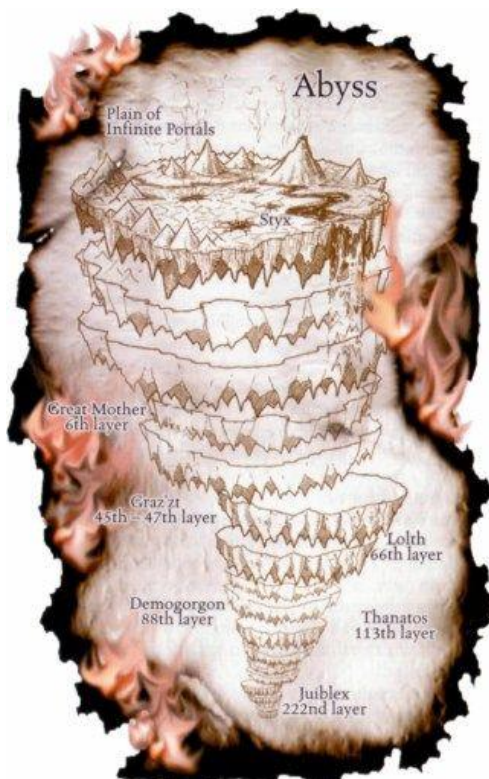


# YMETRA'S HANDBOOK TO THE ABYSS



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## Introduction:

Very loosely based upon DND's official setting but has little to no true lap over in some respects.

## Description:

A Dark shade falls over this realm, the very nature of this world exists on the dark side of the sun. Set in constant eclipse life is bred, raised, and killed in darkness, an infinite void of infinite layers awaits the few who keep their mind intact while traversing the abyss.

Is it just your eyes or does the ground move like water with each step, the gentle float of small abyssal rain drops slowly emanating from the ground. The floor ripples from your foot as you move forward.

Each layer's houses fear of a different man and as you descend with each a ruler lording over the pain of the empty vessels that wonder the void. Only some will come here through death, and all are agreed it is a fate worse than the 7 hells themselves, a unholy breed of purgatory and torcher, the sheer mental strain creating nothing more then empty shells to wonder the abyss. By travellers of the abyss they are called friends with the most common being manes, Rotting flesh still walking by instinct.

Some say this place has a mind of its own it chooses those to grow and absorbs the failures into its blood. Time works strange or is it the Mind, making friends in this place is next to impossible and you are left in a state of constant starvation, if the void wants you to suffer you will never die, those

demons smart among us keep our selves in a state of constant self-torcher so it will leave us be.

## Timeline:

Undefined - Before the realm of man was developed the ancient gods set out to form the planes of existence that would create the afterlife for all types of people, the most chaotic evil of these was named the abyss and held all fears imaginable, it wasn't always a void but at some point a failure happened on the gods part, they created an infection of pure darkness that took over the realm creating the way it looked now.

70 million pF(pre fall) – the gods lived in harmony with the demons of this realm and nurtured them till they gained power of their own, the only rule of this existence was to stay within their assigned realm and to never touch the realm of mortals. More layers were made as more demons bred with each other creating new lords of new fears and speciality's ie duende of blades or Pyfar of the rats all the way down to Illier of taxes.

450,000 pF – Civil war breaks out among demons' different lords grasping for more power the more they kill the more they absorb, an infinite gauntlet of destruction this never ends but is only slowed on the higher levels.

280,000 pF – gods punish the abyss for trying to tempt mortals into harnessing their power as champions or warlocks. Demons who took part are slain by Bane himself their corpses hung on floor 723 to remind those who try to cross the gods

what happens banishing other offenders to the gods there to sit in solitude for their sins.

Year 10000pF - 0 – The wrath of the gods fighting an ancient enemy from beyond the universe of the All trinity breaks the integrity of the Abyssal prison.

Along the same time the Dwarves granted a rare metal from the Elven lords carve out the Underdark for a grand kingdom while also mining for more of this Alirum, they were too greedy and dug too deep, the abyss began to leak into the world of mortals infecting and altering the minds and body's of those on the surface, driders and Hags, dark creatures of the night began forming in the under dark, as holes punched the fabric of space into the abyssal realm.

Year 0-3000 PF (post fall) – Demons were finally able to influence the realm above again creating warlocks again and influence both politics and bloodlines, projects were made to separate species like **dark elves**, **yuan ti's** and **goliaths** away from society and breed them into perfect warriors for the demon they served.

Year 3100PF – Mindarties was killed by a group of adventures after he tried to create a breach into the abyss and unless a demonic army, he fell in losing most his body, the abyss liked him, it kept him alive. A corrupted soul already ripe to unleash the abyss and absorb the void itself.

Year 3100 – 4033PF – Mindarties has either killed or enslaved all the demon lords of the top 200 layers of the abyss, breaks in the **under dark** have grown and more and more travellers breach through every day, mindarties has a plan involving the

famous 723 level, a **worm** able to create an army of dead to fulfil both the voids and his own mission and finally rule over the mortal plane , the golden continent of Batavia. Not much is known about this plan but **alrium** is needed along with mindarties newly inherited warlocks from the demon lords he killed.

## Rules of this plane:

- Time: non liner even within itself, unlike the fey realm time pieces cannot keep time on track, however, godly items or keeping a breach to the overworld open would allow for time to stabilise.
- Exits: breaches tend to be one way, so a portal of the gods is used made pre fall, Mindarties has three on his main level.
- Speech is dampened and if not inside a building or area of effect speech cannot be heard from a being you are unfamiliar with.
- Life can exist as seem with upper krift but godly intervention or magic forms of protection must be very strong to combat the void
- The abyss made creatures of nightmare that even Demon lords can't fight, horned creatures of pure shadow roam gargantuan in size, hunting for prey. This cannot be slain by ordinary means.
- Void infects all those it deems pure or happy, not in suffering, striping them from their soul

- There are infinite layers, and small gates can be used to change layers along with death however the more you die and go lower into the abyss the more you turn into a mannequin.
- Exists in magic darkness
- Godly magic is unable to be used in the abyss unless that god exists there with you
- Demons and fiends have made small civilizations, but most tend to fend for themselves.
- Ancient magic ritual can be used create breaches into the abyss such as how mindarties did
- Once corrupt by the void you cannot leave unless the abyss allows
- A broken version of infernal was made over the years into the abyssal language that is now used