Glimpse of the Abyss
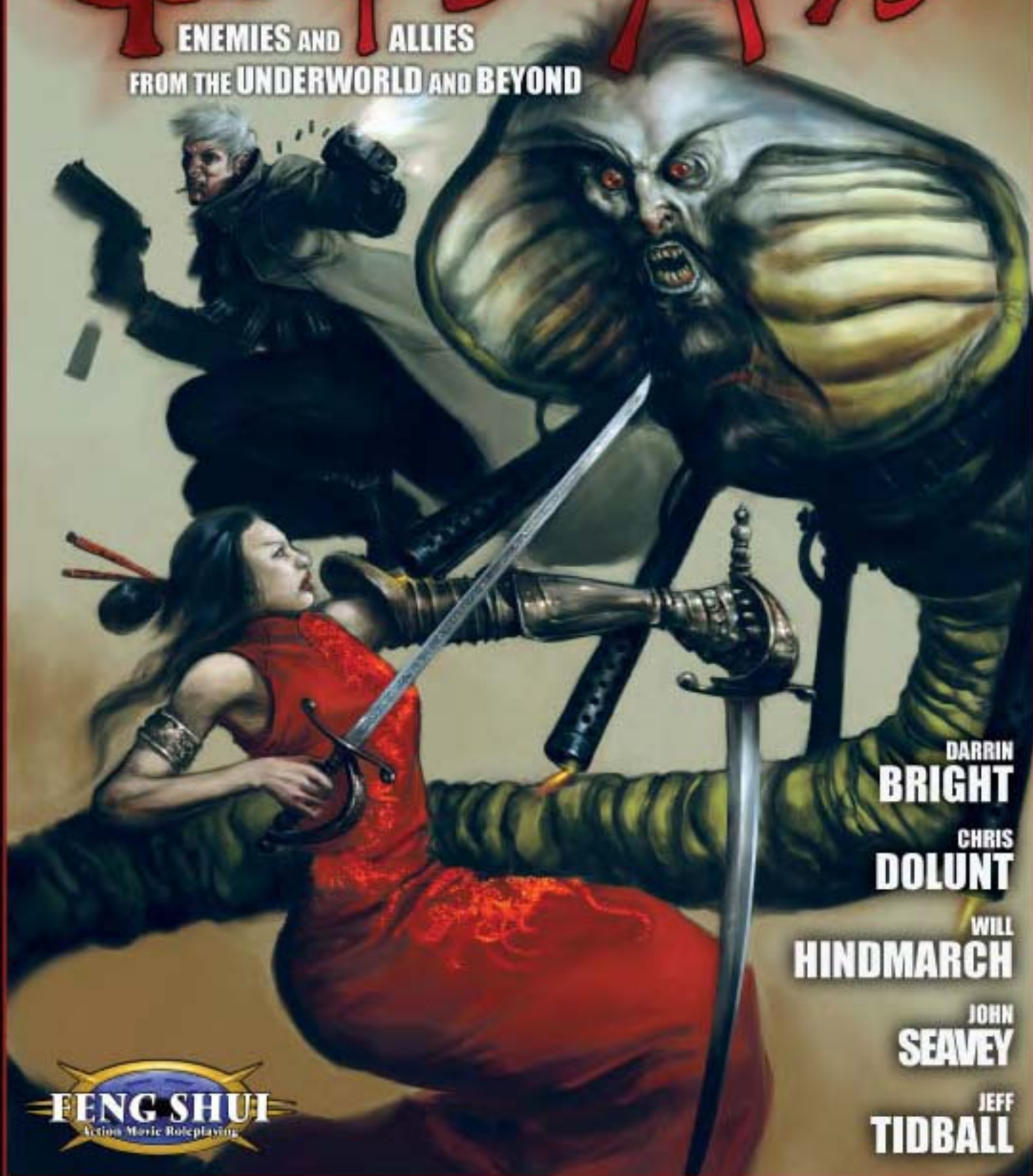
ENEMIES AND ALLIES FROM THE UNDERWORLD AND BEYOND

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CAN YOU SEE IT?
(OR, "INTRODUCTION")

DEAD BIRDS

Welcome to *Glimpse of the Abyss,* a *Feng Shui* sourcebook that kills three birds with one stone. (Which is a –3 AV stunt, but we figured we were up to it, and we were right.)

First Dead Bird: It catalogs a boatload of enemies and opponents you can use in your *Feng Shui* adventures. That's a practical purpose — it saves GMs time and acts like an imagination springboard. Need some inspiration for an adventure or encounter? Open to a random page and dive in.

Second Dead Bird: Most of the creature entries here have one or two new bits of crunchy goodness — new schticks, powers, equipment, and so on — that players and GMs can use when creating heroes, GMCs, and custom creatures. Unless otherwise noted, these can all be selected and gained in the usual ways.

Third Dead Bird: By way of copious example, *Glimpse of the Abyss* is a guidebook to the Underworld. Most — maybe all — of the creatures described include a little bit of the flavor of Di Yu, whether it's naming conventions of hellish locations, the way groups of demons are organized, how infernal creatures behave, or whatever. No, this book isn't a Fodor's-style travel guidebook to walk you through each room, court, level, and chamber of Hell. That approach would limit the possibilities by telling you what you can't do. This approach illustrates what you *can* do, and gives lots of useful examples, to boot.

NAMED, GENERIC, UNNAMED

You're familiar with the difference between named and unnamed characters. Most of the creature entries in *Glimpse of the Abyss* have sample stat blocks for both kinds: a powerful, named antagonist type on one hand, and a faceless, unnamed mook type on the other. You can tell the difference because the named blocks have, well, *names* ("Gui Pa" or "BERNARD," for example), while the unnamed blocks are designated as "unnamed."

But you'll also find a new kind of stat set for some of the creature entries: "generic named," or "generic" for short. Generic stat blocks are given for creature types where faceless combatants just wouldn't exist. There are no mookish Abyssal Daughters, for example, because each one is a powerful, individual saboteur. So generic stats are given instead, to show you the baseline for named creatures of that type.

There are two ways you can use generic stats. You can slap on a name and use the generic stats as-is. Or, alternately, you can name the creature and also pump up its stats, to create a higher-caliber opponent. But to be clear, generic creatures always use the rules for named combatants; they're 100% named characters, they just haven't gotten names yet.

Named and generic stat blocks are usually presented together, by the way. The generic version is the baseline, while the named version is usually a more powerful example.

SCHTICKS

As noted above, most new schticks introduced in *Glimpse of the Abyss* can be selected at will by players creating new characters or improving existing ones. The rules to use — experience point costs and so on — depend on the type of schtick, which is listed in each case. The exception is unique schticks, which can't be used by PCs. GMs should feel free to repurpose them for new creatures or GMCs, but they're off limits to players.

AUXILIARY SCHTICKS

You'll see a smattering of new auxiliary schticks in this book. Auxiliary schticks were introduced in *Golden Comeback* (p. 103), are available to any character who can afford them, and cost (3 + X) experience points each, where X is the total number of all schticks of all types you'll have once you learn the new one. Auxiliary schticks aren't available to starting characters without GM permission.

STAT SCHTICKS

Stat schticks were also introduced in *Golden Comeback* (p. 63). They're available to experienced (i.e., non-starting) characters with a score of 11 or more in the relevant stat. They cost (current stat score + current number of schticks in that stat) experience points. A given stat schtick can't generally be bought multiple times.

WEAKNESSES

Weaknesses are a new schtick type (though you'll generally see them called simply "weaknesses," not "weakness schticks") that encompasses flaws, faults, shortcomings, and debilities.

Why would a hero take a weakness? She wouldn't. (So she can't.) Weaknesses are intended for GMs, to give flavor to GMCs and creatures. Although GMs could just create new unique schticks and one-off rules to deal with these kinds of Achilles heels, weaknesses allow common debilities to be described and statted once, and re-used many times.

"Someone Says..."

If you've picked up a *Feng Shui* supplement in the last decade or so, you've seen lots of stat blocks led off by "Sample Dialogue" that tries to spell "growl" in some fascinating new way. ("GRRR!" "ROWR!" *"GrHHgHR!!!"*)

It got ridiculous pretty fast – we're sorry, our bad.

In *Glimpse of the Abyss*, for creatures where "Sample Dialogue" doesn't make sense, you'll see "Someone Says," instead. Sometimes you'll see it even when sample dialog would make sense, to mix things up. It's something somebody meeting or dealing with that creature might say. Use it right in the encounter, right while you're playing.

Schtick Name	Page	Schtick Type	Summary
Reaping and Sowing	19	Unique Schtick	Collect semen during intercourse and pass it to another during subsequent relations.
Superior Memory Drain	48	Unique Schtick	Like Blood Drain (memory drain), but more thorough, and permanent.
The Tama	32	Unique Schtick	A male foo dog can create light and make a selfless wish.
Tech Borrow	70	Unique Schtick	Similiar to Body Borrow, Ti Kan can possess objects and operate them at will.
Fascination	31	Weakness	Suffer undue preoccupation with some activity or area of knowledge.
Formless	48	Weakness	You are shapeless and without structure.
Fragile	9	Weakness	The Outcome necessary to take down unnamed characters goes down by 1.
Vulnerability	81	Weakness	You have a dangerous susceptibility to something that's usually harmless.

Non-schtick Bits

	Page		Summary
Animate Environment	44	Blast Special Effect	Surroundings come maliciously to life.
The Wondrous Victorious Power of Unlimited Awesome Self-existent Light	39	Sorcery Combination	Fertility and Summoning combo satiates hungry ghosts, convincing them to move on.
Elemental	23	Character Type	Creature of fire, water, metal, wood, or earth.
Demon Martial Artist	35	Character Type	Kung fu master from the depths of Hell.
Thumper	67	Character Type	Sound incarnate.

All Bits Index