

# AT THE BRINK OF THE ABYSS

A GIRL BY MOONLIGHT SERIES



## The Abyss

## Its Harbingers

## The Mundane World

## What's Sacred

## What's Profane

## Our Magical Origin

## Our Obligations

## The Hideout

## Transcendence

## Our Transgressions

## Ultimate Destiny

## Series Abilities

- **By starlight:** Each protagonist may add +1 action rating to forgive, empathize, or flow.
- **Pure hearts:** Gain +1d when you roll moon, or make a connection.
- **Never alone:** Protagonists may use teamwork regardless of the distance separating them. When you assist a teammate from afar, ask that player one question about their character from your gather info list.
- **Power of the moon:** The protagonists holds on to hope until the very end, even in the face of utter despair. When rolling eclipse you may adjust your result by one level.
- **Shrine keepers:** The protagonists gain a new downtime activity: Maintain the sacred shrine. If one protagonist takes this activity, they all receive the shrine's benefit until the end of the next mission. Choose a shrine power from the list at right when this ability is taken.
- **Redemption:** When determining dice for your engagement roll, if you answer yes to "Is this mission particularly noble or heroic?" all protagonists clear 1 stress. When you rescue an innocent or redeem an enemy, mark series xp.

## OUTSIDE INFLUENCE

choose from another source

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## TRANSCENDENT ABILITIES

- ◆ **Hope is strength:** Each protagonist marks a transcendent action dot in forgive, empathize, and flow.
- ◆ **Unshakable:** While transcended, each protagonist gets +1d to all resistance rolls.
- ◆ **Tireless:** Your first and last action rolls made while transcended count as recovery rolls for you, in addition to their other effects. If you are still transcended at the end of a mission, mark 2 segments on your recovery clock.

## Investigation

TIER I TIER II TIER III

## The Abyss

TIER I TIER II TIER III

## SERIES RULES

**Fox Shrine:** The protagonists can always tell if someone is lying. Ask an extra follow up question whenever you gather info. What price does the fox demand?

**Valkyrie Shrine:** Once during the next mission, one protagonist may choose to ignore level 4 harm. They die, but return to life moments later. What did death feel like? Whose face did the Valkyrie wear?

**Shrine of Eyes:** The protagonists count as being 1 tier higher on the investigation track. How does the shrine reveal secrets to those that maintain it?

## XP

At the end of each session, for each item below, mark 1xp (or 2xp if that item occurred multiple times).

- *Successfully carried out a mission from the series' list*
- *Confront the world's oppression, and comfort those who suffer*
- *Explore the nature of the darkness, and redeem those who have fallen*
- *Express the essential nature, origin, or destiny of the group*

## NAMES

Aquila, Libra, Corvus, Topaz, Sapphire, Caspian, Scorpio, Taurus, Crux, Aquarius, Gemini, Virgo, Lyra, Capricorn, Cygnus, Drake, Canis, Hydra, Auriga, Leo, Saggita, Carina, Cetus, Lynx, Wren, Hawk, Osprey, Faun, Spinel, Minnow, Lumina, Diamond, Charybdis, Castor, Talc, Oryxian, Silver, Tourmaline, Raven, Stella

## MISSIONS

### CLEANSING

Free a special person or place from the grip of the Abyss.

### FACE A CREATURE OF THE ABYSS

A deadly creature has emerged to advance the Abyss' agenda. Stop it.

### SEEK ANSWERS

Look for clues to the nature of the Abyss, or its intentions, in unexpected places. Investigation does not reduce by half after this mission.

### RECLAIM AN OBJECT OF POWER

Retrieve a lost relic that relates to the group's destiny. Unlock a related hideout option for free after successfully completing this mission.

### BRAVE THE ABYSS

Face the Abyss where it is strongest, in the hopes of disrupting its plans, and giving it pause.

After this mission, the current season ends.