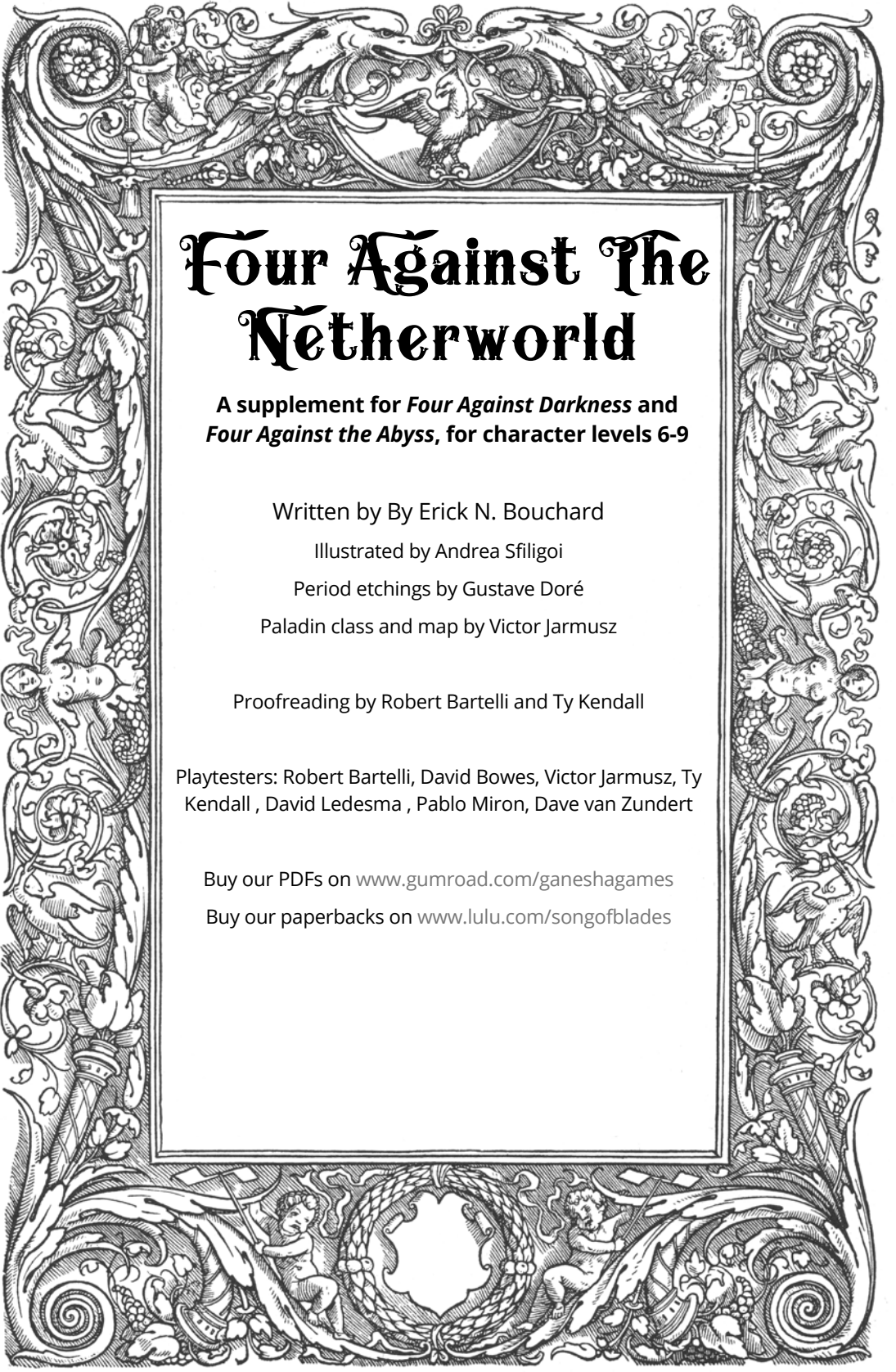


A supplement for Four Against Darkness, for character levels 6 -9

Four Against The Netherworld



by Erick N. Bouchard



Four Against The Netherworld

**A supplement for *Four Against Darkness* and
Four Against the Abyss, for character levels 6-9**

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Four Against the Netherworld

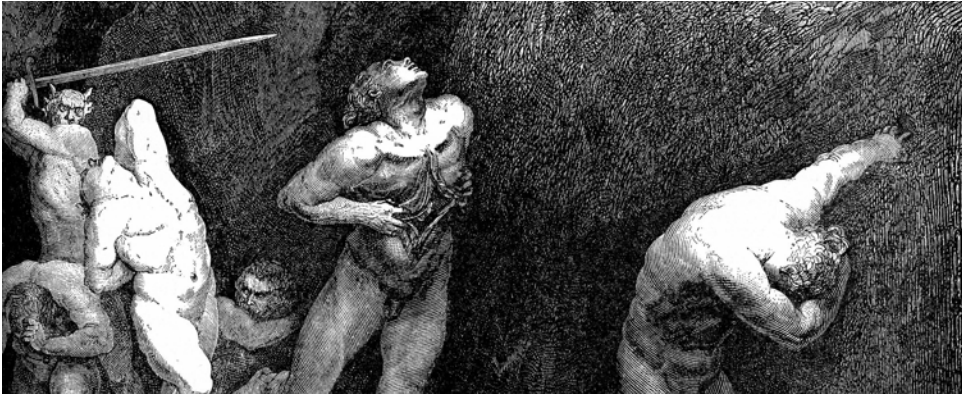
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*Lasciate ogne speranza, voi
ch'intrate.*

- Dante, The Divine Comedy

Foreword

The afterlife is not the joyous paradise that the sermons of clerics would have you believe.

Beyond reality as we know it lie other dimensions, alien landscapes inhabited by eerie, unfathomable entities - the demonworlds. These worlds are extremely dangerous, hostile to life at their very core, ripe with the threat of death at every step, but also fantastic rewards for the lucky and the brave.

Among those forlorn demonworlds, there is one of which the clergy dare not talk and keep secret at all costs: the Netherworld. In this gray, dismal realm of obsidian and dust the souls of all the dead, good and evil alike, congregate as spec-

tral forms to be shepherded by demons and siphoned into energy reservoirs through the abominable Soul Furnaces. The cold, polished soul cubes that result from this horrible processing of souls produce the most efficient source of magical dweomer known, able to power mighty artifacts and recharge depleted magical items.

To retrieve these soul cubes, demonic artifacts and other forbidden treasures found only in the Netherworld, powerful warlocks and the most callous of high priests organize expeditions of veteran adventurers into the Netherworld through sorcerous gates created by astronomical conjunctions and, it is believed, horrific rituals. Whereas all dungeon delvers are privy to risking death, these few and chosen courageous or brave souls put not only their lives, but their very souls at stake.

Netherworld Adventurers

Adventures in the Netherworld are played as regular games of *Four Against the Abyss* except as noted otherwise. Only characters of expert level should attempt to journey into the Netherworld. Less experienced adventurers risk a horrible death.

All character types are permitted, including swashbucklers (from *Dark Waters*) and some new classes are defined in this supplement. Only retainers of fanatical loyalty (see *Four Against the Abyss*, p.26) will accept to enter the Netherworld.

While filled with horrific creatures, the main challenge from the Netherworld comes not from its monsters. The true danger is famine, the blood and flesh based economic system, and the fact that the easiest way to feed is cannibalism, which causes Madness. Likewise, hiding from enemies is easy enough for small groups, but almost impossible when rescuing refugees out.

As an option, you could use the Netherworld rules to give your old characters that got killed in a previous dungeon or adventure a second chance to return from the Netherworld. They would start in

the Trenches of Harrowing (Location V), with no food or equipment, at the level they had at the moment of their death, and with full "life" points. Though technically undead from now on, they still need to eat, for the time god Tauramin decreed that mortals may not be eternal like the gods. The party's goal would be to find a passage out of the Netherworld, the most obvious way being to cast a Nether Portal (from a scroll or other means) The characters would cease being undead upon returning to the normal world. Assume the characters will be able to take on the weapons and armor of the first foes they encounter. While their chances of success are low, who would balk at a chance for a second life?

Tweak your own Netherworld

ATN is designed as a deep campaign setting with a wider, epic scope, with enough re-playability for months of play. This variety comes at the cost of more down time and longer games. Completing a Netherworld objective may take several hours of play over a few days. If faced with time constraints, or if you like shorter games, feel free to ignore any option (such as references to other 4AD books),

ignore the food rules, disregard hex exploration altogether or simply play random dungeons using the Netherworld tables and classes. This is your game. You're not cheating if you're having fun.

Acronyms

Only the *Four Against Darkness* core book (4AD) and the *Four Against the Abyss* (4AA) books are required to play *Against the Netherworld* (ATN). The following acronyms refer to other books in the *Four Against Darkness* line: *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Knight of Destiny* (KD).

Unusual Die Types

When asked for a d66 roll, roll a d6 for tens and a d6 for units.



New Classes

Demonologist

Demonologists are sinister scholars who study the lore of the demon-worlds to become voluntarily possessed by demons, harnessing their power by sheer force of will. Some act as exorcists, others as cultists, but all of them inspire dread.

Traits: A demonologist adds his level to his attacks and his saves but only against monsters with the demon, chaos or aberration keywords (hereafter known as "hellspawn"). Moreover, against these opponents he also adds $\frac{1}{2}$ his level to his defense rolls (rounded down). Against other opponents, he adds only $\frac{1}{2}$ his level (rounded down) to his attacks.

When a demonologist delivers the killing blow against a Weird Monster or a Boss hellspawn, he can attempt to bind it within his own body by succeeding a possession save against the monster's level (add the demonologist's own level to the roll, rounded down). If successful, the demonologist may use a single one of the hellspawn's special abilities (for example, either

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a vampire's level draining ability or its immunity to normal weapons).

The demonologist must make a new possession check after each combat to keep the hellspawn in control (1 always fails). Failure means the hellspawn escapes and materializes at full life points and fights to the death against the demonologist, with the added benefit of surprise. Only one hellspawn can be contained at a time. Releasing a hellspawn voluntarily causes it to disperse without attacking.

Demonologists start with one random Abominable Gift from either the Red Die table or the Black Die table. Re-roll results of Bhaal (special ability "1-3" only), Gûrgun, Dhaur, Morkath and Azach.

In addition, demonologists may subtract $\frac{1}{2}$ their level (rounded down) from reaction rolls against hellspawn, who fear them.

A demonologist may only use cutting hand weapons and light hand weapons, but not two-handed weapons, bows or slings. He may not wear armor or use a shield.

Despite being a wizard subclass, demonologists do not cast spells (except with the Nether Sorcerer

skill - see below). They can use scrolls but only add their level to casting rolls when using Netherworld spells. They cannot be resurrected or blessed as their souls have been forsaken. The Healing spell works normally. Demonologists are immune to Madness. In fact, they thrive in horror and heal 1 life point for each Madness point they would have gained. They otherwise save like wizards.

Paladins and Elves will not tolerate demonologists in their party.

Starting equipment: light hand weapon, warding tattoos.

Starting wealth: 2d6 gold pieces and 2d6 π .

Life: 3 + level. A first level demonologist has 4 life points.

(Note: Some hellspawn powers can require some creativity to adapt or seem useless, e.g. causing Madness, which has no effect on monsters. If uncertain how to work it out, simply assume that the possession attempt fails.)

Demonologist Expert Skills

Demonologists have access to the following skills: Commanding Presence, Knife Throwing, Lesser Necromancy, Negotiator, Scroll Maker (Netherworld spells known only),

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Strong Will, and Vampire Hunter (due to knowledge more than inclination).

In addition, the following skills are unique to the demonologist class.

Conjuration: Once per adventure, the demonologist can attempt to summon a single and specific Weird Monster or Boss hellspawn to fight for them, excluding Blasphemous Ones.

This requires the demonologist to succeed a save against the monster's level, adding his own level. The bound hellspawn fights like a retainer with a bonus to attack and defense equal to half their level (round down).

A new save is required each round to keep the monster under control. Failure means the hellspawn goes wild and fights the demonologist to the death. The monster will likewise attack the party if the demonologist dies. Releasing a hellspawn voluntarily causes it to disperse without attacking.

Hellspawn are immune to Blessing and Healing spells, and ignore any retainer-enhancing benefits from skills (such as Commanding Presence). Demonologists cannot attempt summoning while pos-

sessed, as they already focus on binding the hellspawn inside them.

Diabolic Shield: The demonologist always adds twice his level when saving against the special powers of hellspawn. Rolls of 1 always fail.

Nether Sorcerer: The demonologist can cast a single and specific Netherworld spell like a wizard of the same level. This skill can be taken multiple times for either a different spell or multiple uses of the same spell.

Hellbane: Each of the demonologist's attacks causes the loss of 2 life points when an attack doubles the level of a hellspawn Weird Monster or Boss.

Cambion

Cambions (or half-fiends) are the unnatural offspring of hellspawn and mortals, usually demonologists. Their appearances and their morals vary from disturbing (three eyes, purple skin, horns) to disconcerting (face on torso, conjoined twin) to grotesque (tentacle head, countless misshapen limbs).

Traits: A cambion adds half his level to Attack rolls, and is considered a warrior for the purpose of saves. In other words, if a save roll mentions that warriors get a bonus,

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the cambion will get the same bonus.

A cambion adds his level to spell casting rolls, like a wizard, including spells cast from a scroll and to Madness saves. He may re-roll failed Madness checks.

A cambion add +L to Madness saves and , and may re-roll failed Madness checks.

Cambions need no food in the Netherworld.

A cambion subtracts ½ his level from the reactions of hellspawn.

In addition, cambions can spend 2 XP checks to get a random Abominable Gift from the Red Die table or from the Black Die table (maximum one per table.) Re-roll results of Bhaal (special ability "1-3" only), Gürgun, Dhaur, Morkath and Azach. Each Abominable Gift causes a +2 reaction penalty against creatures not from the Netherworld (excluding undead).

Armor allowed: Shield, light armor, heavy armor.

Weapons allowed: Any, but not ranged weapons.

Spells: A cambion may can cast a single Netherworld spell per level per adventure, but not if wearing

heavy armor or using a shield. They can only cast Netherworld spells.

Restrictions: A cambion cannot use holy water, and if they have 3 or more Madness points, they cannot be resurrected or Blessed.

The mightier a cambion, the more frightening his appearance: he subtracts his level from persuasion and other social saves and challenges.

Starting equipment: light armor, hand weapon, shield, horrible keepsake.

Starting wealth: 2d6_κ (in meat).

Life: 4 + level. A first level cambion has 5 life points.

Cambion Expert Skills

Cambions have access to the following skills: Brawler, Deadly Strike, Dying Action, Gladiator, Impervious, Lesser Necromancy, Stabbing Attack, Sworn Enemy, Terrifying Savagery, Withstand Pain, Whirlwind of Steel.

Paladin

Fighting evil and chaos is the mission of these holy warriors, the bravest of whom take the fight to the Netherworld. Their abilities are:

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Traits: A paladin adds their level to attack rolls.

Paladins have a number of prayer points equal to their level +1. Prayer points may be spent to:

1. Heal 1 life point on themselves or another character, Any number of prayer points can be spent at a time to heal, for example you could heal more than 1 life.
2. To reroll a failed Save roll. Rerolls may not be rerolled.
3. To summon a steed for one day (but not during a fight). This can only be done outdoors. If mounted, a paladin who is not surprised and takes the initiative attacks non mounted enemies at +1. A foe is mounted if the description says so (e.g., orc boar riders). The steed cannot be summoned into the Netherworld.

Restrictions: Each paladin in the party, after completing an adventure, must pay 10 gp times the paladin's current level -or- all gems and gold found in the last adventure in tithes to their order.

A paladin will never break off from combat, even if their party flees.

A paladin will not leave an adventure until the mission is fulfilled, for

example, the final boss must be slain in a dungeon. However, if all surviving characters are at less than half their life points and all healing has been used up, the paladin will agree to withdraw if it saves the party.

Armor Allowed: Shield, light armor, heavy armor.

Weapons Allowed: Any.

Starting Equipment: A paladin begins 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.

Life: 6+ level. A 1st level Paladin has 7 life.

Paladin Expert Skills

A Paladin has access to the following expert skills; Commanding Presence, Double Attack, Dying Action, Gladiator, Poison Resistance, Protective Incense, Negotiator, Strong Will, Sworn Enemy, Vampire Hunter, Withstand Pain. In addition, a paladin can learn the following expert skill;

Divine Smite: Once per adventure, you can declare this attack before attack die is rolled. On a hit, 3 wounds are inflicted on a single Boss or Weird Monster, or kills 3

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minions/vermin regardless of their level. Exploding dice effects are ignored for purposes of this ability. The smite also damages monsters that can only be hit with magic.

Note that the treatment of a Paladin is different here than in Knight of Destiny, and this version should be used for all 4AD games except in Knight of Destiny.

Clerics of Zur

Players who own Buried Secrets already know that certain gods provide unique gifts to their clerics, which manifest as special uses of the Blessing spell.

Clerics of Zur, the terrible and indifferent god who rules over the Netherworld, can substitute at any time one of their Blessings to turn a hostile encounter with undead into a "peaceful" reaction. This is automatic with Vermin and Minions, but requires a save against the monster's level for Weird Monsters and Bosses (add the cleric's level to the roll). The cleric loses 1 life point from the blood offering required. It cannot be used against Final Bosses.

Furthermore, clerics of Zur do not need to eat while in the Underworld, surviving on bone dust like the Salamandrine Men, but suffer

the hatred of Blasphemous Ones. They have access to the Lesser Necromancy but not to the Create Holy Water and Scroll Maker skills. Zur forbids its clerics to use soul cubes or to procreate: breaching this compact cause the character to lose all spellcasting abilities until a random quest is completed in atonement.

Clerics of Foryos

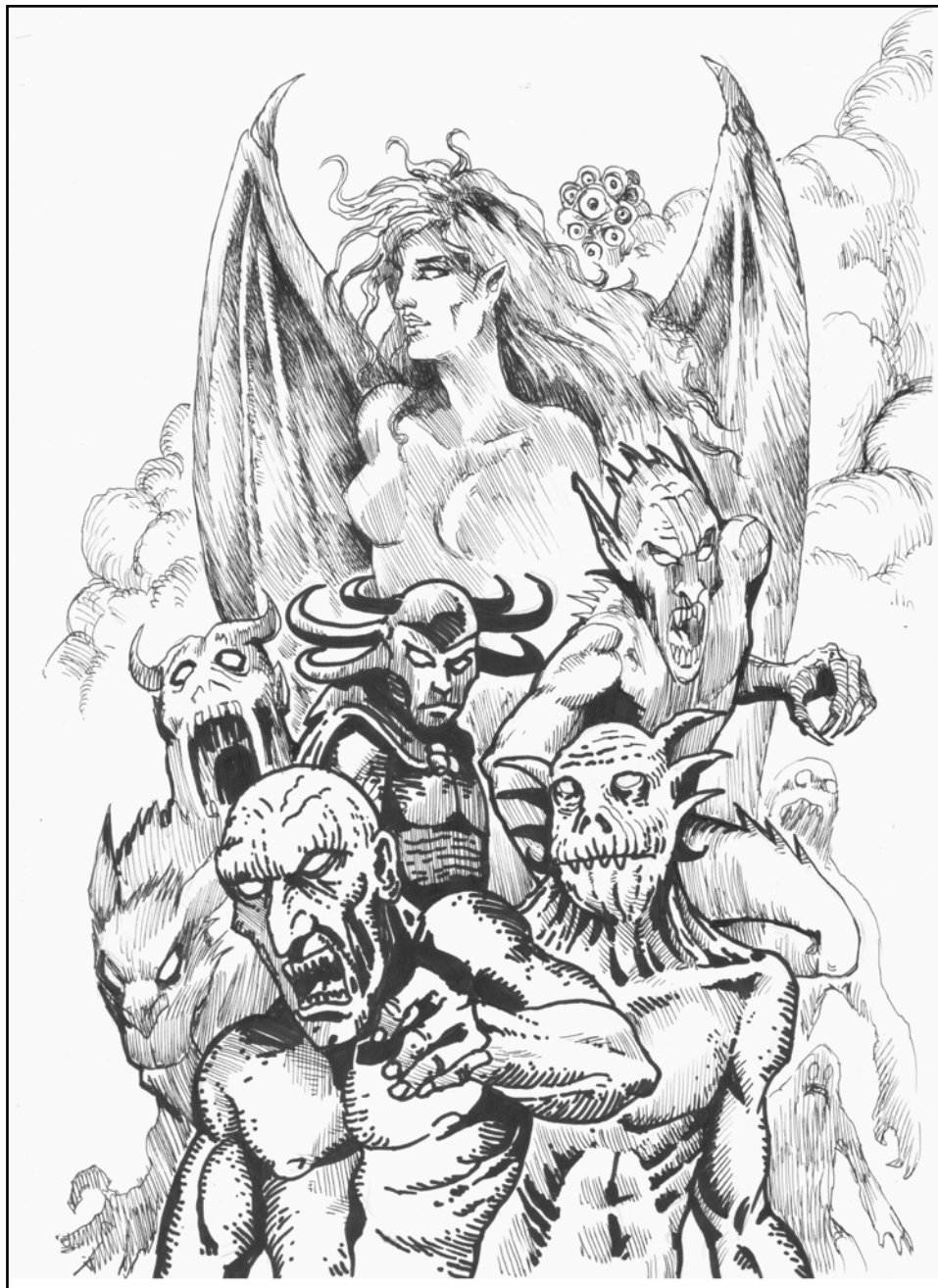
Foryos the Mighty is a war god and an enemy of Zur.

At any time, a cleric of Foryos can use one Bless power to add their full level (instead of half) when fighting any monsters that have the keyword "demon" in their name. The bonus lasts for the duration of one combat encounter. Remember that you must forgo an attack to cast the Bless.



The Seal of Zur

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Netherworld Rules

Madness

The demon worlds are not meant for mankind to know nor to visit. Harvesting resources, using magical wonders and even the act of feeding can carry horrible implications as demons deal in flesh and souls as currency, not gold.

Acts of extreme horror, such as cannibalism or murdering a sentient being to create a soul cube, call for a character to make Madness checks 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 as emotional dissociation, alienation and eventually psychosis erodes his soul away.

Demonologists, being callous, are immune to Madness checks.

A character is removed from play permanently if his Madness exceeds his level. He has gone over the edge, succumbing to the dismal lure of the demon planes and the worship of the Blasphemous Ones.

While eating food of unknown origin never incurs Madness check, knowingly feeding on sentient flesh does. Monsters never make Madness checks

Recovering Sanity: In addition to the means stated in 4AA (p.34), Madness may be reduced by acts of self-sacrifice, such as taking great risks to save innocents. Each time a party rescues captives back to their world, make a redemption check by rolling an exploding d6: if the result is under the number of captives, each character lowers his Madness by 1. Rescuing captives from slave pens in strongholds is also worthy of a redemption check for every character in the group who had to fight his way out of the stronghold and incurred a NETHER-AIDER dot.

The Forgetfulness spell is yet another way to reduce one's Madness (see the Netherworld Spells section).

Each of these methods may be used only once per adventure, per character.

The Soul Trade

Because demonworlds use souls, flesh and bone, not gold, as currency, the value of treasures is measured in necros (ꙋ). One necros is worth one day's worth of rations or one life point. The value of other items is variable and subject to barter. A key aspect of the Netherworld is that gold and jewels are totally worthless here. Everything is paid in blood (life points of mortals), flesh (cannibal rations made from captives) and souls (50ꙋ per soul cube). Even paladins are to flow blood (their own ꙋ) to get currency.

Therefore, all characters start with a number of necros: their own flesh and blood. To enter a stronghold, simply "bleed off" 1 life per character or retainer. You can also bleed a captive or retainer of all life points, then sell the corpse as 10 necros' worth of food. (This is worth a Madness check.) A single captive is therefore worth 11 necros (1 life plus 10 for flesh) while a warrior with 10 life is worth 20 necros (10 for his blood plus 10 for his meat). Not doing evil things for currency is hard in this wicked universe, and even harder for paladins.

Captives: Captives are living sentient beings, usually humans, used as fuel for soul cubes by the denizens of demonworlds. They can be freed, killed, escorted out, drained from their life to make soul cubes (with a Soul Furnace) or eaten. A character who creates a soul cube or resorts to cannibalism must make a Madness check. Escorted captives must be fed or die after a day without eating.

Each dead captive, if skinned, is worth 10 cannibalistic rations (this incurs a Madness check). A character who forces a group of captives to cannibalism incurs a Madness check each day.

Captives appear in the "treasures" of Bosses and other monsters. Slaves are also currency, and therefore can be bought for 10 necros at strongholds. You can also free them from the merchants' pens, at the risk of fighting all of a strongholds' wardens. If escorted out alive of a demonworld, each captive is worth a reward of 2d6-7 gold pieces by his or her family (treat results of 6 as exploding dice). While the spirits of the dead can also be rescued from slave pens, they cannot leave the Netherworld without necromancy. If left abandoned, they will run and hide

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until slaver demons catch and grind them at the Soul Furnaces.

Living captives are scarred, terrified and weakened from their captivity, and have a single life point. They count as retainers (1 life), do not participate in combats and take no action in the game.

Soul Cubes and Soul Furnaces:

Used as currency in the demonworlds, soul cubes are mineral containers for the captive souls of innocents drained from their living bodies by a Soul Furnace. A single soul cube is worth 50 food rations (50 gp outside the demonworlds).

Their main use is to recharge magic items and allow for the creation of artifacts. One soul cube is worth one charge. Only living and sentient beings can be used to make soul cubes. Undead, constructs and hellspawn cannot. Soul cubes can be used anywhere and can recharge any type of magic item. Soul Furnaces, including the portable kind, only operate in demonworlds. Using or selling a soul cube does not incur a Madness check, but making one does.

Food

Among the greatest threats of the Netherworld is the lack of drinkable

water and wholesome food. Food has to be carried or salvaged from tomb mold or the freshly dead. Cannibalism is rampant amongst monsters and the likeliest factor to increase Madness. Characters and captives lose one life point for every day without food.

When entering the Netherworld, all characters start with 10 days of rations, which includes food and water. This is the maximum a character or a retainer can carry. Monsters native to the Netherworld, including Salamandrine Men, do not require food (in the traditional sense, at least).



Foraging Food: To preserve rations, edible mold can be foraged in the Netherworld's caverns, canyons or mountains as the party travels.

Each day, make a single foraging save for the party at your characters' highest exploding die type (ex. d8 for expert level; add +1 if the group includes one or more barbarians, druids or rangers from future supplements). The level of the save depends on the hex type: 4 for caverns, 5 for canyons, 6 for mountains. Rolling the required number or higher means each character has foraged one day's worth of rations for every point by which the save is made. Failure means the party must spend 1 ration per character or lose 1 life point for each missing meal.

Foraging does not affect encounter checks. However, foraging cannot be attempted if a party flees from a hex. Captives (freed or not) never make foraging checks by themselves but need to be fed. You cannot forage in strongholds.

Rules Adjustments

Clues in the Netherworld

Clues work as usual in the Netherworld. Simply replace any reference to "rooms" by "hexes" for outdoors encounters, and "out of the dungeon" by "out of the Netherworld". Apply the following adjustments where appropriate:

Location of a secret treasure, magic item or scroll: This can only be found in caverns, shrines and strongholds.

True name of a spiritual entity: No angel may be called in the Netherworld.

New spell: Only Netherworld spells can be added in the Netherworld.

Someone has been imprisoned: This prisoner will be the next captive you acquire, by any means. The prisoner is otherwise treated as a captive.

Moreover, by spending three clues in the Netherworld, a warrior, cleric or paladin may acquire the following new game effect:

Mark of the Disremembered Ones: Rare astral configurations have fated you to become a slayer

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of Blasphemous Ones, empowered by an ancient sortilege. From now on, when your character fights an aberration, add +2 to your Defense rolls.

Grey Custodial: You find the location of a Grey Custodial (see the Mountains Encounter table) 2d6 hexes away from your position, in a random direction (see the Mountains Encounter table).

Magic in the Netherworld

Magic works normally in the Netherworld unless otherwise noted. The dead cannot be revived here, but corpses retrieved and brought back to the characters' material world can be raised as per the usual rules.

Animals, including beasts of burden and the conjured kind, refuse to enter the Netherworld, going mad and feral if they are forced to. Undead or demonic beasts have no such compunctions.



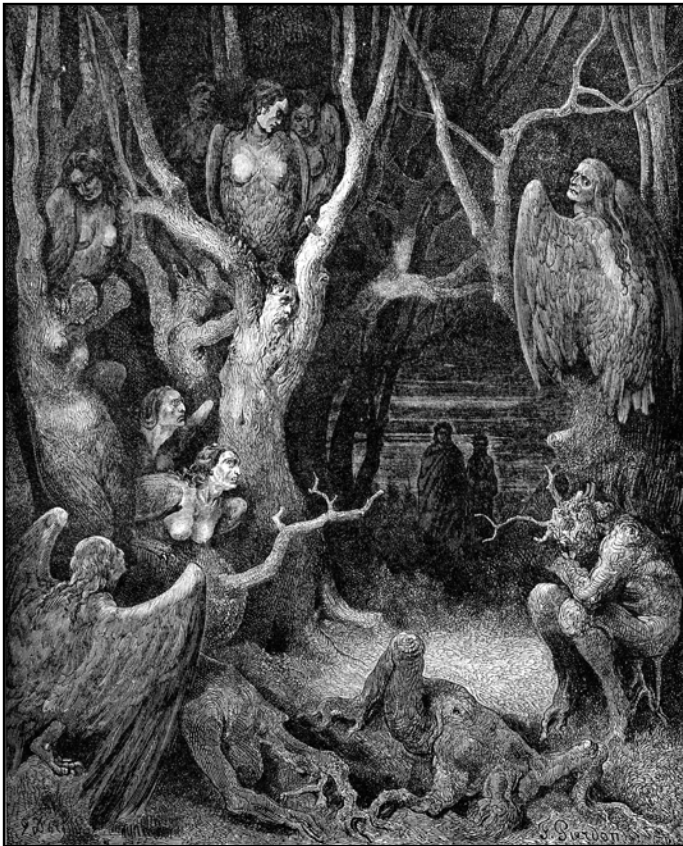
Exploring the Netherworld

Adventure Objectives

One does not just walk into the Netherworld. Every journey into that dismal place is undertaken for a purpose, usually at the beckoning of a powerful archmage, high priest or supernatural entity. Before the adventure begins, roll a d6 on the

Netherworld Objective table (in appendix) for the adventure's purpose. Subtract 1 from your roll if the party includes a paladin, add +1 if the party includes one or more demonologist.

Completing the adventure's goal is worth a reward of 500 gold pieces for the party upon returning to the 'real world'. Add a random Abyss or Netherworld magic item to this reward (your choice) if the secondary objective is also completed.



Planar Gates

Travel in the Netherworld is recorded on hexagonal maps ('hexes' for short), where one hex represents a distance roughly equivalent to one day of travel on foot. The unnatural and changing nature of the underworld makes more precise measurements absurd.

When first entering the Netherworld, the characters' party appears from a temporary gate in a random hex determined by a d6 roll on the map.

Each hex on the map has a predominant terrain type, each of which has its own encounter table and specific modifiers for encounter checks as well as stealth, foraging, rest and orientation saves. Travelling through a hex, and resolving any encounters involved, takes a full day. As there is no day and night in the Netherworld, the passing of time, and the definition of "day", is subjective.

Some special hexes are marked with numbers, indicating unique landmarks. Do not roll for encounter, orientation, foraging, etc., unless mentioned otherwise in that section.

The Return Home: Leaving the Netherworld is never easy for those tainted by its evil. Each time the characters return to the gateway hex, check for wandering monsters (1 in 6 chance), then make a single save at your characters' highest exploding die type (ex. d8 for expert) roll for the entire party against the highest Madness score in the group (add +1 for each demonologist in the party).

Success is automatic at zero Madness. Spending 3 Clue points allows the group to re-roll this save. If successful, the gate is still open and the characters can return safely to the normal world. On a failure, the gate has closed and a new one must be found. From then on, each time the group enters a previously unexplored hex, roll a d6: a functional gate is found on a roll of 6. If per chance all map hexes have been explored, a new gate will have appeared 2d6 hexes away in a random direction (re-roll impassable hexes).

Unless that hex is impassable, a shrine or a stronghold, roll 1d3+3 on the Wandering Monster table to determine the nature of that gate's guardians, then roll on the appropriate Netherworld monster table.

Hex Exploration

When entering a hex, do the following steps in order:

1. Make an encounter check based on the terrain type. An encounter happens if you roll equal to or over the number featured in the Terrain Challenges: roll on the specific encounter table for that terrain type.

2. To avoid an encounter with monsters, make a stealth save.

Use your characters' highest exploding die type (ex. d8 at expert level). The level for stealth saves equals the total number of characters and captives in the party, adjusted by terrain type (For example, the level save is 3 for a group of four characters in a mountain hex). In addition, add a +1 bonus to your roll for each rogue or halfling in your group, and deduct -2 for each paladin, elf or holy relic (as they emit a bright aura in the Netherworld). You can avoid the encounter if you roll the number indicated or above.

Stealth saves only work against monsters. You can always ignore settlements or encounters with buildings, but cannot hide from special events, traps or dangers. Add +1 if you made camp in that hex on the previous day. If you fail,

resolve that encounter. If you choose to flee from combat, the usual rules apply (see the 4AD book), then roll to see in which random adjacent hex the survivors regroup. Stealth saves are therefore easy enough for small groups, but very hard when escorting captives in the Netherworld.

3. Roll for foraging, then spend food rations or adjust life points accordingly. Add +1 for every demonologist in your party. In mountains, also add +1 for every dwarf in your party. Foraging saves take a -1 penalty for each former continuous day spent in that same hex, as food grows scarce. You cannot forage if you fled from an encounter on the same day.

4. Make camp and roll for rest if you want, spending the next day camping in that hex. If the rest save is successful, all characters and captives that fed that day regain 1 life point. Unfed characters cannot rest.

5. Make an orientation save when leaving the hex. Add +1 for every demonologist in your group and +1 again for each day for which you explored that hex previously (cumulative). If you fail, you are lost and must remain in that hex the next day.

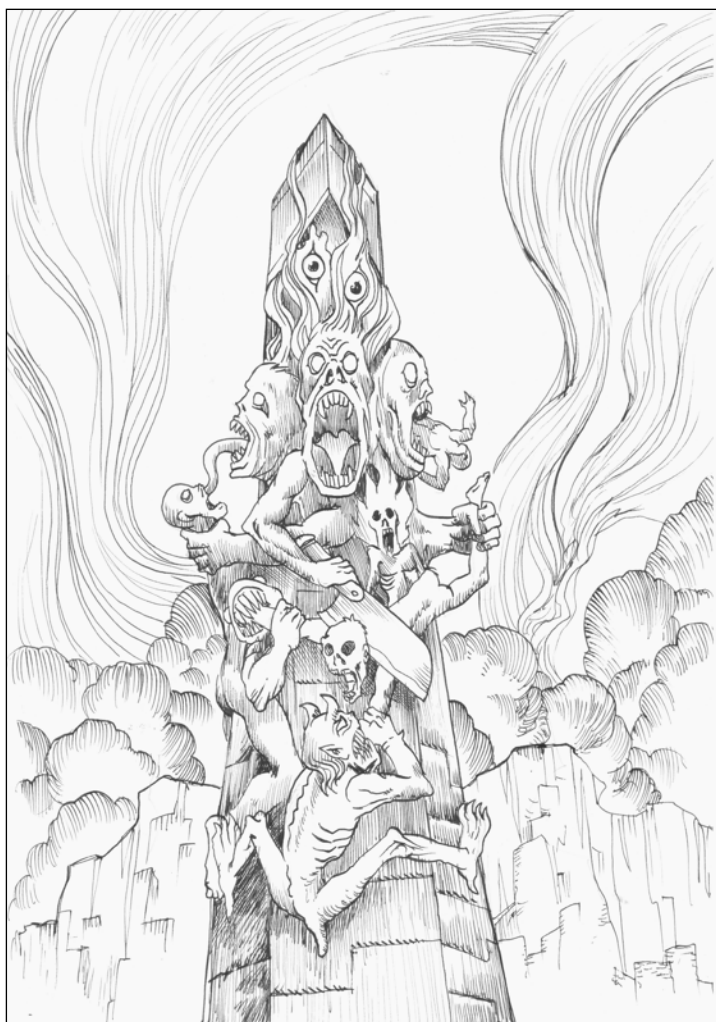
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Going Back: Hexes previously encountered keep the same type, permanent features if any, secret strongholds and the like. In addition, roll again for an encounter save whenever you re-enter a hex.

Beyond the Map

The boldest adventurers can dare to explore beyond the chartered

regions of the Netherworld. Use the blank hex map template provided in the appendix. Play proceeds as per the usual Netherworld rules, except that the terrain type must be rolled randomly on the Netherworld Random Terrain table when first entering any unexplored hex outside the map.



Netherworld Terrain Types

Windswept Plateau: The violent, strident winds cause bows and slings to suffer a -d3 attack penalty in this hex. Likewise, characters get this modifier as a defense bonus against monsters using missile weapons. Spells or special abilities related to flying are ineffective (including magic items that allow the user to fly).

Dust Sea: Fleeing is impossible in this hex.

Caverns: Empty caves can be searched like corridors (see 4AD). Substitute any gold found for unidentifiable food rations (worth 1½ per gold piece).

Canyons: Empty canyons can be searched like corridors (see 4AD). Substitute any gold found for strange sorcerer trinkets (worth 1½ per gold piece).

Mountains: Crossing this nearly impassable hex requires a single successful save versus level 8 climbing for the entire group. Add +1 for every barbarian or dwarf in the group. Each captive causes a -1 penalty (up to -3). On a success, the group may cross the mountains onto one of the paths shown on

the hex tile. On a failure, the group cannot cross the mountains and the day is lost. In addition, each character loses one life and each captive dies on a d6 roll of 1-2. Another attempt is allowed the next day. Mountains cannot be searched.

Chasm: This impassable hex cannot be entered nor crossed. No encounter occurs.

The Quagmire of Distress: This unique terrain type appears on the south-western map. It is a fungus-infested scarlet morass, damp with the blood of war's casualties, that holds promises of great wealth albeit at great risk. It is said each ruby is a bud that will grow into a demon after centuries of seething in blood. Do not roll for encounter checks, foraging or rest. For each day spent here, make both a single level 8 foraging save (add +1 per rogue or dwarf in the party) and a level 4 poison save for each character. If the foraging save is successful, the group has found several rubies worth 3d6 gold pieces in the normal world. Each character who fails the poison save has been infected by the Dark Plague (4AA, p.37). Alternately, consuming a pure soul from the Guf (special location VII) cures the dis-

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ease. This destroys the soul and causes the automatic gain of one Madness point.

Shrines

Here rises a hideous alien construction devoted to the worship of a Blasphemous One. You may enter the shrine or avoid it, in which case no encounter occurs. If you enter it, generate a random dungeon using the Netherworld tables for monsters, treasure, special events and Netherworld Magic Items, and the normal dungeon rules and tables found in 4AD for the rest. The Final Boss is always a Blasphemous One (do not adjust its values) and is always encountered in the last room. Replace all other bosses and weird monsters by a Netherworld treasure protected by a Hidden Treasure Complication from 4AD.

Moreover, the first time you roll on the Netherworld Minions table, use the same sub-table for future minions. Once you have generated $d6+4$ rooms, the dungeon is complete. In addition, shrines adjacent to a stronghold hex will always include, in the last room, an exit that leads into that hex. Shrines can be searched normally, but substitute any gold found for occult

paraphernalia which demons and undead, but not Salamandrine Men, will pay for $1\frac{1}{2}$ per gold piece equivalent.

Strongholds

Strongholds are walled obsidian fortifications where a Netherworld Lord rules with an iron fist. Given the nature of undead and demons, localized violence is tolerated as long as trade and the lord's business is unhindered.

You must pay $1\frac{1}{2}$ per character at the gates and for shelter each day you spend in a stronghold, else face capture by the stronghold's Wardens (see New Reactions, p.26). Otherwise, subtract 3 from all reaction rolls while in strongholds (conflict is less likely, but remains possible).

The Lord's Wardens keep a tight watch on visitors. Roll once on the Netherworld Minions table and multiply the quantity by $d3$ to determine how many of the stronghold's enforcers show up anytime the characters refuse to pay for shelter or entrance, attack a merchant (to steal his throve or free captives for example), attempt to free captives from a Soul Furnace or attack the Lord itself. The total

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number of Wardens in the stronghold, including the Lord's retinue, is 10 times the number of minions rolled on the Netherworld Minions table. Endless Hordes have no such limits.

For example, if your roll for Wardens results in 10 skeletons, there will be a total of 100 skeleton Wardens in the stronghold.

The party may do the following in strongholds. Only one activity per day is allowed.

Seek food and rest: In addition to daily costs, pay 1 κ per character per day and an additional 1 κ per 5 slaves held in a slave pen. This includes food. No foraging is possible in a stronghold. Roll a d6 at the end of each day: on a 1, roll for a hostile encounter on the Netherworld Minions table.

Sell or buy from merchants: Roll once on the Netherworld merchant table to see who is selling what at the flesh and soul markets. See the merchant entry under New Reactions, p.26, for details.

Hire professionals and retainers: The following professional services are provided by demons in strongholds, payable in necros or life

points: bladesmiths (6 κ), fortune-tellers (15 κ), poison experts (25 κ), sages (10 κ), shieldmakers (8 κ). Unless the stronghold's Lord is a Blasphemous One, Salamandrine Men can be hired as retainers of the following types: bodyguards (30 κ), dungeon guides (+1 to foraging saves, 28 κ), lantern bearers (4 κ), men-at-arms (20 κ), porters (4 κ who can carry up to 20 rations) and spear carriers (12 κ). They need no food as they feed off the ambient bone dust.

Demonic retainers are notoriously untrustworthy. Each time you (the player, not the characters) feel anguish because you think a character is about to die (in a combat or any type of encounter, in any case where the damage dealt by a creature's next attack would be enough to kill the character), make a morale check for each demonic minion. Failure means the demon detects your anguish and attacks that character. Roll on the *Demonic Minions* sub-table to determine the renegade demon's attributes.

Free captives from slavers or the Soul Furnaces: Your characters will need to fight the Wardens first. Breaking a single captive's bonds requires an action and an attack result of 4 or more on your charac-

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ters' die type (ex. d8 for expert level; barbarians add their level).

If the Wardens are killed, more will come d6 combat turns later unless the group flees the stronghold. The Wardens will not pursue outside the stronghold. Remember that captives must be fed rations or they will die from starvation very soon (1 life). The simplest and bluntest way to feed a group of captives is to kill some of them and force the rest to feed on their corpses, but this causes a Madness check. The maximum number of captives a stronghold will have at a given time is high (d6 x 100), spread over several slave pens.

Although most if not all end up as soul cubes in a matter of days, their numbers are replenished daily each time someone dies in the mortal world, in addition to demon raiding parties.

Burn captives in a Soul Furnace: A stronghold will have a single Soul Furnace on a d6 roll of 1-4. It is immobile and operated by demons. Roll on the Netherworld *Demonic* Minions sub-table to determine their type and numbers. Their reaction is always burn souls, unless attacked first.

Pay homage to a Lord: Roll 1d3+3 on the Weird Monsters table to determine the stronghold Lord's nature, then add +3 to its level, +1d8 to its life and 2 to its number of attacks. Lords are always sentient (though not necessarily sane) and protected by a court, which must be defeated before attacking the Lord. Roll on the Netherworld Minions table and multiply the number encountered by 1d6. They always fight to the death if their Lord fights or comes under attack. Except for reaction rolls, treat Lords as Boss Monsters for all purposes. Substitute a captive for every 10 gold pieces found, if applicable.

Search for information: Strongholds allow for a single encounter roll each day. Roll on the Netherworld Gossip table to determine the monsters encountered, then roll for reactions. Subtract 2 to all reaction rolls with monsters while inside a stronghold.

New Reactions

Burn Souls

The monsters operate a Soul Furnace facility (in a stronghold or room) or are slavers that carry a Portable Soul Furnace (in other hexes) between strongholds. If the characters agree to a 10 π bribe, the monsters' reaction will be peaceful, otherwise their reactions will be capture (outdoors and in dungeons) or peaceful (inside a stronghold).

The demons can use the furnace to carve one soul cube by shredding the soul of a captive through unimaginable pain. Each captive provides a single stone on a d6 roll of 1-2 (otherwise, the soul, too weak to endure, is forever lost). Higher level captives are greatly sought by demons, as they have better chances of fuelling the Soul Furnace, adding their level to the roll (for all the good it will do them). Demonologists also add $\frac{1}{4}$ their level (rounded down).

The demons demand a 'grinding' tax of 10 π per captive processed, payable in advance. The character who does the transaction incurs Madness check for each captive sacrificed.

In addition, there is a 2 in 6 chance for the monsters to also be merchants.

For each NETHERRAIDER dot your group has, add +1 π to the price for processing captives.

Capture

The monsters use non-lethal attacks to capture instead of killing the characters. Any character brought to zero life and left behind will be captured, chained and brought to the nearest stronghold. Captives will be left with d3 life, stripped and all their equipment sold. There will be 3d6 more captives in the pens at any time, in addition to any captive characters.

The captive character's companions can buy their companion back from that stronghold. However, roll 2d6 on the Slave Pen table each time the group goes to the slave pens, adding the captive character's level to the roll.

Conversion

For aeons the original inhabitants of the Netherworld, the Salaman-drine Men - also known as Men (and Women) of Wrath - have roamed the bleak landscape and fought the Blasphemous Ones, the

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demons and the undead who compete with them for the shepherding of souls. Once, the Salamandrine Men have been virtuous wardens of the dead, but now only anger and hatred fuels them. Incapable of reproducing by themselves, they offer to the living to become one of their own. The prospect of becoming a Netherworld native has both merits and flaws.

If all characters refuse conversion, roll a d6 to determine their reaction: 1-2 quest, 3-6 fight. If accepted, conversion is immediate and brings the following changes:

The grey, bony skin and four spidery black eyes of Salamandrine Men cause a +1 reaction penalty outside the Netherworld, but a -3 reaction bonus to others of their kin. Salamandrine Men eat bone dust and therefore ignore the rules for food in the Netherworld. When adventuring on other planes, their peculiar eating habits cost them 10 gold coins per adventure. As Netherworld Natives, Salamandrine Men cannot be Blessed (by any means) nor resurrected, nor can they make demonic pacts. Because of their burning blood, when they die, the killer suffers a free fire

attack at +2. Men of Wrath no longer feel love or joy and cannot sire or bear children. They hate the Blasphemous Ones and attack them on sight. The reverse is also true. All other traits, including class and life points, remain unchanged. Conversion is irreversible.

Captives and retainers lack the willpower to become Men of Wrath and will die if conversion is attempted.

Demonic Pact

If you accept a demonic pact, the demons let you pass and give you a soul cube (worth 50_u) immediately. By the terms of the pact, you must then slay the first non-demon, non-undead creature (excluding captives) your party meets and bring it in the hex (outdoors) or room (indoors) where you met the demons. If you fail to slay the creature, all characters who die henceforth (in the Netherlands or elsewhere) have no chance of being resurrected as the demons come to collect their souls. If you refuse the pact, treat the result as a fight. You may only enter into one demonic pact. If you meet other minor demons when you have already entered a pact, they will automatically fight.

Mercenaries

The monsters agree to fight for you in your next combat if you pay ahead. Their price in necros (n) is equal to the total of the monsters' life points and level. (Five Cambions (level 8) would therefore ask 40n per combat.) Demons demand to be paid in blood or captives (which they eat alive), whereas others will accept necros, magic items and gems. Mercenaries, in any event, are unreliable. Before a fight begins, make a morale check for the mercenaries: add +1 against vermin, -1 against Weird Monsters, -2 against Bosses and -3 against Final Bosses or Blasphemous Ones. If you refuse to hire the mercenaries, treat their reaction as a bribe (3d6n). If you hire them, but later change your mind and ask them to leave, make a reaction roll for them at -2.

Merchants

Even in the Netherworld, commerce binds sentient beings with the promise of greed and power. Characters can trade with merchants met in caravans or strongholds. Food rations (equivalent to 1 gold each) and soul cubes (worth 50 gold) serve as the most common currency. Gold, gems and

jewels are worthless to the demon-world denizens. The symbol used for currency, the necros (n), always stands for 1 food or life point (unless noted otherwise). Nobody in the Netherworld sells blessing spells, holy water or resurrection rituals. Only the foolish buy gold and jewels, but then only fools would buy from demons... Merchants' initial reaction is always pacifism, unless attacked. Optionally, if you have the *Three Rings* book, you can choose to roll once the Merchant table (d6) before purchasing or selling items. The result applies to all trading with this group of merchants henceforth.

Demand Obeisance

This monster demands an offering. It will accept blood (at 1n per life point), captives (10n each), soul cubes (50n each) and Netherworld Magic Items (75n each). If you agree, roll a new reaction roll and subtract -1 from your reaction roll (up to -4) for every 20n as tribute. Add +1 to the roll for each NETHER-RAIDER dot on your play sheet. If you refuse, the reaction is fight.

If the second reaction roll is between 2 and -1, the characters gain a clue and a quest. That quest is always to kill a Lord from a rival

stronghold and bring back its head as proof.

On a second roll of -2 or less, the Lord's favor is given. As long as no NETHERRAIDER dot is acquired in the lord's stronghold, the characters will benefit from a -1 bonus to all reaction rolls inside the stronghold and a -10% savings when selling or buying inside the stronghold.

Demand Worship

The narcissistic Blasphemous One, expecting to be treated like a god, demands a sacrifice from you in the form of a captive or a fellow character. Groups that include paladins cannot worship Blasphemous Ones as the pure-hearted puritans always attack the monsters on sight.

Abominable Gifts: If you offer the monster a captive to feed (causing a Madness check), It bestows upon the party a special quest: to bring back the heart of another Blasphemous One with at least one name different from Its own. Upon completing the quest, the Blasphemous One gives one character of your choice an Abominable Gift, causing a grisly transformation. As the monster infects the character

with Its otherworldly seed, it bestows the special powers associated with Its third name (White Die table). This causes the character a +1 reactions penalty with normal people. If the character already has such reward, the Blasphemous One bestows Its second name instead all powers therein (Black Die table), and increasing the reactions penalty to +2 (Hate only affects monsters, not characters.) Finally, if the character already has both gifts, the entity bestows Its third and final name (White Die table). From henceforth the character becomes a Blasphemous One, to whom normal folk react with horror.

All characters who behold another receiving an implant in this way must make a Madness check.

Becoming a Blasphemous One:

A character that transforms into a Blasphemous One loses all of its former class abilities (except its character level, any skills learned and any benefits from clues), adopting instead those of its parent. In addition to these, the character adds $\frac{1}{2}$ its level to its attack and defense rolls, its magic saves and likewise subtracts $\frac{1}{2}$ its level from reactions with demons (round down). It may rise in level

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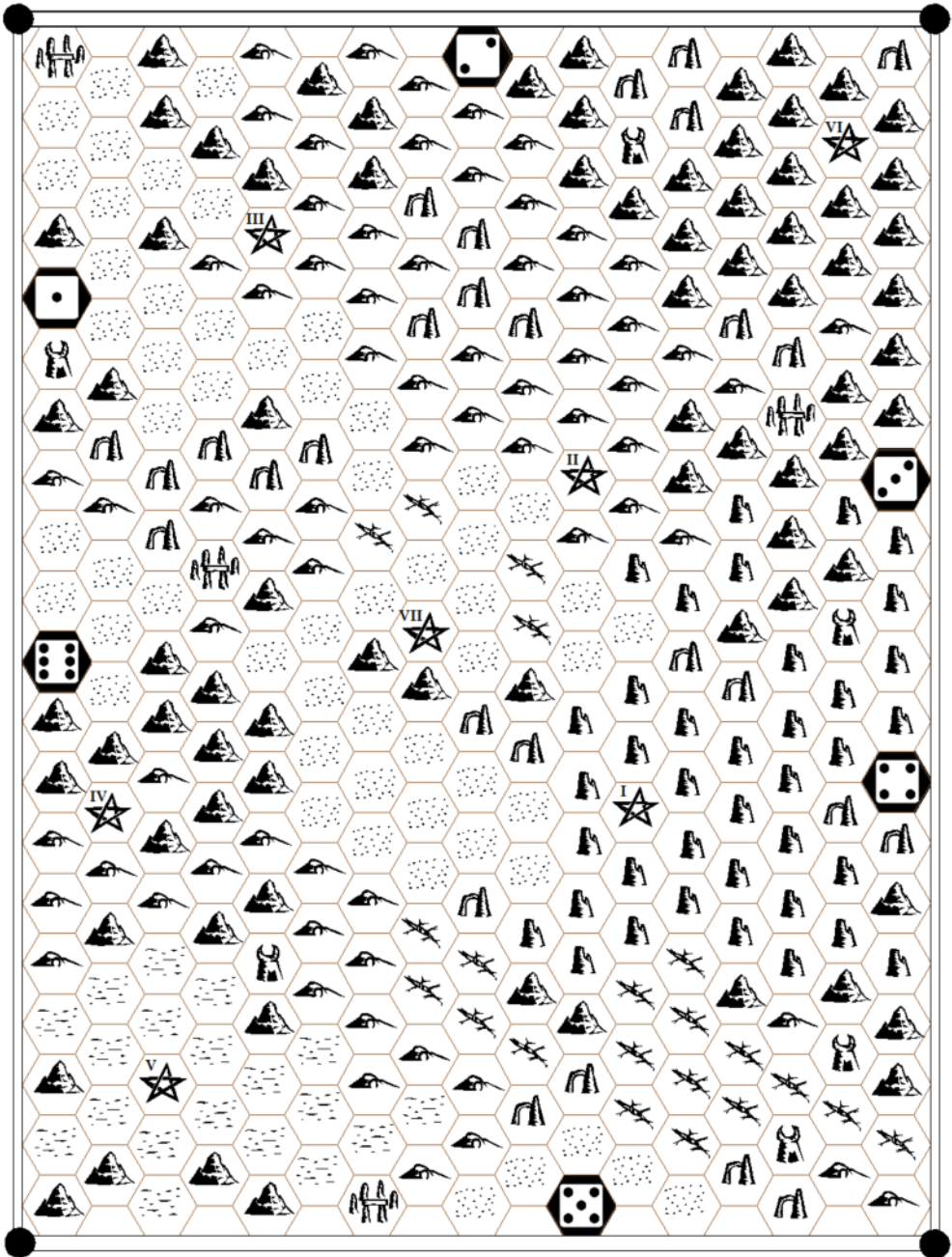
and acquire skills normally, but cannot use weapons, armor, shields or healing potions thereafter.

Blasphemous ones no longer need to make Madness checks, sleep, breathe or eat. Eating a soul cube has the effect of a healing potion. However, they can never exit the Netherworld. They are treated as wizards for saves, using scrolls and all other purposes. Their attacks count as magical.

The strangest ability of Blasphemous Ones is to devour their own species' black and knotty heart, which allows them to exchange, if they wish, one of their names and the associated power (Red, Black or White Die table) with their victim's. In addition, eating another of their kind's heart gives a Blasphemous One 1 additional permanent life point, unless it has exactly the same names. Eating a living sentient captive heals the monster d6 life instead. Blasphemous Ones cannot stand the sight of each other, unless all their names are identical, and always fight to the death against each other.



Map of Known Parts of the Netherworld



A full color version of this map can be freely downloaded from <https://gum.co/VheGw>

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Numbered Hexes (I–VII)

These are unique locations in the Netherworld. Do not read the entries in advance! Read them only as you reach the hex. Reading the entries in advance will spoil your fun (and cause your soul to be forever lost to the Netherworld demons).

I–IV Cities

Cities are mostly similar to strongholds, but vastly more populated and much larger in size. Cities follow the rules for strongholds except for the following: selling and buying prices are 20% higher, slave pens have double the number of captives and guards, and the militia's size is thrice as large and the monsters' level increased by +1.

Furthermore, each of the four cities has its specific characteristics:

The Toppled Estate (I) is ruled by three rival level 13 Lictors, called the Triumvirate of Bones, who murdered their Blasphemous One master. The militia is made of Maggot Men. All rolls to make soul cubes from its furnaces are made at +1. Any character infected by a

Blasphemous One's gift will be attacked on sight.

The Bone Land (II) is ruled by a Blasphemous One with four names (add a second white die, and treat it as a Final Boss). The militia is made of Pale Ones, who can barely restrain their hunger for mortal flesh (+1 penalty to reactions). Soul cubes cannot be bought here, but they can be sold for 70%.

The Unfettered Demesne (III) has no true lord, being fought over by a Tentacled Despoiler, an Amorphous Spawn and d3 Lictors, each a Final Boss with its own militia. If one of these bosses is killed, its rivals and its minions will react favorably to the group (-1 reactions bonus, cumulative). Roll each day on the Netherworld Minions table to see what self-acclaimed militia the group meets, with equal chances of belonging to each boss.

The Staring Conurbation (IV) is ruled by the Mother of Oracles, a bloated level 14 Salamandrine Oracle with 12 life points. The militia is made of Chime Bearers. Clerics cause a -1 penalty to reactions inside the city. The Mother of Oracles offers a random Magic Item, a scroll or 50% (your choice) for the heart of any Blasphemous

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One or the head of one of the other cities' lords. The reward is doubled for the Lord of the Bone Land, whom she hates passionately.

V. Trenches of Harrowing

Millions of screaming souls, consumed by white flame, grasp at anyone coming the gaping abyss in which they suffer an eternity of torment. Each character attempting to cross a hex of this type must make a Madness check with a -1 penalty (demonologists add their level) in addition to a defense roll against a level 7 attack, losing 1 life per point by which the defense was failed. Captives and followers will die if forced to cross the trenches.

VI. Lost Salamandrine Haven

Once the pinnacle metropolis of the celestial host, the sculpted mountain of dark glass has fallen to the Great Ancient Ones and their abominable spawn. If you choose to enter the ruins, roll for a random dungeon, using the Netherworld tables, on three levels. Any room with a boss, and the last room of every level, will have stairs or a ladder to the level beneath. Replace all captives and food found in treasure by ancient books and artifacts worth double the price. On

the second level, add +1 to Netherworld treasure rolls and monster levels. On the third level, add +2.

In addition, if you have the DW book, the third level is half submerged by black blood: use the Aquatic tables for monsters, treasure and special features (but not special events). When rolling for treasure, roll a die: 1-3 roll on the Netherworld Treasure and Magic Items tables, 4-5 roll on the 4AA Treasure and Magic Items tables, 6 roll on the Treasure table of your choice or twice on the Captain's Desk table from DW. The Final Boss, always found on level 3, is a unique entity.

The Weeping One: Level 12 aberration, 14 life, 3 attacks, never checks morale, immune to sleep. Magic spells will be reflected back upon the caster on a d6 roll of 1-4. The Weeping One's sole treasure is the Hourglass of Expiation, which allows once a day a character to lose 1 Madness point at the cost of 2d6 life. Healing potions cannot prevent death but can restore life points afterwards. Characters killed in this way cannot be resurrected as their souls are consumed by the demon chained within the hourglass.

VII. The Guf

Beneath a tree husk large as a city rises a deep gorge where once lay the Guf, the legendary Treasury of Souls where the Lailah, the Angel of Conception, once watched the embryos of the unborn before they were hatched into the world. Now the Guf lay mostly empty of souls, as no new one was ever made ever since the Great Ancient Ones have conquered Netherworld and drained it to fuel their abominable furnaces.

You may explore the depths of the Guf, which requires an entire day, by rolling 2d6 on the Guf Explora-

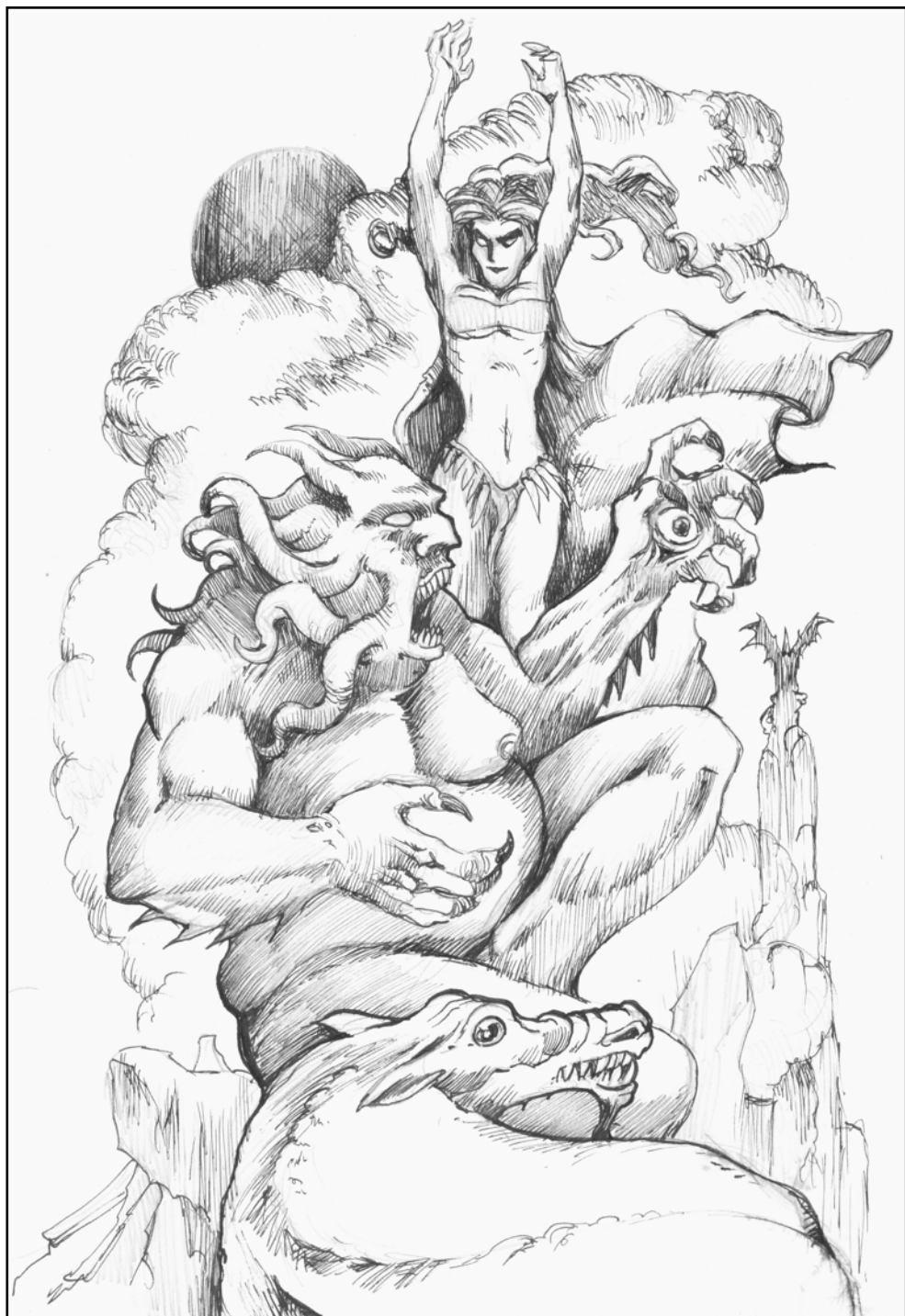
tion table. Add +1 to the result for every day after the first.

Credits

Erick N. Bouchard © 2017. Map edited by Victor Jarmusz. With thanks to Andrea Sfiligoi, Arnold Hendrick (author of 'Barbarian Prince'), Dave Arneson and Gary Gygax for inspiration and a sweet journey back to my tween years.



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Netherworld Objective table (d6)	
0	Heroic rescue. Retrieve 10 living captives and bring them back to the 'real world'. <i>Secondary objective: Do not sacrifice any captives to the Soul Furnaces.</i>
1	Purification. Kill a Blasphemous One. <i>Secondary objective: A character dies (tragically) during the combat.</i>
2	Exploration. You must discover a specific location and spend at least a day there. Roll a die to determine your target: 1–2 hidden well (see the Mountains Encounter table), 3–4 stronghold, 5 memorial (see the Canyons Encounter table), 6 the abode of a Great Ancient One (see the Netherworld Special Events table). <i>Secondary objective: discover another location of that same type.</i>
3	Grey Haven. Retrieve an Epic Reward from a Grey Custodial (see the Mountains Encounter table). You may keep it afterwards. <i>Secondary objective: Kill all beings who know about its location (including any who gave you clues or Revelations about it).</i>
4	Forbidden Treasure. Retrieve three different Netherworld Magic Items. <i>Secondary objective: At least one of them must be a demonic weapon.</i>
5	Conversion. At least one character returns as a Salamandrine Man or Woman. <i>Secondary objective: all starting characters return like this.</i>
6	Soul Harvest. Retrieve 10 soul cubes. <i>Secondary objective: Do not expend, sell or lose any soul cubes while in the Netherworld.</i>
7	Apotheosis. Receive an Abominable Gift from a Blasphemous One. <i>Secondary objective: Kill that Blasphemous One afterwards.</i>

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Terrain Challenges Table (d6)

Type		Encounter	Stealth*	Foraging	Rest	Orientation
Dust Sea		6	+2	No	6	6
Windswept Plateau		5	+1	5	No	5
Mountains		5	-1	No	5	5
Caverns		4	0	4	4	4
Canyons		3	0	3	3	3
Chasm		Impassable				
Shrine		Always	No	No	No	Always
Stronghold		Always	No	Special	Special	Always
Quagmire of Distress		No	No	No	No	Always
Numbered hex**		Special	Special	No	No	Always
* Use d8 for an Expert level party						
** Read the numbered section for details.						

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Netherworld Random Terrain table (d66)

11-33 Identical to the hex you just left*

34-35 Windswept Plateau

36-41 Mountains

42-43 Dust Sea

44-53 Canyons

54-63 Caverns

64 Chasm

65 Shrine**

66 Stronghold**

** Roll again in the case of shrines, strongholds and numbered hexes.*

*** If adjacent to another shrine or stronghold, these hexes form a single gigantic construction, ruled by the same Final Boss.*



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Windswept Plateau Encounter table (2d6)

- Altar of Martyrs:** Crude carvings on a stone slate promise great rewards for human sacrifice. If you murder a captive at the altar, choose a character to be Blessed but also gain 1 Madness. If you destroy the altar, choose a character to both be Cursed (-1 to attack rolls) and lose 1 Madness.
- 2**
- 3** **Dread Obelisk:** A sinister pylon with death engravings rises in the distance. You can either investigate it (*note 1*), or bypass it.
- Sacrificial Captive:** A barely conscious human has tied to a stone totem by wicked cultists, to be devoured by a Blasphemous One. You may attempt a rescue (*note 2*) or bypass.
- 4**
- 5** **Strange Twist:** Roll on the Netherworld Special Events table.
- 6** **Collapse:** The rock beneath you collapses, forcing each character to make a successful level 4 dodge save or lose 1 random item. If all characters succeed, make a level 8 climb to find a random Netherworld treasure from the rubble. Rogues add their level, barbarians $\frac{1}{2}$ L (round down). Lose d3 life if you fail as bones break on the jagged obsidian.
- 7** **Disorientation:** Make a level 4 orientation save for each character. Demonologists add +1. On a failure, the character is separated from the group and wanders about in a random adjacent hex.
- 8** **Hurricane:** Make a level 5 orientation save for each character. Demonologists add +1. The party is lost for 1 day for each failed save.
- 9** **Lost Undead Patrol:** Roll on the *Undead* Minions sub-table.
- 10** **Lifeless Vermin:** Roll 2d6-8 on the Netherworld Vermin table. Treat all results of zero or less as 1.
- 11** **Hungry Tendril:** The feeder appendage from a humongous Great Ancient One, large as a city, rises to feed from the jagged rocks. For each character, you may either defend against level 7 or offer a captive (1 Madness). Failure means the character loses 1 life and must save again on the next turn, adding +1 to the save's level. Continue rolling until the character succeeds or dies.
- 12** **Succoring Hand:** A caravan of Salamandrine pilgrims offers you safe passage on their giant bone beasts to the closest shrine. They ask for a single item from outside the Netherworld for each character. Travel takes one day per 2 hexes (round down). No encounter or foraging occurs.

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Dust Sea Encounter table (2d6)

2	Desiccated Behemoth's Carcass: You can examine it (<i>note 3</i>), or bypass.
3	Ravenous Merchant Caravan: Roll d3 on the Netherworld Merchant table. Prices are 50% higher than usual.
4	Salamandrine Stragglers: See the Netherworld <i>Humanoid</i> Minions sub-table, but subtract -1 from reactions.
5	Dizziness: You lose one day walking in circles, hypnotized by the unending swirls of dust.
6	Dust Storm: The party is carried one hex away in a random direction unless you succeed a level 7 orientation save. This unexpected journey takes the rest of the day and no other event will occur.
7	Bleak Despair: The character with the highest Madness must succeed a Madness check. Failure means the party is delayed, spending one more day in this hex, but no Madness point is gained.
8	Quicksand: A random character must make a level d3+5 traps save or lose 1 life. Add+1 for halflings, but 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.
9	Pursuers: Succeed a level 6 orientation save or be attacked, at the start of the next day, by random Netherworld Minions who surprise you on a d6 roll of 1-5.
10	Mirage: Make a level 6 orientation save or be transported up to d3 hexes away back on your steps in a previous dust sea hex. If N/A, lose d3 days in this hex.
11	Petrified Forest: Broken alabaster statues of terrified humanoids rise amidst the dry bone dust. You have found the lair of an arch-medusa. You have the choice to fight (<i>note 4</i>), or flee (<i>note 5</i>).
12	Dust Wyrm: Level 10 aberration (boss), 10 life, 3 attacks. Never rolls for morale. 3 Netherworld treasures. When hit, characters lose 1 life and must make a level 10 engulf 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 it dies. The monster cannot attack those inside its belly.

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Caverns Encounter table (2d6)

2	Unearthed Arcana: Roll on the Netherworld Magic Items table.
3	Penniless Merchant: Roll on the Netherworld Merchant table. Any item you want to buy will be unavailable on a d6 roll of 1-3, and the merchant will refuse anything you want to sell on a d6 roll of 1-2. However, it will buy your jewels and gold at half price.
4	Black Ooze Flood: An underground eruption forces you to either back track to the previous hex (<i>note 6</i>) or face the danger (<i>note 7</i>).
5	2d6-5 Fugitives in Hiding (minimum 1): Level 5 vermin, no treasure, morale -2. You may capture them instead of killing them by attacking bare-handed (-2 penalty). Reactions (d6): 1 offer a clue, 2-4 flee, 5-6 flee if outnumbered.
6	Cave Collapse: All characters must succeed a level 5 traps save or lose 1 life. Any character who rolls a 6 finds semi-precious nuggets worth d6 gold in the rubble. Move to an adjacent hex immediately and treat this hex as impassable from then on.
7	Infested Rations: Each character has d3 of his food rations transformed to Bloated Maggots, who attack by surprise (<i>see Netherworld Vermin table</i>).
8	Vermin: Roll d3+3 on the Netherworld Vermin table.
9	Undead: Roll on the Netherworld <i>Undead</i> Minions sub-table. The monsters surprise on a d6 roll of 1-3.
10	Marauding Beast: Roll d3 on the Netherworld Weird Monsters table. Roll a die at the end of each turn: on a 6, its mate joins the fight.
11	Ancient Catacombs: The Salamandrine Men used to enshrine their dead in these foggy corridors, whose souls are trapped within their bodies. You can explore it (<i>note 8</i>) or bypass.
12	Buried Horror: Roll d3+1 on the Netherworld Boss table.

Canyons Encounter table (2d6)

2 Hidden Citadel:	If you wish to explore it, see the stronghold entry.
Memorial:	Build by the Men of Wrath in a forgotten age, this cyclopean monolith of sinister angles is a Puzzle Room (level d3+7). Passing
3	the puzzle reveals an armory (from the 4AD Special Features table) and gives 1 clue. Each character may skin the dead for d6 cannibalistic rations, at the cost of a Madness check (<i>note 9</i>).
4 Traders:	Roll on the Netherworld Merchant table (<i>note 10</i>).
Demonic Slavers:	A gruesome band of barbed fiends rise in the distance, pursuing human prey. Roll on the Netherworld <i>Demonic</i>
5	Minions sub-table to determine their type. They have 2d6 captives with them. You may fight them, flee (<i>note 11</i>) or hide (<i>note 12</i>).
6 Minions:	Roll on the Netherworld <i>Undead</i> Minions sub-table.
Rockslide:	All characters must succeed a level 6 defense roll or lose
7	d3 random items as they jump to avoid being crushed. Lose 1 life on a save roll of 1. Captives die on a d6 roll of 1-2.
8 Vermin:	Roll on the Netherworld Vermin table.
d6+3 Necrogaunts:	Level 6 demons (minions). No treasure. Morale -1. Their attacks inflict no damage. Instead, if two or more attacks succeed against a single character, that character must succeed a defense roll against level 6 or be swept away in the air by the
9	necrogaunts, never to be seen again. The characters have a single combat turn to kill the monsters carrying their companion with a bow, sling or spell. Any attack roll of 1 hits their unfortunate companion instead. Reactions (d6): 1-2 flee if outnumbered, 3-4 bribe (a living captive), 5-6 fight.
Soul Furnace:	See the stronghold entry for details. Roll d3+3 on the
10	Netherworld Weird Monster table to determine its custodian and once again on the Minions table for its cronies.
Strange Occurrence:	Roll 3 dice on the Netherworld Special Events table, keeping the lowest two.
11	
Paladin in Distress:	You see a wounded paladin-priestess, surrounded by dead comrades, fighting a Blasphemous One. You may help one or neither. If you help the paladin (<i>see note 13</i>). If you would rather help the monster (<i>see note 14</i>).
12	

Mountains Encounter table (2d6)

2-3 Ruins: You can investigate (*note 15*) or bypass.

4 Hidden Well: Characters and captives who drink roll a save versus level 5 poison (+1 for barbarians and halflings). Success counts as enough food for the day for the character. Lose 1 life on a failure. Moreover, each character can forage foul tasting but edible mold (1d6 food rations). In addition, if you have CKSM, choose one or more characters if you wish and roll once on that book's Pool table.

5 Necrotic Spawn: Roll a d6: 1-3 roll d3 on the Netherworld Weird Monster table, 4-5 roll on the 4AD Weird Monster table, 6 roll on the Weird Monster table of your choice. All monsters encountered are undead and add+3 to their level against non-magical attacks.

6 Web Forest: The arachnid fiends that haunt these heights hunger for your flesh. Treat them as d3+1 giant spiders from the 4AD book, adding the demon subtype and immunity to magic weapons and spells. After the fight, if you have CKSM, you may choose a character to roll once on that book's Spider Web table.

7 Freakish Spawn: Roll the Netherworld *Demonic* Minions sub-table.

8 Vermin: Roll d3+1 on the Netherworld Vermin table

9 Labyrinth: You find the entrance to an underground maze, that you can explore (*note 16*), or bypass.

10 Abandoned Refuge. You find a shaky shelter of toppled stones with a small well and a cache of dried worm meat. If you pass the night here (*see note 17*), otherwise you can bypass it.

11 Grey Custodial. You find the secret lair of a long-dead witch-king of the Men of Wrath, you can either explore (*note 18*), or bypass.

12 Scrawny Abomination. Repudiated by its kin, a runt monstrosity draws near as you stumble upon its putrid lair. Roll on the Blasphemous Ones tables, except for the White Die table, but lower its level by 2. The monster has 2 attacks, no treasure and flees on a die roll of 1-3 when losing ½ its life points.

Four Against the Netherworld

Guf Exploration table (2d6)

2-3 **Demon Harvesters.** A Lictor and its entourage of demonic courtiers are scouring the Guf for their furnaces. Roll d3+3 on the Netherworld *Undead* Minions sub-table to determine the courtiers' type and numbers. Their reaction is always 'capture'.

4-6 **2d6 Demons of Despair.** See the Netherworld *Demonic* Minions sub-table.

7-8 **Purposelessness.** The sad void beckons you. Your highest level character must succeed a level 5 fear save or spend the next day here, rolling again on this table but with a -1 penalty.

9 **Dying Angel.** The shrouded, desiccated husk offers you a **quest**. If you accept, roll d3-1 on the Netherworld Objective table. If you succeed and return to the Guf afterwards, roll on the Epic Rewards table or lose a single Madness point (your choice). If an Arrow of Slaying is found, its nemesis is always Blasphemous Ones. Replace further results of 9 by Demon Harvesters.

10-12 **Well of Regrets.** To enter the well, a character must succeed at three successive fear saves at level 5, 7 and 9, with a penalty equal to his Madness. Each failed save incurs the loss of 1 life (d3 life for demonologists and cambions) and 1 Madness (which means successive saves become harder). Halflings add ½ L to this roll. Keep making saves until all three have succeeded. You cannot go back or stop until all saves are successfully made. At the bottom of the Well you find a unique artifact, the *Scales of Iniquity*, that can resurrect a character by sacrificing 6 soul cubes. The raised character gains 1 permanent Madness point from the experience (even demonologists are not immune) as harrowing memories of the souls consumed for his revival forever torment him. Clerics of Zur forever lose all spell casting abilities if they use this artifact and gain 2 XP checks for destroying it, as Zur considers it the utmost abomination. Replace further results of 'Well of Regrets' by 'Demons of Despair' above.

Netherworld Special Events table (d6)

- 1 **The Death God Zur.** A humongous alien silhouette, miles high and dreadful to behold, rises from the ground, bellows monstrously and swings wings wide as the sky to escape among the clouds. All demons or undead previously killed (50% chance of each) in the nearest d6 hexes or rooms (in a dungeon) are restored to life by the blessing of their atrocious god, Zur, who rules nominally over the Netherworld. All characters must succeed a level 6 fear save or be cursed (see 4AD).
- 2 **Hidden Cache.** You spot a lanky silhouette burying a wrapped bundle in the ground. If you want to investigate after it left, make a level 7 orientation save. If you succeed, you find d3 soul cubes. If you fail, roll d3+3 on the Abyss Traps table instead.
- 3 **Erupting Tendrils.** The obscene, malformed appendages of a subterranean horror emerge from the ground, grasping all within their reach. All characters must pass a level d3+4 save with a penalty equal to their armor save. (Halflings add ½ their level.) Failure means the character cannot flee and has a single chance to kill the appendage (same level) with an unarmed attack roll (-2 penalty) or by casting a spell. Failure means the character is swept underground by the alien horror and devoured.
- 4 **Battlefield.** You encounter the remains of two enemy groups who fought each other to death. Roll d6-1 twice on the Netherworld treasure table. Any captives they might have had are dead, but their flesh can be harvested for d6 cannibalistic rations each.
- 5 **Bone Cough.** The toxic environment of the Netherworld is taking its toll on the living. Each time this hex or room is visited, every character must make level 4 poison save or lose 1 life. In addition, all characters who failed must save again at the end of each day until they succeed for three successive days, losing 1 life per failure. A character whose life points are brought under 4 by the disease, but survives, gains a level check from the harrowing experience.
- 6 **Fellow Travelers.** You meet a group of d3+1 adventurers on a quest (roll on the Netherworld Objectives table). The group will include a paladin on a d6 roll of 1 and a demonologist on 5-6. The rest will be warriors. Paladins will cause the group be hostile to parties that include demonologists and vice-versa (see note 19), otherwise they may be allies (note 20).

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Netherworld Minions Tables

Minions are represented in three sub-tables. Roll a d6, on a 1-2 use the Undead Minions Table, on a 3-4 use the Humanoid Minions Table, on a 5-6 use the Demonic Minions Table.

Undead Minions Table (d6)

Note: Minions in a Boss' retinue do not roll separately for reactions, but use their patron's instead. Their treasures do add up

1 2d6 Endless Horde. Level 5 undead. No treasure. Never test morale. At the end of each combat turn, 1d6 new hordlings appear until all are destroyed. Crushing weapons are at -1. Reaction: always fight to the death.

2 d6+6 Graveyard Denizens. Level 5 undead. No treasure. Never test morale nor pursue. Immune to slashing weapons and bows. Always reanimate two turns later unless destroyed by a Turn Undead spell or a cleric carrying a Holy Symbol of Healing. They hate clerics. Reactions (d6): 1-2 bribe (d6 life points per character), 3-6 always fight to the death.

3-4 2d6+2 Skeletons or 2d6 Zombies (roll d6, with 1-3 indicating skeletons and 4-6 indicating zombies). Level 6 undead. No treasure. Crushing weapons attack skeletons at +1. Bows are at -1 against both skeletons and zombies. Skeletons and zombies never test morale. Reaction: always fight to the death.

5 d6+2 Lesser Mummies. Level 8 undead, normal Netherworld treasure +1, never test morale. Any character killed by a Lesser Mummy becomes one after 1 combat turn and must be fought by the party. Lesser Mummies are attacked at +2 by the Fireball spell. Reaction: fight.

6 2d6 Pale Ones. Level 7 undead. No treasure, never test morale. Their attacks, being incorporeal, ignore armor and shields. Unless killed by magic or by a paladin, the monsters will rise again on the following turn on a d6 roll of 1-2. Reactions (d6): 1 quest, 2-3 bribe (2d6 life points), 4-6 fight.

Four Against the Netherworld

Netherworld Minions Tables

Minions are represented in three sub-tables. Roll a d6, on a 1-2 use the Undead Minions Table, on a 3-4 use the Humanoid Minions Table, on a 5-6 use the Demonic Minions Table.

Humanoid Minions Table (d6)

Note: Minions in a Boss' retinue do not roll separately for reactions, but use their patron's instead. Their treasures do add up

1 d8+5 Possessed Dwarves. Level 9, 2 Netherworld treasures, always attack first (shooting with their hellfire harquebus), make a level 6 fire save when struck or lose 1 additional life.
Reactions (d6): 1-3 quest (always "Bring me that": the quest object is a map to the region of Zo), 4 fight, 5-6 trial of champions.

2 d6+3 Cambions. Level 8, morale +1, Netherworld treasure +1. Their poisoned spikes force a character to save versus level 5 poison or lose 1 life each time he rolls a 1 on his Attack roll. Halflings and barbarians save at +1.
Reactions (d6): 1 burn souls, 2 mercenaries, 3 bribe (1 captive or 20 π each), 4 capture, 5-6 fight to the death.

3-6 2d6+3 Salamandrine Men (aka Men of Wrath). Level 7, normal Netherworld treasure, morale +1. They hate Blasphemous Ones and never serve as their retinue. Because of their burning blood, each time one is killed, his killer must succeed a level 2 save vs fire or lose 1 life. In addition to their treasure, if you have *Dark Waters*, choose one or more characters if you wish and roll once on that book's Cargo Storage table. Salamandrine Men never serve Blasphemous Ones as retinue or wardens: re-roll this result.
Reactions (d6): 1 conversion, 2 merchant, 3 mercenaries, 4 bribe (2d6 π), 5 capture, 6 fight.

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Netherworld Minions Tables

Minions are represented in three sub-tables. Roll a d6, on a 1-2 use the Undead Minions Table, on a 3-4 use the Humanoid Minions Table, on a 5-6 use the Demonic Minions Table.

Demonic Minions Table (d6)

1 d3+1 Awakening Horrors. Level d3+6 demons. Normal Netherworld treasure. Never test morale. Slashing weapons hit at -1. The monsters' level rises by +1 for each turn after the first. If the characters flee, the monsters never pursue and return to slumber, resetting their level. Reactions (d6): 1 quest, 2-3 bribe (1 captive or 1d3 life points), 4-5 magic challenge, 6 fight to the death.

2 d6+1 Doom Pyres. Level 7 demon. No treasure. Never test morale. Immune to fire and sleep. On a defense roll of 1, the target must save versus fire (level 4) or catch fire, losing 1 life and forcing another similar save each following turn until successful. Reactions (d6): 1 quest, 2 magic challenge, 3-6 always fight.

3 d3+2 Chime Bearers. Level 9 demons. The monsters never surprise as black iron bells have been sewn into their skins. Their attacks cause infection by a fungal disease (save versus level 2 poison on each attack or suffer a cumulative -1 penalty to defense until blessed). Reactions (d6): 1 merchant, 2-3 flee if outnumbered, 4-6 capture.

4 d3 Garrulous Foetors. Level 10 demons. Netherworld treasure +2 and one clue. (You may spend three Revelations to reveal the location of a Grey Custodial 2d6 hexes away; see the Mountains Encounter table.) The rotting stench of the monsters forces each character to make a level 2 poison save at the beginning of each turn or lose all actions for that turn. Reaction: always fight.

5 d6+2 Demons of Despair. Level 8 demons. Normal Netherworld treasure. Blurs cause a -1 attack penalty to all ranged weapons. Lightning cancels this effect. In addition, defense rolls of 1 cause 1d3 food rations to spoil. Reactions (d6): 1 burn souls, 2-3 capture, 4-6 fight.

6 d3+2 Maggot Men. Level 9 demons. Slashing weapons attack them at -2. When the last Maggot Man is killed, a total of d6 Bloated Maggots emerge from their corpses to fight. Reactions (d6): 1 demonic pact, 2-3 bribe (3d6), 4-5 capture, 6 fight.

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Netherworld Vermin table (d6)

- 1 **d6 Lictor's Eyes.** Level 7 undead, morale -2, no treasure. Surprise on a die roll of 4-6. For each one that flees, add one life point to the next Lictor encountered.
Reaction: always flee.
- 2 **2d6 Skeletal Beasts.** Level 6 undead, no treasure. Crushing weapon attacks hit them at +1. Bows and slings have no effect. The monsters pursue relentlessly. Any characters that flee the combat have a 2 in 6 chance of being caught up by them each time they enter another hex (outdoors) or room (indoors).
Reactions (d6): 1-2 flee if outnumbered, 3-6 fight.
- 3 **2d6 Shredded Souls.** Level 7 undead, no treasure. Characters must succeed a level 3 save vs fear each turn or refrain from attacking the monsters in melee. Rolls of 1 mean the character flees from the combat.
Reactions (d6): 1 peaceful, 2-3 flee if outnumbered, 4-6 fight.
- 4 **2d6 Foetal Wraiths.** Level 5 undead, no treasure, never test morale. Immune to sleep. At the beginning of combat, all characters must save versus level 3 fear or be paralyzed for one turn. Characters incur a penalty to their attack rolls against them equal to their individual Madness score.
Reaction: always fight.
- 5 **3d6 Bloated Maggots.** Level 2. A successful attack from this creatures deals no damage but spoils d6 food rations.
Reaction: always bribe (2d6 food rations).
- 6 **1 Gelatinous Polygon.** Level 4, 8 life points, Netherworld treasure -1, never pursues nor check morale. Immune to fire and sleep; lightning increases its life points by d3. Weapons that attack the monster must save versus level 4 acid or be destroyed (magic weapons add their bonus).
Reactions (d6): 1-2 peaceful (digesting), 3-6 fight to the death.

Netherworld Weird Monster table (d6)

1 d3 Drinkers of Null. Level 7 demons. Surprise on a d6 roll of 1-3. Their attacks inflict no damage but instead feed on magic (see note 21). They hate carriers of Netherworld magic items.

Reactions (d6): 1-2 bribe (1 magic item or 1 soul cube), 3-6 fight.

2 Time Feeder. Level 9 demon, life 9, never makes morale checks, treasure: d3 soul cubes. Immune to lightning and sleep. When failing a defense roll, instead of losing a life point, place a death mark token next to the character hit. The first time the monster loses a life point go to (note 22). Reaction: always fight to the death.

3 Psionic Brain Cannon. Level d3+6 aberration, d6+5 life, +2 morale. 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.

4 Ferryman of Death. Level 8 demon, d3+7 life, +1 morale, treasure d3-1 soul gems and d6 captives. Never surprises. Spells, scrolls and magic items used against him have a 1-5 in 6 chance of also affecting the caster. When the monster hits, see (note 23). Ferryman have a 2 in 6 chance of being accompanied by a retinue of 2d6 skeleton minions. Reactions (d6): 1 demonic pact, 2-6 bribe (1 soul cube).

5 Eye of Fearful Flame. Level 11 undead, life 4, 2 attacks, 2 Netherworld treasures (see note 24). Never checks morale. 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 7 save vs fire (rogues and swashbucklers add their level, others add ½ level), on a 4-6, all characters must succeed a level 7 save vs fear or flee (warriors add their level, others add ½ level, paladins 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).

Reactions (d6): 1 quest, 2-3 puzzle, 4-6 bribe (1 soul cube or 1 captive).

6 Salamandrine Oracle. Level 10 demon, life d3+7s, 2 attacks, 2 Netherworld treasure rolls +1 and one clue (always given to the character with the highest Madness). Never checks morale. The Oracle is immune to spells and sees the future. Roll two dice when attacking the monster, always taking the worst result. If you wound the oracle with a slashing weapon, go to (note 25). Reactions (d6): 1-2 quest, 3-4 puzzle (level 7), 5-6 bribe (each character loses 1 permanent life point; this loss can be restored only if a Bless and Healing are cast on the character).

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Netherworld Boss table (d6)

- Lictor.** Level 9 demon, 2 attacks, 9 life points + 1 point for every fleeing Lictor's Eye previously encountered. Morale -1. In addition, roll on the Netherworld Minions table to determine the Lictor's retinue. Before the fight, see (*note 26*) to determine the Lictor's special powers.
- 1 Treasure: d6 captives, 1 Netherworld Magic Item and 1 clue.
Reactions (d6): 1 Trance (all characters can attack at +2 on their first attack), 2 magic challenge, 3-5 bribe (1 captive or soul cube per character), 6 attack.
-
- Grave Shifter.** Level 10 undead, d3+4 life points, 2 attacks, treasure 1d6 soul cubes, morale +2. Characters hit must save versus level 5 magic (demonologists add ½ their level, wizards add +1) or be teleported to the Trenches of Harrowing (Location V). All targets are transported to the same location.
- 2 Reactions (d6): 1 quest, 2-3 bribe (1 captive per character), 4-6 attack.
-
- Amorphous Spawn.** Level 11 aberration, d8+8 life points, 3 Netherworld treasures +1. Never checks morale. Regenerates 1 life each turn.
- 3 When killed, unless hit by a fireball, the monster's disassembled parts keep on fighting as d6+1 minions (level 6). This monster is never a Final Boss.
Reaction: always fight to the death.
-
- Tentacled Despoiler.** Level d3+4 demon, life d3+4, 2 attacks, 2 Netherworld treasures at +1 and d3 captives. Before the fight, see (*note 27*) to determine to determine its special powers.
- 4 Reaction: always fight.
-
- Forlorn Avatar.** Level 12 aberration, life: special, d3 attacks, treasure: 1 demon weapon and d6+1 captives. Never checks morale. Immune to magic and magic weapons. Attacks to do not cause the monster to lose life points but instead to lose 1 level (2 levels for holy water). (*See note 28 if using a demon weapon.*) It dies upon reaching level 0.
- 5 Reactions (d6): 1-3 bribe (d3 captives), 4-6 fight.
-
- Blasphemous One.** Level d3+7 aberration, life d6+8. 2 Netherworld treasure. In addition, roll three dice on the Blasphemous Ones table, as instructed below. Reaction: always demand worship.
- 6

Defeating a Netherworld Boss is always gives 2 XP Rolls.

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Windswept Plateau Encounter Table Notes

Note 1: If you investigate the dread obelisk, make a magic save for a single character (level 1d3+6). Demonologists add their full level, wizards $\frac{1}{2}$ (rounded down). Failure means the loss of one life point for each point by which the save was failed. Success means either you win 1 clue or you may roll 1d6+1 on the Energy Sphere table (from CKSM).

Note 2: To rescue the captive, make a level 7 stealth save (rogues add their level, halflings $\frac{1}{2}$). If you succeed, apply the 'Someone has been imprisoned' result (from 4AD). If you fail, the captive is guarded by a Blasphemous One who attacks you with surprise.

Dust Sea Encounter Table Notes

Note 3: If you explore, make a level 6 exploration save. On a success, roll 1d3-1 on the Netherworlds treasure table. If you fail, a random character falls into a hidden chasm (level 6 defense check or 2d6-8 life lost). You may explore the chasm like a random 4AD dungeon that has 1d6+1 rooms. Replace all monster, Special Events and Special Features by Netherworld Vermin and roll only 1d3 instead of 1d6 for treasure.

Note 4: The arch-Medusa is a Boss, level 9, 10 life, 2 Netherworld treasures +2 and one random Netherworld magic item. At the beginning each odd turn, all characters must save versus a level 5 gaze attack or be petrified. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add $\frac{1}{2}$ their level to this save. In addition, roll a d6 on the Black Die table to determine the monster's unique power. Reaction: always fight to the death.

Note 5: If you attempt to flee, you must succeed a level 7 stealth save for each character (rogues add their level, halflings $\frac{1}{2}$). Those that fail must fight the monster (Note 4 above), who gains surprise.

Caverns Encounter Table Notes

Note 6: If you backtrack, lose one day and count this hex as impassable thereafter or risk facing the flood (Note 7).

Note 7: If you face the danger, each character must succeed a level 1d3+4 current save. (+1 for barbarians, -1 for dwarves and halflings.) On a failure,

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lose 1 life and roll again until you succeed. The save's level increases by +1 for each failure after the first as the character is swept away by the black acidic bile. Characters who fail 3 or more saves but survive will be swept away in a random adjacent hex, separated from the group.

Note 8: If you explore it, roll 1d3+1 twice on the Traps table and then fight its guardian, The Keeper of the Forsaken Shades;

Level 10 undead (weird monster), 4 life, treasure is always 5d6 in ancient artifacts (Salamandrine Men merchants will pay double for it). Never roll for morale. If the monster hits, save versus level 5 magic or lose 1 level until receiving a blessing. Groups that include Salamandrine Men roll -2 for reactions. Reactions (d6): 0 or less offer treasure, 1 quest, 2-5 fight.

Canyons Encounter Table Notes

Note 9: In addition, if you have the Three Rings book, you can choose one character and roll on the Pile of Skulls table (d6), treating results of 6 as 4.

Note 10: If you have the KD book, you may also roll 1d3 on the Rare Items table and buy this item at half price.

Note 11: If you flee from the demonic slavers, roll a d6: 1-2 they catch you as you sleep on the next day, attacking with surprise; 5-6 you evade the encounter.

Note 12: If you hide from the demonic slavers, make a stealth save for your group. If you fail, the demons attack you with surprise. If you succeed, you overhear their appalling plans and gain a clue.

Note 13: Roll a red and a black die (but not a white die) on the Blasphemous Ones table and fight the monster. The paladin (level 1d3+3) joins your party if you win, unless a demonologist is among you, in which case she offers a single healing potion instead.

Note 14: You must defeat the paladin (level 10 boss, 8 life, 2 attacks, immune to fear). If you kill her, all characters whose Madness is under 3 make a Madness check. The monster gives the character with the highest Madness an Abominable Gift.

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Mountains Encounter Table Notes

Note 15: If you choose to investigate, roll a d6: 1-2 roll on the Traps table, 3-4 roll on the Netherworld Treasure table, 5-6 if you have the KD book, roll 1d6-1 twice on the Treasure table, otherwise roll 1d6-1 twice on the 4AD Treasure table.

Note 16: For Labyrinths, generate a random dungeon using the 4AD rules, with a maximum of d6+2 rooms. Use the Netherworld tables for monsters, treasures, Netherworld Magic Items. Replace all special features by traps or, if you have Dark Waters, roll a d6 instead: 1-2 go to that book's section 3, 3-4 go to section 2, 5 go to section 19, 6 roll on the Netherworld Magic Item table. The dungeon will only ever include a single Boss or Weird Monster (whichever comes first). All minions share the same type. The Boss or Weird Monster's treasure has a 1-2 chance of including a random Netherworld Magic Item. In addition, in the last room, if you have CKSM, choose one or more characters if you wish and roll once on that book's Energy Sphere table (wizards and demonologists add +1).

Note 17: If you stay, treat the result as 'Food and Rest' and add +3 to foraging saves. However, roll a d6: on a 5-6, roll 1d3 on the Netherworld Boss Table as the refuge's inhabitant returns as you sleep. The monster has surprise on a d6 roll of 2-6. Subtract 1 from the roll for each dwarf in your group.

Note 18: For Grey Custodials, generate a random dungeon using the 4AD rules, with a maximum of d3+3 rooms. Do not roll on the Room Contents table. Instead, all rooms have locked doors with a random trap on it, one Special Feature inside and are defended by six-armed Obsidian Idols (Weird Monsters, level 9, life 8, 6 attacks, never checks morale). The last room is a Puzzle Room (level 10) which reveals a Fountain, a Blessed Temple and an Epic Reward (see 4AD). Moreover, revealing the Custodial's location to non-hostile Salamadrine Men will yield a reward from them (roll on the Netherworld Magic Item table). In addition, if you have CKSM, choose one or more characters if you wish and roll once on that book's Library table (wizards and demonologists add +1).

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Netherworld Special Events Table Notes

Note 19: As enemies, the travelers count as level 1d3+7 monsters. Each demonologist will conjure a random demon Boss (roll 1d3+1 on the Netherworld Boss table). Roll a d6 at the end of each enemy turn, for each conjured demon: on a 1, the demon runs loose, killing the demonologist. Roll once on the Netherworld Treasure table and once on the Abyss Treasure table.

Note 20: If both group's objectives are similar, the travelers will offer to join forces on a d6 roll of 4-6. As allies, they count as level 1d3+4 characters (one life per level), equipped with swords and heavy armor. Roll a d6 after each new encounter: they will part ways on a 5-6. Remember that larger parties suffer a penalty to their stealth saves. Otherwise, roll on the reactions table below. Reactions (d6): 1-2 sell food and rest (2d8 gold per ration), 3 friendly, 4 flee if outnumbered, 5 capture, 6 fight (see note 20).

Netherworld Weird Monster Table Notes

Note 21: The monster's attack causes the character hit to lose, in the following order: one memorized spell, one charge from a magic item, one soul cube, one spell scroll, one rechargeable magic item, one non-rechargeable magic item, one Netherworld Magic Item.

Note 22: 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. 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.

Note 23: Instead of suffering damage, the target must make a level 3 magic save (wizards add ½ their level) or become infected with the Dark Plague.

Four Against the Netherworld

Notes to Tables

Note 24: In addition to the listed 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).

Note 25: Blinding light pours when the monster's flesh suffers damage from slashing weapons, causing an attack penalty to all characters equal to the monsters' total life points lost from the wound.

Netherworld Boss Table Notes

Note 26: Roll 1d6: 1-2 nightmare projection (any character taking a wound must save versus vampirism at the Lictor's level -1 or gain 1 Madness point; demonologists add ½ their level), 3 reanimator fluids (any character killed by the Lictor becomes a Netherworld Minion of its retinue's type and must be fought by the party), 4 tentacled face (each turn, all characters must save versus fear at the Lictor's level or suffer -1 to all rolls until its death), 5-6 awaken guilt (each turn, all characters must save against their Madness level or lose 1 additional Life).

Note 27: Roll 1d6: 1-2 infested (at the beginning of each of the monsters' turns, roll a d6; on a roll of 1-2, vermin emerges from its flesh (roll on the Netherworld Vermin table; the same result applies for the entire combat); 3-4 embracing (successful attacks force its target to succeed a level 4 strength save or become unable to attack or flee, barbarians add ½ their level); 5-6 ageing (a successful attack ages the victim by 1d6 years.) Humans, halflings and most species take a permanent -1 penalty to defense rolls for each decade after age 40, dwarves at age 60, elves and cambions are immune to ageing. This condition may be cured by spending a soul cube for each decade rejuvenated.

Note 28: Demon weapons will attack their users instead each turn, at the character's own level, in the avatar's presence. The demon weapon cannot leave the character's grip nor be changed to another for as long as the Forlorn Avatar lives.

Netherworld Spell table (d6)

Nether Portal. This powerful spell allows you to create a portal from and to the Netherworld back to the real world by spending 3 soul cubes. It lasts a single day. A level 9 magic save is required from the

1 caster (wizards and cambions add their level, as do demonologists casting from a scroll). The number of soul cubes needed to cast the spell is reduced by 1 for every point by which the save was made above 9 (minimum 1).

Paincarver. The caster imbues a slashing weapon with magic for the duration of a combat. The weapon's wounds are magical, cause a -1

2 level penalty to Bosses and Weird Monsters, and cannot be regenerated except between adventures. Paincarvers do not affect undead, artificial beings or hordes.

Enslave Demon. Make a spell check against a single demon's level plus current life points. Success controls the demon for one combat per caster level. Enslaved demons add ½ their level to attack and defense rolls. Only one demon can be controlled at a time. This spell

3 does not work on aberrations, undead or other monsters. Furthermore, if the group includes a paladin, he must succeed a save against his own level (the higher the paladin's level, the higher the difficulty) or attack the wizard once the spell is cast until the death of one of them.

Flesh Feast. This spell grows edible flesh on skeletons (including any

4 defeated undead) amounting to 10 rations + 1 per caster level. As in any instance of cannibalism, eating it causes a Madness check.

Ghost Fetcher. This spell only works in the Netherworld. It allows the wizard a re-roll on the Room Table or any of the Netherworld Encoun-

5 ter tables, choosing which of the two results applies. Casting this spell requires expending 1 soul cube as a ghost is sent to retrieve valuables, after which its soul is devoured. No Madness check is incurred.

Forgetfulness. Cast on a willing subject (but not the caster himself), the spell reduces a character's Madness score by one point. Cast on

6 an unwilling subject (usually a monster), it allows for a new reactions roll to be made. This spell can be used only once per target, per adventure.

Only wizards and cambions can cast Netherworld spells.

Netherworld Merchant Table (d6)

- 1-2 Salamandrine Men.** Level 6, Netherworld treasure +1, morale +1. Because of their burning blood, each time one is killed, its killer must succeed a level 3 save versus fire or lose 1 life. They buy weapons and armor at ½ their value. They also buy magic items (d6 x 30 κ), soul cubes (50 κ) and Netherworld Magic Items (d6 x 50 κ). They sell and pay in food (of uncertain origin, at 1 κ each), captives (10 κ) and soul cubes (50 κ), as well as weapons, armors, shields, lanterns and bandages at the prices set in 4AD. Any specific item wanted will be unavailable on a d6 roll of 5-6.
-
- 3-4 Demons.** Roll on the Netherworld *Demonic* Minions sub-table to determine their type. They buy captives (10 κ), spell scrolls (d6 x 10 κ), soul cubes (50 κ), blood (1 κ for 1 life point), magic items (d6 x d6 x 10 κ), and Netherworld Magic Items (d6 x d6 x 20 κ). They sell gold and jewels (at 90% their worth in κ), cannibalistic food (1 κ for 2), edible mold (2 κ each), up to 2d6 captives (2d6+5 κ), soul cubes (2d6+40 κ) and information (1 Clue for 4d6 κ , with a 1-3 chance of being false, once per encounter only).
-
- 5 Chaos Lord with Undead Servants.** Check the Boss table from 4AD to determine its type, then roll 1d6+10 on the Netherworld Minion table for its retinue. They buy weapon and armor at ½ their value, food of any type (1 κ for 2), captives (2d6 κ each), soul cubes (50 κ), magic items (d6 x 20 κ), soul cubes (50 κ), spell scrolls (40+d6 κ) and Netherworld Magic Items (d6 x 60 κ). They sell and pay in 'long pork' (1 κ each) and up to 2d6 soul cubes (2d6+40 κ), as well as weapons, armor, shields, ropes, lanterns at the prices set in 4AD. Any specific item wanted will be unavailable on a d6 roll of 6.
-
- 6 Lictor and Entourage.** See the Netherworld Boss table for its values. The Lictor buys captives (10 κ each), spell scrolls (30 κ), magic items (40 κ), soul cubes (50 κ) and Netherworld Magic Items (200 κ). Lictors sell 'white meat' (1 κ each) and bandages (5 κ each), healing potions (50 κ) and soul cubes (50 κ).

Netherworld Gossip table (d6)

- Blathering Demons:** Roll on the Netherworld *Demonic* Minions sub-table for their type. On a reaction roll of 0 or less, spend 4d6 to gain one clue. There is a 2 in 6 chance this clue is false. In addition, if you have the CKSM book, you may roll on the Library table if you bought a clue.
- 1-2**
- Salamadrine Oracle:** See the Netherworld Weird Monsters table for details. On a reaction roll of 0 or less, roll on the Netherworld Hex Terrain table, then on the Netherworld Encounter table to receive a vision of what lies in any single unexplored hex of your choice. Make a Madness check afterwards.
- 3**
- Inquisitive Lictor:** See the Netherworld Boss table for details. On a reaction roll of 0 or less, it offers a demonic pact. If you accept, gain 1 Revelation. Spend three Revelations to reveal the location of a Grey Custodial 1d6+2 hexes away (see the Mountains Encounter table).
- 4**
- Cambions:** See the Netherworld *Humanoid* Minions sub-table for details. On a reaction roll of 0 or less, they offer their services as mercenaries for half the price. At the end of each day, roll 1d3+1 on their reactions table.
- 5**
- Travelling Demonologist:** Level 10, life 8, 2 Netherworld treasures +1. If attacked, the demonologist calls a Netherworld demon to fight in its place. Roll a d6: 1-2 roll on the Netherworld Minions table, 3-4 Netherworld Weird Monster, 5 Lictor, 6 none (the conjuring fails).
- 6**
- Reactions (d6): 1-2 merchant, 3 puzzle, 4-6 magic challenge. On a reaction roll of 0 or less, the location of another exit gate is revealed, 1d6 x 1d6 hexes away in a random direction. Once in this hex, finding the gate requires a level 6 orientation save. The gate will be within a random dungeon made of 1d6+2 rooms (use the Netherworld tables for monsters, special events and treasure), guarded by the Final Boss. If you have the CKSM book, roll on the Demonic Boss table, otherwise roll on the Netherworld Boss table.

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Netherworld Treasure table (d6)

0 or less	Nothing
1	Scrap iron and forbidden lore worth $d6 \times 5\text{K}$
2	2d6 food
3	d3 captives
4	Scroll (roll again on the Netherworld Spell table)
5	Roll once on the Netherworld Netherworld Magic Item table
6	d3 soul cubes
7 or more	d6 soul cubes

Slave Pen table (2d6+captive character's level)

2-9	Eaten or burned into a Soul Furnace (50% chance of each).
10-11	Character can be bought for $2d6\text{K}$ per character level.
12-14	Sold as a captive to the next Netherworld Boss you encounter.
15+	Sold as a captive at the next stronghold you encounter.

For every NETHERRAIDER dot your group has, add +1 to your roll on the Slave Pen table and 1K to the price of any slave.

If your characters want to attempt to free captives, see the rules for strongholds and write the NETHERRAIDER keyword and a dot next to it on your play sheet.

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Netherworld Magic Item table (d6)

- 1 **Sign of the Elders.** Gives +1 to its user's defense and saves against Blasphemous Ones and other aberrations.

- 2 **Exorcised Athame.** Once per combat, rogues can use this ritual knife to strike a demon or aberration (bosses or weird monsters only) in a vulnerable spot, adding their level to their attack. One soul cube can be spent to re-roll the dice (once per attack). Only rogues can use this item.

- 3 **Talisman of Warding.** Gives +d3 to its user's saves against traps. Recharging +2 wards requires 1 soul cube per adventure; +3 wards require 1 soul cube per use.

- 4 **Idol of a Blasphemous One.** Heals 2d6 life points for each soul cube spent. Blasphemous Ones react at -3 to characters carrying their specific idol (1 in 6 chance of a match when meeting one), otherwise this bonus is only -1.

- 5 **Demonic Weapon.** This ghastly weapon can change type to any melee type at the beginning of combat (single or two-handed, slashing or blunt). Against most opponents, it confers a +1 attack bonus. This bonus rises to +2 against other demons, but in these cases attack rolls of 1 cost the character one life as the demon weapon feeds from its wielder's own blood. In addition, demonic weapons must be fed 1 soul cube per adventure, otherwise they wound their wielder on all attack rolls of 1 or 2. These weapons cannot be destroyed nor discarded while their user is alive, and do not tolerate him using any other weapon.

- 6 **Portable Soul Furnace.** Forged from a living demon, this monstrous engine can produce a single soul cube from the lives of two human captives. Each use requires a Madness check. In addition, the demon inside the furnace must be fed with 1 life point each day or it will turn into a Forlorn Avatar (see the Netherworld Weird Monster table).

Four Against the Netherworld

Blasphemous Ones table (3d6)

Blasphemous Ones are unique and indestructible demons, always reforming a few weeks after their slaying. Their names abilities are determined by rolling three dice: the first die (red) determines the demon's basic attributes, the second die (black), its offensive abilities; the third die (white) its defensive abilities.

Take note of their position on the Netherworld map, as from now on they become a permanent feature of any adventure you undertake into the Netherworld until they are slain. The Blasphemous Ones' complete name and title, as well as the hex terrain type and any special feature of that hex, remained fixed ever thereafter. However, roll anew for treasure and their retinue's type (if applicable) each time they are re-encountered.



Blasphemous Ones are aberrations, a breed descended from alien monstrosities and distinct from demon-kin. Their mythological origins are unclear, but they seem related to neither Zur, god of death and ruler of the Netherworld, or Xichtul the Formless One, god of chaos. They are immune to sleep and can only suffer permanent death from a demonic weapon, by leaving the demonworlds or by having their heart eaten by another Blasphemous One. Otherwise, they return to life within $d6 \times d6$ days.

Red Die table (First Syllable)

- 1 **OzoŌg.** (*Gelatinous One*). Roll d6 to determine its special immunity: 1-2 immune to fire, 3-4 immune to lightning, 5 immune to blunt or slashing weapons (50% chance each), 6 immune to magic. It hates wizards and elves on a d6 roll of 1-2.

- 2 **Nggurath.** (*Endless Young*). Upon dying, the monster releases vermin from its entrails (roll d3+2 on the Netherworld vermin table), which attack immediately with the advantage of surprise. In addition, anyone taking from the aberration's treasure must save versus level 6 curse or suffer a -1 penalty to attack and defense rolls until blessed. The monster hates Salamandrine Men on a d6 roll of 1-4.

- 3 **Sloātsh.** (*Obscenity*). The beast's alien indecency forces a level 4 fear save at the end of each character turn. Characters that fail are paralyzed for the next turn. The monster hates the innocent (characters with a Madness score of 0) on a d6 roll of 1-2.

- 4 **Bhaal.** (*Lord of Hoards*). Roll d6 to determine its special ability: 1-3 all characters must make a level 4 curse save (clerics and paladins add ½ their level) or add the number of failed saves to all their rolls on the Room table (ex. If the party includes two cursed characters, add +2 to the dice roll; a blessing spell alleviates a single character, reducing the modifier by -1); 3-4 weapons used to attack the monster are destroyed by rust unless a level 3 poison save is made, 5-6 the monster never loses more than 1 life to a spell or attack. The greedy monster hates rogues on a d6 roll of 1-2.

- 5 **Shoaāag.** (*Bellower*). When the monster has lost half its life points (round down), it emits a terrible roar that forces all characters to make a level 4 fear save or flee in fright from the location. In addition, the aberration 'hates' the wicked (characters with at least 4 Madness points) on a d6 roll of 1-2, as it thirsts for their souls.

- 6 **Gūrgun.** (*Twin-Headed*). Roll twice on this table and add both abilities. If you get this result again, increase the monster's level by +1 instead.

Black Die table (Second Syllable)

1 Mogron. (*It Who Thirsts On Souls*). 1 attack that deals 1d3 life loss (roll each time). In addition, each attack drains a soul cube on a die roll of 1-2. The aberration hates the character carrying the most soul cubes (if applicable).

2 Dhaur. (*Voice of the Void*). d2 attacks (roll once). Characters suffer a penalty to their defense equal to their individual Madness score. In addition, the monster gains d6 life points each time it kills a character (not a monster) with at least 3 Madness points.

3 Thar. (*One Who Drowns*). d3 attacks (roll once). The acidic blood loss that results from each life point lost by the monster causes a cumulative -1 attack penalty to all its opponents until the combat is over.

4 Hotaug. (*It Of Faraway*). d6 attacks (roll each turn). If three or more attacks hit the same target, it must make a level 6 traps save each turn thereafter or suffer a -2 penalty to defense.

5 Morkath. (*Endless Grief*). 1 attack per opponent, who must make a Madness check if hit. Failure does not increase Madness but paralyzes the character for the next turn.

6 Azach. (*Blessed by Death*). Roll twice on this table and add both special abilities, taking the highest values. Ignore any further results of 6.

White Die table (Third Syllable)

1 Thogoth. (*The Deathless*). When it kills a character, it gains a number of life points equal to its target's Madness score. There is no limit to the number of life points it may gain this way.

2 Übo. (*The Bloated One*). The aberration is surrounded by vermin (roll once on the Netherworld Vermin table). During its turn, the aberration will, on a die roll of 1-2, relinquish all attacks to feed on d6 vermin, each of which gives the aberration 1 additional life point. This relatively benign aberration never hates anyone and has -1 to all reaction rolls.

3 Yil. (*The Relentless One*). Instead of weakening, this aberration's level increases by +d3 when half its life points are lost. In addition, the aberration always returns to life one day after being slain, increasing its original life point total by its slayer's Madness score. This aberration never pursues.

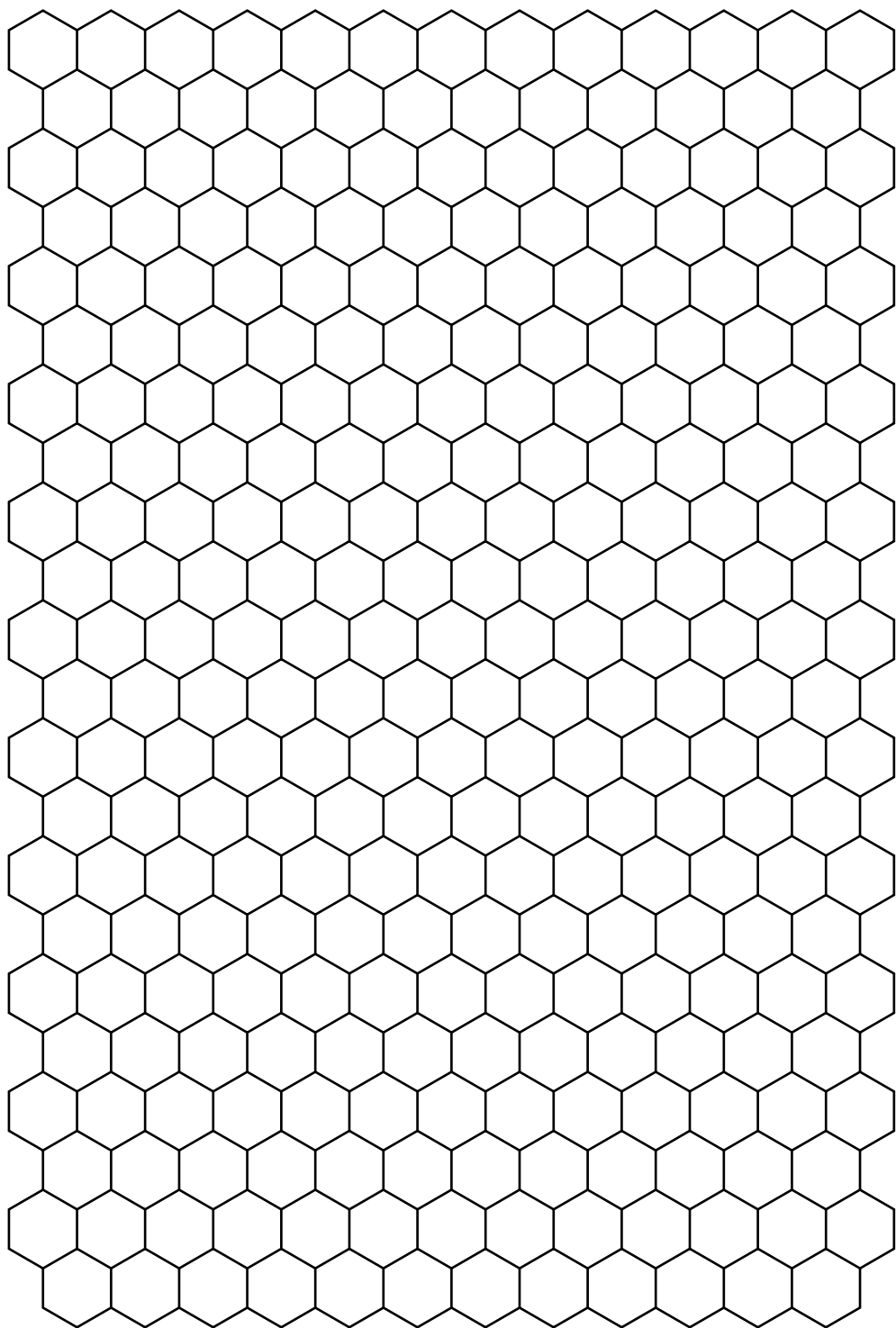
4 Thoggua. (*The Feeder*). The monster's level rises by +1 for every character killed. It hates characters of level 8 or higher on a d6 roll of 1-2.

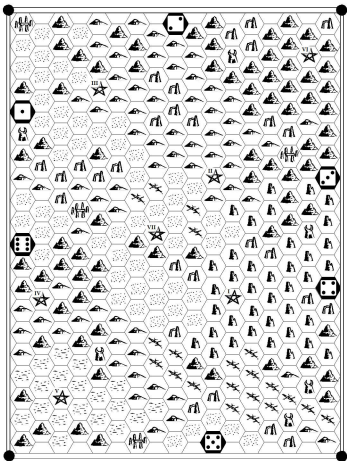
5 Lhu. (*The Beloved Childe*). Roll on the Netherworld *Humanoid* Minions sub-table to determine its retinue. Whenever the monster would take a wound, a minion sacrifices its life instead on a d6 roll of 1-4.

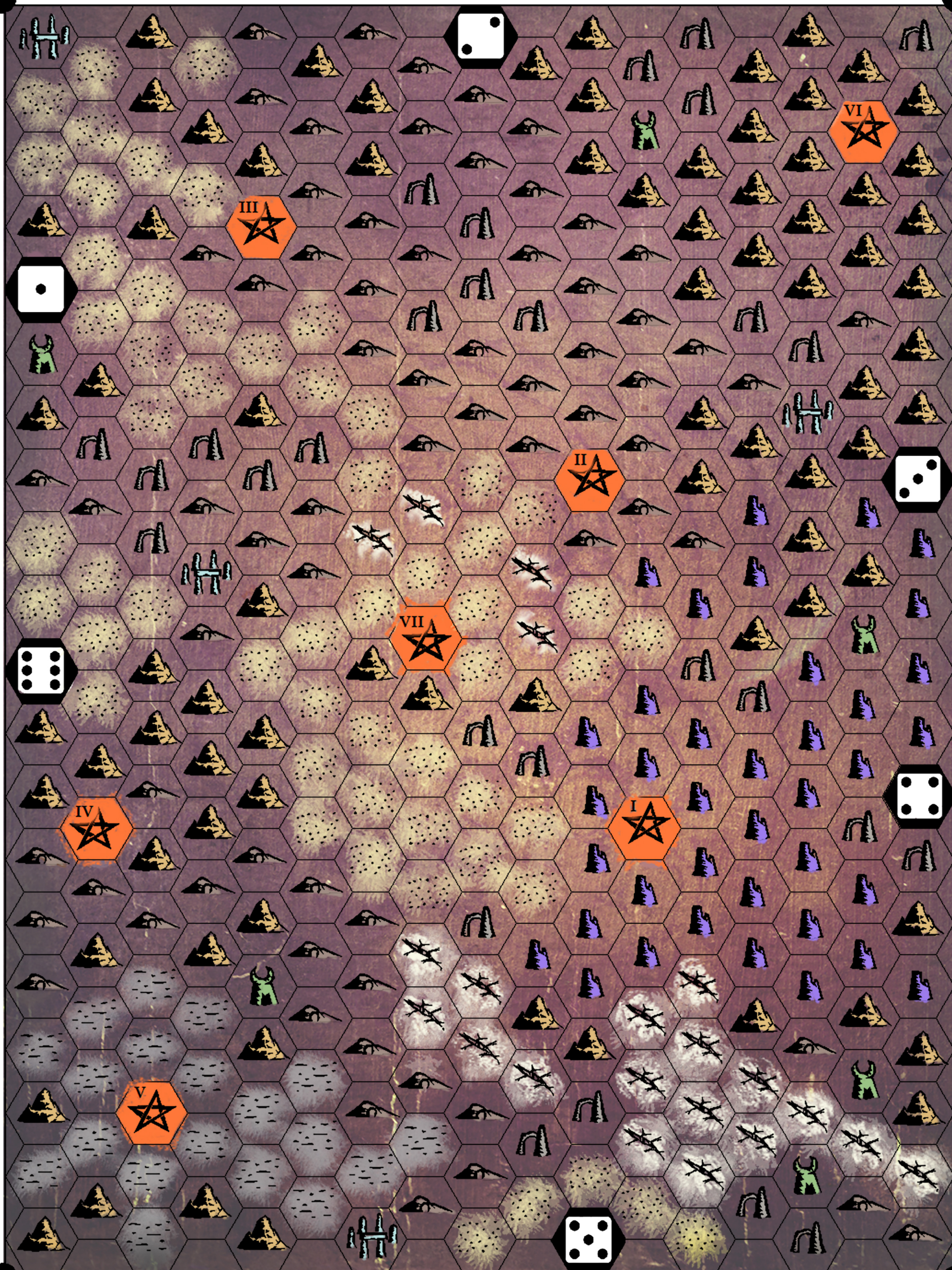
6 Thakkua. (*The Venerable Dead*). Add +1 to the aberration's Netherworld treasure value and roll on the Netherworld *Undead* Minions sub-table to determine its retinue. These minions never test morale, and respawn after a week.

Four Against the Netherworld









Abandon All Hope.

Four Against The Netherworld is a supplement for *Four Against the Darkness*, for character levels 6-9.

In its pages you will find:

New classes: Demonologist, Cambion, Cleric of Zur, Cleric of Foryos, and a reworked Paladin;

A complete economic system for the Netherworld;

Rules for hex-based exploration, with plenty of terrain types, and a downloadable color map of the known regions of the Netherworld;

Six new spells for wizards and cambions;

New Reactions: Burn Souls, Capture, Conversion, Demonic Pact, Mercenaries, Demand Obeisance, and more;

Tables to generate encounters and events;

Plenty of new, deadly monsters, including randomly generated Lovecraftian aberrations.

*This is not a stand alone game. To use it, you need a copy of **Four Against Darkness** and **Four Against the Abyss**.*