Project Moon D&D 5E Conversion

Special Thanks

These people helped make this project possible with their help and insight of either the mechanics of 5E or their understanding of the Project Moon Lore (or both!). THANK YOU TO:

<mark>Lamplighter</mark>

Notice

Pardon our dust! 🚧👷🏗️🚧 This ENTIRE document is under construction and will need time to clean up until its finished to a state that we're happy with! Progress is slow due to real life complications, plus, as a fan project, expect gradual progress over the course of its construction. Slow and steady wins the race!

Preamble

Greetings! Welcome to the rough draft for my Project Moon conversion for D&D 5th Edition. This is primarily a document for my players who do not know much of the Project Moon Universe, and thus, many major plot points, such as the cause of the Distortion Phenomenon, the truth behind singularities, or other pieces of information many of us Project Moon fans are intimately familiar with, but not available to the general population of The City, will likely not be covered here. If anyone else has interest in this conversion, I may expand it more and rewrite it into a more professional looking document, including a version with important info for other DMs as well. This is a work in progress, and things are subject to change. It is especially light and tries not to make any changes that would be especially groundbreaking, as to keep the core of D&D alive, preferably using any optional rules in the DMG that are already well tested. If anyone has any suggestions, please leave a comment or send me an email and I would love to hear from you! In addition, there is a light primer to help on-board players not familiar with the universe below. Thank you.

-Macky :D

This document is mostly geared for DMs, I'm gonna split off a player handout that has all the necessary info for creating a PC, including backgrounds and what to do about race. See the player handout [HERE](#).

Anytime you see a 🚐, it means my ADHD kicked in and I left an unfinished thought to go write somewhere else.

Final note: If you wish to contact me for anything, be it wanting to help, correcting information, or just saying hi, my email is Macky400@gmail.com. Anyone here to help, please see [THIS SECTION](#).

Table of Contents

What Is The City and Why Should I Fear It?

This setting takes place in The City, a low cyberpunk, low "magic," grimdark version of our world. As a grimdark tale, expect heavy themes featuring gore, class disparity, suicide, and many dark subjects. Be warned if these themes are unsavory to anyone. This is a very depressing setting, so expect horrible failure and bittersweet victories. For a full content warning, see this image I definitely didn't just steal from the trailer:
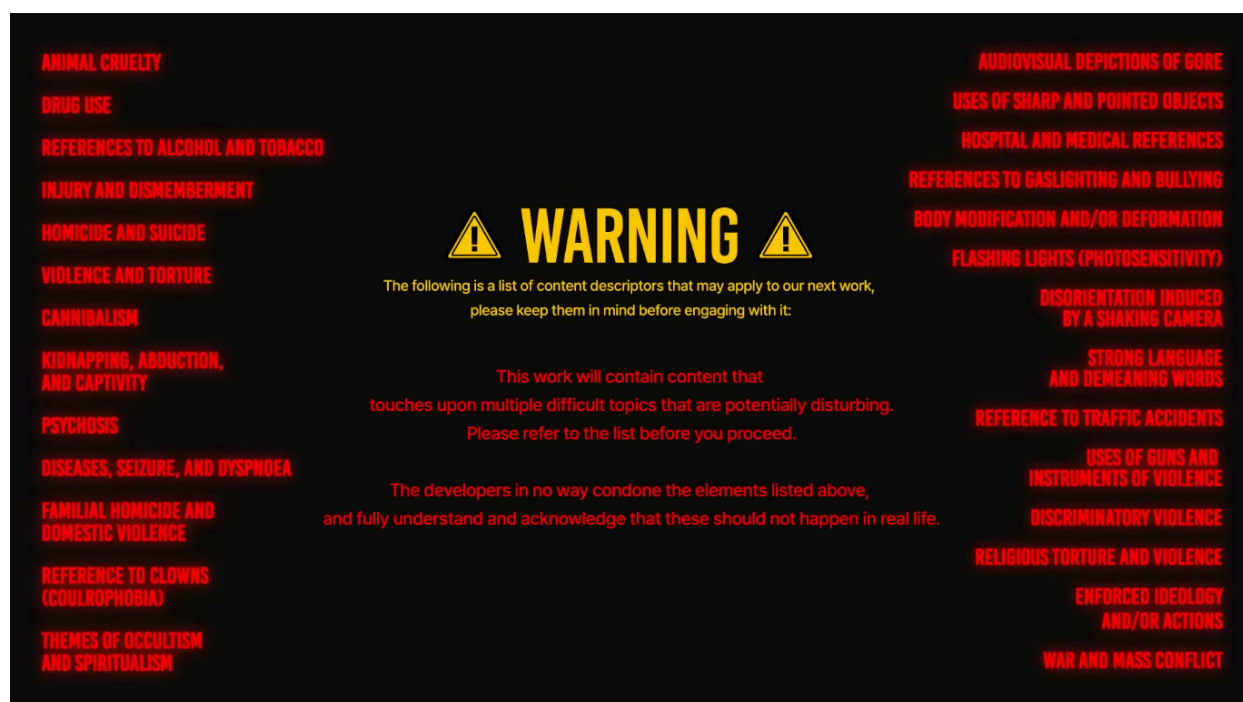
A Light Primer (By Novoke and Lucky, The Maidenless)

City is the last known bastion of human civilization, with the size of a small country and an incredibly condensed and large population, the living conditions aren't great for everyone. The lore and customs of this setting are incredibly vast and as such, I will be only touching the most important and need to know parts in this document for sake of brevity (they say brevity is the soul of wit, and man am I dumb, this document is very long and should only be skimmed).

Here is a "short" primer for the universe, lightly edited from Novoke's and Lucky, The Maidenless's excellent guide, "The World of Limbus" (seriously, it is possibly the best world guide I've ever read. I highly suggest giving it a skim to help inspire character ideas, specifically the parts detailing the Wings, Fixers, Associations, and Syndicates. [Does contain spoilers for the games, I may take this and rewrite a shorter version without many spoilers at a later date])

The year is 984.

The world has been exhausted of most of it's natural resources, leading to the discovery of miraculous technology known as "Singularities". Corporations rise to claim these wonders, forming a gigantic mega-city known as "The City". 26 of these Corps (In accordance with the Alphabet) manage 26 districts, with the powerful organization known as "The Head" leading them.

However, with the rapid advancement of technology, comes a great difference in status between the rich and poor. This divide leads to the separation of the "Backstreets" and the "Nest" within a district, and with it, rampant crime and cruel exploitation by Corporations. In this dystopian society, only the strong willed survive.

Of course, opportunity also rises in The City. Contract mercenaries known as Fixers work to earn a living through various means, as well as the more criminally orientated Syndicates who often clash with the former. Additionally, employees of the 26 Corporations work to pay off their dues in order to keep their place in the Nest.

City's world is one of a society of advanced technology and development, but suffers under a oppressive meritocracy ruled by corporate entities in an almost post-apocalyptic world. Where the joy of life has long since left the eyes of the denizens of The City.

Glossary

I realized the glossary was way too big and took up a lot of this document so I put it in its own document to be easier to give to players. Here is a link to the previous glossary:
📄 Project Moon EXPANDED Glossary

Okay, but WHEN are we?

This document assumes The City is in the year 984, sometime after the White Nights and Dark Days incident.

For a more meta answer, this document assumes the adventure takes place between the fall of L Corp and the current release (Canto VI) of Limbus Company. This is an alternate timeline where The Library and the Golden Boughs may coexist. These details are subject to changes as the DM wishes, as long as the Distortion Phenomenon is in effect.

Rule Changes

These rules are pick and choose, allowing DMs to curate their own version of The City and its idiosyncrasies. Some of these rules haven't been fully tested and thus I encourage those to give feedback on any rules they use. Any rule with a ✅ have been tested by Wizards of the Coast, as they are directly taken from the DMG's optional rules with a few minor tweaks, and thus you can rest assured they won't break your game too much. For better understanding, or to hear the rules straight from the horse's mouth, I encourage those interested to go to the DMG and read them for yourselves. Any rules with a ❔ have not been tested, and thus should be used with caution.

New Actions in Combat ❔

These are new actions that any player character can take in combat. These rules bring D&D more in line with how limbus combat works or make it easier for player characters to work as a team.

Clash ?

      When an enemy rolls to attack you with a weapon attack or unarmed strike, you may use your reaction to ***Clash!*** In a clash, roll a weapon or unarmed attack. The creature with the higher attack roll wins the clash and, if their attack roll also beats the enemy's AC, then they may roll their damage roll and deal damage to the other creature.

Aggro ?

      Using a bonus action, you can make yourself a more enticing target, either by appearing to be more threatening, getting in the enemies way, or some other intimidating way. If you're able to make multiple attacks with the Attack action, you may replace one of them with this ability without using a bonus action.

      Choose a hostile creature within 15 feet of you who is able to see or hear you. You make a Constitution (Intimation) check contested by the targets' Wisdom saving throw. If the target fails, it must deal damage against you before the end of its turn or forgo one of its weapon attacks. If the target fails by 10 or more, that target treats every square moving away from you as difficult terrain and cannot willingly target any other creature than you with an attack, harmful effect, or harmful spell. This effect ends at the end of your next turn, if you go unconscious, or another creature taunts the target.

Marital Flexibility ?

      All creatures can change their weapon they're wielding once during the planning phase of a round. This swap includes stowing the held weapon away and drawing a different (or the same) weapon. This swap takes a "Free Object Interaction" to do.

Modified Speed Factor Initiative ✅

      (A rule from the DMG pg 270 with some minor changes). At the start of every round, the party enters a "planning stage." In this planning stage, players plan out their attacks and movement in advance, declaring or writing down what actions and bonus actions they will take, planning with other players. Once the planning stage is over, everyone rolls initiative, modified by 3 factors: your regular initiative modifier (your dexterity most likely), your creature size mod, and SLOWEST action modifier (See the action modifiers at the end of these rules for the version we'll be using, as its different from the one in the DMG).

      Afterwards is the "combat phase". The DM will count down from 30. When your initiative is called, your turn activates, doing exactly what you declared your PC will do, with the only choices you can make being where to move and who to attack. ~~If you wish to change what your PC will do, you can use a reaction to change one action or bonus action (may change this to make resonance better).~~ Once your turn begins, you can choose to instead take the dodge action, the dash action, or simply do nothing when it comes to your turn. If you were casting a leveled spell, you have an additional option: you may choose to cast a Cantrip on your turn instead.

Creature Size Modifiers

Creature Size	Initiative Modifier
Gargantuan	-8
Huge	-5
Large	-2
Medium	+0
Small	+2
Tiny	+5

Speed Factor Modifiers

Action	Initiative Modifier
Cast a Spell	Subtract the spell's level
Very Slow Action	-5
Attack – Melee, Heavy	-5
Attack – Ranged, Loading	-5
Slow Action	-2
Attack – Melee, Two-Handed	-2
Disengage	-2
Medium Action	+0
Attack – Any Other	+0
Help	+0
Hide	+0
Search	+0
Use an Object	+0
Fast Action	+2
Attack – Melee, Light/Finesse/Unarmed	+2
Dash	+2
Very Fast Action	+5
Dodge	+5

(I don't think Size Modifier is going to come up often as I don't believe there will be any non-human race options in this world)

Resonance, Absolute Resonance, and EGO Resonance

[Note: This was some rules to help encourage teamwork as well as invoke the gameplay of Limbus Company, but they became too fiddly and annoying after some playtesting. I highly suggest against using them.]

Resonance

During the planning stage, if a creature and another friendly creature plan to do the same damage type in the planning phase, in the form of a weapon attack, damaging spell, or any items, then "Resonance" occurs between the two creatures, as you have both become in sync. All creatures part of the Resonance receive a +1 to attack rolls, damage rolls, spell attack rolls, and spell save until the end of the round. *[Maybe just change it to a straight increase to proficiency bonus for the round? Idk, may cause other problems like for resources based on prof...]*

If three or more creatures are part of the Resonance, it becomes "Absolute Resonance," and increases the bonus to a maximum of +2. They also deal an additional 1d4 of the resonating damage type, increasing by another 1d4 for every other creature above three, up to a maximum of 8d4.

If, during its turn, a creature changes their action to something other than doing nothing, Resonance or Absolute Resonance still occurs and the other participants still get the benefits as if the chain was never broken, but the one who broke the chain takes an amount of damage equal to their level in the form of the resonating damage type and does not benefit from the bonuses of the Resonance. For this reason, a creature can choose not to Resonate in the planning phase if they would Resonate but expect to change their action.

Resonance only affects PCs, and has no effect nor gains the damage increase for any other creatures, NPCs, or summons.

(Example: 4 characters plan to make an attack or cast a spell that does fire damage. Each participant gets a +2 bonus to their affected rolls, and when dealing damage, also deal an additional 1d4 damage, plus another 1d4 extra damage since there is one additional participant in the chain above the initial three. One of the participants is using a flaming sword that deals fire damage and gets +2 to the listed rolls, as well as 2d4 on all their strikes if they hit. They miss all their strikes sadly, but this doesn't break the chain or affect the Absolute Resonance. One of the participants was casting a spell such as Fireball, thus their spell save to resist the spell is increased by +2, and their damage roll for the spell increases by 2d4. Another participant with a fire axe uses all their movement but can't get in range of a target, and thus chooses to do nothing. This does not break the chain. The final participant changes their action to dodge, breaking the chain, still granting the other participants the benefits of Absolute Resonance, but they take 1d10 fire damage for becoming out of sync and don't gain any of the benefits of Resonance for the rest of the round.)

EGO Resonance

Similar to regular Resonance, when two or more EGO Wielders in the planning phase plan to cast EGO of the same school, they receive a separate buff called "EGO Resonance". The Prudence cost of the EGO cast goes down by 1 for every PC in the chain, with cost to cast it never going lower than half the cost to cast it (rounded up). In addition, if the EGO chosen deals damage, the participants may individually choose to change the damage type of their EGO to any damage type except force or psychic, making them eligible for Resonance.

The same penalties for breaking the chain in Resonance also apply to EGO Resonance. If the planned spells chosen do not have a damage type, the one who breaks the chain takes psychic damage. If a participant changes their action to cast a cantrip instead, if the cantrip is of the same school, the EGO Resonance chain remains unbroken, and the cantrip's damage type can be changed to the one chosen in the planning phase to avoid breaking regular Resonance.

Like Resonance, EGO Resonance only affects PCs.

Sanity and Honor ✅

The following Honor and Sanity rules are straight from the DMG, pg 264. Please read them for a more in-depth understanding of these rules. Each player gains an additional Ability Score called Honor and Sanity that must be allocated in character creation.

Honor ✅

The City is defined by its class hierarchy. Those with high honor hail from the Nests of one of the 26 Wings, while those with lower honor are left in the Backstreets. Your Honor measures your devotion or understanding of the Wing's laws and taboos, in addition to your social standing in The City.

Average people and citizens with lower honor (6-13) tend to live in the backstreets, where countless perils and danger await every corner in the form of gangs, syndicates, cannibals, and sweepers.

People with high honor (14-18) are either high class Fixers or are employed directly by a Wing. Those with exceedingly high honor (19-20) may be a Color Fixer or work for the Head as a Claw, Beholder, or even an Arbiter from C, B, or A Corp respectively.

Those with an exceedingly low Honor (1-5) may be fed to the Sweepers or thrown out to the Outskirts, a land far beyond The City's influence. Very few could even dream they could survive the Outskirts and its horrors.

Unlike other abilities, Honor can't be raised with normal ability score increases, and instead only increases after a job has been completed, either in a way satisfactory to the client or you have learned something new that has given you an edge on The City. Lowering Honor can stem from many actions, most of which involve angering a Wing or Syndicate. Those who have broken a District's taboos will have their honor heavily damaged and could face heavy backlash from the District's Wing. Even knowing the secret of some Wing's singularity is grounds for heavy punishment, let alone trying to replicate their technology.

Honor Checks. Honor, as well as measuring your societal worth, is also used to better understand the customs of each Wing's district. You may be called to make an Honor check in the following situations:
- Knowing a District's taboos and rules
- Presenting yourself to a High Grade Fixer in a proper manner
- Command respect from others with high Honor
- Taking an important job from an Association or Wing as an trustworthy Fixer
- Using your reputation to influence someone in an Association or Syndicate

Honor Saving Throws. An Honor Saving Throw is used to prevent honor loss or to know if something you're doing will be detrimental to your relations with the Wings. The following are examples of times you may need to make an Honor Saving Throw
- Avoiding breaking a District's Taboo
- Recognizing when someone is tricking you due to you being an outsider in a district
- Resist the urge to say something that may jeopardize your social standing

Sanity ✅

The City is a dangerous and mind warping place. Dangers beyond comprehension call this place home. Having a high Sanity means you can handle the horrors of City, good traits for a top class Fixer. That being said, though it's rare, some top Fixers have an incredibly low Sanity (such as the Color Fixer, the Blue Reverberation), with their insanity guiding them to their goals.

Sanity Checks. You might ask characters to make a Sanity check in place of an Intelligence check to recall lore about an Abnormality featured in your campaign, to decipher the writings of raving lunatics, or to learn EGO Spells from the body of dead Abnormalities. You might also call for a Sanity check when a character tries one of the following activities:
- Deciphering a piece of text written in a lost language, alien even to the City, that it threatens to break a character's mind
- Overcoming the lingering effects of madness
- Comprehending the first sight of an foreign to all normal understanding of magic

Sanity Saving Throws. You might call for a Sanity saving throw when a character runs the risk of succumbing to madness, such as in the following situations:
- Seeing an Abnormality, Distortion, or other alien monstrosities (like the Whales of the Lake) for the first time
- Witnessing a piece of art made by The Ring
- Making direct contact with the mind of an monstrous creature
- Being subjected to an EGO spell that affect mental stability, such as the insanity option of the symbol EGO spell
- Passing through The 'Corridor' or other unnatural environments that defy newtonian physics
- Resisting an effect conferred by an attack or EGO spell that deals psychic damage

A failed Sanity save might result in short-term, long-term, or indefinite madness, as described in chapter 8, "Running the Game." Any time a character suffers from long-term or indefinite madness, the character's Sanity is reduced by 1. A greater restoration EGO spell can restore Sanity lost in this way, and a character can increase his or her Sanity through level advancement.

Alternative Sanity ❓

These rules are for a more City-esque sanity system, where players will have their sanity drop and increase multiple times throughout an adventure. These are much more forgiving and thus may make sanity much easier to deal with.

Sanity is something that will temporarily change dramatically over the course of an adventure. Any time a character suffers from long-term indefinite madness, the character's Sanity is temporarily reduced by 1. There are also plenty of creatures in the City that can force direct Sanity damage with their attacks, most often when dealing psychic damage. If your Sanity ever reaches or goes below 1, then you will become an uncontrollable Distortion, as a revelatory piece of information or extreme stress to your psyche has twisted your very being.

Reductions to Sanity can be restored multiple ways.
- You restore your maximum Sanity Score after spending a week without losing sanity.
- A greater restoration EGO restores 1 Sanity loss.
- After a long rest, you can expend half your maximum hit dice to regain an amount of lost Sanity equal to your proficiency bonus.

EGO Wielders and Distortions (Magic Rules and Spellcaster Changes)

Light (Spell Points) ✅

A full breakdown of the Spell Points system can be found in the DMG p288.
Using Light (Spell Points) instead of the standard Spell Levels, when you use EGO (cast a spell), you will subtract an amount of Light equal to the spell's level. In addition, spellcasters gain a bonus to their maximum Light equal to half their sanity score.

Spell Level	Light Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Class Level	Light	Max Spell Level
1st	4	1st
2nd	6	1st
3rd	14	2nd
4th	17	2nd
5th	27	3rd
6th	32	3rd
7th	38	4th
8th	44	4th
9th	57	5th
10th	64	5th
11th	73	6th
12th	73	6th
13th	83	7th
14th	83	7th
15th	94	8th
16th	94	8th
17th	107	9th
18th	114	9th
19th	123	9th
20th	133	9th

EGO Strain

As EGO is rare and exceptional, casting spells is not as simple as saying the magic words and doing a little dance (verbal and somatic components).

Any spell caster, when casting a spell, must make a Sanity Saving Throw against a DC equal to the spell's level. If they fail, the spell is still cast, however they receive a strain on their psyche;

If they fail the save by 10 or more, they suffer short-term madness. If they fail the save by 10 or more and the roll was a natural 1, they suffer from long-term madness 🚐

EGO Gear

EGO (Magic)

Our mission is to simply seed the people's hearts. Every single person has their own Light. In the Light, they create their own stories, and lay the roots of their existence in it. We are merely there to sow the seeds, it is up to the people to bloom it in their own ways.

-Ayin, Founder of Lobotomy Corporation

After the fall of L Corp, the Wing shone a blinding light into the sky for 3 days straight, sowing the Seeds of Light across The City, to heal the "sickness of the mind." This event is known as the White Nights and Dark Days event. Although the original plan was to shine for 7 whole days, something went awry, and thus the true fulfillment of L Corp's plan never came to fruition. In its wake came the "Distortion Phenomenon," creating monsters known as Distortions and granting exceptional people powerful abilities known as E.G.O. In this world, the majority of magic and its powers derive from this event, and most spells and class abilities can be attributed to "The Light."

Extermination of Geometrical Organ, or E.G.O., is a piece of gear or power that manifests from an individual's psyche. EGO is the magic in this world, outside of the physics defying powers of a Wing's Singularity. EGO wielders are beings capable of using EGO, calling forth their power in necessary times. In this world, all spellcasters are EGO wielders, beings able to tap into the identity of an Abnormality, granting them its powers. Those who command the power of EGO are some of the most powerful individuals in The City, many Colors utilize EGO, and are where they are now because of it.

Even those without EGO have the chance to rise to the top, martial characters can rise the ranks with the right equipment. That being said, an EGO Gift (magic items) will certainly help crossing the line into that of a Color Fixer.

[this is just lazily written, do it again self]

EGO Gifts and Workshop Gear (Magic Items)

Magic items are known as EGO Gifts, granted, or taken, from a Distortion. As Distortions can be incredibly powerful, these EGO Gifts can be incredibly rare. EGO Gifts, much like regular EGO, put a strain on the user, and may force Sanity Checks or drain Sanity Points (or both!).

There is another form of magic item known as Workshop gear, made by a Workshop, a special kind of Fixer Office. These tend to be either armor or weapons and, while powerful, usually pale in comparison to EGO Gifts. Characters will find Workshop Gear much more manageable, while EGO gifts may impose a strain on any user if their Ability Scores are not high enough to handle their power.

Magic items may also take the form of an object created with a Wing's Singularity, which also does not strain the user. Such examples include K Corp's Healing Ampules (healing potions), silk cloths made of humans (magic armor), and augmented tattoos (magic tattoos).

[A very powerful EGO Gift, used by a Fixer to single handedly eliminate the Brazen Bull Distortion.]

Augmentations

This section is headed ENTIRELY by Lamplighter so thank him for his excellent work! It's currently under construction, so expect further expansion to the document before it's imported into this document!
📄 Augmentations (1)

Firearms

"Few Fixers use guns for self-defense. Bullets cost an arm and a leg, and foes who are relatively powerful tend to dodge shots like it's nothing, and I can barely graze 'em…"

–Grade 5 Fixer Stephan, Full-Stop Office

The Head's Guidelines to Restrictions on Firearms:
Do not research or imagine technology that infringes the firearm manufacturing guidelines, as provided by the Head along with the license.
The maximum length of the gun barrel must be shorter the higher the gun's caliber is.
No gun should possess the firepower to penetrate steel or building walls.
A gunfire sound must be audible. (No suppressors.)

Firearms in the City are a rarity, due to the incredible skill of fixers, the hardiness of their equipment, and, most importantly, the laws of the City. Deeming firearms as "impersonal" ways of fighting by the Head, they deemed combat to be up close and personal, imposing extreme taxes on firearms and, more importantly, their ammunition. This is a serious manner to the Head, and even personally made ammunition made by either workshops or syndicates, are required to send exuberant fees to the Head as compensation. In addition, the head also heavily limits how much ammunition one person can hold at a time, and can never be stockpiled. All ammunition is made to order, and anyone breaking these laws are subject to Taboo Hunters. The Head and their Beholders have eyes everywhere, so best not try and circumvent these strict rules.

Picking up ammunition and keeping ammo on one's person for more than an hour that would exceed an Ammo Limit of 15 would count as breaking a Taboo. Non-gunpowder based ranged weapons like bows, crossbows and throwable weapons are not subject to any of these restrictions. ~~Ammunition for different firearms are tracked separately, so a character may hold multiple ammo types so long as each~~

~~ammunition does not go over each individual firearm's ammo limit. The total amount of ammunition one can hold is 50 bullets~~

Firearms use special ammunition, and some of them have the burst fire or reload property.

Ammunition. The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets. Futuristic firearms are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses five pieces of ammunition.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

Ammo Limit. ~~This is the total amount of ammunition for a given firearm one can hold on to at a time without breaking the Taboo.~~

Firearm	Cost	Damage	Weight	Properties
Flintlock Pistol	2,500 gp	2d10 piercing	3 lb.	Ammunition (range 30/90), loading
Musket	5,000 gp	2d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Semi-automatic Pistol	5,000 gp	4d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Revolver	6,000 gp	4d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Rifle, hunting	7,500 gp	4d10 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Rifle, automatic	7,500 gp	4d8 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Shotgun	10,000 gp	5d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed

[numbers are VERY subject to change since I just doubled the damage output for each weapon and put random costs for each. Maybe making different ammos for each weapon and different limits for each? The Hunting rifle is ludicrous, so may need harder ammo limits than that of the automatic pistol?]

Enemies, Distortions, and Other Foes

The City is a big place, and danger lurks in every nook and cranny. In the back streets there are gangs, syndicates, cannibals, and Sweepers. While some may say the Nests are much safer, and to an extent they are, they are not without hazards. Wings kidnapping unsuspecting people to do unspeakable experiments, rich and wealthy people calling out bounties on others who simply rub them the wrong way, the nest, much like the backstreets, is best survived by keeping your head down.

With the literal rise and fall of L Corp, their many branches have been sealed off, with employees and Abnormalities being trapped inside. Underground, the Abnormalities spend countless hours banging on the doors attempting to escape. And eventually some of them may succeed. They run rampant in the streets of nests and backstreets alike, usually killing indiscriminately. That's all without mentioning the Light, which gave rise to the The *Distortion Phenomenon*, resulting in an, as of now, unpredictable transformation of people into beings known as Distortions. These Distortions are capable of appearing anywhere where humans reside, and usually cause unparalleled destruction in their wake. Gods of City help us if a particular is clever, for its destruction will be far more subtle and quiet, snaking its way through society's latter, only striking when it is too late.

The most well known instance of the *Distortion Phenomenon* striking is in the case of The Pianist [] 🚌

Threat Classes

When a threat to The City emerges, the Hana Association often grants them a rank to determine how dangerous and how necessary they are to eliminate. As a D&D conversion, many monsters in the DMG may be considered Distortions which may be granted a Threat Class. Do note, this is just a rough

guideline for determining how powerful a monster may be, and should rarely be followed exactly. I made these numbers up arbitrarily, and thus are just a starting point for looking for level appropriate creatures. A Distortion may be CR 20 (an Urban Nightmare), but The City has yet to discover them, and thus has them as an Urban Myth. Or perhaps they haven't unleashed their true power yet, and The City only sees them as an Urban Plague when they're actually an Impurity.

A side note for recommended party level: this is assuming a party of 4 PCs against a deadly encounter.

Urban Myth: A holding class for threats that may or may not exist. Most rumored threats are kept here until more information is revealed to determine a proper ranking. For abnormalities, this is a ZAYIN risk, as these entities, if they do exist, are so small they are barely worth watching out for by The City as a whole.

"Threats that are unconfirmed as to whether they exist or not, being noteworthy enough to catch the attention of the Associations. Usually an Affiliate Office or similar will investigate on their behalf, if the threat is confirmed to be real and active, they are exalted to Urban Legend."

<u>*Recommended CR: 0-5*</u>

Recommended Party Level: 1-4 (Grade 9-8 Fixers)

Urban Legend: A District wide threat. For abnormalities, this is a TETH risk.

"Having a widespread influence on society, their actions have made them known to nearly every person in a District. They control a large power base and have bested previous Fixers or Syndicates from removing them. These threats are what Associations focus on, as the payout for these is significant."

<u>*Recommended CR: 6-10*</u>

Recommended Party Level: 5-8 (Grade 7-6 Fixers)

Urban Plague: A multi-District wide threat. For abnormalities, this is a HE risk.

"Capable of affecting multiple Districts, Threats that have disrupted society in more than a few Districts, the mere mention of their name is sure to turn heads. A challenge for even seasoned Associate Fixers, every mercenary and Association will be out for these."

<u>*Recommended CR: 11-16*</u>

Recommended Party Level: 9-12 (Grade 5-4 Fixers)

Urban Nightmare: A City wide threat. For abnormalities, this is a WAW risk.

"While few of them exist, these class of threats are capable of affecting nearly every District, whether it be Nest or Backstreets. Their removal is of the highest priority, and even the Wings will send their best to stop them."

<u>*Recommended CR: 17-19*</u>

Recommended Party Level: 13-16 (Grade 3-2 Fixers)

Star of The City: Killing a Star of The City are grounds for a Fixer to become a Color Fixer. For abnormalities, this is an ALEPH risk.

"These are the most dangerous and most powerful threats to threaten City Society. An event that will go down in history, all efforts will be used to put the threat down. Color Fixers and the Hana Association are the first to be sent after these, as they have the skill and expertise to handle them."

Impurity: A threat to the Head directly. Any Threat may go straight to the rank of Impurity if it directly challenges the Head and may result in its fall. That being said, it's likely to be a Star of The City for a short while before the Head has determined if it's this level of a threat.

> *"A rank only which only can be granted by the Head, Impurities are Stars that are seen as defilements to The City, and are typically banished to the Outskirts by the Head's forces through the Territory Expulsion Procedure."*

Recommended CR: 23+
Recommended Party Level: ?
[Descriptions thanks to [The World of Limbus](#).]

Distortions and Abnormalities

List some example statblocks? Give advice for converting monsters from DMG to The City? 🚐

Fixer Ranks

As players are almost certainly going to take the role as Fixers (or perhaps a Syndicate member, but you may apply these ranks to them as well), a player's level should be referred to as their Fixer Rank (or Syndicate Rank, or more generalized Rank for non-organized PCs). Like leveling up after an adventure, a Fixer's Rank may go up after a difficult mission. The following table is a guide for converting levels into Rank (these are only cosmetic and a lore friendly way of saying what level your PC is):

D&D Character Level	Rank	Description
1-2	9	You are the bottom of the food chain. You will receive lesser, easier to handle jobs, though you will not climb the Fixer ladder unless you take some risks. Can handle Urban Legend encounters
3-4	8	
5-6	7	A middling Fixer, you command a bit of respect, but are by far extremely average. 🚐
7-8	6	
9-10	5	🚐[maybe put some examples of other threats that can be tackled. Like a middle big brother? A common Fixer is comparable to a Soldato, an Associate Fixer to a Capo, a board member of a Wing to a Sottocapo.]
11-12	4	
13-14	3	🚐
15-16	2	
17-18	1	🚐

19-20	Color Fixer	🚐

Gods of The City

Domain representation:
Arcana[4], Death[6], Forge[2], Grave[2], Knowledge[5], Life[4], Light[4], Nature[4], Order[4], Peace[3], Tempest[3], Trickery[5], Twilight[3], and War[3]

The Ideal 🧑 number of Gods per domain should be around 3ish to give clerics plenty of options
[maybe? Subject to change of course]

Pact representation
Archfey, Celestial, Fathomless, Fiend, Genie, Great Old One, Hexblade, Undead, Undying
(Will probably rename these, like Archfey and Genie make no sense in this world)

Name	Domains	Alignment	Pact Provinces 🚐
The Will of The City	Knowledge, Order	LN	
Church of Gears	Forge, Order, Peace, Twilight	LE	
Nagel und Hammer	Death, Life, WarDeath, Knowledge, Order, War	LELE	
The Light (*Distortion Phenomenon*)	Arcana, Light, Nature, Trickery	CN	
Blue Star	Death, Knowledge, Light, Trickery	CE	
WhiteNight/One Sin	Death, Light, Peace	N?	
Melting Love	Life, Grave	LE	
The 8 o'Clock Circus	Arcana, Trickery, Twilight	CE	
The Sweeper's Mother	Death, Forge, Grave, Order, War	LE	
Demian	Arcana, Knowledge, Light	N? NG?	
Bloodfiends/Nosferatu	Death, Life, Trickery, Blood*	LN?	
Black Forest/Apocalypse Bird	Life, Nature, Twilight	CG? CN?	
The Smoke/Old L Corp	Death, Tempest, War	N	

The Pianist	Arcana, Tempest?, Trickery	CE	
Der Freischütz	Death, War	LE? LN?	
Tearful Thing	Knowledge, Life, Peace	NG	
The 5 Calamities	Nature, Tempest	CE	

*Blood Domain from *Tal'Dorei Campaign Guide*, by Matthew Mercer.

Taboo Hunters

[define the known taboos of the city and what taboo hunters are]

Items

Lament
Wonderous Item, Legendary (Requires attunement)
A clock head, recovered from a dead body in District 4. Allows for the revival of friendly creatures at a heavy cost to Sanity.

A Library Invitation
Wonderous Item, Legendary
A beautifully decorated invitation reads the following:

Dear Guest: I formally invite you to the library.
The Library's books can provide you with all the wisdom, wealth, honor, and power you seek.
However, an ordeal will await you in the library.
If you cannot overcome this ordeal, you will be converted into a book yourself.
- Angela

There appears to be a dotted line on the bottom where the invitees are to put their name…

Note to GMs (not players, this is spoilers), highlight to reveal:

Cogito

Wonderous Item, Very Rare

As L Corp is a fallen Wing, its Singularity is no longer patented, although still widely a mystery on how it works. This syringe contains a strange black liquid that was found in an L Corp branch, it is theorized it was made from their Singularity. The label on the syringe states: "50 ml of Cogito. Injection is LETHAL. Handle with care." A hazard symbol on it seems to indicate that it is a Class 4 health hazard, as well as slightly unstable. Injection may have dangerous consequences.

TimeTrack Box

Wonderous Item, Very Rare

[I'll use some Chronomancy abilities or the Haste or slow spell for this] 🚐

Sinners Blade

Weapon, Rare

A weapon that has the ability to switch damage types. During the planning round choose any damage type except force or psychic. Your weapon now deals that damage type. When you switch to a damage type different from the one currently used, your first attack with it also deals 2d4 extra damage of the chosen type.

HP Ampule

Wondrous item, varies

A product of K Corp's Singularity, this syringe is filled with a strange green liquid filled with nanobots called Helapoiesis. Though its fairly weak and diluted in comparison to a Refined HP Ampule, it is much more affordable. It is equivalent to a Healing Potion, following the same naming convention with greater healing (Uncommon HP Ampule, Superior HP Ampule, Supreme HP Ampule). It also comes in the form of a tablet if needles aren't to the user's taste.

Refined HP Ampule: A much more pure HP Ampule, injecting this into someone is equivalent to casting the Regenerate spell on them.

HP Bullet: Bullets fitted with Helapoiesis, they can be fired with a gun to heal another creature within the weapon's normal range without needing an attack roll. They come in the same varieties as the HP Ampules and the Refined HP Ampule.

U Corp Tuning Fork:

Wondrous item, Uncommon

Grants the wielder the ability to fuse objects together as if they were always the same item. Only works with mundane items, does not work with EGO Gifts or any other singularity based items (cause that can be broken). The wielder can cast the Mending cantrip but with the caveat that any two mundane items can be fused together.

R Corp Rabbit Helmet
Psionics.🚌

Golden Bough
Wonderous Item, Legendary
These small, golden branches emanate with a glow that is both "Too bright yet not too bright." It's vast power is a remnants of a are more powerful whole, it is "a potent energy source, holding the essence of many technological marvels."

Being within the vicinity of a Golden Bough, it may resonate with a chosen creature, revealing their past and psyche by warping reality around it. Those in the presence of such a resonance can see and interact with the surroundings, while the Bough hides within the recesses of the resonating creatures mind.

Getting a hold of a Golden Bough, one can use it to make anything happen, granting a use of the Wish spell. 🚌

[As we don't really know what the Golden Boughs do fully in Limbus Company (the closest thing we see is granting a certain person a lot of power), I'll leave it as a wish making item, though I will probably change this item as more of the story unfolds)

Adventure Ideas

Im gonna put some short adventures here. I have one so far, but just need to write it out in a semi-comprehensible manner.

I Wanna Help! (THIS SECTION)

Hello, if you're reading this, you are here to help, and as payment for your work, I will pay you in something that is priceless: my gratitude and the warm feeling of accomplishment 😊.
Here I will list things that I can't really do on my own and would like someone to help me with. If you do so, I'll leave a little thank you note on this document with your name in the credits section. Things I need help with:
- ☐ Proof reading the lore
- ☐ Help with naming stuff (all the mentions of EGO is getting confusing, need differing names so it's easier to learn and remember)
- ☐ Balancing and testing
- ☐ Feedback!

To do:

- ☑ ~~Implement firearms~~
  - ☐ TEST firearms

- ☐ Create an EGO system geared for Martial characters at the cost of Sanity (think EGO from Limbus combat)
    - ☐ Corrosion system for more power at the cost of sanity
- ☐ Distorting!
- ☐ Augmentation system
- ☐ Armor system (Chainmail and plate → Sick threads and suits)
- ☐ Setting specific PC backgrounds

The SUPER Rough Notes

These are basically shower thoughts that I feel the need to write down immediately without regard for their quality. I also may put quotes, comments, or posts that inspire me or I want to incorporate into this document but don't immediately have the time to do so. Take these as just a pure, unfiltered stream of ideas, both good and bad.

https://www.reddit.com/r/limbuscompany/comments/189xlxr/ok_verg_is_a_fraud_but_have_you_seen_his_office/kbubxp5

"There's also Nest Entrance Exams that presumably every Backstreets dweller needs to pass if they want to move to a Nest, which are likely extremely hard. There are places called Examinee Towns whose whole purpose is to prepare people for the exam."

MARTIAL EGO GEAR

they can use EGO like in limbus where they get a cool move. They have to make a Sanity check/saving throw. If successful, they do the cool limbus move. If not, they take a minus to Sanity score and become corroded, with the EGO becoming more dangerous but uncontrollable, targeting anyone (chosen randomly with die? Just the closest people? Everyone in range? Idk). They can also choose to willingly fail the save, instead getting the stronger version but are in full control of it, taking a -2 to Sanity instead tho.

Have one move be an easy Sanity save to summon a weapon that changes damage types so to allow easier Resonance.

Determine who gets this ability. Only those with martial weapon training? Is it a feat?

FEAT

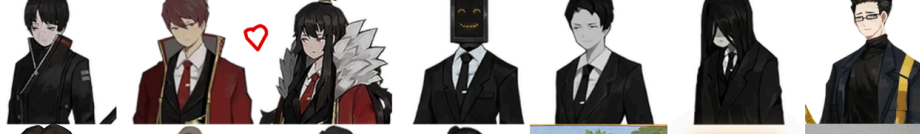A feat for spellcasters to get access to EGO gear.

A feat for proficiency in Sanity Saving Throws for ego gear usage and spells.

Distortion Detective:

- Increase your Sanity ability score by 1, to a maximum of 20.
- Once per long rest, immediately before any creature within 30 feet of you makes a Sanity saving throw, you may speak words of solace that relieve some of the horrors they experience. Each creature of your choice that can hear you within range, including yourself, gains advantage on the Sanity saving throw.
- You gain proficiency in Sanity saving throws.

A feat for low grade mechanical people? Like, one you auto get if you replace most of your body with robot. Reduce Sanity by a lot, down to a minimum of 5, if they can't afford it, then they lose other mental abilities instead. Grants resistance to a bunch of damage types but vulnerability to psychic damage.

The fuck is a Fixer, and Why Are They in 5th Grade?

Grade 9
Top of the rat and cat food chain.

Grade 8
We are garbage, but we are working garbage!

Grade 7
Yeah, I'm a Grade 7, no big deal. Not like I tried all that hard. I'm so fine staying at this grade. Totally.

Grade 6
Basic competency is our specialty.

Grade 5
Super mid.

Grade 4
4 means death in Japanese.

Grade 3
Where old guys and unusually sized gals end up.

Grade 2
Suckups to their Grade 1 bosses.

Grade 1
The power limit.

Color
Beyond limits.

wtf is the point of this list. we are the only fixers in Limbus with known grades

Donfact: Fixer Grades
Fixer art assigned grades by the Hana Guild. They art based on both physical and mental aptitude. Fixers rise through accomplishing quests, not only martial prowess (though many a quest involve a glorious tilt!). Higher grades hath't gain grander reward, opportunity, and honor!

Grade Meister
This isn't a real grade. YuRia is just a weirdo.

Hello my name is Karou

nice pin collection!

thou too!

DOU GUI COMBAT OFFICE GRADE 2 FIXER: ZHANG LEI

*Above grade 3

Charles' Office

RUSK OFFICE: RUSK

Edgar

Donfact: Colors
Exceptionally capable Fixers may boost did grant a title of a Color. Colors hath't Grade 1 Fixer status eke. They enjoy a special level of autonomy nay other grade hath.

The fuck is a Distortion

TLDR ITS CARMENS FAULT

CARMEN JUICE
(COGITO INJECTED INTO A HUMAN)

CRACKS IN THE WELL
(CASE OF THE 3 BIRDS)

E.G.O GIFTS

E.G.O GEAR ←

ABNORMALITY

CORROSION

FUSED E.G.O
(READ WONDERLAB)

YOUR JORDANS ARE
FAAAAKEEE
(DESIRE DENIED, THEY GIVE IN
MORE THEN THEY GO ABNO MODE)
(READ LEVIATHAN)

E.G.O

FUCK OFF CARMEN
(CANTO IV DONGRANG)

DISTORTION

ALSO FUCK OFF CARMEN

E.G.O RESONANCE
(LIMBUS STYLE)

NAH NVM
BECOMES PETTACULA/
RETURNS TO NORMAL

PAPA BONGY
(AND CATT? FOR A
BIT)

BEGIN DISTORTING
HI CARMEN

MADE BY ENDBLADES773

With this easy to follow image, you too can somewhat understand why people distort and what they end up as. Fuck off Carmen.

Status Effects

I kinda wanna involve the status effects from the game. Don't know how though without MAJOR bookkeeping, and we really don't want more bookkeeping than needed. Don't know if I wanna tie it to damage types or what.
Rupture:
Sinking:
Burn:
Tremor: no stagger, so probably just prone?
Charge?:
Poise: maybe get a percentile die chance to crit? Maybe increase the range to crit, like on an attack roll 19 or lower?
Haste: bonus to initiative, easy. But there's a spell called haste… and that might cause problems…
Paralysis: 5e paralysis… that was easy.
Sinking: Sanity damage
Fairy?

Damage types:

Red: bludgeoning, piercing, slashing.
White:
Black:
Pale:
Sins?

Tying LC damage types and status effects to 5E damage types
Bludgeoning
Piercing
Slashing
Acid : Gluttony : Rupture
Cold : Gloom : Sinking
Fire : Wrath : Burn
Lightning : Pride : Charge
Poison : Gluttony : Maggots?
Thunder : Sloth : Tremor
Force : Envy? : Rupture
Necrotic : Envy : Bleed
Psychic : Lust? : Sinking again? Sanity damage?
Radiant : Pride : Poise

Wrath
Lust
Sloth
Gluttony
Gloom
Pride
Envy

Casters are Distortions?
Half casters are EGO wielder
Martials are normal Fixers but can also grow into EGO wielders
Bloodfiends: Blood hunters

Distortions are similar to Abnormalities, with the difference being that Distortions are ultimately willingly manifested from their hosts' desires, while the Abnormalities come from the collective unconsciousness of humanity and were also in large part artificially created from experimentation.