*.

Joshua Rivera is the publisher, editor, layout designer, and author of several pieces of *Absconding*. He is a graphic designer by trade, and formerly a salesman, bartender, and licensed officiant. He is the sleepless chump typing this up right now. He has formerly contributed to the *Aethera Campaign Setting*.

Anthony Rosati is an Italian cuisine specialist and proud father.

Roseanna Terry is a cosplayer, artist, former greeting card store specialist, and huge into *FFXIV*.

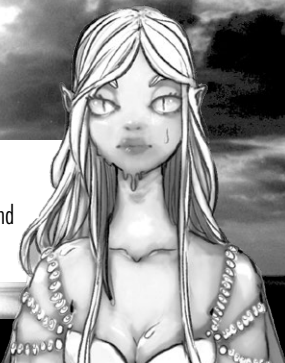
Kiara Thomas is a technical artist, actually plays a decent game of *Jackie Chan: Fists of Fire*, and aficionado of *DOPE SHIT*.

Brianna Velarde is a former distribution manager, author and technical support specialist. Will at least play Josh in chess.

4

The Start of It All...

Fiction by Kierra Pixler, art by Brittney Hines and Joshua Rivera, race design by Joshua Rivera.



14



Fault Folk

Fiction, art and race design by Joshua Rivera.

22

The Sundering Ubercorpse

Fiction by Dustin Dragoo, art by Kiara Thomas, race design by Dustin Dragoo and Joshua Rivera.



24



30

Expedition of the Nanomalies

Written by Devin Corbitt, Austin Estrada and Joshua Rivera, art by Austin Estrada and Joshua Rivera.



40

Rapsalion Report

Fiction by Austin Estrada, art by Nicole Luna, Sarah McKenzie, Joshua Rivera and Kiara Thomas, monster design by Austin Estrada and Joshua Rivera.



54

Backer Shout-Out!

The OGL!

55



The Start of It All...

by **KIERRA PIXLER** | art by **BRITTINY HINES & JOSHUA RIVERA**



**“Look
around
yourself,”**

I thought. “Where am I? What are all of those tiny voices that I hear?” I can hear them, but I can’t make out the language that they’re speaking. It’s soothing, though. It evokes the same calming effect as rain on a tin roof. That thought jerked me back into reality and I could feel the panic rising up my stomach and into my throat... a lump forming with uncertainty.

I felt what I thought were tiny hands, cold and smooth, pushing something into my ear. After a brief pinch, I could

make out what they were saying.

“It’s already placed in, Elga,” the voice said. “What should we do next? She looks like she’s going to be ill. The last thing I want to do is clean up some human’s vomit.”

I came to and was met with large, doe-like eyes. I was lost in the color of them, glowing amber red with specks of burnt orange. The same color of his long, red hair, tinted with streaks of silver. He also had leaves growing out of his cheeks. “Where am I?” I asked.

“You’re in the town of Sakura. This is Elga, our town doctor. My name is Flynn.”

I looked to my left at Elga and was met with two sets of leafy cheeks and especially warm eyes. They appeared weathered with defining wrinkles around them, but there was a story behind them.. many stories. Tales of love and sorrow.

“Hi, darling,” Dr. Elga said. “I just put an implant in your ear. It allows you to understand our language.”

“How did I get here? I remember hiking through the woodlands like I do every weekend. Next thing I know, I’m here with you people.”

“We are more than merely ‘you people,’” Flynn said. Those doe eyes quickly turned into something unrecognizable, save for his disgust.

“Flynn, stop it,” Elga insisted. “Just because she is one of them, doesn’t mean she thinks like them.”

I saw a brief look of nostalgia flicker in Elga’s eyes. She started to whisper something, but Flynn interrupted her.

“Yeah, we’ll see about that,” he said as he slammed the door.

“You’ll have to excuse his behavior. He, along with a few others in the town, aren’t particularly fond of your kind. More often than not, if a human does happen to come across our kind, they trap them in jars and show them off. All fey have paid for the ignorance of humans.”

“Oh. Yes, I’ve heard of fairies, but I’ve never seen one. You are different than what I was expecting.”

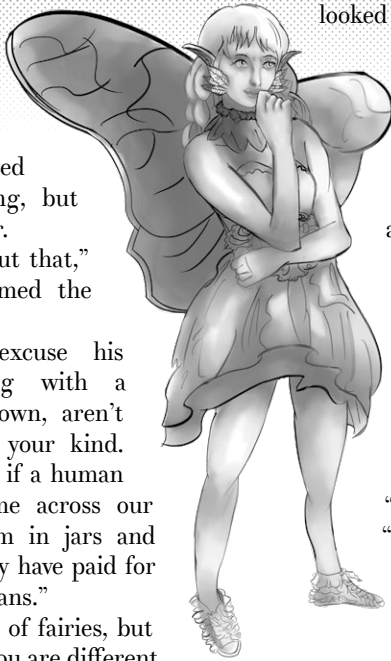
“Well, we are *elloque*, a type of *fifolet*. We’re larger than *pixies*, but smaller than *dryads*. Take a look in the mirror though. You aren’t much different anymore.” Elga said with a smile.

I slowly stood up and felt myself drop to the ground. Stunned, I looked to my left and saw that my 5’11” frame had shrunk down to about two feet tall.

“Yes. I imagined tiny little creatures that lit up and left fairy dust everywhere they went. You can thank a childhood’s worth of princess movies for that.” I said, before realizing I sounded like a dumbass.

I slowly sat up and realized that she was also about two feet tall. She was lean with some kind of vine like markings trailing from the back of her ear that extended across her abdomen and disappeared into her skirt. I was in awe of her long, grey hair. I wanted to reach out and run my fingers through it at the risk of seeming creepy, but I kept my hands to myself.

As she turned around, I gasped in amazement



of her wings. They were iridescent, changing colors with each move she made. They looked feminine and soft, but also strong and powerful.

“Never seen a pair of *fifolet* wings, eh?” She smirked, flapping them lightly across my face. Embarrassed by my own gawking, I quickly turned away.

“Sorry about that! They’re just so beautiful though. As if they were from a, well, fairytale.” We both shared a laugh at my little quip.

“Yes, I am very proud of my wings. They’ve been good to me the past 127 years.”

“127 years?” I asked incredulously. “Yes, darling. We *fifolet* tend to outlive more than a few generations of men.”

Just as I was about to prod her for more information, Flynn

Elga / Joshua Rivera came walking back into the room, but this time a young woman appeared behind him. She was smaller, but shared the same flaming red hair and soft eyes.

“Oh, hi!” She exclaimed. “My name is Isla. I’m Flynn’s sister. Don’t worry, I’m nowhere near as uptight. But I am stronger.” She said as she playfully pushed Flynn. He played at being pissed and Flynn rolled his eyes, but I could see how much love he had for his younger sister. His light smirk is a tell. He’d place himself between us, ever her protector. Not that she seemed she needed much protecting. I decided that I liked the little sister.

“I’m going to be showing you around,” Isla said. “You’ll be staying with me in my quarters!”

“Staying?” I asked. “When am I going back home?” Not that I had much to go home to. Both of my parents died about a year ago and I didn’t have any siblings. If we’re being honest, I’ve never felt like I belonged anywhere. No husband or kids and the

fairweather friends that I did have weren't of much value to me.

"Um, sorry, but do you mind staying here with us? So, okay, the legend has it that if a human crosses over by themselves, they belong here. It's kinda nice here, right?"

"Yeah, or they just happened to trip over themselves in the right place at the right time, nasal-dripping on themselves. You're probably slow, so I'm talking about you. Oh, and you stink, before you undoubtedly forget that." Flynn said as he rolled his eyes. Silence for a while. I could hear and feel him breathe.

"Why the animosity towards me? What have I done to offend you?! How about this: choke on your own shit and die. Let me get a front row seat to that. I'm not gonna be in the back, like your receding hair line, you balding bitch!" I snap back. I'm done playing nice in a situation that I didn't ask for. I was lying though; his scalp was not only not receding, but exuberant with a whiff of patchouli.

"You people have ruined our land, taken our fey bretheren as 'pets' and mocked our way of living!" He spat.

"I have done no such thing. Think twice before you throw your biased accusations my way, you halfling-ass, Florida bachlorette party stripper reject!" I instantly regretted what I said. I saw the red flush travel up his neck to his face, though I'm not sure he knew what Florida was.

"Okay kids, it's time for you to get to work," Elga said toward Flynn. "And it's time for you to get settled in," she said through a smile that let me know I should just stop talking.

Isla walked over to me and handed me some clothes, which appeared elegantly tattered. I quickly changed and looked in the mirror. The skirt had shorts underneath it and had the gentle caress of silk. A little short for my tastes, but I liked it. The top exposed my belly button and twisted up my body and onto one shoulder.

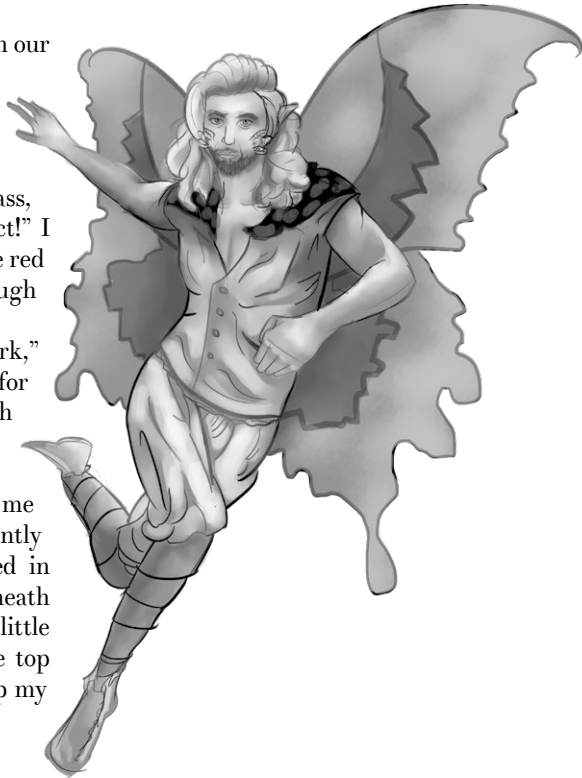
I look cute.

I followed Isla to my new home. I was surprised when she literally led me into a tree. Apprehensive and trying to get used to my new size, I walked in. I outwardly gasped at how beautiful it was. Ornate vines danced across the ceiling. Small birds crooned on branches permeating the walls. I pranced up the spiraling stairs case made of (you guessed it) wood and ran my hands across the thousand year old oak tree. The ancient wood grain stretched into infinity, flowing like sheet music.

"Isla, this is absolutely beautiful."

"Thank you!" she said, with pride but not vanity. "I hope you will excuse Flynn. As you can tell, my brother hasn't had the best experiences with humans. He will come around." That statement was filled with both doubt and hope.

As if he couldn't resist the sound of his own name, Flynn walked in, looking much more calm.



“Ladies,” is all he said.

I saw him wander around the house, searching for something. “YOU,” he said. “Come with me.”

I followed him as we walked back outside. I saw what I think was the fairy version of a horse staring at me with wide, gleeful eyes. She looked like she just got done racing off a rainbow.

“Meet Luna. She’s your cade. You will bond with her, care for her, and in return, you will receive loyalty from her like you have never had.”

“Life was so sweet then. Even when it was bad, there was always the hope of something better..”

I cautiously walked over to Luna and stuck my hand out. She leaned into me and cradled her head into my palm... I felt a buzz flow throughout my body and felt the urge to look her in the eye. When I did, I saw all the things that I knew and all the things I had forgotten. Memories from playing in corn fields growing up, watching my parents dance around the kitchen while lovingly embracing one another. I could taste the sweet strawberries that I used to pick with my mom. When I came back to reality, Flynn was just staring at me with a knowing look.

“What?” I ask, knowing damn well he knows what I just went through. If I wasn’t mistaken, I saw his expression confess a flash of adoration.

“You felt it, didn’t you? I knew you would.

That’s what happens when we elloque bond with our cades. From now on, you and Luna will protect each other from anyone who wants to do y’all harm.”

I saw him throw a glance at Luna and she nodded in response.

“Is there someone or something that I need to be worried about?”

“Just as humans have threats, so do elloque. We call them viscids. They reside outside of our land. They are cunning and brutal, and probably the spawn of fey and foul oozes. If you ever see them, get on Luna and run.”

I took a mental note not to stray from my new home and took this chance to try and reconcile with Flynn.

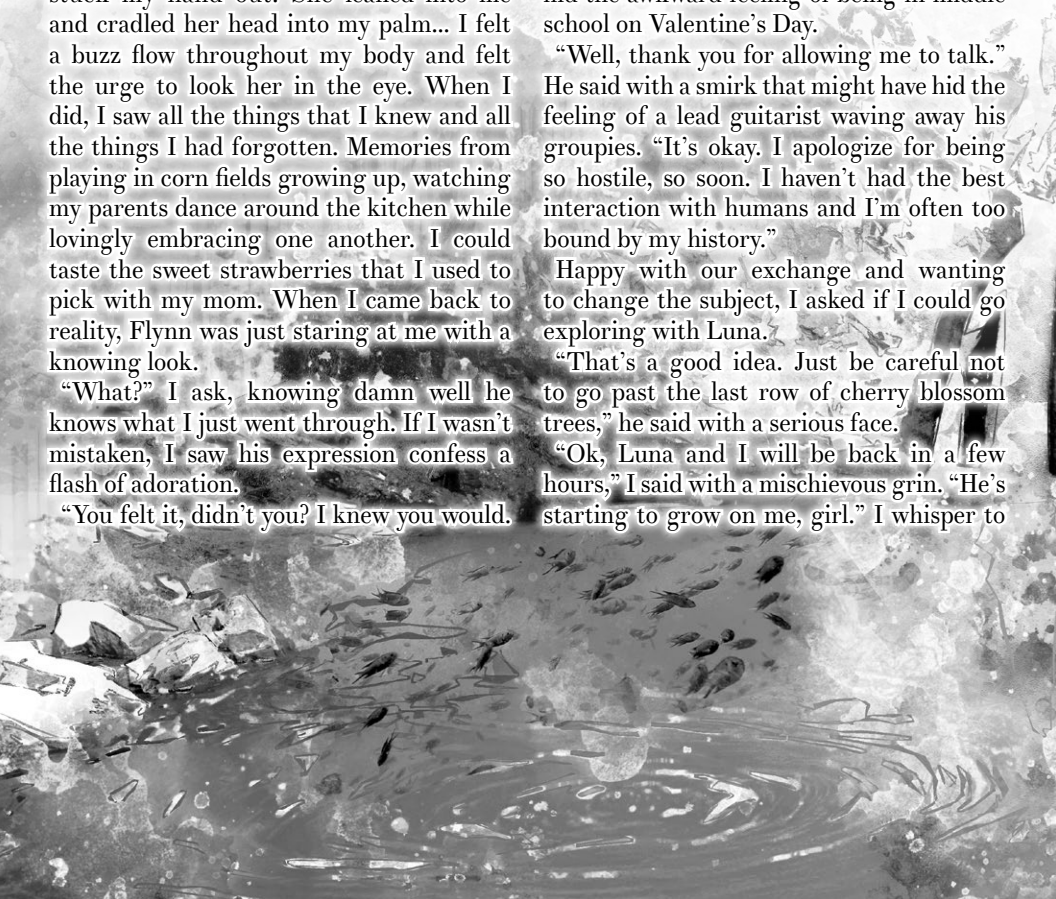
“About earlier, I’m sorry,” I said. He opened his mouth to say something, but I hushed him. “It was out of line and feel bad. Your hair looks great, and I’m just jealous. Okay, you may talk now.” I said with a smile that hid the awkward feeling of being in middle school on Valentine’s Day.

“Well, thank you for allowing me to talk.” He said with a smirk that might have hid the feeling of a lead guitarist waving away his groupies. “It’s okay. I apologize for being so hostile, so soon. I haven’t had the best interaction with humans and I’m often too bound by my history.”

Happy with our exchange and wanting to change the subject, I asked if I could go exploring with Luna.

“That’s a good idea. Just be careful not to go past the last row of cherry blossom trees,” he said with a serious face.

“Ok, Luna and I will be back in a few hours,” I said with a mischievous grin. “He’s starting to grow on me, girl.” I whisper to



Luna as she took off.

I knew that she had wings and could fly, but the strength at which we took off caught me off guard. I ran my fingers through her soft mane and stroked her wings as a sign of comfort. I already felt an immediate bond with her. Each time I touched her muzzle, I had flashbacks of happier times in my life. It brought solace to an empty void that still lingered from time to time.

Luna slowed down and slowly let me slide off of her body. I looked around awestruck. We were standing at the top of a steep cliff that overlooked a body of water. The water was limpid, enabling me to see the rainbow fish swimming around. I was about to strip down and go for a dip when Luna suddenly pushed me back. She nuzzled my palm, showing me the dangers that lurked below.

"Thanks, sweet girl." I said with a hug.

Minutes, hours, days, weeks would come to pass, each stowing away my uncertainty. With each little adventure that Luna and I took, I learned more about her special abilities. From creating a fresh spring with just a stomp of her powerful hooves to warning me of imminent danger with a soft nuzzle, she was my protector and I, her guardian.

As I was sitting around a camp fire, listening to Luna snore beneath me, Elga walked up with a smile on her face.

"Hi, honey. How are you and sweet Luna doing?"

"We are doing well. Just relaxing by the fire, pondering life." I said with a playful smirk.

"Do you remember when you first got

here?" She asked. I nod yes.

"I was going to tell you a story about my past with your kind. Would you like to hear it?"

"Of course!" She spoke in such an evocative way when telling her stories.

"It all began when I was about twenty-five. That's the age that fifelets reach puberty. I was out with my cade Zeus on the edge of the forbidden land when I stumbled across a man caught in a net. Zeus tried to stop me from cutting the man down, but I was instant on helping him, and boy, am I glad that I did." she said with a wistful smile. "My Luke, my sweet Luke." That's when her eyes began to well with tears and a look of sorrow appeared in her eyes. I reach over and engulfed her in a giant hug.

"I'm okay, darling! I want to finish my story. As I was saying, I cut him down and tended to his wounds. It looked like he got caught in a trap that the viscids set up for those who cross the boundaries. He was screaming about something following him, something evil that lurked in the woods. I calmed him down and carried him back to my home. Over the next few days, we got to know one another. I could feel myself getting attached to him and tried to fight it, but we both let ourselves go and fell in love. Luke was my life. Life was so sweet then. Even when it was bad, there was always the hope of something better... the future."

That wistful look on her face evaporated when she turned back to me. Razor-sharp claws were pressed against my throat, and blistering ooze slithered down my back.



FIFOLET TRAITS

Ability Score Increase.

Your Charisma score increases by 2.

Age. Fifolet reach adulthood around 25 years of age and live nearly 150 years.

Alignment. Fifolet communities typically determine their alignment. The elloque are expressive and friendly and lean toward chaotic good, the viscids can be ruthless and spiteful and tend toward neutral or chaotic evil, while the letiche are reserved and are usually true neutral, or lawful neutral.

Size. Fifolet are built like gnomes or human children and are generally between 2-3 feet tall. Your size is Small.

Speed. Your walking speed is determined by your subrace.

Flight. You have a flying speed of 20 ft., and can hover. To use this speed, you can't be wearing medium or heavy armor.

Creature Converser. Once per short rest, you may cast the speak with animals spell. Charisma is your spellcasting ability for this spell.

Hollow Body. You are vulnerable to silver and adamantite weapons.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. Three known subraces of fifolet are known to the world: elloque, viscids, and letiche. Choose one of these subraces.

ELLOQUE

Ability Score Increase. Your Strength score increases by 1.

Speed. Your base walking speed is 25 ft.

Giveaway Eyes. Your eye color changes uncontrollably based on your mood. You have disadvantage on Charisma (Deception) checks.

Glimmerfleet Enhancement. You choose one enhancement at 1st level and a second enhancement at 5th level.

1ST

At 1st level, choose one of the following options:

Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Illumination. You shed bright light in a 10-foot radius and dim light for an additional 10 ft. You may suppress and re-activate this ability at will.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

5TH

At 5th level, choose one of the options you didn't take at 1st level, or one of the following options:

Dive Attack. Once per turn, if you dive at least 15 ft. toward a creature and hit it with a melee weapon attack, the target takes an extra 2d6 damage from the attack. This damage increases to 3d6 at 11th level, and 4d6 at 17th level.

Wings Wavering. Once per short rest, you may cast the blur spell. Charisma is your spellcasting ability for this spell.



Brittany Hines

Viscid

Ability Score Increase. Your Dexterity score increases by 1.

Speed. Your base walking speed is 25 ft.

Blind. Your eyes are not functional. You are immune to the Blinded condition.

You have blindsight 15 ft., or 5 ft. when you are deafened and/or unable to smell.

Tremorsense. You can detect and pinpoint the origin of vibrations within 30 ft., provided that you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Your tremorsense distance is reduced to 10 ft. while you are deafened and/or unable to smell.

Resinous Enhancement. You choose one enhancement at 1st level and a second enhancement at 5th level.

At 1st level, choose one of the following options:

1ST Amorphous. You can move through a space as narrow as 1 inch wide without squeezing. You cannot be wearing medium or heavy armor to use this ability.

Claws. Your unarmed strikes deal 1d4 slashing damage on a hit.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

5TH At 5th level, choose one of the options you didn't take at 1st level, or one of the following options:

Earth Glide. You can burrow through non-magical, unworked earth and stone at a speed of 20 ft. While doing so, you don't disturb the material you move through.

Petrichor. Once per day as a bonus action you can exude an intoxicating smell for up to one minute. Any creature which starts its turn within 5 ft. of you must succeed a Constitution saving throw or be poisoned until the start of its next turn. The DC for this saving throw is 8 + your proficiency bonus + your Constitution modifier. You must maintain concentration during that time, as if you were casting a spell. If you lose concentration, affected creatures are no longer poisoned by this ability.



Brittany Hines



Brittany Hines



LETICHE

Ability Score Increase. Your Intelligence score increases by 1.

Speed. Your base walking speed is 15 ft. and you have a swim speed of 30 ft.

Amphibious. You can breathe air and water.

Aquaflutter Enhancement. You choose one enhancement at 1st level and a second enhancement at 5th level.

1ST

At 1st level, choose one of the following options:

Impassioned Reasoning. You may add your Intelligence modifier to your Charisma (Persuasion) checks.

Lore of Libraries. You gain proficiency in History and Investigation.

Trip. If you hit a creature with your tail as an unarmed strike, you may attempt to shove the target prone as a bonus action.

5TH

At 5th level, choose one of the options you didn't take at 1st level, or one of the following options:

Tails-to-Legs. Your tail can transform into a pair of legs. You gain a walking speed of 25 ft. but lose your natural swim speed. You lose the ability to make attacks with your tail. You may revert your legs back to a tail and vice versa after a short rest.

Visual Cacophony. You know the hypnotic pattern spell. Once per long rest, you may cast the hypnotic pattern spell without material components. Charisma is your spellcasting ability for this spell.





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Fault Folk

story and art
by Joshua Rivera

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There is a menagerie of barbed wire chain link fences and warning signs that lead up to the error community. Ostracized by society and largely misunderstood, the errors found an abandoned peninsula completely off the grid to call their own. Eight feet of snow encumbers the hidden, snaking path to their small town. It is currently June, in an undisclosed location in the southeast United States and the ice storm only persists in a five-mile radius.

The exact directions to the collective have to be coerced to outsiders through gifts, whispers and handshakes. I had to meet about five contacts, each more menacing than the last, to find this hiding place. Despite that, when I first drove into their small town, I was met with enthusiastic waves and smiling faces. When my feet hit the ground, what I thought would be a road was instead a series of random numbers, seemingly floating in midair. But I and the errors are still able to traverse it.

"Oopsie, I woke up with a blizzard glitch today," the error girl named IntAbsentia told me in the quaint cafe she chose to meet at. Sentia, as she prefers to go by, and her fellow errors have to contend with buildings and paths shifting in size and shape, people's attitudes changing toward them at a whim, energy and creatures spontaneously appearing around them, and yes, sporadic weather.

Sentia recommended a specific latte for outsiders like myself. It had a rich, cinnabar hue, and tasted like flowers gently melded with lavender. It's an aroma that visitors will get used to.

The errors themselves don't know how they came to be. Contrary to popular belief, they don't have parents. They aren't born from human couples, nor are they defects. Errors spontaneously emerge out of spaces that were once empty. There is no common denominator between the locations they have generated from across the globe. Errors come into the world as adults, intrinsically knowing their names

(usually odd phrases or garbled strings of letters and characters), a geographically appropriate language, and little else.

It is difficult to see them clearly, because a slight afterimage trails around them, like the burn of exposed film. Often their bodies break apart into letters, numbers or square artifacts. Their only other commonality is a skin tone that tends towards purple, yellow or red, and sometimes have any combination of those colors speckled on their bodies.

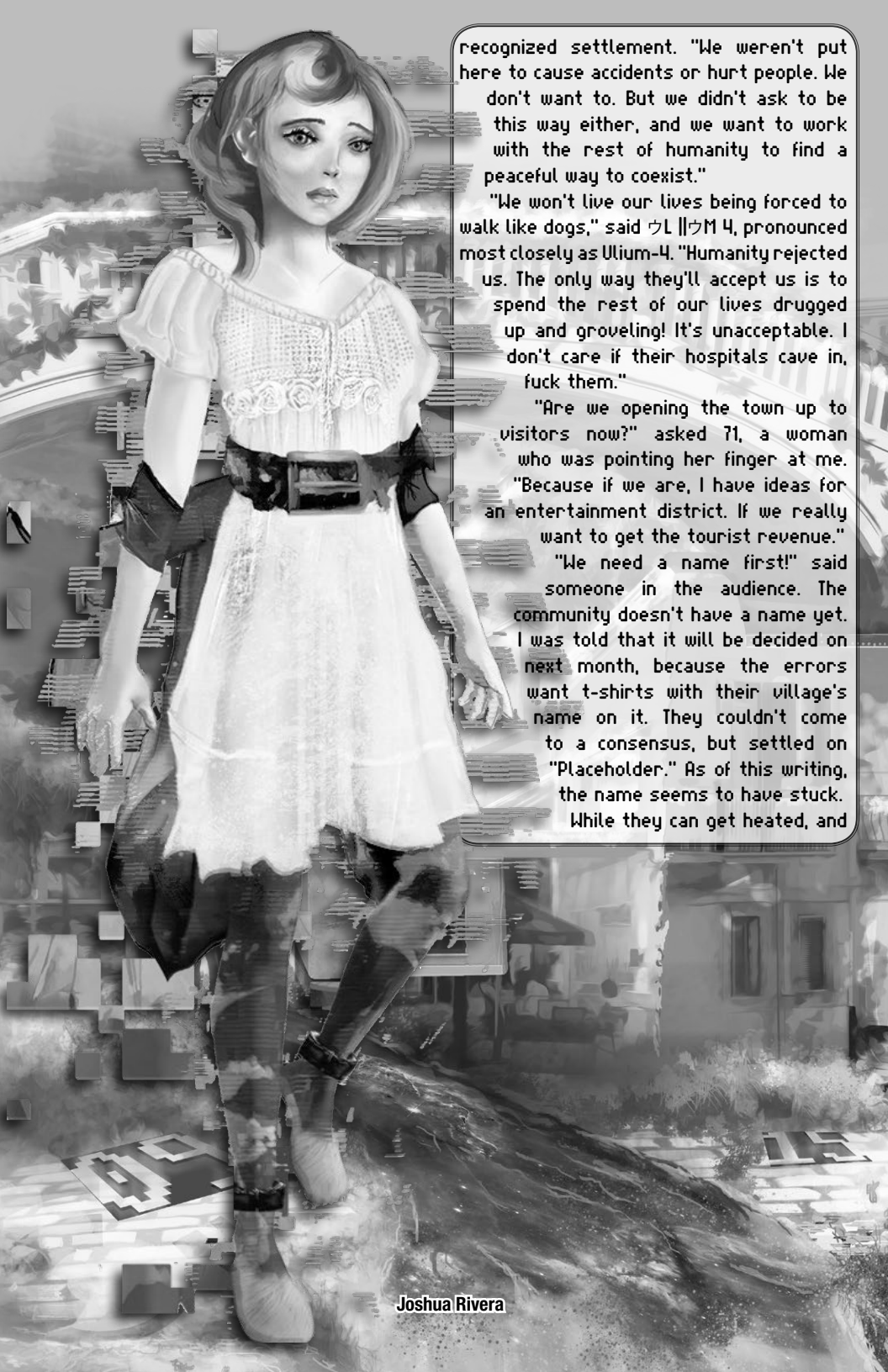
When the error people first arrived a year ago, they brought civilization to its knees. Through no fault of their own, skyscrapers collapsed, technology ceased to function, and even the dead came back to life.

"I was lucky," Sentia said. "I just plopped on out of the woods one day. I only got chased out of these little towns until some nice folks told me I should come here to die. So maybe I'll do that, but only after living my best life first!"

Sentia is one of the most publically accessible error personalities online. She maintains a presence in social media. Especially through her Twitch streams. Her reality-bending abilities, colloquially called glitches, inadvertently give her competitive advantage in video games. Though, sometimes it backfires. But her followers, creeping towards one million as of this writing, especially enjoy it when her computer erupts into flames. Sentia's popularity, as well as the efforts of prominent activist groups, are helping stem public opinion in favor of error civil rights, social reintegration, and ultimately, reconciliation and justice.

That night the error community held a town hall. Or, at least, the closest thing to a town hall. The settlement lacks for strongman leaders. There are only individuals, stepping up to a podium in a crowded room, making their cases and awaiting either cheers or jeers.

"We are tortured by how our abilities affect the world," said v1.0a Copyright 2000, better known in the community as One-A. He is an activist working with groups outside of the error collective to negotiate an officially



recognized settlement. "We weren't put here to cause accidents or hurt people. We don't want to. But we didn't ask to be this way either, and we want to work with the rest of humanity to find a peaceful way to coexist."

"We won't live our lives being forced to walk like dogs," said ウル ||ウム 4, pronounced most closely as Ulium-4. "Humanity rejected us. The only way they'll accept us is to spend the rest of our lives drugged up and groveling! It's unacceptable. I don't care if their hospitals cave in, fuck them."

"Are we opening the town up to visitors now?" asked 71, a woman who was pointing her finger at me. "Because if we are, I have ideas for an entertainment district. If we really want to get the tourist revenue."

"We need a name first!" said someone in the audience. The community doesn't have a name yet.

I was told that it will be decided on next month, because the errors want t-shirts with their village's name on it. They couldn't come to a consensus, but settled on "Placeholder." As of this writing, the name seems to have stuck.

While they can get heated, and

sometimes tense, the errors aren't a divided people. By the end of the night, they weren't quite closer to a decision regarding relations with the outside world, but most shook hands and hugged. This is the kind of kinship to be expected of people who have, up till now, had to flee genocide.

"I just want to say that I'm sorry," Sentia said. "I'm sorry that I accidentally made a snowstorm outside. I'm sorry that sometimes, people inexplicably want to wrestle each other in front of me. I am also sorry that sometimes, people who are near me turn into clones of me. I really don't mean that. We can't control what we do, or who we are."

Sentia paused for a minute, lost in a cup of tea that started back at her. She took a deep breathe, seemingly taking in the entirety of the life she has suffered.

"But I think we deserve our dignity," Sentia said. "That's fair, right?"

The works of the errors are ever ephemeral. The blizzard was gone by morning, replaced by an ever-present sun and a barrage of earthquakes. Yet Placeholder, which can be anything, and will be everything, endures.

ERROR TRAITS

01100101 01110010
01110010 01101111
01110010 00100000
01110100 01110010
01100001 01101001



Ability Score Increase. An ability score of your choice increases by 2 to represent your erratic nature.

Age. Errors reach adulthood around immediately after they appear. Their life expectancy is unknown.

Alignment. Errors do not have a fully formed culture yet, but their resentment towards a society at large that discriminates against them means they aren't often lawful.

Size. Errors are generally built like humans and are between 5-6 feet tall, though glitches may alter this. Your size is Medium.

Speed. Your walking speed is 30 ft.

Glitch Stance. You gain a +1 natural armor bonus from the distracting shape and colors phasing around you. You still gain bonuses from wearing armor and shields.

Spanners. You have advantage on Dexterity checks to disable traps or devices.

Glitch Incursion. At the end of every long rest, you must roll on the random glitch list. You possess this glitch until your next long rest. You keep any material items or creatures that manifest as a result, unless otherwise noted. Social developments as a result of the glitch may be maintained at the discretion of the GM.

Languages. You can speak, read, and write Common and Glitch.



This is the d100 Glitch List! Interpretation of glitches is up to GM discretion. All glitches only last until an error completes a long rest, replacing her glitch with a new one rolled on the table.

1. Two water guns inexplicably appear in your hands! The water guns have 5 charges each and you are considered proficient with it while it is in your possession. The water guns have a range of 30 feet and does 2d8 damage.
2. You feel as if you can tame and ride magical energy. As a reaction you can add your bonus in Wisdom (Animal Handling) to a Spell Saving throw. You can use this ability 1d3 times.
3. You are reluctantly voracious. You must eat the first enemy you kill in combat, or it will rise again as a revenant in one day.
4. You inspire spontaneous combustion! Whenever a creature dies in combat within 30 feet of you, they explode and deal 1d6 damage to everyone in a 10 feet radius of it.
5. Well, I guess you can do that. You can make two melee or ranged attacks as a bonus action. You can do this 1d3 times a day.
6. Your foes are at a loss for words! On hit, your target must make a DC 12 Wisdom saving throw or be unable to speak coherently, only uttering "zzazz" for 1d3 rounds.
7. You're slipping and sliding. Whenever you attempt to move, you must move 40 feet, regardless of your current movement speed. This distance does not have to be in a straight line.
8. You are translucent and have the appearance of a ghost, but otherwise you are unchanged.
9. You think your hands look a little bigger. You gain a +1 to melee damage, melee attack rolls, and grapple checks, but also gain a -1 to Dexterity (Sleight of Hand) checks and Dexterity checks to unlock locks or disarm traps.
10. A small sack of 100 plastic googly eyes appears in your inventory. They do nothing, but if you adhere two at a time to an object, it will look kind of funny. The googly eyes will persist even after you roll for a new glitch.
11. A kaleidoscope of moths arrives, latching themselves on your back. They will not harm you, and instead join together and form a large pair of wings for you to symbiotically control and fly with. You will have a fly speed equal to half your normal movement speed.
12. You feel that sportsmanship is the path to camaraderie. Should you convince a creature to challenge you in a mutual competition of wrestling or arm wrestling and succeed against them in contested Strength (Athletics) check, that creature is then affected by the effects of the Friends spell for 5 minutes, and at the end of the duration of the effect does not regard you as hostile or as having used magic on it against its will.
13. There's a song playing in everyone's heart. You and anyone in combat with you can spend an action to make a successful Charisma (Performance) check (DC 10) to gain advantage on their next attack.
14. You're dragging ass. Your movement speed is reduced by 10 feet and your Dexterity score is reduced by 2.
15. You do not have a glitch effect for this session! But you may choose to start with 9 black cards during the next game of Cards Against Humanity™ your group plays.
16. You are able to cast a ray of energy within 30 feet that deals 1d6 cold damage, 1d6 fire damage, and 1d6 lightning damage. Your spellcasting ability for this effect is Charisma. You can use this effect up to 1d10 times.
17. Isn't that lucky? The GM selects a random item in your inventory. You suddenly gain 1d20 duplicates of this item. This glitch has no effect on items that are considered "very rare" or rarer.
18. When in combat, at the start of each creature's turn they must roll a d20. On a roll of 20 the creature becomes a clone of you and has only access to abilities and stats that you have until the start of their next turn. This glitch may have no effect on legendary or other formidable creatures at the discretion of your GM.
19. That's going to get awkward. The next dead body you see will follow you, sliding on the ground but still very much dead.
20. Small, non-magical items that you hold have a 10% chance of immediately disappearing when they leave your grasp. The item reappears after 1d4 hours in the same space it disappeared, or an immediately adjacent space if the original space is occupied.
21. You can flick your wrists that far? You can use your bonus action to extend your melee range to 30 ft. until the end of your turn. You can use this ability 1d4 times.
22. You're resourceful! You can add your proficiency bonus to attack rolls when you use improvised weapons.
23. Even faces are mutable to you! By placing your hands on someone's face for one minute and then placing it on yours, you can copy their face onto your face for an hour. You can use this ability 1d4 times.
24. You are polymorphed into a levitating, flat, and asymmetrical array of flickering lines, squares and rectangles, of multiple colors. Inexplicably, your abilities are otherwise unaffected.
25. When someone asks you a question, you are incapable of telling the truth. This effect can be temporarily suspended by a spell such as "Circle of Truth", but you have advantage of the saving throw to resist such effects.
26. You are immediately polymorphed into a Kangaroo for the next 1d10 hours.
27. The GP currently in your possession looks counterfeit at first glance. Shops and merchants will only accept your GP after you succeed at a DC 20 Charisma (Persuasion) check.

28. Your hands look smaller somehow. You gain a -1 to melee damage, melee attack rolls, and grapple checks, but also gain a +1 to Dexterity (Sleight of Hand) checks and Dexterity checks to unlock locks or disarm traps.
29. The weather becomes very snowy within a 15-mile radius of you.
30. The armor you wear becomes an intelligent item, speaking in an Abyssal tongue.
31. The first time you successfully strike a spell caster with an attack, the next spell they cast is immediately affected by a 3rd Level Counterspell.
32. You are immediately polymorphed into a camel for the next 1d10 hours.
33. Jackpot! 500 gold suddenly appears in your inventory. You can use this gold freely, however, at the end of 24 hours this gold disappears, including any of this gold that was spent or given to away. Anything purchased with this gold however still remains.
34. Any tears you shed transform into gold coins as they fall onto the ground, at a rate of 4 tears per minute. You can only cry for ten consecutive minutes, after which you must wait one hour before crying again.
35. You gain an extra hit die's worth of temporary hit points, per your class. If you are multiclassed, pick the lesser of the eligible hit die.
36. Your attacks inflict slashing damage in addition to any other type of physical damage.
37. You are able to spend 10 minutes to cast Awaken on one non-intelligent creature as opposed to the normal casting time of 8 hours. You can use this ability once. The effects of this use of Awaken end after 1d4 days.
38. You find yourself just a frame behind everyone else. You take a 1d10 penalty to all initiative rolls.
39. Your acknowledgment of gravity is subjective. You can spend an action to redirect your personal sense of gravity to be able to walk along walls or a ceiling. This effect will only last 1d4 rounds per use, at the end of which you reorient to normal gravity. You can use this ability 3 times per short rest.
40. Justice kiiiiick! Once per turn, you can perform an unarmed strike as a kick that deals 2d8 damage plus your Strength of Dexterity modifier on a hit. You can do this 1d4 times.
41. You can restore your hit points with only four hours of rest but do not gain any of the other benefits of a long rest unless you rest the normal amount of time required.
42. You are wearing a really nice hat! This nice hat lets you add your proficiency bonus to any Charisma skill checks you attempt.
43. Once per day, you can choose to affect a single target as if casting a Charm Person spell, with Charisma being your spell casting modifier for this effect. If the target fails against the spells Wisdom saving throw, they regard you as a friendly acquaintance as per the Charm Person spell, but take 1d4 damage to themselves for 1d6 rounds.
44. You can breathe in water, on land, or in the void of space.
45. While your physical size doesn't change, you suddenly weigh a ton.
46. You are able to spend one minute and 6 of your hit points to generate a stuffed doll of a rhinoceros. When a hostile creature sees it, they must make a Wisdom saving throw (DC 10 + your Wisdom modifier). On a failed save, the target has disadvantage on all attack rolls against targets other than the stuffed rhinoceros. At the beginning of each of the creature's turns it can make another Wisdom saving throw against this effect. On a successful save, the creature is not goaded by the stuffed rhinoceros and no longer makes saving throws to resist its effect.
47. After a successful attack against a target, you can force that target to roll a Constitution saving throw (DC 10 + your Constitution modifier). On a failed save, the target's hit point maximum temporarily is reduced by half of the damage dealt with that attack for 10 minutes. If a target's hit point maximum is reduced to 0 hit points by this effect, they are unable to be revived in any way until the end of the effect. You can use this ability 3 times per day.
48. You find yourself being able to flit through space. You can cast the spell Misty Step once per short rest.
49. In your first round of every combat, you must make a DC 15 Constitution saving throw, or you will be stuck in the floor for 1d4 rounds and unable to move.
50. The first time you speak with any creature, including other PCs, they must roll a d20. On a roll of 1, that creature is immediately affected by the conditions of the Confusion spell. They are affected by the spell for 1 minute or until they are able to make a save against the effect as per the description of the Confusion spell (DC 10 + Your Wisdom Modifier). Once a creature is affected by this glitch no other creatures can be affected by it for the next 1d4 hours.

51. Intelligent creatures within 30 feet of you cease to have unfounded racial biases, though they may still have a favored enemy for mechanical reasons. This effect, however, does not erase memories and may not have an effect on creatures with a deep seated hatred for a particular race based on experience.
52. You might find answers in other people's dreams. When you speak to a sleeping creature, they will answer one question you ask them honestly, if they understand the language of the question. Bear in mind that you don't accidentally wake them up!
53. Your muscles have become noticeably toned, even tanned! You gain +1 to your Strength and Charisma modifier.
54. You can compel any creature with an intelligence score of 3 or lower into speaking a single sentence of your choosing, regardless of whether that creature normally has the ability to speak at all. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once).
55. You can force your confidence into your muscles! You can add your Charisma modifier to grapple checks.
56. You have power over music! You can make any instrument you see sound like a different instrument that you are familiar with. This can be as subtle as make a flute sound like wind chimes, to making a piano sound like drums. All other aspects of the instrument, such as volume, pitch, and the way that it is played, remain the same. You can use this ability a number of times equal to 1d8 + your Charisma modifier.
57. You can create ice sculptures instantly that fit within the palm of your hands. When placed in a glass of an alcoholic spirit, the drink looks exceedingly luxurious.
58. The air within a 30 foot radius of you becomes very windy. Small, unsecured objects in the area are blown around chaotically. The wind keeps fog, smoke, and other gases at bay. All ranged attacks involving ordinary projectiles within the area, including yours, have a -2 penalty to their attack rolls.
59. You can accurately identify anyone's occupation and general character by observing their hands for a minute per finger that they possess (generally 10 minutes).
60. You wake up this morning with cute freckles. The freckles have no magical or special effects aside from the fact they are very aesthetically pleasing, which may prompt NPC's to treat you a little more favorably than normal.
61. There are jaws in the palms of your hands, each shooting cones of purple flames. The flames, however, are harmless.
62. Fragments of a single random deceased soul flow into you, and you are able to recall their memories.
63. Thunderstorms erupt with a 15 mile radius of you.
64. You must randomly select an additional creature subtype. The GM will determine how this affects your appearance for the day.
65. You can innately cast the spell "Detect Thoughts" a number of times equal to your Intelligence modifier.
66. You are immediately polymorphed into a rhinoceros for the next 1d10 hours.
67. In the first round of any combat you enter, if an enemy attacks you and misses, they will take damage equal to your proficiency bonus.
68. Once per day, on any turn in combat after the first, you can immediately reset your position and regain 1d10 hit points lost, and up to one 2nd level spell slot spent, as if your last turn didn't happen. Anything you've done to another creature still happened, like damage dealt or hit points restored.
69. Once every hour, you may roll 1d20. If a 20 is rolled, one potion of healing appears in your inventory.
70. You feel endowed with the gift of unusual mental fortitude. You have advantage on resisting any kind of mind altering spell or effect.
71. You are immediately polymorphed into a skeleton for the next 1d10 hours.
72. You have the ability to turn small animals, plants, and vermin into artwork, transporting them in a scroll up to 1d6 times. Unfurling the scroll releases the creature.
73. Every hour, roll percentile dice. If your result is 1-50, minor earthquakes of a Richter magnitude of 2.0-3.0 occur within a 15-mile radius of you.
74. Once a day, you can lay prone and blend into the ground as a trap. If another creature steps on you, they must make a DC 18 Dexterity saving throw. On a failed save, the creature is slashed by a 5 foot saw blade which protrudes from you, dealing slashing damage equal to 3d6 + your Dexterity modifier. Afterwards, the saw blade disappears.
75. You are proficient with martial weapons. If you already have proficiency with martial weapons, this glitch does not give you any additional benefits.

76. You can slide 30 feet in an unbroken straight line without provoking an attack of opportunity, but afterwards you are unable to use any additional movement whatsoever for the rest of your turn.
77. You gain the ability to temporarily stun creatures. As an action you can touch a creature, forcing it to make a DC 12 Constitution saving throw. On a failed save, the creature is stunned until the end of its next turn. You can use this ability a number of times equal to your Charisma modifier (minimum of once).
78. Any animal you ride gains a fly speed equal to its land speed while you are riding it. However, you must perform a successful Animal Handling check every minute while the animal is aloft in order to keep it from panicking and recklessly bee lining for the ground. The Animal Handling check starts at a DC of 10 and increases by 1 for every minute that the animal is in the air.
79. Your face is invisible, with others only able to see your eyes and lips.
80. You are amphibious and can breathe underwater.
81. For any mechanical or magical purposes, you are now unaligned. However, this does not alter your personality.
82. Whenever you would ordinarily round a number down in-game, you now round that number up.
83. You can add twice your proficiency bonus whenever you make an Intelligence (Nature) or Wisdom (Medicine) check to identify skeletal remains, cause of death, and any other unusual circumstances regarding them.
84. You can cut down grass as a bonus action, but it will reappear 1d20 minutes later.
85. When you successfully attack a creature that is CR 1 or lower, that creature must make a DC 13 Constitution saving throw. On a failed save, at the end of the creature's next turn, it spontaneously explodes. Any creatures within a 10 foot radius of the explosion must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, and half as much on a successful one.
86. Your blood is corrosive, and anyone who deals slashing or piercing damage to you must make a DC 15 Dexterity saving throw, taking 1d4 acid damage on a failed save.
87. When grappling an opponent, you can choose to deal an extra 1d8 damage on a successful attack, but suffer 1d4 damage in return.
88. You're especially hungry. You are now required to eat three pounds of food per day, or you will suffer one level of exhaustion.
89. You can emit bubbles. They look interesting, but otherwise have no other effect.
90. If you jump at least 10 ft. towards an enemy, making a successful DC 12 Acrobatics or Athletics check, you can deal an additional 1d10 towards that enemy on a successful attack.
91. You're feeling a bit bloated with general . . . unpleasantness. The first time you take damage, your body releases a powerful acrid aura. Each creature within a 20 foot radius of you must make a DC 13 Constitution saving throw, taking 2d6 poison damage and are poisoned until the end of their next turn on a failed save.
92. Once a day, you can grant the Metamagic option Heightened Spell to yourself or another spellcaster, even if you aren't sorcerers.
93. Every hour, you must make a DC 15 Wisdom saving throw. On a failed save, you are incapable of saying anything other than screaming out the name of a party member of your choosing for the next hour.
94. You become a clone of a party member of your choosing, including to their statistics and abilities. However, your own inventory remains the same.
95. Once, you can instantly create a single hole 15 ft. wide and deep on any natural terrain within 30 ft. of you, so long as there are no structures above your targeted area.
96. You can magically send any small non-magical item to a location you have been to previously within 1,000 ft. as many times a day per your Wisdom modifier.
97. You can choose to walk on water for one minute up to 1d6 times.
98. Whenever walking through a door, you must make a DC 13 Wisdom save or you will be paralyzed in front of it, unable to move for 1d10 minutes or until the door is destroyed.
99. You got this! During this session, you must draw your own error's portrait on your character sheet to the best of your ability.
100. You may roll on this table twice. You must repeat if you roll on the same entry twice until you get a new entry. If this entry is rolled again on either of those rolls, you may choose two glitches from this list to activate.

"Yes, take pride in your victory and your trinkets. The real treasures are left behind in a mangled mess, but the victory will be short lived. I will pick up what remains and make something wonderful, something that can bring me more pieces, and the cycle can continue."

TARMO, DEMON LORD.

**TREMBLE NOW,
BEFORE THE SUNDERING
UBERCORPSE**



Kiara Thomas

Hailing from regions where light has failed to permeate, or place where heroes have vanquished evil, an ubercorpse is primal instinct stitched haphazardly. They are built from the pieces of fallen foes and beasts, with weaponized improvements seared and grafted to the body. Being assembled inside a keep, in an unknown corner of the chasms of the infernal deadplanes, the bodies of the fallen are brought in, disassembled and reassembled. An ubercorpse almost always resembles a mish-mash of body parts set together with personal effects, such as hair and piercings taken from prey and attached by their own hand.

As primordial impulses surge through the patchwork flesh, an ubercorpse rises, fixated on the hunt. Whether the hunts are successful or not, the combat is observed to see how the improvements have fared. Notes are taken and any pieces gathered. Survivors are set free in tribes to continue in the hunting and gathering of resources for improvements and experiments.

Tribal life is a caste system lead by an alpha, with the most ruthless normally rising to the top. Gender, race, color, former stature in life are all irrelevant; all that matters is who is the strongest to lead the hunts. For everyone else, all tasks are communal from guard duty to housing, and trapmaking.

UBERCORPSE TRAITS

Body Augmentation. Ubercorpse are assemblages of different body parts, but will always have a single humanoid base race. Select a primary base race from those available. You also gain a single racial trait of your choosing from your humanoid base race.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Ubercorpse begin their lives as adults of their humanoid base race.

Alignment. Most uberpurses are lawful within their own societies. Their brutality usually comes from necessity, and they do not have an inclination toward good or evil.

Size. You are the same size as your humanoid base race.

Speed. You have the same speed as your humanoid base race.

Languages. You can speak, read, and write Common, and a language of your choice from your humanoid base race.

Grisly Stalker. You have proficiency in one of the following skills of your choice: Intimidation or Survival. You also have proficiency in Dexterity checks with tinker's tools for trapmaking.

Body Grafting. Ubercorpse begin with either a martial melee weapon, a martial ranged weapon, or armor grafted to their body. You may conceal the equipment within your body, and can protrude the objects as a bonus action. You are always considered proficient with your grafted weapon. You cannot equip additional armor. Changing your grafted equipment requires a surgical procedure, and 1d4 weeks of recovery.

BARD COLLEGE | COLLEGE OF JOURNALISM

She smiled at me the way she always does when she's displaying her passive aggressive comments towards me. "We just need your content to be peppier and upbeat!" she said through a lipstick-stained smile. "Display to the reader that what they are passing along to another is nothing except true happiness!"

I smiled back and replied my usual "yes ma'am" and walked back to my desk.

How happy can you make "Happy Birthday you Big Pug" sound? I honestly thought that the card was pretty cute, the saying along with a picture of a pug. I sighed as I sat down at my desk with a long sigh. My desk was the perfect warmth on this particular afternoon. I

sighed again and leaned back in my chair wishing for my hour to leave to come quickly.

"Honestly, how important is a birthday card? The reader will just throw it away anyway," I thought to myself, the words almost escaping from my mouth aloud. The temptation of yelling or saying something inappropriate was a constant battle at this job. I told myself to be thankful because being hired at 65 was a blessing that many of my colleagues were still struggling with currently. Their struggle had convinced me to zip my lip and throw out any ideas that another job would quickly hire me. My current reality had not always been so, and I longed for my journalism years as I lounged in my work chair.



My journalism years are long gone and I miss them every day. Journalism died 10 years ago and I fear that there is no chance of the field ever making a comeback. The public would rather read what pencil best describes their personality than hear what is going on in the world. The government shut us down to the point that it was either adapt or die.

The majority of us choose the former due to bills piling up daily. We are not allowed to speak about anything that exposes any government system and only allowed to spread happiness to each other. The fluff news are the way that we live now and it is horrendous.

I miss the rush of going to report the news. Running to a scene and viewing a community stands up for what they believe in. Getting their beliefs out nationally. I loved my field because we were the truth and nothing is better than the truth. Reporting that it was national cookie day or reporting the school shooter was the life and blood of this country.

People think journalism is all bad, but we are a mix just like the rest of the world. There was good and some bad, but it was the world we lived in. Nothing was better than the field of journalism and now we have been silenced.

The black curtain that covers us keeps us blind and ignorant. We fought hard, but now working at a greeting card company is what is left for the ones of us that could find a job.

-Taylor Powell

3RD Bonus Proficiencies. Starting at 3rd level, you are proficient in calligrapher's supplies and one other set of artisan's tools of your choosing. You may use your calligrapher's supplies as your spellcasting focus.

3RD Journalist's Ingenuity. Also at 3rd level, you can immediately gain leads and information about events and circumstances in a new settlement. You may spend one hour and make a DC 15 Intelligence (Investigation) check to uncover all activities and quests available within the area, feasible for you to discover. You gain advantage on Intelligence (Arcana), Intelligence (History), Intelligence (Nature), Wisdom (Insight) and Wisdom (Perception) checks related to these side quests. You may also add your proficiency bonus to initiative when engaged in encounters related to these side quests.

3RD Freelancer Billing. Also at 3rd level, everytime you visit a settlement, you may make a Charisma (Performance) check to write a report of what you've learned on your adventures. You will receive a payment from your publisher on the same day, based on the result table to the side. At 8th level, you may add your Intelligence modifier to your Charisma (Performance) check for this ability. At 11th level, you may also add twice your combined Intelligence and Charisma modifiers for this ability. At 14th level, you may make this check with advantage. The settlement must have reasonable access to communication with the outside world. You won't be able to use this ability again until you visit a new settlement, or return to one after leaving.

Charisma (Performance) check	Pay Earned
DC 5	10 gp
DC 10	50 gp
DC 15	100 gp
DC 20	250 gp
DC 25	500 gp
DC 30	1,000 gp

6TH Broad Familiarity. At 6th level, from your travels and many interviews, you have accumulated a wide array of information. You may make any Intelligence skill check at advantage. You can use this ability as many times per long rest as your Intelligence modifier.

6TH Hard-Boiled Strike. Also at 6th level, you may add your Intelligence modifier to your melee and ranged weapon attack and damage rolls.

14TH Civic Dialogue. At 14th level, your stories are able to proliferate rapidly and profoundly. At the GM's discretion, by succeeding a DC 20 Charisma (Performance) check, you can shift a settlement's attitude towards an individual or an organization by one step within one day. You may add your Intelligence modifier to your Charisma (Performance) check for this purpose.

MONASTIC TRADITION | WAY OF THE ARCANE FIST

Curiyen didn't always wish to become a monk. Several others in his order had joined the discipline in search of self-control when the world around them was so far from controllable. Their brothers and sisters never asked what had happened in their lives outside the monastery.

Some came for order, some for meaning, and some for absolution.

Once they took on the mantle of the tradition, they took on its identity. The people they used to be did not matter anymore. What mattered was the strength of will it took to keep pushing onward, to channel their passion or pain and let it fall away in the face of perfect discipline.

Curiyen thought about his reasons, his past and identity, as he practiced his stances and movements one early morning. He stood in dew-covered grass on a slowly sloping mountainside as the sparse clouds were painted in oranges and pinks. He recalled the words of his mentor and let the images and memories fade away.

Opening his eyes again, he let the grandeur and peace of the landscape fill his attention. He breathed in the crisp air, emptied his mind, exhaled, moving through stances.

Curiyen lost himself in the familiarity of the movement. He concentrated on his energy flowing from the solid earth up through his back leg as he turned his core and pushed out, following through to a fist. He moved slowly and deliberately. The corner of his mouth twitched up to the slightest smile as he realized again how much more skilled he had become over the past months at the monastery.

He gave a few quick jabs then, boxing an imagined foe. The motions came more smoothly than they used to and Curiyen took pride in his growing abilities.

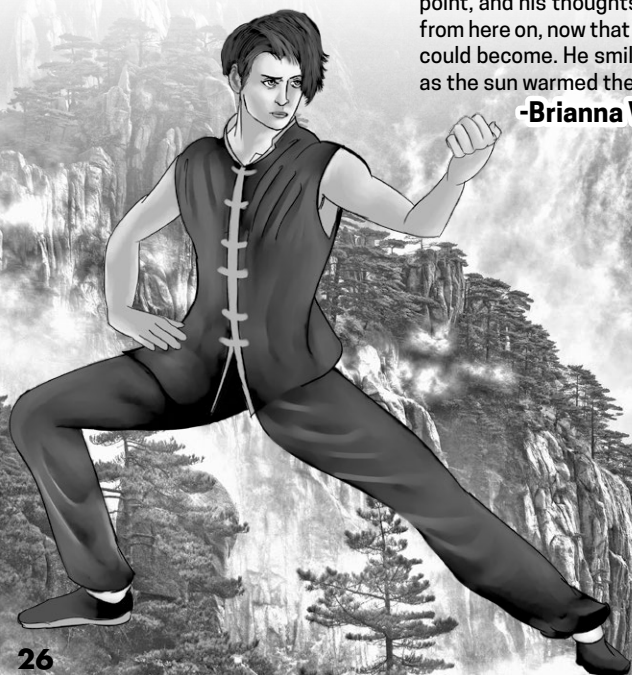
Just then, the first rays of sunlight broke over the distant peaks and lit up the sheer rock face adjacent to where Curiyen trained. He felt the heat on his face. He switched stances and twisted, leaping into the air and coming around with a kick. As he was in the middle of the leap, Curiyen felt an unexpected amount of heat in his limbs. Flames shot out into the morning air.

Curiyen landed gracefully and paused, his breath making shimmering clouds in the light. He thought about shouting for joy, but instead he just smiled, closed his eyes, and sat down to meditate on the motions and feelings that had brought about his first spell.

His mentor had taught him everything he could. But no monk was guaranteed to be able to develop the ability to cast spells. It was a rare skill, even in this monastery, led by one blessed with such arcane abilities.

Curiyen thought again about the life he had lived up to this point, and his thoughts turned to what his path could be like from here on, now that he knew what he could do and what he could become. He smiled and concentrated on his breathing as the sun warmed the air around him.

-Brianna Velarde



3RD Spellcasting. The innate magic brought on from your training manifests in many different ways, namely the ability to cast spells. All spells and cantrips learned must be from the evocation or transmutation schools.

Cantrips: You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip at 10th level.

Spell Slots: The Way of the Arcane Fist spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. Due to the closely linked nature of your ki and magic, you may regain a spell slot by expending a number of ki points equal to the level of the spell slot desired.

Spells Known of 1st-Level and Higher: You know three 1st level sorcerer spells of your choice. The Spells Known column of your spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. That spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell.

Spellcasting Ability: Wisdom is your spellcasting ability for your sorcerer spells, since you discover and master them in the course of your monastic training. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your wisdom modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

3RD Elemental Aptitude. Starting when you choose this tradition at 3rd level, pick an element type from poison, acid, cold, thunder, lightning, or fire. Whenever you cast a spell of your chosen element, you may extend the range by an additional 10 ft. and treat any 1 rolled for damage as a 2.

Additionally, you may use your reaction to expend 2 ki points to reroll an attack made with your chosen element. **This may be done after the roll is made, but before the GM declares hit or miss.**

6TH Elemental Shield. Starting at 6th level, you ability to combine your martial prowess with your magic has increased to the point where you can expend a ki point to sheathe your body in your chosen element as a bonus action until the end of your next turn. Whilst encased in this fashion, you have resistance to the chosen element, and your monk weapons deal additional damage equal to your martial arts. This damage is the same type as the element you are sheathed in.

Spell Slots per Spell Level

Monk Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

11TH Elemental Mastery. At 11th level, choose a second element to be used in the same way as your first chosen element. When you use Elemental Shield, only one of the elements may be chosen per use.

Additionally, you may use your action to expend 2 ki points and radiate waves of elemental energy. When you activate this ability, only one of your chosen elements may be used. Waves of that energy travel out to a 15 ft. radius originating from you. Every creature within the radius must make a Dexterity saving throw or take 8d6 damage of the chosen element. You may choose to a number of targets equal to half your monk level automatically succeed on their save. The damage for this ability increases to 9d6 at 14th level, 10d6 at 17th level, and 12d6 at 20th level.

17TH One with the Source.

At 17th level, you have managed to completely control the arcane energy coursing within you and have merged it with your monastic training. Any time you would make an attack, you may instead cast a spell with full benefits of your elemental aptitude.

ROGUSH ARCHETYPE | DREAD I NGENUUE

Little did the rest of the world know, she lived, but had long since died. She had finally fallen the victim to her circumstances. She wore her makeup well, everything applied to perfection. She fooled the world with lipstick and mascara. Despite all the layers of fake happiness, the cracks finally began to show through.

With shaking fingers and resolve, she painted a ruby smile onto her lips. Even her once light heart was forced into the downtrodden melody of a melancholy song she'd never wished to sing. Her lively eyes now hollowed into the most unearthly display of bleakness known to mankind. She refused to speak, her cries prior falling upon deaf ears. She was a living corpse, vibrant in her looks, but absent in every sense of the word.

Not long after her departure from the living she began her crude romance with death. She craved the thrill of mortality, enjoyed the bitter taste of her own demise. Soon, she lost all fear, cherishing the fact that her heartbeats here numbered.

She fantasized of her exploits with the Grim Reaper. What waited just beyond the reach of her finger tips. Her facade cracked and she lost more of her falseness.

People noticed. It started with inquiries of her well being and ended with concerns and pity, but yet again they were fooled by her dazzling smile. Her eyeliner hid her tears well. No one seeing just how broken she is. She isolated herself, throwing the outside world away. She no longer had to wear the mask.

Once the façade was gone, she revealed that the once fine cracks in her porcelain gave way to gaping holes in the previously smooth skin. Dreams of death consumed her being, her mind keeping tune with her morbid heart. Blood and poison danced in her head with the delight of a child's equivalent of fairies and unicorns. She, however, dreamed of a different kind of fancy.

-Amy Harris



3RD

Spellcasting. When you reach 3rd level, you gain the ability to cast spells.

Cantrips. You learn three cantrips: friends, chill touch, and one other cantrip of your choice from the sorcerer spell list. You learn another sorcerer cantrip of your choice at 10th level.

Spell Slots. The Dread Ingenue Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell charm person and have a 1st level and a 2nd level spell slot available, you can cast charm person using either slot.

Spells Known of 1st Level and Higher. You know three 1st level sorcerer spells of your choice, two of which you must choose from the enchantment and necromancy spells on the sorcerer spell list.

The Spells Known column of the Dread Ingenue Spellcasting table shows when you learn more sorcerer spells of 1st level at higher. Each of these spells must be an enchantment or necromancy spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th

level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or necromancy spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spell Slots per Spell Level

Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

3RD

Beyond Reproach. Starting at 3rd level, you have an aura about you that makes it difficult for others to discern that you have bad intentions, or are a guilty person. Creatures who are the target of an enchantment spell must make a Wisdom saving throw once the spell ends in order to discern they have been magically compelled by you. You may also add double your proficiency bonus to Charisma (Deception) checks if you cannot already do so.

9TH

Impress Indignity. At 9th level, you can manipulate a creature to be filled with self-loathing and doubt. As an action, you can speak disparagingly to a creature with cruel, demoralizing words. On a failed Wisdom saving throw, they will gain the frightened condition, and you will have advantage on Charisma (Intimidation), Charisma (Persuasion), and Charisma (Performance) checks against it. The target must be within 30 ft. and must be able to understand your language. The creature will recover after a long rest.

You can use this ability as many times a day as your Charisma modifier before needing a long rest.

13TH

Corpse Nature. At 13th level, you have resistance to necrotic damage and poison damage. You also have immunity to the poisoned condition.

17TH

L'Appel du Vide. At 17th level, you can pressure a creature to ideate about their own self destruction. As an action, you can attempt to compel a creature to act recklessly with your gaze. The target must be within 30 ft. and you must be able to see each other. Creatures who are blind are immune to this effect. The target creature must make a Wisdom saving throw. The DC for this saving throw is 8 + your Charisma modifier + your proficiency bonus.

On a failed save, the creature must take the Dash action and move toward hostile creatures or hazardous terrain, unless it is unable to move. Any attack rolls made against the creature have advantage. Any time the creature takes damage, it may make another Wisdom saving throw. On a successful save, the effect ends for that creature.

You can use this feature once per short rest.

EXPEDITION

of the

NANOM

Maneera took one last look at the unconscious man lying on the table beside her before nodding to Draraël. The warlock raised his hands and began chanting. As her body began to shrink, Maneera climbed onto the table and edged closer to the human. When she reached the size of a mouse, she entered the man's mouth and prayed the warlock's protection spells would hold.

She soon found herself swimming, desperately trying to reach the surface of the acid sea she had found herself in. She prayed once again to the gods, this time in wholehearted gratitude that they had not allowed her life to end inside the body of this man. Her own body, now no bigger than red blood cell, was tossed through the man's stomach, and she steeled herself for the journey ahead.



ALLIES

by Devin Corbitt,
Austin Estrada,
and Joshua Rivera

This adventure guide explores the world of the microscopic, delving inside the human body to conquer from within. Take on giant parasitic worms and flesh-eating prions, overcome the challenges of navigating a liquid environment, and charm your way the brain's neural pathways in this (semi) realistic realm. While many of the creatures that we will eventually present to you through Absconding will be big, bad beasts, we also introduce neutral and friendly beings to help you on your discovery of the intricacies of the living body, so stay tuned for a series of exciting developments!

Also keep in mind as you explore this realm that the human body is diverse and complex; while basic biology will be relatively similar, a woman from a seaside village will have vastly different microbiota and neural pathways than a child being raised by rich parents in the mountains – making this adventure completely customizable. Nothing is textbook! The concepts discussed in this guide are well-suited to both a mini-adventure within a larger campaign and as a stand-alone campaign in itself (although we are, of course, quite proud of this little brainchild and hope you will use it as a full campaign).

Obligatory caveat: While the authors have made an effort to portray the creatures and adventures in a semi accurate fashion, this guide should not be viewed as a true handbook to the human body, as the items within the guide have been modified to streamline gameplay and enhance adventurousness. Still, the body is a wondrous place, and we hope you enjoy exploring it with us.

CAMPAIGN SETTING

Many of the biological concepts that will be introduced have only been known relatively recently to modern science. As such, it may be easiest to use this article in a science fiction campaign set in the near future, or beyond. However, a traditional fantasy setting can still take advantage of these ideas! Perhaps there are groups of magic-users who have studied biology and encountered some of the microscopic creatures inhabiting bodies.

They may have surmised what roles cells and microbes play through magic and observation. Alternatively, an adventuring party may find themselves transported to a demiplane greatly resembling the inside of a body, or they may stumble upon a gargantuan, living dungeon.

NAVIGATING THE BODY

Player characters are assumed to be shrunk down to roughly the size of a red blood cell. Bodies are fluid environments lit dimly by the glow of energy stores within cells. Characters may willfully float and rise at their leisure within the plasma that circulates within a body, or they may walk across the fleshy surfaces that line it.

Those with swimming speeds are unimpeded, while those with flying speeds may fly up to half their normal speed. Those with darkvision do not have their vision impeded. It is assumed that adventurers have a method of seeing and breathing normally in this environment; perhaps their method of shrinking down and entering a body grants them a cellular membrane. Otherwise, adventurers may enact combat and cast spells as normal. The GM may elect to require alternative methods of traversing and surviving the mechanisms of a body, but it is recommended to play this out with the least fuss possible.

The blood flow within arteries adventurers traverse moves formidably fast, and the network within a body is incredibly vast. At the size of a virus, the humanoid body is roughly the surface of two entire worlds put together, yet the bloodstream would have you traverse this length in about a minute. If the GM chooses, players may have to meet DC 10-20 Strength (Athletics) checks to not be pushed off course by blood flow. It is recommended that adventurers have a method of navigating these pathways safely to a body's organs, which will serve as settlements of specialized cells where critical bodily functions occur.

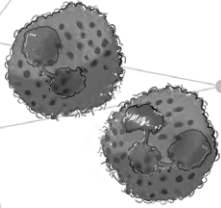
INHABITANTS

Bodies are home to a large variety of cells and microbes, which include **archaea**, **bacteria**,

fungi, protists and viruses. Cells and microbes lack any intelligence beyond instinct and do not typically communicate. However, Intelligence (Nature), Wisdom (Animal Handling), or Wisdom (Medicine) checks will help discern the intentions of the microbes adventurers may encounter, as

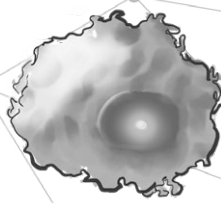
well as their usual functions.

As foreign invaders, it is safe to presume that the majority of cells and microbes encountered will be proactively defensive. However, there are many neutral and even proactively helpful cells and microbes within the body.



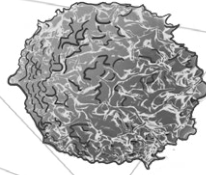
Eosinophils & Neutrophils

Patrol the body via the bloodstream, eating parasites and bacteria, respectively. Will probably try to eat you, too.



Macrophages

Reside within the body's tissues spying on everyone else. They'll totally tattle on you if they catch you snooping around.



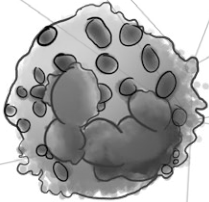
T-cells

These lymphocytes are your heavy hitters, your SWAT teams, if you will. They have guns, and they are not afraid to use them. Will definitely try to kill you.



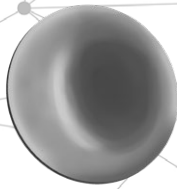
B-cells

These lymphocytes are the annoying kids in class who go around sticking Post-It notes that say "Kick Me" on your back. Except now these sticky notes say "Kill Me."



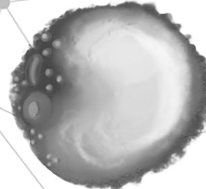
Basophils

So you know how your eyes get all red and swollen during allergy season? Yeah, that's mostly these guys. Will make a scene if they're allergic to you.



Red blood cells

Basically just transport machines for oxygen. Highly, highly magnetic. Approximately the same size as you.



Adipocytes

The pesky little buggers that are currently gathered around your waistline. Fun to bounce on, not so fun to wear.



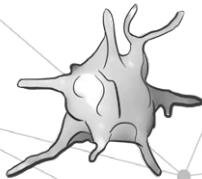
Intestinal microbiota

Helps the body digest and absorb all the delicious things. May or may not try to digest you, too.



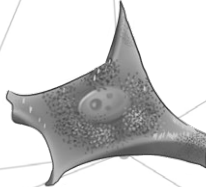
Nerve endings

The video surveillance of the body, watching your every move. Unless you deactivate them, of course. Just make sure you don't make them angry.



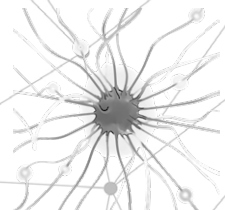
Platelets

Sticky bois that just want to fix your broken parts. We would personally use them to craft badass armor, but can also be used for, you know, repair work or whatever.



Fibroblasts

The giant spiders of the body. Will produce fibers for you if you ask politely. Will produce fibers around you if you don't. But at least they won't bite!



Neurons

The brains of the operation - literally. Can tell you anything you need to know and take you anywhere you want to be, for the right price.

KURION

Medium aberration, unaligned

AC 13

HP 60
(6d8+24)

Speed 10 ft.
(Swim 30 ft.)

STR 8 (-1)

DEX 16 (+3)

CON 16 (+3)

INT 2 (-4)

WIS 10 (+0)

CHA 2 (-4)

Saving Throws Dex +5, Con +5

Skills Stealth +5

Damage Resistances necrotic

Languages —

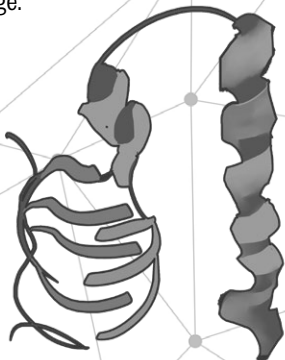
Challenge 1

SPECIAL TRAITS

Maddening Necrosis. Any creature that makes a successful melee attack against the kurion, or is successfully attacked by it, must make a DC 13 Constitution saving throw. On a failed saving throw, the creature takes 8 (1d10+3) necrotic damage and becomes poisoned. At the end of an afflicted creature's turn it makes another DC 13 Constitution saving throw, ending the poisoned condition on itself on a successful save, and taking an additional 8 (1d10+3) necrotic damage on a failed one. If a cellular creature (i.e., macrophage, platelets, ect.) is reduced to 0 hit points by this effect, at the beginning of the next round, the creature transforms into a kurion with full hit points. A non-cellular creature that is reduced to 0 hit points by this effect simply becomes unconscious and begins making death saving throws.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 7 (1d8+3) bludgeoning damage.



LYMPHOCYTE

Medium ooze, unaligned

AC 12

HP 60
(6d8+24)

Speed 20 ft.
(Swim 40 ft.)

STR 10 (+0)

DEX 14 (+2)

CON 17 (+3)

INT 2 (-4)

WIS 14 (+2)

CHA 8 (-1)

Saving Throws Wis +2, Con +5

Skills Athletics +4

Damage Resistances necrotic, poison, fire

Condition Immunities charmed, frightened

Languages —

Challenge 2

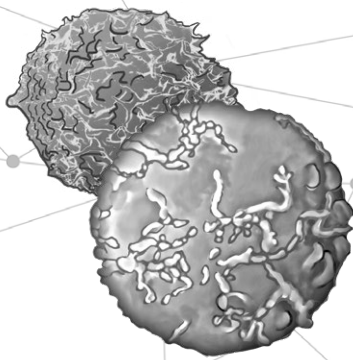
SPECIAL TRAITS

Antigen Genesis. Lymphocytes are created to deal with specific viral threats. The lymphocyte has advantage on attacks against whichever specific threat that it was created to dispatch (this can include characters), and critically hits on rolls of 19 or higher against them.

ACTIONS

Enzymes. *Ranged Attack:* +4 to hit, reach 30 ft., one target. Hit: 13 (2d10+2) acid damage.

Cytotoxic Raze (Recharge 6). The lymphocyte releases a spray of cytotoxic granules to destroy foreign cells and invaders. Each creature within a 40 foot cone of the lymphocyte must make a DC 13 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, and half as much on a successful one. A creature that fails this saving throw is vulnerable to the damage taken from the next attack that hits it.



MACROPHAGE

Medium ooze, unaligned

AC 8

HP 27
(4d8+9)

Speed 10 ft.
(Swim 30 ft.)

STR 12 (+1)

DEX 6 (-2)

CON 16 (+3)

INT 1 (-5)

WIS 6 (-2)

CHA 2 (-4)

Skills Stealth +2

Damage Resistances acid, piercing, slashing

Languages —

Challenge 1/2 (100 XP)

SPECIAL TRAITS

Amorphous. The macrophage can move through a space as narrow as 0.1 micrometers wide without squeezing.

False Appearance. While the macrophage remains motionless, it is indistinguishable from neighboring cells.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage, plus 3 (1d6) acid damage.

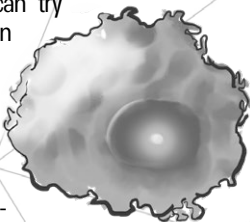
Phagocytosis. The macrophage moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the macrophage enters a creature's space, the creature must make a DC 10 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the macrophage. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the macrophage enters the creature's space, and the creature takes 2 (1d4) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (3d4) acid damage at the start of each of the macrophage's turns. When the macrophage moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check.

On a success, the creature escapes and enters a space of its choice within 5 micrometers of the macrophage.



RHINOVIRUS

Medium aberration, unaligned

AC 16
(natural armor)

HP 82
(15d8+15)

Speed 10 ft.
(Swim 30 ft.)

STR 10 (+0)

DEX 18 (+4)

CON 12 (+1)

INT 4 (-3)

WIS 14 (+2)

CHA 6 (-2)

Saving Throws Dex +6, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Vulnerabilities fire

Condition Immunities charmed, frightened

Languages —

Challenge 3 (700 XP)

SPECIAL TRAITS

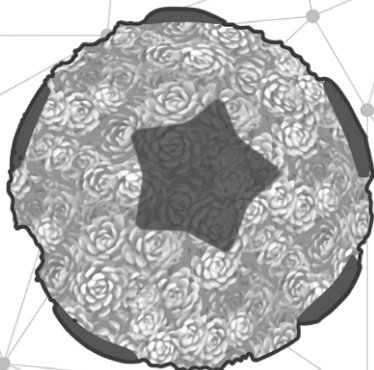
Viral Resistance. The rhinovirus is resistant to all damage from macrophages and has advantage on the saving throw to resist the macrophage's Phagocytosis action.

Regeneration. The rhinovirus regains 1d10 hit points at the start of its turn. If the Rhinovirus takes fire damage, this trait doesn't function at the start of its turn.

ACTIONS

Pathogens. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 14 (3d6+4) slashing damage.

Replication. If the rhinovirus has at least 10 hit points, it can spend an action to divide itself into two separate rhinovirus entities. Each new rhinovirus has half of the hit points of the original rhinovirus, rounded down.



TAENIA SOLIUM

Large beast, unaligned

AC
14
(natural armor)

HP
135
(14d10+28)

Speed
40 ft.
(Swim 30 ft.)

STR
18 (+4)

DEX
14 (+2)

CON
15 (+2)

INT
6 (-2)

WIS
12 (+1)

CHA
8 (-1)

Saving Throws Str +6, Con +4

Skills Athletics +6

Damage Immunities acid

Condition Immunities poisoned

Languages —

Challenge 4 (1,100 xp)

SPECIAL TRAITS

Amphibious. The taenia solium can breathe in both air and liquid.

ACTIONS

Multiattack. The taenia solium makes two attacks: one with its bite and one with its parasitic grasp.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 15 (2d10+4) piercing damage, and 5 (2d4) acid damage.

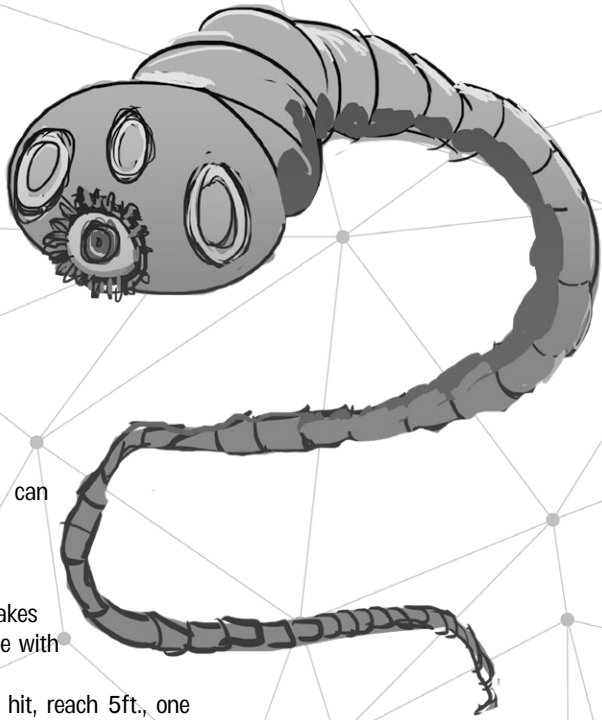
Parasitic Grasp. The taenia solium lashes out against a single target with its claws. The target must make a DC 14 Dexterity saving throw. On a failed save, the target is restrained against the body of the parasite and takes 9 (1d10+4) slashing damage. At the end of each of the target's turns, it can make a DC 14 Strength saving throw to attempt to break free of the parasite, taking an additional 9 (1d10+4) slashing damage on a failed save. The parasite can only restrain one creature at a time with this ability, and can move its full movement speed while it has a creature restrained in this way.

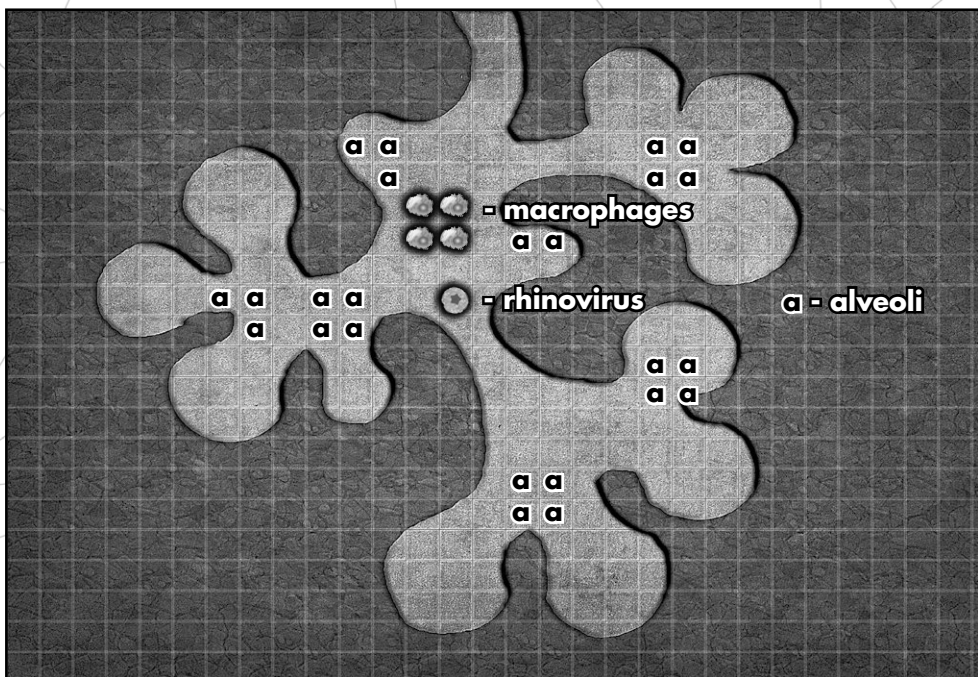
THE BRAIN, PLANES AND MORE

If characters travel to the host's brain, they'll encounter a gargantuan web of billions of **neurons**. Touching a neuron will transport a character into the host's **selfscape**—a demiplane that acts as a localized Akashic Record of that person's memories, knowledge, and state of self-actualization. A cascade of information will overwhelm a character who engages that selfscape for the first time, and they must make

a DC 13 Wisdom saving throw to avoid being dazed for ten minutes.

A selfscape is a chaotic realm of relived memories and ideas. Those who venture deeply into one will find it bleeding into the **Plane of Dreams**, which every sentient creature journeys to in their sleep. Those who venture even deeper will find a nondescript door that leads into **Tower Absconding**, a massive demiplane that will be elaborated on in the future.





RHINOVIRUS ENCOUNTER

A **rhinovirus** infests the **bronchioles** of an otherwise healthy pair of lungs. The bronchioles are narrow, maze-like corridors where air diffuses into the bloodstream. Rhinoviruses are resistant to bludgeoning, piercing and slashing damage from non-magical weapons, and from damage from allied macrophages. However, they're vulnerable to fire damage. If adventurers are able to, they should battle the rhinovirus in a bronchus where fluid won't douse their flames. This will be vital, since the rhinovirus can restore 1d10 hit points at the beginning of each turn.

The encounter begins when the characters discover 1d4+2 **macrophages** cornering a rhinovirus. If the adventurers do not identify themselves as allied bodies within the first turn of combat, the macrophages closest to them will become hostile. A DC 8 Charisma (Persuasion) or Charisma (Bluff) check should convince the macrophages. The rhinovirus possesses self-preservation instinct and will attempt to lead its enemies down chokeholds in the bronchioles, while replicating itself. If

the rhinovirus's hit point maximum is at half or less, it is threatened and will no longer replicate.

At the beginning of initiative count 10 and every 10 turns afterward, air will fill the bronchioles, and all microbes and characters must make a DC 15 Dexterity saving throw. If the saving throw fails, the microbe or character is pushed back 5 μ m. and knocked prone. Otherwise, they maintain their footing.

There are clumps representing millions of **pulmonary alveoli** all across the bronchi as indicated on the map. If a microbe or character occupies the same space as one, they must roll a percentile die. On a result of 1-33, the alveoli clump is damaged. When 6 clumps of alveoli are damaged, air flow will cease, but the host body will succumb to suffocation within 10 minutes unless each damaged clump is restored with a DC 12 Wisdom (Medicine) check. A rhinovirus may attempt to purposely damage the clumps of alveoli if it is threatened.

If the characters defeat the rhinovirus, they may diffuse themselves into the bloodstream for extraction.

TAENIA SOLIUM ENCOUNTER

A **taenia solium** tapeworm is wreaking havoc in the small intestine. The small intestine is lined with *plicae circulares*, circular folds protruding from the mucus-slicked surface. They are inhabited by **microvilli**.

When a character ends its turn on a space inhabited by a circular fold, they must make a DC 13 Constitution saving throw, or they will take 1d4 necrotic damage.

The small intestine is an aquatic environment and characters will be able to swim in it. Unless they have a swim speed, characters will move at half their normal speed. Unless a character has usable underwater weapons, their melee and ranged attack rolls against the **taenia solium** are with disadvantage. It is assumed characters will have a method of

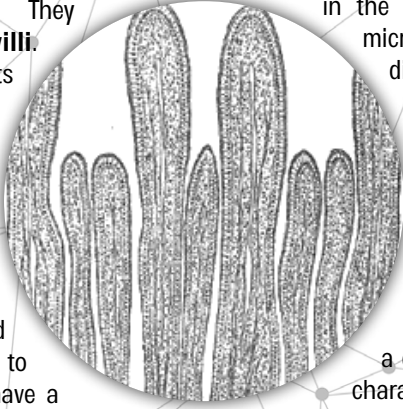
breathing in this environment, so they can fulfill the verbal components of spells they may cast.

At the end of every initiative order, the small intestine churns forward and everyone in the combat will shift over 5 micrometers towards the direction of the bowel flow.

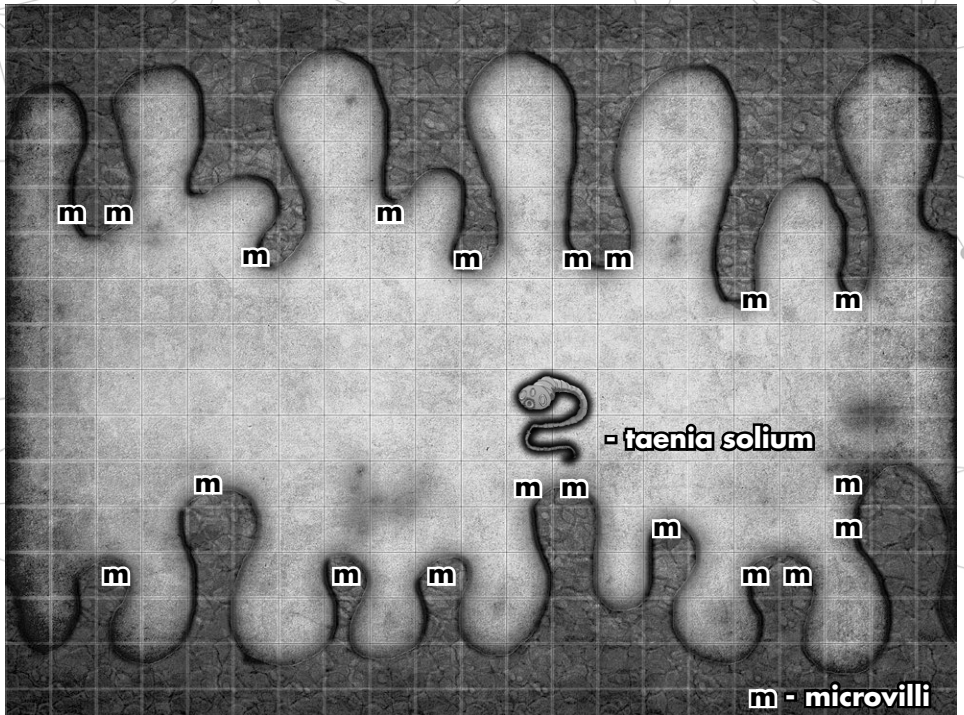
If this puts a character or the **taenia solium** within range of a circular fold, they must make their Constitution saving throw immediately after.

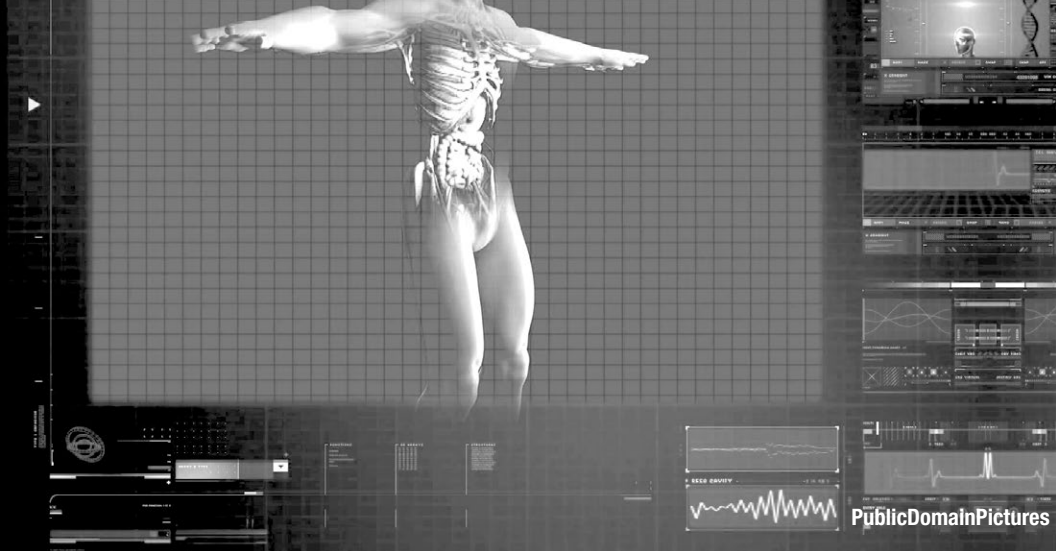
If the **taenia solium** uses its Parasitic Grasp on a character, it will brush the character up against a circular fold within 10 micrometers, if possible, in order to maximize its potential damage.

If the characters defeat the **taenia solium**, they may brace for departure in the manner intestinal microbes are typically expelled.



Henry Vandyke Carter





ENCOUNTER SEEDS

- If blood pressure is caused by poor eating, you could potentially kill the fats that are clogging arteries. Heart disease is the number one killer in 'Murica, so start with that.

- Heal a broken heart. Literally. Extreme stress produces cardiomyopathy, even when the host body is healthy.

- Look up autoimmune diseases like graves disease. You're more susceptible to getting sick. The host stays sick muh longer. They give you medication to aid in helping your body fight off bad pathogens. But even that fails sometimes for example, pneumonia. Even then, you still have graves and you're stuck with synthroid forever. So, it'd be helpful to help to heal the first sickness before it goes onto the next step. Heal the bronchitis, before it becomes pneumonia

- Hand to hand combat with cancer cells. Assist in blood clots. Be an asset to native cells in some way. Battling terminal illness is rewarding and badass.

- Help mental illness, Make people happy, less suicidal, Assist in chemical balance. That alone is why many people are unhappy. (I would love that magical switch, but that's just me though.)

- No one knows what exactly is wrong with the Queen's son, only that he is sick and dying. The Queen hires you to shrink down and discover

what is wrong with her boy, unfortunately leading your right into the heart of a prion infection

- What happens if the body contracts an infection (like appendicitis or pyelonephritis)? Think fever and heat exhaustion, increased lymphocytes ready to defend their home, murderous bacteria around every corner.

- Did you know that your heartbeat will sync to the rhythm of the music you're listening to? Do with that what you will.

- Humans (and all vertebrates) have this thing called the diving reflex. Basically, if your host body gets thrown in water, crazy shit happens. Look it up.

- Each red blood cell has thousands of iron atoms inside it. I wonder what would happen if you took a magnet inside with you...

- Memories are essentially complex connections between neurons in the brain. Are you up for the challenge of navigating those pathways to access a person's every memory?

- So, a wizard's dog eats a magical stone and your party needs to go get it because it's gotten lodged in his belly.

- A very rich noble has come down with a cold and has an extremely important speech the next day. The only known true quick cure for the cold is physically kicking its ass, and this noble is filthy rich enough to hire you to do this.

BANDERBOLT

Large fey, chaotic evil

AC **16**

(natural armor) (14d10 + 28)

HP **105**

Speed **50 ft.**

STR **17 (+3)**

INT **7 (-2)**

DEX **20 (+5)**

WIS **14 (+2)**

CON **14 (+2)**

CHA **5 (-3)**

Damage Resistances lightning, thunder.
Senses tremorsense 15 ft., darkvision 60 ft.

Languages Sylvan
Challenge 2 (450 XP)

SPECIAL TRAITS

Rapid Bolt. The banderbolt can dodge, disengage, or dash as a bonus action.

ACTIONS

Multiattack. The banderbolt can make two attacks: one with its horns and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the target takes 7 (2d6) lightning damage, and half damage on a successful save.

Horn. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) piercing damage.

Roar of the Storm Hare (Recharge 5-6): The banderbolt shakes the earth with a mighty roar. Lightning erupts from its mouth in a 40 ft cone. Each creature in that area must make a DC 13 Dexterity Saving throw. On a failed save, a creature takes 18 (4d8) lightning damage and half damage on a successful save.



Kiara Thomas

GIGITH BOAR

Huge fey, true neutral

AC
16
(natural armor)

HP
199
(19d12+76)

Speed
60 ft.

STR
20 (+5)
INT
6 (-2)

DEX
17 (+3)
WIS
14 (+2)

CON
18 (+4)
CHA
7 (-2)

Saving Throws Str +10, Con +8, Wis +6
Skills Athletics +10, Perception +6
Condition Immunities charmed, fatigued

Senses darkvision 120 ft.
Languages understands Sylvan but can't speak it
Challenge 10 (5,900 xp)

SPECIAL TRAITS

Gigith Charge.

If the gigith boar moves at least 15 feet straight toward a target then hits it with a tusk attack on the same turn, the target takes an additional 7 (2d6) slashing damage and must make a Strength Saving throw (DC 16). On a failed save, the target is thrown back 15 feet, is knocked prone, and takes an additional 6 (1d12) bludgeoning damage.

Sentry of the Wilds.

Penalties to movement speed due to difficult terrain are ignored by the gigith boar. The gigith boar also has advantage on saving throws against fear effects and magic cannot put it to sleep.

Magic Resistance. The gigith boar has advantage on saving throws against spells and other magical effects.

Relentless Vigilance (Recharge after a Short or Long Rest). If the gigith boar takes 18 damage or less in a single hit that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The gigith boar makes two attacks: one with its tusks and one with its trample. The gigith boar can use up to 15 feet of its movement speed between these attacks if it chooses to.

Tusks. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage. The tusks of the gigith boar are suffused with arcane energies and are considered magical for the purposes of overcoming resistances.

Trample. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Kiara Thomas **Roar of the Sacred Wild (Recharge 5-6).**

The gigith boar unleashes a bellowing roar infused with arcane power into the surrounding environment. Each creature of the gigith boar's choice that is within 120 feet of it must succeed on a DC 15 Constitution Saving throw. On a failed save, a creature takes 20 (4d8 + 2) thunder damage and is deafened for one minute. On a successful save, a creature only takes half damage. A creature deafened in this manner can repeat the saving throw at the end of each its turn to end the effect.

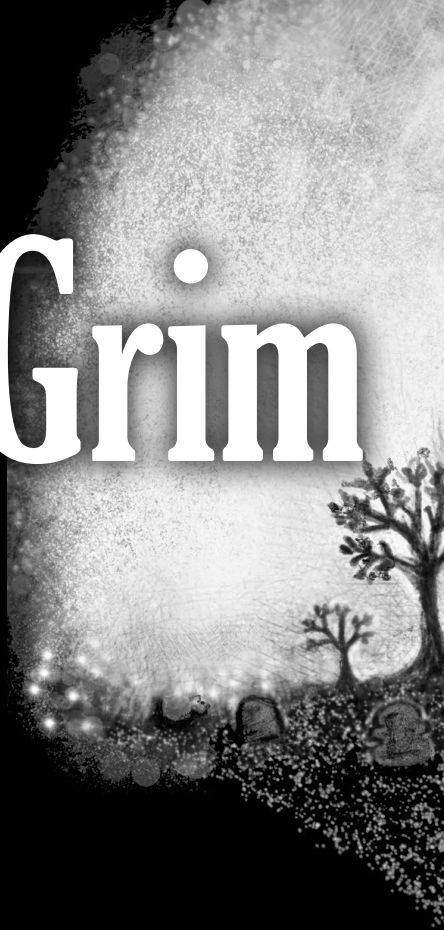
Any beasts within 120 feet of the gigith boar that can hear its roar when using this ability must succeed on a DC 15 Wisdom Saving throw or be considered charmed by the gigith boar for one minute. Beasts with an Intelligence score greater than 4 can repeat this saving throw at the end of each of their turns, ending the effect on a successful save.



Elyna and the Grim

written by Austin Estrada

art by Sarah McKenzie



The early morning

sun shone between the trees and gravestones, the light filling the dawn mist and leaves with a soft golden glow. A group of figures wearing robes of white and silver stood in a half circle on the tallest hill in the cemetery, their heads bowed in a moment of reverence. They had arranged themselves among several dark circles of slate gray stone arrayed in circular rings expanding outwards from the center of the hill. The air around them seemed to stir with quiet anticipation, a mild breeze ruffling tassels and leaves as the small gathering of clerics gradually lifted their faces to the sunlight.

Elyna breathed deeply, and exhaled. She gave a small, sincere smile and looked around to her fellow priests and priestesses. She was old, particularly old, and it showed, which was remarkable considering her pure Elven heritage. Elves often lived for several hundred years maintaining a youthful and exuberant appearance. It was only in their later years, usually around their sixth century, that most elves began to physically decline, and even then incredibly slowly and gracefully. Most elves at that point in their lives retire and depart to what they may call a homeland, spending the rest of their days in contemplation. Elyna could not imagine such a fate for herself. She had devoted almost all of her adult life to the service of Mivyr, the Goddess of Sunlight and Rebirth, and would continue her duties as head priestess until the end of her days.

Elyna had stood on this sun-warmed hill many times over her long life, performed this



prayer and ritual more times than perhaps any other person in the service of her order. It was with a bittersweet feeling that she knew, standing in the mid-spring sun with her companions and cherished friends, that this would likely be the last Changing of the Watch she would ever see.

Sitting just next to her, obedient and observant, was a dog, a large Shepherd. The dog wore its own ceremonial garb; a light cloth harness marked throughout with ancient Celestial runes. Elyna leaned down and scratched the dog lightly behind the ears.

“Now pay attention here, Dancer,” she said quietly to him. “Our old friend is going to need your help as well, so best behavior, alright?”

The dog, Dancer, turned quietly to Elyna and licked her arm once in affirmation.

The Head Priestess smiled at the dog, stood back up, and turned to face the gathering of clerics.

“Is everybody prepared?”

The group nodded silently. Elyna held her arms at her sides, palms facing the sunrise and began the incantation.

“Etsziy archízeil i allaví tau yolovziou.”

So begins the changing of the watch.

“O ffilaios kyi o prasátis mys.”

Our observer and protector.

“Alátia maozí mys parykaló.”

Join us friend.

Suddenly, in a rush of wind, a large spectral figure appeared at the top of the hill.

In the center of group now stood the enormous black and shadowed form of a powerful Labrador. It appeared both tangibly solid and incorporeal in its shape. Its figure seemed to have no clear boundary or end, it just seemed to dissipate at its edges into the morning air, shadowed substance fading into a shimmering lining of gold and white radiance from any angle. The spectral canine loomed several feet above the group of robed clerics,

looked slowly at all of them in turn, before settling its gaze on Elyna, its eyes like distant stars.

The shadowed form bent its head down towards the elf, and Elyna strode forward with a smile and placed a hand under the giant creature’s snout. Her hand seemed to almost glide over it, and where she touched it a soft white glow appeared beneath her fingers.

“Cocoa, my sweet girl.” She said softly and lovingly, a smile on her face. “My sweet girl, you have been beautiful, and you have been fantastic. I want you to know, we are all so proud of you.” Slowly, she pulled the figure closer to her and kissed its forehead, a cascading ripple of colors radiating where Elyna’s lips touched its form.

In response, a low hum emanated from the grim, which is what the creature was. A deep and soothing note that held a resonance with the earth, the grass, and the air. The other members of the group stepped forward with kind smiles and sad eyes, and each placed a hand on Cocoa’s shadowed form. Again,



a soft white light appeared where their fingers touched the grim's body, and the light began to spread between their hands. Dancer, the dog in its own robes of Celestial Runes, walked forward as well and rested his head against the leg of the grim.

Elyna pulled slightly back and took the grim's head in both of her hands. Its eyes met hers, the light of faraway stars reflecting against faded hazel. Cocoa's form was beginning to fill with light, the shadows subsiding to a divine radiance. A tear rolled down Elyna's nose and passed her unfaltering smile.

"I know you're tired sweetheart. I am too." She whispered, stroking Cocoa's forehead.

"Mivyr, and your brothers and sisters are waiting for you with open arms."

The old elf was silent for a moment, and then with a louder voice spoke.

"Are you ready?"

The Grim lifted its head and looked once more at the clerics with their hands outstretched against it, its eyes resting a moment against the smaller form of Dancer with his head pressed against Cocoa's leg, and then returned to Elyna's gaze. Another low hum filled the air, the breeze stirred, and Elyna heard a voice whisper inside her mind.

"Ce."

Yes.

Elyna nodded, took a breath, and began another incantation, this time the rest of the Order of Mivyr joining in as well.

"Prasátis kyí aganéos fflaos."

Our cherished friend and protector.

"Yygi óra svin Mivyr."

Go to the embrace of Mivyr.

"Rísyntai taus aergús i aítóni ilia áneias."

Rest in the light of her eternal sunshine.

"Ty yolói sas risynkao ao téls tau."

Your watch has come to an end.

Cocoa nuzzled her head against Elyna's hand against one last time, and in a flash of brilliant color and light, she was gone. At the High Priestess' feet, one of the stone circles on the hill had disappeared entirely, leaving behind a patch of empty, fertile earth.

Elyna smiled and whispered into the morning air.

"I'll see you soon."

Motes of golden light spiraled in the air where the celestial guardian had just stood, radiant and expectant. Ready to spring into life and welcome the next grim into the world, to begin the watch once more.

rochian dog

AC
13

HP
37
(7d8+7)

Speed
40 ft.

STR
14 (+2)
INT
4 (-3)

DEX
15 (+2)
WIS
15 (+2)

CON
13 (+1)
CHA
10 (+0)

Medium beast, lawful good girl

Saving Throws Con +3

Skills Perception +4

Senses passive Perception 14

Languages –

Challenge 1/2 (100 xp)

SPECIAL TRAITS

Aura of Recovery. When a creature within 15 feet of the rochian dog rolls to regain hit points, you can reroll up to one dice to determine the amount they are healed by, but must use the new roll.

Enemy of the Undead. The rochian dog has advantage on any attack made against medium or smaller undead creatures.

Keen Hearing and Smell. The rochian dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 saving throw or be knocked prone.

Grave Sense. The rochian dog can spend an action to expand its awareness to magically detect undead. Until the end of its next turn, the rochian dog knows the location of any undead within 60 feet of it that isn't behind total cover and that isn't protected from divination magic.



Joshua Rivera

grim

AC
17
(natural armor)

HP
195
(23d10 + 69)

Speed
40 ft.

STR
17 (+3)
INT
7 (-2)

DEX
20 (+5)
WIS
21 (+5)

CON
16 (+3)
CHA
10 (+0)

Large celestial, lawful good girl

Saving Throws Dex +9, Con +7, Wis +9

Skills Insight +9, Perception +9

Damage Resistances radiant, necrotic; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 30 ft., darkvision 120 ft., passive Perception 19

Languages celestial, telepathy 120 ft.

Challenge 9 (5,000 xp)

SPECIAL TRAITS

Sanctifying Presence. The area around a grim benefits constantly from its protection and vigilance. Undead cannot be created within 200 feet of the grim (such as raising skeletons, zombies, or ghouls). Also, any undead creature that comes within 60 feet of the grim must make a Wisdom Saving throw (DC 17). On a failed save, an undead creature is considered Turned for 1 minute or until it takes any damage. A turned creature must spend its turns attempting to move as far away from the grim as possible, and it can't willingly move to a space with 60 feet of it. If an undead creature that fails this save has a Challenge Rating 3 or lower, it is instantly destroyed in a flash of radiant light.

Laws of the Watch. A grim cannot leave its designated area of protection, and cannot physically pursue creatures past the boundaries of its domain. A grim's domain normally consists of a graveyard or cemetery, and the temple bordering it.

Eyes of the Vigilant. A grim is instantly aware of any undead presence in its territory, or any approaching undead within 50 feet of its territory's boundaries. It is also made immediately aware of any spell from the Necromancy school of magic cast within its territory.

ACTIONS

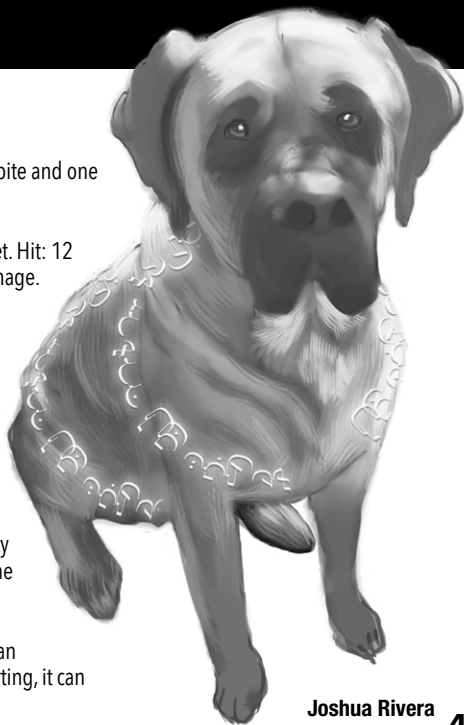
Multiattack. The grim can make two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage, plus 10 (1d10+5) radiant damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage, plus 10 (1d10+5) radiant damage.

Dispelling Gaze (2/Day). As an action, the grim can focus its celestial energies to dispel magical effects. Any spells of 3rd level or lower within a 20 foot cone of the grim instantly end. For any spells of 4th level or higher within the cone, the grim makes a single +9 Wisdom ability check to determine whether or not those spells end, with the DC being 10 + the spell's level.

Grave Step. The grim magically teleports up to 30 feet to an unoccupied space within its territory. Before or after teleporting, it can make a bite attack.



elder grim

AC 18

(natural armor)

HP 221

(26d10+78)

Speed 40 ft.

STR 19 (+4)

DEX 20 (+5)

CON 17 (+3)

INT 10 (+0)

WIS 25 (+7)

CHA 9 (-1)

Large celestial, lawful good girl

Saving Throws Dex +9, Con +7, Wis +10

Skills Insight +10, Perception +10

Damage Resistances radiant, necrotic; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., darkvision 120 ft., passive Perception 20

Language celestial, telepathy 120 ft.

Challenge 11 (5,000 xp)

SPECIAL TRAITS

Sanctifying Presence. The area around an elder grim benefits constantly from its protection and vigilance. Undead cannot be created within 300 feet of the elder grim (such as raising skeletons, zombies, or ghouls). Also, any undead creature that comes within 60 feet of the elder grim must make a Wisdom Saving throw (DC 18). On a failed save, an undead creature is considered Turned for 1 minute or

until it takes any damage.

A turned creature must spend its turns attempting to move as far away from the elder grim as possible, and it can't willingly move to a space with 60 feet of it. If an undead creature that fails this save has a Challenge Rating 4 or lower, it is instantly destroyed in a flash of radiant light.

Laws of the Watch. An elder grim cannot leave its designated area of protection, and cannot physically pursue creatures past the

boundaries of its domain. An Elder Grim's domain normally consists of a graveyard or cemetery, and the temple bordering it.

Eyes of the Vigilant. An elder grim is instantly aware of any undead presence in its territory, or any approaching undead within 100 feet of its territory's boundaries. It is also made immediately aware of any spell from the Necromancy school of magic cast within its territory.

ACTIONS

Multiattack. The elder grim can make two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage, plus 12 (1d12+6) radiant damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage, plus 12 (1d12+6) radiant damage.

Dispelling Gaze (3/Day). As an action the elder grim can focus its celestial energies to dispel magical effects. Any spells of 3rd level or lower within a 40 foot cone of the elder grim instantly end. For any spells of 4th level or higher within the cone, the elder grim makes a single +10 Wisdom ability check to determine whether or not those spells end, with the DC being 10 + the spell's level.

Grave Step. The elder grim magically teleports up to 40 feet to an unoccupied space within its territory. Before or after teleporting, it can make a bite attack.



ancient grim

AC 20
(natural armor)

HP 273
(26d12+104)

Speed 60 ft.

STR 22 (+6)
INT 10 (+0)

DEX 20 (+5)
WIS 25 (+7)

CON 18 (+4)
CHA 9 (-1)

Huge celestial, neutral good girl

Saving Throws Str +10, Dex +10, Con +9, Wis +12

Skill: Insight +12, Perception +17

Damage Resistances radiant; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., darkvision 240 ft., passive Perception 27

Languages celestial, telepathy 120 ft.

Challenge 15 (13,000 xp)

SPECIAL TRAITS

Greater Sanctifying Presence. The area around an ancient grim benefits constantly from its protection and vigilance. Undead cannot be created within 600 feet of the ancient grim. Also, any undead creature that comes within 100 feet of the ancient grim must make a DC 21 Wisdom saving throw. On a failed save, an undead creature is considered Turned for 1 minute or until it takes any damage.

A turned creature must spend its turns attempting to move as far away from the ancient grim as possible, and can't willingly move to a space with 100 feet of it. If an undead creature that fails this save has a Challenge Rating 5 or lower, it is instantly destroyed in a flash of radiant light.

Domain of the Forgotten. After a long enough time has passed, an ancient grim will gradually expand its domain of protection past its original boundaries. An ancient grim's territory can expand anywhere from the borders of a town its cemetery once belonged, to several miles out from its original domain.

An ancient grim has the ability to leave the boundaries of its expanded territory entirely, but will rarely do so. An ancient grim that attempts to leave the boundaries of its domain must make a DC 18 Wisdom saving throw, being unable to willingly leave on a failed save. The grim must repeat this save every hour that it remains out of its domain, with the DC increasing by 3 each time the save is made. If an ancient grim fails this save while outside of its territory, it will immediately take the fastest and most direct path back to its domain. Once returned, an ancient grim will be unable to attempt to cross its boundaries again for the next 24 hours.

Eyes of the Vigilant. An ancient grim is instantly aware of any undead presence in its territory, or any approaching undead within 100 feet of its territory's boundaries. It is also made immediately aware of any spell from the Necromancy school of magic cast within its territory.

Legendary Resistance (3/Day). If the ancient grim fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The ancient grim can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) piercing damage, plus 18 (2d10+7) radiant damage

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage, plus 18 (2d10+ 7) radiant damage.

The ancient grim can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient grim regains spent legendary actions at the start of its turn.

Bite. The ancient grim makes a bite attack.

Grave Step (Costs 2 Legendary Actions). The ancient grim uses Grave Step.

Dispelling Gaze (5/Day). As an action, the ancient grim can focus its celestial energies to dispel magical effects. Any spells of 4th level or lower within a 60 foot cone of the ancient grim instantly end. For any spells of 5th level or higher within the cone, the ancient grim makes a single +12 Wisdom ability check to determine whether or not those

spells end, with the DC being 10 + the spell's level. An ancient grim can spend a use of this ability to use Dispelling Gaze as its reaction to interrupt the casting of a spell that it can see, causing the spell to fail.

Grave Step. The ancient grim magically teleports up to 80 feet to an unoccupied space within its territory. Before or after teleporting, it can make a bite attack.

Cry of the Restless (Recharge 6). The ancient grim lets loose a powerful and mournful howl, flooding a 60 foot cone with destructive radiant energy. Each creature in that area must make a DC 19 Wisdom saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much on a successful one.



Joshua Rivera

IRRATIONAL NUMBER

Tiny aberration, unaligned

STR **1 (-5)** DEX **18 (+4)** CON **10 (+0)** INT **22 (+6)** WIS **16 (+3)** CHA **10 (+0)**

AC **17**

HP **45**

Speed **0 ft.**

DAMAGE IMMUNITIES
acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing from all weapons

CONDITION IMMUNITIES
blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned

SENSES
truesight 120 ft., Persuasion +16

LANGUAGES
math, telepathy 60 ft.

CHALLENGE
10 (5,600 XP)

Nicole Luna

SPECIAL TRAITS

COORDINATE SHIFT. As a bonus action, the irrational number moves

by teleporting to any space within range as per the Dimension Door spell, and occupying a creature's mind. While it is metaphysical, it is capable of occupying the same physical space as a creature or an object while on the Material Plane. It can be seen with truesight, in which it appears as a string of shifting numbers undulating in space.

TEMPEST IN THE MIND. The irrational number is an idea that cannot be physically fought. Instead, creatures defending themselves must use the following ability checks to meet its AC, within 10 ft. of the space it inhabits: Wisdom (Insight), Intelligence (Arcana) and Charisma (Persuasion) to argue that the number cannot actually exist. On a successful ability check, the irrational number takes 1d8 damage + the ability modifier of the check and the proficiency bonus to the skill if applicable.

CONTINUOUS VARIABLE. When reduced to 0 HP, the irrational number fades out of the Material Plane and returns to the Plane of Forms. Creatures that defeat the irrational number gain advantage on Intelligence ability checks to understand complex mathematics and quantum physics.

All ideas pondered by a thinking mind is born in the Plane of Forms. The color blue, the shape of a horse and the concept of evil exist as metaphysically perfect truths in this transcendental plane. These and all ideas emanate from the Plane of Forms, brought to our world as whispers of thought and passionate logic. When the first mathematicians codified their arithmetics, one person, lost to history, wondered: can certain integers can be contorted into infinity? The truth of the circle, the root of two, the perfection of the triangle. These could be parsed

into numbers that expand into eternity, couldn't they? With these rebellious acts against the laws of math, the damage was already done. There was now a tear in the Fibonacci spiral.

The irrational number, the collective idea of mathematical fault, invaded the Plane of Forms. It was an affront to reality. It could not be discerned by a rightful mind and condemned to a rightful space. The form of the unfixed infinity was a scar among ideas. The mathematicians, for all their years afterward, thought themselves into catatonia once the form of

ACTIONS

ARITHMALGIA. The irrational number imposes contradictory mathematical proofs on the creature it is inhabiting and everyone within a 15 ft. radius. Each creature must succeed on a DC 16 Intelligence saving throw or take 1d4 Wisdom damage. If a target's Wisdom score is reduced to 0 by this ability, the target falls unconscious and immediately begins making death saving throws. A target incapacitated in this manner may be stabilized but cannot be revived until regaining at least one point of Wisdom.

THEOREM FORUM. The irrational number may inhabit and lay dormant in a single creature's space with no saving throw. However, creatures with Intelligence scores of 6 or less cannot understand the idea, and are immune.

irrationality existed. The functionless thought itself birthed a metaphysical form, perfect and forthright in blasphemy. Many years would pass before the first glitch incursions encroached the world.

The irrational number was cleaved from the Plane of Forms, and the mathematicians rejoiced. They were now free of the mind disease preventing them from developing algebra and calculus. Unfortunately, the irrational number now wanders the Material Plane as a contagious thought which infects a single cell of a mortal mind.

Kaguma

Medium undead, chaotic evil

AC
14

HP
105
(14d8 + 42)

Speed
50 ft.

STR
6 (-2)

INT
14 (+2)

DEX
18 (+4)

WIS
14 (+2)

CON
16 (+3)

CHA
16 (+3)

Saving Throws Wis +5, Cha +6

Skills Stealth +7, Perception +5

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft.

Languages telepathy 300 ft.

Challenge 8 (3,900 xp)

SPECIAL TRAITS

Mirror Meld. The kaguma can freely travel between the material plane and its planar realm through any reflective surface. This includes mirrors, windows, polished metal, water, and other reflective surfaces. In addition, the kaguma can also instantly travel between any two reflective surfaces within 100 feet of each other on the same plane.

Mists and Bone. The kaguma is a corporeal being, but its form is made partly from shifting mists. The kaguma has advantage against any effect that would knock it prone as well as on ability checks to avoid or escape a grapple. It can also move through any space that a small creature can move through.

ACTIONS

Multiattack. The kaguma can make two attacks: one with its claws and one with its Glare of Corruption.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage, plus 12 (2d8 + 3) necrotic damage.

Glare of Corruption. The kaguma chooses one target it can see within 40 feet of itself. The target must make a Charisma saving throw (DC 15). On a failed save, the target becomes corrupted by necrotic energy. While corrupted in this way, whenever the target casts a spell or makes an attack, the target takes 12 (2d8 + 3) necrotic damage. When an affected creature takes damage in this way, the kaguma regains hit points equal to half the damage taken. The target can make a save at the end of each of its turns to end this effect. This effect ends if the kaguma is destroyed.

Soul Rend (Recharge 6). The kaguma utters a deep guttural cry that escalates in intensity until it reaches an ear-splitting scream. This attack has no effect on any creature without a soul (i.e., undead, most constructs, ect.). All



Kiara Thomas

creatures within 40 feet of the kaguma must make a Charisma saving throw (DC 15). The bearer of the *misted ring* makes this save with disadvantage. On a failed save, a creature takes 17 (4d6 + 3) necrotic damage and has their hit point maximum reduced by the damage taken. This reduction lasts until the creature finishes a long rest. On a successful save, a creature only takes half damage.

If a creature's hit point maximum is reduced to zero by this effect, the creature becomes unconscious and catatonic as the kaguma draws the creature's soul into its planar realm. The creature cannot regain hit points and cannot be revived unless it is affected by *greater restoration* or other magic. If after 3 days the creature has not been revived, its body dies as the kaguma consumes the last of the positive energy from the creature's soul. If a creature that dies in this way was the bearer of the *misted ring*, then a newly formed kaguma crawls bloodily out of the creature's body and violently attempts to escape into its planar realm through the nearest reflective surface.

SWOLESTIAL

AC
17
(natural armor)

HP
133
(14d10 +56)

Speed
40 ft.

STR
22 (+6)
INT
11 (+0)

DEX
11 (+0)
WIS
13 (+1)

CON
18 (+4)
CHA
12 (+1)

LARGE CELESTIAL, NEUTRAL GOOD

SAVING THROWS STR +4, DEX +2, CON +4

SKILLS ACROBATICS +10, ATHLETICS +16, INTIMIDATION +11, PERFORMANCE +11

DAMAGE IMMUNITIES BLUDGEONING, PIERCING AND SLASHING DAMAGE FROM NONMAGICAL WEAPONS

DAMAGE RESISTANCES ACID, COLD, FIRE, LIGHTNING, POISON, RADIANT

DAMAGE VULNERABILITIES PSYCHIC

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED, POISONED

SENSES DARKVISION 120 FT., PASSIVE PERCEPTION 11

LANGUAGES CELESTIAL, COMMON

CHALLENGE 10 (5900 XP)

SPECIAL TRAITS

ANGELIC WEAPONS. THE SWOLESTIAL'S WEAPON ATTACKS ARE MAGICAL. WHEN THE SWOLESTIAL HITS WITH ANY WEAPON, THE WEAPON DEALS AN EXTRA 4D8 RADIANT DAMAGE (INCLUDED IN THE ATTACK).

CELESTIAL BLOWS. THE SWOLESTIAL'S UNARMED STRIKES ARE TREATED AS MAGICAL FOR THE PURPOSE OF OVERCOMING DAMAGE RESISTANCE AND IMMUNITY.

MULTIGRAPPLER. THE SWOLESTIAL HAS ADVANTAGE ON ATTACK ROLLS AGAINST ANY CREATURE GRAPPLED BY IT. THE SWOLESTIAL MAY GRAPPLE TWO CREATURES AT THE SAME TIME.

SPIDER CLIMB. THE SWOLESTIAL CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

TRAMPLING CHARGE. IF THE SWOLESTIAL MOVES AT LEAST 20 FT. STRAIGHT TOWARD A CREATURE AND THEN HITS IT WITH A PEREIOPODS ATTACK ON THE SAME TURN, THAT TARGET MUST SUCCEED ON A DC 16 STRENGTH SAVING THROW OR BE KNOCKED PRONE. IF THE TARGET IS PRONE, THE SWOLESTIAL CAN MAKE ANOTHER ATTACK WITH ITS PEREIOPODS AGAINST IT AS A BONUS ACTION.

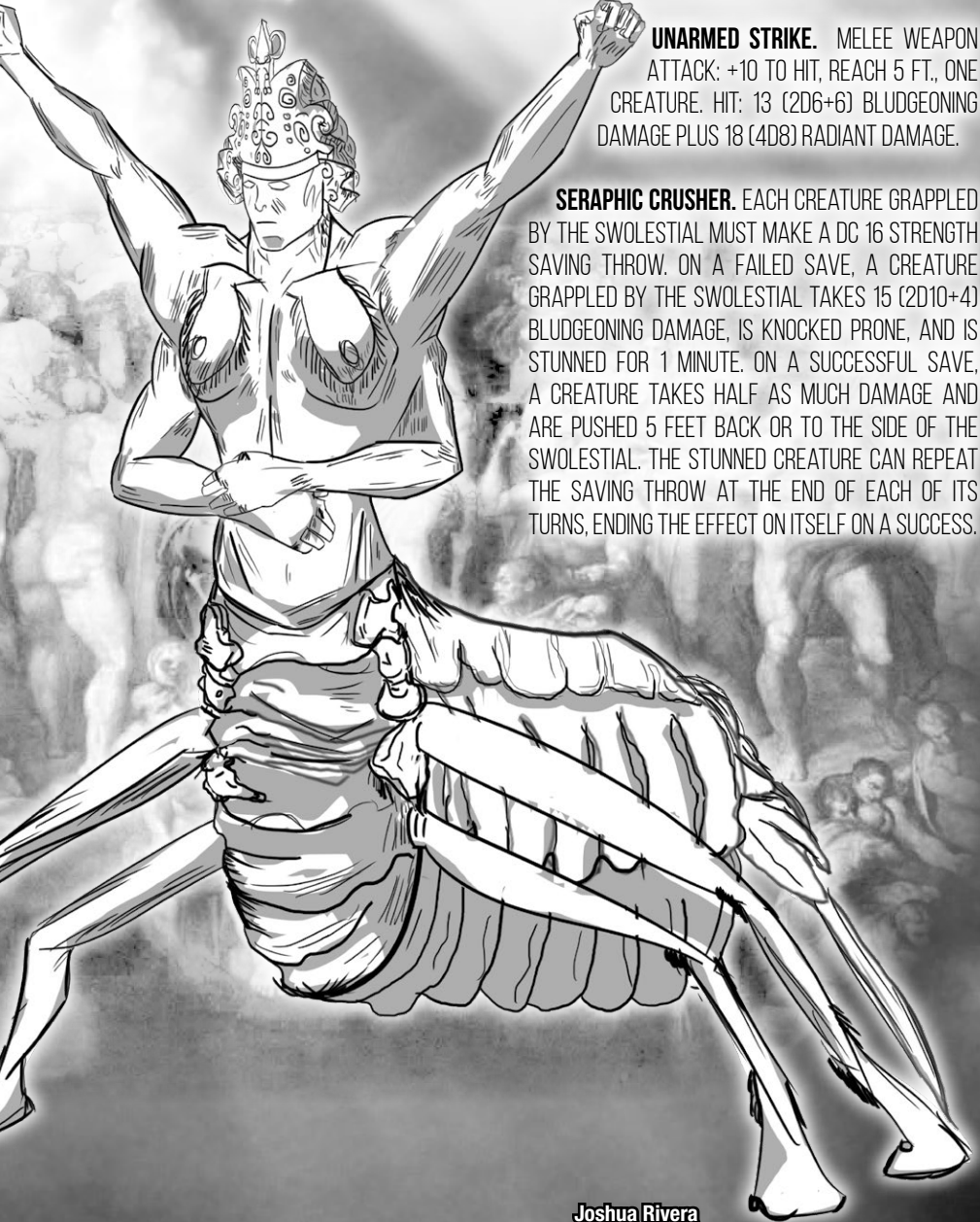
ACTIONS

MULTIATTACK. THE SWOLESTIAL MAKES FIVE ATTACKS: ONE WITH ITS PEREIOPODS, AND FOUR WITH ITS UNARMED STRIKE.

PEREIOPODS. MELEE WEAPON ATTACK: +10 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 13 (2D6+6) BLUDGEONING DAMAGE PLUS 18 (4D8) RADIANT DAMAGE.

UNARMED STRIKE. MELEE WEAPON ATTACK: +10 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 13 (2D6+6) BLUDGEONING DAMAGE PLUS 18 (4D8) RADIANT DAMAGE.

SERAPHIC CRUSHER. EACH CREATURE GRAPPLED BY THE SWOLESTIAL MUST MAKE A DC 16 STRENGTH SAVING THROW. ON A FAILED SAVE, A CREATURE GRAPPLED BY THE SWOLESTIAL TAKES 15 (2D10+4) BLUDGEONING DAMAGE, IS KNOCKED PRONE, AND IS STUNNED FOR 1 MINUTE. ON A SUCCESSFUL SAVE, A CREATURE TAKES HALF AS MUCH DAMAGE AND ARE PUSHED 5 FEET BACK OR TO THE SIDE OF THE SWOLESTIAL. THE STUNNED CREATURE CAN REPEAT THE SAVING THROW AT THE END OF EACH OF ITS TURNS, ENDING THE EFFECT ON ITSELF ON A SUCCESS.



THANK YOU!

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9thLevel

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FALL, DISCONNECT, AND THEN,
BREATHE. THE TOWER JUTS YOU INTO
ANOTHER WORLD. WHO ARE YOU,
NOW THAT YOU'VE ABSCONDED?

