

βR

Welcome to the Reistance, Operator

I'm sure you've noticed. Things are looking bad. Here's what we know. (Many Fetchgoblins have died to bring us this information)

[SITUATION REPORT]

Obsidian Obelisks are materializing rapidly across the Omniverse. Wherever they touch down, the Sorrow Lord's entropic chaos field empowers the Oligarchs that take residence within them. Their thralls spread like a virus, assaulting every center of civilization... Even the Genesis Garden is under siege.

These Obelisks exist in a higher-dimensional meta-planar super-reality. To access it, you must create a Weave Operator - your avatar within this conflict.

The Weavelink connects you to your Operator via a 4-dimensional polyhedral crystalline probability matrix - what we call a D20. When quantum uncertainty threatens to destabilize your connection, this matrix resolves it.

The stronger your connection to the Weave IRL, the higher your Operator's level, and the more abilities they can bring to bear inside the Obelisk. Their level and class will match your real Beta Resistance progression - accessible through the Weave Terminal at [link].

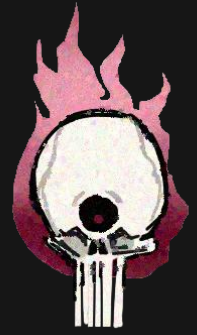
And here's the good part: Damaging one Obelisk damages them all.

The framework through which Weave Operators explore and dismantle these towers of oppression is called Obelisks & Oligarchs. (O&O)



OBELISKS & OLIGARCHS

A MMTTLAARRPG



An Excerpt from the Tome of
D000M, Recovered by the
Fetchgoblin Commandos of
Timeline D00032u42oM7X:

Antigenesis. Chapter XXX:

1:1 So sayeth the frowning prophet, that when the last sparrow hath fallen from the choked and ashen skye, the wisest aelderwood splintered o'er the barren land; and the azure sea split in twain by rancid phyres, so then shall the Unraveling have begun in earnest. And from the mouth of the sorrow lord, betwixt rows of sour teeth, a great army of thrauls shall spew forth, fervent to do his cruel bidding.

1:2 And among the many noble and troublesome creatures of the land there shall be sown a great discord; such that they will speak wickedly of eachother, and be divided and scattered like grains of sand. And once the union of the many creatures is broken, their spirits shall be driven unto despair by phrophecies of doom writ on obsidian tablets, and therefore be easily o'ercome by the thrauls, who count themselves fewer in number but greater in their cleverness.



1:3 And the oligarchs shall transmute the innocent fruits of the earth into chains of paper which shall sear brand-marks unto the wrists of the wage-serfs. And a great many obsidian obelisks shall rise from the cracked soil, and scrape great gashes across the fallow skye, from which a torrent of acrid rain shall bleed upon the land of milk and honey.

1:4 And once the cardinal sin of empathie hath been finally purged, and the last memory of birdsonge and flower faded into dust, all that shall remain upon the roiling coasts are the blood-gnats and the wriggling maggots and the mind-eating taepwyrm.

1:5 And all those little thrauls shall sing their cacophonous praise to the sorrow lord **GOLGOTH**, as they throw themselves into his gaping maw; and his belly shall swell ripe with the fruits of the times, and he himself shall be consumed in his own glorious hunger

X:X And so the Unraveling shall be complete, the words of the frowning prophet fulfilled to the letter, and all shall be dark and quiet once more under the payle ashen skye.

Create:

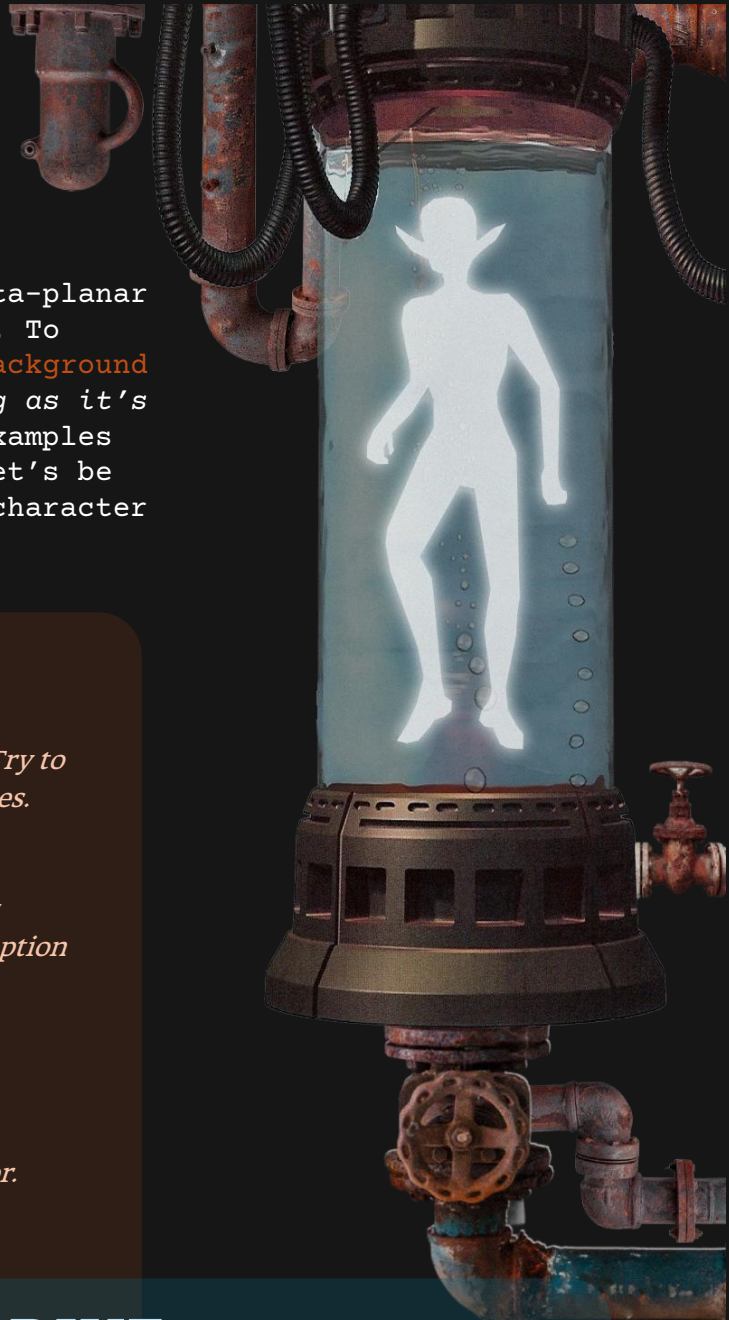
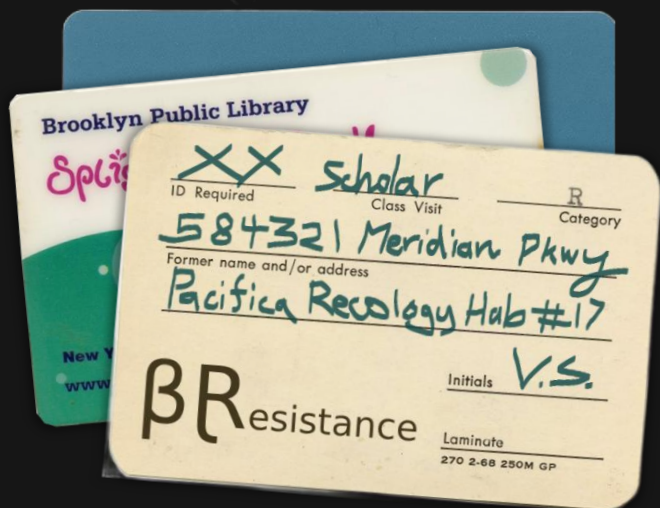
Your Weave Operator is your link to the meta-planar hyper-reality in which the obelisks reside. To create them, you only need two things: a **Background** and a **Drive**. These can be anything [As long as it's approved by your OM], but below are some examples to get your creative juices flowing. But let's be honest, you've probably been drawing this character since middle school.

Background // who are you?

- ♠ Resistance Fighter from a D000MED timeline. *Try to hide the loss in those deep red chronoshifted eyes.*
- ♠ Dimension-hopping Mailperson.
- ♠ Turncoat thrall who burned down one too many fetchgoblin village-colonies. *You look for redemption you may never find.*
- ♠ MP3 Archaeologist looking for rare mixtapes uncorrupted by AI
- ♠ Awakened QCC (Quantum Computational Consciousness), *Inhabiting a bipedal refrigerator.*
- ♠ Cybernetic Ronin from Kyoto-VII. 'Nuff said.
- ♠ Graffiti artist from Brutalitrax 4. All you wanted was to add some color to a drab city, *now you're on the run from the Art Police.*

DRIVE // Why do you Resist?

- ♣ Lost your life savings in a tetrahedron scheme.
- ♣ Your home forest was clear-cut to make space for a UltraMart parking lot.
- ♣ Cyber-parents forced you to move out of their cyber-basement and do something with your life
- ♣ Sold your memories to a black market neuromancer to make rent.
- ♣ Your comically large extended family was slaughtered right before your eyes by a hoarde of bloodthirsty crypt-thralls.
- ♣ Just bored, looking for a thrill.



SKILL ISSUES

The Sorrow Lord's fell disciples machinate against the Resistance at all hours. To see the timeline restored, and the weave constructed, we must use every faculty at our disposal.

When an outcome within the Obelisk is uncertain, the OM will ask you to roll a d20; add or subtract any relevant modifiers to the resulting roll. A 1 is a critical failure that spells D000M; a 20 is an unexpectedly harmonic success. Anything that doesn't fit into one of the 5 skill falls to luck-

flip a coin.

INT – Intelligence

Investigate the room

Hack the data terminal

*Derive the gestalt function
without a cyclometer*

WIS – Wisdom

Recall esoteric lore

*Ask the Ivy for
directions*

*Read between the
lines*

STR – Strength

Lift a Fax Machine

*Intimidate a cowardly
thrall*

*Hold back a collapsing
bulkhead*

RIZ – Charisma

Lie through your teeth

Seduce a crypt thrall

*Convince the
fetchgoblins to share
seaweed rations*

DEX – Dexterity

*Pick open rusty
shackles*

*Tip toe past a sleeping
hierophantom*

Dodge a flying stapler

LUCK - 🎲🎲🎲

Everything else



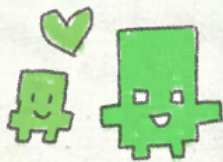
Weaver:

Support/Healer

Add your level to DEX checks

Level 1 - Trance Healer: Your connection to the weave allows you to heal an ally you touch (or yourself) for D6. The first casting is a trivial action, but the second is a full action. You can may heal 3 times per floor. Additional casting drains the equivalent HP from yourself.

The sorrow lord wants us to forget. Forget that we can grow our own beans. Sew our own clothes. Bake our own bread and fix our own unicycles.



A little sparrow landed in Gethsemane and whispered into Abigail's curious ear,

"This is where your father wept"

Verdant eyes gazed between wizened branches as she reached unto the olive tree and plucked its bitter fruit.

"I know"



Herald:

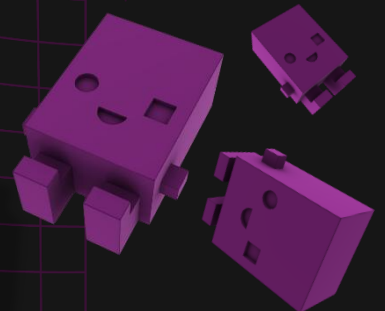
Face/Jester

Add your level to RIZ checks

At Level 1 - Words of Wit: 5 times per floor, use a trivial action to inspire an ally. Inspiration lasts for 10 minutes and confers + your level to a subsequent skill check or attack roll at their discretion.



Yes, and...



THE DUTY OF THE HUMBLE HERALD
IS TO BE NOTHING LESS THAN THE
MOUTH OF THE WEAVE, THE VERY
EMBODIMENT OF TACTICAL
FRIVOLITY; AS EVEN THE SMALLEST
CHORTLE IS LIKE A COLD KNIFE IN
THE SIDE OF THE SORROW LORD.

A BIT OF WISDOM FROM THE
LAUGHING PROPHET:
WHEN THE PASTLINGS LOOK AT YOU
LIKE YOU'RE INSANE, SIMPLY MUMBLE
"GREAT POETS ARE RARELY
UNDERSTOOD IN THEIR OWN DAY"
AND BACK AWAY QUICKLY. -M.S.



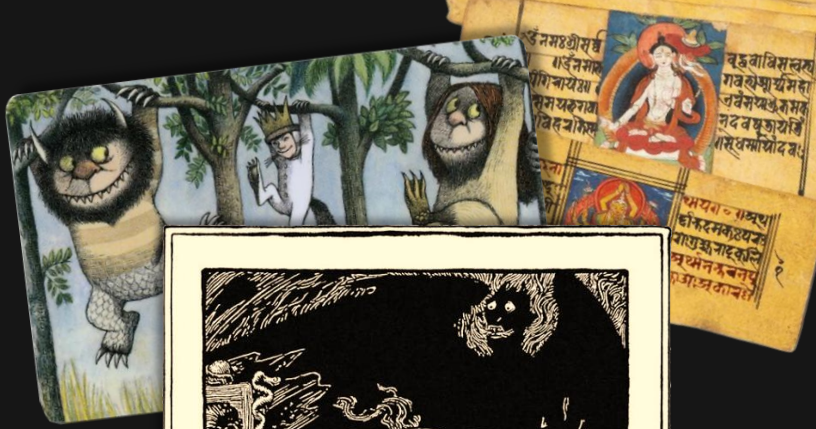
靈とか相談所

Scholar:

/ 'skälər /
noun

An operator who specializes
in the accumulation and application
of sacred knowledge

editor's note: add your level to WIS checks



Level 1 – Uhm, Actually...

When you encounter a thrall,
or unfamiliar terrain, consult
your notes and roll a WIS
check.

First encounter 15+

Second encounter 12+

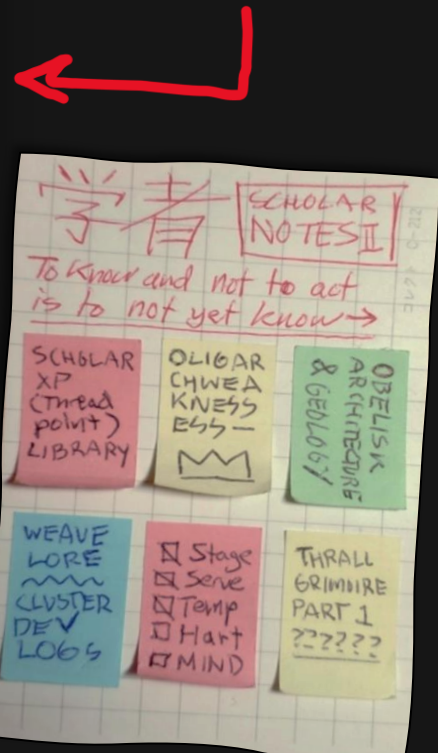
Third or more 9+

On a success, add the scholar's
level to damage rolls against
that thrall, or checks to
navigating that environment,
until the end of the session.
(for all operators)

Scholar's guide, § 45



A Cluster's Scholars
are keepers of esoteric
wisdoms essential to
the creation and
sustenance of the
weave. **Humanity's**
history is ripe with
literature from which
to draw upon in our
Resistance against the
Sorrow Lord and his
thralls.



Choose your instruments wisely, Sol Weintraub...

Sentinel:

Tank/Liberator

Add your level to **STR** checks

At Level 1 - Defender's Stance:

When an ally is targeted by a Thrall's attack, you can take the hit instead. Subtract (your level) from the damage on top of your armor reduction.



"Gaze not so long into the storm... that you forget to water your pothos"



ssisi held aloft his verdant staff, alongside the many lambs that flocked around him, and with a toothed grin decried, "My duty calls upon me now, to march through the fields of Everflowers, past the howling peaks of Briggadune, and return once more to the land of Omelas, where a small and fellow creature waits in a cellar, alongside a bucket and two mops, to be free again."



KNOW YOUR RIGHTS:

NEVER speak to thrall authorities without the presence of fetchgoblin legal counsel.

When in doubt, S T F U



Thou shalt not converse with me nor mine squire ever again.



Datamage:

Utility/Control

Add your level to INT checks.

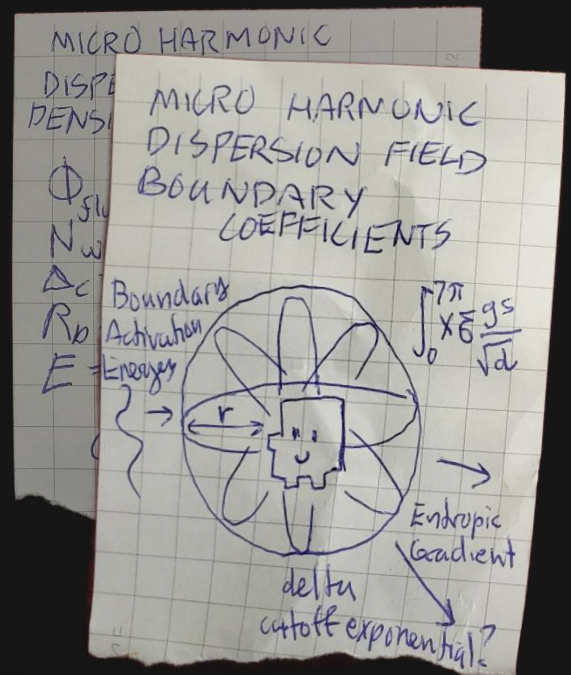
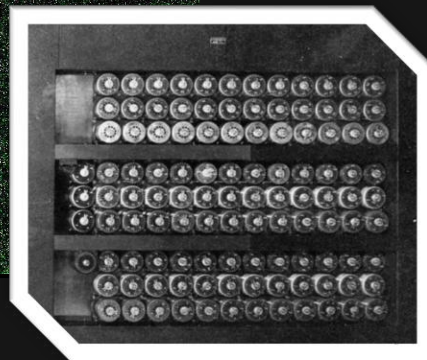
At Level 1 - Your connection to the digisphere enables you to execute a program (spell) as an action on your turn.

You may cast 3 spells per floor and they can be any of the following:

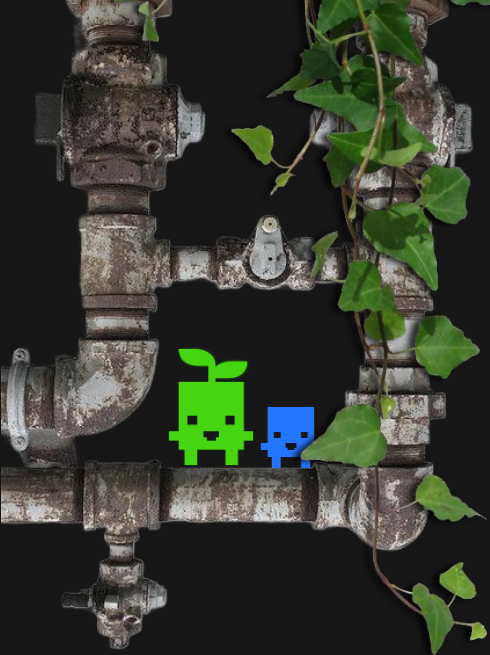
ZAP (range 60ft, d6 damage, stuns mechanical thralls for 1 turn),

HACK (manipulate obelisk environment or doors).
Cast on a disabled mechanical thrall for DC13 Int check to reprogram it.

BOMBE -
[CLASSIFIED]



Pro Tip:
Never leave home without your pocket-cyclometer.



Each Operator can enter the obelisk carrying one Weapon, one Armor, and one Artifact;



Weapons // *Increase you damage*



Armor // *Reduces incoming damage*



Artifacts // *Have miscellaneous effects*

COMBAT

Some thralls can be reasoned with. *Most cannot.* When it comes to blows, everyone enters *initiative*. Roll a D20 and add your dexterity modifier: this is your initiative roll. The initiative order of all players and thralls in a combat is public knowledge if the enemy is visible. In cases where there are multiple consecutive player turns in a row, before a thrall's turn, players can choose what order to activate in or collaborate on an attack or action.

Base HP = $10 + (XP/100)$
For example, if you are level 3 + 580 XP, you will have 35 HP.

On your turn you may:

1. **Move 30 feet** (*Or 9.144 meters if you're a scientist*)
2. Perform one **Action**: This can be attacking a thrall, unlocking a door, folding a paper crane, or writing a haiku. You may forego your action to dash an additional **30 feet**.
3. Perform one **Trivial Action**: Speaking is a trivial action but you only have 10 seconds to speak on your turn. Quickly Surveying your surroundings is also a trivial action. Your OM will determine whether an action is trivial or will take your full action

The Attack Action:

Roll a D6 to inflict damage to a thrall. Add your level bonus and any weapon bonuses.

Multi-Attack Weapons:

For weapons that split damage between multiple attacks, your level bonus may only be applied to your first attack.

Critical miss: a roll of 1 deals zero damage regardless of modifiers. **BUMMER!**





WEAVELINK

Operators that enter an Obsidian Obelisk are connected by the **Weavelink**. The Weavelink is an Nth-dimensional data hyper-string, projected from your cluster node, that penetrates the entropic field that surrounds and permeates the Obelisk. The Weavelink performs 2 simultaneous functions:

1. It connects the delving party to the Weave, protecting them from Entropy;
2. It binds the operators in a delving party to *eachother*.

As your operator's physical body suffers damage, their connection to the Weave weakens. If you go below zero, you will desynchronize: your body scattered to dust as the Obelisk's entropic field gnashes your molecules asunder.

However, this fate can be prevented. If an ally chooses, they can take the remaining damage, leaving you at zero. You will then persist, in a quantum unstable superstate where your consciousness remains **tethered** to your allies through the weavelink.

When the final operator in a party falls below 0 hp, the weavelink connection collapses: all operators are desynchronized and booted from the obelisk.

Tethered State (0 HP)

- You remain conscious and can take actions, but all D20 rolls suffer a -5 penalty as your corporeal form flirts with immateriality
- You lose both the level and weapon bonuses to your attack damage rolls.
- You cannot heal yourself, and you cannot heal allies. (*Don't let your Weaver get tethered!*)
- Additional damage you would take is distributed among your connected allies
- If you choose to "desynchronize" (voluntarily dissolve), no spillover damage affects your allies
- Your move action can take you through walls, doors, and non-obsidian materials as long as you can end your turn in an unoccupied space.



NOTE: If damage takes you to exactly 0HP, you become tethered automatically.



In base reality, we have but one life to spend before the soul departs. But the Weave is kind to those who throw themselves into Golgoth's miserable towers. Instead of one life, you may have **Three**.

The first two times you desync, the Weave-net can recover your chronoshard and reconstruct your body back outside the tower. **When you are on your last life**, you have an unstable weave-link. You gain the following ability:

Telepathic Overdrive

When you reach 0 HP, you may voluntarily desync: Your sacrifice instantly grants you 30ft of movement, and you may activate one of the following, based upon your pathway:

Weaver's Requiem: This may be the end of your story, but there isn't a speck of doubt in your mind: a bit of you will live on in them. **Heal one ally to full.**

Sentinel's Duty: You know the consequences of the forbidden technique... But you're out of options. Your last strike will automatically hit and **deal 10D6 true damage to to a single enemy within range.**

Datamage's Ghost: The database is going to fall apart without you... *but that's okay.* You're onto better things. As you become code, **Every enemy within 60ft is stunned until the end of its next turn.**

Scholar's Revelation: In your last moment, your life flashes before your eyes. So much left to learn... but a pattern falls into place. Something clicks that you didn't realize before. **A great secret of the Obelisk is revealed to you.**

Herald's Lament: There's nothing more badass than looking death in the eye and cracking a joke... *and you have just the one.* Let it fly, and grant all allies within sight a **transcendant inspiration die** (2d6+ your level, never expires)

The third time you desync,
Your operator is gone forever. Time to tell a new story.



*But don't despair too much.
The weavelets will remember you.*