



# THE GLIMMERING™

## OFFICIAL GUIDE TO THE BASTARD BABOONS





# INTRODUCTION

The anchors that protected us have been broken down, and all the mysteries of the Void may now land upon our shores. Yet along with the eldritch horrors and elemental invaders, the Void appears to carry a surprising amount of random junk.

Tankards, Orbs, and all manner of strange items have begun appearing in the Worldteeth Mountains, and the baboons of the region are taking notice. For some strange reason, the finders of these new trinkets have become very interested in joining you on your various misadventures.

The powers of each item vary, but one thing is for certain... They make for excellent projectiles. Enjoy your new companions, revel in their newfound power, and beware the chaotic nature of the Flingers from the Void.



## **BABOON RULES**



As a free action, you may decide to activate your baboon once per adventure. Roll a d6. The result determines what, if any, effect occurs.

If the effect requires a target, you choose the target after you see the result, and the target must be within 6 squares of you.

Read on to learn the unique effects of each flinger the baboons wield.



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# ALCHEMIST FIRE

**Rarity:** Common

**“You always thought that Alchemist Fire required skill and study to create...until you saw a baboon mix it in a mason jar.”**



Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon stumbles, dropping their jar and causing you to be bathed in green fire. You and any creatures within 1 square of you take 1d4 fire damage at the start of each of your turns until you spend an action to put out the flames.

**2-3:** This batch of fire seems poorly brewed. Nothing happens.

**4-5:** Your baboon flings their Alchemist Fire at your chosen foe, dealing 2d4 fire damage to them.

**6:** Your baboon creates an especially potent brew and tosses it with expert accuracy. Your target and anyone within 1 square of them takes 2d4 fire damage, and takes an additional 1d4 fire damage at the start of each of their turns until they spend an action to put out the flames.



# CANDLE

**Rarity:** Common

**“Finally! A baboon with a safe, useful item. Yet on closer inspection, the wick of this candle appears to be burning suspiciously quickly..”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Fire in the hole! You are horrified to see that the baboon’s candle is actually a wax covered stick of dynamite and it’s too little too late. You and all creatures within 2 squares take 2d4+2 force damage.

**2-3:** The wick burns out, leaving an inert bundle of wax. Nothing happens.

**4-5:** The candle appears to be a wax-covered Sterck firework! Your target and all creatures within 2 squares must make a dc 13 DEX saving throw or become blinded until the end of their next turn.

**6:** You are overjoyed to see that the baboon’s candle is actually a wax covered stick of dynamite and they know exactly what to do with it! Your target and all creatures within 2 squares take 2d4+2 force damage.





# CRAB

Rarity: Mythic

“Is that a crab? Where did you get a crab? Holy crap is that a knife!?”

Roll a d6. The result determines what, if any, effect occurs.

**1:** The crab jumps from the baboon’s hand, aggressively pinching and shanking you with a crustacean killer instinct. You have disadvantage on attack rolls, -2 SPD, and take 1d6 piercing damage at the start of each of your turns until you use an action to pull the crab off.

**2-3:** The crab decides to spend their time sharpening their knife instead of fighting. Nothing happens.

**4-5:** Your baboon flings the crab with impressive accuracy, flying straight onto the target’s nose and holding fast.

- Until the end of their next turn, for every square the target moves, they take 3 piercing damage.
- Any time that creature takes damage (from a source not related to the crab), they take an additional 3 piercing damage.

**6:** Your baboon’s aim is true, and your crab is ravenous. The crab grabs onto their target and begins to viciously stab them.

- Until the end of their next turn, for every square the target moves, they take 3 piercing damage.
- Any time that creature takes damage (from a source not related to the crab), they take an additional 3 piercing damage.
- AND they must use their action to dash until the end of their next turn.





# CRITICAL FAIL

**Rarity:** Legendary

**“Some superstitious people say they’re just unlucky. This baboon has physical proof.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon drops their unlucky die into the fabric of the universe, where it is picked up by an ever-present, all-powerful eldritch being. Your GM may decide to replace any one roll you make with a natural 1 until the end of the session.

**2-3:** The cosmic power of the die fizzles. Nothing happens.

**4-5:** Your baboon weaponizes their otherworldly bad luck against your foes. The next time you are targeted with an attack roll, the attack is a critical fail.

**6:** Your baboon flips the laws of luck, refusing to accept their fate. For the rest of the game session, all nat 1’s are nat 20’s and all nat 20’s are nat 1’s. Your next roll is a nat 1.





## D20

**Rarity:** Uncommon

**“You don’t know why, but staring at this strange polyhedron, you feel as though every choice you’ll ever make is determined by its random whims.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon has tried to weight their D20. In retaliation, the die causes all rolls you make for 1 minute to be made at disadvantage.

**2-3:** The die is perfectly balanced. Nothing happens.

**4-5:** Your baboon has convinced the D20 to turn the odds in your favor. The first check or save you make each round for 1 minute has advantage.

**6:** Your baboon’s D20 manipulates time and space to grant you a promised outcome. Roll a d20 and record the result. For the rest of the session, you may choose to replace a d20 roll you make with the recorded roll.





# DRAGONBORN

**Rarity:** Legendary

**“In life, there are many ways a baboon might get ahead. Unfortunately for the Dragonborn, this baboon’s attempt was literal.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Roll 1d4. The Dragonborn does not appreciate their existence as a baboon’s ornament. With their last ounce of life, they exhale their final breath weapon, dealing 4d4+4 damage to you and all creatures in a 3 square cone behind you.

The damage type is determined by the d4 roll:

1 = Fire, 2 = Cold, 3 = Acid, 4 = Lightning

**2-3:** The Baboon and the Dragonborn have developed a working relationship, and begin to converse about their adventures. Nothing happens.

**4-5:** The Dragonborn is oddly flattered to become a baboon’s ornament. With the last of their life, they exhale their final breath weapon, dealing 4d4+4 damage to your target and all creatures in a 3 square cone behind them.

The damage type is determined by the d4 roll:

1 = Fire, 2 = Cold, 3 = Acid, 4 = Lightning

**6:** The Baboon and the Dragonborn punctuate your attack with a gout of elemental fury. Once per turn for 1 Minute, your weapon attack, or your damaging spell, deals an additional 2d4 damage, randomly rolled as with the previous effects. If your attack or spell would deal damage to multiple targets, you must choose one to receive the extra damage.





# GEMS

**Rarity:** Rare

**“You have no idea where your baboon got them, and at this point, you’re afraid to ask.”**

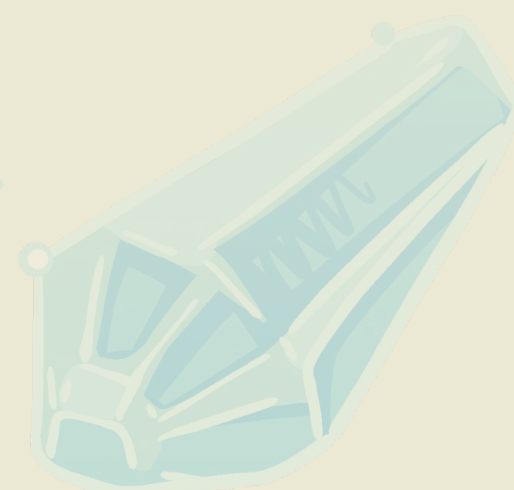
Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon has evidently robbed a very high class individual. 1d4 assassins immediately enter the area and move to attack you and your group. They start hidden.

**2-3:** Your baboon is engrossed in their crystalline treasures, and no one seems to be missing them. Nothing happens.

**4-5:** Your baboon uses their treasures to enthrall those around you. You gain advantage on persuasion and performance checks, and creatures have disadvantage on insight checks against you until your next long rest.

**6:** Your baboon has evidently rescued the treasures of a very thankful individual. 1d4 Bandit Captains immediately enter the area and move to aid you or your group.





# GLIMR

**Rarity:** Rare

**“Sometimes treasure is Silver and Gold. Sometimes it’s a mysterious eldritch currency that lets you play with the fabric of the multiverse.”**



Roll a d6. The result determines what, if any, effect occurs.

**1:** You are be-traded by your lovable companion. Until your next long rest, you must struggle to wrestle control from your hero’s new owner. At the start of every combat, you must succeed on a DC 15 WIS Saving Throw or be affected by the Confusion spell. You may repeat the save at the end of each of your turns.

**2-3:** Your baboon seems happy with their wealth. Nothing happens.

**4-5:** Your baboon has hacked through the spacetime continuum and has found the forbidden land of equipment trading. They trade their GLIMR for your choice of a potion of greater healing, a +1 weapon, or a banana. These items disappear as you end your game.

**6:** Your target has been traded, and must struggle to wrestle control from their new owner. At the start of every combat until their next long rest, they must succeed on a DC 15 WIS Saving Throw or be affected by the Confusion spell. They may repeat the save at the end of each of their turns.



# LANTERN

**Rarity:** Uncommon

**“You asked them to hold your lantern for you. They react in dramatic fashion.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon takes your request very seriously. You have disadvantage on all stealth checks for one hour, and cannot become invisible.

**2-3:** The baboon is surprisingly okay with their assignment. Nothing happens.

**4-5:** Your baboon throws your lantern at your foes, covering them in shining candle light. You cast the Faerie Fire spell, centered on your target, with a Save DC of 14.

**6:** Your baboon decides not only to hold the lantern, but to assist you in all your sight-based endeavors. You gain advantage on all perception and investigation checks for the rest of the day, and can see invisible creatures within 3 squares.





# MAGIC ORB

**Rarity:** Rare

**“Many a wizard is known to ponder their orb for hours. You instead ponder where your baboon got an orb.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** You and your companions begin to ponder the orb without even realizing it. For 1 minute, you and all allies within 2 squares of you must succeed on a DC 14 WIS saving throw at the start of their turn or be affected by the Enthrall spell, casted from you.

**2-3:** Your baboon ponders their orb for the rest of the day. Nothing happens.

**4-5:** Your baboon presents their orb, causing your enemies to peer into its endless depths. For 1 minute, all enemies within 2 squares of you must succeed on a DC 14 WIS saving throw at the start of their turn or be affected by the Enthrall spell, casted from you.

**6:** Your baboon tires of pondering, flinging their orb into your enemy's face. Your chosen target immediately takes damage equal to your level.





# MULTI-DICE

**Rarity:** Rare

“A ‘Dice Goblin’ is a person who selfishly hoards a mountain of dice. A ‘Dice Baboon’ chooses to share them with the world, whether they like it or not.”

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon takes and loses your d20, replacing it with a handful of random dice instead. Until your next short or long rest, whenever you would roll a d20, you instead roll a d10, d6, and d4, add their results, and take that as your roll. 1's on all dice equate to a nat 1, and max on all dice equate to a nat 20.

**2-3:** Your baboon is mesmerized by their collection. Nothing happens.

**4-5:** Who can say no to extra dice? Your baboon adds 1d4 to any check you make until your next long rest, including initiative.

**6:** Your generous baboon replaces your unlucky dice with better ones. Until your next short or long rest, any time you roll a 1 on any die, you may reroll it.





# POO

**Rarity:** Rare

**“They say that there are no rules in war. Your foes wish that this was the exception..”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon trips with disastrous consequences. You have disadvantage on CHA based checks until your next long rest, and are poisoned for 1 minute.

**2-3:** Your baboon finds it necessary to “procure” a new specimen. Nothing happens.

**4-5:** Your target feels the disgusting, digestive wrath of your baboon. They take 2d4 poison damage, and an additional 1d4 poison damage at the start of each of their turns until they clean themselves.

**6:** Your baboon is cruel, cunning, and painfully accurate with their chosen weapon. Your target suffers the previous effect, and is incapacitated until the end of their next turn due to excessive vomiting. A creature immune to poison does not suffer this effect.





# POTION

**Rarity:** Uncommon

**“Is it a healing potion? A potion of invulnerability? A deadly poison that will kill you in seconds? Only one way to find out...”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** You don't know what you expected from a baboon alchemist. The potion deals 3d4 poison damage to you, and you are afflicted with the poisoned condition for 10 minutes.

**2-3:** This.. is just water. Nothing happens.

**4-5:** Though it smells horrible, this appears to be a health potion! You may use it at any point until the end of your game.

**6:** Your baboon has somehow cracked the secrets of eternal life... temporarily. Once consumed as an action, this potion causes you to heal 5 HP at the start of each turn, as well as to become immune to poison damage and the poisoned condition. This effect lasts for 1 minute.





# SKULL

**Rarity:** Uncommon

**“The baboon likes to pretend it talks sometimes. It’s funny until it starts speaking while the baboon is fast asleep.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** The haunting wails of the dead plague you incessantly. You have disadvantage on all perception checks relying on sound, and can only speak if you yell.

**2-3:** The baboon has seemingly calmed the restless dead. Nothing happens.

**4-5:** The whispers of the dead flow between the members of your party, though they seem willing to convey messages. You and a number of creatures equal to your PRO can speak telepathically for the rest of the day, though you must be within a mile of each other to do so.

**6:** The baboon has achieved a minor secret of necromancy, and weaponizes the wandering souls of the aimless dead. For the rest of the day, you may cast the Spirit Guardians spell for its non-sacrifice effect, but it lasts for a number of rounds equal to your PRO and must deal necrotic damage. You may cast the spell this way only once.





# STEIN

**Rarity:** Common

**“It could be full of a disgusting swill or a delightful chardonnay. All you’re sure of is that it’s gotten your baboon massively hammered.”**

Roll a d6. The result determines what, if any, effect occurs.

**1:** Your baboon moves to attack your foes, but can’t see well enough to recognize them. You take 2d4 piercing damage at the start of each of your turns until you use an action to pull the baboon off of you.

**2-3:** Your baboon passes out. Nothing happens.

**4-5:** Your baboon offers you and your companions a drink. You and each allied creature within 1 square gain 2d4+4 temp hp.

**6:** Your baboon becomes so impossibly drunk that even your enemies can feel it. For 1 minute, creatures that start their turn within 1 square of you have their SPD reduced by 2, and have disadvantage on the first attack they make against you.





# TOME

**Rarity:** Legendary

**“Mastery of the arcane arts requires years of careful study and dedication. A rare few are simply naturally gifted. A rare few are baboons who found a magic book in a trash can.”**



Roll a d6. The result determines what, if any, effect occurs.

**1:** The baboon accidentally tears a page of their Tome, causing arcane energy to grow chaotic around you. For the rest of the day, if you start a turn of combat under the effects of a spell. Roll a d20. On a 10 or higher, the spell remains attached to you. On a 9 or lower, the spell randomly attaches to a new target within 12 squares. A creature concentrating on a spell manipulated in this way cannot willingly end their concentration until their turn, and only as a bonus action. If you are under the effects of multiple spells, roll a separate d20 for each. You cannot gain advantage or disadvantage on this roll.

**2-3:** Your baboon becomes engrossed in a chapter of their Tome involving banana conjuration. Nothing happens.

**4-5:** Your baboon enhances the power of your simplest incantations. Until your next long rest, your cantrips now use one damage die above their normal one. (A d6 becomes a d8, a d8 a d10, and so on.)

**6:** Your baboon's arcane assistance allows you to cast spells with surprising speed. Once per combat for the rest of the day, you may quicken any spell that you cast with a casting time of 1 Action.



# VENGEANCE

**Rarity:** Mythic

**“How do you bottle vengeance? A better question would be what happens when you let it back out..”**



Roll a d6. The result determines what, if any, effect occurs.

**1:** The vapors of the bottle overwhelm you, filling you with a need for vengeance. At the start of each of your turns for 1 minute, roll 1d8. You must use all of your movement to reach the closest creature in that direction, and then must use your action to attack it. If there are no creatures in the direction rolled, you may act normally on that turn.

**2-3:** The vengeance stays bottled, much to your baboon's disappointment. Nothing happens.

**4-5:** Your baboon only took a sip, but each blow you take fills them with anger. Every time you take damage from a melee attack for 1 minute, the baboon retaliates, dealing 1d6 piercing damage to the attacker.

**6:** Your baboon chugs the bottle, filling with the unholy power of ultimate vengeance. The next time you deal damage with an attack, that attack deals an extra amount of d4's of damage equal to the number of attacks you have been hit by since this effect was activated.