

Documentation

Contents

The Void Between	1
Navigating Nothingness for 4-6 Adventurers of Levels 5-7	1
Part I: The Edge of Nothing	1
Part II: Survival Architecture	1
Part III: Void Entities	2
Part IV: Survival Mechanics	2
Part V: Group Dynamics	2
Part VI: Survival Tools	3
Part VII: Navigation Hazards	3
Part VIII: DM Guidance	4
Part IX: Recovery Routes	4

The Void Between

Navigating Nothingness for 4-6 Adventurers of Levels 5-7

“In nothing, we find everything...”

Part I: The Edge of Nothing

Initial Experience Beyond the Core’s pulsing energy lies true emptiness - not mere darkness but the absolute absence of existence. Here, reality itself becomes precious, and memories shine like stars in an endless void. The first step beyond feels like falling forever while standing perfectly still.

Ancient whispers echo: *“Hold tight to what you are, or become what we became...”*

Environmental Features

- Light bends around thoughts
- Distance has no meaning
- Memories manifest physically
- Reality clings to consciousness
- The void hungers eternally

Part II: Survival Architecture

Reality Zones *Where existence persists* - Form: Tenuous yet vital - Thought: Solid yet fluid - Memory: Eternal yet fading - Bond: Unbreakable yet tested

Survival Checks (every hour): 1. Memory Preservation (DC 14 WIS) 2. Reality Anchoring (DC 15 CON) 3. Identity Retention (DC 13 CHA) 4. Connection Maintenance (DC 16 INT)

Anchor Points

1. Personal Anchors

- Core memories
- Life goals
- Deep beliefs
- True names

2. Physical Anchors

- Cherished items
- Written words
- Sacred symbols
- Reality tokens

3. Social Anchors

- Party bonds
- Shared experiences
- Mutual promises
- Combined strength

Part III: Void Entities

Void Feeders “*They consume what was...*” - HP: 55 | AC: 16 - Attack: Anchor Drain (+7) 2d8 psychic - Special Abilities: - Memory Consumption - Reality Erosion - Identity Fragmentation - Bond Severance

Nothing Weavers “*They unmake what is...*” - HP: 48 | AC: 15 - Attack: Reality Fray (+6) 2d10 force - Special Abilities: - Existence Unraveling - Path Erasure - Memory Scattering - Connection Severing

Echo Hunters “*They destroy what could be...*” - HP: 60 | AC: 17 - Attack: Memory Scatter (+8) 3d6 psychic - Special Abilities: - Future Erasure - Hope Destruction - Dream Consumption - Possibility Elimination

Part IV: Survival Mechanics

Anchor System

1. Personal Anchor Maintenance

- Hourly memory exercises
- Goal reaffirmation
- Identity strengthening
- Purpose renewal

2. Physical Anchor Protection

- Token preservation
- Symbol strengthening
- Item dedication
- Reality binding

3. Social Anchor Reinforcement

- Bond sharing
- Memory exchange
- Promise renewal
- Strength combining

Part V: Group Dynamics

Survival Roles

1. The Rememberer

- Maintains group memory
- Strengthens personal anchors

- Guards shared history
- Preserves identity
- 2. **The Connector**
 - Maintains social bonds
 - Strengthens party unity
 - Guards relationships
 - Preserves harmony
- 3. **The Preserver**
 - Maintains physical anchors
 - Strengthens reality connections
 - Guards important items
 - Preserves existence

Part VI: Survival Tools

Major Items

1. **Reality Anchor**
 - Stabilizes existence
 - Strengthens presence
 - Maintains form
 - Preserves being
2. **Memory Crystal**
 - Stores memories
 - Shares experiences
 - Preserves identity
 - Maintains consciousness
3. **Connection Stone**
 - Links party members
 - Strengthens bonds
 - Maintains unity
 - Preserves relationships

Support Items

- Memory tokens
- Identity markers
- Reality threads
- Bond crystals

Part VII: Navigation Hazards

Hazard Table (d8)

1. Memory storm
2. Identity wave
3. Reality cascade
4. Connection surge
5. Existence vortex
6. Being pulse
7. Form eruption
8. Anchor fluctuation

Environmental Challenges

- Memory density decreases

- Identity becomes fluid
- Reality fragments
- Connections weaken

Part VIII: DM Guidance

Horror Elements

- Identity horror
- Existence terror
- Memory corruption
- Connection dissolution

Adventure Flow

1. **Realization Phase**
 - Initial void exposure
 - Anchor recognition
 - Identity challenge
2. **Preservation Phase**
 - Deep anchoring
 - Memory strengthening
 - Connection forging
3. **Transcendence Phase**
 - Final test
 - Ultimate preservation
 - Complete anchoring

Transition Elements

- Dreams strengthening
- Reality shifting
- Consciousness expanding
- Truth revealing

Part IX: Recovery Routes

Survival Paths

1. Strengthen anchors
2. Maintain connections
3. Preserve identity
4. Guard reality

Campaign Integration

- Memory preservation
- Identity understanding
- Connection mastery
- Reality comprehension

Continue to Episode 12: “The Dream That Wakes”



Figure 1: Intricate map of the void realm showing floating anchor points connected by reality threads. Victorian scientific illustration style with detailed annotations about reality density and memory strength. Shows three main zones: Anchor Points, The Hollow, and Threshold Spaces. Includes navigation markers, void current flows, and anchor strength measurements. Decorated with void warning symbols and survival reference charts. Aged parchment texture with reality preservation notes.



Figure 2: A vast void space with floating islands of crystallized memories. Victorian-era explorers tethered together by glowing reality threads. Memory crystals emit soft light in the darkness. The void itself seems to bend and twist around points of preserved reality. Ethereal horror elements mixed with steampunk survival gear.



Figure 3: A Nothing Weaver entity - a being of pure void with tentacles of un-reality, attempting to unravel a glowing anchor point. Victorian scientific instruments float nearby, measuring reality density. Memory crystals shine like stars in the background. The scene combines cosmic horror with Victorian scientific precision.