

# It only takes one betrayal...

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*To break your trust, to surrender to despair, to bring you down to their level...*

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## Gameplay

The goal of Abyss is to crawl, backstab, puzzle, and plunder your way to the next Layer via the Descent Pore Array.

*The Abyss is a dimensional battleground, a forgotten and unexplored realm abandoned by demon princes of old who shattered and wasted it, delving into deeper and deeper areas, planting evils and traps. It is a plane of infinite Layers, each worse than the last. It represents the world the demon lords carved for themselves out of the original chaos, a place of unforgiving, putrid climates and moods.*

A Layer is simply a scenario composing one game.

The game master will post or personal message a scenario to the participants and announce who is playing. Your job is to cooperate or squabble your way to the Descent Pore Array and through the world of the Abyss by finding, trading, placing, and interacting with elements. An element given in the scenario is always underlined. Nothing other than elements and loot can actually be changed directly, though it may provide clues.

Abyss takes place in phases. The GM will tell you what time a phase will end.

**During the Normal Phase, you may take the following actions:**

1. Search for loot.
  - a. You may search for loot at any time, but you may never search for loot unless you are among those who have found the least number of items this Normal Phase. ***This means that no one player can conduct more than one extra search above the other players' count.*** This count is reset by the Treachery phase.
  - b. To search for loot, [roll 2d10](#) (two ten sided dice) and add the results together. Compare this number, from 2 to 20, to the Loot chart below to determine which item you have located. In the Diamond Pantheon, dice are rolled using the link above; you and the GM will receive an email with the result. You can compare this result with the Loot chart below. Your unique ID is like a password – ask the Diamond Master if you don't know what yours is.
  - c. Items will usually be exactly as described in the Items section, but may have different powers on different Layers.
  - d. You must announce that you are rolling for loot, but you do not need to announce what item you received. You can use the timestamp of the post where you made this announcement as your roll's description, or a link to the post, if you like.
2. Interact with a furnishing.
  - a. This may be done at any time. Oozes may have special restrictions on how often they can be used. Most other furnishings may be interacted with at any time.
  - b. Check the Furnishings section for hints as to how interactions can be performed. Simply state that you are performing the interaction (and with what elements).
  - c. Furnishings will not always **appear** as described in the Furnishings section, but will usually have similar **functions**.
3. Trade or exchange items with other players
  - a. Simply send a message to the player detailing what item you have sent them. Trades may be done in secret but ***please cc the game master with all trades*** or they may be declared invalid.
  - b. You are welcome to negotiate trades in public or in private but please cc the game master in all private messages relating to the game.
4. Speak with other players.
  - a. This may be done at any time during the Normal Phase. It is forbidden during Treachery. You may speak privately or publicly but please cc the game master.

## Treachery Phase

Treachery is a special part of the game. It occurs at regular intervals. During treachery, every player with a dagger or Runestaff is permitted to send the game master the name of other players he wishes to remove from the game.

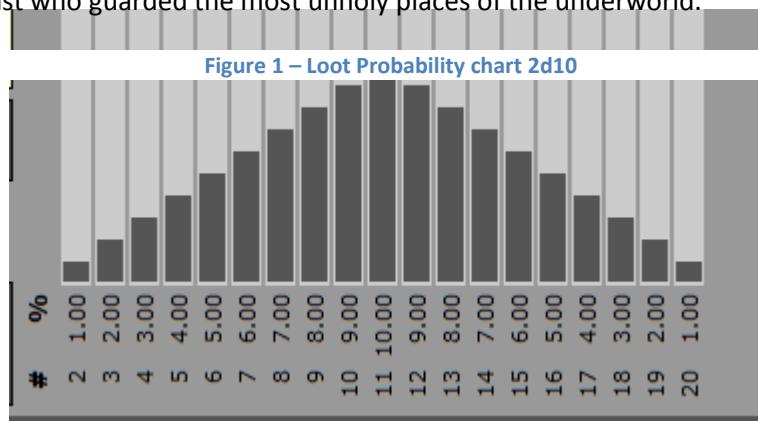
1. This attack cannot fail.
2. You may only attack up to half the number of players.
3. You may not attack the same player twice.
4. All attacks are resolved simultaneously: if I stab you and you stab me, we are both killed.
5. Kills are not required and may or may not be good strategy.
6. For every attack against a player, there is a cumulative 25% chance that any loot they carry is destroyed. If it is not destroyed, it will randomly go to one of the attackers.
7. When Normal Phase resumes again, it is announced who has a bloody dagger, as well as who is dead.
8. If all players are dead, the game master wins the game.

## Miscellaneous

1. Items placed in a setting may only be removed by the player who placed them there. Each player may place one item at a time per furnishing. All placed items have a 25% chance to be destroyed at Treachery if not removed.
2. Like a point-and-click adventure game, it is rarely necessary in Abyss to describe exactly what you do with an item in a furnishing. The game in many ways chooses for you what exactly occurs. The game master must make a certain amount of judgment calls, but in general preparing for something does not mechanically make you readier for it.
3. Items cannot be discarded, but they can be placed in a setting (and possibly be destroyed at Treachery) or a dissolution ooze.

## Loot

1. Dagger – this is usually your sole possession starting a new layer. It is treated just like all other items, though it has the special function of stabbing up to half (round up) the remaining players during the Treachery phase.  
You may also start with other items.  
The dagger item cannot be found randomly in a Layer, but it can sometimes be found in [chests](#).
2. Runestaff – a black weapon of steel and wood, carved with forgotten signs of evil. This grants one extra kill at Treachery.
3. Umber gem - a portion of the shattered Bifrost
4. [Karmic symbol](#) – Lore says that this is the evil black half of the heavenly symbol of Balance, the setting sun and darkness.
5. Harp – A twisted, gnarly, tarnished silver instrument that may once have been beautiful. Tool.
6. Brown Gem – a portion of the shattered Bifrost
7. [Rotsoil symbol](#) – Lore says that this is the sign of mortal and immortal's foreboding of returning to carbon chardust.
8. Bookends – a pair of gilt weights in the shape of snarling black mares. Tool.
9. Blue gem – a portion of the shattered Bifrost.
10. Pentacle symbol – Lore says that this is the symbol to bend malevolent power to the will of lawless spellweavers.
11. Orange gem – a portion of the shattered Bifrost.
12. Chain – A mass of iron links descending from some depressing layer above; it comes free at a tug and coils at your feet with a clamor. Tool.
13. Shutters – Made of close slats of some aphotic wood. Tool.
14. Red gem - a portion of the shattered Bifrost.
15. Animus symbol – Lore suggests that this rune, the ancient “A” rune, represents the unrestricted, bestial, and bloodthirsty side of nearly every being.
16. Violet gem – a portion of the shattered Bifrost.
17. Blood phial – A stained glass container filled with congealed blood. The heat from your hand causes it to glow with a strong red light. Tool.
18. Dark mirror – No light reflects from this enameled mirror; light which ought to strike elsewhere is often bent into the mirror’s blank surface, disappearing forever. Sometimes, a dark mirror can reveal writing done in a rare special ink. Tool.
19. Indigo gem – the rarest portion of the shattered Bifrost.
20. [Ancient symbol](#) – Lore suggests that this symbol was left to warn against the presence of a terrible beast who guarded the most unholy places of the underworld.



## Furnishings

- Chest – contains granted elements: these are publically useable; anyone can move them or use them but they do not exist in any one person's inventory. Items from chests cannot be placed in oozes or left in slots during Treachery without **unanimous** consent.
- Cloning ooze – duplicate existing loot elements.
- Mutating ooze – transforms existing loot elements into another loot of the same class (gems, symbols, tools). The GM will roll again to determine what it transforms into. Mutating oozes may only be used 5 times per player.
- Dissipating ooze – removes loot elements from play.
- Grimoire – triggers other elements if proper text is inscribed within. Alternatively may contain snippets of Lore.
- Setting – A finding for jewelry or gems, or a place you can put a loot element.
- Trap – removes player from play (unless they meet certain conditions) who interacts with it. Includes monsters, etc.
- Throne – Similar to a setting, but for a person.
- Descent Pore Array - Standing in an active Descent Pore Array beats the layer. ***The DPA hands out a set amount of reward divided among the number of players within.*** It is a series of chutes which can be selectively sealed off.

## Layers

### Layer 1

This layer of the Abyss is full of cold, dark enclosures, like a maze of small interconnected stone rooms. Blank crystals, never glittering or bright, can be found in corners of rooms. Occasionally, the tiniest glint of light suggests that somewhere is an aperture to allow light, a shuttered window hidden in the dark.

Through one archway, the Descent Pore Array is faintly visible, but a wall of pure transparent force holds you back from entering. To the side of that room is a chamber awash with rainbow light, streaming in from a window flanked by an untidy pile of books. This light masks the inherent color of two crystal pillars by the doorway, each with a small gold depression fit for a gem.

The area to the side of the Descent Pore Array is pitch black, but you can hear the creaking joints of a Steep Troll, a vile creature who lore suggests regenerates so quickly in darkness as to be undefeatable.

You also narrowly escape stumbling into a shimmering ooze.

What do you do?

### Layer 2

You find yourself on a layer of the Abyss with no discernible way out: a cavern of rough stone, howling with mysterious, deathly cold wind, which throws thick, icy snowflakes around the room. A dais glows blood-red in the center, offering the rooms only illumination. Atop this pedestal sits a metal bowl, the edges of which are inlaid with gems - one of each color except for indigo. A set of chains is laced around the rim of the bowl, clanking loudly against itself in the wind. Many large stalactites hang from the ceiling. What do you do?