

BLEACH

7-11-10 20 Classless

Hordes of the Abyss

A game of Social Horror



FORWARD

This is a dedication to those that had a heart of gold... You know who you are.

INTRODUCTION

Hordes of the Abyss, otherwise known as Werewolf or Mafia, is a game of Social deception and deduction, where an uninformed majority must attempt to weed out an informed minority before the odds tip out of their favor. In this game, there will, at first, be two teams "The Shinigami" and the "Abyssal Ones" who wish to eliminate their souls and convert them. Only the Abyssal Ones will know for certain who each other are - to the Shinigami, every other player is an unknown quotient.

Once the game starts however, random events can occur that introduce new elements into the game. Quincy, Superhumans, Hollows and others can come along and either hinder or help either side. But the ultimate fate is left to the Shinigami.

Be careful who you trust.

HOW DO YOU PLAY?

Before the game begins, roles will be decided by random chance, by the GM, the one running the game. Your Role also determines what side you're on, Shinigami or Abyssal One. If done on a Forum, this can be done in a PM or in a private chat program outside the forum.

The game is played in a series of consecutive nights and days. During the day, remaining players will discuss who they believe is not truly on their side, culminating in choosing one player to Eliminate by setting them before the Sokyoku, as decided by majority vote.

During the Night, there will be no discussion publically, and players with night action abilities will make their targets known in private to the GM. In the morning, any murders that took place during the night will be revealed, becoming fodder for the day phase's discussion. If someone is not killed, but are converted instead, the public will be made aware that ONE among you should be dead, but walks among you.

When a player is killed, whether by vote or being murdered in the night, they will be sent off to the "Graveyard" with a custom written death scene. The graveyard can take many forms, whether this is a private, password protected forum, another room in your house or a private discord channel. Once killed, you can no longer actively participate in the main game, but bring popcorn, cause it gets nasty later.

Speculation and out of game chatter should be held outside of the main gaming area.

RULES

Above all, respect is the law of this land. It's gonna be hairy. It's going to get a little tense. In the end, remember that it's a game, and we're here to have fun.

- There will be no discussion about the game outside of the game area during day phases. Under no circumstances should any player try to contact another player about the game without going through the GM. The GM runs the game and will run your questions, actions, or anything else to the other players. The only exception is in the main game itself (Whether it's a Thread, Discord channel, or in a room in your house. Only in that area, during the day, can there be discussion among active players).
- There will be no screenshots of PMs allowed, if that is part of your game. This is a social discussion game - as such, hard proof takes away from the spirit of the thing. Always paraphrase.
- [ONLINE RULE ONLY] It is okay to edit recent posts in order to clarify or add information, but please do not change the meaning of what you said, or try to cover your tracks in older posts.
- Part of agreeing to be in this game is an inherent promise to be an active participant. Players still alive in this game must be active at least once per day phase; otherwise, they may be considered for replacement (if any exist). If you are replaced, you will be notified - replaced players are removed from the game, and are no longer allowed to post/discuss in the game proper.
- Random Events will occur. And some players might find their role shifted. If this happens, be stoic about it. Don't just blather it out.

When voting on who to Eliminate, use the following format on a message board or in a Chat Program.

Text must be bold

If you can Tag the target, do so

"I offer up [USERNAME] for consideration for Excecution"

When withdrawing your vote, please use the following (Still bold, still tag)

"I recind my accusation, and..."

"...abstain from futher accustions" or

"...I offer up [USERNAME] for consideration instead"

NOTE: Depending on how many players are in a game, not all roles will be appointed.

THE SHINIGAMI

Reapers of souls, bringers of those that have died to the next stage in their cycle of reincarnation, the Shingami oppose the Abyssal Ones as they latter destroy the souls of their victims to acheive a new soul of their own. Shinigami know that anyone around them could be an Abyssal one...

THE UNSEATED OFFICER

Rank and file Shinigami, most have yet to achieve Shikai, much less any measure of real power. These players have no special nightly abilities. There may be more than one UNSEATED OFFICER per game.

THE SQUAD 9 CAPTAIN

Captain of the squad meant to investigate crimes within Soul Society, the Captain of Squad 9, once per night, target a player, and learn their Role. There is only one Squad 9 Captain per game.

THE SQUAD 4 CAPTAIN

Members of this squad are healers, and life bringers. They are also custodians. The Squad 4 Captain, once per night, may target a player and protect them from death. They can only choose to protect themselves once per two nights. Ther is only one Squad 4 Captain.

THE CAPTAIN OF THE KIDO CORPS

Magic users extraordinaire, the Captain of the Kido Corps is chief among them. Once per night, the Captain of the Kido Corps may target a player and protect them from possession. They can only choose to protect themselves once per two nights. There is only one Captain of the Kido Corps.

THE SQUAD 2 CAPTAIN

Tenders of the incarcerated, masters of infiltration and assassination, the captain of Squad 2 has been tasked with interrogation. Once per night, the Squad 2 Captain may target a player. The targeted player will not be able to perform any night actions they may have, but will also be protected from other targeting roles. The Squad 2 Captain may ask their target up to two questions, relayed through the GM. There is only one Squad 2 Captain per game.

THE FLASH STEP MESSENGER

Deliveries must be maintained, even in this time of crisis. Unfortunately, in this time, all messages are to be verbally spoken after being memorized by the messenger. No paper trail during this invasion. Once per night, the Flash Step Messenger may target a player to stop them from acting during the night. There are up to 2 Flash Step Messengers per game.

THE SQUAD 11 CAPTAIN

Kill First, kill last... screw questions. That's the mind behind Squad 11, and it's captain. As a night action, once per game, the Squad 11 Captain, may target a player and kill them. This one-time power is not spent if the kill is blocked in some way, or if the target was already murdered by the Abyssal Ones. It does however, go through and is used up if the target is instead possessed.

THE CAPTAIN COMMANDER

The commander of all the Gotei 13, it's the Captain Commander's job to observe the battlefield, and set their troops as best they can. In this time however, keeping their identity secret is paramount. But, there comes a time when a line must be drawn. The Captain Commander may choose to reveal themselves before a voting phase; once revealed, the Captain Commander's vote counts as two votes for as long as they are still alive. There is only one Captain Commander per game.

THE SQUAD 5 CAPTAIN

Squad 5 is known as record keepers, and as such, have access to rituals that normal Shinigami don't. One such ritual is what is used here. Once per night, the The Squad 5 Captain may communicate with players who have been killed. They may prepare a list of questions for every available dead player (maximum two questions per player), and their order of who they'd like to speak with most. At the end of the night, only one set of questions will be answered (in order of the The Squad 5 Captain's preference; this is to mitigate the chances of the The Squad 5 Captain receiving no results due to inactive players). There is only one The Squad 5 Captain per game.

THE SQUAD 3 CAPTAIN

Diplomats extraordinaire, the Squad 3 Captain, once per night, may approach a member of a Random Event and attempt to sway them to the Shinigami side. Each member of a Random Event has preselected dialogue, and if the Squad 3 Captain answers two of three questions in a way that appeases the Random Event Character, they will join the Shinigami's side, and become informants. There is only one Squad 3 Captain per game.

THE CANNONEER

Living outside of Soul Society is one thing. Being Squad 0's ride is another. As such, you can't be too sure if someone is going to attempt to break into the palace by way of your cannon. At night, the Cannoneer may decide to go on alert. If on alert, the first person who comes to visit them in the night will be killed, regardless of alignment. There is only one Cannoneer per game.

NPCs

THE INFORMANT

Informants are merely NPC characters. They are members of Random Events that The Squad 3 Captain recruits. Each night, they will come to a random Player and give 3 rumors about their fellows. Two are true, one is false. Sadly, the Informants don't know. There is no real limit to the number of Informants.

RANDOM EVENT CHARACTERS

The Random Event mechanic below details how they come into existence, but Random Event Characters generally serve as Neutral Non Player Characters. Some are on one side or the other, but 90% are Neutral, and are ready to be swayed.

ABYSSAL ONES

Beings of mere concept, Abyssal Ones are the remnants of souls that existed before the current universe that were wiped away when the new one was created by the Spirit King. They despise this universe and wish to overtake it, and become its true inhabitants. They are only able to exist in reality if they possess and consume the soul of beings that have souls. As such, unlike other games that use this format, only one quarter of the players (Rounded down, minimum 1) is a member at start of game.

THE PHANTASMAGORIA

The most powerful of the Abyssal Ones to have entered our reality, this being leads the Abyssal Ones in their quest to overtake reality and directs those beneath them to their actions. They are immune to the Captains of Squad 2 and 11. There can be only one Phantasmagoria per game.

THE HOLOCAUST CLOAK

This Abyssal One doesn't care about possessing others. They don't want to win this universe. They want to obliterate it. The Phantasmagoria channels this rage, this hatred to their own ends. Once per night, the The Holocaust Cloak may target a player to kill. There must be at least one The Holocaust Cloak per game; should the The Holocaust Cloak be killed (by Execution / Squad 11 Captain / Cannoneer), another Abyssal One will lose their other abilities and assume this role. There may be more than one The Holocaust Cloak per game.

THE BODY SNATCHER

A true soldier of the Phantasmagoria, the Body Snatcher possesses targets to further the goals of their race. Once per night, the Body Snatcher may target a player to possess. They appear to be making a night visit, but they ask dark questions, and should the target answer incorrectly, they possess the target, and grant the target one of the unfilled Abyssal One roles. If no role is available, no possession takes place. There can only be one Body Snatcher per game.

THE CONVERT

Some Abyssal Ones realize that subterfuge is necessary, and that their fellows can't just go across the world possessing random targets. They know that sometimes they need to make a target turn a blind eye to the actions around them. Once per night, the Convert may target a player to stop them from acting during the night. There is only one Convert per game.

NEUTRAL ROLES

THE REBEL

An Abyssal One tired of the Phantasmagoria's plotting. Tired of the eating of Souls, and the loneliness that comes with it. They want a merging. They want to know what union is. Not dominance. Once per game, after achieving a bond of +2 or higher with another player, the Rebel may propose this union. If the player agrees, the Rebel merges with that player's soul, and they become "The Union". This effectively kills both the Rebel and the affected Player.

THE UNION

Once the Rebel merges with a player, they become The Union. The union retains the powers of the player that was merged with, and gains the ability to see Auras. While this doesn't work on Players, the Union can see an Abyssal One inside the body of Random Event character, and once per night, eliminate that character.

GAME MECHANICS

ROLE DEVIATIONS & LIMITATIONS

The Squad 9 Captain and the Squad 2 Captain are not guaranteed wholly accurate results from their night investigations and questionings. If you target a player that your role may be biased towards, the information you receive will be flavored accordingly. It is up to the Journalist and Technician to determine whether they have received biased intel, or if what they've learned is true. Refer to the player roles and backstory for help if you're struggling with the intel.

The Squad 9 Captain's investigation will yield a variety of clues, but no conclusive evidence on their target's role.

ALLIANCE SYSTEM

How does the bond system work? Socializing, fraternizing and perhaps a bit of friendly rivalry.

NIGHT VISITS & BONDING

If you have a role with a night action and you choose to conduct a night visit on another player, you are forfeiting your ability to act that night in exchange for the visit. If the player you select is also conducting a night visit, you may not change your mind and decide to use your night action. You will find them unavailable and your night action period will conclude.

If you are conducting a night visit, you will not "receive" a visit, and players attempting to reach you will find your quarters empty.

(If two players select each other for night visits, something odd will happen.)

When you visit someone at night, you creep to their sleeping quarters and gently knock. If they are in for the night and wish to talk, they will crack the door. However, they may choose not to answer. If they do answer your call, you and your target will speak through the door. The targeted player does not know who has come to visit them.

During a night visit, you will select from a pool of pre-determined questions to ask your target. When the game starts, each player submits a list of 2 - 8 questions that will become their predetermined pool. The target will be provided with three predetermined answers, also provided by the player. Each answer should have a -1, +0 or +1 denoting the answer's effect on your opinion. Depending upon your roles, and their answer, this will effect the bond.

Three questions may be asked, and if the result is 1 or higher, you receive a +1 Bond rating. If it is 0 or lower you receive a +0 Bond Rating.

All questions must be approved by the GM, and cannot ask for in game information. You cannot use this to assume game roles.

ALLIANCES

If your night visits yield positive results, you will receive +1 in bond with another player.

If a player is sentenced to die, they may plead for an alliance intervention, where all players with +2 bond with the sentenced player may step forward and stay the execution. The execution is stayed if the number of players willing to reveal their alliance exceeds the number of votes qualifying the one sentenced to death.

For example, Player Tim has been visiting other players every night, and received +2 bond with two of them. But then, a majority has voted for Tim to be executed. Tim calls for an alliance intervention in order to spare his life. His alliance steps forward. The votes prior to the alliance's intervention were split--out of 8 players, 5 voted for Tim, 3 voted for someone else. With his alliance of two backing him, Tim's vote count of 5 is dropped to 3.

Therefore, the vote is a draw, and no one is executed.

RANDOM EVENTS

At Day Roll and Night Roll, the GM randomly generates a number from a pool of 100. If the randomly generated number is 25 or lower, a randomly generated event occurs.

Use the following RNG's to decide what event.

NUMBER OF NPC'S

Random Number Pool = 6

REASON FOR EVENT

1-10: Invasion (Opportunists that are feeding off the chaos, the invading force assumes Invading Roles listed below)

11-40: Aid (They wish to aid the Shinigami in their efforts, add the NPC's to the Unseated Officer Pool)

41-80: Investigation (Wishing to find out what happens, these NPC's begin investigating. Abyssal Ones may target them for death or possession and Shinigami may target them for investigation, jailing, etc. They are in effect, a third faction.)

81-90: Seeking Aid (These NPC's wish the Shinigami's Aid. They arrive and agree to take the place in the battle, allowing the players targeted to leave Soul Society, while the beings stay behind and continue on, assuming the old roles.)

91-100: Unknown (These NPCs are a mystery, and merely set up shop, rolling again, but keeping it secret. They cannot roll above a 90 with this second roll).

RACES

This includes supplemental races. Not all of them however.

1-10: Superhuman

1-20: Bounto

21-30: Hollow

31-40: Yotogi

41-50: Oni

51-60: Quincy

61-70: Shinkoukenjin (Pick one)

71-80: Sonohoka

81-90: Quincy

91-100: Rogue Shinigami

INVADING ROLES

Each corresponds to an Abyssal One role, except The Propagandist

LEADER > Phantasmagoria (Max 1)

SHOCK TROOPER > Holocaust Cloak (Max 2)

SNIPER > Convert (Max 2)

THE PROPAGANDIST

This role is unique. The propagandist works to undermine the defenses of Soul Society. Once per night, the Propagandist may attempt to decipher the role of one target player. They reveal at Dayroll 2 possibilities for the targeted player role, and it's up to the players to determine the truth.

Credits

Tite Kubo: Writer and Illustrator of the Bleach Manga

Draxredd: This is the guy that created the Classless Bleach d20 system

Dmitry Davidoff: The creator of the Werewolf/Mafia Social Conflict game.

Kitsu: My love, and the person that introduced me to this game. I saw the potential, and went with it.

Dionon: This is Me, I created all the content within this booklet that is not copyrighted already or created by someone else. Feel free to use it as you see fit, as long as I get credit for it.

Dappervolk: For allowing me to play this game and try it out in various formats.

Snow (Weissritter69): Heart of Gold

Maddwaffles: Heart of Gold

Orphen: Heart of Gold

Talonthawke: Heart of Gold

Google: For having wonderful images to borrow.

The Hypertext D20 SRD (Open Gaming Licence)

Peter Kisner for the classless d20 inspiration



Hordes of the Abyss

A game of Social Horror

When the Abyssal Ones decide it's time to eliminate the Shinigami, they take the war to Soul Society itself. Now it's a race against time to discover who among the Gotei 13 are already possessed before those same possessed beings engulf the Seireitei in death and unrest.

A new game based off the Mafia game style, this is merely a party game with a dark twist meant as a thank you for people's hearts of gold.

Legalize

While I created the basics and theme of this game, the base of this game was created by Dmitry Davidoff in 1986. It's a game of intrigue and horror as you never know who is REALLY the enemy.

