

# The Liminal Man

A ttRPG Sourcebook about a Strange  
Being in a Strange Place

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The Liminal Man is a spirit that feels kinship to explorers and wanderers, and is sometimes prayed to by those lost and seeking their way home.

As the name implies, they can be found in liminal spaces: places that humans were meant to pass through, but never to stay, particularly when they've become depopulated or otherwise obsolete.

Such places include closed down storefronts, empty freight yards, massive hotel complexes, paths of egress in office building and warehouses, and any other place that's simply been abandoned.

The Liminal Man is difficult to find when somebody is actually looking for them. Though any who encounter him. While typically benign, Liminal Man has no patience for ungracious or disrespectful visitors.

## **Finding the Liminal Man**

Roll 3d6 when entering a Liminal Space.

The default Target Number for this roll is 8, but can be modified by various factors.

If the result is at or below the target number, The Liminal Man will appears as you're wandering.

### **Other People Present**

+3 if nobody else is around

+1 if very few people are around

-3 if there's plenty of people around

### **Time of Day**

+3 during the twilight hours (sunrise or sunset)

+1 at night

-3 during the day

### **Moon Phase**

+1 during a full moon

+3 during a new moon

### **Season**

+1 In Winter

-1 In Summer

### **Other**

-3 if you're seeking the Liminal Man

## When the Liminal Man Appears

The Liminal Man is as mysterious as the places they inhabit. What is told is obvious, but never explicit. The only thing required if The Liminal Man aids you, is that you later aid another fellow traveler when you have the chance.

When they appear, they ask: "What brings you here?"

*(It'll be up to you, the Game Master, to determine what exactly happens.)*

### Example Responses:

**PC:** "I came to be alone"

**LM:** "Then I can take you someplace quiet."

**PC:** "I'm just exploring."

**LM:** "Then let me take you somewhere interesting."

**PC:** "I'm just passing through."

**LM:** "As we all are. Take this as a memento of our meeting."

**PC:** "I'm treasure hunting."

**LM:** "You should not take that which is not yours."

**PC:** "I was looking for you."

**LM:** "You should not do that."

**PC:** "I need to rest."

**LM:** "Then I shall watch over you."

**PC:** "I need food and water."

**LM:** "Then partake of this."

**PC:** "I'm lost."

**LM:** "No, you're simply on an adventure."

In any case where the Liminal Man offers something, the players are expected to accept it. Failing to do so causes them to be afflicted with **The Curse of the Liminal Man**.

Seeking and then finding the Liminal Man will also cause **The Curse of the Liminal Man**.

Additionally, accepting anything from the Liminal Man gives **Debt to the Liminal Man**.

### Debt to the Liminal Man:

This doesn't do anything on it's own. However, if somebody affected by it encounters a traveler that needs help. The one indebted is expected to offer help, and refusing to do so for ANY reason at all (including inability) causes the **Debt** to become **The Curse of the Liminal Man**.

An exception is if the traveler refuses to accept help. The **Debt** is not removed, but does not become the **Curse**, either.

On the other hand, offering help that is accepted removes the **Debt**.

### Curse of the Liminal Man

Those afflicted with the curse find themselves getting lost more easily. Eventually, this can lead to being lost in **The Backrooms**.

**The Curse** is removed after entering **The Backrooms**.

*The Backrooms* are an alternate dimension made entirely out of Liminal Spaces that can be difficult to navigate, and thus difficult to escape.

Game Masters, it'll be up to you to determine what "being lost more easily" means, as well as what else is in the Backrooms, and how one escapes.

### **Blessing of the Liminal Man**

Gained by either escaping *The Backrooms*, or destroying one of The Liminal Man's tokens after meeting them. (Destroying it while The Liminal Man is present instead confers his Curse.)

*The Blessing* makes getting lost less likely, and can be dispelled to immediately leave the backrooms. (Though doing so causes you to suffer from *The Curse of the Liminal Man*.)

Otherwise, the *Blessing* lasts for 13 New Moons. (About a year)

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