

The Sargosian Abyss



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The Sargosian Abyss

A blizzard rages in the northern mountains. Four unfortunate souls bound in heavy chains march through the deep snow. Rebellious slaves, criminals, and heretics; they have been selected by the high priest of Sargos as sacrifices to Nansuna, the goddess of chaos.

At length, they reach a clearing at the top of a lonely snow covered peak where a series of stone monoliths surround a deep pit. The prisoners are led to the edge of the pit. Solemnly, the Sargosian high priest utters a prayer to Nansuna. Then, the prisoners are plunged into the dark maw of the frozen peak. Like so many before them, they will be consumed by the darkness of the Sargosian Abyss.

Character Classes

You enter the abyss with a party of four companions. Each of these companions will be one of nine character classes.



Hoplite

Trained in the disciplined shielded combat favored by the warriors of Sargos, the Hoplite utilizes powerful spear strikes combined with the sturdy defense of a stalwart shield.

Barbarian

The northern barbarians are fearsome warriors who exploit the chaos of combat to fight with an unbridled ferocity.

Elementalist

These powerful mages have an innate connection to the elements allowing them to summon fire, call down lightning, and freeze their opponents.

Necromancer

Necromancers hold dominion over life and death, granting them the power to summon skeletons, create clouds of poison gas, and drain the life of their opponents.

Ranger

The Ranger's skill with a bow is unmatched and their keen awareness of the battlefield allows them to quickly respond to the rhythm of combat, ensuring that every shot lands true.

Priest
Priests draw upon the power of their gods, to heal companions, smite opponents, and increase their allies' strength in battle.

Druid
Druids revere the natural world and gain their magical powers directly from the force of nature itself. Druid spells are oriented toward nature and animals, allowing them to summon animals, call down lightning, and heal using natural herbs.

Sword Saint
Sword saints focus their training and meditation into a rapturous perfection of the blade. Followers of the warrior goddess Threya, they use her favor to cast divine spells and augment their combat abilities.

Cow
Cows are large domesticated bovines which are commonly raised as livestock for meat, milk, hides, and bull-fighting.

Attributes and Stats
There are three primary stats that are important during combat: Health Points (HP), Energy Points (EP), and Armor Class (AC). HP quantifies the unit's health. When this number reaches zero, the unit is defeated. A "Game Over" occurs when all characters' HP drop below zero. By default, perma-death is enabled, which means that the player must restart the game with a new party each time they are defeated.



EP measures the amount of energy available for performing special skills. Every character has a different set of special skills which can be used in battle, consuming a portion of the character's EP.

AC measures how difficult a given unit is to hit in battle. Characters with high AC will be harder to hit and will take less damage when attacked.

There are five attributes in the game which determine a character's physical and mental characteristics:

1. **Strength:** Measures the character's physical power and determines the character's attack power in melee combat.

2. **Vitality:** used to determine the character's total HP.
3. **Mind:** Measures the character's willpower and mental ability. This attribute is used to determine a character's EP.
4. **Dexterity:** Measures the character's coordination and reflexes. It is used to determine a character's armor class and ranged attack power.
5. **Agility:** Measures the character's speed and is used to determine the distance a character can move each round.

Status Effects

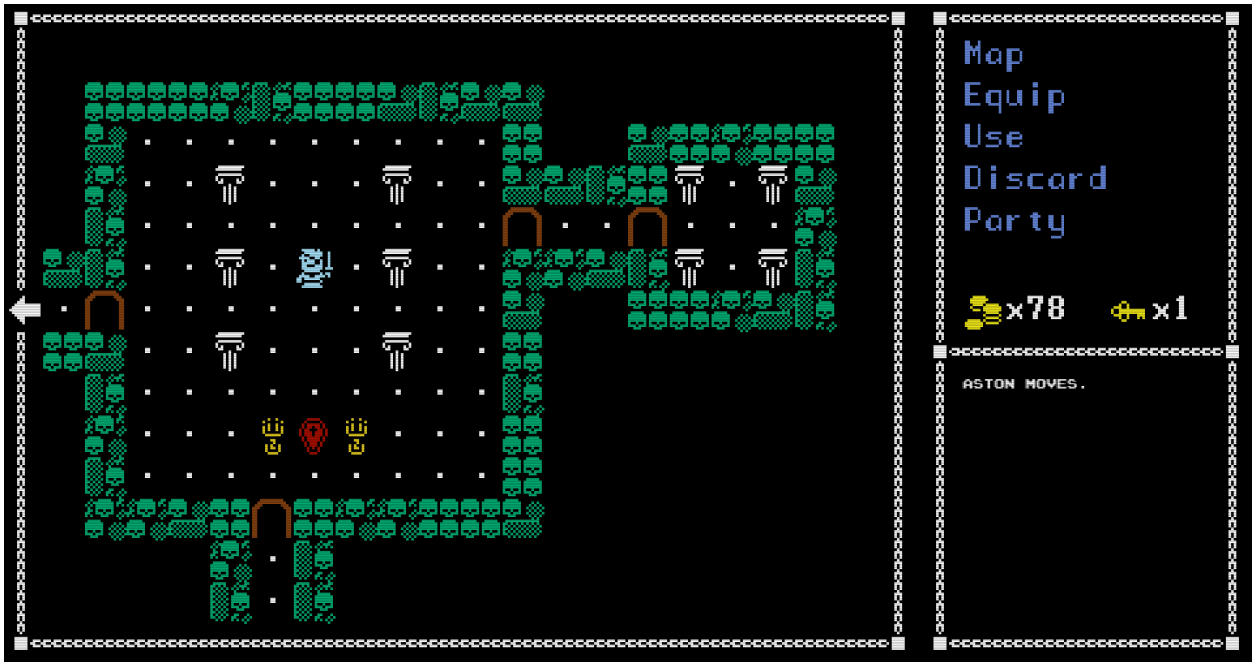
There are several status effects that can affect both player and enemy units in combat.

- **Charmed:** Causes the unit to fight for the opposing faction.
- **Petrified / Paralyzed:** Unit is unable to move, attack, or use skills.
- **Entangled:** Unit is immobilized, but may break free with a strength check.
- **Sickened:** Unit receives penalties to attack, damage, and agility.
- **Doomed:** Unit receives penalties to attack and damage.
- **Frozen / Crippled:** Unit's movement is drastically slowed.
- **Blind:** Unit receives severe penalties to attack.
- **Bleeding / Poisoned:** Unit takes damage at the beginning of each round.
- **Infested:** Unit is poisoned and will spawn spiders upon defeat.

Exploration

In order to escape the abyss, you will need to explore the depths to find items, shops, shrines, and tomes to help you on your quest. During exploration, simply click anywhere on the screen and the hero will begin moving toward the selected position. Certain objects can be interacted with by clicking on them.

The abyss is broken into many small interconnected areas. When you move the mouse cursor to the edge of the screen, an arrow will appear. Click on this arrow to leave the current area and move to the next adjacent area of the abyss.



Everytime you move to a new area or complete a battle, the game will automatically save your progress. To load a saved game or quit, press Esc while in exploration mode to display the game management menu.

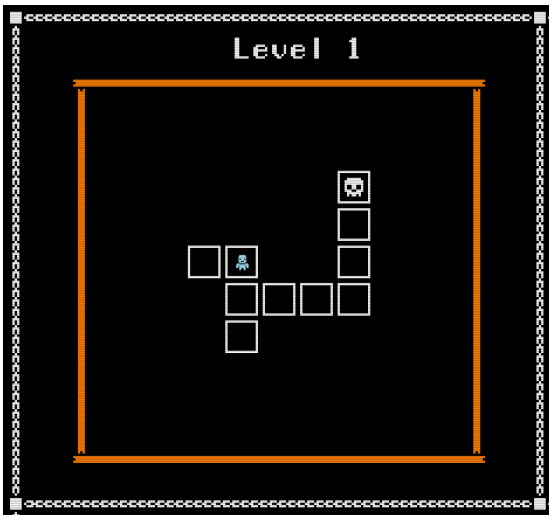
Exploration Menu

During exploration, a menu is displayed on the right side of the screen. This menu also allows you to perform several useful actions. You can select from this menu using the mouse or by pressing the key corresponding to the first letter of the menu item. This menu also shows the amount of gold and number of keys in your inventory. Gold is used to purchase items from shops, while keys are used to open locked doors throughout the world.



Map Screen

When you click the map button in the exploration menu, the map screen will be displayed. This screen shows your current location in the dungeon and the location of the boss room.



Equip Screen

The equip screen allows you to equip weapons, armor, and accessories that you purchase or find during your adventure. To equip an item simply click the party member you wish to equip, then select the desired piece of equipment. When you hover over a given piece of equipment, the equip screen will compare it against your currently equipped item. This comparison is shown at the bottom of the screen.



Using Items and Healing

Various consumable items along with the priest's healing spell can be accessed by clicking the *Use* button from the exploration screen. Simply select the desired item or spell followed by the desired target. A few of the possible items are listed below:

- Healing Potion: Restores an ally's health
- Energy Potion: Restores an ally's energy points
- Antidote: Removes negative status effects
- Revive: Revives party members who have been defeated in battle

Items can be thrown away by clicking *Discard* from the Exploration Screen. Once an item has been discarded it is lost forever.

Character Sheet

You can view each party member's character sheet by clicking *Party* from the Exploration Screen. Once you select a party member, you will be shown the character's current level along with all of the character's associated stats and attributes.

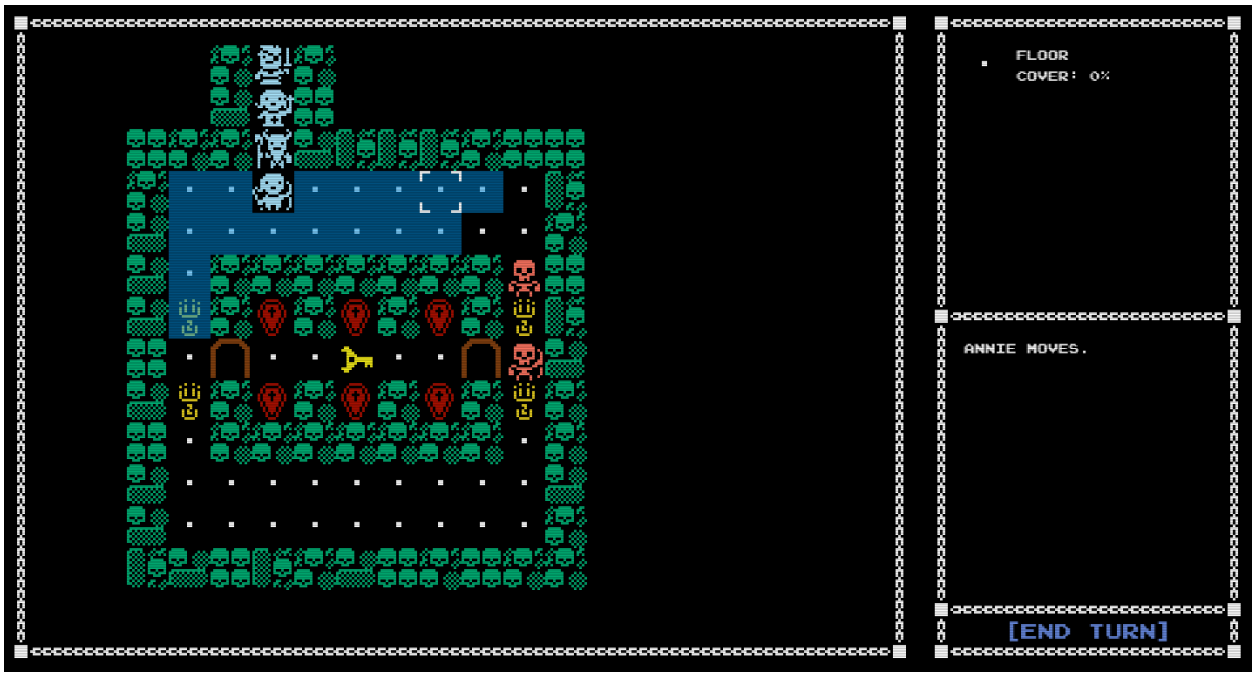


Combat

While exploring the abyss, you will encounter many dangerous enemies. During these encounters you will be shown the Battle Map. Characters will appear on the battle map as units, with blue units denoting member's of the player's party and red units denoting enemies.

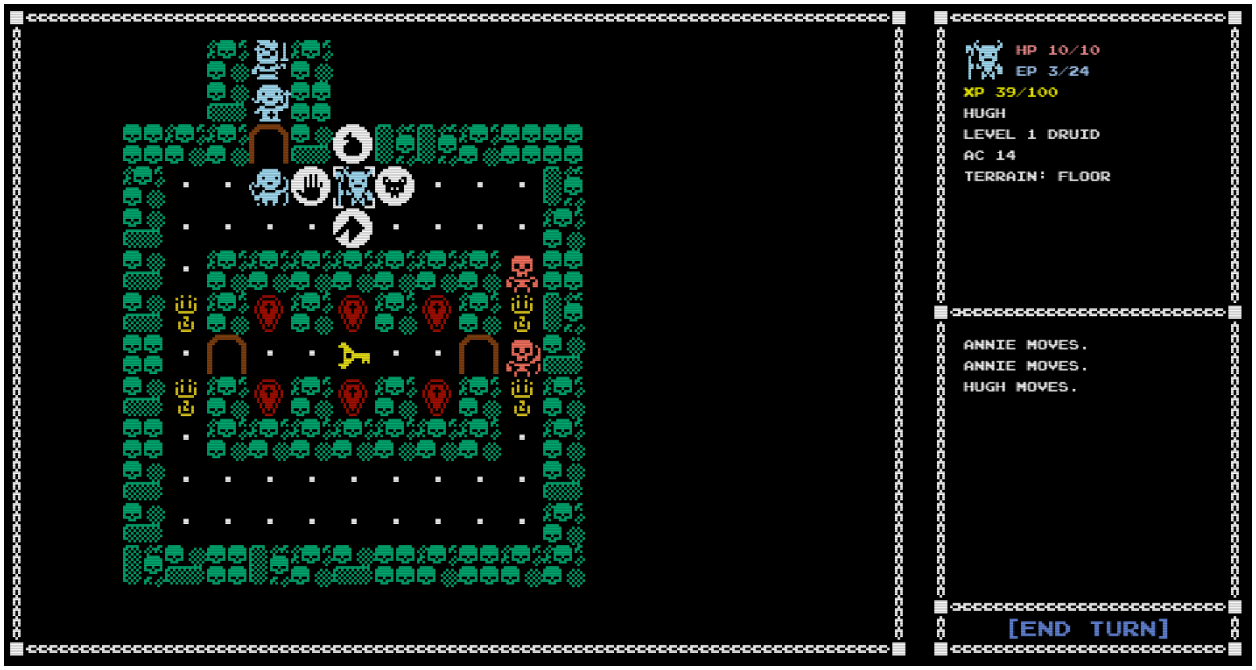


Each round of combat is divided into two phases: the player phase and the enemy phase, with the player and the enemy taking turns to move their units. During the player phase, clicking on a unit will show the possible positions that unit can move to in the form of blue squares.

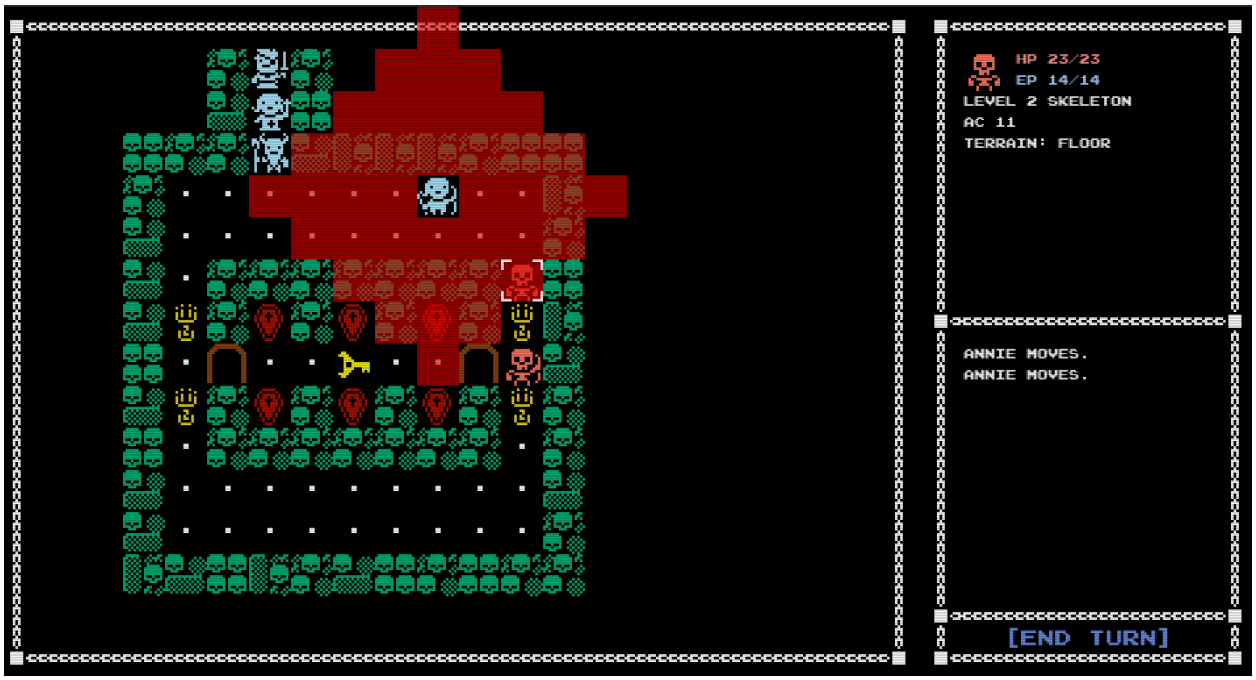


Clicking on the unit again will show a list of four possible actions:

- Attack
- Use Skill
- Use Item
- Wait



If you select the attack option, you will be shown all possible positions that can be attacked by the unit in the form of red squares.



Clicking on a red square that overlaps with an enemy unit will cause the selected unit to attack. Attacking, using a skill, waiting, or using an item, will end the unit's turn. Once all player units have completed their turn, the enemy phase will begin.

A description of each action that occurs will be displayed in the battle log on the bottom right corner of the screen, while a description of the currently selected unit or tile will be shown in the top right corner. Different tiles have different terrain types and some can provide cover, boosting the unit's AC. Combat continues until all units of the enemy or player faction have been defeated.

Leveling Up

Whenever you win a battle, your party will be awarded experience points (XP). When a character reaches a specified experience point total that character will gain a level. Upon gaining a level a character will be awarded with an additional attribute point and skill point to be awarded as you see fit. Additionally, the character's total HP and EP will increase with each level.



Options

The game has several options that can be changed by selecting *Options* from the title screen:

- **Difficulty:** determines how difficult the battles will be. Choices are Easy, Normal, and Hard.
- **Permadeath:** Determines whether the player will be forced to start over from the beginning of the game once all party members are defeated.
- **Friendly Fire:** Determines if spells and area-of-effect skills will hit both allies and enemies.
- **Window Size:** Determines the size of the game window.
- **Scanlines:** Determines whether to draw scanlines
- **Music Volume:** Determines volume of the background music.
- **Sound Effects:** Determines volume of sound effects.

Nansuna: Goddess of Chaos



When the warrior goddess Threya defeated the dragon of chaos, Nansuna, the infernal daughter, was the last to be cut from the wyrm's belly. Her once fair skin was forever scarred by the dragon's acid and her mind was poisoned. The rays of the sun would burn her skin and cause her anguish, so she retreated into the bowls of the earth, deep beneath dark mountains where the sun's light could not reach her.

Nansuna grew resentful of her siblings who flourished beneath the light of the sun. Her hatred emanated from her mountain lair causing the nearby plants to fall sick and rot. She created many foul creatures in the darkness beneath the earth. At night, these vile monsters would emerge from their caves to devour creatures of the light.

Angered at the destruction of their creations, Nansuna's siblings sought for her hiding place. But Nansuna, trusting in the might of her servants, came forth and attacked her siblings before they could prepare. In the tumult of battle

the land was scarred and fire engulfed the world. In the confusion Nansuna escaped, though fear fell upon her; for above her lair she heard the voices of the gods and the earth trembled beneath their feet.

After their victory, the gods returned to their home beneath the sea. During this time, Nansuna dwelt in the dark caves below the earth where she raised up a great army of foul servants. Some of these vile creatures would periodically venture forth from the depths to attack the sentient races who had awoken in the land beneath the sun. Though violence was not her only weapon, as she made many fair-seeming creatures to seduce the humans and draw them to her will.

Of the servants of Nansuna, none were more powerful or cunning than the demon Xargoth. Venturing into human lands, Xargoth seduced many of the northern tribes, encouraging them to rebel against the gods, and make war against their brethren. His terrible armies swiftly descended from the high mountains and poured over the plains. Many fledgling kingdoms perished, and were consumed by darkness while others were corrupted and enslaved.

While the power of Nansuna was at its zenith, there arose amongst the people five avatars. Possessed by the spirit of the gods and welding divine weapons, they united the races and raised up a great army. In battle, the avatar of Threya defeated Xargoth. The demon was then bound in chains and imprisoned beneath the Sapphire Sea.

Meanwhile the avatar of Baruk descended into the bowels of the earth where he confronted Nansuna. He sprang upon her and thrust his spear into her belly, so that her bowels were spilt upon the ground, and darkness veiled her eyes, but he refused to allow his sister to perish – calling upon the stone to cover her skin and imprison her in the abyss.

The City of Sargos



Nestled in the Northwestern mountains lies the city of Sargos. Sargosian culture is centered around combat and all Sargosian men dedicate their lives to the art of war. All farming and manual labor required to sustain the city is performed by a slave class, consisting of the unfortunate souls captured during frequent raids.

The people of Sargos practice henotheism and worship the goddess Nansuna as their supreme deity. Her followers believe that the universe is inherently chaotic, but that such chaos can be leveraged to acquire wealth and power. The Sargosian priests regularly offer sacrifices to Nansuna in order to ensure that the forces of chaos continue to favor the city. These sacrifices are performed by throwing the victims into a deep pit at the top of a mountain peak. The sacrificial pit is surrounded by an ancient stone circle and likely predates the city.

The city is ruled by a king who obtains his position by proving his prowess in battle. Any citizen may lay claim to the monarchy by challenging the king in single combat. If the king is killed, his challenger takes his place as the head of state. The king's power is checked by the priesthood, as he is required to obtain Nansuna's approval before pursuing any major policy. This priesthood is almost exclusively made up of women, but men are allowed to serve if they can demonstrate a deep connection to Nansuna through the performance of divine miracles.