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INTRODUCTION

Abysm: Dawn of Innocence is an action adventure GZDoom Total Conversion for Doom2 inspired by medieval themed games such as Diablo, Dark Souls, and Hexen.

the mod features A Hub level progression where you complete quests while slaughtering demons along the way with various Medieval weapons and Spells.

STORY

The peaceful Kingdom of Astrea has been invaded by demonic creatures from Hell. You, a brave warrior of the Church of Sunlight, were sent by the High Ministry to aid the Royal Hunters in recapturing the Astrea Sunlight Monastery and saving their homeland from certain doom.

May the God of Sunlight guide you through your battle against evil. The Dawn of Innocence has begun.

GAMEPLAY

The combat follows the core run and gun gameplay of the classic Doom games, you find a weapon and you kill demons. There will be various health items and powerups scattered around the maps which you can put in your inventory and use when needed.

Slain monsters will drop gold that you can use to purchase items from shop keepers and, depending on the particular monster type, they will also drop either white or black mana which is used as ammo for various Magic Weapons.

MAP PROGRESSION

The mod consist of an Overworld map and 16 dungeons, 8 main quest dungeons and 8 optional dungeons.

the Main Dungeons are unlocked sequentially by following the main questline while the optional dungeons can be explored at any point in the game and will contain extra items that will help you on your journey.

Quests are given to the player either by interactions with characters or by certain events in the game. You can open your quest log to see your current objectives.

WEAPONS AND AMMO

Fist: Your starting weapon; has two attacks: fast normal attack and slow strong attack; Inflicts **Physical** damage.

Crossbow: Shoots fast moving bolts that pierce through enemies; Inflicts **Physical** damage. Uses bolts as ammo.

Raven Staff: Shoots rapid-fire beams of energy; Inflicts **Physical** damage. Uses White Mana.

Serpent Staff: Shoots a burst energy in spread like fashion; Inflicts **Physical** damage. Uses White Mana

Hellforge Cannon: Shoots an explosive fireball; Inflicts **Fire** damage. Uses Black Mana

ITEMS AND POWERUPS

Health Potion: Replenishes 20 health when used

Greater Health Potion: Replenishes 100 health when used

White Mana Potion: Replenishes 10 White mana when used

Black Mana Potion: Replenishes 10 Black mana when used

Armor: Absorbs 50% of Damage taken; Leather Armor gives 50 armor, Steel Armor gives 100 armor.

Scrolls of Infusion: Adds elemental damage to Physical damaging Weapons for 60 seconds: **Fire** and **Lightning**. Certain monsters are weak to particular damage types.

Boots of Speed: Gives 20% speed boost for 60 seconds

Scroll of Thorns: Adds reflective defense for 60 seconds. any damage you take, the attacker will receive 50% of that damage back.

Ring of Life Protection: Adds health regeneration for 60 seconds. Replenishes 5 health every second.

Wrath of God: Generates a blast of energy that does heavy **physical** damage.