

Breachers of the Bone Belfry

A horror adventure for Four Against Darkness, for dead characters of any level



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Dedicated to the memory of Gary E. Gygax and Stan Lee

For more information about Norindaal, the official setting for *Four Against Darkness*:
<https://sites.google.com/site/norindaal/>

This book contains horror, nude art and mature subject matter.

It is intended for audiences of appropriate age.

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Introduction

Breachers of the Bone Belfry stands out from other adventures for *Four Against Darkness* in two ways. First, it is set in the Netherworld. Second, and most importantly, is the fact that the characters in your party are dead.

Specifically, you are invited to play your former characters who have died in a dungeon - from those who suffered a medusa's stone gaze, who fell to wicked traps, gnawing vermin or other grisly ends. The Netherworld being an unforgiving place, their soul-selves, enslaved by demons, are destined to be ground into soul cubes. This adventure offers them a chance, however slim, to escape that grisly fate.

What You Need to Play

Although the adventure occurs in the Netherworld setting, you do not need to own *Four Against the Netherworld* to play it. Only the basic rules in *Four Against Darkness* are mandatory.

The adventure has been designed to be played at either Basic (1-5) or Expert level (6-9) and is self-contained. Other 4AD books can expand its scope and allow for additional options, but all you need has been included here - apart from the basic rules.

For convenience, pre-generated characters are on p.79 (except beastmasters from CCC, as they would be of little use without their animal companions).

Things to Know

The Dead: The adventure was designed for using your dead characters of any level. If you don't have any yet (rest assured, it will come soon enough), play it with 1st level characters. If you fail, you may play the adventure multiple times until you succeed.

Harshness: *Breachers of the Bone Belfry* is designed to be harsh - cruel, even. Characters start with no equipment whatsoever and will face formidable opposition. Do not expect a high survival rate, or to succeed on the first attempt. Plan your moves carefully. Not all enemies need to be fought and sometimes fleeing is better than fighting against hopeless odds. Use spells, such as Escape, to retrace your steps and avoid traps. Having at least one rogue will improve your group's survival chances. Clerics will also help.

Spells: Wizards and other spellcasters start with memorized spells as usual. The Chaos Teleport or Mass Teleport spells (from *Caverns of Chaos* and *Four Against the Abyss* respectively) can only be used to move to rooms previously visited inside the Belfry, and never to Rooms 16 or 38. The Nether Portal spell works differently in the Bone Belfry. Instead, a portal opens to Room 33. Likewise, the Flower Portal spell (from TCOTDF) opens a passage to Room 30 but not to the Blossoms' Demesne. In other words, **you can't escape the Belfry using magic.**



Awakening Horror

Undead: All spells and magic items that allow the party to neutralize undead or become invisible to them do not work in the Netherworld, including any spells or magic items from *Corridor of Shadows* and the unique Blessings of Zur's clerics (from 4ATN).

Large Parties: Companions met during the adventure can take your party's number above four. Don't worry, the dungeons within these pages are deadly enough that their numbers will quickly dwindle.

How to Play This Adventure

This adventure is a programmed dungeon, often called a solo dungeon or even a "choose your own adventure". If you are familiar with either of these concepts, then this adventure will not be difficult to understand. It is a challenging, unforgiving, and murderous dungeon set in the Netherworld city of the Bone Land.

Do not read the entries in advance!

Only read an entry when directed to do so. Reading the entries in advance will spoil your fun.

When you are ready to play, read the **Prologue** in the "Enter the Bone Belfry" section (p.17).

Using the Belfry's Map

If you enter the Bone Belfry, you will need the map (on p.88) to note your progress. You may photocopy it. As you will notice, it is full of little numbers.

Numbers in circles represent the **room entries** (#1-#38). The entries with these numbers in the "Enter the Bone Belfry" section describe the corresponding rooms.

Numbers inside the squares represent the **tile number**.

Squares with a corresponding number in the circle will have the same number as the room number (e.g. in Room 4, the "4" in a circle stands for both the room number and the square number).

Moving in the Belfry: Before entering certain rooms, you will be asked to trace your path carefully on the map. ***You can only move horizontally or vertically, never diagonally.*** Note all these numbers before reading the corresponding room's entry because entering some squares will activate traps or special events.

Repeated Numbers: You will notice that several squares share the same number. These are always square numbers. They may or may not be the same from room to room. Likewise, there may or may not be a pattern to the numbers. You will have to experiment and learn by yourself the hard way. Expect nasty surprises.

For simplicity's sake, all party members must use the same path upon crossing a room.

If your party is split, for whatever reason, the loners will die to the predation of hungry demons.

Traps

There are lots of them. Most room descriptions will ask you to note the number of each square upon your planned path through a room with a pencil and paper before reading the room's entry.

Make sure you check the reference only when your complete path through a room (e.g. from one entrance to an exit) has been noted ahead!

You may not make a part of your move, then check the solution, then move again. It would be cheating.

Example: Let's say that you want to go from Room 4 to Room 5. Check the Belfry's map on p.88. The description of Room 1 tells you to note your journey ahead before reading the entry of Room 4. The shortest path available goes through squares 2 and 4.

If you wanted to avoid square 2, you could go through squares 14-6-13-4, or 14-5-13-4. If you planned to go to Room 7 instead, the shortest path would be squares 14 and 3.

In any event, write this down before you enter Room 4. The description of Room 4 will tell you the number and type of traps you run into, if any.

Disarming Traps: A rogue (or another character able to disarm traps, such as a harlequin or assassin from *Digressions of the Devouring Dead*) at the head of the party's marching order can attempt to disarm each trap (once per trap and one at a time, except if noted otherwise). Follow the steps indicated in your room for disarming traps.

Any disarmed trap remains disarmed for the rest of your adventure, unless otherwise noted.

Acronyms

Only the *Four Against Darkness* core book (4AD) is required to play *Breachers of the Bone Belfry* (BBB). The following acronyms refer to other books in the *Four Against Darkness* line: *Four Against the Abyss* (4AA), *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Three Rings* (TR), *Knight of Destiny* (KD), *Fiendish Foes* (FF), *Buried Secrets* (BS), *Caverns of Chaos* (CoC), *Four Against the Netherworld* (4ATN), *The Courtship of the Flower Demons* (TCOTFD), *Crucible of Classic Critters* (CCC), *Four Against the Titans* (4AT), *Seven Sisters* (7S), *Four Against Mars* (4AM), *Digressions of the Devouring Dead* (DDD), *The North Beyond the World* (TNBTW), *More Mountainous Mayhem* (MMM), *Revenge of the Ravenous Ratmen* (RRR) and *Treacheries of the Troublesome Towns* (TTT).

Note that some of these books have not yet been published at the time of this writing.

Acknowledgements and "Appendix N"

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New Rules

Highest Character Level

The levels of monsters and entities in this adventure is not absolute but relative to the highest character level (HCL) in the group.

For example, against a party encompassing characters of level 7, 3 and 1, an armored skeleton's level (HCL+2) is a 9 (7+2) while the Skeletal Ur-Demons' level (HCL+4) is 11 (7+4).

This allows the adventure to be scaled to all character levels between 1 and 9. It assumes that the party encounter more powerful monsters as they level.

Levels are adjusted at the beginning of every encounter: this means a given monster's level rises or lowers as members of the party come and go. The greater the discrepancy between the levels in the party, the harder lower-level characters will find overcoming challenges. In the example above, if the level 7 character dies, the armored skeleton's level will remain a 9 for the duration of the encounter. However, if met again by the same party (whose highest level character is now level 3), the same armored skeleton's level will be 5 (3+2).

For parties who's HCL is under level 6 (Basic level), the level of any monster is capped to 9. For example, if a level 4 party encounters an eye of fearful flame (level HCL+6 Boss), the eye's level is 9, not 10.

Treasure

Use the 4AD treasure tables if your party is under level 6. Parties of level 3 to 5 can also use either *Fiendish Foes'* Treasure table or the Necromantic Treasure table from DDD, if you have these books. Parties of Expert level (6-9) roll on the Abyssal Treasure table (4AA) or, if you have 4ATN, on the Netherworld Treasure table.

Rules from Other Books

The rules below summarize the full rules for Madness and the Dark Plague found in *Four Against the Abyss* as well as the rules for soul cubes from *Four Against the Netherworld*.

Madness

Madness stands for a character's gradual descent into insanity. Those with 1 or more Madness refuse to share equipment or gold. When Madness rises above a character's level, that character becomes insane and flees to a dire but unknown fate, permanently lost (remove the character from play). Monsters never gain Madness.

Madness checks are made by rolling a d6. If the result is less than or equal to the character's current Madness score, the check is successful. Otherwise, the check is failed.

Failing causes the character's Madness score to rise by one point.

Characters under level 6 can choose to lose 2 life points instead of gaining 1

Madness point. Characters of higher level have no such mercy.

Dark Plague

Characters exposed to the Dark Plague must save versus level 10 disease or catch it. Halflings add half their level to this roll. Infected characters have a 1 in 8 chance of losing a life point each time they step into a new room. Upon reaching zero life, the character is dead and removed from play. They will also infect other party members, who must also save (level 10) for each new room or hex. Curing the spell requires a Blessing spell with a casting roll of 10 or better.

Soul Cubes

Demons burn the souls of the dead into soul cubes using Soul Furnaces. A single soul cube can restore one charge to any magic item. They are worth 50 gold (or 50 necros (¤), in the currency of the Netherworld).

New Classes

This book introduces three new classes, the paladin of Zur, the succubus, and the necromingo.

Furthermore, the unique character of Lelâh, a necrosuccubus training to become a Salamandrine Oracle (a demonic seer), has additional traits in addition to those of a succubus.

These classes can be played in any normal games of *Four Against Darkness* (both in and out of the Netherworld). Lelâh herself, being an agent of the Mother of Oracles, is a temporary companion who will leave the group once the adventure is complete. While some character classes may prove uneasy companions to succubi, such as paladins (from 4ATN) or witchhunters (from 7S), you can assume they don't know the succubus' true nature and simply assume her to be a common strumpet.

Paladin of Zur

The true nature of the gods is a mystery beyond mortals' ken. While the living divide the divine between Chaos and Law, Light and Darkness, Life and Death, the tribulations and grand plots of the gods are complex, evolving and, ultimately, unfathomable.

A most interesting example of this paradox is the clergy of Zur, god of death. All things that birth and die come under its demesne, and whether its dominion is beneficent or evil remains divisive. Several of Zur's churches, congregations and factions claim allegiance to opposing credos, some hostile to one another within their own clergy.

Most priests of Zur, which opposing factions (and Zurite paladins) contemptuously call "Contemplatives",

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cater to funeral rites, cemeteries, and offer solace to the mourning. A more radical faction, the self-labelled "Necroëpicurians", preach the enjoyment of life's pleasures to the fullest before the bleakness of death. They take Zur's commandment against procreation to the letter if not the spirit, and engage in all sorts of debauchery - as long as no childbirth ensues.

The so-called Puritans are a more hardline, aggressive group devoted to the destruction of the undead and all who would cheat the "laws of death". Their righteousness is especially violent against necromancers, especially those who claim Zur as a patron and raise the dead as slaves.

Paladins of Zur are the militant chamber of this Puritan faction. They are neither evil nor "anti-paladins", for

while Zur is the god of death and the nominal ruler of the Netherworld, it ("death" being sexless) is aligned neither with Chaos, War nor demons. Demons, in fact, are trespassers in Zur's Netherworld.

The grim god's paladins bring death to those who violate death's laws: undead, necromancers, servants of Ter Za Necht the lich-dragon god, murderers and the like. Few in number, their main purpose is the slaying of renegade undead outside the Netherworld and especially of their masters. Noble and fierce in spirit, they protect the innocent and serve the cause of Order if not Light. Zur's paladins are noticeably harsher in separating the deserving from the wicked. The most fanatical crusade for the burning of witches, cambions, elves and all other spellcasters, good or evil.



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Like their god's priests, paladins of Zur cloak their faces behind skull masks and are forbidden from procreation and using soul cubes.

According to the Zurite paladins' detractors, who call them "inquisitors" and less polite names too, celibacy does bring forth a pent up frustration that lends itself to acts of violence while doing Zur's holy work - this cleanses the soul and releases the ecstasy forbidden by other means. Some would call them twisted if devoted.

The Zurite paladins' answer to this accusation would be to decapitate the heretic who would dare speak this way of Zur's chosen.

Traits: Paladins of Zur add their level to Attack rolls. They have a number of prayer points equal to their level +1. Prayer points may be spent to:

1. Cause a single attack to cause 2 damage instead of one to an undead monster if it hits (the prayer point must be spent before rolling).
2. Reroll a failed Save roll. Rerolls may not be rerolled.
3. Summon a skeletal steed for one day (but not during a fight). This can only be done outdoors. If mounted, paladins of Zur are not surprised and take the initiative, their attack vs non mounted enemies is at +1. The steed can be summoned into the Netherworld.
4. Eat bone dust for a day, canceling the need to eat in the Netherworld.

Restrictions: Each paladin of Zur in the party, after completing an adventure, must pay 10 gold or necros times the paladin's current level -or- all gems and gold found in the last adventure in tithes to their order. Soul cubes can be used for this. Zurite paladins are forbidden from casting necromantic spells (from DDD).

Like other paladins, paladins of Zur will never break off from combat, even if their party flees. They will not leave an adventure until the mission is fulfilled; for example, if the Final Boss must be slain in a dungeon. In a dungeon, once the map is complete and no Final Boss is located, the Zurite paladin may leave. In *Breachers of the Bone Belfry*, the goal is not to kill the Final Boss but simply to escape back to the mundane world.

Unlike the paladins who serve the gods of Law and Light, Zurites will not fall back if the rest of their party is on the verge of death. What matters is that Zur gets its due, no matter the cost.

Paladins of Zur are a warrior subclass and are considered warriors for all other purposes except as noted, including saves. In other words, if warriors have any bonuses or penalties to saves, they also apply to paladins of Zur.

Paladins of Zur are not prejudiced against demonologists or other classes and can adventure in the same party as them. They can even join a party with undead characters. Zur will judge



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Lelâh: She is unique among the necrosuccubi, training to become a Netherworld seer known as a Salamandrine Oracle. Like all those of her trade, Lelâh claims fealty to the Mother of Oracles, the swollen demoness who rules over the Staring Conurbation (Location IV on the Netherworld Map, see 4ATN p.32). She perceives time differently, making her purposes unfathomable.

Level: Lelâh's starting character level is equal to the lowest character level in your party. She will also be of Expert level if the lowest level character is too. Her level does not change if other party members die and she levels normally.

each and every one's virtue when the end comes.

Armor Allowed: Shield, light armor, heavy armor.

Weapons Allowed: Any.

Starting Equipment: Paladins of Zur begin the game with heavy armor, a shield and a hand weapon. The shield and hand weapon may be traded for a two-handed weapon.

Starting wealth: d6 gold pieces and occult paraphernalia worth 2d6 necros.

Life: 6+ level. A 1st level paladin of Zur has 7 life.

Expert Skills: A Paladin of Zur has access to the following skills; Commanding Presence, Divine Smite (from 4ATN), Dying Action, Gladiator, Lesser Necromancy, Negotiator, Poison Resistance, Protective Incense, Strong Will, Sworn Enemy, Vampire Hunter, Withstand Pain.

Succubus

Succubi are female demons of fertility, who offer mortals pleasures undreamed of at the cost of their sanity. Like all demons, they are driven by their desires, but whether that makes them more evil than mortals is for philosophers to debate.

Traits: Succubi add their level to their Defense rolls. A succubus' basic power is loving. Anytime she lays with someone, that person is healed a number of life points equal to one die + the succubus' level (e.g. d6+1 at first level, d8+6 at Expert level 6). One Madness point is also gained by the partner from the intense experience.

Characters under level 6 who lay with a succubus gain no Madness, but since she must refrain her lust lest she drains her lovers to death, they only get the succubus' level in health (no dice added).

A succubus' tantric ritual demands at the very least 10 minutes, the duration of a normal encounter (4AD p.41). In dungeons, roll for wandering monsters



every 10 minutes (as normal). Multiple "healing sessions" are possible but Madness gains are cumulative and wandering monsters must be checked each time.

A succubus can accommodate a number of simultaneous partners equal to her level. They are not picky.

Sexless characters (such as Blasphemous Ones and golems) and those immune to Madness get no benefit from mating with succubi, though it will not prevent the lecherous and imaginative demons from trying.

Each time she engages in loving, the succubus herself heals a number of life points equal to her partner(s)' total

levels. Time spent and the number of partners (or their sex or species) makes no difference to a succubus, but she heals twice as much when mating with a paladin because of their spiritual purity. (Zurite paladins, having chastity vows, will not mate with them.)

Unwillingly, a succubus inspires ravening lust (not necessarily focused on her person) in those around her, independent of their usual preferences. Should a hit or special effect cause the succubus to die or be incapacitated (e.g. turned to stone), another party member of your choice will always suffer this effect in her place. A succubus therefore cannot die as long as there is someone else in the party. This magical ability also applies to constructs and sexless beings, but not to creatures immune to magic (such as ice elf huntresses from TNBTW).

Being a demon, a succubus could be forced into possession by a demonologist (from 4ATN), whose possession save is her level+3. Succubi cannot gain Madness or use holy water.

Wooing: If you have TCOTFD, succubi woo as satyrs do (p.11), but their mesmerizing works only with males. This doesn't stop them from trying.

Restrictions: Succubi need to mate with a mortal male humanoid at least once every 6 days or lose 1 life. This loss of life cannot be regained by any other means. After 6 days without feeding, a starving succubus will be

desperate and use her mesmerizing to force any suitable partner to mate.

If the target is a "non-player character" (such as a captive), he simply dies from her draining lust. If the sole available target is another character, he must succeed a breeding save against the succubus' level or lose one permanent life. When starving, succubi do not gain life points above their normal limit from draining a lover.

Succubi need no other sustenance and never suffer from "normal" famine except for abstinence. Paladin partners nourish them for two weeks. Demonologists suffer no ill effect from a succubus' affections but gain no bonus either. Their tainted seed doesn't feed her either.

Saves: As clerics. A succubus' class is "*cleric*" (of the Life and Demons alignments) in regards to save modifiers and to unlock special options in programmed adventures. Whenever clerics gets a bonus or penalty to a save, it also applies to succubi. Likewise, succubi can use a Holy symbol of healing from the Epic Rewards table to improve their healing abilities. They are considered clerics when special options are available to this class. In addition, despite their sometimes supernatural looks, succubi can change their appearance to blend in a crowd. They therefore add their level to stealth save, like rogues do.

Armor allowed: None.

Weapons allowed: Light weapons (including whips), slings.



Starting equipment: None.

Starting wealth: d6 necros in trinkets.

Expert skills: Acute Hearing, Commanding Presence, Danger

Sense, Detective, Intuition, Negotiator, Protective Incense, Quick Footed, Spore Alchemy, Strong Will, Uncanny Progeny (new), Wings (from DDD), Withstand Pain. Above Expert level, use the cleric's list of skills.

Life: 3+level. A 1st level succubus has 4 life.

Note: You can use the succubus class to play a flower demon (from TCOTDF) as they are closely related.

Salamandrine Oracle Traits

Unique to Lelâh: In addition to basic succubus abilities, Lelâh's training as a seer of the Mother of Oracles gives her limited prescience and a few lesser abilities. Each combat turn, the necrosuccubus can roll two dice and choose which to allocate to her attack and which to her Defense.

Lelâh's lack of eyes does not prevent her from seeing perfectly in the dark: she needs no lantern. She saves as a cleric aligned with both Death and Light (not Life and Demons).

New Succubus Expert Skill

Uncanny Progeny: Each time the succubus lays with a paladin devoted to a god of Light, she always gives birth to a flying skull after 66 minutes (7 encounters). It fights and serves like a dungeon guide (4AA p.28) for 66 minutes (7 encounters) then leaves. Witnessing that terrible birth causes a Madness check all to other characters (a morale check for retainers).

Necromingo

Ages ago, before the Century of Rain and Fire lay waste to the world of Norindaal, the regal flamingo folk ruled like kings over the volcanic Tori Isles, first among the bird folk and revered for their sorcery. The fall of their ancient civilization, and their mutation into dreaded necromancers, allowed for the rise of an upstart species that took their place and colonized the southern isles: Mankind.

While many believe the pink-feathered warlocks to be no more than bogeymen to scare children, there are those among them who have returned from the grave, braving the gate keepers of the Netherworld.

Flamingo liches, colloquially called necromingos, pink death, flamingoths, flamorticians or even tomb flutterers, are those rare bird

folk who have defied death and escaped its clutches. Like their living brethren, they are masters at commanding the living dead, but cannot reanimate them as they no longer produce necromantic gazes.

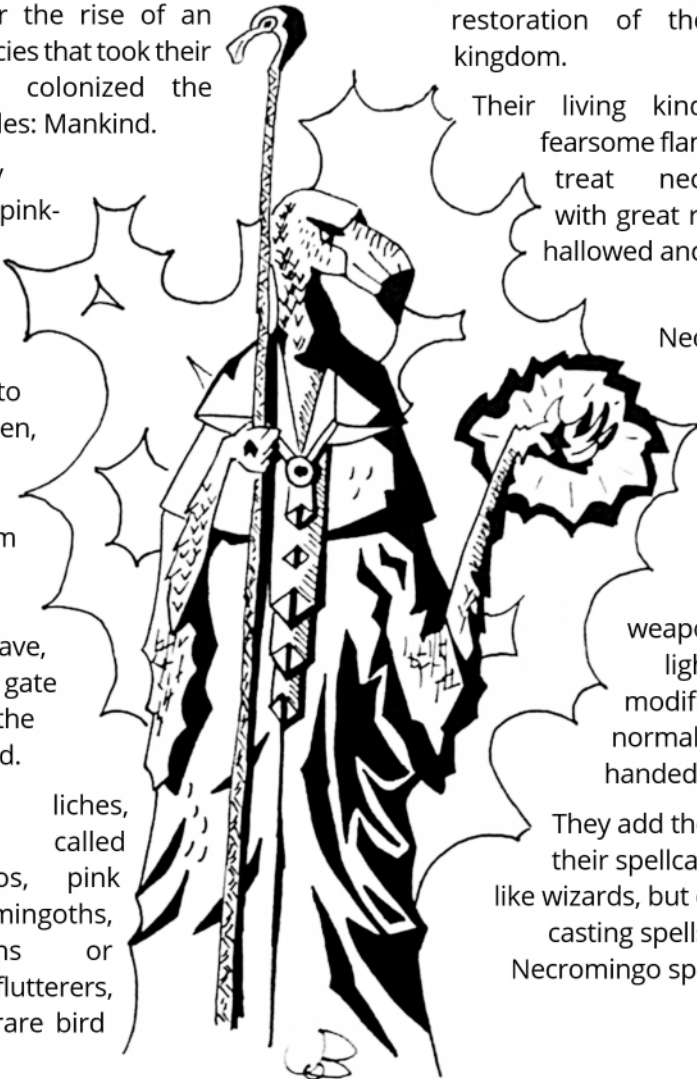
The goals and agendas of necromingos are as varied as those of the living. Some seek redemption, others seek revenge, glory, the greater good or the restoration of their fallen kingdom.

Their living kindred, the fearsome flamingo folk, treat necromingos with great respect, as hallowed ancestors.

Traits:

Necromingos add their level to Attack rolls when attacking with light weapons (the -1 light weapon modifier applies normally) or one-handed weapons.

They add their level to their spellcasting rolls, like wizards, but only when casting spells from the Necromingo spell list (see below).



Because of their long legs, necromingos never suffer penalties for fighting in the bogs.

Undead: Necromingos are undead. They do not need to eat, sleep or breathe. They always succeed swimming, disease or poison saves. They cannot catch the Dark Plague. Necromingos lose 1 life each time a party member uses the Turn Undead expert skill (from 4AA) in their presence.

Sleep of the Dead: Once per level and per adventure, necromingos can attempt to neutralize an undead monster or monster group and “de-animate” them. Treat this like the Sleep spell, except that it only works on undead. No XP is gained and their treasure is turned to ashes by the death god Zur as an offering. Final Bosses are immune to this ability.

Death Stealing: Necromingos cannot be healed by healing spells (see Restrictions below). They can feed on the energy of dying undead. Each time an undead Boss or Weird Monster dies in their presence (e.g. in the same room, corridor or location), all necromingos present heal a number of wounds equal to the monster's level. Necromingos also recover their full life points between adventures or when resting, like any other character.

Zur's Sanctification: Necromingos can modify by +/1 the reaction rolls of undead monsters. This bonus does not stack if there are multiple necromingos in the party.

Hallowed Ancestor: Flamingo folk always react as “peaceful” towards necromingos, unless attacked first.

Necromingo Spells: Necromingos can cast a single spell per level per adventure. Their spell selection is limited: they can only cast the Blessing and Protect spells from 4AD (p.49). They can also learn and cast any spell from the Netherworld, Chaos or Necromantic lists (from 4ATN, CoC and DDD respectively). These spells are learned and cast exactly like elves, and can be selected at any level (there is no need to find and transcribe a scroll). No spell book is needed, as necromingos engrave the spells on their leathery leg bones. At expert level, necromingos can spend XP to learn any necromantic expert spell (from DDD) or the following expert spells (from 4AA): Aura of Terror, Mass Teleport, and Reverse Gaze.

When casting other spells from scrolls, necromingos cast them like level 1 wizards.

Restrictions: As undead, necromingos cannot use holy water or benefit from healing spells, including wizard spells such as Healing Surge or Lifeforce Control. Plague doctors cannot use their bleeding abilities to heal them either. A witch doctor can heal them normally. Other sources of healing (e.g. fountains, bandages, etc.) work normally. Unlike flamingo folk, necromingos cannot cast spells from the Volcanic spell list. They can cast chaos spells instead (see Spells).

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Necromingos cannot enter temples devoted to the gods of Life; doing so would call forth an alignment angel to punish the offender. They never benefit from altars or benedictions from the Life deities (see OOO or TTT). Blessing spells by clerics of the Life deities work normally, except for clerics of Luura, for the sun god refuses his clerics to assist them.

Necromingos can still cross a room with an altar journey to the Blossoms'

Demesne in the presence of an avatar of Seilla (from JJJ).

Necromingos can't fly unless they take the Wings expert skill (from DDD), as their bony wings are atrophied.

Unlike living flamingo folk, Necromingos have no tribal affiliation.

Fall into Chaos: Necromingos who learns any Chaos spell is repudiated by Zur and falls under Xichtul's Embrace. This causes them to lose the Zur's



Sanctification and Hallowed Ancestor traits. Their Death Stealing ability is also replaced by Chaos Stealing: it now only applies to chaos monsters (e.g. those with the "chaos" or "chaotic" words in their name) instead of undead. It still doesn't work on Final Bosses.

Moreover, the necromingo's party gains also 1 point in the Chaos alignment (see TTT or OOO). If you have *Caverns of Chaos*, Xichtul's Embrace counts as a result of 4+ on the Touched by Chaos table (CoC p.19). The necromingo's heart also becomes a chaos crystal (CoC p.16), which can be used normally.

When necromingos fall into the clutches of Chaos, the gods of Life no longer oppose them (see Restrictions).

In that case, any restrictions which had been imposed by the deities of Life now applies to the deities of Law.

Necromingos do not fall into chaos by casting Chaos spells cast from a scroll. They need to learn that spell.

Saves: Like wizards. Necromingos are considered necromancers for all game purposes (e.g. they can use Wands of sleep and other items restricted to wizards).

Armor allowed: Light armor. Unlike flamingo folk, their bone structure has become too fragile to use shields.

Weapons allowed: Any except firearms.

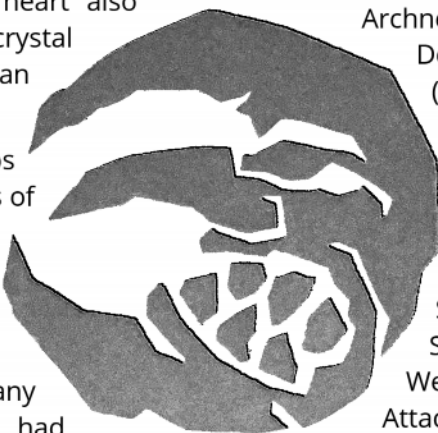
Starting equipment: Light armor, light hand weapon and bow or a one-handed weapon.

Starting wealth: 4d6 gold pieces.

Life: 4 + level. A 1st level necromingo has 5 life.

Expert skills: Alchemical Training (CoCoC), Arcane Tanner, Archnecromancer (from III), Detective, Fire Breather (from CoCoC), Ghoulish Familiar (from DDD), Intuition, Knife Throwing, Lesser Necromancy, Protective Incense, Slow Fall (from CoCoC), Spore Alchemy, Spot Weakness, Stabbing Attack, Strong Will, Super Logic, Terrifying Presence, Vampire Hunter, Wings (from DDD; cannot be used while wearing armor).

Flamingo folk can also learn some expert spells (see Necromingo Spells above).





Enter the Bone Belfry

~ Prologue ~

You are dead. Not for you, the evergreen fields of legend. They are lies. They do not exist. The harsh truth of the afterlife is inescapable. Above you, dark red clouds roil menacingly over black ash dunes. No sun, no moon, no stars adorn the bleak lifelessness of the Netherworld.

You are an enslaved soul. Your Netherworld body spasms under the whip of the demon slave-masters. At every moment, you are beyond fatigue

and pain, you toil incessantly, pushing ahead a glowing, cyclopean belfry of bleached bones.

Like all captives, your party has been garbed in monkish robes and tonsured. At your side, hundreds, maybe thousands of other enslaved souls, nameless and soiled like yourself, push the tower forward without respite or seemingly purpose.

Sometimes, wretched souls fall from exhaustion and in mere moments a putrid claw picks them up, tossing the

Breachers of the Bone Belfry

screaming soul into a deformed mass of chewing maws, where their frail screams are cut off with a massive belch. The tedium of the endless march continues, only broken by the ever failing souls unable to survive the harshness of the realm.

You have heard the demons chatting and bickering amongst themselves as they pass the line, cracking their whips for no reason but cruel joy. They are bringing your enslaved souls to the Bone Land, to the very hellish city of the voracious Pale Ones.

A last shipment of soul-slaves is to be harvested there before undertaking the final voyage to the Trenches of Harrowing, to be offered as tribute to the Blasphemous One Gürgun-OzoÖg-Bhaal-Thar-Thakkua. The so-called "Gelatinous Conjoined Lord Of Hoards Who Feeds On The Drowned" guards the sole known permanent gate to the world of Norindaal.

Time passes, but without any means to witness its passing, it may be weeks, years, even centuries when at last you cross the sky-high ramparts of the demonic stronghold.

Shrill cries scratch at your numbness of soul damaged mind and 'body'. Necrogaunts - purplish devils with no face - fall upon the convoy on distorted

bat wings, carrying captives away to a grisly fate. The demon guards defend their prizes furiously, incensed at the scavengers.

There is a pattern to the necrogaunts' hunt. They catch you in their abrasive claws and drag you up in the sky towards the city's gothic skyscrapers, then drop you harshly on the black obsidian tower floor.

Before you stands a tall man, a skull-masked warrior, in baroque armor covered in non-human bones. You barely notice him. Besides him is a half-naked woman. A succubus. Wide of hips, petite but full-bodied, her hairless skin is tan, with reflections of the darkest purple. From her comes the smell both of vanilla and the tomb. Strangest of all, twisted horns rise from her head, and black pits are where her eyes should be.

Awkwardly, she is both repulsive and irresistible. Men cannot take their eyes off her. Women see her for what she is: another monster of the Netherworld, grotesque and menacing.

You realize you are not alone. At your side, there are other lost souls like you. You all look up at her, confused.

"You do not belong here. You are troublemakers", castigates the she-



Mob of Captive Souls (Boss). Level HCL undead horde, 30 life, 1 attack per character, never pursues or attacks fleeing characters, no treasure, morale -2. Reaction: always fight.



demon. The masked man berates her. *"Let us not torment our allies. We will aid you in leaving the Netherworld",* says the masked man. *"I am Rotëleks, paladin of Zur. She is Lelåh, a Salamandrine Oracle. A soothsayer."* She nods. *"Not yet. But I serve the Mother of Oracles, who rules over the Staring Conurbation. She has foreseen the future. If we aid you in leaving the Nether, a great woe will befall her rival, the Lord of the Bone Land."*

The paladin hands you a water-skin and some sort of meat. Better not to ask its origin. *"The Lord of the Bone Land is a wicked one. It was the one who harvested you, to feed the Abominable"* adds the paladin. *"We have freed you."*

The necrosuccubus rises. *"Come with us, and you may live again. Or, fare by yourselves in the Nether, and despair. We will be waiting."*

If you agree to follow them, go to 66. If you'd rather try to escape the Netherworld without them, go to 52.

~ Room 1 ~

If all the keywords SELF, RIGHTEOUS and SUICIDE are marked, go to 40. If only the SUICIDE keyword is marked, go to 44. Otherwise, read along.

Hall of Bloodied Lamentations: The entire belfry is made of compacted human bones that glow a sickening phosphorescent green. Behind a set of double doors, stylized and sculpted in the fashion of a fierce elf king, the room opens to a low depression. On the doors, a name: Zördak.

On the northern wall, a wide green devil face, its mouth stretched tall as two men, is blocked by an iron grid. Above it, another name in runes: "The Everblack". The maw bellows a song of rage and suicide over grinding music: *"One thousand hands pull you down into dark waters. Victimized. Time of life on earth, expired..."*

A raging **mob of captive souls** desperately fights two huge, demonic skeletons covered in black tar. They try to drag the mob towards Room 2.

You will have to fight the crowd for at least 1 round each time you cross it. Note the squares you intend to cross

Breachers of the Bone Belfry

in these rooms before looking at the other rooms' entries.

~ Room 2 ~

If both the keywords SELF and RIGHTEOUS are marked, go to 40. Otherwise, read along.

Confessional of Amputated Gluttony: Seven black candles light this grisly ceremonial room. You can take some of them if you want (treat as lanterns with a 60 minutes duration). Beyond a rising dais made of mutant

skulls, the walls are engraved with runic litanies in elvish. A large, rotted tapestry depicting the sacrifice of vast hosts, fighting to escape a chasm, hangs in the leftmost arch.

Two spiky **skeletal ur-demons**, dripping with oily tar, grab at the crowd to take them beyond the tapestry, screaming and kicking, to Room 3.

If your group includes an elf or a cleric, go to 43. Otherwise, you must either fight the monsters or flee to Room 1.





Skeletal Ur-Demons (Weird Monsters). Level HCL+4 undead, 4 life points (each), 1 attack, 3 treasure rolls and 1 clue, morale +1. Each life point lost by a character conjures 1 armored skeleton after your next turn. Only a single XP roll is gained for defeating both monsters.

Reaction: always fight.

Armored Skeletons (vermin). Level HCL+2 undead, no treasure. Note that crushing weapons do NOT hit them at +1. Arrows hit them at -1.

If you win or flee, you may exit to Rooms 1, 3, 7. Note the squares you intend to cross before reading the entries.

~ Room 3~

Corpse Grinder: Atop a baroque stone slate with blood-stained chains rises a **soul furnace**, a device which allows the burning of souls into soul cubes. It is sculpted like a crouching, hideous and flabby wale-fish demon ordained to the Devourer of All, a sanguinary aspect of both the gods Zur and Tauramin. 2d6 soul cubes shine within a bowl at the furnace's feet. Bronze chains tie it to the wall (treat as two ropes). On the west wall are three levers made from femurs, in a complex zigzag pattern.

You can make a single puzzle save (level HCL+2, wizards add +L, rogues and dwarfs add +½ L) to change the levers' position. If you succeed, you gain 1 clue and you may either mark or unmark the SELF keyword. If you fail, the levers jam into their current position.

As you are about to leave, unfortunately, you realize that an **altar of possession** was enshrined in the soul furnace.

For every 10 minutes spent in this room, the character or retainer with the most life points must succeed a level HCL+3 magic save or become possessed by a demonic spirit. Demonologists are immune. Once possessed, the character will attack the party, starting by those with the least life, as a **monster of his level +3**, using his deadliest weapon, magic item or spell available. Characters with the Blessing spell and demonologists can attempt to exorcise the demon.

A possessed character can be exorcised by a Blessing but only if the caster succeeds a casting check over twice the possessed character's level. Clerics add their level. A demonologist can also exorcise the demon and absorb it within himself using the possession ability (rolling against twice the possessed one's level). An exorcised character gains 1 Madness per companion killed and will forever



The Pens of Decrepit Skinning

Breachers of the Bone Belfry

remain vulnerable to any form of possession (-2 to future saves). The possessed character gains 1 clue from the tormenting experience.

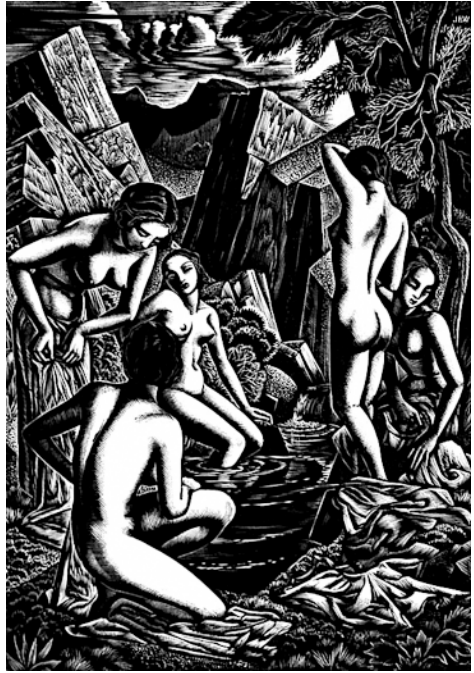
You can only exit to Room 2. Note the squares you intend to cross before reading its entry.

~ Room 4 ~

Oubliettes of Necropsy: Fourteen torches light this room. You can take some of them if you want (treat as lanterns with a 60 minutes duration).

You trigger a **trapdoor** (level 4 save or 1 wound, see 4AD p.59) if you crossed at least one of the following squares: 6-8-14-15. Add 1 to the trap's level for each additional square crossed after the first. There is a 3 in 8 chance that a single **awakening horror** lies in the pit.

A character who fell into a trapdoor and defeated the monster (if applicable) may search for secret doors (d6). On a 4+, a secret passage to the shaft in Room 9 is found. On a 1, another trapdoor is sprung (as above): a rope will be needed to get the character out. After d3 x 10 minutes,



the pit will fill with black ooze, drowning anyone left there.

Pond of Respite: Six unclad ladies with pure black hair and porcelain skin, all identical, bathe in a sparkling gray pond flowing from the eastern wall. They seem oblivious to your presence. The scene is eerily monochrome and silent. You can join the silent ladies in a tender embrace (go to 70), kill them

Awakening Horror (Minion). Level HCL+5 demon, 1 life, 1 treasure. Never tests morale. Slashing weapons hit the Horror at -1. Its level rises by +1 for each turn after the first. If the characters flee, it never pursues and returns to slumber. Its level lowers by 1 every 10 minutes (down to HCL+5).

Reactions (d6): 1-2 bribe (1 captive), 3-6 fight to the death.





(go to 68), drink from the waters (go to 69) or just exit to Rooms 1, 5 or 7. Note the squares you intend to cross before reading the entries to these rooms.

~ Room 5~

Pens of Decrepit Skinning: Seven black candles of human fat are alight. You can take some of them if you want (treat each as a lantern with a 60 minutes duration).

You trigger a **dart trap** (level 2 save or 1 wound, see 4AD p.59) for each of the following squares you crossed: 4-9-14-18. A rogue can disarm them all by succeeding a traps save against a level equal to the number of squares crossed. In addition, roll on the Hidden Treasure Complication table (4AD p.55)

if at least 3 trapped squares are crossed, although there is no treasure.

Terrified captives (d3+3), doomed souls like yourselves, are chained to the walls. They beg you to take them with you out of the Netherworld.

They count as retainers. They are unarmed (-2 to attacks), unarmored and disoriented (morale -1).

A young man in torn noble livery stands out among the captives, brooding and cursing loudly. If any of your current characters undertook the *Three Rings* adventure, you recognize him as your former patron, Harros Davanzu. He is wounded and angry over the loss of his drinking companions and for getting here (he passed out). Davanzu's family is rich, and he promises a reward of 200 gold if you manage to escort him back to your homeland. He seems very alive.

Davanzu makes a ruckus (causing you to meet wandering monsters on a roll of 1-2 instead of just 1) and runs away in a corner of the room each time a wandering monster appears.

Davanzu seems blessed by the gods: monsters never attack him, traps seem to have no effect on him and he never loses any life or gains any Madness, whatever happens.

You may exit to Rooms 4 or 6. Note the squares you intend to cross before reading their entries.

Optional Rules: If you have the *Four Against the Abyss* book and free any

Breachers of the Bone Belfry

captive, roll 2d6 for each to determine their type (excluding Davanzu): 2 acolyte*, 3 bodyguard, 4 dungeon guide*, 5 porter, 6 lantern bearer, 7 unskilled commoner (level 0, 1 life), 8 rat exterminator, 9 minstrel*, 10 spear carrier, 11 man-at-arms, 12 surgeon*.

** If you have the Fiendish Foes book, this captive has a 1-3 in 6 chance of being a doppelganger (FF p.7). Win a FF magic item of your choice if you defeat it.*

~ Room 6~

Antechamber of the Golden Hand:

You trigger a **poison gas trap** (level 3 save for everyone or 1 wound, see 4AD p.59) if you crossed at least one of the following squares: 6-8-16-20. Add 1 to the trap's level for each additional square crossed after the first.

The room is an **armory**. Any basic magical weapon from the 4AD book, light and heavy armor, shields and lockpicks can be found here.

Furthermore, on a wall is a mechanical contraption featuring a hand-shaped cavity with a stone bowl underneath. It holds gold nuggets worth d8 x 5 gold. If a character presses his hand into the machine, go to 45.

You may exit to Rooms 5 or 7. Note the squares you intend to cross before reading their entries.

~ Room 7~

If all the keywords SELF, RIGHTEOUS and SUICIDE are marked, go to 40. If

only SUICIDE is marked, go to 44. Otherwise, read along.

Canal of Carnal Devourment: You trigger a **quicksand trap** if you crossed at least one of the following squares: 6-8-9-10-12-14-15-16-18-21-30. The trap's level equals the number of crossed squares among these.

Quicksand trap: A random character must make traps save against the trap's level or lose 1 life. Add+1 for halflings. Apply the character's armor's value as a penalty. Make a new check each turn thereafter, increasing the save level cumulatively by +1 and losing 1 life for each failure, until the character climbs out or suffocates. Any other character (excluding retainers, mercenaries and captives) can help, adding +1 to the roll, but must also make a traps save, with the same consequences.

Depression: The marked middle section in Room 7 is a depression, about 1 meter deep (3.3 feet). Hieroglyphs on the walls show a stylized elf king creating the Bone Belfry to bind a giant harpy with three chains, which are linked in turn to five stars represented by diamonds.

You may take the diamonds if you want (80 gold each), in which case mark the DAMNATION keyword. If you take any, you must give at least one to Rotéleks and to each dwarf in your party.

Search: You may spend 10 minutes to make a level HCL+4 puzzle save (wizards and demonologists add their



level, clerics add $\frac{1}{2}$). Gain 1 clue if you succeed (only once). Re-roll as much as you like but roll for wandering monsters each time.

You may exit to Rooms 4, 6, 8, 9, 10 and also Room 1 (if the SUICIDE keyword is marked, but not RIGHTEOUS and SELF) or Room 2 (unless all three of the SELF, RIGHTEOUS and SUICIDE keywords are marked, in which case you cannot).

Note the squares you intend to cross before reading the room entries.

~ Room 8 ~

Causeway of Morbid Veneration:

Tortuous stairs made of protruding bones lead to a bizarre mural engraved with stylized depictions of the gods.

As you draw near, **5 skeletal dogs** come out of the walls, with a 1-4 in 6 chance of attacking first.

Skeletal dogs. Level 3 undead, no treasure. Crushing weapons attack at +1 but ranged weapons do no harm.

Skeletal rats (vermin). Level HCL+2 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats. Bows and slings may not be used to attack skeletal rats.

Reactions (d6): 1-2 flee, 3-6 fight.

If you defeat them, you can examine the mural closer by spending 3 clues (go to 41) or exit to Room 7. Note the squares you intend to cross before reading Room 7.

~ Room 9 ~

Divine Condescendence Stairway:

The stairs climb up then stop to a shaft about 10 meters (30 feet) deep. If you have a rope, you can climb down to explore the labyrinth hidden within the Belfry's deepest innards. If you have no rope, or do not wish to go down, return to Room 7.

If you climb down, generate a random dungeon with 6 rooms. Roll d6+10 instead of d66 for room type and replace all monsters by the Final Boss, which is always the **Condescending One**, a grave shifter. (There is but one.)

If any character is teleported to the Trenches of Harrowing, split the party and go to 39. Otherwise, read on.

The sound of grinding stone invades all the level (-1 to spellcasting inside the maze): the Belfry has started to move on again, pulled by countless soul-slaves, towards the Trenches of Harrowing. In addition to its treasure, the Condescending One has a rope, a ring of three wishes (or a random magic item, if you don't have 4AA) and the deadly "Orphanmaker".

The Orphanmaker: a +2 magic matchlock pistol engraved in Zur's iconography: ranged, one-handed magic slashing weapon, Attack +4, may be fired only once per encounter, usable only by dwarves, swashbucklers and warriors; on a roll of 1, the gun explodes inflicting d3 damage upon the user.

The Condescending One (Weird Monster). Level HCL+5 undead (grave shifter), HCL+3 life, 3 attacks, treasure d6 soul cubes, morale +2. Characters hit must save versus level 5 magic (demonologists add +½ L, wizards add +1) or be teleported to the Trenches of Harrowing (go to 39).

Reactions (d6): 1 quest, 2-6 fight.





Gray Slime (Weird Monster). Level 5, 6 life, 2 attacks, no treasure, never tests morale. Targets hit lose 1 hand held item or armor, or take 2 wounds. (Optionally, see *Caverns of Chaos* p.22 for more detailed rules.)

Its value is 300 gold. If the user dies, the Orphanmaker eats his soul: he cannot be resurrected. For every shot, roll for wandering monsters (1-2 on d6) whenever used in a dungeon. Monsters will arrive after the combat. The user can reload the Orphanmaker before the monsters arrive.

~ Room 10~

The Never-Ending Staircase: This steep, seemingly unending causeway leads to the intermediate level. A gray slime drops at you from the ceiling, with a 4 in 6 chance of surprise.

You may exit to Rooms 7 or 11. Note the squares you intend to cross before reading Room 7.

~ Room 11~

The Steps of the Everbleak: Crossing from Room 10 to Room 11 takes 90 minutes. Mark your current room number, restart your clock marker to zero then go to 73. Return here after.

You are exhausted after climbing this impossibly long stairway entirely made of human bones - as the rest of the Bone Belfry. Echoes of your own voices rise in the stairs, albeit in an incomprehensible demonic tongue. (Demonologists recognize the dialect of the Bone Land, a demon city.)

The iron door to the upper levels is locked (level 5 lockpick save). Roll for wandering monsters if you bash it (level 5 strength save).

Wandering monsters on this level are always **intestinal rot demons**.

The room beyond is safe except for such a demon that attacks the first row of characters (treat as a corridor).

You may exit to Rooms 10, 12 or 13. You must succeed a Search roll to find the secret door to Room 13.

~ Room 12~

Deadmen's Respite: You may use this area to rest (regain 1 life per character) but roll in this case for wandering

Intestinal Rot Demon (Weird Monster). Level HCL+2 demon horde, 6 life, 1 attack per character, no treasure, never checks morale. On a failed Defense, roll. a targets automatically loses 1 life per turn until it dies (except if using Escape, Chaos Teleport, Mass Teleport or similar spells).

Reaction: always fight to the death.

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monsters (always intestinal rot demons).

You can rest as long as you wish, regaining 1 life for each period of 10 minutes, but the chance of a random encounter increases by 1 each time (up to a maximum of 5 in 6).

You can exit to Rooms 11, 13 or 14. You must succeed a search roll to find the secret door to Room 13. Roll for wandering monsters if you fail.

~ Room 13~

The Offering: The steeply rising stairway suddenly collapses into the lair of a nether monstrosity. The first character in marching order must succeed a level HCL+2 trap save or be swallowed by a **dust wyrm** interred alive within the Bone Belfry. To get out of this deep pit, the monster must be killed and the character's companions must use a rope or a chain.

You may exit to Rooms 11 or 12.

~ Room 14~

The Flight of Macabre Apotheosis: Crossing from Room 14 to Room 15 takes 60 minutes. Mark your current room number, restart your clock

marker to zero, go to entry 73 then return here afterwards.

When you reach the middle stairs in room 14, a huge **stone block trap** falls on the last character in marching order, which should be the paladin Rotëleks if he still lives (level 5 Defense roll or 2 wounds, see 4AD p.63).

After a long climb, the stairs finally lead to the second story (Room 15), where a risen platform is surrounded by five staircases spread in a star pattern. On the walls are repeating hieroglyphs depicting the gods Zur and Tauramin. You may examine them more closely by spending 3 clues if you want (go to 41), or simply exit to Rooms 12 or 15.

~ Room 15~

If both the keywords RIGHTEOUS and SELF are marked, go to 49. Otherwise, keep reading.

Temple of Red Purification: 35 red candles are alight. You can take some of them if you want (treat as lanterns with a 60 minutes duration). You trigger a **spear trap** once (level HCL save or 1 wound, 4AD p.63) if you crossed any of these squares: 4-6-8-9-12-14-16-18-20-21-22-25-26-28-33-35-36-40-51.

Dust Wyrm (Boss). Level HCL+5 aberration, HCL+5 life, 3 attacks. Never rolls for morale. 3 treasures. When hit, characters lose 1 life and must make a level 5 engulf save or be swallowed whole by the monster. Those caught inside must kill the monster to evade (those outside can help), losing 1 life at the end of each turn until the monster dies. The monster cannot attack those inside its belly.

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Moreover, if you triggered 4 or more trapped squares, roll on the Infamous Amputation Table for each failed save that turns out a 1. A rogue can disarm the trap with a single traps save of a level equal to the number of squares crossed (ex. level 10 for 10 squares).

A mummified corpse hiding its torn flesh under a grotesque mask guards the room. It gnaws, blasé, at the mauled corpses of blue-skinned ice elves. Unlike most of its kind, this **time feeder** is bored and playful.

The time feeder will only let you pass unarmed if you answer its riddle: *"What can change the nature of a man?"*

Make a level HCL+5 puzzle save (wizards and clerics add their level). Otherwise, you must fight the monster.

Mark the VICTORY keyword if you cast a Fireball spell or other fire-based spell, used a firearm or a bomb, or if someone carrying a lantern or torch died in this room.

Once you defeat the monster, you feel the urge to eat its flesh. Go to 75 if you choose to give in this unnatural desire.

Otherwise, you notice the pungent smell of tar. Nine truncated pillars rise from the floor, at random intervals. Many floor tiles seem suspicious.

Will you try to jump from one pillar to another (go to 46) or take the risk of crossing the squares?

In the latter case, note the squares you intend to cross before going to 42.

~ Room 16 ~

Balconies of Suicide: The wind stricken bone balconies stand perched as high as skyscrapers, the ground below almost invisible. If you have the ANAGNORISIS keyword, go to 51. If not, read on.

Wicked runes, which glorify the death god Zur as the World Devourer, compel those that come near the bottomless fall below to commit suicide.

Time Feeder (Weird Monster). Level HCL+4 demon, HCL+4 life, immune to Lightning and Sleep, normal treasure. When failing a Defense roll, instead of losing a life point, place a 'death mark' token next to the character hit. Roll a d6 each time the time feeder loses a life point. On a 1-2, the monster ignores the wound and disappears from the battle. Otherwise, fight on.

From then on, roll a d6 each time a new combat encounter occurs until the time feeder is brought to zero life: 1 all characters lose 1 life per 'death mark' token they have, 2-4 nothing happens, 5-6 the time stealer reappears at its current life points and joins the combat. Remove all 'death mark' tokens once the monster is dead. Reaction: always puzzle (level HCL+5).





The Time Feeder

All characters, starting by wizards, then demonologists, then by increasing order of life points, must succeed a level HCL+3 magic save. Clerics and halflings go last and add their level. Clerics of Zur and succubi are immune.

The first to fail attempts to jump to his death. Party members who succeeded



the save can restrain their bewitched comrade by succeeding an unarmed attack (-2) against the latter's Defense bonus +5. A Sleep spell vs his level +3 or any spell resulting in a non-lethal restrain effect would also work.

Failure means the character or retainer is lost along with any equipment carried.

If you overcome the balcony's evil influence, you could attempt to climb down and escape the tower (go to 47), but failure would be deadly. You can also return to your former room.

~ Room 17 ~

Antechamber of Intestinal

Penitence: Nearly dead from starvation, you find a blue-skinned, nude old elf disemboweled on the rising stairs, begging for your help. Suddenly, he is violently yanked above by his own entrails, howling in terror. Make a Madness check for characters (retainers make a morale check).

If you climb the stairs, which lead to Room 18 (actually a corridor), the second character in marching order must succeed a level HCL+3 traps save or the **stairs collapse**, causing the character to automatically fall into the pit trap in Room 13.

~ Room 18 ~

Degraded Portal of Vilification:

Faded hieroglyphs on each treacherous step picture a ziggurat and a raging bound harpy. On one degraded icon, her face seems squishy.

If you want to push the cavity beneath, go to 48. Otherwise, you can go down to Room 17 or enter Room 20.

Note the squares you intend to cross before reading the latter's entry.

Before you leave this room, take a picture or a note of your characters' sheets or copy their values on a sheet, including current level and life, spells spent and equipment. This information may be needed in a later encounter.



~ Room 19 ~

Stairs of Deathful Honor: A flight of ever-more steep stairs climbs up in a spiral. At the stair's base rise sharp iron spikes stained with rusted blood. Shreds of meat hang from the spikes.

Will you dare to climb up (go to 53) or rather return to Room 20? You can also attempt a Search roll (go to 55) or eat some of the raw meat, which smells delicious (go to 75).

On the walls, more grisly psalms preach the glory of annihilation and Zur's everlasting glory.

You must exit to Room 20. Note the squares you intend to cross before reading its entry.

~ Room 20 ~

If the keyword SELF is marked, go to 71. Otherwise, keep reading.

If the RIGHTEOUS keyword is marked, but not SELF, the devil's open maw leads to a one-way chute leading to the western devil's head in Room 15 (on square #2).

Antechamber of the Vomiting Maw:

The room's floor is littered with the dismembered corpses of several bearded ice elf wizards, blown apart by gunshots. Intestines are suspended between 77 candles of dried blood, all alight. Their smell awakens a ravenous hunger (go to 75 if you eat them). You can take some of the candles if you want (treat as lanterns with a 60 minutes duration).

You trigger a **dart trap** (level 2 save or 1 wound, 4AD p.59) for each of the following square numbers you crossed: 4-6-8-9-12-14-16-18-20-21-22-25-26-28-33-35-36-40-51-79.

A rogue can disarm them all with a single traps save whose level equals

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the number of booby-trapped squares crossed.

For example, if your party crossed the following sequence of squares to cross room 20, [11-28-6-16-13-7-20-9-3], since five squares among these are trapped (28, 6, 16, 20 and 9), your party triggers five dart traps unless a rogue disarmed them with a level 5 traps save.

In addition, for each square marked #5 you crossed in this room, your group is shot once by a **psionic brain cannon** located in square #19. For each shot that misses, roll a d8: on a roll of 1-2, mark the VICTORY keyword.

The brain cannon is not alone. After resolving the cannon's shots, a score of gaunt **demons of despair** (d3+3), eyeless and gaunt, tear away the rotted curtains and shoot at you with blazing harquebusses, keening miserably. You must fight them with ranged weapons

or spells, unless your programmed path in Room 20 took you onto the balcony (the corridor next to Room 33).

Mark the VICTORY keyword if you cast a Fireball spell or other fire-based spell, used a firearm or a bomb, or if someone carrying a lantern or torch died in this room. Each missed harquebus shot from the demons also has a 1-2 in 8 chance of unlocking the VICTORY keyword.

Once the fight is over, you feel a strong desire to taste the skin of the dead elves. Go to 75 if you take a bite.

The tears flowing from the green devil's face in the west wall is a **fountain of afterbirth fluids** that heals d3 life to all characters who drink from it.

You may exit to Rooms 18, 19, 21, 24, 33 or 36. Note the squares you intend to cross before reading their entries.

Psionic Brain Cannon. Level HCL+4 aberration, HCL+5 life, +2 morale, normal treasure. Always attacks first (even against bows). Attacks all characters simultaneously with a magic blast that ignores armor and shields. The monster strikes twice against each fleeing character.

Reaction: always fight.

Demons of Despair. Level HCL+3 demons, normal treasure, -3 to Defense on the first turn (harquebusses) and +1 in melee thereafter, -1 attack penalty to all ranged weapons (canceled by Lightning).

Fighters and dwarves can take the harquebusses after defeating the demons and use them. They are ranged slashing weapon +3, with a 1-2 in 6 chance of attracting wandering monsters when shot. They explode on an Attack roll of 1, for d3 wounds to the bearer. Reaction: always fight.





Green slime (Weird Monster). Level HCL+2, life special, 3 attacks, no treasure. The monster's attacks cause no damage but force the target to make a level 4 disease save (halflings add + ½ L) or lose 1 more life each time they suffer damage until Blessed. Those killed become green slimes.

Reaction: fight to the death.

The door to Room 24 is locked (level HCL+2 to lockpick, level 5 to bash).

~ Room 21 ~

The iron doors to this room are locked (level 5 to bash, level HCL+2 to lockpick). The Seneschal's key open them.

Library of the Grief Stricken: This library is covered with **green slime**. Add 1 life to the monster for each of the following squares you crossed: 4-6-16-21. If you have *Four Against the Abyss*, the room is also a **Repository of Secret Knowledge**, (see 4AA p.50).

You may only use the repository once the green slime is dead.

The books are mostly about the making of portals and the binding of demons, most of which is unintelligible except to demonologists and ice elf mages (from TNBTW), who gain 1 clue.

You may also spend 10 minutes (roll for wandering monsters) to Search the room (5+ on a d6 to succeed).

If you succeed, you find either d3 random Chaos spell scrolls (CoC p.19) or basic spell scrolls (4AD p.47). The first scroll is always a Healing spell.

If you fail, the bookshelf is a **void monster**. If you defeat the it, you may take its treasure as normal, and recover all the items lost in this battle.

In both cases, you do find the scrolls.

You may exit to Rooms 16, 20 or 22. Note the squares you intend to cross before reading their entries.

~ Room 22 ~

Grisly Chamber of the Seneschal:

You trigger a **toxic sludge trap** (level 3 Defense roll, no armor bonus, or all

Void monster (Weird Monster). Level HCL+2 monster, HCL+5 life, surprises the party unless a rogue or a goblin (including Rikka from CKSM and light goblins from TTT) succeeds a level 5 spotting save (add their level). Each attacks inflicts 1 wound and steals one item carried by that character (your choice) on a failed Defense roll. The void monster cannot move so your party may automatically withdraw from this battle without being hit.



characters lose 1 life) for each of the following squares you crossed: 4-9-15.

A rogue can disarm the traps with the Seneschal's key or a level 3 traps save. Failing to disarm a trap causes green slime to flood into the square from the room up north (life 5; see Room 21).

You have found the Insane Seneschal's lair: see the Bone Belfry Random Encounters table for his profile.

Unless killed in the previous 77 minutes, the Seneschal has 1-6 in 8

chances of being in this room at any time (roll a d8). He is the Bone Belfry's overseer, bound by sorcery and ordered by his forgotten master aeons ago to insure the belfry's proper functioning.

His demonic figure hidden behind a dour bronze mask and a black velvet robe, the Seneschal is tended by a retinue of beautiful animated porcelain maidens. Covered in black eyes, the lictor's skin is engraved in minute calligraphy that repeats the grisly

d3+3 Porcelain Maidens (vermin). Level 2, 1 life, never test morale, no treasure; each one killed gives 1 life to the Seneschal. They are very vulnerable to a satyr's mesmerizing and wooing powers (from TCOTFD), and will serve him slavishly as retainers if wooed (level 0, +0 to Attack/Defense, 1 life). Reaction: identical to the Seneschal's (except if wooed).



prayers bellowed by the speakers in Room 1. Incensed at the intrusion, the Seneschal will attack mercilessly with a huge serrated cleaver. Since the Seneschal walks slowly, you can always retreat, even if there are no doors in the room where you fight him.

If you kill the Seneschal, you may wish to eat his still warm corpse, which smells like sweetmeats (go to 75 if you do, then return here). Inside the porcelain maidens is naught but caramelized blood, which also smells delicious. (Go to 75 if you take a bite, just a tiny bite. It's harmless... Then return here.)

You may exit to Rooms 21, 23 or 28. Note the squares you intend to cross before reading their entries.

~ Room 23 ~

Strobe of Dioramic Rendition: You trigger a **trapdoor** (level HCL+2 traps save, 4AD p.59) that leads to the shaft in Room 9. Lose 1 life from the fall for each of the following squares you crossed: 1-4-9-15.

A rogue can disarm the trap with the Seneschal's key or a level HCL+2 traps save.

Eerie demon-faced clockworks and baroque disassembled cannon parts lie about in this strange artificer's workshop.

A rogue, dwarf or gnome can attempt to rebuild the **cannon** with a level HCL+4 engineering save (gnomes add twice their L, dwarves add +L, rogues add +½ L). On a failure it explodes causing d3 wounds to the would-be inventor. Success is worth 1 XP roll.

The cannon has 1 charge by point of success on the save above the target (minimum 1, maximum 5). A single shot works as a level 10 Fireball spell. It can also destroy a wall or door segment (one square). The cannon cannot move through stairs and requires 2 characters to carry it (they fail all Defense rolls against wandering monsters, as if carrying a corpse - see 4AD p.44).

You may exit to Rooms 22 or 25. Note the squares you intend to cross before reading their entries.

The door to Room 25 is locked unless you have the Seneschal's key (level HCL+4 to lockpick, level 5 to bash). A failed lockpick save causes a **strangleweed trap** to attack 2 characters (level HCL+2 save or lose 1 life).





~ Room 24 ~

All doors to Room 24 are locked (level HCL+3 to lockpick, level 5 to bash). The Seneschal's key opens the lock.

The Calendar of the Apocalypse: You trigger either a **chaos globe trap** (from *Caverns of Chaos* p.12), a **giant metal ball trap** (4AA p.47) or a **random trap** (if you don't have either book) if you crossed any of the following squares: 1-6-8-10-31.

A rogue can disarm each trap as usual but add +1 to the trap's level for each trapped square crossed after the first.

A most fearful guardian keeps the Calendar from the eyes of undeserving mortals: the **Staring Sphinx**, a supernatural abomination created by the Seneschal from a ghoul, a mind screamer, a flower demon and a ferryman of death, among other things.

If you completed the RRR adventure and obtained the Timepiece Of The Apocalypse, the Sphinx will not attack you. Instead, it will take the Timepiece from your past and give you 10 soul cubes in payment (like it or not). The sphinx will leave the belfry afterwards.

Otherwise, you will have to decipher the Staring Sphinx's puzzle, woo her (with a satyr) or fight her to the death.

Examining the Calendar: Once the monster is defeated, you may inspect the room. On the wall is an incredibly detailed depiction of the Calendar of the Apocalypse in which red-robed cultists led by a scantily clad witch with dragon marks, lead an army of chaos mutants against snow elves. (If you completed *Buried Secrets*, you recognize Xi-Golog, cleric of the lich dragon god Ter Za Necht.)



The Staring Sphinx (Weird Monster). Level HCL+5 demon, life HCL+5, 3 attacks, +1 morale, 5 Abyssal or CoC treasures (your choice) and d3+2 soul cubes. Spells, scrolls and magic items used against the sphinx have a 1-5 chance of also affecting the caster. Her mental bolts ignore armor and shields. Paladins, succubi, witchhunters and all spellcasters add +½ L to their Defense rolls. Attacks cause 2 wounds, 1 Madness and force a level magic HCL+1 save. If this save is failed, the target comes in contact with the Dark Plague (see p.9) and must also immediately succeed another save versus level HCL+1 poison or be paralyzed. Elves add +L. Paralyzed characters are automatically hit if attacked. Blessing removes paralysis. If the magic save fail succeeds, the character is "vorpalized": roll 2d6 on the Infamous Amputation table and add 1 to the result. Chained by magic bonds, the Sphinx cannot pursue nor leave the room. She resurrects every 77 minutes at full life. The Staring Sphinx is worth 3 XP rolls when "killed" the first time (1 XP roll if wooed).

Reaction: always puzzle (HCL+5 save).

If you want to activate the Calendar, choose a character to make a level HCL+5 puzzle save (wizards, succubi, monks, night elves and clerics of Tauramin add their level).

On a failure, lose 1 level (a Blessing can cancel this).

On a success, your party goes back in time to the first time you entered Room 18, with not consequences of what happened later except memories and XP won. All traps and monsters will be reset. Random encounters are to be re-rolled.

On a double success, the same applies but you also gain 1 clue and d6 spent spells are restored to the character who made the save.

On a triple success, all life and spells are restored but the Calendar transports your party instead to another place and time - to Earth, in the middle of the stone ring of Stonehenge, England (Wessex), in the year 790 A.D. (THOC, p.21). Alternately, the Calendar could transport you in any other Earth setting covered in a 4AD book you own, such as Arthurian England (KoD), ancient Greece (4AT) or 20th century Earth (4AM). You can only return to Norindaal after successfully completing one adventure in that book.

In any case, you have left the Netherworld: your adventure ends here. Each survivor gets 1 XP roll.

Each time after the first the calendar is used again, there is a cumulative 1 in 6 chance of causing a tear in time and

space where your entire party will be lost forever.

Wooing the Sphinx: If your group includes satyrs, the Staring Sphinx is vulnerable to their mesmerizing and can be wooed (see TCOTFD). In wooing, increase her level by 1 against a dominant stance but add+1 to Giving rolls under a romantic stance (as she has never been wooed before and is therefore very naïve in matters of love). Lose 2 life for every failed Withholding roll. Should she be pleased, her gift is priceless: a copy of either the 1st or the 2nd Key of Moments (tick either the CERBERUS or STYX keyword).

You may exit to Rooms 20, 28 or 34. Note the squares you intend to cross before reading their entries.

~ Room 25 ~

All entrances to Room 25 are locked (Seneschal's key to open or level HCL+2 to lockpick, level 5 to bash).

Seneschal's Harem: Twenty-one torches are alight. You can take some of them if you want (treat as lanterns with a 60 minutes duration).

A **spear trap** (level 5 Defense roll or 1 wound, 4AD p.60) attacks a random character if any of the following squares was crossed: 4-12-15-25-27-30-34. A rogue can disarm it as usual.

Three chained succubi, shrunken to a gaunt mien by starvation, beg you with pitiful moans as you enter: *"Give us man-seed lest we die, and call our Father Time's curse upon you with our last*

Awakening Horror, Greater (Weird Monster). Level HCL+7 demon, 3 life, 3 treasure rolls. Never test morale. Slashing weapons hit it at -1. Its level rises by +1 for each turn after the first. If the characters flee, it never pursues and return to slumber. Its level lowers by 1 every 10 minutes (down to HCL+7).

Reactions (d6): 1-3 bribe (1 captive), 4-6 fight to the death.



breath". Strange, impossible iron keys like Escher's designs hang at their bosom.

If you oblige them, select one or more male characters and go to 54. If you ignore them, go to 57. If you kill them and take the keys, go to 59.

You may exit to Rooms 23 or 26. Note the squares you intend to cross before reading their entries.

~ Room 26 ~

The Gallows of Burning Expiation: If you cross any of these squares, a giant **stone block** falls on the last character in marching order (Defense roll vs the trap's level or 2 wounds) : 4-8-9-10-26. The trap's level is 4 plus the number of these squares crossed. A rogue can disarm each trap as usual. In addition, the entrance by which you came is irreversibly blocked.

The room is guarded by a single **awakening horror** of astounding age and potency. In its treasure are advanced gnomish plans that give a +2 bonus to engineering saves.

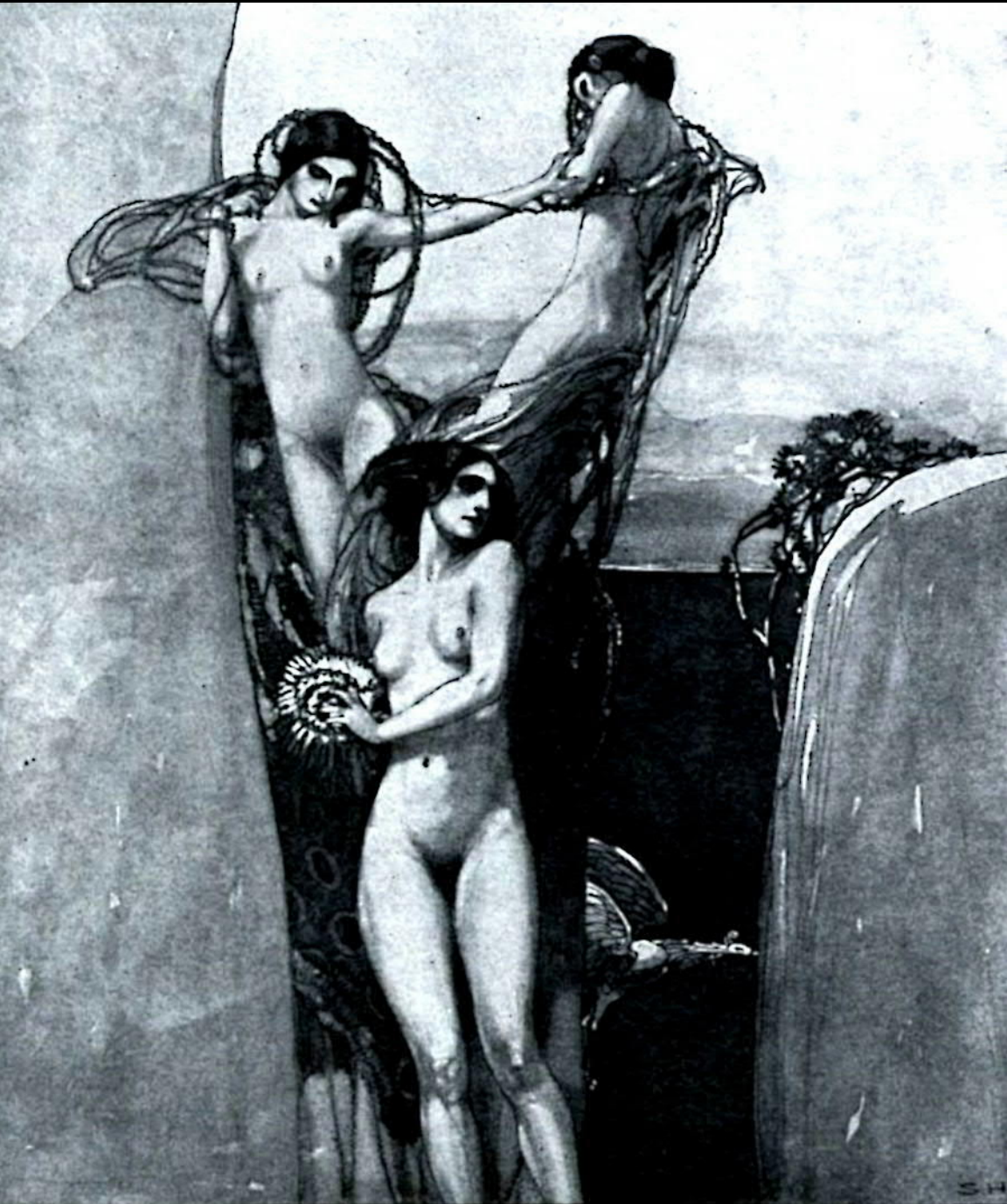
Using the Levers: Once the monster is overcome, the complex assemblage of bone levers, made from skulls and spines, can be activated with a level HCL+3 puzzle save (wizards and monks add +L, rogues add +½ L). A new attempt can be made every 10 minutes (roll for wandering monsters). If you succeed, gain 1 clue and mark the SUICIDE keyword. To restore the levers to their previous position, make the puzzle save again and mark off the keyword.

The archway to Room 25 is closed by an iron grid (level HCL+2 lockpick save or the Seneschal's key to open). It cannot be bashed.

Beyond (in Room 25) are three gaunt women in chains, semi-conscious, crouched on black velvet pillows.

You may exit to Rooms 25, 27, 28 or 34. Note the squares you intend to cross before reading their entries.

The Seneschal's Succubi Slaves



Alecto, Megaera & Tisiphone



Virgil
Finlay

~ Room 27 ~

The Altar of Blind Faith: A steel spear trap stabs the characters if any one of these squares crossed: 4-8-27-28-33-36. (See 4AA p.47; roll on the Traps table from 4AD instead, p.62, if you don't have this book). A rogue can disarm the trap as usual but add 1 to the trap's level for each trapped square crossed after the first.

The room is guarded by an **eye of fearful flame** armed with a scythe. It fights to the death all who enter but does not pursue. The scythe is either a demonic weapon (4ATN p.61) or a +1 two-handed slashing weapon.

If you defeat the monster, you find an **Altar of Martyrs** (see below) upon which stands a sacrificial knife fashioned after the chaos god Xichtul's most gruesome aspect, "That Which We Do Not Speak Of". On the slab is a ritual by which the faithful can gouge

their eyes out to invite great power from Xichtul.

The Ritual of True Eyesight: To attempt this feat, choose a character (neither Lelâh nor Rotëleks will try) to make a level HCL+2 fear save. On a failure, the character is permanently blinded (-2 to attack and Defense) as his eyes quickly grow into lictors' eyes and flee from his body (see the Bone Belfry Random Encounter table). All other party members must succeed a level HCL+3 fear save or gain 1 Madness upon seeing this.

On a success, the character gains the Terrifying Secret special secret for free (4AD p.71): it can be used once per adventure. However, the character will no longer be allowed in human settlements as his body is now covered in blinking, demonic black eyes. (If you have the TTT book, add 1 point in the Demons alignment as long as this character remains with your party.)

Eye of Fearful Flame. Level HCL+6 undead, life HCL -1 (minimum 1), 2 attacks, 4 treasures. Never checks morale. If a character ever rolls two results of 1 in a row during the fight, roll on the Infamous Amputation Table to determine what was severed. Each of its turns, roll a d6: on a 1-3, the Eye emits a fiery ray that removes 1 life to all characters who fail a level HCL+2 save vs fire (rogues and swashbucklers add +L, others add +½ L), on a 4-6, all must succeed a level HCL+2 save vs fear or flee (warriors, cambions and witchhunters add +L; others add +½ L; paladins, atrocities and nether golems are immune).

In addition to its treasure, if you have *Dark Waters*, choose one or more characters if you wish and roll once on that book's Captain's Desk table (wizards add +1).

Reaction: always fight to the death.



Breachers of the Bone Belfry

Clerics or paladins who attempt this ritual lose all their spells until an atonement quest is completed unless they serve gods of the Death or Demons alignments.

The sacrificial Knife of Martyrdom is magical and bestows +2 to spellcasting rolls. Unfortunately, each time it is used, the wielder must succeed a level HCL-2 (minimum 2) magic save to resist the urge to stab himself (d3 wounds) while loudly praising Xichtul's glory. If the knife was used in towns or cities, this will cause citizens in the party's presence to become hostile.

You may exit to Rooms 26 or 28. Note the squares you intend to cross before reading their entries.

The Altar of Martyrs: Crude carvings on a stone slate promise great rewards for human sacrifice. If a party member murders a captive at the altar, he is both Blessed and healed back to full life but also gains 1 Madness. If a character destroys the altar instead, he

is both Cursed (-1 to attack rolls) and loses 1 Madness. A Blessing cures the curse. If you have TTT, instead of this generic curse, the character either gains the Benediction or the Curse of Xichtul instead, depending whether a sacrifice was offered (Benediction) or the altar destroyed (Curse).

~ Room 28 ~

If the keyword SELF is marked, go to 71. Otherwise, keep reading. If the RIGHTEOUS keyword is marked, but not SELF, the devil's open maw leads to a one-way chute leading to the eastern devil's head in Room 15 (on square #2). Room 28 extends all the way from between rooms 21 and 33 to the giant devil's head at the south west.

Hall of the Blazing Scourge: Seventy torches are alight. You can take some of them if you want (treat as lanterns with a 60 minutes duration).

3 Skeletal Ur-Demons (Weird Monsters). Level HCL+2 undead, 4 life points (each), 1 attack. 3 treasures, morale +1. When hit, 1 armored skeleton is created and the character must succeed a level HCL+4 strength save or be pushed back one square to the west (if possible) or north (otherwise), in that order (see below). Barbarians, warriors, dwarfs, paladins and characters with the Combat Acrobatics skill add their level to this save. Defeating both skeletal ur-demons is worth a single XP check. Reaction: always fight.

Armored Skeletons (vermin). Level HCL+2 undead, no treasure, no bonus to crushing weapons, arrows -1.





The Basin of Decayed Rebirth

The hall is guarded by three **ogris** **skeletal ur-demons** with huge skull-like hammers. They attack with a 1-3 in 6 chance of surprise unless a character has the Danger Sense skill (from 4AA). If you destroy them, there is still a 1-2 in 6 chance that they reconstructed (at full life) each time you return here.

Note your position on the map when the combat starts. The square number refers to the square closest to room from which you entered Room 28. If you came from Room 22, your position is square 3. From Room 24, it is 28. From Room 26, it is 11. From Room 27, it is 7 (north stairs) or 8 (eastern stairs). From Room 29, it is 13. From 34, it is either 11 or 17, depending on the stairs you used. This is important because you may fall into traps as the skeletal ur-demons push you into them.

Green Devil Face (east): The following words are engraved upon the altar in elvish, demonic and the trade language of Norindaal: *"Blessed To Tauramin-Zur Is The Soul Sacrificed To Nourish The Clock Ward"*.

If your group includes a cleric of Zur or a character with the Abominable Gift of Dhaur or Morkath (from 4ATN), the green devil's face in Room 28 works as



a **blessed temple** and a **fountain**, otherwise it is a **cursed altar** (4AD p.32) that inflicts the Curse of Zur.

Curse of Zur: *The character is hated by all undead, always acts last against them, suffers a -1 save penalty against their special abilities, and cannot be resurrected unless 2 Blessings are spent or a quest is completed for an undead creature.*

You may exit to Rooms 26, 29, 33, 34 and 39.

If you are pushed back into another square, or if you flee, or when the combat is done and you exit the room,

d6+3 Graveyard Denizens (Minions). Level 5 undead. No treasure. Never test morale nor pursue. Immune to slashing weapons and bows. Always reanimate 20 minutes later unless destroyed by the Turn Undead skill or a cleric carrying a Holy Symbol of Healing. They hate clerics and succubi.



Medusa of Rebirth (Weird Monster). Level HCL+2, HCL+3 life points. At the beginning of battle, all characters must save versus a level 4 gaze attack or be turned to stone. Petrified characters are incapacitated until a Blessing spell is cast. Rogues add +1/2 L to this save. Succubi are immune. Merges with another Medusa of Rebirth into a Greater Medusa of Rebirth after turn 3 (see The Change, p.54): level HCL+4, life HCL+5, level 5 gaze save when the Greater Medusa appears or be petrified. Add +2 to level and life of all further merged greater medusas of rebirth.

Reaction: always fights to the death.



take note of all the squares you crossed in Room 28 and go to 74 to see if you set off any traps.

When the fight is over, mark the VICTORY keyword if you cast a Fireball spell or other fire-based spell, used a firearm or a bomb, or if someone carrying a lantern or torch died in this room.

You may exit to Rooms 22, 24, 26, 27, 29, 34. Note the squares in those rooms that you intend to cross before reading the Room entries.

~ Room 29 ~

The Basin of Decayed Rebirth: Living membranes hang from the walls like skin tapestries, quivering faces pushing as if from inside.

Lit by bright phosphorescent pupae that swim within, a basin of shining white milk stands in the middle of this room, from which grisly tar-like undead emerge. They are **graveyard denizens**. Add one to their number for

each of the following squares you crossed: 4-6-9-12-16-21-44.

The Change

Things get even worse from here.

After the second round of combat, each pair of graveyard denizens merges into a **medusa of rebirth**.

After the third round, each pair of medusas merge into a **greater medusa of rebirth**. The same phenomenon occurs at each following turn, each remaining pair turning into a more powerful medusa creature with level +2 and life +2 each time. They spawn at full life points, ignoring previous wounds. Each medusa defeated is worth 1 XP (2 XP each for level 8+ medusas).

If the characters flee (to their point of entry only), the medusas will disintegrate back into d6+6 graveyard denizens in the basin after 77 minutes.

Slain, sleeping or petrified medusas (from a Reverse Gaze spell) will not merge back into the pool (reduce their numbers from the graveyard denizens.)

Treasures of the Basin: In the Basin of Decayed Rebirth are 3 random magic items (from either the 4AD or the 4AA magic items tables, depending on your party's HCL) and a large but fragile crystal decanter. It is crafted in the representation of succubi lovingly mating with a Blasphemous One. Any succubus, demonologist or Zur worshipper will recognize this monstrosity as Gûrgun-OzoÖg-Bhaal-Thar-Thakkua, better known as the Gelatinous Conjoined Lord Of Hoards Who Feeds On The Drowned. This abomination rules the Trenches of Harrowing.

All characters must make a level HCL+4 puzzle save (wizards, succubi and monks add +L) upon gazing at the decanter. Those who succeed realize one of the succubi sculpted is unmistakably Lelâh and must make a Madness check (p.8). Lelâh will not answer questions about this, saying *"it is impolite to ask such things of a lady"*.

Once all the monsters are slain or neutralized, the treasure can be taken and the Decanter of Unwholesome Coition can be used to carry purifying water that can cancel the effects of up to 4 squares of black ooze (such as the fluid from Room 33). Because of its weight, the character carrying the Decanter cannot defend against attacks or traps. Each life lost from

violence incurs a 1-4 in 6 chance of breaking the Decanter.

The characters can return multiple times to fill the Decanter but remember that the Denizens keep perpetually regenerating every 20 minutes (see p.49).

You may exit to Rooms 28, 30 or 32. Note the squares you intend to cross before reading.

~ Room 30 ~

Mirror of Last Escape: The huge, barred mirror hanging on the south wall can only be unlocked with the Seneschal's key or a level HCL+3 lockpick save (gain 1 Madness per failed attempt) or the spending of 1 spell (any). It opens a magic gate: read entry 62 if you go through.

You may exit to Rooms 32, 33, 34 or 36. Note the squares you intend to cross before reading their entries.

~ Room 31 ~

Balcony of Refractory Blistering: The balcony collapses (fall into Room 33, no save) if you crossed any of the following squares: 1-4-8-9-15-16-22-25. A rogue can disarm each square crossed with a successful HCL+2 level traps save.

If you managed to avoid the balcony from falling apart, you may attempt a search roll to find (if successful) a vial of coagulated blood underneath the balustrade. It works as either



2 Blue Ogres (Weird Monsters). Level HCL+4 undead, HCL+3 life points, 1 treasure roll + two silver whips worth 20 gp each), 2 damage on a hit, on a Defense roll of 1 a character loses his weapon until the end of the fight.

Reaction: fight to the death.



enchanted paint (*Fiendish Foes* p.9) or a healing potion (one use), but only in the Netherworld.

You may exit to Room 29. Note the squares you intend to cross before reading its entry.

~ Room 32 ~

Malenchantments of the Necrosphere: Erupting from a sacrificial well in square 32, the **hungry tendril** of a gargantuan entity trapped within the Belfry's walls trashes about the room with fury. Make a Defense roll (level HCL+3) for a random character for each of the following squares crossed: 4-6-8-9-12-14-18-21-25-27-30-34.

Characters hit lose 1 life and suffer a cumulative -1 penalty to Defense for each tentacle strike that hits them. The penalty is lifted when leaving Room 32.

Furthermore, seven lifelike statues of petrified hooded monks, holding stone scrolls in their hands, stand scattered in the room. They wear sigils of Tamas Zeya, the goddess of oaths. Every 5 combat rounds, there is a 1 in 6 chance of the tendril smashing a statue. (Stop rolling if you exit the room, as the tentacle retracts.)

While the stone scrolls are unreadable, you can take them if you wish. If you cast a Blessing on one or more statues, mark off the spells spent and go to 63.

d3+1 Elf Ghouls. Level HCL+4 minions, normal treasure. Characters wounded by an elf ghoul must save versus level 4 poison or be paralyzed for the combat's duration. Elves add +L to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. Every even turn, a single ghoul has a 1-2 in 6 chance of casting a spell instead of attacking. A random character must save against level 5 magic or suffer d3 wounds from a frost blast. Spellcasters add +L, moonbeasts and ice elves are immune.

Reactions: always fight.



Breachers of the Bone Belfry

You may exit to Rooms 16, 29, 31, 35 or 37. Note the squares you intend to cross before reading their entries.

The door to Room 37 is locked and engraved with the face of a screaming medusa (the TISIPHONE keyword is needed to open the door).



~ Room 33 ~

You fall into the burbling black ooze. Go to 49 to see what fate awaits you then return here.

If you survive, you may exit to Rooms 20, 28, 31 and 34. Note the squares you intend to cross before reading their entries.

~ Room 34 ~

Belvedere of Mucilaginous Apotheosis: Make a level 4 acrobatics save or fall into the black ooze (room

33) for a random character for each of the following squares you crossed: 4-6-9-16-21.

A pair of gaunt, **undead blue ogres** with bat wings and silver whips, clad in silver finery, stand guard over the entrance to Room 38.

If you have the Seneschal's key or the succubi's three keys (ALECTO, MEGAERA and TISIPHONE keywords), you can attempt a level HCL+4 persuasion save to bluff your way past the ogres, pretending you have been sent here on the Seneschal's orders. Add +1 for Commanding Presence, Negotiator and Superlogic; halflings, rogues, succubi and ogres (from TTT) add +L. Characters with the Abominable Gifts of Dhaur or Morkath add+3. Gain 1 XP roll if they let you pass. If you fail, they attack first.

You may exit to Rooms 24, 28, 31 and 33. Note the squares you intend to cross before reading their entries. The door to Room 24 is locked (level 7 to lockpick, level 5 to bash).

You need both the CERBERUS and STYX keywords to unlock the doors to Room 38.

~ Room 35 ~

Alcoves of the Ravenous Acolytes:

The room is lit by the blue-light of a wax candle made by a seven-fingered severed **hand of glory**. Quivering demons, crucified and bleeding, stare at you from the ceiling, consumed by silent pain. As you come in, **elf ghouls**

rise out from alcoves in the east wall. Add one to their numbers if you crossed square 21 or 9.

If you defeat them, you can take the hand of glory. It has 7 charges. You may use a charge to either cast the Blessing spell or provide a one-time +3 bonus to disarm a trap or lockpick a door. If you want to eat the ghouls' remains, which seem tasty and juicy, go to 75, then return here.

The levers on the north wall are made from human tibias. They can either open or close the maws in Room 15. Either mark or write off the RIGHTEOUS keyword. Each time you switch the lever, d3 more **elf ghouls** emerge from the east wall. Gain 1 clue the first time you activate the lever.

You may exit to Rooms 32, 36 or 37. Note the squares you wish to cross before going there. The door to Room 37 is locked and engraved with the face of a smiling medusa (the MEGAERA keyword is needed to open it).

~ Room 36 ~

Cutting Game Room: The room is lit by the cold blue light from an obelisk to which is chained a jet black, egg-

shaped Blasphemous One encased in glowing iron chains: the Quintessal. Its five demonic visages stare at you in impish glee. On a brass plate are a three-bladed sword, a decanter, an hourglass and a hand mirror. Organs and torn flesh hang from hooks all over the room, tingling softly like bells.

A random character in your party (not Rotëleks, Lelåh or a retainer) is chained to the obelisk. The sadistic Quintessal explains to you the rules of the game: you are to bid for your companion's release, one body part at a time : first, each arm, then each leg and finally the head. You must play five times, each failure costing your friend a limb.

The obelisk's magic prevents you from harming the Blasphemous One. The same magic stops it from harming you, except through the "Cutting Game", as described below. You can leave if you wish, but your missing party member will remain chained until you play the Quintessal's cruel game.

The Cutting Game: Roll a white d6 for you and a black one for the Quintessal. If you roll a 6, you may roll again, adding the results, and so on. The demon can't roll again.

Tentacled brain. Level HCL+4, HCL+3 life, treasure+1. The monster is only level 6 vs ranged weapons or spells. It does not attack, but each turn until the Brain is killed or flees, before they have a chance to attack, all characters must save vs level 5 magic or take 1 wound and 1 Madness point. Wizards, conservationists and monks add their level to this save. Ice elves are immune. Reactions (d6): 1-2 peaceful, 3-4 bribe (200 gp or necros), 5-6 fight.

Breachers of the Bone Belfry

Clockward Keeper (Final Boss). Level HCL+5 demon, life: special, 3 attacks, immune to Sleep and demonologist powers, no treasure, never flees. Non-slashing weapons have a 1 in 6 chance of getting stuck in its gelatinous mass when they strike. A character who fails a Defense roll has been engulfed in the Keeper's membrane: he automatically lose 1 life each turn until the Keeper is killed or an Escape or Mass Teleport spell or a teleportation ring is used.

Reactions: always fight to the death.

You win the round if your total is higher than the demon. However, if you ever roll a 1 or 3 on any of your dice, you lose the round. When you lose, your companion loses a limb: see the Infamous Amputation table to see what happens. Halflings and xwarts can spend Luck points as either players of the Cutting Game or as its victims.

If you win the final "head" round, your comrade is free. Otherwise, you get a headless companion back.

The Prizes

For each round you win, the limb is safe and you can choose one of these items (there is only one of each):



The **Three-Bladed Sword** is +3 to Attack vs demons but you lose d6 life when rolling a 1 to attack them. Using it costs 1 soul cube per adventure.

The **Hourglass of Regret** allows you, once, to turn back in time and return to when you first reached Room 18 (gain 1 Madness). It cannot be recharged with soul cubes as you must break it to use it.

The **Ewer of Loss** resurrects (once) any dead character, who gains 1 Madness.

The **Mirror of Folly** allows you to remove 1 Madness at the cost of d3+1 life points, once per encounter.

The 1st **Key of Moments**, an impossible Escher-like item of frozen bone (mark the CERBERUS keyword). It unlocks... something. Something important.

You may exit to Rooms 20, 31, 35 or 37. Note the squares you intend to cross before reading their entries. The door to Room 37 is locked and marked with the face of a grieving medusa (the ALECTO keyword is needed to open the door).

~ Room 37 ~

Sanctuary of Bleeding Thought:

Room 37 is locked. You need at least one of the following keywords to open a door: ALECTO (west door), MEGAERA (north door) or TISIPHONE (east door). The doors are marked with a swirling, phosphorescent spiral rune.

Inside the room is a chained **tentacled brain monster**. Subtract 1 from its reactions for each Abominable Gift in the party (see 4ATN). Once it attacks, all doors lock: they must be either bashed (level HCL+2 strength save) or lockpicked (level HCL+4 lockpick save), each attempt taking a combat turn.

Its treasure includes the 2nd Key of Moments (mark the STYX keyword).

Daubed in the viscous fluids of the recent dead, the bone walls bear hieroglyphs depicting ice elf wizards and winged ogres guarding chained gods. Among those you recognize are Xicthul, supreme god of chaos; the demon Asdzugh and Pandalatra Telemvii, goddess of flight. If your group includes a demonologist or a cleric of Zur, you may use the hieroglyphs either as a Cleansing Ritual (CoC p.26) or a Blessing spell.

~ Room 38 ~

The Clock Ward: You need both the CERBERUS and STYX keywords to unlock the doors to Room 38.

49 candles of human fat light up the room from the south side. You can take some of them if you want. Treat them as lanterns with a 60 minutes duration.

Beyond a wide wall of phantom jelly stands a gigantic bone-framed **mirror**, over which rests a weird, baroque clock made of human hand bones, spinning incoherently. It shines a bright, purple light, and sometimes the rustling of feathers can be heard as it ticks.

Breachers of the Bone Belfry

Ghostly inhuman eyes and maws form and disappear on the walls, reflecting in the shivering jelly.

The green demon's face in the northern wall is sculpted in the very likeness of Rotëleks' mortuary mask, a disturbing thought (gain 1 clue).

You must fight the gelatinous entity to get to the north side of the room. For this combat, record the life points lost and inflicted as well as all spells and expendable abilities used (such as rages or charges), for each combat turn. The Keeper doesn't attack if you flee. When the Keeper has suffered 5 wounds or a killing blow, go to 58.

~ 39 ~

The Labyrinth of Gürgun-OzoŌg-Bhaal-Thar-Thakkua: The Trenches of Harrowing are a most dreadful place, possibly the most dangerous in the

Netherworld. The cursed dead lay beneath the surface, attempting to grip travelers and bring them under the tar-like crust of the marsh.

Once you reach the Trenches, you must make 3 successful stealth saves to avoid the demons' convoys and caravans. Each time you fail, you encounter **2d6 armored skeletons** (see Room 28).

To reach the gate to Norindaal, you have first to navigate the Labyrinth of the Gelatinous Conjoined Lord Of Hoards Who Feeds On The Drowned, its Blasphemous One master.

Generate a random dungeon with the following exceptions:

- The dungeon's entrance (use entrance room #5) is guarded by a **psionic brain cannon** (see Room 20).

Gürgun-OzoŌg-Bhaal-Thar-Thakkua (Final Boss).

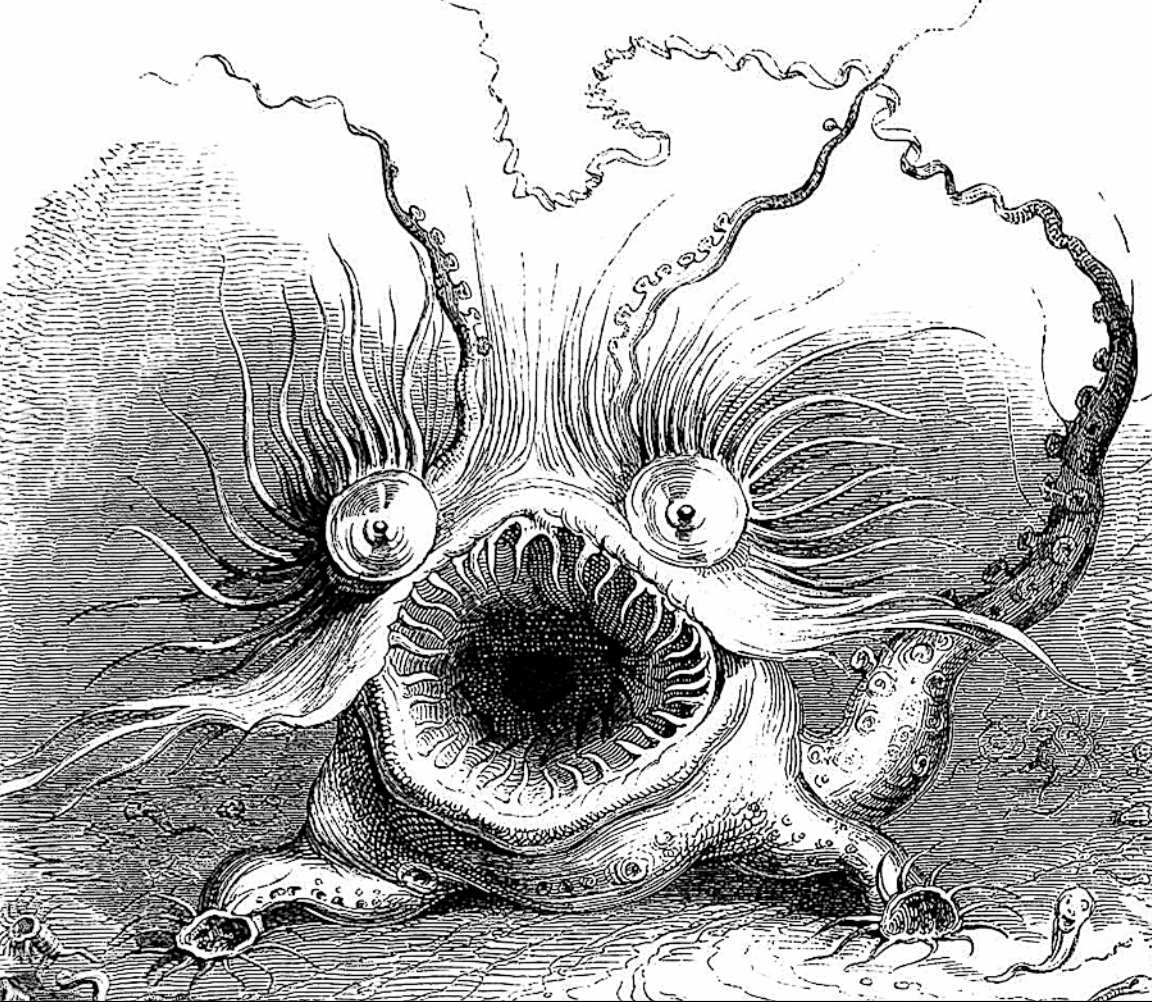
Level HCL+4 aberration, life HCL+4, 3 attacks, treasure 2d6 soul cubes. Immune to Sleep. Weapons used to attack it are destroyed by rust unless a level HCL+1 poison save is made. Each life point lost by the monster causes a cumulative -1 attack penalty to all its opponents until the combat is over. Blossom spells hit it like Lightning bolts. Hates rogues. 3 XP for killing it.

Reaction: fight to the death, eat your corpses and then grind your spirits into soul cubes.

2d6 Endless Host. Level HCL (minimum 2) undead. No treasure. Never test morale. At the end of each combat turn, d6 new hordlings appear until all are destroyed. Crushing weapons attack the Endless Host at -1.

Reaction: fight to the death





- All traps are trapdoors with **green slime** at the bottom (4AD p.59 and see Room 21).
- All Special Features are **endless host** (see below).
- All Special Events are **grey slime** (see Room 10).
- All vermin are **2d6 armored skeletons** (see Room 28) or, if you have the FF and 4ATN books, either **stirges** (if your HCL is 5 or less, see FF p.4) or **gelatinous polygons** (if your HCL is 6 or more, see 4ATN p.49).
- All minions are replaced by **d3 skeletal ur-demons** (see Room 2).
- All Weird Monsters are **psionic brain cannons**. Subtract 1 from all reactions for each Abominable Gift in the party.
- Any Boss encountered is always **Gürgun-OzoÖg-Bhaal-Thar-Thakkua** with its Endless Host minions.

If you defeat the Blasphemous One, or manage to incapacitate it completely for one entire round, you may cross the gate back to Norindaal (go to 61).

~ 40 ~

Tar-like black ooze flows from the devil face's gaping maw into the depressions in Rooms 1, 2 and 7 (the zones marked by diagonal lines).

If you have the VICTORY keyword, the grease is ablaze with fire: roll a d6 each time a life point is lost to the grease; on a 1-2, the character catches fire (1 wound) and must roll again each following turn, losing 1 life for each failure, until a result of 3-6 is rolled.

The mob in Room 1 is being carried away by the current, drowning and crying in despair. The skeletal ur-demons in Room 2, unless destroyed, have retreated to the western side. Go to 49.

~ 41 ~

The mural depicts four rows of five square effigies representing esoteric aspects of either Zur (the death god) or Tauramin (the time god), in the following order:

1. ZUR, BRINGING DEATH'S RESPITE TO A SICK CHILD ("THE CONSOLER")
2. TAURAMIN, PICTURED AS A MAIDEN, A MOTHER AND A CRONE
3. TAURAMIN, AS A BLIND SOOTHSAYER OR SALAMANDRINE ORACLE
4. ZUR, SPREADING DISEASE TO PANICKED CROWDS ("THE MERCILESS ONE")
5. TAURAMIN, AS HE WHO CANNOT BE ESCAPED, A CLOCK-LIKE WHEEL

6. ZUR, WALKING THE ELDERLY TO THE GRAVE ("THE PATIENT ONE")

7. TAURAMIN, AS THE JAILER OF EVIL GODS (PARTIALLY DEFACED)

8. ZUR, MERCIFULLY ENDING A SLAVE'S SUFFERING ("THE ALL-FAIR")

9. ZUR, CONSOLING MOURNERS AT A FUNERAL ("THE CRYING ONE")

10. ZUR, FERRYING THE SOULS TO A BENEVOLENT AFTERWORLD ("THE LIAR")

11. TAURAMIN, AS THE ARBITER OF CONFLICTING GODS ("THE JUDGE")

12. ZUR, WATCHING FLOWERS GROW FROM A TOMB ("HOPE-AFTER-GRIEF")

13. TAURAMIN, AS THE "DEVOURER OF ALL", BREAKING A HUGE HOURGLASS

14. ZUR, DESTROYER OF THE UNDEAD (PURITAN ASPECT, THE DEATH PALADIN)

15. ZUR, AS THE "DEVOURER OF ALL", RECEIVING BLOOD SACRIFICES

16. ZUR, CATERING TO DECADENT PLEASURES (NECRÆPICURIAN ASPECT)

17. TAURAMIN, ITS EFFIGY DEFACED

18. ZUR, RULING ON A BONE THRONE

19. TAURAMIN, REPRESENTED AS THE CYCLE OF SEASONS (FERTILE ASPECT)

20. ZUR, BLESSING SUCCESSFUL ADVENTURERS OVER A PILE OF CORPSES

What does that mean? Return to your room number (either 8 or 14).



~ 42 ~

You trigger a **hot grease trap** (level 2 traps save or lose 1 life) for each of the following squares you crossed: 1-4-6-8-9-12-14-15-16-18-20-21-27-30-33-34.

If you have the VICTORY keyword, the grease is ablaze with fire. Roll a d6 each time a character fails a save to the grease trap. On a 1-2, the character catches fire (1 wound) and must roll again each following turn until a result of 3-6 is rolled. The grease does not spread to Room 17 or the third story.

You can exit either to Room 14, Room 16 or Room 17.

~ 43 ~

The elvish runes are ghastly prayers to the Devourer of All, the 13th aspect of both the gods Tauramin and Zur.

Gain 1 clue and return to 2.

~ 44 ~

The iron grid under the green devil face in Room 1 has lifted. You may freely access Room 7 from Room 1 and back. Go to Room 1 or Room 7.

~ 45 ~

Your hand turns into solid gold. You may no longer use it, such as for fighting two-handed or lockpicking, but it counts as a light weapon (-1 to attack rolls). You may cut your wrist with a slashing weapon (lose d3 life) and sell the hand for 200 gp. It will not regrow, unless you have some sort of magical

regeneration ability (like a demonologist possessed by an amorphous spawn, in which case the amputated hand regrows in d3 x 10 minutes). You may do this several times if you want: the machine needs 10 minutes to coil up (roll on the Bone Belfry Wandering Monsters Table). A character may not carry more than 10 hands without being burdened (4AD p.53).

If you have the Necromantic Limb of Darran Dur (from DDD), it reattaches itself to your forearm, canceling any penalties.

Return to Room 6.

~ 46 ~

The Pillars of Suffering: Count the number of squares (horizontally and vertically) between the pillars: the total is the jump's level save. If you fail, you fall on the tile closest to your target (go to 42). If you succeed the jump, you can jump again from pillar to pillar until reaching either Room 14, 16 or 17. If you ever roll 8 or more on a jump save, go to 65.

~ 47 ~

Make a level 15 (yes, fifteen!) climbing save for each character and retainer. Add +1 for each rope you have. Barbarians, moonbeasts and rogues add their level. If you fail, you plunge to a grinding death, several hundred feet below. Halflings and xwarts can spend a Luck point to re-roll.

Breachers of the Bone Belfry

If at least one character miraculously succeeds, go to 52. Otherwise, your adventure ends here.

~ 48 ~

The first character in marching order must succeed a level HCL+1 disease save or catch the Dark Plague (see p.9).

Return to 18.

~ 49 ~

The room's floor is overcome by a **swirling acid tar**. For each flooded square crossed, a character must

succeed a level 3 strength save (+1 for barbarians, -1 for dwarves and halflings). On a failure, lose 1 life and roll again as you are dragged down in the tar until you succeed (losing 1 more life for each failure). The save's level increases by +1 for each failure after the first as the character is swept away by the black acidic bile. After three consecutive failures, the character and his equipment are swallowed by the acid tar, never to be seen again.

Return to your current room's number.



~ 50 ~

Unable to hold back time any longer, the Keeper collapses on itself as its gelatinous body breaks down in purulent, nauseating chunks. At that very moment, its membrane cannot hold back anymore the void it contained. The bone mirror breaks as air violently rushes in, causing everything in the room and beyond to be siphoned into a maelstrom of exponentially growing proportions.

Rotëleks, the death paladin, erupts into a snarling laughter and teleports away, never to be seen again. As he departs, he chuckles evilly: *"Everything comes to he who waits... and I have waited so very long for this moment!"* You but have a scant few moments to escape the dimensional siphon.

The Siphon

Mark the ANAGNORISIS keyword. Each character must succeed a level strength HCL+1 save or lose 1 life, then save again at -1, then again at -2 and so on until a success is achieved. Barbarians, warriors add +½ L, ogre-sized characters add +L.

Characters who fail 3 saves in a row are sucked into the dimensional rift.

Every 10 minutes, the vacuum spreads to adjacent rooms:

- After 10 minutes, the vacuum spreads to rooms 20, 28, 31, 32, 33 and 34.
- After 20 minutes, it spreads to the entire third story.

- After 30 minutes, it spreads to the entire second story.

- After 90 minutes, it spreads to Rooms 9 (shaft only), 11, 12, 13, 14, 15, 16. (Go to entry 73 then return here.)

- After 150 minutes, it spreads to Rooms 7, 8, 9, 10. (See entry 73, again.)

- After 160 minutes, the entire Bone Belfry is engulfed.

Running characters move at a pace of 1 square by minute (hence 10 squares in 10 minutes), half that if weary heavy armor or heavily encumbered. It takes 60 minutes to get from Room 15 to Room 14 and the same to get from Room 11 to Room 10. Don't forget to check and reset your clock every 77 minutes (see entry 73).

Each time the void reaches a new room, all monsters and treasures within are automatically sucked towards the Rift in Room 38 (they count as destroyed but no XP is gained). As for the characters, for each fail they save, they are pulled one room closer to Room 38 and suffer 1 wound. Success allows to move 1 room away.

Three successive failures in Room 38 pulls them into the Rift (see p.64).

Crossing 1 square filled with black flood causes 1 wound. The black ooze is unaffected by the vacuum.

The only escapes from the towers are the balconies (go to Room 16) or the entrance beyond Room 1 (go to 52).



The Netherworld

The Rift

Your companions who have been sucked into the Rift lose 1 life from the ordeal and find themselves in the far northern mountains of Norindaal, in a place called the Outer Rift: a demon-plagued miasma where the dreaded Void Walker made its lair.

Monsters await you there: roll once on the Netherworld Vermin table, then the Netherworld Minions table, and then the Netherworld Boss table (if you don't have 4ATN, use the 4AD tables or those from 4AA if your HCL is 6+). Fight these groups one at a time.

If you survive the waves, you have found a way out of the demons' abode. The air is freezing. The nearest visible settlement, Hunters' Pass, is seven days' walk away into the frozen landscape.

Epilogue

If you have TNBTW, you can continue this adventure at Hunters' Pass. Otherwise, your party is free to roam Norindaal again, north of the lands of the Llirian snow elves, onto new adventures! All characters automatically gain 1 level. Congratulations for surviving the Bone Belfry!

~ 51 ~

With shrilling shrieks, Lelåh beckons a flight of necrogaunts. They swarm at you and carry your group into the sky, away from the Bone Belfry. Rotëleks is nowhere to be seen. Though you fly at

alarming speed, hunger in your belly hints that several days have passed. The necrogaunts secrete a disgusting but nutritious fluid which you suckle upon. Time becomes immeasurable.

As you come within view of the Trenches of Harrowing, Lelåh speaks: *"You might not realize it, but your deeds today will matter greatly in the scheme of things to come. A goddess will be freed. It was meant to be. Now, I know that future will come to pass."*

She points at a ziggurat in the quagmire: *"This will be your exit. When the Keeper died, you could have let yourselves be siphoned and brought to the Rift. You would have returned home, but probably not alive. Now, I give you a portal, as promised: that of Gûrgun-OzoÖg-Bhaal-Thar-Thakkua."*

The necrogaunts suddenly drop like rocks and swiftly depose you at the top of the Ziggurat, where a shining gate stands. *"Quickly, now, before the Blasphemous One comes. Godspeed, my lovers. We shall meet again."*

With these words, the succubus and her devil host depart in a whirlwind of bat wings. Step into the portal (to 72).

~ 52 ~

If you have the ANAGNORISIS keyword, go to 51. Otherwise, read on.

Unless the fate of the dice has you find a Nether Portal scroll (from 4ATN) and sufficient soul cubes to cast the spell, your only hope of escape is to get to

Breachers of the Bone Belfry

the Trenches of Harrowing, avoid their Blasphemous One ruler and its minions, then cross the gate to Norindaal, and hope for salvation.

As you lack any rations or equipment, you might consider selling your own blood (1 necros per life) or any equipment you salvaged to get some supplies from a demon butcher, or even sell one of your unfortunate comrades (10 necros for the corpse + 1 per life point). Such an evil deed is worth 1 Madness check.

Journey Into the Netherworld

Four Against the Netherworld (4ATN):

If you own that book, you can play out the journey from the Bone Land to the Trenches (Locations II & V) as per the usual hex exploration rules. They are at least 14 hexes apart, depending upon your chosen path. Remember that characters lose 1 life for each day of travel without food, except for cambions, succubi and paladins of Zur,

including Lelâh and Rotëleks (if they are still with you).

The 4ATN book provides you with several ways out of the Netherworld, such as the rules on p.19 or a chance to find a Nether Portal scroll and soul cubes. If your party manages to return to Norindaal this way, go to entry 72.

Alternately, if you encounter by chance a grave shifter (4ATN p.51), you can decide to let the creature teleport you to the Trenches of Harrowing as per its special attack. Go to 39.

If you don't have 4ATN: Roll 14d6. If you had at least 10 rations per character, allocate a wound to a character of your choice (except Lelâh or Rotëleks) for each 1 on these dice.

If you had less rations, each result of 1 or 2 on a d6 causes a wound. You can use Healing spells or potions to heal, but not a succubus' tantric ritual.



Going Back

At any time, you may journey back to the Belfry and accept the strange couple's offer.

If you used the 4ATN rules for the journey, play the return trek as usual, except that Lelâh's care will prevent you from going from under 2 life until you reach the Bone Belfry.

If you didn't use them, roll 7d6 as above. Likewise, no party member will be under 2 life if you choose to return.

Lelâh and Rotëleks will be expecting you: *"Your return was foretold by the Lord of Time. You are late, though"*, she simply comments. Go to 66.

Reaching the Trenches

If and when you reach the dreaded Trenches of Harrowing, go to 39.

~ 53 ~

As you come near the top of the stairs, they suddenly jerk and fold down into a chute that pits the two characters ahead of the marching order against a **steel spear trap** (level HCL+2 save or d3 wounds, 4AA p.47), after which you fall into a trapdoor (level d6 trap or 1 wound, 4AD p.62) with a **time feeder** inside (see Room 15).

Furthermore, the iron spikes are magnetic, forcing the victims to relinquish all steel and iron items (including armor, shields and slashing weapons). In addition, each character who dies from these traps has his guts

emerge and attack an **intestinal rot demon** (see Room 11).

~ 54 ~

For each succubus satisfied, a character of level 6 or more gains 1 Madness and heals d3+3 lost life. Characters under level 6 just recover 3 life. This requires at least 10 minutes of activity with the succubi per life point gained.

Roll for random encounters every 10 minutes (always d6 licitor's eyes; see the Belfry Random Encounters table).

Should you return here, all succubi fed will have restored their full curvaceous figures. Laying with them will heal d6+3 life (or 5 at Basic level) instead of d3+3 (or 3 at Basic level). The Madness and additional life gains are cumulative but unlimited. Characters lost to Madness or killed because of the succubi become **minor vampires**.

If no male fed at least one succubus, go to entry 57.

Otherwise, if your party is under four characters, you can recruit any of the

Minor Vampire (Weird Monster).

Level HCL+3 undead, HCL+2 life. Those wounded must roll a save versus level 4 magic or lose one level. Vampires are affected only by magic weapons, spells or attacks that inflict 2 wounds with a single blow.

Reaction: always fight.

Breachers of the Bone Belfry



succubi which you fed as an additional character of your party's lowest level. Their names are Alecto, Megaera and Tisiphone. See the pre-generated characters in appendix for their profile (succubi). Their level is the same as the party's character of the lowest level.

In any case, add their keys to your party's inventory and mark the

following keywords: ALECTO, MEGAERA, TISIPHONE.

You may exit to Rooms 23 or 26. Note the squares you intend to cross before reading their entries.

~ 55 ~

Make a Search roll. If you succeed, you find a secret passage to Room 13, its entrance adorned with an engraved skull whose eyes are dodecahedron rubies worth 50 gold each. If you roll a 1, you are surprised by an **intestinal rot demon** (see Room 11).

~ 56 ~

A deep change sets about any character who drank from the fountain, bathed in it or laid with the ladies.

All memories and worldly preoccupations vanish, except for the need to bathe and drink from the Fountain of Mercy's liquid soul residue, an after product of the Soul Furnace in Room 3.

Demonic Zombie Unicorn (Weird Monster): Level HCL+5 demon undead, HCL+6 life, never checks morale, no treasure. 1 horn attack (d3 damage) and 3 grasping attacks (1 damage, cumulative -1 to Defense), regenerates 1 life/turn. Gain 1 Madness and add 1 grasping attack for each character killed as he is driven inside the monster's ribcage, howling. Reaction: fight to the death.



Luminescent Heptahedron of Xichtul (Final Boss): Level HCL+4 chaos demon, HCL+4 life, treasure: d6+2 healing potions and an Epic Reward, 1-3 in 6 chance of attacking first. Immune to Sleep. Each character must save vs level HCL+1 (minimum 3) engulf each turn (add +2 to the save's level if that character attacked it with a hand melee weapon last turn). An engulfed character suffers 1 damage per turn and cannot attack or cast spells. Scrolls and books carried by an engulfed character have a 1 in 6 cumulative chance of being destroyed each round (roll only once, when the character is freed). A character is freed if the cube is killed. Lightning causes the monster to divide in two halves, each part having the monster's level and life (round up), freeing its victims in the process. If the party flees, the monster will reconstitute itself and have fully healed upon their return.

Reaction: fight to the death.

These characters transform into bathing maidens, identical to the others, set aside their gear and former identities, and rejoin their fellows in the pure, thoughtless act of bathing. The only way to save them is by spending a Blessing for each character. You can keep their gear if you want.

You can Bless the other bathers if you wish and can (see 67) or leave them be and exit to Rooms 1, 5 or 7.

~ 57 ~

Each unfed succubus curses one different male character with **Tauramin's Displeasure**. Cursed characters fail all their saves on die rolls of 1 and 2 instead just 1. A Blessing only relieves the curse for 60 minutes.

The curse can only be lifted by completing quest #4 from the 4AD corebook (p.89), feeding each succubus twice (see 54 above) or safely escorting the cursing succubus out of

the dungeon. Treat each unfed succubus as an unarmed, level 0 retainer with 1 life. Those fed are level 1 succubi (see p.82).

You may exit to Rooms 23 or 26. Note the squares you intend to cross before reading their entries.

~ 58 ~

Tick a box below. If all the boxes are ticked, go to 50. If not, keep reading.

☐ ☐ ☐ ☐

You feel a slight blurring of the senses as the Keeper casts you back minutes into the past.

If the first box is ticked, your party is brought back at the start of combat turn #1. Restore all life, spells and charges for both your party and the Keeper at the way they were. All persistent effects (such as from the Paincarver spell) are canceled. Likewise, all dead characters are

brought back to life as they were - they never died, in fact.

If the second box is ticked, you are brought back at the start of turn #2, and so on for each box ticked. As the Keeper expends its time-travelling powers, its ability to go back in time reaches less further each time.

Return to 38 and fight the Keeper again.

~ 59 ~

The succubi offer no resistance and die. Add the keys to your inventory and mark the following keywords for each key: ALECTO, MEGAERA, TISIPHONE. However, the killer is cursed.

Tauramin's Curse: The killers always attack last (even with ranged weapons) and only attacks once every two turns. A Blessing only relieves the curse for 60 minutes.

A character can only lift the curse by an offering worth at least 200 gp or necros to the Mother of Oracles at her city, the Staring Conurbation (location IV in the Netherworld, 4ATN p.32) or at a temple of the time god Tauramin in Norindaal (once you return there).

You may exit to Rooms 23 or 26. Note the squares you intend to cross before reading their entries.

~ 60 ~

The creature sheepishly turns your head towards you, walking gently to rub its nose at you. Then its skin shreds, its jaw opening wide to let

hungry intestines strangle your throat. The beast's flanks are pierced by rotting skeletal hands that grasp at you, trying to force you inside its belly.

Make a level 6 fear save or gain 1 Madness. You can only flee by going through the gate (go to Room 30).

Even as it dies, the monster is already regenerating and will rise again. What will you do?

You can run through the forest towards the castle (go to 64) or return through the Netherworld gate (go to Room 30).

~ 61 ~

You step into the portal and return to the world of Norindaal, your long lost home. Yet your perils are not over, as you have entered the nefarious Slime Pit. It is a foul, boiling maze of a moor, heated by geysers and lava rivers. Vile obelisks rise at regular intervals, their engravings proclaiming that a chaos lord of Xichtul named Skëyletir has created this permanent portal to the Netherworld with the sacrifice of countless souls. This is an evil place.

Fortunately, merciful gods have been watching your progress. ***Upon returning to the world of Norindaal, your entire party is healed back to full life. All spells and class abilities (e.g. a barbarian's rage) are recharged.***

Generate a random Abyss (outdoors) dungeon made of 13 rooms with the following exceptions:

Rooms: You start in room #52 (no doors). Roll d6+40 instead of d66 for room type. Replace all corridors by crossroads (room #62). There are no doors. Replace results 2 to 5 on the Abyss Room Contents Table by a lava river over which you must jump to cross (level 6 jump save or d6 wounds, rogues add their level; see 4AA p.50). You reach the dungeon's exit when you find the Final Boss (see below).

Monsters: Replace all Abyss Vermin and Special Features by giant toads (if you have FF, p.4) or otherwise skeletal rats (see Room 8); all Abyss Minions by catoblebas (4AD p.38); all Abyss Weird Monsters by green slime (see Room 21) and all Abyss Bosses by a tentacled brain (see Room 37).

If you defeat the Final Boss, go to 72.

~ 62 ~

You have left the Netherworld! Gain 1 XP roll and lose 1 Madness if you arrived here for the first time. A green forest surrounds you. It's a summer evening and the air is bright with ladybugs. A unicorn with ribbons and a notebook on its saddle drinks from a pond, oblivious to your presence. A few miles away, the silhouette of a moss-covered keep shines under a full moon.

You can walk to the keep (go to 64), walk to the unicorn (go to 60) or cross the gate back to the Netherworld (gain 1 Madness and go to Room 30).

~ 63 ~

Each Blessing spell cast transforms one petrified monk back to life. Unfortunately, each of the monks is a petrified **medusa** (see p.50) carrying a scroll of Reverse Gaze (the spell petrifies medusas with their own gaze).

If you took their scrolls, you can cast the spell yourself, otherwise they will use their own scroll to reverse your gaze reversal, thereby canceling it.

Return to Room 32 if you survive.

~ 64 ~

If you have *The Courtship of the Flower Demons*, go to this book's entry 13. You have left the Netherworld but another pernicious demonworld, the Blossoms' Demesne, awaits you now!

Otherwise, you lose yourself for d3 hours in growing darkness, and finally return to the shining gate as the night gets colder. The unicorn is waiting for you (go to 60).

~ 65 ~

The fragile glass pillar breaks and wild fire sets the grease aflame. Mark the VICTORY keyword and go to 42.

~ 66 ~

An auspicious entry number to start your adventure! It is ironic that after so much time hoping to evade the Bone Belfry, you must mix with the crowd of slaves and push your way inside. You have only seen its shadowy master, the

masked Seneschal, but the prospect of facing him again makes you edgy.

This time, however, you will not be alone nor unprepared. Lelåh has cast a glamour that will make you invisible for a short time and allow you, along with Rotëleks, to slip into Room 1 without being noticed by the demonic guards outside the Bone Belfry.

Rotëleks: He is a paladin of Zur at the same level as your party's HCL (see p.80 and 82). Extremely muscular, he's equipped with a sword, heavy armor (+2), a shield (+1) and a ring of teleportation.

Careful to the point of paranoia, he will not lay with Lelåh or other succubi nor share any equipment or treasure with anyone. Rotëleks always takes the last place in the marching order, *"to better protect the rear guard"*.

Should a wound or a deadly effect appear to kill him (such as being turned to stone), he will use his ring of teleportation to get out of the Bone Belfry, sighing *"I'm surrounded by such fools!"* before disappearing from the adventure (remove him from your character roster).

Lelåh: She is a unique succubus. See p.13-16 and the appendix (p.80, 82).

The Clock Counter

As soon as you enter the dungeon, and all the while within it, mark the passage of time. Each encounter in a room takes 10 minutes, including combat, puzzles, checking for traps, search rolls

and interacting with levers or other objects. Use the Timeflow Scorecard on p.78 to track the passage of time.

Simply walking through a room or corridor without checking for traps takes 1 minute per square crossed (horizontally or vertically, but not diagonally).

When 77 minutes of game time (not real time) have passed, finish your current encounter, set the clock back to zero then go to entry 73.

When you are ready to enter the Bone Belfry, go to Room 1.

~ 67 ~

Roll a d6 for each Blessing cast at a bather. Each result is available but once. Disenchanted bathers, except the **mind screamer** and the **mutant**, will follow you as retainers on a reaction roll of 5 or less (d6+any modifiers applicable).

The information revealed by each Blessed bather is worth 1 clue.

1 **Viluisk*** aka Théodore de Hauteville, questing knight (KoD paladin) of level HCL from Brittany, on Earth.

2 **Maerumahn***, icthyian ("salmon-man") of level HCL from Atlantis, in Norindaal (see MMM).**

3 **Ludex*****, ice elf mage of level HCL+1 from Llirian (see TNBTW).

4 **Harébaal***, she-cambion of level HCL from the Toppled Estate (see 4ATN).*

5 **"The Leech"**, tentacled mutant (CoC p.22) or zombie minotaur (4AA p.56) or minotaur (4AD, p.88) of level HLC+2 (minimum 4). Reaction: fight.

6 **Λööö**, mind screamer (4AA p.57) or orc brute (4AD p.37) if your HCL is under 6. Reactions (d6): 1-3 flee, 4-6 fight.

* *They are warriors instead if you don't have these books.*

***If a character in your party previously killed an avatar of Tezany (in Deep Waters), Maerumahn will instead fight to the death as a level HCL+4 Boss (HCL+4 life, 1 attack, heals himself 2 times for d6+HCL life when his life gets below 5).*

*** *He's an elf if you don't have TNBTW.*

You can leave the room, join any remaining bathers (see 70), kill them (68) or drink from the waters (69).

~ 68 ~

The bathers offer no resistance and die. Their dark gray blood mars the fountain. Make a Madness check for each character, and a morale check for retainers.

Paladins lose 1 prayer point for each maiden they attacked. Clerics of the gods of Peace lose 1 Blessing instead.

You may leave (to Rooms 1, 5 or 7) or drink from the waters (go to 69).

~ 69 ~

The water is pure and refreshing. Characters who drink regain all life



points lost and lose 1 Madness. Gain 1 clue. Go to 56.

~ 70 ~

They welcome your tender embrace and lay with you meekly, in utter silence. Characters who partake in the

frolicking regain all life points lost and lose d2 Madness. Gain 1 clue. Go to 56.

~ 71 ~

Like tar, black ooze pours from the wide-jawed devil faces in Room 28 and all the squares on the same level in-between. Mark the VICTORY keyword if you cast a Fireball spell or other fire-based spell, used a firearm or if someone carrying a lantern, candle or torch died in this room. Go to 49.

~ 72 ~

You have finally exited the Netherworld! Each surviving character gains 1 XP roll. As you emerge the moor, you find yourselves in a freezing cold, at the junction of a mountain named the Eyrie and the small Lake Tauramin.

You are on the northernmost part of the continent of Kardalok, beyond even the snow elf kingdom of Llirian, in a forlorn place known as the North Beyond the World.

Your adventure ends here... for now.



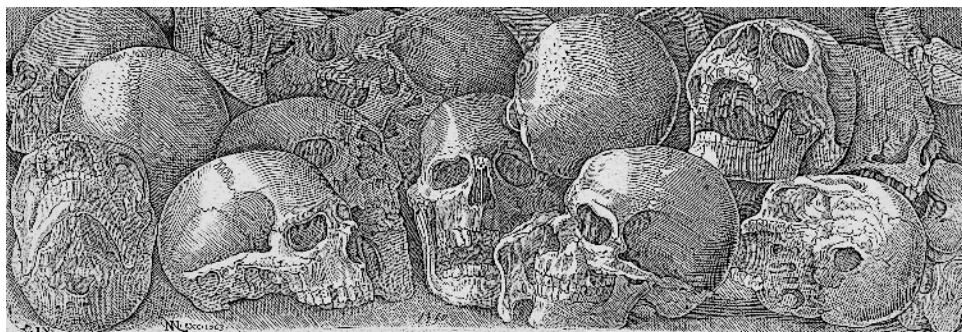
Epilogue

If you have TNBTW, you can continue this adventure at the foot of the Eyrie. The closest settlement, Hunters' Pass, is only four days away. There, you will find warmth, food and more mysteries!

Ghoul. Level is the character's former level +3. Undead Boss, life equal half the character's former life. A character wounded by a ghoul must save versus level HCL+1 poison (minimum 4) or be paralyzed. Elves add their level to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. In addition, elves who turn ghouls have the powers of elven ghouls (p.53)

Reactions: 1-3 flee, 4-6 fight.

Breachers of the Bone Belfry



Otherwise, new adventures await as your party has returned home.

In both cases, all your characters gain one level for surviving the ordeal of the Bone Belfry.

~ 73 ~

The Bone Belfry has constructed a new custodian from its very bones to lash at intruders. You are attacked by a **skeletal demon** that emerges from the bones of the floor, with a 5 in 6 chance of surprise. (See the Belfry Random Encounters table). You can flee this encounter normally.

Return to your current room.

~ 74 ~

You trigger a **giant cleaver trap** (level 4 save or 2 wounds, CoC p.59) for each one of the following squares you crossed: 4-6-8-9-12-14-15-16-18-20-21-24-25-27-28-30-32-34-35-36-38-39-40-50-51. A rogue can disarm them all with a single traps save whose level equals the number of squares crossed.

If you walked on any square with the number #5 in it (such as 5, 15, 50, etc.),

roll on the Amputation Table for each failed save. Return to Room 28.

~ 75 ~

Despite your revulsion, the consecrated entrails sate your ravening hunger. But this brings changes in you. Your appearance grows more cadaverous, your skin more translucent and your hair grows thinner.

All who partake in this gruesome feast regain d6 life and 1 Madness and must make a Madness check.

Failure causes an addiction to human flesh: a level 4 will save must be made each time the character is exposed to temptation or he will binge on cannibalistic meat like a ghoul.

If the character's Madness ever grows over their level, they will turn into a **ghoul** and attack the party.

This addiction can only be cured by the same cure as for lycanthropy (See 4AA p.39).

Return to your current room number.

Tables of the Bone Belfry

Bone Belfry Random Encounters table (d6)

1-3 d6 Lictor's Eyes (Minions). Level HCL+2 flying undead, morale -2, no treasure. 4 in 6 chance of surprise. For each one that flees, add 1 life to the Insane Seneschal.

Reactions (d6): always flee.

4 Wraith (Weird Monster). Level HCL+2 undead, HCL+2 life, 2 Fiendish Foes or normal treasure rolls. Save vs magic (level 4) when hit or lose 1 level. Wraiths can be hit only by magic or silver, spells, holy water (1 life/vial), or attacks that inflict 2+ wounds with a single blow (FF p.6).

Reactions (d6): 1-3 bribe (one magic item), 4-6 fight.

5 Skeletal Demon (Boss). Level HCL+4 undead, HCL+3 life, 2 attacks, 3 Fiendish Foes or normal treasures, morale +1, each life point lost by a character conjures 1 armored skeleton after your next turn (FF p.6). Reaction: always fight.

Armored Skeletons (conjured vermin). Level 5 undead, no treasure, no bonus to crushing weapons, arrows -1 (FF p.4). Reaction: always fight to the death.

6 The Insane Seneschal (unique Boss). Level HCL+5 demon (lictor), 2 diseased attacks*, HCL+4 life + 1 for every fleeing Lictor's Eye previously encountered. Never checks morale. Treasure: d3+2 basic or Chaos spell scrolls (your choice) or Abyss spells (if HCL 5+) and 1 fingerbone key. Hates his killer and those that freed his succubi (in room 25) or stole his fingerbone key. There is but one Seneschal, but he always resurrects. If killed and encountered again, he will have reconstructed at 1 life + 1 more for each Lictor's Eye met and not killed after his death. Gain 1 clue each time you kill the Seneschal (maximum 3). Only a demon weapon can permanently kill him.

Reaction: always fight.

** When hit by the Insane Seneschal, make a level 4 disease save or lose a limb from its putrefying touch: roll a d6 on the Infamous Amputation Table. Halflings, Blasphemous Ones, cambions and any character with an Abominable Gift add their level to the save. Succubi (including Lelâh) and death lepers (from DDD) are immune to its putrefying touch but not to the life points loss.*

The Infamous Amputation Table (2d6)*

2-4	Eye Gouged-Out: Characters with one eye blinded attack at -1 with ranged weapons. Eyeless characters are blinded. They attack and defend at -2, and cannot read nor cast spells from scrolls or spellbooks.**
5-7	Arm Severed: One-armed characters cannot use shields or two-handed weapons. Armless characters cannot attack, use shields, open doors, lockpick, disarm traps or use items. They can cast memorized spells, sing and talk.***
8-10	Leg Severed: With one leg, a character cannot flee and must either have a supporting comrade to walk (no Defense rolls against wandering monsters) or walk only in squares adjacent to walls. When moving, a hand must be used to hold oneself. Without legs, the character can't move and must be carried. He can still fight (at -1).
11-12	Head severed. Without a head, a character can't do much except die. Headless undead or artificial characters (e.g. golems or characters reanimated by the Lesser Necromancy skill) can still fight and carry on but are blinded (see above).****

* Halflings can spend Luck points to re-roll both dice. The second result stands.

** If you have the Eye of Akerbeltz (from DDD), or put it in an empty eye socket, the penalty for losing one eye is ignored.

*** If you have the Necromantic Limb of Darran Dur (from DDD), it reattaches itself to your forearm, cancelling any penalties.

**** If this happens to Rotëleks, he merely puts his head back in place, with no adverse effect, adding: "I am so powerful, I even impress myself."



Timeflow Scorecard



The first six boxes stand for 10 minutes each. The last box stands for 7 minutes. When 77 minutes have passed, reset the clock to zero and go to entry 73.

Keyword Scorecard

☐ ALECTO

☐ MEGAERA

☐ SUICIDE

☐ ANAGNORISIS

☐ RIGHTEOUS

☐ TISIPHONE

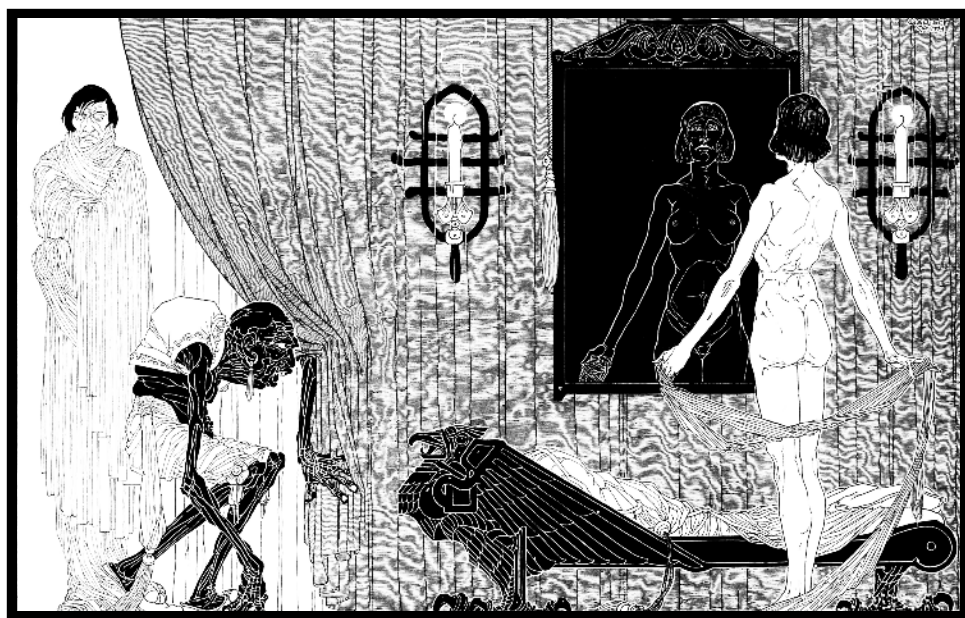
☐ CERBERUS

☐ SELF

☐ VICTORY

☐ DAMNATION

☐ STYX



Pre-generated Characters

Considering the lethality of this adventure, pre-generated characters are provided below for you to choose from. You can choose to either start with a party of four 1st level characters with the basic 4AD rules or, if you have *Four Against the Abyss*, an advanced party of four level 6 characters with one Expert skill each. While Expert characters have the benefit of skills, greater discrepancies between class

bonuses for saves will compensate this advantage.

Remember that basic level characters (levels 1-5) roll a d6 for all their actions whereas Expert level ones roll a d8.

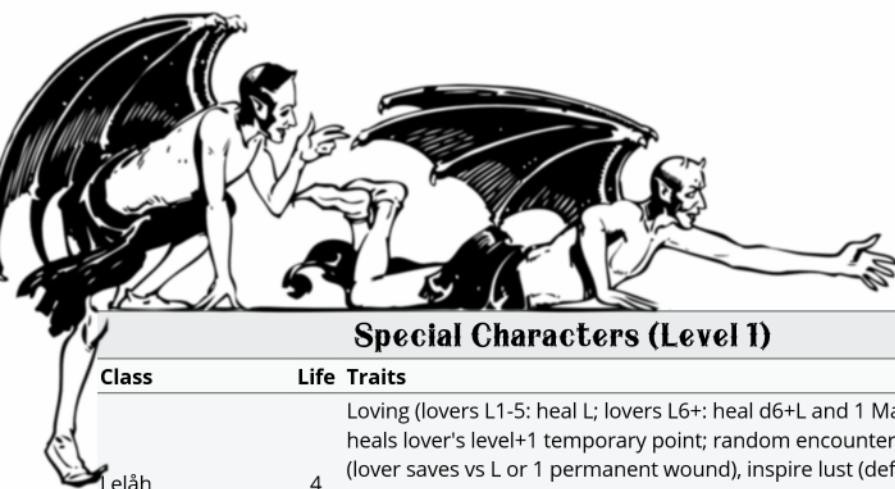
Pre-selected spells and Expert skills have been optimized for this adventure. You can of course change them if you want, within the limits of a given character's class.

Aside for Rôteleks, all characters, including Lelâh, start the adventure with no equipment except a dirty tunic.

Basic Characters (Level 1)		
Class	Life	Traits
Barbarian	8	Attack +L, rage , no magic items, life 7+L
Cambion (4ATN)	5	Attack +½L, spellcasting +L, spells x L (Enslave Demon ☐), +L vs Madness & re-roll, no food in Netherworld, -½L from hellspawn reactions, saves as warrior, life 4+L
Cleric	5	Attack +½L (L vs undead), Blessing ☐☐☐, Healing ☐☐☐, life 4+L
Conservationist (TCOTDF)	3	Spellcasting+L, spells x L+3 (Blossoms, defensive & healing only); Blessing ☐, Escape ☐, Fools' Gold ☐, Song of Charm ☐, immune to curses from Light & Life gods, puzzles +L, life 2+L
Demonologist (4ATN)	4	Attack +½L (+L vs hellspawn), Defense +½L vs hellspawn, saves +L vs hellspawn, bind WM/Boss hellspawn (+L), -½L from hellspawn reactions, Abominable Gift (OzoÖg; immune to magic), saves as wizard, life 3+L
Dwarf	6	Melee attack +L, Defense +1 vs trolls/ogres/giants, Attack +1 vs goblins, smell gold (d6+L), sell gems & jewelry +20%, life 5+L
Elf	5	Attack+L, attack +1 vs orcs, spellcasting+L, spells x L (Fireball ☐), intolerant to demonologists, life 4+L
Halfling	4	Defense +L vs giants/trolls/ogres, L+1 Luck points (run away, reroll Attack/Defense/Search/Treasure/Magical Treasure tables), life 3+L
Questing knight (KoD)	7	Attack+L, life 6+L, immune to fear, quest, marches at front, acts first, never flees, life 6+L
Paladin (4ATN)	7	Attack+L, L+1 prayer points (heal, re-roll save, summon steed), pay tithe (Lx10 gold), never flees, refuses to leave mission, intolerant to demonologists, life 6+L
Paladin of Zur (BBB)	7	Attack+L, L+1 prayer points (+1 wound vs undead, re-roll save, summon steed, eat bone dust), pay tithe (Lx10 gold), never flees, refuses to leave mission, life 6+L
Rogue	4	Defense +L, traps & lockpick +L, backstab (+L), life 3+L

Basic Characters (Level 1, continued)

Class	Life	Traits
Satyr (TCOTDF)	8	Defense +L, Wooing (Giving & Withholding +Lx2), spellcasting +L, saves +Lx2 vs flower demons, always mesmerized vs Maidens and Ladies, mesmerizing pheromones (d6+L vs female humanoids), spells x L (Blossom spells; Song of Charm ☐), save as barbarians, life 7+L.
Succubus (BBB)	4	Loving (lovers L1-5: heal L; lovers L6+: heal d6+L and 1 Madness; self-heals lover's level+1 temporary point; random encounters), starving (lover saves vs L or 1 permanent wound), inspire lust (deflects wounds to party), never eats, immune to Madness, saves as cleric, life 3+level.
Swashbuckler (DW)	5	Attack +½L, Defense +½L, 2nd attack (light wpn), L panache points (A or D+1), life 4+L
Wandering alchemist (TCOTDF)	4	5th character, spell xL (Flower portal ☐), brew potions, re-roll common & uncommon ingredients, saves as halfling, life 3+Level
Warrior	7	Attack+L, life 6+L
Wizard	3	Spellcasting+L, spells x L+2 (Fireball ☐☐, Lightning ☐), puzzles +L, life 2+L



Special Characters (Level 1)

Class	Life	Traits
Lelåh	4	Loving (lovers L1-5: heal L; lovers L6+: heal d6+L and 1 Madness; self-heals lover's level+1 temporary point; random encounters), starving (lover saves vs L or 1 permanent wound), inspire lust (deflects wounds to party), never eats, immune to Madness, salamandrine oracle (allocate dice between Attack and Defense; stealth like rogue; night vision), saves as cleric, life 3+level
Rotëleks	7	Attack+L, L+1 prayer points (+1 wound vs undead, re-roll save, summon stead, eat bone dust), pay tithe (Lx10 gold), life 6+L, never shares gear. Gear: magic sword +1, heavy armor (+2), shield (+1), ring of teleportation

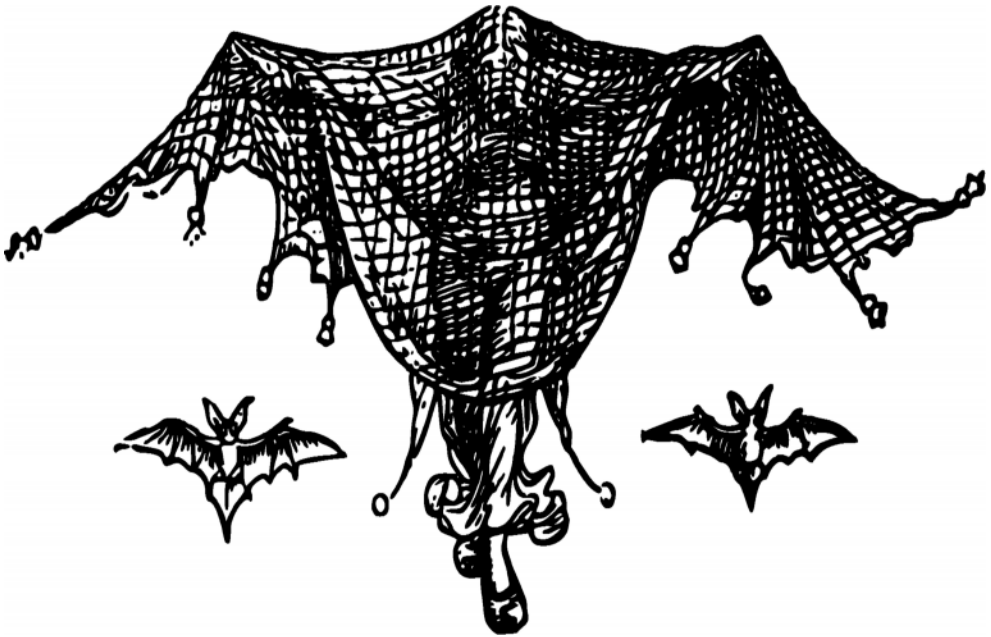
Breachers of the Bone Belfry

Expert Characters (Level 6)		
Class	Life	Traits
Barbarian	13	Attack +L, rage , no magic items, life 7+L, Expert Skill: Berserk Fury
Cambion (4ATN)	10	Attack +½L, spellcasting +L, spells x L Spells (Enslave Demon ☐☐, Forgetfulness ☐, Ghost Fetcher ☐, Paincarver ☐☐), +L vs Madness & re-roll, no food in Netherworld, -½L from hellspawn reactions, saves as warrior, life 4+L, Expert Skill: Stabbing Attack
Cleric	10	Attack +½L (L vs undead), Blessing ☐☐☐, Healing ☐☐☐, life 4+L, Expert Skill: Turn Undead
Conservationist (TCOTDF)	8	Spellcasting+L, spells x L+3 (Blossoms, defensive & healing only; Blessing ☐☐☐, Escape ☐, Fools' Gold ☐☐, Mass Teleport ☐☐, Song of Charm ☐☐), immune to curses from Light & Life gods, puzzles +L, life 2+L, Expert Skill: Mass Teleport
Demonologist (4ATN)	9	Attack +½L (+L vs hellspawn), Defense +½L vs hellspawn, saves +L vs hellspawn, bind WM/Boss hellspawn (+L), -½L from hellspawn reactions, Abominable Gift (OzoÖg; immune to magic), saves as wizard, life 3+L, Expert Skill: Hellbane
Dwarf	11	Melee attack +L, Defense +1 vs trolls/ogres/giants, Attack +1 vs goblins, smell gold (d8+L), sell gems & jewelry +20%, life 5+L, Expert Skill: Withstand Pain
Elf	10	Attack+L, attack +1 vs orcs, spellcasting+L, spells x L (Fireball ☐☐☐, Lightning ☐☐☐), intolerant to demonologists, life 4+L, Expert Skill: Double Attack
Halfling	9	Defense +L vs giants/trolls/ogres, L+1 Luck points (run away, reroll Attack/Defense/Search/Treasure/Magical Treasure tables), life 3+L, Expert Skill: Acute Hearing
Questing knight (KoD)	12	Attack+L, life 6+L, immune to fear, quest, marches at front, acts first, never flees, life 6+L, Expert Skill: Holy Avenger (Skeletal Demon)
Paladin (4ATN)	12	Attack+L, L+1 prayer points (heal, re-roll save, summon steed), pay tithe (Lx10 gold), never flees, refuses to leave mission, intolerant to demonologists, life 6+L, Expert Skill: Divine Smite
Paladin of Zur (BBB)	12	Attack+L, L+1 prayer points (+1 wound vs undead, re-roll save, summon steed, eat bone dust), pay tithe (Lx10 gold), never flees, refuses to leave mission, life 6+L, Expert Skill: Lesser Necromancy
Rogue	9	Defense +L, traps & lockpick +L, backstab (+L), life 3+L, Expert Skill: Double Attack
Satyr (TCOTDF)	13	Defense +L, Wooing (Giving & Withholding +Lx2), spellcasting +L, saves +Lx2 vs flower demons, always mesmerized vs Maidens and Ladies, mesmerizing pheromones (d6+L vs female humanoids), (Blossom spells; Song of Charm ☐☐☐, Fools' Gold ☐☐☐), save as barbarians, life 7+L, Expert Skill: Danger Sense
Succubus (BBB)	9	Loving (lovers L1-5: heal L; lovers L6+: heal d8+L and 1 Madness; self-heals lover's level+1 temporary point; random encounters), starving (lover saves vs L or 1 permanent wound), inspire lust (deflects wounds to party), never eats, immune to Madness, saves as cleric, life 3+level, Expert Skill: Uncanny Progeny

Breachers of the Bone Belfry

Expert Characters (Level 6, continued)

Class	Life	Traits
Swashbuckler (DW)	10	Attack +½L, Defense +½L, 2nd attack (light wpn), L panache points (A or D+1), life 4+L, Expert Skill: Whirlwind of Steel
Wandering alchemist (TCOTDF)	9	5th character, spell xL (Flower portal ☐), brew potions, re-roll common & uncommon ingredients, saves as halfling, life 3+Level, Expert Skill: Surgeon
Warrior	12	Attack+L, life 6+L, Expert Skill: Culling of the Weak
Wizard	8	Spellcasting+L, spells x L+2 (Fireball ☐☐☐, Healing Surge ☐☐☐, Lightning ☐☐), puzzles +L, life 2+L, Expert Skill: Healing Surge



Special Characters (Level 6)

Class	Life	Traits
Lelāh	9	Loving (lovers L1-5: heal L; lovers L6+: heal d8+L and 1 permanent Madness & Life; self-heals lover's level+1 temporary point; random encounters), starving (lover saves vs L or 1 permanent wound), inspire lust (deflects wounds to party), never eats, immune to Madness, salamandrine oracle (allocate dice between Attack and Defense; stealth like rogue; night vision), saves as cleric, life 3+level, Expert Skill: Uncanny Progeny
Rotēleks	12	Attack+L, L+1 prayer points (+1 wound vs undead, re-roll save, summon stead, eat bone dust), pay tithe (Lx10 gold), life 6+L, , never shares gear. Gear: magic sword +1, heavy armor (+2), shield (+1), ring of teleportation

Breachers of the Bone Belfry

SECOND STORY

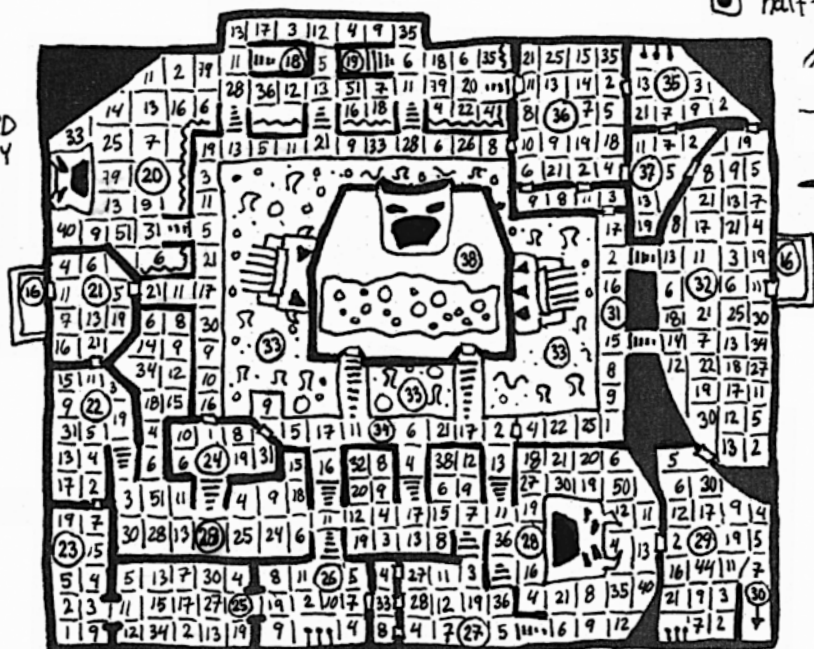
Arabic numerals indicate square numbers

Bold arabic numerals in circles indicate room numbers



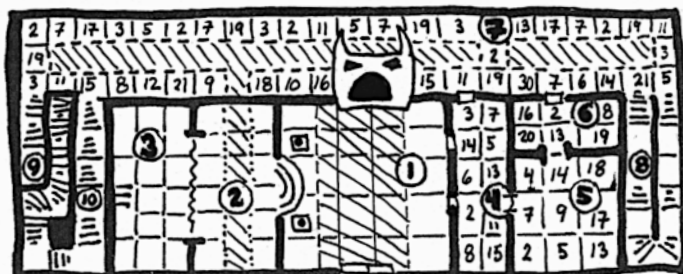
- ||| : levers
- door
- Ectoplasm
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- Room number
- Balcony
- Depression
- ~ curtains
- half-pillar

THIRD STORY



- ☺ dais
- railing
- balcony
- solid wall
- ≡ Stairs

FIRST STORY



Will you return from the dead?

"That is not dead which can eternal lie. And with strange aeons even death may die."

The words of Alazhred are truer than ever as dead heroes, freed from the Netherworld's suffering hordes, are offered a second chance at life by a succubus and her paladin companion.

The catch? To trust the bizarre prophecy of a demoness and survive through a tower of human bones, filled with a thousand sadistic traps and the most fearsome demons imaginable.

Breachers of the Bone Belfry is a merciless horror mystery adventure set in a sinister demonworld. Have you ever wished your favorite hero would get a chance at resurrection, however slim? Now you have it. But within the Belfry's walls lies a fate that may be much worse than death itself, for death is only the beginning...

Also featuring three new classes usable in your regular games: the **paladin of death**, the **succubus** and the **necromingo**.

Requires only *Four Against Darkness*. Compatible with *Four Against the Abyss* and *Four Against the Netherworld*.

**Contains nude art and strong horror themes
suitable for adults.**