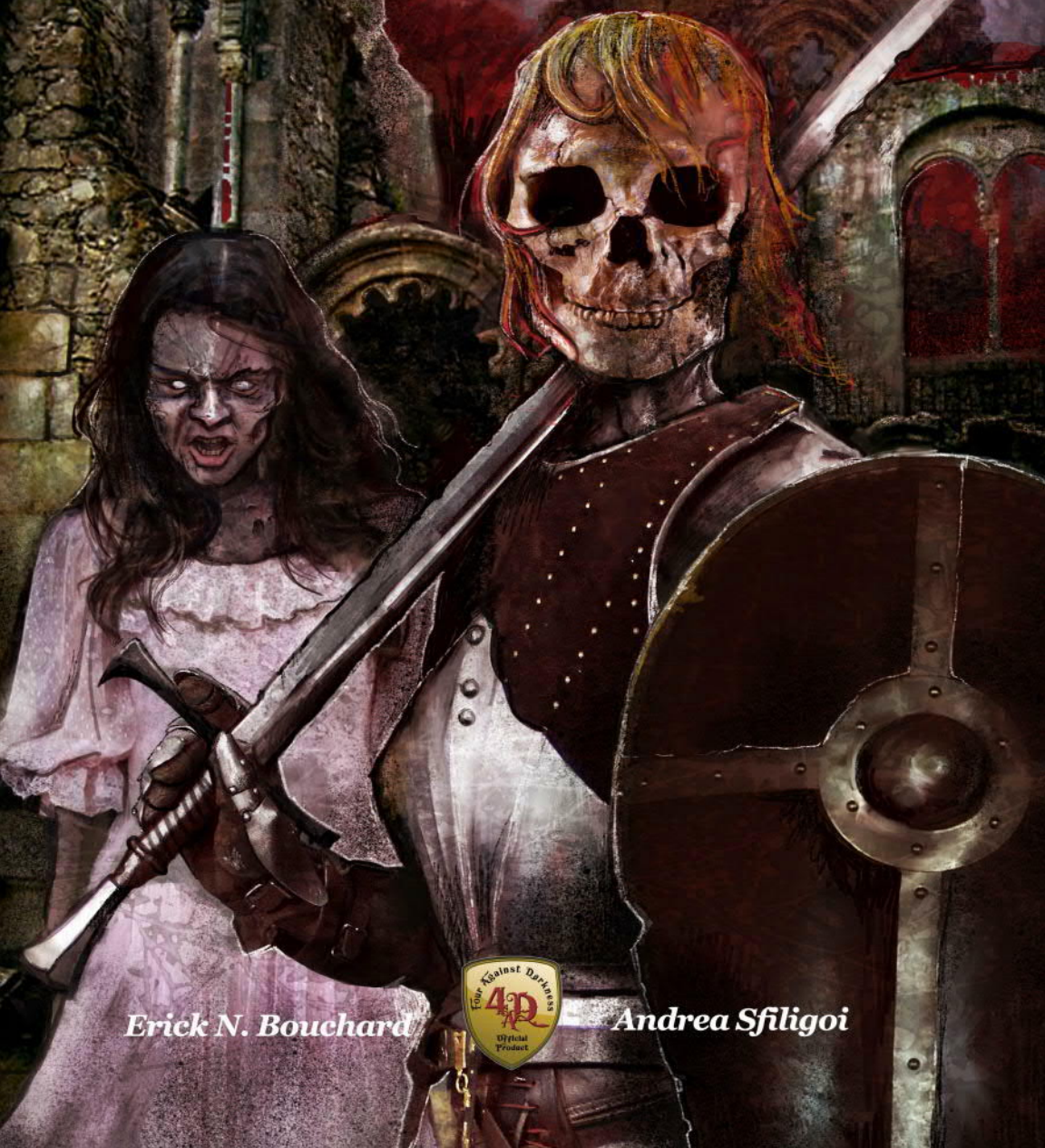


Digressions of the Devouring Dead

Necromantic dungeons for *Four Against Darkness*,
for characters of any level



Erick N. Bouchard



Andrea Sfiligoi





Digressions of the Devouring Dead

Cruel and bloody tables and missions for *Four Against Darkness*, for characters of any level

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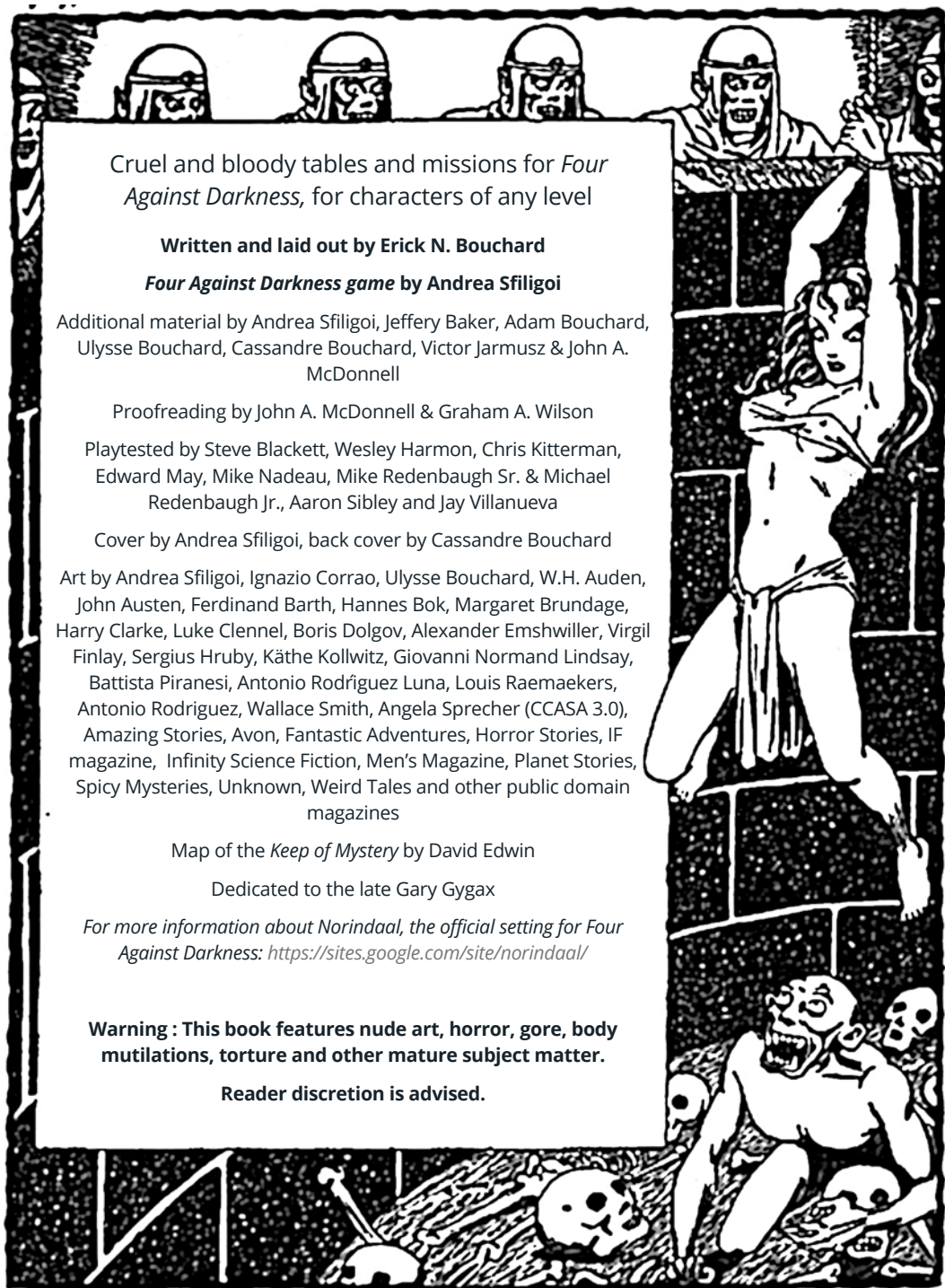
Map of the *Keep of Mystery* by David Edwin

Dedicated to the late Gary Gyax

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

Warning : This book features nude art, horror, gore, body mutilations, torture and other mature subject matter.

Reader discretion is advised.



Digressions of the Devouring Dead

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Introduction

About this Frightful Book

You think Peter Jackson's *Brain Dead* movie was better than his *Lord of the Rings*? You applauded Sam Raimi's *Evil Dead* as a piece of genius? You cradle in the sweet melodies of Gwar before going to sleep? Then DIGRESSIONS OF THE DEVOURING DEAD IS FOR YOU!

Necromantic dungeons are meant for the true, hardcore, old-school revival players who eat gremlins for lunch and scornfully laugh at medusas.

Rooted proudly in the tradition set by Gary Gygax in his infamous *Tomb of Horrors* adventure (1975), back when I was still a toddler, and the "Fourthcore" philosophy of the Old School Renaissance movement, these dungeons are designed on purpose to provide you with a tough, challenging experience from which your characters will survive only if you make use of strategy, wit, and luck, and probably not with all their limbs intact.

Shamelessly ripe with shocking horror, *Digressions of the Devouring Dead* is *Four Against Darkness'* homage to total-party-kill dungeons and slasher horror movies, where zombie hordes are devastated by whirling blades and steam-powered chainsaws.

This is no walk in the park. Seriously. I wrote this book after reading players boasting that the corebook's dungeons were "too easy". This book is my reply.

Necromantic dungeons are not safe spaces for snowflakes. They are gritty places for tough girls and guys who have the guts to go through the worst.

Your cherished characters risk dismemberment, decapitation, level drains or worse. The challenge levels are set high and survival rates accordingly low. Many adventurers will die in these pages, joining their kin in the dreadful Netherworld that awaits

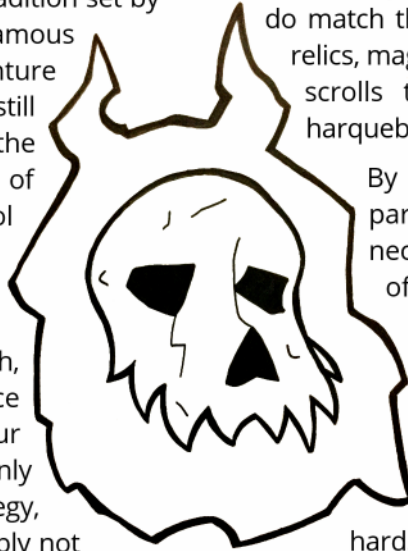
them. And yet, the rewards herein do match the dangers - unholy relics, magic bone hands, spell scrolls to raise the dead, harquebuses, soul cubes.

By the time your first party survives the necromantic dungeons of Ter Za Necht, the lich-dragon god, your bragging rights will be undisputed before those who thought the Netherworld was hard. This is far worse.

As a playtester summarized: "*Don't get attached to your characters. They're probably not going to make it out alive.*"

Prepare for your hardest dungeon challenge yet. Prepare for the worst. Prepare for the devouring dead.

– Erick N. Bouchard



Thematic Dungeons

This supplement is part of a series of thematic dungeons inhabited by specific types of creatures. The book offers tables for vermin, minions, Bosses, Weird Monsters and treasure appropriate to the enemy type. There are a few different missions possible in each of these supplements. In most cases, with a little bit of common sense, you can mix and match the mission from one book (such as *Caverns of Chaos*) with the enemies described in another book.

Thematic dungeons are generated using the room shapes in *Four Against Darkness*. Roll for room contents on the tables provided in this book. Traps,

treasure, special features and even spells found on scrolls and magic items change with the dungeon theme.

The mechanics of the game (searching empty rooms, using character abilities, combat, spellcasting, clues, etc.) remain the same, unless the book says otherwise.

You may use any Secret detailed in other *Four Against Darkness* books appropriate to your characters' level.

Acronyms

Only the *Four Against Darkness* core book (4AD) is required to play *Digressions of the Devouring Dead* (DDD). However, options are provided to allow you to create synergies with other books, such as *Four Against the Abyss* or *Four Against the Netherworld*, making for a richer playing experience.

The following acronyms refer to other books in the 4AD line: *Four Against the Abyss* (4AA), *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Three Rings* (TR), *Knight of Destiny* (KoD), *Fiendish Foes* (FF), *Treasure Hunters of Charlemagne* (THOC), *Buried Secrets* (BS), *Caverns of Chaos* (CoC), *Man-Eater!* (ME), *Four Against the Netherworld* (4ATN), *The Courtship of the Flower Demons* (TCOTFD), *Crucible of Classic Critters* (CCC), *Concise Collection of Classes* (CoCoC), *Breachers of the Bone Belfry* (BBB), *The North Beyond the World* (TNBTW), *Seven Sisters* (7S), *Yoke of the Yogic Yetis* (YYY), *More Mountainous Mayhem* (MMM), *Swamps of the Slithering Snakemen* (SSS), *Journeys in*





Ter Za Necht portrayed in its aspect of the Grieving Mother of Despair

the Jaguar Jungle (JJJ), Treacheries of the Troublesome Towns (TTT), Seafarers of Secluded Shores (SoSS), Offerings of Æcumenical Occupations (OOO), Poetic Platitudes of the Potato People (PoPIPoP), Heart of the Lizard (HotL), Amalgam of Anthropomorphic Adventurers (AAA), Entreaties of the Enigmatic Elves (EEE), Isles of the Incandescent Idols (III), Fens of the Fightin' Fungi (FFF) and Revenge of the Ravenous Ratmen (RRR). Some of these supplements have not been published yet at the moment of sending the present book to print.

Acknowledgements and 'Appendix N'

Erick N. Bouchard © 2019. The author thanks Andrea Sfiligoi ("Four Against Darkness"), Lantz Witha Z ("Uncanny Against Darkness"), Gary Gygas ("Tomb of Horrors"), Sersa Victory ("Fourthcore Alphabet"), James Edward Raggi IV

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Players wishing for colorful tables to "fluff out" their necromantic dungeons with macabre imagery are encouraged to download the excellent "Fourthcore Alphabet" universal supplement by Sersa Victory, available for free here:

<http://www.drivethrurpg.com/product/200069/Fourthcore-Alphabet>



New Rules

Bribes

The dead have no use for gold, gems and jewels. They hoard them in troves, sometimes as a memory of their former lives, sometimes to lure prey, but they don't actually go shopping with it. Where would they go?

Instead, the undead use the same currency as demons: necros (𐌺). Necros are a measure of blood, cannibal meat and souls. One life point is worth 1𐌺, a humanoid corpse is worth 10𐌺 and a soul cube is worth 50𐌺. Magic items, scrolls and potions are also of worth to intelligent undead. If you want to bribe them, you will have to pay in necros.

See 4ATN (p.13) for an educative dissertation on the soul trade and the demon economics of the Netherworld.

Leveling Encounters

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

For example, against a party encompassing characters of level 7, 3 and 1, a shredded soul's level (HCL+2) is a 9 (7+2) while a banshee's level (HCL+5) is 12 (7+5). This allows the tables to remain challenging as the party progresses in levels.

However, the greater the discrepancy between the characters' levels in the party, the harder the lower-level

characters will find overcoming challenges. Give the lowest level characters priority to level up to help them being more effective.

In narrative terms, as your adventurers go deeper in the dungeons, they encounter more powerful versions of the monsters: demonic skeletons instead of human ones, fungus infested mummies, mutated ghouls, elder vampires...

To represent this, when you meet a type of monster you encountered previously, roll on the Evil Monster Upgrade Qualificative table (p.122). For example, if your level 2 party encounters armored skeletons (level HCL+1) the first time, they are level 3 monsters. If your party's highest character level increases to 3 and you encounter armored skeletons again, they would be level 4 "dire armored skeletons" or "armored skeletons of sacrifice", depending on your roll on the Evil Monster Upgrade Qualificative table. Feel free to invent your own to make each encounter unique!

Monster levels are adjusted only the first time you meet them. This means a given monster's level doesn't rise or lower as members of the party come and go. Revising its level would harm suspension of disbelief and favor "gaming the system" instead of playing the game, such as by having the highest level character avoid encounters to keep monster levels low.

For parties whose highest character level (HCL) is under level 6 (Basic



level), the monsters' maximum level is 9 with the exception of vermin, which will be level 4. Likewise, the maximum level for save rolls at Basic level (except persuasion saves) is 6.

Ignore this cap at your peril!

At the moment of this writing, *Four Against Darkness* rules are only available for characters of Basic level (1 to 5) or Expert level (6 to 9). This book is therefore only balanced for characters between levels 1 and 9. Feel free to experiment at higher levels!

Complex Traps

Some traps in necromantic dungeons have Complexity points. These work like the "life points" of the trap. At the start of each combat turn, the trap "attacks" again (forcing additional saves where applicable). Each successful disarm traps roll that equals or surpasses a trap's level reduces its Complexity by 1. Complex traps are considered destroyed when their Complexity falls to zero. Complex traps can be considered "Boss traps", although they never count as monsters and can never be the Final Boss. Overcoming them is worth 1 XP check.

If a room includes a Complex trap, it cannot be crossed until the trap is disarmed, although the party can exit the room from where they came. A bomb (from CoC) removes Complexity points from a Complex trap as if it were life points.

Any trap from any other 4AD book can be turned into a complex trap by giving it a number of Complexity points equal to its level. Complex traps of level 8+ are worth 2 XP checks when defeated, but these XP can be assigned only to the characters who partook in their disarming.

If you have no rogue or other character capable of detecting and disarming traps, or if they are otherwise incapacitated, your party will have to either find another way around them or suffer the results.

New Gear

Firearms are rare in Norindaal. On the An Mòr continent, black powder is produced only by alchemists in Dorantia. The Dorantian empire has a small force of arquebusiers, with many dwarves in its ranks. Some of them are expatriates of the Miner clan in Kestar Kell.

You can assume your characters have acquired their weapons through military service in Dorantia through special contacts or have purchased them on the black market.



Black-Powder Pistol (50 gold/4): Ranged slashing weapon +2. May be fired only once per encounter. Usable only by dwarves, marksmen, sentient golems, swashbucklers and warriors. Requires only one hand. On a roll of 1, the pistol explodes inflicting d3 damage upon the user and the weapon becomes useless unless the user has crafted gun powder (from TCOTFD) or buys some from an artificer (between adventures).

Harquebus (100 gold/4): Ranged slashing weapon +3. May be fired only once per encounter. Usable only by dwarves, marksmen, sentient golems and warriors. The wielder must use both hands to fire. On a roll of 1, the harquebus explodes, inflicting d3 damage upon the user and the weapon becomes useless until the user acquires gun powder. For every shot, roll for wandering monsters (1-2 on d6) whenever used in a dungeon. Monsters will arrive after the current combat. The wielder can reload before the wandering monsters' arrival.

Seal of Purity (50 gold): Provides a +1 save bonus vs demons. Cambions (from 4ATN) wearing it add their full level when attacking (not ½) but lose 1 life when they cast a Nether spell. Characters with a purity seal can adventure with any other class without restriction (e.g. paladins with demonologists or witchhunters with necromancers), because the seal is only given by the authorities to those who have proven their moral merit. Of course, the moral merit of the

authorities themselves is highly subjective, and anyone with the right connections who can pay the price can get a seal.

Steam-Powered Chainsaws (200 gold/4): Gnomish creativity can lead to frightening results when put to the service of war. These dangerous "steampunk" implements of massacre can only be used by warriors, dwarves, gnomes and sentient golems. Their wielder inflicts d3 slashing damage; the damage die explodes against zombies on a roll of 3+. On an attack roll of 1, the user has wounded himself (lose 1 life) and must roll on the Infamous Amputation table. In addition, these weapons are extremely noisy. If they are used even only once, increase by 1 the chances of wandering monsters throughout the entire dungeon. Since wandering monsters are met on a d6 roll of 1-2 in necromantic dungeons, this means chainsaw-wielding parties attract them on a d6 roll of 1-3 when making Search rolls or returning to a previously explored room.

Steam-powered chainsaws are very rare and only available from insane dwarf artificers in dwarven strongholds. You can buy one of them between adventures if your party includes at least one dwarf or gnome (from *Wayfarers and Adventurers*). Otherwise, they are available before an adventure on a d6 roll of 5-6 (from a traveling dwarf or gnome artificer).

Neurosis

Sometimes stress becomes too much for adventurers to cope with. While confessors, minstrels and brothels can help deal with Madness, experienced adventurers learn to discipline their minds into ignoring short-term anxiety by developing neurosis. If you are playing at Basic level (levels 1-5) see Madness under Abyss and Netherworld Rules.

At any time, a character can remove 3 Madness points to acquire a random neurosis from the Neurosis table (p.80). The Madness points are removed from the character's sheet and the neurosis added.

A neurosis is a permanent derangement that hampers a character. Each neurosis can only be acquired once by a character. It can be cured with extreme and violent treatments (e.g. indoctrination, prayer and fasting, flogging) but at great cost. Curing a neurosis is only possible at asylums or abbeys, between adventures. It costs 250 gp and the spending of 1 XP check for each neurosis. The character must also forfeit the next adventure (a replacement character can take his place).

If the XP check fails, the attempt is unsuccessful: the XP is wasted AND the character gains 1 more Madness point OR loses one permanent life point from the treatment (player's choice).

A character can never have more than three neurosis at a time. All must be different. Should somehow a character acquire an additional neurosis, he is removed from the game as if his Madness had gone over his level.

If that character was also tainted with lycanthropy (see 4AA p.39) or Touched by Chaos (see CoC p.19), he will attack the party as per these rules.



Searching Rooms

There are no truly empty rooms in necrotic dungeons. However, once a room or a corridor has been cleared of any threat, you may Search it, gaining a clue or finding a secret door (your choice) with a roll of 5 or 6 on a d6. On a 3 or 4, nothing is found. On a 1 or 2, wandering monsters sneak up on the party, attacking those at the back of the marching order. The -1 for searching corridors does NOT apply.

Roll d6 to determine which wandering monsters appear: 1-2 necromantic vermin, 3-4 necromantic minions, 5 necromantic Weird Monster, 6

necromantic Boss. Then roll on the appropriate table to determine what they are.

Unique Dungeons

In this book you will find unique dungeons which combine tables from various books of the 4AD line (p.65-68, 74-75, 90, 93, 96, 102, 108, 111, 126). These are meant as examples of how you can mix and match content from different books to create unique thematic dungeons. If you don't have these books, feel free to alter them as you see fit, using tables from the 4AD corebook or tables of your own.



Hardcore Dungeons

Optional Rules for the Brave

For a truly gruelling experience, try playing *Digressions of the Devouring Dead* (or other dungeons, such as Abyssal, Chaos, Netherworld, etc.) with the following optional Hardcore Dungeon rules. They assume that parties move much more slowly and carefully and that each map square or room actually covers a large distance. Food, fuel, ammunition and other resources must thus be accounted for.

Hardcore mode involves more record keeping. Consider using 6 ten-sided dice (d10) of varied colors (or lots of tokens) to keep track of your fluctuating resources.

For simplicity's sake, each character can carry only up to 10 units of any given resource (see below).

Expect an extremely high casualty rate in Hardcore Mode.

- **Expert level:** Hardcore mode is best played at Expert level (levels 6+), where the characters have access to skills, additional equipment and retainers.

- **Time:** With this variant, each dungeon room or encounter lasts one hour (60 minutes), not 10 minutes. Do NOT roll 6 times for wandering monsters! They still happen no more than once per encounter.

- **Resource #1 - Ammunition:** If using bows, slings, crossbows or firearms, you must account for all munitions

spent. A character can carry up to a total of 10 munitions of each type (arrows, sling stones, bolts, bullets, etc.) in canisters or quivers.

- **Resource #2 - Bandages:** ***Healing spells and potions do not work in Hardcore mode.*** However, there is no limit to the use of bandages in Hardcore Dungeons. A character can carry up to 10. Their effect adds to the healing provided by a surgeon retainer. Applying a single bandage takes 10 minutes (e.g. one wandering monster roll). Bandages cost 1 gp each.

- **Resource #3 - Food rations:** Party members must eat 1 ration every 5 hours or lose 1 life. Each party member can carry 10 rations. They cost 1 gp each.

- **Resource #4 - Lantern oil & torches:** The party will have to manage its fuel supplies or risk fighting in the dark (-2 penalty to all rolls and no reading /scroll use possible). A character can carry up to 10 torches or lantern oil flasks. A torch or a flask lasts for a single room or encounter (1 hour). Each torch or oil flask costs 1 gp.

- **Resource #5 - Lockpicks:** Each failed attempt to open a locked door expends 1 set of lockpicks. Lockpicks are not expended on successful saves. A party without lockpicks cannot open locked doors. Each party member can carry up to 10 lockpicks.

- **Resource #6 - Ropes:** These are used to detect and disarm traps, bind monsters or party members, or any other adventure requirement that

needs this item. Each failed attempt to disarm a trap consumes 1 rope (3 meters/10 feet). Ropes are not expended on successful saves. A party without ropes cannot disarm traps. Each party member can only carry up to 10. A single Lotion of Aglet (from TCOTFD, p.79) will make all the ropes carried by a character indestructible, but only for one day.

Benefits of Hardcore Mode

Your party gets +1 to all XP checks when playing in Hardcore Mode, but only if you are playing with an Iron Maiden soundtrack in the background.

Putting the music on pause or to minimum volume, or listening to cover bands or unplugged versions, will not do. Use headphones if you must.



Design Your Party Carefully

Survival in a Hardcore Dungeon will require thoughtful preparations. A rogue, or at least a cleric of Darim, will help with the many traps. A **healer**, such a succubus (from BBB) or a witch doctor (from JJJ) is invaluable for surviving through big dungeons.

In the roles of a **"tank"** and main **"damage dealer"**, one or two warriors, dwarves (paired with a mithril golem for repairs), death lepers or atrocities fit well, though other options such as barbarian, green troll, assassin, fire elf, ogre, paladin, lutin or moonbeast work too.

Ideally, a **"trap specialist"** should also join the party. The rogue is the best for this but assassins, gnomes, goblins, harlequins and clerics of Darim also fit.

A versatile **"supporting class"**, such as a paladin of Zur, a marksman, a wizard or an elf (or their variants, such as a necromancer), can also become handy, especially with anti-undead or anti-group talents (such as Fireball spells).

Specialized or wilderness classes such as the alchemist, conservationist, druid, satyr, seafarer, wilderness guide or wood elf won't have many occasions to use their aptitudes in necromantic dungeons.

Despite its might, bringing in a sentient golem without another character who can repair it will ensure its death.

The Loathsome Four

The new atrocity class has a unique synergy with death lepers (who can self-inflict Madness), succubi (who heal infinitely at the price of Madness) and mutants (who spontaneously cast spells when gaining Madness). This mighty combo has, however, its risks...

A party comprised of an **atrocity**, a **succubus** (from BBB), a **rogue** and either a **mutant** or a **death leper** will make a powerful combination both in combat and against traps, as each time one of them gains Madness it will empower both the atrocity and the mutant. However, Madness will rise quickly (a significant threat if you are below Expert level) and you will have to resort to neurosis to "bleed off" those points before the entire party falls over the brink of insanity.

The Tinkerers

In a more conventional party, a **rogue**, a **warrior** (or barbarian, or paladin), a paired **cleric of Darim** and **mithril golem** will also make a polyvalent fighting force with redundancy for both the "tank" and "anti-trap" roles. You can also replace the warrior with a spellcaster, a harlequin or an assassin (from CoC) in the "damage dealer" role.

A "5th character", such as an elder (from CoCoC), a shrew (from RRR) or a damsel in distress (from PoPoP), depending on your style, can also boost up the rogue or the fighter.



Wilderness guides, druids and alchemists won't be very useful in the necropolis.

The Glass Cannons

Classes with low life and Defense - wizards, halflings, alchemists, conservationists, gnomes and druids - and the more specialized ones, like

satyrs, demonologists and wilderness guides, will have a harder time.

At Expert level, where low life points are less of an issue, wizards and their variants - necromancers, frostweavers, swamp shamans and fire mages - will benefit from unique twists such as Mass Teleport and necromantic spells, and their damage dealing abilities will help the party deal with Bosses.

Consider a few bodyguards, like a retainer and a surgeon, to make them more survivable.

The Debutantes (Easy Mode)

Players looking for an easier game will pick a **cleric of Luura** (from BS) with up to six Heal spells and **paladins**. For this “safer” variant, avoid classes whose Attack or Defense rolls don’t increase steadily as they level.

PSYCHO MoDE! (Optional)

Meant for truly experienced players, PSYCHO MoDE! is even more punishing than Hardcore Mode. All the rules for Hardcore Mode apply, plus the following restrictions on magic:

- **Magic:** You can’t use magic at all in Hardcore Dungeons. This includes spells, scrolls, magic items, healing potions and Abominable Gifts. You can still use holy water or class abilities such as a halfling’s Luck, piety points (paladins) or a demonologist’s exorcism. The good news is that no monster needs a magic weapon to be hit. Only silver weapons (available at any silversmith) are needed instead.

- **Classes:** Spellcasting is not available in PSYCHO MoDE! dungeons. You can take a cleric (for turning undead), an elf (for sword-fighting) or a wizard (for Spore Alchemy) if you want, but they cannot cast spells. At all. Alchemists can’t craft potions inside Hardcore Dungeons.

Your party gets +2 to all XP checks when playing in PSYCHO MoDE! You still need the Iron Maiden soundtrack, but play it louder. MUCH louder.

Party Design in PSYCHO MoDE!

Armor, life points and bandages matter a lot. Death by attrition is likely as you can’t count on your cleric to simply recharge life points at will. Consider bringing a rogue (for traps and lockpicks), high-life point fighters (e.g. barbarians, paladins and warriors) and maybe a succubus (whose healing isn’t a spell) for healing.

Wizards and other spellcasting classes, will be at a serious disadvantage. You’ll have to manage your resources much more carefully. Pre-paid funerary arrangements are recommended.

Special Rules

The following special rules apply in necromantic dungeons, in addition to the usual dungeon rules.

Contempt for Clerics

All undead encountered in necromantic dungeons hate both clerics and paladins, and impose a -2 penalty to these classes’ Defense and turning rolls (see Turn Undead Expert skill in 4AA).

- Clerics of Zur (from 4ATN) are hated above all others and must always succeed a spellcasting check when trying to pacify vermin and minions, as with Bosses and Weird Monsters.



- Because of Ter Za Necht's influence, clerics of Zur cannot cast the Healing spell on themselves in necromantic dungeons.
- Clerics of Luura, the sun god, face a unique threat against the undead: anytime they roll a 1 when casting a Healing spell in their presence, the

spell heals no life and infects the target with the Dark Plague instead (see p.26).

- Demons and undead always dedicate at least half their attacks (round down) against paladins and clerics of Luura.

Note: These limitations compensate the advantage clerics have vs undead.

Deadly Doors

All doors in necromantic dungeons are made of iron and locked. They have a 3 in 6 chance of being protected by a trap (See 4AD p.63.) Picking locks and bashing doors is always always a level 4 roll. Roll on the Necromantic Trap table whenever you successfully unlock a door.

Extenuating Experience

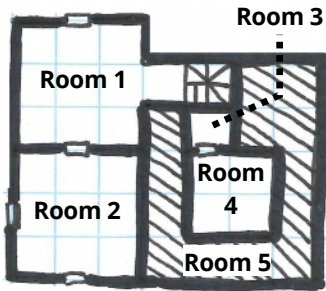
For Expert-level characters (levels 6+), use the Abyssal dungeon rules regarding level advancement (XP): make an XP check at -1 for every 5 vermin or minion group defeated and 2 XP checks per Boss or Weird Monster.

How Many Rooms?

If you rolled an area which includes multiple rooms, you get to decide if you roll only once on the Necromantic Room Content table, or rather once per room (corridors are considered part of a room). Choose before rolling.

For example, in the illustrated example A, area 57 has four distinct rooms on the main level and one (a dead-end) in the basement. You could decide to roll

Area 57 (example A)



5 times on the content table, or 4 times, ignoring "room" 3, which is technically a corridor, or just 2 times: once per level (e.g. once for rooms 1-4, once for room 5).

As for Room 3, which is only 1 square in size, you could treat it as a room (because it's a closed space) or a corridor (because of its size); either option is valid.

In the case of areas with many small cells (such as entrance room 3), rolling for each small room may be tedious.

You can choose to roll for some of them, all of them or none of them, as long as you roll for content at least once per area. However, if you choose not to roll for any of them, they won't count as distinct rooms but as extensions of another room.

This means you couldn't make multiple Search rolls or consider them as "safe zones"; just ignore them for game purposes.

When an area includes both rooms and corridors, treat it as a room for the purposes of both combat and Search rolls.

Resting

The rules for resting in *Fiendish Foes* (p.2-3) apply in necromantic dungeons, but only clerics of gods aligned with Death can recover Blessings in these cursed places. Among the gods of Norindaal, only the following deities are aligned with Death: Gro Khair the Hungry, god of famine; He Who Lies Below, god of fungi; Kra the Destroyer, god of strength; Sozara the Undying, cannibal dragon god; Ter Za Necht, the Claws of the Night, lich dragon god; Zur, god of death.

Returning Roamers

Normally, according to the rules in *Four Against Darkness*, once you exit a dungeon, you may not go back there



(4AD p.65). Considering the lethality of necromantic dungeons, that restriction is waived so as to allow a party's successors to explore a dungeon. However, all rooms previously cleared of dangers will have new random content (generated from the Necromantic Room Content table). In addition, all monsters will have healed all life points lost and restored all expendable abilities. Those previously met encounters will be expecting the party and will act first.

Sundered Sorcery

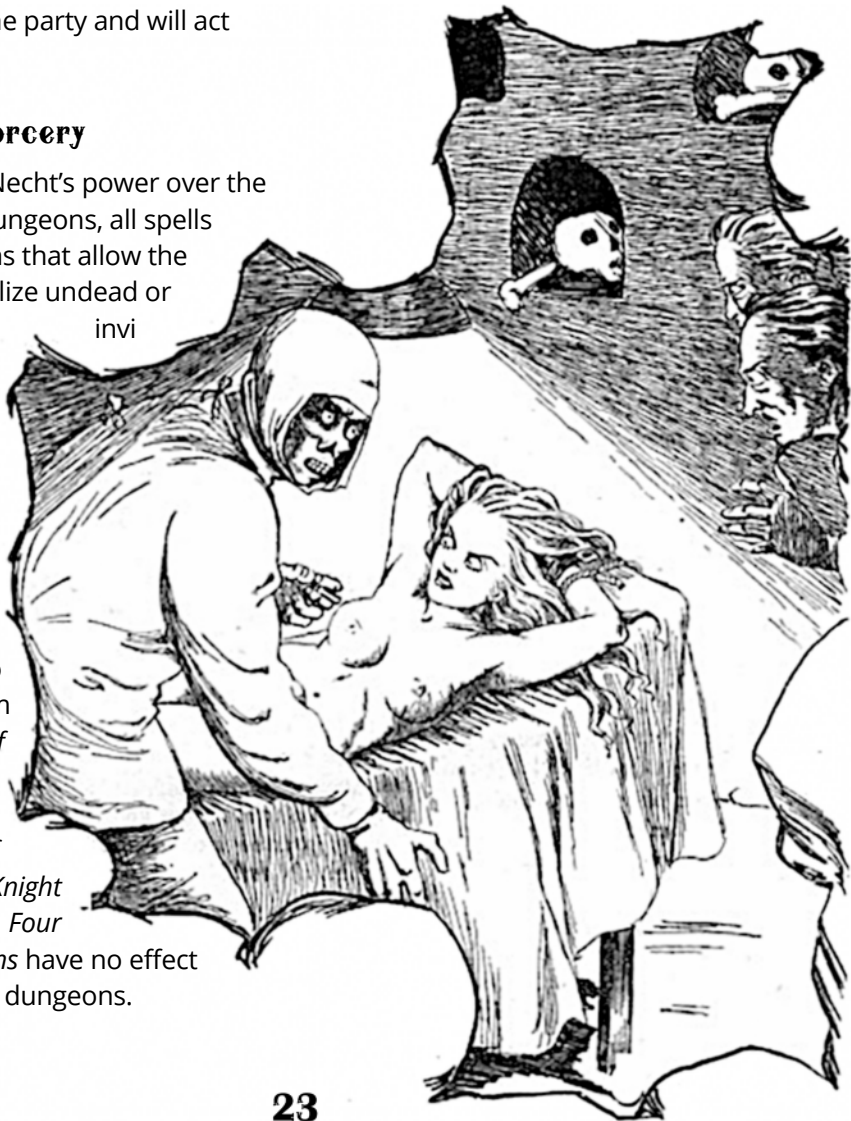
Due to Ter Za Necht's power over the necromantic dungeons, all spells and magic items that allow the party to neutralize undead or become invulnerable to them (from any 4AD books) do not work in necromantic dungeons.

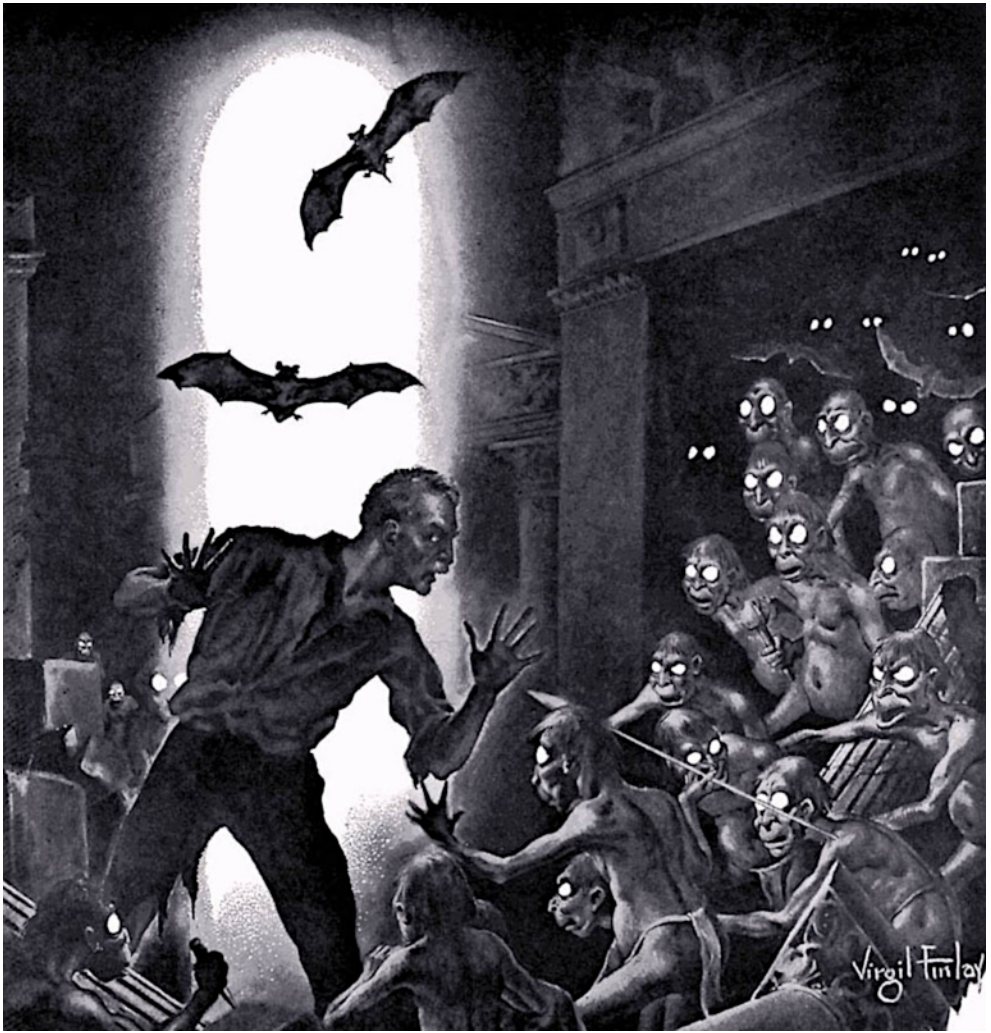
Likewise, all spells and magic items to that effect from the *Corridor of Shadows*, *Treasure Hunters of Charlemagne*, *Knight of Destiny* or *Four Against the Titans* have no effect in necromantic dungeons.

This restriction does not apply to the clerics of Zur's class abilities.

Vindictive Vermin

The missions in this book are more difficult than standard dungeons. Necromantic vermin count as minions for XP purposes (the party gains 1 XP roll for every 10 encounters with vermin).





Wooing and Milking

Some supplements offer new twists when interacting with monsters; Wooing and milking are possibly the strangest. The only creatures in necromantic dungeons that can be wooed (by satyrs, from TCOTFD) or milked (by cheesemeisters, from RRR) are female vampires and baobhan sith. Try this at your own peril.

While milking monsters is already as quirky an ability as can be, attempting to milk the living dead is... awkward, to say the least. Still, nothing can stop a determined cheesemeister from making Perfect Cheese, however crazy it may seem. Cheese made from the milk of either creature (a bloody, unappealing substance) confers a +4 bonus to saves vs level draining for the duration of a single encounter (selling

price: 70 gp/¼). This “vampire cheese” can be eaten at any time as a free action. It tastes like blood pudding. Obviously, it doesn’t mix with garlic.

Needless to say, convincing a vampire to be milked isn’t easy: the undead must be peaceful, a persuasion save against her level is required, and she will ask for a bribe of 5¼ (e.g. 5 life points) before consenting to the cheesemeister’s bizarre request. Only necromancers would buy such cheese in any event.

Abyss & Netherworld Rules

Below is a summary of the rules for Madness and the Dark Plague from *Four Against the Abyss* and soul cubes from *Four Against the Netherworld*.

Blasphemous Ones

Characters who successfully receive three Abominable Gifts from these demon-like, alien monstrosities can then transform into one, gaining the ultimate prize of true immortality (see 4ATN, p.29-30). Normally, this benefit comes at the cost of not being able to leave the Netherworld. The demonic energies which infuse necromantic dungeons do allow Blasphemous Ones





to freely adventure within them and the surrounding areas (a day's walk in every direction). This gives paladins and do-gooders an additional reason to cleanse necromantic dungeons, lest Blasphemous Ones set up beachheads to invade the world.

Dark Plague

Characters exposed to the Dark Plague must save versus a L10 disease or catch it. Halflings add +1/2 L to this roll. Infected characters have a 1 in 8 chance of losing a life point each time they step into a new room or (outdoors) hex. Upon reaching zero life, the character is dead. They will also infect other party members, who must also roll a L10 save for each new room or hex.

Curing the disease requires a Blessing spell with a casting roll of 10 or better.

Madness

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

When a Madness check is required, roll a d6 equal to or less than his current Madness score or gain 1 Madness point. Characters with 0 Madness always fail their first Madness check.

Characters at Basic levels (1-5) are extremely vulnerable to Madness. Therefore, when characters under level 6 would gain 1 Madness, they can choose to lose 2 life points from shock instead. This option is not available to characters of Expert level (6+) or above.

Characters of any level can spend Madness points on permanent neurosis in order to lessen their Madness level, if desired (see Neurosis under New Rules, p.14).

Soul Cubes

Demons burn the souls of the dead into soul cubes using soul furnaces. These cubes are sometimes found in necromantic treasure troves. A single soul cube can restore one charge to any magic item. It is worth 50 gold/4 and is the "gold standard" in the Netherworld, never depreciating.



Necromantic Floor Tiles

Inspired by the great architect Giovanni Battista Piranesi's imaginary prisons (the "Carceri"), necromantic dungeons use a distinct set of dungeon rooms for which certain special rules apply.

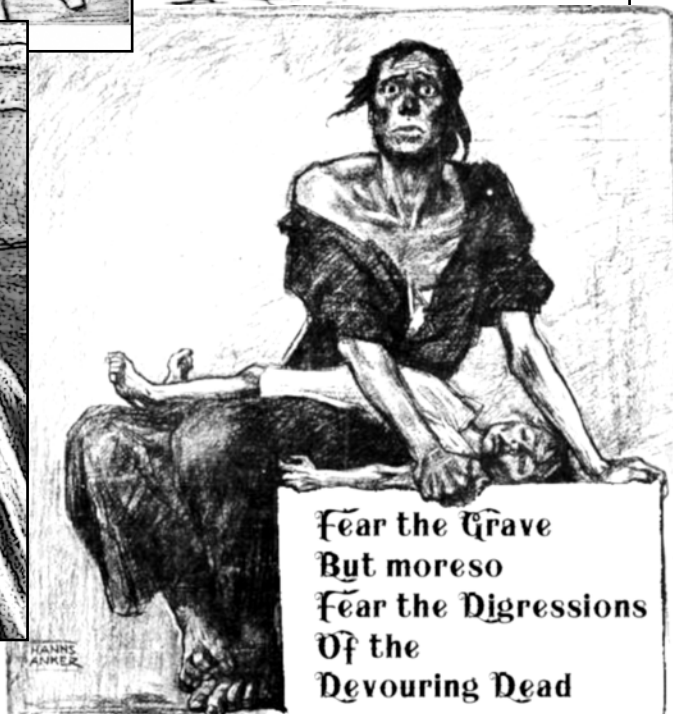
As an option, the new dungeon rooms may replace those found in the 4AD corebook. If you use them, roll a d6 on the Necromantic Dungeon Entrance table in the appendix to generate the first room of the dungeon. Afterwards, roll a d88 (one d8 for tens, another for units) on the Necromantic Room Type table for all other rooms.

Unless noted otherwise, use the regular dungeon generation rooms from the 4AD corebook to generate necromantic dungeons. Apply the following changes when playing with necromantic dungeon rooms:

- **Multiple Rooms:** Some result on the Necromantic Room Type table generate more than one room. Roll separately on the Necromantic Room Content table for each of these rooms.
- **Overlapping Dungeon Levels:** Some of the room types featured in this book feature overlapping dungeon levels, i.e. a room at the party's current level and another room beneath it at the dungeon level below.

Hatched lines indicate which is the lowest level. You can also draw them in another color if you prefer. In this case, roll on the Necromantic Room

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Fear the Grave
But moreso
Fear the Digressions
Of the
Devouring Dead



content for all rooms and corridors. Overlapping rooms or corridors are indicated by dotted lines.

When the limits or “walls” of two distinct rooms on different levels touch each other, there is always a ramp, which means it is possible to move from one level to another either by flying (by magical or other means), climbing down (with a rope or chain) or jumping down (taking d3 damage). If a party has a rope or a chain, climbing down requires no roll. If the rope is attached, the party can climb back up to its previous position. However, when the party leaves the room, upon returning they will find the rope or chain has been severed on the d6 roll of 1-4.

Barbarians, acrobats, spiderfolk, swashbucklers and rogues (and those who roll saves like them) can climb up or down the dungeon's spikes without the need for a rope, as can all flying

characters. Other characters must pass a L4 climbing save, with d3 life lost if it fails.

- **More Dungeon Levels:** To keep cartography manageable, necromantic dungeons have only three overlapping levels at most. If you want more levels, you can choose that when your party reaches a lower dungeon floor level (indicated hatched lines on the tiles), this becomes your new “current” level and that any further hatched rooms and corridors generated belong to another (third) level beneath. This can make your map hard to read: we recommend using either a new sheet of paper or transparent sheets with different color markers for each dungeon level.

- **Falling Down:** When a fight occurs on a balcony (e.g. when a corridor or room overlaps with a hatched dungeon room on the level below), each time a character rolls a 1 on a Defense roll,

the character must succeed a L3 agility save (acrobats and swashbucklers add +L) or fall down on the level beneath. The fall itself causes d3 damage. To climb back up, another character must use a rope to help the fallen one. Otherwise, the character on the lower level must either find an exit by his own means (if there is one) or die alone.

- **Drawbridges:** They are identified with a zigzag on the squares. Roll a d6 the first time a drawbridge is revealed: on 1-3 it is raised, on 4-6 it is lowered. The drawbridge can be lowered or raised by activating the nearest lever (see below). If it is raised, access is impossible to the other side.

If there are any flying monsters on that side, make a reaction roll for them. A result of "capture", "fight" or "fight to the death" means they fly over the gap to attack the party, leaving their treasure behind.

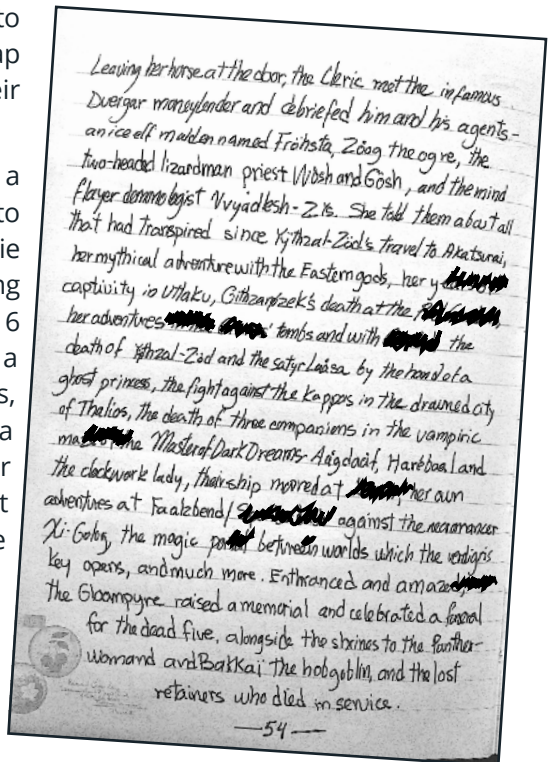
- **Deathtrap:** These are indicated on a room tile by a skull icon. Roll a d6 to determine its type: 1 hungry zombie horde, 2 iron spikes, 3 lava, 4 boiling mutated flesh, 5 cold stone ridges, 6 hanging by one hand above a bottomless abyss. In all cases, characters who fall down in a deathtrap lose 2d6 life. If another character cannot help them out immediately by lending them a rope or chain, they die a horrible death.

- **Levers:** They are identified by a match-like pin on the squares. A lever will activate the nearest drawbridge. However, on a d6 roll of 1-3, the lever

is guarded by a puzzle trap. A level d6+HCL puzzle save is needed to unlock it (wizards roll at +L). On a failure, the character loses 1 life but can try again.

- **Stairs:** Allowing access between dungeon levels, they are identified either by a spiral stair symbol or by short decreasing lines.

- **Other Icons:** Other icons featured on the necromantic dungeon rooms are traps (T), traps with treasure (T+) and gruesome stuff (G). Roll on the relevant table in this book when crossing squares with these icons. Apply these results in addition to any generated by the Necromantic Room Content table. Traps are resolved after monster encounters, but only if the party





crosses the specific square where the icon appears (such as to get to a door).

• **Deeper Dungeon Levels:** If the party goes down to a lower level, when rolling on the Necromantic Room Type table, remember that any room tile with hatched lines represents a new level under the party's current dungeon level (a third dungeon level). Theoretically, a necromantic dungeon can have an infinite number of descending levels that way. When a game condition calls for something to be found or encountered in the dungeon's "last room", this only applies to the current dungeon level.

Fighting on Lower Levels

Characters with spells or ranged weapons have one round to shoot at monsters on a lower level before they redeploy to an adjacent location. This does not count as fleeing: note their presence on the map whenever the adjacent location's room type is generated.

Flying Monsters

Flying monsters will swoop upwards to attack the party if there are multiple levels. Their treasure, if any, will be left at the lower level.

You may use the rules for flying monsters from the *Crucible of Classic Critters* (p.9): ranged weapons attack flyers at +1 but if the room is 12 squares or more in size, only ranged weapons, spells, spears or polearms can harm them.

Ranged weapons can be used for the entire combat against flying monsters, not just during the first turn.

The following monsters in the present book are flyers: banshees, baobhan sith, doom pyres, emissaries of Ter Za Nech, flying skulls, ghost gremlins, ghouls, dragons, nether man (he teleports), necrosuccubi, wights, witherers, wraiths and zombie dragons.



New Classes

The following new classes are available for play in regular adventures of *Four Against Darkness* unless otherwise noted. They tie in with darkness, the undead and the gods of Death.

Some of these classes, such as the mutant and the death leper, have abilities based on the sacrifice of their life points: they will face severe hardships without a cleric or at least a surgeon retainer in the group.

Despite their darkness, characters from these classes have no inherent moral restrictions. They are not necessarily evil, though not likely to get much hugs from children at their birthday parties.

Unlike a chaos lord, for example, a mutant is an unwilling victim of tainted magic, not necessarily a devotee of Chaos. Likewise, death lepers and atrocities can be innocent victims of disease or the fanatical zealots of evil gods. Necromancers can be oracles, police investigators, slavers or even respected workforce masters where their practices are allowed. Some nether golems are actually quite nice people, despite their fearsome appearance and poor carousing skills.

Several classes have interesting interactions with one another, such as the death leper and the mutant with the atrocity.

Prejudice against these classes comes from the most puritan devotees of Law. Clerics and paladins devoted to the gods of Law will seldom associate with mutants or chaos golems, and



clerics of Life take a dim view of necromancers, but we leave it to you to decide what is appropriate for your own campaign's narrative.

Shrews and censors (from RRR) would normally shy away from them, but you can come up with a reason why they wouldn't.

Atrocity

Shape shifters. Skin-walkers. Weres. Each of the cursed ones is different.

Transformed by Chaos beyond even the mutant's dire fate, atrocities live a double life in deceit and self-loathing. The monster that hides within their bruised human appearance always whispers in their minds, eager to take control and manifest in a blaze of terror. Atrocities are tormented souls devoured by their inner demons. All are shape-changers: lycanthropes, monsters in sheep's clothing, ghost or devil-possessed, scions of chaos or worse, their forms are as varied as their curses. No two are alike.

The paradox of their existence is that their power comes from the very terror they inflict on those around them, and the greater their comrades' insanity, the stronger they become.

The Atrocity's curse has a similarity with mutants as their horrible transformation causes them to swell with both chaotic power and Madness, which in turn causes the Atrocity to grow in strength, each feeding off the other in a spiral of darkness that accelerates their final, wicked fate.

Traits: Atrocities have two forms, each with a distinct profile. In their normal human or humanoid form, they add + ½ L to their Attack rolls.

When the Atrocity transforms into its monstrous bestial form, all vermin and minions must make a morale check.

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Furthermore, all other characters and retainers must make a L3 fear save or gain 1 Madness.

It takes one action for the Atrocity to transform. In beast form, the Atrocity adds +L to its Defense rolls, and +L plus the party's total Madness points to its Attack rolls.

Example: Each time the Atrocity transforms into monstrous form, it causes a total gain of 3 Madness points (in a party of 4) and therefore adds L+3 to its Attack rolls. If it had already transformed in a previous encounter, and the party's total Madness is 6, it would add its level +6 to all its attacks.

The Atrocity always reverts to human or humanoid form at the end of an encounter.

The Madness points gained from witnessing the Atrocity transform can be cured normally or converted into neurosis (see Neurosis, p.14). Madness points converted into neurosis points do not add to the Atrocity's Attack roll.

Saves: Like barbarians.

Armor allowed: Any in human form. None in bestial form. If wearing armor, an Atrocity transforming into its bestial form suffers 1 wound if wearing light armor and 2 wounds if wearing heavy armor. Leafsteel armor (from *Wanderers and Adventurers*) breaks without causing any

damage. Most Atrocities avoid wearing any armor at all and only use shields. Non-magical armor is destroyed if the atrocity changes while wearing it. Armor cannot be removed during combat.

Weapons allowed: In human form, one-handed weapons, light weapons and slings. None in bestial form.

Starting equipment: Any single one-handed or light weapon, or a sling.

Starting wealth: d6 gold.

Life: 7 + 1 per level. A 1st level Atrocity has 8 life.

Expert Skills: Culling of the Weak, Danger Sense, Deadly Strike, Dual Attack (beast form only), Dying Action, Gladiator, Impervious, Monstrous Mount (new), Petrifying Gaze (new), Poison Resistance, Poisonous (new), Talons (new), Terrifying Savagery, Wings (new), Withstand Pain.

Note: Atrocities are a relatively complex class meant for advanced players. The power of Atrocities grow

The Caverns of Chaos would be the sorcerers' abode. And there it was that Yaana of the masked face, and the grey ogre Zöög, and the twin-headed priest of Cthulhu Wösh-Gösh, and the ice elf Fröhistar, would cross the dry hilly valleys in search of the warlock's abode, and came upon chameleonite raiders of lizard-like mien; and a Bone Keeper, who gave them a werewolf-bane bonzing for a carving knife gift; and a strange riddle upon mossy stone; and a hut wrecked by goblin raiders; and finally, those very same goblin raiders, fought hard and bitterly.

exponentially as they rise in level. They become especially powerful in Expert-level parties, where they gain power from their fellow characters' growing Madness limits.

They can also acquire exclusive Expert skills that allow you to customize their monstrous form to your liking, e.g. a werewolf, a medusa, an amoebic entity, a demon, a dragon-man, etc. The alternate form's only limit is your imagination.

Atrocities have a powerful synergy with mutants, death lepers and succubi, who are "Madness generators", but they can end up killing each other or becoming insane from their abilities'

collateral damage, especially without a cleric or other forms of healing. Likewise, since the Atrocity's power comes from high levels of Madness, its party is always at risk of falling over the edge of insanity.

As a death leper's self-inflicted wounds cause Madness to rise, so does the atrocity's Attack bonus, but as it transforms in turn it increases the leper's Madness. Likewise, as the atrocity's transformation fuels the mutants' spells, and the succubi's healing causes Madness, Madness may rise out of control. Ministrels (from 4AA) and witch doctors (from JJJ), who can lower Madness, are prized companions.

Inversely, in a party of demonologists or succubi, an Atrocity's attack potential is much more limited as neither can gain Madness. The same goes with cambions, who are very resistant to Madness. The Atrocity would add only its own Madness points to its Attacks.



Death Leper

Afflicted with a horrible disease, death lepers are outcasts who have chosen to die heroically rather than allow their ailment to claim them. Shunned by proper folks, they can find acceptance with adventurer groups who recognize the courage of their sacrifice.

Traits: Death lepers add +L to their melee attacks only. At any time, they can spend 1 life point or gain 1 Madness to re-roll an attack roll. Re-rolls cannot be re-rolled.

Because they have accepted their death, lepers refuse to use magical Defenses (e.g. magical armor or shields, rings of Defense or teleportation, magic cloaks, Escape spells and the like). They can use other magic items and scrolls normally. They will drink healing potions and will accept healing by clerics.

Death lepers cannot give away any item they take or carry without causing exposition to the Dark Plague, unless a Blessing has been cast on the item previously. Golems are at no risk but the item remains contagious.

Feared and detested, lepers can never enter shops, inns or any type of settlement building (excluding leproseries, cemeteries, abbeys, temples and the like which handle individuals with afflictions). They can never woo or seduce, frolick or engage in intimacy (including with dryads or succubi) or succeed at any social or



persuasion save, except for intimidation.

Death lepers are immune to any disease, including the Dark Plague and lycanthropy, but not vampirism. Because they have accepted their fate, you can choose their neurosis (if you take any) instead of rolling for it.

Lepers can never be resurrected or cured from their condition. Only death awaits them.

They start with the Dying Action skill at level 1 (4AA, p.19). It allows them to do one last action after reaching 0 life.

Good Fortune: Despite their curse, lepers are considered lucky to be with. When they die, they can transfer the levels they gained after level 1 to the next new character you recruit. For example, if a leper rose to level 4, the new character would have 3 “free” additional levels. This bonus cannot

make the new character higher in level than the highest level party member. "Extra" levels that would be wasted are converted into Luck points (like a halfling's, but non-recoverable) which you can attribute to any party member.

Saves: Like warriors except that lepers, being doomed, never get any bonuses to saves. They can get penalties though.

Armor allowed: Heavy or light armor (non-magical). No shields.

Weapons allowed: All melee weapons.

Starting equipment: Any melee weapon (rusted and filthy), bandages (d6), filthy rags and leper's mask.

Starting wealth: d3 gold.

Life: 7 + 1 per level. A 1st level death leper has 8 life.

Expert Skills: Culling of the Weak, Deadly Strike, Double Attack, Dying Action (free at level 1), Gladiator, Impervious, Leprous Cleansing (new), Poison Resistance, Sworn Enemy, Terrifying Savagery, Withstand Pain.

Note: To make the most of a death leper, familiarize yourself with the rules for Madness and Neurosis (p.14), and consider adjoining them a cleric or a surgeon (for healing) and an Atrocity (to boost it with your leper's growing Madness). Succubi and necrosuccubi can't heal them with their unique aptitudes (for obvious hygienic reasons). Healing spells and magic items, magic wells, potions and bandages work normally on death lepers.

Mutant

Mutants are the unfortunate victims of infection by the foul energies of chaos, either tainted at birth or contaminated by exposure to the chaos crystals -- living minerals infused with the essence of formless Xichtul, supreme godhead of chaos.

The terrible energies within a mutant's flesh bleed with uncontrollable sorcery, giving the mutant eldritch powers as it slowly kills him. Feared by the common folk, hunted by witch hunters, mutants are an anxious, paranoid lot who find solace only in the comradeship of their own or of an accommodating adventuring party.

Traits: Mutants add +½ L to their Attack rolls with melee weapons only (round down).

Once per combat turn, a mutant may either gain 1 Madness or lose 1 life (your choice) to call upon a chaotic power as a free action, in addition to his Attack roll. The invocation occurs after the attack. You may either choose any one spell from either the Necromantic Spell table or the Chaos spell table (from *Caverns of Chaos*) or roll twice on any single one of these tables to see which spell the mutant will manifest.

If two spells were rolled, one will be cast this turn and the other on the following turn: you may pick their order but both must be cast, even if the effect would be harmful to the mutant or the party. You may pick the target

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of each spell normally among those available, but it must be a monster or a party member (e.g. you cannot target a wall with Chaos Missile).

Each time the mutant gains 1 Madness, a single random spell is automatically and immediately generated and must be cast at an available target (a friendly one if need be), whether you want to or not. Soul cube requirements (if any) are waived.



You may choose if the spell comes from the Necromantic or the Chaos spell table (if you have CoC). This does mean that mutants can cast Nether Portal (from 4ATN) without spending soul cubes, and therefore easily open gates to the Netherworld - another reason why they are so hated.

If a spell cannot be cast for any reason (e.g. no daughter is available to fuel

Bring Your Daughter To The Slaughter), the mutant loses 1 more life per spell thus wasted. This doesn't generate a new spell.

The mutants' spellcasting is always in addition to their normal attack. No spell book is used nor can the mutant use one or transcribe new spells into one, nor acquire Expert spells. The mutant's level is never added to spellcasting rolls.

Mutants can use scrolls normally.

Mutants degenerate in a horrific amoebic mangle of limbs when they die (causing all party members 1 Madness or 1 wound from shock, your choice). They cannot be resurrected or raised as undead.

Caverns of Chaos: If you have this book, the mutant starts the game Touched by Chaos (p.19) at the most severe level of contamination (4+). Should the character die or become insane, he or she will be reborn as a random chaos weird monster. The Cleansing Ritual, and other cures against chaos, cannot help: mutants are beyond saving, doomed to die and turn against their former comrades.

Weapons allowed: Any melee weapon, bow, sling.

Armor allowed: Shield only.

Equipment: Any single melee weapon.

Starting wealth: d6 gold.

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

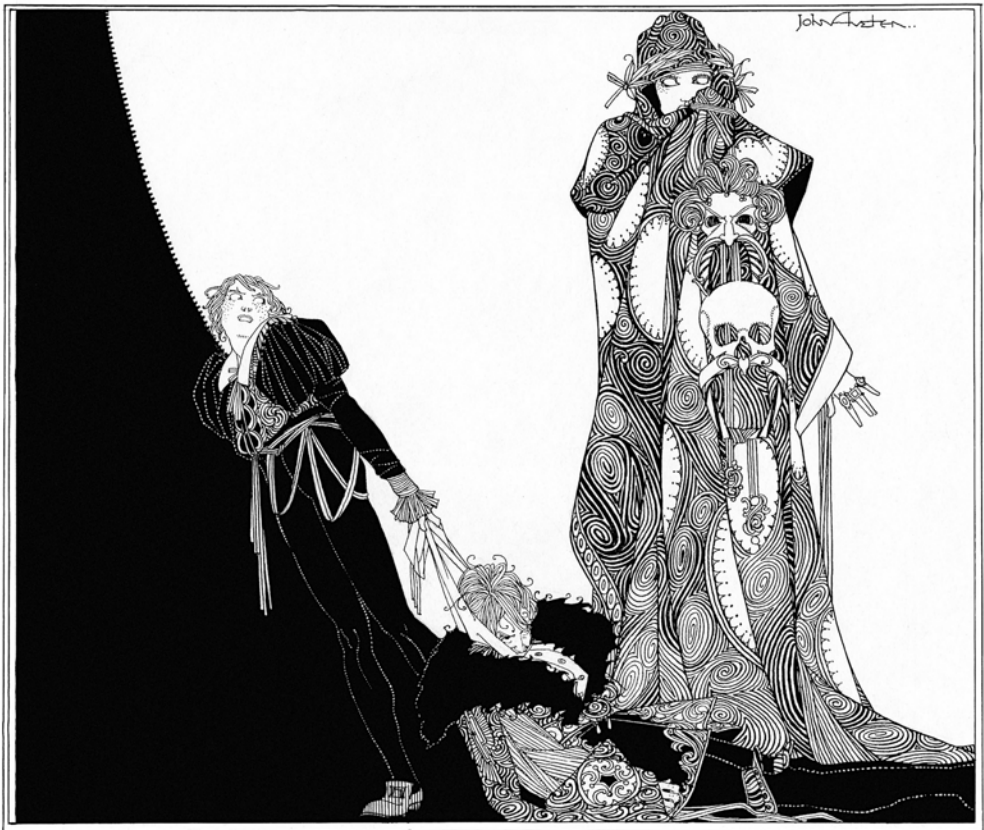
Expert Skills: Acute Hearing, Brawler, Culling of the Weak, Continual Light (self only, e.g. glowing eyes), Danger Sense, Gladiator, Poison Resistance, Strong Will, Sworn Enemy, Terrifying Savagery, Withstand Pain.

Note: Familiarity with the new Neurosis rules (p.14) is recommended to allow the mutant to bleed-off excessive Madness. For an optimal use of the necromantic spells, it is recommended the mutant brings his daughter along "for the slaughter" as a fellow party member (e.g. ideally a cleric character or a surgeon retainer). As stated earlier, a mutant will quickly fuel an atrocity's Attack bonus as

Madness rises, but the spiral may get out of control and end with both insane.

Necromancer

There are those among wizards that seek to not only delay death by potions and enchantments, but by the gruesome means of reanimating dead flesh. Scorned and reviled by their spellcaster kin and civilized society, they roam cemeteries and forlorn battlefields to pursue their dubious experiments far away from the prying eyes of city officials and puritan zealots.



Necromancers are death speakers and re-animators of the dead. Many seek the patronage of demonic gods such as Akerbeltz the Black Ram of Mount Larrun and Ter Za Necht, the Claw of the Night, who have neither morals nor limits to their ambitions.

While not all necromancers are evil, many are. Some, like the Death Watch in Tezany's Cove, hold rank within law enforcement and assist the town guard by interrogating the dead. They are, however, in the minority.

Witchhunters, however, seldom appreciate necromancers, neither do paladins. Paladins of the death god Zur especially loathe them as interlopers with the dead and blasphemers.

It is presumed that your character at least pretends to be among the more respectable sort of necromancer, otherwise he'd be a boss monster in a necromantic dungeon!



Traits: Necromancers are considered wizards in all ways except for the following:

- They start an adventure with 3 spells plus their level.
- Their spell selection is limited. They can only cast necromantic spells (p.91-92) and, if they learn them from scrolls and transcribe them to their spell books, Chaos spells (from CoC), Frost spells (from TNBTW) and Netherworld spells (from 4ATN). They can also learn any spell with the words "undead" or "blood" in their names that will be published in future supplements.
- They must spend XP to learn expert spells like other wizards.
- Necromancers can also cast the Magic Mist spell from *Buried Secrets* and the expert spells Aura of Terror, Lifeforce Control, and Reverse Gaze (which they must learn like wizards do).
- Necromancers cannot cast any spell causing a positive effect on someone other than themselves without also incurring a negative effect (like Lifeforce Control, from 4AA). Other spells, including all those featured in 4AD, are beyond their grasp, except by using scrolls to cast them.
- Necromancers are immune to level drain and Madness and never gain any. They get no benefit from succubi.
- They can use exorcised athames (from 4ATN) like rogues and get +2 to spellcasting rolls for casting necromantic spells if they carry one.

- Necromancers cannot brew potions. They can use potions like any other character.

Restrictions: Clerics of Zur (from 4ATN) and paladins of Zur (from BBB) will not join a party that includes a necromancer. Witchhunters, other paladin types (from 4ATN, RRR and OOO) and clerics devoted to the gods of Light (Foryos, Luura, Mother Fari) may choose to do so, but so great is their unease that they cannot benefit from the "food and rest" action as long as a necromancer remains in their party. Seals of purity (see p.13) negate this penalty.

Weapons allowed: Light hand weapons only.

Armor allowed: None.

Starting equipment: One light hand weapon, evil-looking props, skulls.

Starting wealth: 5d6 gold.

Life: 2 + 1 per level. A 1st level necromancer has 3 life.

Expert skills: Arcane Tanner, Commanding Presence, Detective, Intuition, Knife Throwing, Lesser Necromancy (free at level 6), Protective Incense, Scroll Maker, Spot Weakness, Stabbing Attack, Strong Will, Super Logic, Terrifying Savagery, Vampire Hunter (more by knowledge than inclination).

The return to ~~the Iron Cage~~, aka the Iron Cage, aka the Purple City, was a welcome sight despite the grief of burying the last member of the Gloompyres' doomed Eastern chapter. Yadaana now lay with her god and the survivors paid proper obeisance to the funeral rites at the guild hall. Wish-Gosh was gloomy and unusually silent, whereas Zoog mourned the passing of his baby-friend. Froista had set her mind to other things, worried about Bohn's unexplained absence and the strange changes to the city's politics in her absence. It seemed that soldiers from southern Old ~~Bohn~~ had swelled in the city and that its nominal ruler, the new king ~~Bohn~~—an old rival, if respected adversary, of Bohn's own clan—had fallen under extensive foreign influence. Was this related to Bohn's disappearance? The Mind Flayer Vryadlsh-Zis, who had regented the guild hall in the dwarf clanmaster's absence, had noticed nothing amiss, except perhaps an inordinate level of paranoia in the evercautious dorgan. What had gone wrong within the city?

Sentient Golems

Golems, also called constructs and artificials, are synthetic engines given life by powerful eldritch sorcery. The secrets to build sentient golems have long been lost to mortals, but demon artificers and the craftiest servants of chaos still know how to create new ones. Their construction involves years of work, extremely costly materials and a king's ransom in soul cubes. When newly awoken, sentient golems are a blank state and must learn to walk and talk like all newborn, but have the same

Digressions of the Devouring Dead

intellectual and moral potential (and failings) as humans.

Sentient golems come in three types: chaos golems, mithril golems and nether golems. Their personalities are similar, though nether golems are usually more frightening in looks.

Golems are exceedingly rare: a party can only include a single sentient golem at any time.

Traits: Sentient Golems add +L to both their Defense and Attack rolls, but only with melee weapons. If they have built-in ranged weapons (see New Expert Skills below), they also add +L to shooting them. They can use shields but no armor, cloaks, rings or any kind of clothing or head ornament.

Golems are immune to poison, famine, ageing, disease, drowning and bleeding. They cannot eat (including magical banquets), drink (including potions), sleep, breathe, be resurrected (as they have no soul), acquire Abominable Gifts or become salamandrine men (from 4ATN), become Touched by Chaos, cast spells from scrolls, be

raised as undead, woo or copulate. They can gain Madness.

Golems start with the Brawler skill: their bare fists count as light crushing weapons (-1 to Attack rolls).

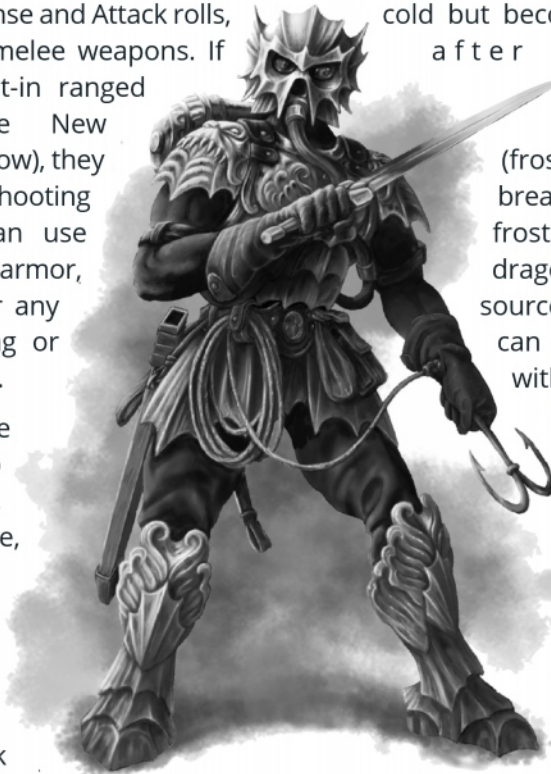
Restrictions: Except for shields, defensive magic items of any kind (e.g. rings of protection, brownie wards) do not work when carried by sentient golems, because of their built-in magic.

Golems do not suffer damage from cold but become immobilized after being exposed to magical sources of cold (frost spells or frost breath weapons from frost giants and ice dragons) until a heat source is applied. This can be a companion with a lantern or torch (who spends one attack), a camp fire or even the midday sun.

They suffer normal damage from fire.

Golems do not heal naturally.

They can only heal by Healing spells (not potions) or if a specific type of character (see specific golem entry) repairs them. The improvised smith must spend 10 minutes on repairs (roll once for wandering monsters) and spend 1 gp per golem level in raw



materials. A hammer and a lantern (or other source of fire) is required.

Repairs heal a number of life points equal to half the smith's level, minimum 1 (e.g. a level 4 or 5 wizard would heal 2 life points).

Nether golems can also be repaired by spending 1 necros instead of 1 gold (that is, being fed corpses or blood, see 4ATN p.14).

Chaos crystals can likewise be spent to repair **chaos golems**, healing all their life (see CoC p.16).

In an armory or a forge, all life points can be restored in 10 minutes, for 1 gp/necros per life point restored.

If you take a golem on an adventure, it is advisable you have a cleric or another character (demonologist, wizard, dwarf, gnome or cleric of Darim) able to repair it.

Chaos Golems: These eldritch beings are animated for chaos lords as a reward from the gods of chaos. They have +1 to all saves against chaos magic. Their appearance is bizarre and unsettling. One chaos crystal restores all their life (see CoC).

Only wizards (not specialists) and clerics of chaos gods such as Akerbeltz and Ter Za Necht can repair them. Casting a Chaos Spell on a chaos golem also restores it to full life.

Nether Golems: Crafted by demon smiths as gifts to their ruler's most trusted servants, nether golems have +1 to all saves in the Netherworld (see 4ATN). Their appearance is baroque and frightening. One soul cube restores all their life.

Only necromancers, demonologists, dwarves from the Possessed clan (see PoPoP) and cambions (from 4ATN) and non-player character demons (in Netherworld strongholds) can repair them.

Intwih, there was no way we could hope to survive the Tantorled Despoiler given the loss of a party member. That promise would be another yet left unfulfilled... At least we did the honors the courtesy of purging the decomposing zombies that had un-neighbourly set residence in the nearest room, an embalming one it seems. Likewise, the two demonic Drinkers of Null in the southern room (to anyone's guess as compasses were useless here) faced a hasty encounter with Fröhsta's silver sword and Zoog's bludgeoning delicacies. At least we found there, anyhow, enough food for eight days. Zoog did not ask questions, and all partook in his wisdom.

* * *

Our next encounter was a terrifying apotheosis. It was an ancient temple to Zur's purest and esoteric aspect, which would have likely driven our deceased comrade Yacana, a cleric of death, to frothing awe. Wosh-Gosh, who worshipped the gods (Thulhu-Tezany (at least Wosh did, for the other head, Gosh, was an argumentative atheist), was divided over the subject. Just as Gosh uttered another blasphemous comment about the gods being frauds and their clerics

—Go—

Digressions of the Devouring Dead

Casting a Nether Spell on a nether golem also restores it to full life.

Mithril Golem: These were once build by the priesthood of Darim, the smith god, in ages long gone, before the Century of Rain and Fire. The secret to create them has long been lost, and no more are created. Mithril golems have +1 to saves against fire. Their clockwork forms are beautiful, silvery and ornate.

Only clerics of Darim, dwarves (of any kind except the Possessed, e.g. jungle dwarves) and gnomes can repair them. A Blessing spell cast by a cleric of Darim restores all their life points.

Saves: Same as warriors.

Armor allowed: None.

Weapons allowed: All melee weapons. Ranged weapons can only be used with Expert skills.

Starting equipment: None.

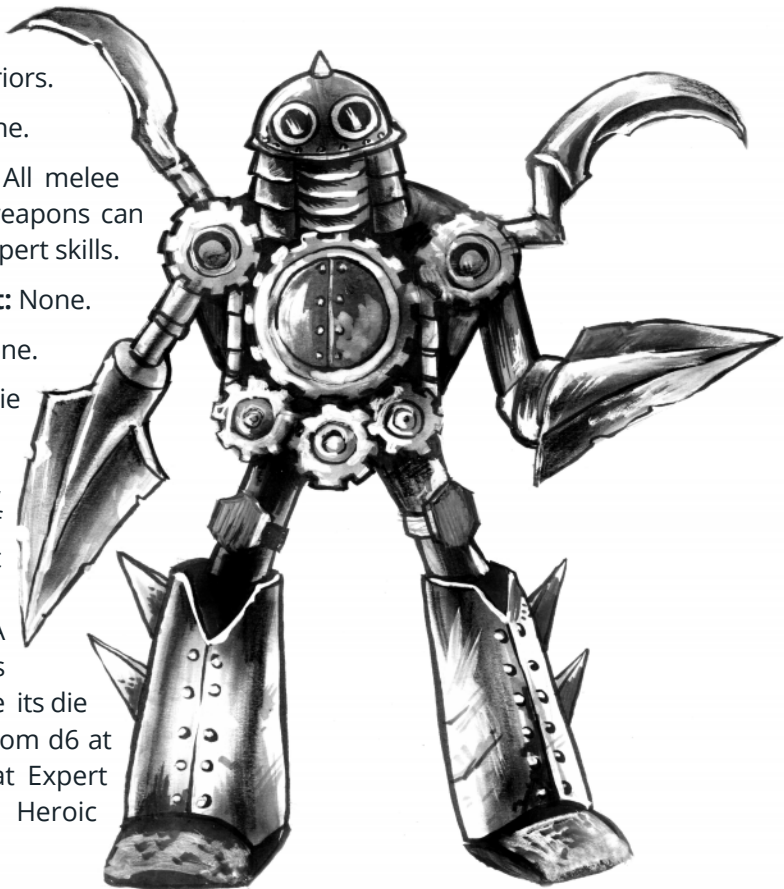
Starting wealth: None.

Life: 9 + 2 for each die type above d6.

Unlike other classes, the life points of golems do not increase when gaining levels. A golem's life increases by 2 points each time its die type changes (e.g. from d6 at Basic levels to d8 at Expert levels, or d10 at Heroic levels.)

A sentient golem has 9 life between levels 1 and 5. It has 11 life at levels 6 to 9, and so on.

Expert skills: Built-In Weapons (new), Brawler (free at level 1), Chaos Missile (new; chaos golems only), Continual Light, Deadly Strike, Dying Action, Gladiator, Hellbane (from 4ATN; mithril golem only), Impervious, Shield Bash, Soul Furnace (nether golem only), Stone Mastery, Strong Will, Withstand Pain.



Clerics & Gods

In addition to the gods already featured in *Buried Secrets*, 4ATN and TNBTW, you can devote your clerics to any of the deities below. Clerics devoted to a specific deity can use the Bless power as described in 4AD or, at any time, spend a Blessing to use the powers described below.

Witchhunters, censors, paladins, and clerics devoted to the gods of Light such as Foryos (from 4ATN), Luura, Zoyas and Tamas Zeya (from *Buried Secrets*) will not join a party with a cleric of Akerbeltz or Ter Za Necht.

Akerbeltz

The Black Ram is the god of witchcraft. He sits on a mountain called Larrun, which is protected by perennial mists and by Lehen Sugea, a giant, seven-tailed antediluvian serpent that spews molten metal. Akerbeltz is worshipped by witch covens and by spellcasters all over Norindaal, although few will admit this openly due to the demonic implications. Plants and rocks on Mount Larrun have eyes and they are said to report to Akerbeltz anything that happens on its sacred mountain.

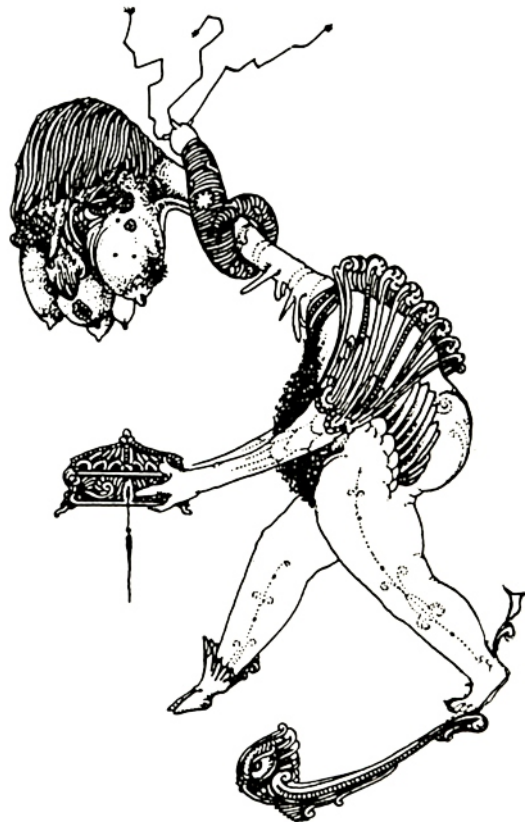
Clerics of Akerbeltz can at any time spend one Blessing to cast the Revelations spell by reading the dead's guts (see the Necromantic Basic Spell table). At least some flesh must be left on the corpse: it will work on zombies and wormfiends, but not skeletons.

The cult of Akerbeltz favours debauchery and lecherousness. If you have TCOTFD, his clerics add their level to both Giving and Withholding when wooing.

Hags and wild witches sheepishly respect the priesthood of Akerbeltz and always react with a "friendly" reaction, unless they are Final Bosses.

If you have TCOTDF, clerics of Akerbeltz can also woo hags, elves and female sorcerers (including chaos "lords") as if they were satyrs, but with the class bonus of swashbucklers.

Akerbeltz is aligned with Life and Demons.



Darim

Aligned with Law, Darim is the god of smiths and a favoured patron of dwarves and gnomes artificers. He is attributed with the crafting of the Living Weapon Gods, the divine sword Cloudcutter and Fudal the Living Hammer, in the making of which he was tricked by the jester god Gobras.

Darim's worship is common with artisans throughout Norindaal.

Clerics of Darim, at any time, can spend one Blessing to repair a broken or spent piece of equipment (sword, shield, armor, lockpick, rope, etc.), whether magical or mundane. They can also spend one Blessing to make a single disarm traps attempt, to which they add their

level, like a

Clerics of Darim can also repair mithril golems (see Sentient Golem, p.42).

Ter Za Necht

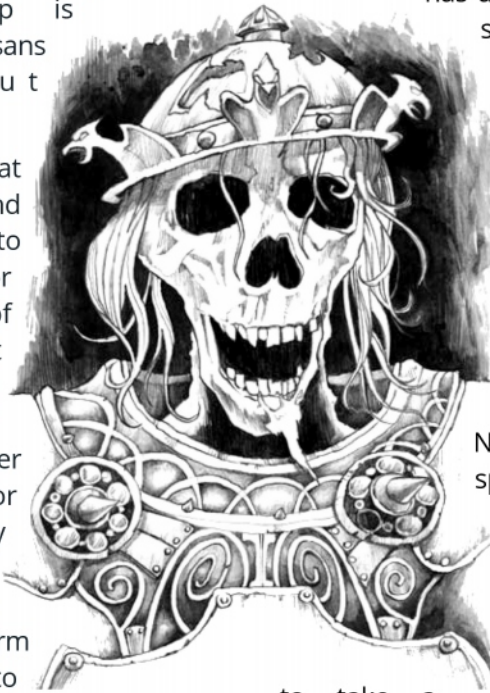
Lich Dragon, god of necromancers, Ter Za Necht, the Claw of the Night, is one of the few Ascended - a mortal creature who has become a god. Leading an army of jigsaw creatures assembled

from the body parts of his slain enemies, Ter Za Necht is hated by all dragons and by most other gods. Worshipped by liches (including the Dwarf Lich Lord Darran Dur, his countless thralls and the Seven Undying Princes of Xa-loth), some vampires, high-powered undead (especially mummies), Ter Za Necht

has a gargantuan dragon shape as well as a humanoid dragon-man and a dragon-woman forms. Its clerics prepare the way for the apocalypse, working towards this agenda from the shadows.

Clerics of Ter Za Necht, at any time, can spend one Blessing to cast the Children of the Damned spell (see Necromantic Basic Spell table).

This causes them to take a ghoulish, lizard-like appearance for 60 minutes, e.g. 6 rooms or 6 encounters. During that time, the character automatically fails all persuasion and other social saves (except intimidation). When encountering an undead dragon, clerics of the Lich-dragon can always change its reaction to "bribe (200 κ or one magic item)", unless the dragon is a Final Boss.



The precepts for clerics of Ter Za Necht forbid them to use resurrection.

Finally, clerics of Ter Za Necht have access to the Lesser Necromancy expert skill but not Continual Light.

Ter Za Necht is aligned with Demons Death, Chaos and War.



New Expert Skills

These skills are only available to characters of Expert level or above, as per the rules in 4AA.

Built-In Weapons

Sentient golem only

A sentient golem can replace one of its hands with a melee weapon, a black powder pistol or a harquebus. In addition to 1 XP, the character must spend 100 gold/1 on this upgrade, plus the weapon's cost. This can only be done between adventures. Only one weapon can be built-in. Changing from

one weapon to another is possible, but only between adventures and at the additional cost of 100 gold/1 (plus the cost of the new weapon); the XP expenditure is only paid once.

Upgrades can be done by a party member for only 50 gold/1 (plus the weapon's cost): by a demonologist for nether golems, by wizards and necromancers for chaos golems and by dwarves or clerics of Darim for mithril golems.

Golems add +L to ranged attacks with their built-in weapons.

Magic weapons cannot be built-in.

Chaos Missile

Chaos golem only

Useable once per adventure, this skill operates exactly like the spell of the same name (from *Caverns of Chaos*). The golem causes 2 wounds to all Bosses or Weird Monsters in a room and suffers 1 wound itself. The effect is automatic (no spell roll is needed) and no save is possible for either the targets or the character.

Campsite Cooking

Cheesemeister, desert elf, halfling and sand goblin only

Roll a d6 whenever a food ration would be consumed by the party. On a roll of 5-6, this resource is not depleted. If you roll a 1, you cannot use this skill again for the rest of the present encounter (your character has spoiled or overcooked the meal).

First Aid

Cleric, halfling, plague doctor and witch doctor only

Roll a d6 whenever a bandage would be spent by the party. On a roll of 5-6, this resource is not depleted. If you roll a 1, your character cannot use this skill again for the rest of the present encounter (you have soiled the bandages).

Ghoulish Familiar

Necromancer and revenant only

This ugly critter serves its master faithfully to the death. The ghoulish familiar is a hireling free of cost, who doesn't count against the group's maximum size. Its level is the same as its necromancer master at the time the skill is taken. The familiar saves as a warrior.

Ghoulish Familiar (undead): Attack and Defense +½ L (round down), never checks morale, 1 attack, life 2+ L.

A ghoulish familiar can take any form as long as it is repulsive and undead: a skeletal cat or bat, a misshapen hunchback, a walking chair of bones, a pile of pulsating organs, etc.

The familiar is too deformed or dumb to use objects or weapons but has the carrying capacity of a normal retainer. It will stay with the party as long as the necromancer exists and dies when its master does. If it is destroyed, the character must take this skill again if the player wants to create another familiar.

Ghoulish familiars cannot be equipped with armor, weapons, shields or objects (including lanterns). They see in the dark perfectly.

Being undead, a ghoulish familiar may not use healing potions or spells. Casting the No Prayer for the Dying Expert necromantic spell on the familiar restores its life points to full. The Revelations, Children of the Damned, Heaven Can Wait and Bring Your Daughter To The Slaughter necromantic spells cannot be cast on the familiar. It is affected by the Turn Undead Expert skill like other undead monsters (see 4AA, p.20 & 22).

Lamplighter

Elementalist, fire elf and halfling only

Roll a d6 whenever a torch or a dose of lantern oil would be spent by the party. On a roll of 5-6, this resource is not



depleted. If you roll a 1, your character cannot use this skill again for the rest of the present encounter (the torches got wet or the lamp oil was spilled).

Leprous Cleansing

Death leper only

Once per adventure, in a room or other location cleared of any immediate danger, the character can remove his or her bandages and cleanse the infected skin beneath. The character recovers all life points to the maximum. All other characters (not retainers) gain 1 Madness from the grisly sight.

Locksmith

Gnome, goblin, halfling and rogue only

Roll a d6 whenever a lockpick would be expended or broken by the party. On a roll of 5-6, the lockpicks do not break and this resource is not depleted. If you roll a 1, your character cannot use this skill again for the rest of the present encounter (e.g. your character has blunted his or her tools).

Monstrous Mount

Atrocity only

When turning into monster form, the character becomes a huge quadruped capable of carrying 3 characters (or a single

ogre-sized character) and their gear on its back. Indoors, this is limited to carrying incapacitated or petrified characters and loot without penalties. Outdoors, the character can travel as fast as a horse. With the Wings skill, the character can transform into a giant, monstrous flying mount (e.g. a chimera or a dragon).

Petrifying Gaze

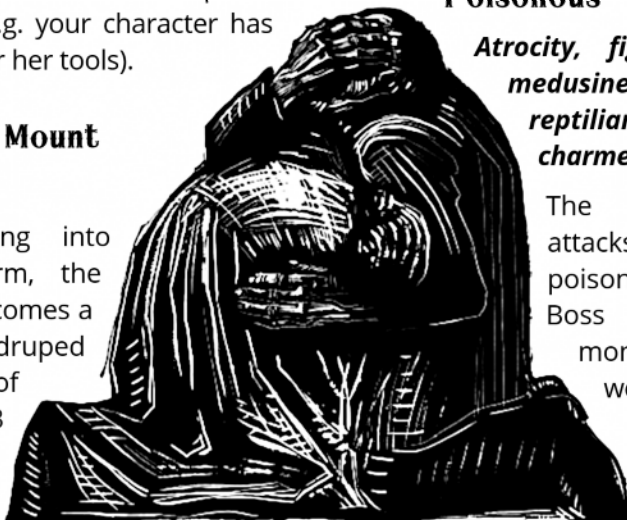
Atrocity and medusine only

In bestial form, the character's gaze paralyzes enemies. Forfeit an attack and make a spellcasting roll (adding the Atrocity's level) when the character transforms: if the result equals or surpasses any Weird Monster or Boss' level, the monsters are paralyzed for 1 turn. This effect lasts for 1 more turn each time the spellcasting roll doubles the monsters' level. All actions succeed automatically against paralyzed monsters.

Poisonous

Atrocity, fightin' fungi, medusine, renegade reptilian and snake charmer only

The character's attacks are poisoned. When a Boss or Weird monster loses a wound from the Atrocity's attack, roll a die: on an



50 THE PARENTS

Woodcut 1925



explosive result (e.g. a d6 result of 6, or 7-8 on a d8 at Expert level), another life is lost the next turn.

Keep rolling and recording damage each turn thereafter until a result other than an explosive result is rolled.

Atrocities can only use this skill while in bestial form. Creatures described as immune to poison (elementals, undead, artificials, automatons) are unaffected by this skill.

Ropecraft

Gnome, halfling, jungle dwarf, liana dryad, rogue and treefolk only

Roll a d6 whenever a party member's rope would be frayed or otherwise broken. On a roll of 5-6, the rope is not damaged and the resource is not depleted. If you roll a 1, your character cannot use this skill again for the rest

of the present encounter (the ropes got entwined.)

Scavenger

Beggar, gnome, halfling and marksman only

Roll a d6 whenever an ammunition (arrow, bolt, pebble, bullet, etc.) would be expended by the party. On a roll of 5-6, this resource is not depleted. If you roll a 1, your character cannot use this skill again for the rest of the present encounter (the ammo was dropped).

Soul Furnace

Nether golem only

If you have the 4ATN book, you can upgrade a nether golem to operate as a portable soul furnace (see Soul cubes and soul furnaces, 4ATN p.15 & 61) but without the inconvenience of a hungry demon within.

Talons

Atrocity and renegade reptilian only

The character's fingers transform into razor-sharp steel talons when changing into a monster. Attacks in beast form cause 2 wounds per attack. Atrocities can use this skill only in bestial form.

Wings

Atrocity and succubus only

When turning into beast or demonic form, the character grows huge wings. Flight over obstacles (e.g. lava rivers) is

Digressions of the Devouring Dead

possible and climbing saves always succeed. Outdoors, the character can move at thrice the usual speed, crossing 3 hexes per day. The character can always flee from combat without suffering blows in return. Characters with wings can carry a single passenger

of their size or less but cannot attack while they do so.

An Atrocity who also has the Monstrous Mount skill can also carry 3 other characters on its back while flying in monstrous form.





A necrosuccubus

The Dead are Digressing

Ter Za Necht's Undead Heresy

Necromantic dungeons focus around undead, most of whom serve the Lich Dragon, Ter Za Necht. Stirred on by their vile god, the ravenous undead are growling restless, defying even the gods in their arrogance. Sheer hatred gives their mangled limbs renewed vigor against the world order. Their ultimate aim is nothing short of murdering the other gods and consuming them, then the entire world.

The dungeons featured in this book represent the rise of this undead tide. While the usual dungeon rooms from 4AD are used, these dungeons can also represent strongholds, towns, and even cities taken over by hordes of the devouring dead.

Missions

Here are six missions that you can choose when adventuring into the Digressions of the Devouring Dead. If you prefer, and if your party's levels permit, roll d6 to determine a random mission. You may also play random dungeons, simply using the rules in *Four Against Darkness*, *Four Against the Abyss* and/or *Four Against the Netherworld* and the tables in this book.

Each mission is designed to be played only once; if your party is wiped out or is forced to abort a mission, you may try again, re-rolling all the room content but keeping the layout you rolled so far. For example, if you play Mother's Mercy but fail to escort the Mother of Oracles outside the dungeon, you may go in later (as long as at least one original character remains in the party) and try again. She will be waiting in the last spot where you left her.





Mission 1: Gamblers of the Gnawing Galleries

Recommended level: 2+

The family of Harros Davanzu, a dissolute young nobleman from Kardalok, offers you a 300 gold reward if you bring him back alive from the necromantic dungeon which he and his drunkard friends carelessly set out to explore. Despite the odds, the family firmly believes he still lives: Gobras the Trickster, divine jester of the gods, seems to have grown fond of him and has protected him so far.

They are right. When you find the Final Boss, Davanzu will be there with it,

drinking merrily and playing dice games like old friends. Davanzu's new friend will not let him leave unless you can win him over in a game, e.g. gambling to replace Davanzu's life with another.

To do that, you will have to wage a retainer or character in your group and succeed a gambling save against the Final Boss' level (rogues, assassins and harlequins add +L, halflings and paladins can spend Luck or Piety points to re-roll).

If you win the save, you do not lose your bet and no one gets eaten. The Final Boss will honor its promises. It gets to keep its winnings if you fail (e.g.

eating the person you waged; Davanzu himself will somehow manage to bargain out of the situation).

If you refuse to play, or cheat, or refuse to honor your word, the Final Boss will be enraged and will attack first, with +1 to its level. Davanzu will also disapprove of these actions, asking his family to reduce the reward to 150 gp.

You need to escort Davanzu out of the dungeon to claim the reward. Check 1 XP if you bring him out. He is too drunk to fight, flee or gain any Madness. Also, his drunken singing causes you to roll +1 for wandering monsters (i.e., a d6 roll of 1-3 in necromantic dungeons).

Despite all of this, monsters somehow never attack him nor do traps affect him; Davanzu is indeed blessed by Gobras!



Mission 2: The Damned Dwarves of Darran Dur

Recommended level: 3+

The dwarf Lich Lord Darran Dur is playing a dangerous game. On one side, he pays homage and lip service to Ter Za Necht, while also making a pact with the demon lord Asdzugh, the so-called "Wheel of the World".

His pact is to open a portal from the Netherworld region of Zo to allow a demonic invasion to be launched on the mundane world. The village of Elvenfell, south of the Kestar Kell mountains in An-Mòr, is the target.

The Halflings, made aware of this disaster offer all their savings and pensions (3d6 x 10 gold) and a random magic item (not a necromantic one!) to kill the Final Boss and close the portal.

The Fane of Asdzugh (Dungeon)

The dungeon represents the evil fane of Asdzugh where the portal has just been opened. Generate a random necromantic dungeon with the following variations from the standard rules:

- Any prisoners met (such as the "Someone has been imprisoned" secret, see 4AD p.60) will be halflings from the village: each prisoner freed offers a lesser healing potion that heals d3 life.
- Roll a d6 each time you roll for minions or vermin: on a roll of 1-5, you encounter possessed dwarves,

Digressions of the Devouring Dead

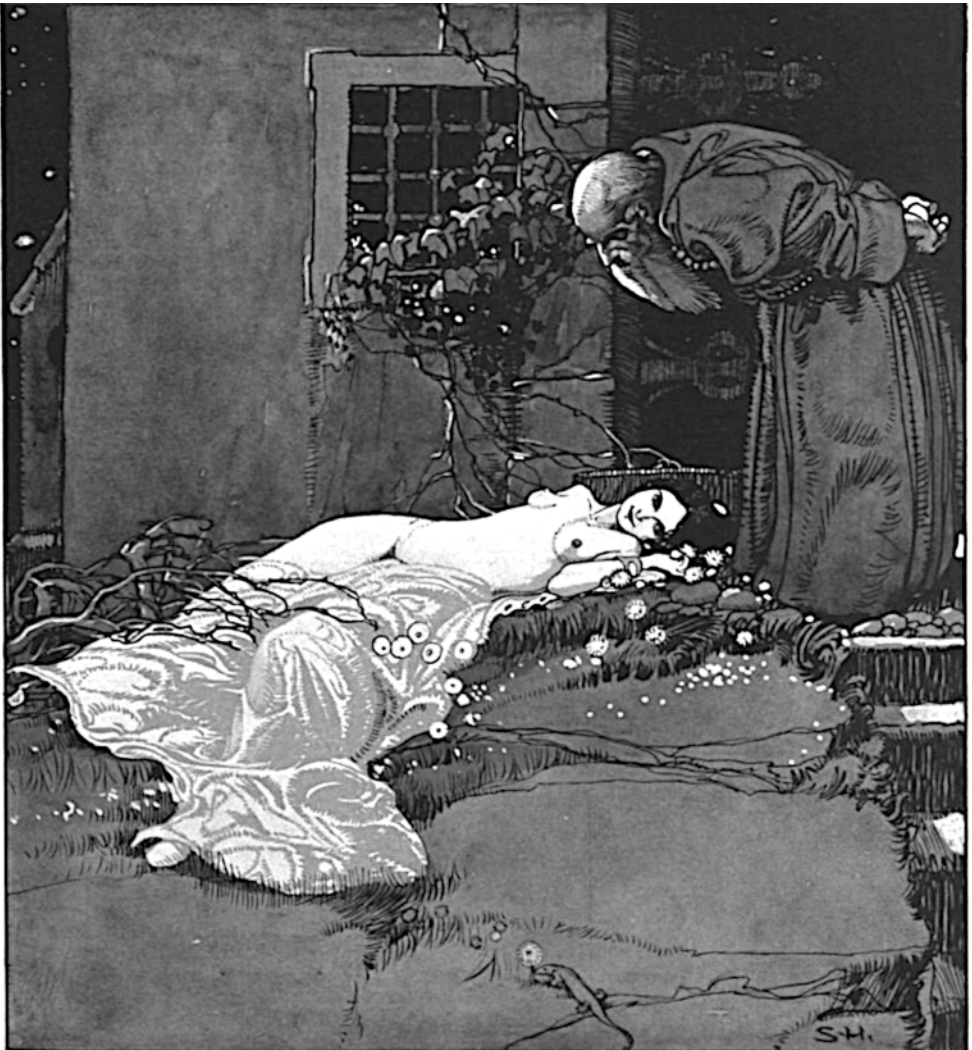
specifically Hellfire Fusiliers for minions and Hellchain Fanatics for vermin (see below).

Alternately, you can roll on the Thralls of the Lich King table (p.121).

- The Final Boss who guards over the portal is always the dwarf Lich Lord Darran Dur. He has a retinue of $d3+1$ fusiliers. The room must have at least 12 squares (otherwise, re-roll the room's type).

- Closing the portal can only be done when the Final Boss is killed. It requires a level $HCL+4$ magic challenge (wizards, clerics and demonologists add +L). On a failure the caster loses $d3$ life. Multiple attempts can be made: each failure results in $d3$ wounds.

- If your party is level 6+, any roll of 8 on the Necromantic Room Contents table (corridor or room) features a lava



river (see 4AA p.50) in addition to any content generated.

- If two lava rivers appear in the same room, they inflict d8 wounds instead of d6.
- Parties who generously refuse the halflings' reward gain 1 additional XP check instead.

Note: For additional background about this conflict, see the *Axe and Brimstone* supplement for *Advanced Songs of Blades and Heroes*, and the *Concise Collection of Classes* for 4AD, both by Ganesha Games.

Monsters Specific to this Mission

d3+1 Hellfire Fusiliers (minions).

Level HCL+4 demons, necromantic treasure +1*.

These possessed dwarves always attack first (shooting hellfire harquebus). Targets failing their Defense rolls must make a L5 fire save when hit or lose 1 additional life.

Each time you encounter the Fusiliers, they will have a halfling captive on a d6 roll of 1-3. Each captive returned safely

out of the dungeon rewards your party with 20 gp.

Reactions (d6): 1 quest (always "Bring me that": the quest object is a map to the Netherworld region of Zo), 2-6 fight.

* d3-2 (minimum 0) harquebuses can also be recovered as treasure. The rest have been broken during the fight.

d6+3 Hellchain Fanatics. Level HCL+3 demons, necromantic treasure. Attacks from their flails ignore shields. If killed, roll a d6, on a 3+, the dwarf will attack again on its next turn. After this, it stays dead.

Reactions (d6): 1-2 bribe (1 soul cube), 3-5 fight, 6 fight to the death.

Lich Lord Darran Dur (Final Boss).

Level HCL+5* undead, HCL+5 life, 4 attacks, 3 necromantic treasure rolls and Necrotic Limb of Darran Dur (see the Necromantic Unique Artifact table), 2 XP rolls.

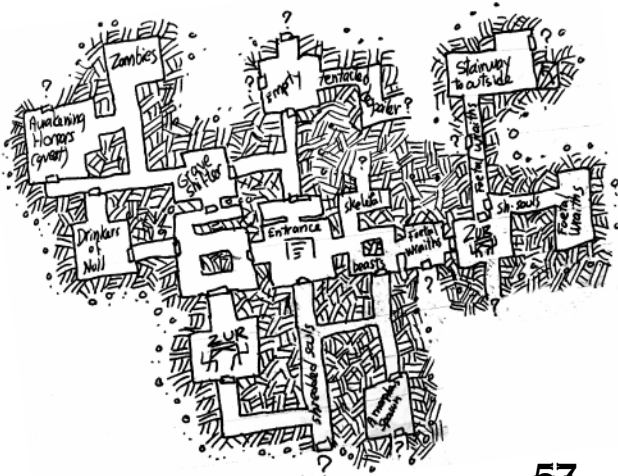
All characters meeting him must save versus L6 fear or have -1 on their Attack rolls until he has lost more than half his life. In addition, characters also gain 1

Madness point the first time they fight him.

The lich-lord's magic scepter reanimates those he slays as hellchain fanatics. Finally, his magic gauntlet ignores the effect of shields.

Reaction: always fight to the death.

* Increase the Lich Lord's level to HCL+6 if at least one party member





All about her the skulls shrieked madly

is of Expert level or more, as he will be better prepared against well-known heroes.

Mission 3: The Fiery Fane of Fear

Recommended level: 4+

The Guild of Fire Wizards in the city of Tezany's Cove suffered a devastating shock when the Fourth Undying Prince of Xa-loth invaded their halls of knowledge with his undead legions. It enslaved the minds of their three elders as horrible undead, demonic brain nodes.

The survivors beg you to free their elders from this horrible fate lest they create even more undead.

The Fiery Fane of Fear (Dungeon)

Generate a random necromantic dungeon normally except as follows:

- Replace all corridors with room type #56 (large "L-shaped" rooms).
- This dungeon has no Final Boss. Instead, the first 3 times you roll a 8 on the encounter table for a room (not a corridor), you encounter a brain node (see below). To complete the dungeon, you must kill all three brain nodes.
- Only fire can destroy a brain node. Unless a lantern bearer's melee attack or a fire-based spell, such as from a fireball staff) gave the killing blow, brain nodes always regenerate completely (at $d3+1$ life points) within



80 minutes of being killed as long as at least one other brain node lives. You may therefore have to measure the passage of time as you move through the dungeon.

- Crossing each room or corridor takes 10 minutes (see 4AD p.41).
- All scrolls found in the dungeon will contain the Fireball spell if you want. Decide before rolling for scroll type.
- If you have the 4AA book, in addition to their usual random content, all rooms will feature a repository of

secret knowledge, which on a die roll of 1-2 have one scroll (4AA p.50). Otherwise, they all contain a statue (see 4AD p.85 and below).

- The party is offered an Epic Reward if it gets out of the dungeon with the three brain nodes permanently slain.

Monsters Specific to this Mission

Brain Node (Weird Monster). Level HCL+4 undead demon, HCL+4 life, 2 attacks, 3 treasure rolls, never checks morale. Its attacks ignore armor and shields. Roll a d6 each turn: on a roll of

1-2, the monster casts a hellfire blast instead of attacking (all characters must save against the monster's level or lose 2 life points; clerics add + ½ L to this roll, demonologists add +L). Crushing weapons attack Brain Nodes at -2.

Reaction: always fight to the death.

Animated statues are level HCL+3 with 6 life; treasure: 1 scroll.

Reaction: always fight to the death.



A brain node and its mind slaves

Mission 4: The Wrathful Worshippers of Woe

Recommended level: 5+

The foul scions of Ter Za Necht, the Lich Dragon, have desecrated a temple of the warlike god Foryos, the Destroyer of Fear, patron of courage, paladins and witch hunters, which was built over the cairn of a savage king of ancient times. The god's clerics have promised you an Epic Reward if you

cleanse the dungeon of all monsters so the sanctuary may be restored.

The Cairn of Yorm (Dungeon)

Generate a random necromantic dungeon normally except as follows:

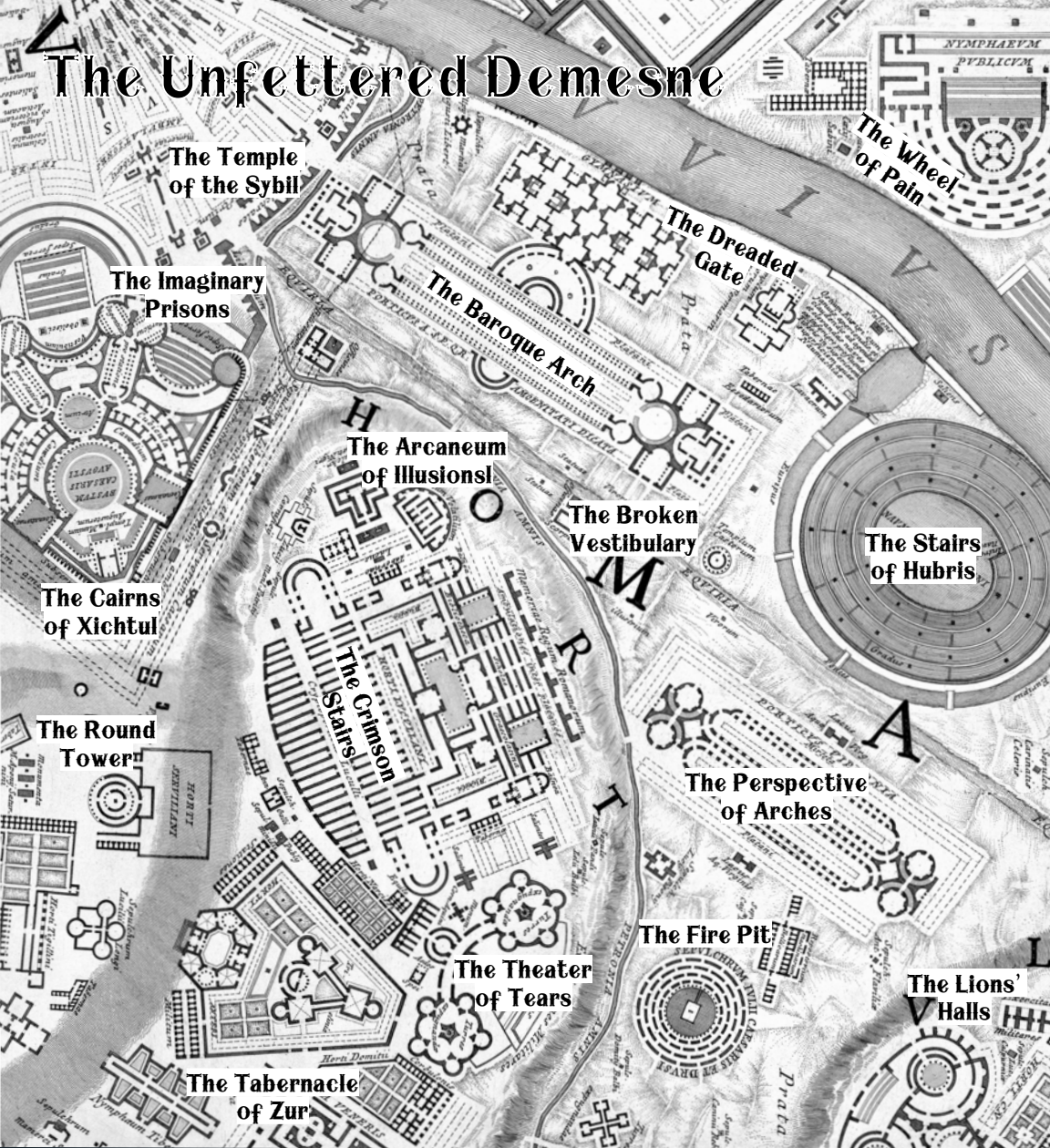
- Replace all corridors by room type #61 (a large 3 x 6 square room).
- Substitute any roll on the Necromantic Special Features table with an armory (4AD p. 32).



Queen Elvira the Spurned One, aka Elvira

Elven legends say she was betrayed by her husband, Vë the Unsmiling (ve), the snow elf king of Lllirian, but was saved from death's embrace by the god Ter Za Necht, for her revenge serves His purposes.

If you wish, you can meet Queen Elvira instead of a random Weird Monster (choose before rolling). She gives you a random necromantic quest (p.103), which must be completed under d6+4 encounters. If you fail, the queen (a **baobhan sith** Final Boss, p.110) comes with d6 **banshee** handmaidens (p.110) to kill you, fighting to the death. She hates snow elf men (especially kings), attacking on sight.



THE UNFETTERED DEMESNE: In the devastated land of Qaarra rise a set of ancient ruins that lead to the Unfettered Demesne, a no-man's land in the Netherworld, fought over by undead and their demon lords. Once designed by the genial architect Piranezi, it has fallen into ruins as centuries of war have seen it passed from one master to another. Emaciated lictor warlocks, eager to please their master Ter Za Necht, seek the power inside the old cairns to topple the upstart Tentacled Despoiler who serves Xichtul, supreme god of chaos, while a Tentacled Despoiler is claiming the eastern zones. The city is a disordered battleground with no proper ruler, and the only hope for mortals to find fortune and power here lies in the immense hatred the Nether entities hold for each other. Each named location on the map is a unique dungeon with its own characteristics, portrayed in broad lines throughout this book. Feel free to modify the monsters listed to your tastes and book collection.

For more about the ongoing wars in the realm of the dead, see *Four Against the Netherworld* (p.32)

To download and print a high resolution version of this map:
<https://upload.wikimedia.org/wikipedia/commons/b/bd/Piranesi-10011.jpg>

Digressions of the Devouring Dead

- Each time you roll a 6 for a room on the Netherworld Room Content table, your party faces a desecrated shrine to Foryos marked with an idol of vexation. The Idol forces a random member of your party to make a HCL+2 magic save or suffer the curse of Ter Za Necht. Demonologists add +L, clerics and paladins add +½ L. The curse of Ter Za Necht increases the levels and life of all undead encountered by +2 (+3 for undead dragons). The curse can only be lifted by killing an undead dragon and sacrificing all its treasure to Ter Za Necht or an offering of 1,000 gold at a temple of Fudar or Cloundcutter, the Living Weapon gods. The effects of multiple curses do not add on.



- The first time you roll an 8 for a corridor, you find the corpse of the paladin Viluisk, the so-called "Duke of Law", and his three-bladed magic sword La Touilleuse. Covered in gold, it emits a soft golden light (like a torch) and adds +2 to attacks against undead. By spending two soul cubes (available from monsters' treasure), La Touilleuse can also restore d3 piety points to a paladin or one Blessing to a cleric. It counts as a demon weapon for the purpose of slaying Blasphemous Ones and flower demons.

- The first time you roll a 9 for a room, you find an armory where d6+3 suits of heavy plate armor stand tall.

- The wraith king Yòrm, once a power hungry barbarian king, made a pact with the devil Akerbeltz, the Black Ram of Larrun, promising him a million souls in exchange for immortality.

Betrayed by his kindred, his soul now animates empty armors until his quota is met (see below).

- If you have the 4AA book, all room types with a 6 in their number (16, 26, 36, 46, 56, and 61 to 66) will feature a room of horrors with 1 clue (4AA p.50). Otherwise, they will all feature a cursed altar, also with 1 clue (4AD p.32). In both cases, this is in addition to their normal content from the Necromantic Room Contents table.

- The Final boss is Daath, a vampire dragon and hierophant of Ter Za Necht. Killing the dragon will deactivate all idols of vexation. Yòrm is

unaffected, but defeating him is not necessary to complete the quest.

Monsters Specific to this Mission

Yòrm the Mad King (Weird Monster):

See note 7 on p.128.

Daath, Vampire Dragon (Final Boss).

Level HCL+5 undead, HCL+5 life, 2 attacks on random characters, 2 wounds per hit, 3 necromantic treasures +2,. Defeating Daath is worth 3 XP rolls. Roll a d6 each turn: on a 1-3, Daath breathes foul gas instead of attacking. All characters must succeed a HCL poison save (minimum 3) or lose 1 life.

Any character taking damage from the vampire dragon's bite must roll a save versus HCL magic (minimum 4) or lose one level. On a save roll of 1, the character must also roll on the Infamous Amputation table.

The monster is affected only by magic weapons, spells, holy water (1 life per vial), attacks that inflict 2 wounds with a single blow or characters with the Vampire hunter Expert skill (from 4AA).

If you have 4AA, see Vampirism, p.36, for additional effects.



Mission 5: Mother's Mercy

Recommended level: 6+

The witch Cÿak-Drää has long been experimenting for less grisly alternatives to soul cubes. She requests your party's help for an unusual rescue mission. The Mother of Oracles, the demonic ruler of the Netherworld city of the Staring Conurbation, passes as an unpopular "progressive" among her kind.

She has outlawed the torture of slaves and passed a decree ordering that the souls of humans and "other cattle" be ground as humanely as possible, to avoid unnecessary suffering.

This radical position has infuriated the rival demon rulers, who have arranged a coup against her with her treacherous lackeys. Cÿak-Drää has opened a Netherworld Portal to the Mother's otherworldly citadel so you can rescue the unorthodox demon ruler back to the mundane world.

Exceptionally, since this is a rescue mission, this dungeon has no Final Boss. Instead, when the Final Boss is rolled, you encounter the bloated Mother of Oracles, a level 14 salamandrine oracle (Weird Monster) with 12 life. She will not fight, never makes morale checks and is unaffected by Madness.

The Mother will follow your party until it exits the dungeon. This counts as completing a quest (see below for the reward).

The Mother of Oracles' Citadel (Dungeon)

Though it lacks a Final Boss, this dungeon is by no means less deadly.

First, double the number of vermin and minions encountered. They all hate the Mother of Oracles. Wandering monsters occur on a d6 roll of 1-2. When a 2 is rolled, the encounter is with chime bearers (see below), half of which are loyal to the Mother, the others treasonous.

Those loyal to the Mother will fight on your side like retainers with a bonus of

+½ their L to both Attack and Defense rolls (for this dungeon only).

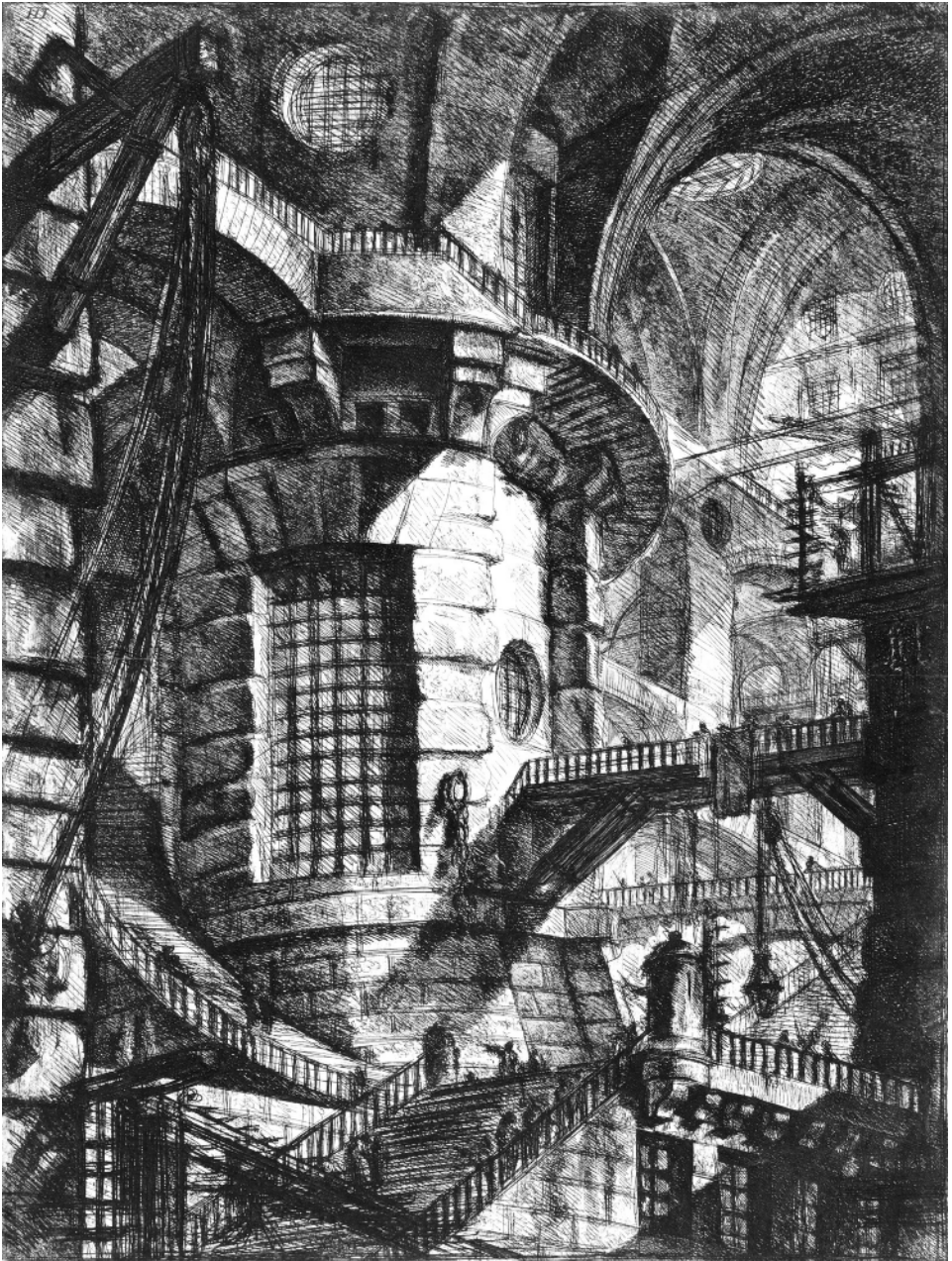
Second, replace all rooms by room type #66 and all corridors by corridor #62 (crossroads).

Third, if you have the 4AA book, in addition to their usual random content all rooms feature a chained monster (4AA p.50) on a d6 roll of 1-2. It is always a salamandrine oracle (if you have the 4ATN book) or a baobhan sith (if you do not have 4ATN). If freed, that monster will be met again on a d6 roll of 1-2 (and may be hostile) when first encountering the Mother Oracle. It will



THE THEATER OF TEARS: Once a king's auditorium, this barren ruin is now haunted by the ghosts of minstrels and buffoons. Their curse will only be lifted when the king is forgiven by the goddess Elidra.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: special features by a puzzle room (CoC p.16), special events by a library of chaos texts (id), Weird Monsters by specters (see MMM's Crag Boss table) or wights (p.113), Bosses by wraiths (p.113). The last room is the king's tomb, guarded by the elven death knight Amantir (Final Boss, p.119). If a cleric of Elidra casts a Blessing on the king's sarcophagus, all undead in the dungeon die (get 1 XP roll). Inside the tomb is a Holy Symbol of Healing (4AD p.40).



THE ROUND TOWER: This is an advanced outpost for the dwarf lich king Darran Durr (p.56-59).

Dungeon Rules: All minions here are Thralls of the Lich King (p.121); all Bosses are dwarf vampires (p.121), all weird monsters dwarf liches (p.121). Special events are secret doors to the Impossible Labyrinth (from YYY). If you roll a special event twice, you find a ley gate to the dungeon of the Skylords (from MMM, Mission 3). The Final Boss is a Blasphemous One (4ATN) magically enslaved by Durr.

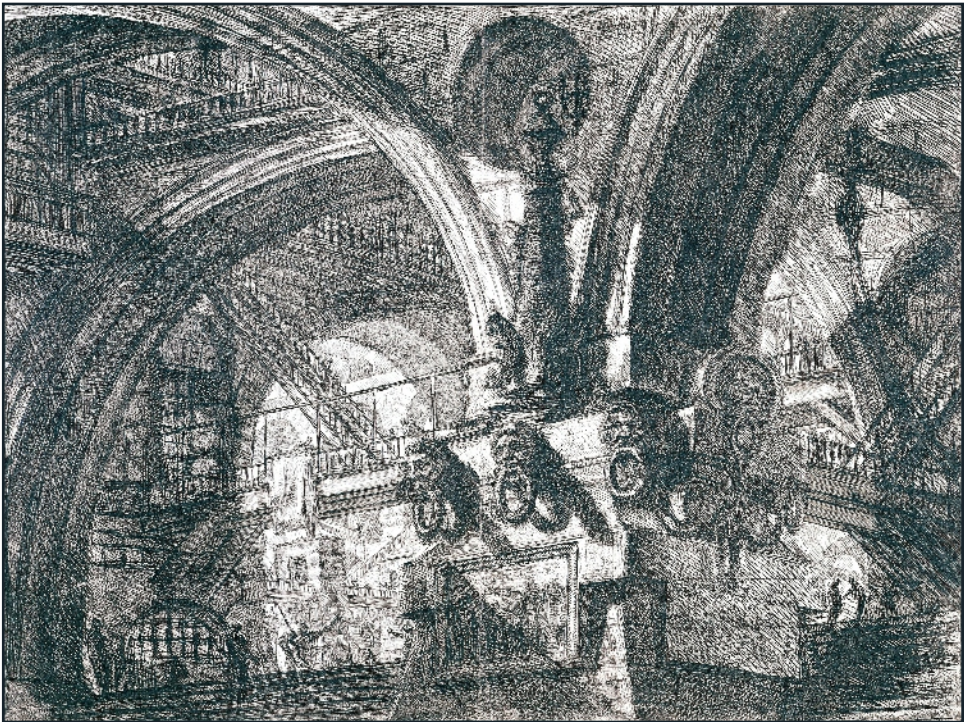
fight at your side as a retainer with a bonus of +½ its level to both Attack and Defense rolls until the Mother of Oracles exits the dungeon.

If you complete the quest, the Mother of Oracles rewards you with 500 gp/¥ (your choice), 2 clues and d6+2 soul cubes. Furthermore, you will have established a permanent gate to the Staring Conurbation, which does not require the casting of the Nether Portal spell or expenditure of soul cubes. Finally, each member of your party is given the Mother's Seal, which gives a permanent -4 bonus to all reaction

rolls for any encounter in the Staring Conurbation and all surrounding hexes (see 4ATN p.31-33).

Monsters Specific to this Mission

d3+2 Chime Bearers (minions): Level 9 demons. The monsters never surprise because the black iron bells sewn into their skins give amply warning. Their attacks cause infection by a fungal disease (save versus L2 poison on each attack or suffer a cumulative -1 penalty to Defense rolls until blessed). Reactions (d6): 1-3 offer food and rest, 4-6 fight to the death.



THE ARCAENUM OF ILLUSIONS: A place of deceit where nothing is what it seems.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by will-o'-the-wisp (from SSS), minions by living wheels (CCC p.25), Weird Monsters by doppelgangers (FF p.7), Bosses by rakshasa (CCC p.28), traps by Lex the Cambion (TCOTFD p.66), special features by Netherworld cromlechs (TCOTFD p.66), special events by lurking mantlebeasts (FF p.7). The Final Boss is a Rakshasa (CCC p.28), the Magi Sultan Melchior, whose mate is the lamia Silith, also a Final Boss (CCC p.27).

Mission 6: The Triumvirate of Bones

Recommended level: 7+

Panicked wizards have reported a rift to the Toppled Estate, a demonic city in the Netherworld. It bleeds dark energies into the mundane world, allowing the undead to overrun the countryside. Your party is offered 300 gold/1 and an Epic Reward for closing the portal.

- The rift can only be closed by casting the Nether Portal spell (see below) in the room with the portal and spending the required amount of soul cubes, in addition to fighting the numberless undead hosts.

- You start the game with two Nether Portal scrolls and 5 soul cubes (plus any your party may already have). In addition to their usual treasure, d3 soul cubes will be found in the treasure of each Weird Monster or Boss encountered, as well as in all Necromantic Special Features. D6 soul cubes will also be found each time a 2 or 3 is rolled on the Necromantic Room Contents table.

The Triumvirate of Bones Gateway (Dungeon)

Generate a random necromantic dungeon normally except as follows:

- All doors in this dungeon are open and destroyed, bashed open by the undead. They cannot be closed. This



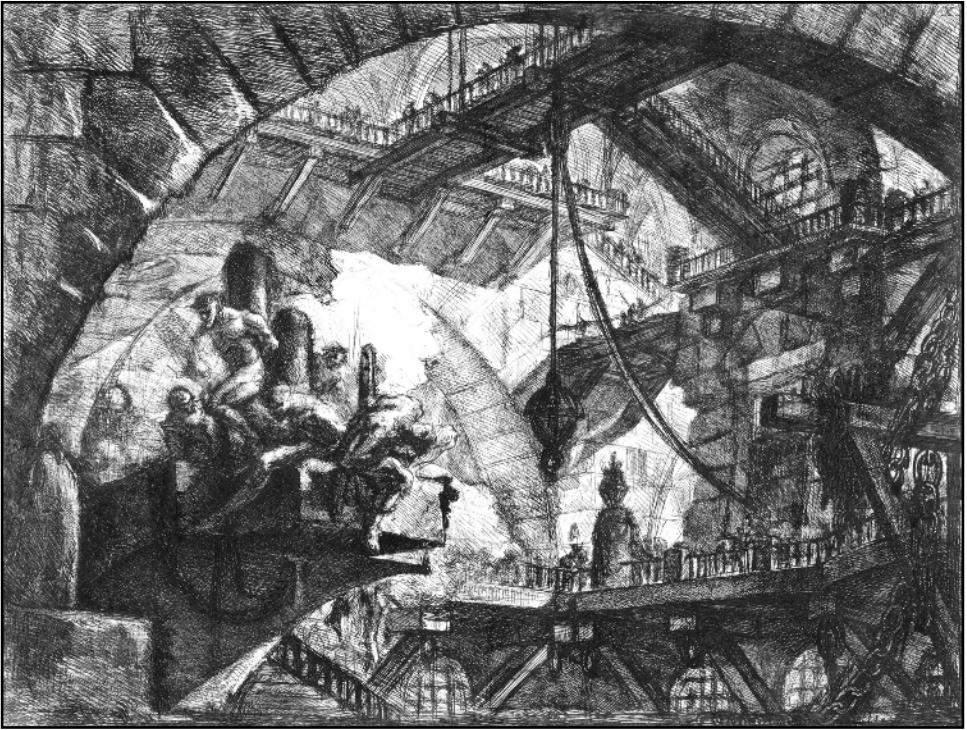
THE BAROQUE ARCH: This once glorious alley is overcome by mould, slime and malignant fungi.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by zombie fungi (from SSS), minions by Rotten Hearts fungi folk (id.), Weird Monsters by death orchids (TCOTFD p.64), Bosses by dark hags (CCC p.28), special features by acid cubes (FF p.7), special events by the Dark Plague (L5 disease save), traps by green slime (FF p.7). The Final Boss is the Fungus Reaper (SSS).



Harebaal, Necrosuccubus Duchess

Anytime you would encounter a necromantic Weird Monster, but only once, you can encounter Duchess Harebaal instead. She always presents your party with three riddles, to find the answer of which you must succeed at three puzzle saves (level HCL+d6; roll separately for each). Wizards, necromancers and monks add their level; clerics, succubi and cambions add ½. If you succeed, you get 3 clues from her enigmatic revelations. If you fail, she strikes the would-be puzzle solver with her demonic scythe, causing d3 wounds, and draining 1 level if a level HCL+4 magic save is failed, then disappears.



takes precedence over the rules for necromantic dungeons. It also means the party can flee but not withdraw from rooms.

- Before exploring any room and starting at the southern edge of the map, generate six connecting rooms randomly by rolling a d66. Re-roll any room or corridor with less than six squares. The rooms should be placed as much north as possible. The sixth room contains the portal and must have at least 15 squares (and is therefore either type #56 or #61, with equal chances for each).
- Every 10 minutes (crossing a single room or corridor takes 10 minutes), the portal vomits forth one new group of ravenous hordes composed of d6 individuals (see the Necromantic Vermin table). Draw a black circle inside a square in the portal room for each individual monster of a ravening horde in the room. Note that the hordes' innate multiplication power (e.g. d3 new monsters per turn), which adds to the portal's effect, only occurs during actual combat, and stops if the party flees.
- When the ravening hordes' numbers grow above the number of squares in the room, the rest will spread into any adjacent room, and so on, filling all these rooms until the dungeon is full. The maximum ravenous horde number therefore equals the number of squares in the room; the rest spill out.

- When the number of ravenous hordes goes beyond the dungeon's number of squares, they start to flow out of the dungeon.
- At the same time, the rift will start retching d3 wormspawn every 10 minutes (see the New Necromantic Minions table, p.107), under the same conditions. Draw a white (empty) circle in a floor square for each wormspawn in a room.
- Just like the ravaging hordes, the wormspawn flood out of the portal room into adjacent rooms, and so on, when their number grows over the maximum number of the room.
- When and if the wormspawn also fill the dungeon and start to pour outside, the Triumvirate of Bones -- the three lictors (level 13 demons) who rule over the netherworld city of the Toppled Estate -- will walk out of the rift to conquer the mundane world.
- The second lictor will appear $(d3+3) \times 10$ minutes after the first, and the third $(d3+3) \times 10$ minutes after that.
- Each lictor and all wormspawn in the same room as them will then proceed to move out of the dungeon by the shortest route possible, crossing one room every 10 minutes (like characters).
- If the party flees before the rift is closed, the undead tide will flood outside the dungeon to invade the nearest settlement, expanding gradually until, in time, the entire continent is overwhelmed.



- Should such an apocalypse occur, use the necromantic monster tables for all your future scenarios occurring in the mundane world (such as CKSM or DW, but not those set in demonworlds, such as in 4ATN, TCOTFD or YYY, for example) until the gate is closed.

New Monsters and Spells

The Triumvirate of Bones (3 Final Bosses). Level 13 demon, 2 attacks, 9 life, morale -1, awaken guilt (each turn, all characters -not retainers- must save against their Madness level or lose 1 additional life), vorpal talons (characters whose Defense rolls are 1 or 2 must roll on the Infamous Amputation table), 3 XP each. Treasure

(each): necromantic treasure +1, d6 soul cubes, 1 necromantic magic item, 1 clue and a rich captive (see the "Someone has been imprisoned" secret, 4AD p.60).

Reaction: always fight.

Nether Portal (Netherworld spell):

This powerful spell allows you to create a portal between the Netherworld and the real world by spending 3 soul cubes. It lasts a single day. The spell can also be cast to close an open portal. A level 9 magic save is required from the caster. Wizards, cambions and Blasphemous Ones (from 4ATN) add +L, as do demonologists casting from a scroll; other classes cast it as if level 1. On a spellcasting roll of 10, only 2 soul cubes are spent, while only 1 soul cube is spent on a roll of 11 or greater.

Necromantic Spells

Only necromancers can start with necromantic spells at level 1. They can learn them anytime when gaining levels. If necromantic spell scrolls are found, wizards, cambions and Blasphemous Ones (from 4ATN) can add them to their spell books in the usual way. Wizards, cambions, and demonologists with the Nether Sorcerer expert skill can learn the basic necromantic spells from scrolls as stated in 4AD (p.50).

Expert-level wizards and cambions, and demonologists with the Nether Sorcerer expert skill, can learn the Necromantic expert spells from scrolls as stated in 4AA (p.24). Only wizards add +L when casting them from scrolls. The caster gets a +2 bonus to casting these spells if carrying an exorcised athame (4ATN p.61).

See the Necromantic Basic spell table and the Necromantic Expert spell table in the appendix for these spells.

Note: All necromantic spells are named after actual song titles.

Necromantic Secrets

In addition to the Secrets found in 4AD, 4AA, 4ATN and CoC, you may spend 3 clues to discover one of the following secrets while adventuring in the *Digressions of the Devouring Dead*.

Necklace Against Decapitation: You have found one of these ancient devices created by paranoid priests of



Ter Za Necht. Its carrier may re-roll a result of 11-12 on the Infamous Amputation table. Once attached, the necklaces can only be removed when the wielder is dead.

Netherworld Gate: Your party has found a portal leading to the Netherworld, which you can use to exit the dungeon. That room must have at least 12 squares.

If you have 4ATN, roll randomly for your starting position on the map of the known parts of the Netherworld (or beyond, if you dare).

If you do not, your party finds a way out back to Norindaal but each member loses 2d6-8 life points (minimum 0) from their grueling journey through hell.

Powerslave: Companions raised from the dead with the Lesser Necromancy skill retain more of their identity and memories of their past life. They only lose half their Attack and Defense bonus (round down).

Once this secret is known, by spending a soul cube, at any time, your party's undead characters' original abilities can be fully restored, albeit temporarily, for the duration of one entire adventure.

They remain undead and cannot succeed any social or persuasion saves or challenges, including wooing,

but are otherwise returned to their original abilities (see 4AA p.19-20).

Temple of Foryos: Your party has found a secret door that leads to a hidden fane devoted to the god of courage (roll for room type normally). In addition to the benefits of a blessed temple (4AD p.85), all your characters receive a Blessing, heal d3 life and can rest to recover one spell each. Available only once per adventure.

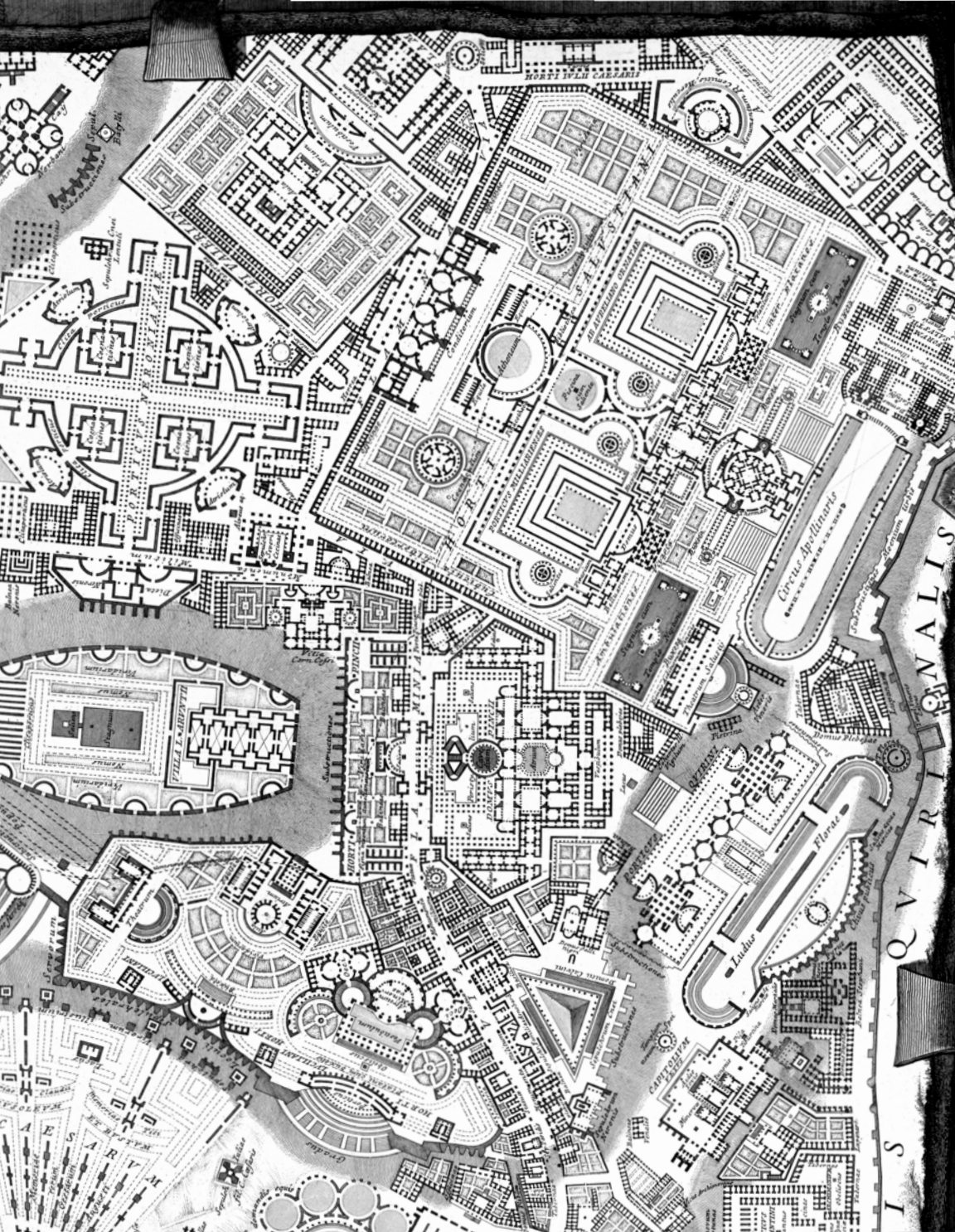
This secret cannot be used if your party includes clerics of the Death gods or if you have a positive alignment with Death or Demons (from OOO), which are Foryos' enemies.





THE FIRE PIT: In this hellish prison suffer the souls of those who have offended Thuugas, god of fire. Its jailers are also prisoners, condemned to forever haunt this place until blessed by a forgiving god.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: lone treasure by chaos crystals (CoC p.16), vermin by lava salamanders (MMM), minions by fire elf cutthroats (MMM), Weird Monsters by fire elementals (CCC p.27), Bosses by undead young red dragons (FF p.6), special features and traps by lava rivers (4AA p.50). The Final Boss is an eye of fearful flame (p.113), whose treasure includes three arrows of fire elemental slaying (4AD p.40). In the last room is an idol of Thuugas: casting a Blessing spell on it frees all fire monsters in the dungeon (gain 1 XP). Afterwards, your party can recruit a fire elf (at level HCL -3, see CoCoC) from those fleeing if your party is under 4 heroes.



THE TOPPLED ESTATE: The Netherworld city ruled by the Triumvirate of Bones (see p.71 and 4ATN p.32). Wandering monsters are always wormspawn (p.107). Any of these buildings can be used as a necromantic dungeon or a necromantic city (with TTT). If you fail mission #6, you may have to fight the Triumvirate here...

Download a high resolution version of this map on:

<https://upload.wikimedia.org/wikipedia/commons/6/6b/Piranesi-10013.jpg>

Nether City Rulership

If you successfully kill the Final Bosses of the **Fire Pit** (the lictor Lhu, p.74), the **Wheel of Pain** (the lictor Yil, p.93), the **Broken Vestibulary** (the lictor Mogron, p.102), the **Stairs of Hubris** (Amorphous Spawn, p.105) and the **Cairns of Xichtul** (Tentacled Despoiler, p.114), you have defeated all the contenders for the Unfettered Demesne. The Netherworld city is yours to take.

If you wish, you can establish your party as the new rulers of the Demesne and its demonic citizens. The Salamandrine Men, if you support them, will be willing to force order upon the demon populace and establish a trade route with Norindaal, the "normal world". Since the Unfettered Demesne has permanent portals to the marshes of Qaarra and the jungles of Ssiklia, among others, arrangements for normal food will be provided for you by the salamandrine caravans.

Rulership Benefits: Ruling the Unfettered Demesne provides your party, before each new adventure, with 3d6 x HCL slaves which you can free, sell to slavers such as dark elves or the Lich Lord Darran Dur (for 2d6 gold each), have butchered for meat (for 10 necros each, in Netherworld currency) or burn into soul cubes (see 4ATN, p.14-15).

Clerics, monks and paladins who serve the gods of Light or Zur will never sell, butcher or "soul burn" slaves and will leave the party if you do, but they get 1 XP roll for every 50 slaves freed from the city (maximum 1 per adventure).

In addition, add 3d6 x HCL gold pieces to your revenue for each of the JOBBER or MATRIMONY keywords you have (from SSS or RRR) as you strike a lucrative contract with the influential merchant Brünhilda di Vignamarca.

Revolt: Demons seldom accept mortals as their rulers. Roll 2d6 after each adventure your play outside the Netherworld, adding +1 to your roll for each additional consecutive adventure outside it. Also add +2 if you freed your last batch of slaves, as it disrupts the demonic economy.

Subtract 1 from this roll for every demonic character in your party, including nether golems, cambions, succubi, liana dryads and snow elves (who all have demon blood).

Subtract 2 if your party includes a Blasphemous One. If you roll 9 or more, a revolt occurs: roll on the Netherworld Minions table and multiply the number encountered by 2, then roll on the Netherworld Boss table to see who their would-be usurper leader is. This is the number of insurgents you will have to kill to keep control of the city: the rest will be fought by the salamandrine men

militia. Revolts always occur on a 2d6 roll of 12, regardless of any modifiers.

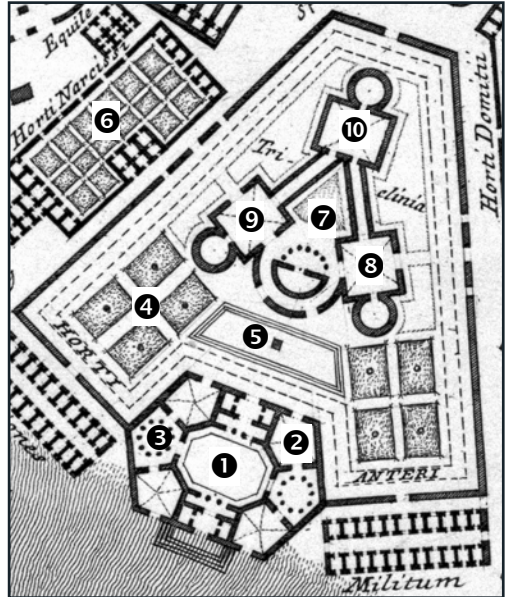
If you crush your enemies, you get their treasure and reset your "revolt" tally to +0.

If you flee, the city is lost. Its dungeons will be taken over by new, random Nether Final Bosses who all hate your party.

Treacheries of the Troublesome Towns: If you have the TTT book, you can roll on the Troublesome Room Content table to generate the content of any unexplored building on the Unfettered Demesne's map. In that case, use the Netherworld Towns rules in that book: your own party is the faction leader, with which all town guards (salamandrine men) are House Allies. Your relation with your own faction is always +5.

For every 50 slaves freed and brought back to Norindaal, your party moves its alignment 1 point towards Light and -1 away from the Demons alignment, causing demons to become gradually more hostile, since you subtract your Demons alignment from your reaction rolls with demons: -1 with the Demons alignment becomes a +1 penalty on your reaction roll, and so on.

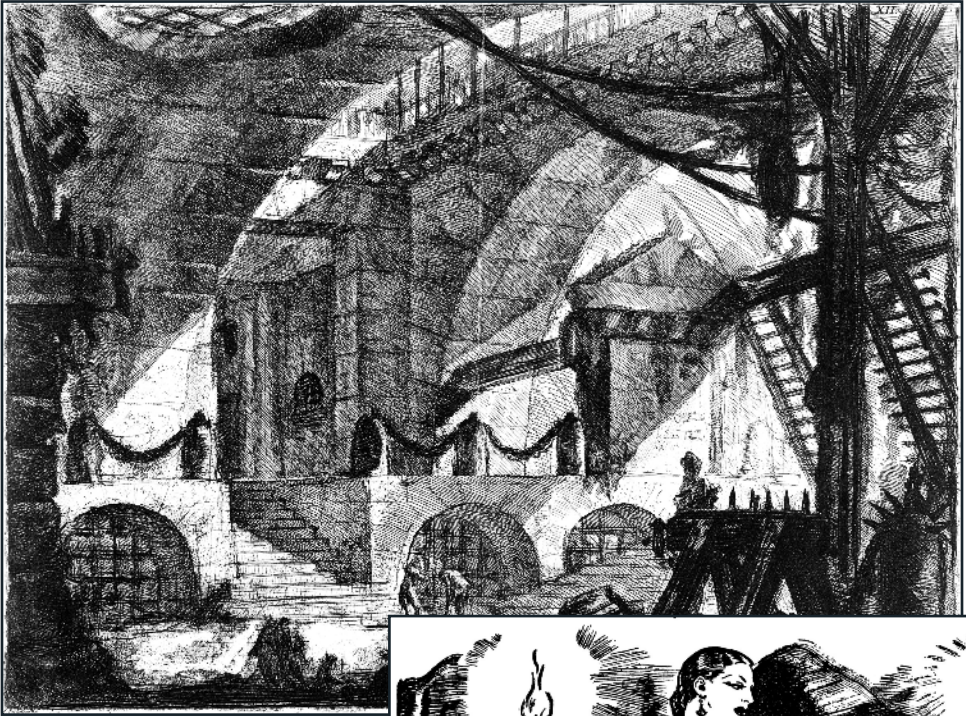
Being nice doesn't get anyone friends in the Netherworld. Demons respect strength, not kindness.



THE TABERNACLE OF ZUR: Before the demons came, Blind Judges used to test souls to separate wicked from worthy. All that remains now is a ghoulish travesty.

- ❶ Fane of Fright (p.100)
- ❷ Secret temple of Foryos (p.74)
- ❸ Pit of Suicide (p.100)
- ❹ Bloody Art with d3 wormhounds (p.95, 104)
- ❺ Impaled Sacrifices with d6 lemures (p.95)
- ❻ Flying Skulls & Bloody Art (p.95, 109)
- ❼ Wormspawn (p.107)
- ❽ Wormhounds (p.104)
- ❾ Charred Ones (p.107)
- ❿ Shrine to Ter Za Necht & Final Boss (p.97, 115)

Note: This mini-dungeon showcases how you can use the map on p.75 to create your own distinctive dungeons.



THE CRIMSON STAIRS: Insectoid scouts from the southern isles have infested these barracks, where the city's former ruler fought a desperate last stand against its treacherous lictors. Now, the lictors fight one another even as the creeping alien threat expands in the dungeon, the infectious brain node spawning new horrors that capture mortals and turns them into its insane cultists.

Dungeon Rules: On a d6 roll of 1-3, replace any room content as follows: traps by insectoid spore mines (III), vermin by the insectoid cult (id.), minions by insectoid infiltrators (id.), Weird Monsters by black ooze (CoC p.22), Bosses by lictors (4ATN p.51), special locations by a chamber of horror and pain (CoC p.16), special events by lictor's eyes (id. P.49). The Final Boss is an Insectoid Brain Node (III).





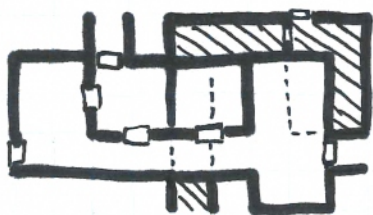
Neurosis table (d6)*

1	Phobia: The character suffers a -1 penalty to all die rolls (including saves, attacks, Defense, spellcasting, etc. but not XP rolls) when in the presence of the monster or thing that caused him to gain his last Madness point. You may change the phobia's object, if you wish, each time you gain a new Madness point.
2	Paranoia: The character will never share or lend loot or equipment with anyone else, nor spend a limited resource (including spells, scrolls, charges, food and potions) for anyone except himself. Furthermore, his Madness score can never go under 1 point. If your party ever acquires the DUPLICATE keyword (in other supplements), he will leave for ever along with everything he is carrying.
3	Fanaticism: The character will never flee from a combat, whatever the odds. The rest of the party can leave him behind if you wish. Furthermore, the character will always attack the monster type that caused him to gain this neurosis (if applicable), e.g. all mind screamers.
4	Puritan: The character becomes extremely rigid. He refuses to take loot from monsters unless the party was attacked first, and will never pick pockets or steal. He will leave the party permanently if any of its members cast necromantic or chaos spells, uses or even carries necromantic or chaos magic items or scrolls, engages in wooing (from TCOTDF) or the barest hint of sexual activity outside marriage (and with the lights out). This includes visiting whorehouses, any non-violent encounter with a succubus or a strumpet (e.g. in BBB or TNBTW), kissing (e.g. a siren in DW) and even reading dark books (e.g. repositories of dark knowledge in 4AA). The character will also always attack succubi and strumpets on sight, making him a liability in cities. Succubi and satyrs cannot acquire this neurosis.
5	Automutilation: The character cuts himself to bleed-off his "tainted blood". He loses 2 life immediately when this neurosis is acquired. Furthermore, each time he gains a Madness point in the future, his immediate next action is to bleed himself: he loses 2 more life instead of gaining a Madness point, even if this kills him. If no slashing weapon is available, the character will use his own nails and teeth, to the same effect.
6	Obsession: The character has become fascinated with the supernatural, death and morbidity. He or she will always choose to Search empty rooms and corridors, activate and interact with, use and pick up any game object (including chests, books, magic items, puzzles) found during an encounter, explore or speak with a monster (never attacking first) if there is the slightest chance of a non-violent reactions result. Furthermore, if offered the choice to try again at any given action, he or she will always do so unless failure is certain. Furthermore, if a single character is to be chosen or randomly selected for any action, it will always be him.

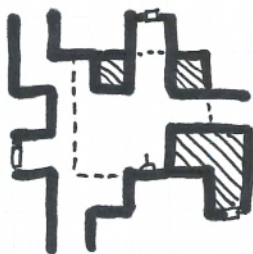
* Paladins, monks and clerics of Law or Light, witchhunters, shrews and censors can always pick Puritan instead of rolling. Abominations, lepers and mutants can pick Automutilation instead of rolling; berserkers and orcs can pick Fanaticism, necromancers can pick Obsession and dwarves can pick Paranoia. Fire elves always pick Paranoia first.

Necromantic Entrance Room table (d8)

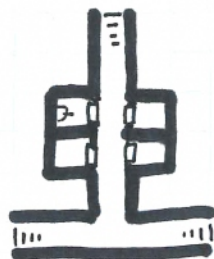
Entrance 1



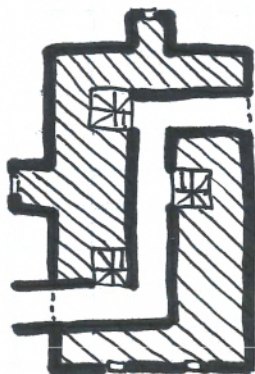
Entrance 2



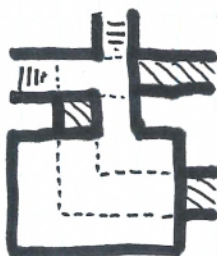
Entrance 3



Entrance 4



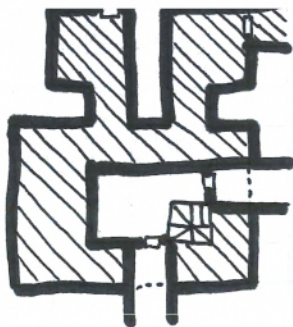
Entrance 5



Entrance 6



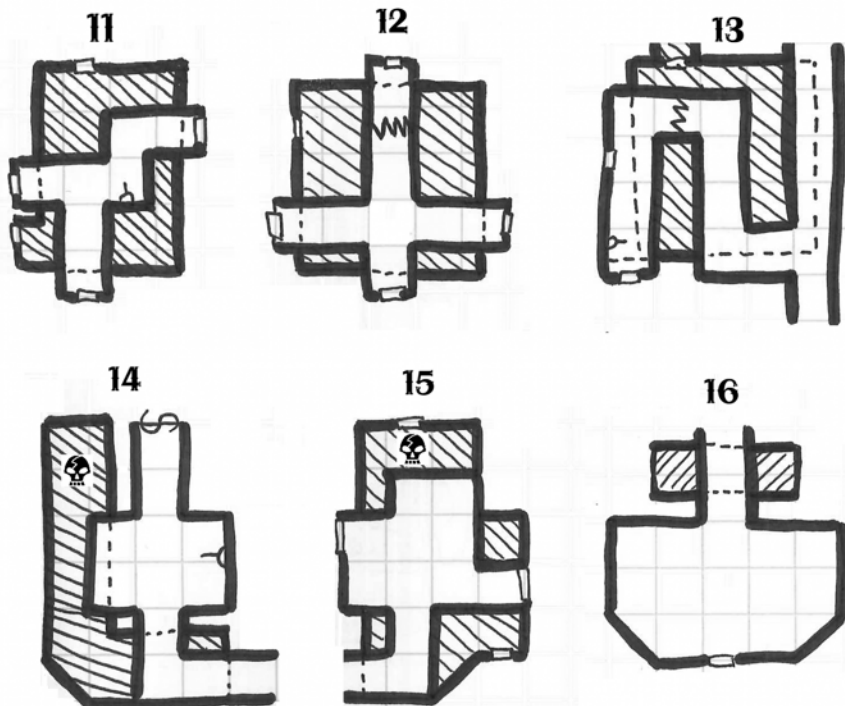
Entrance 7



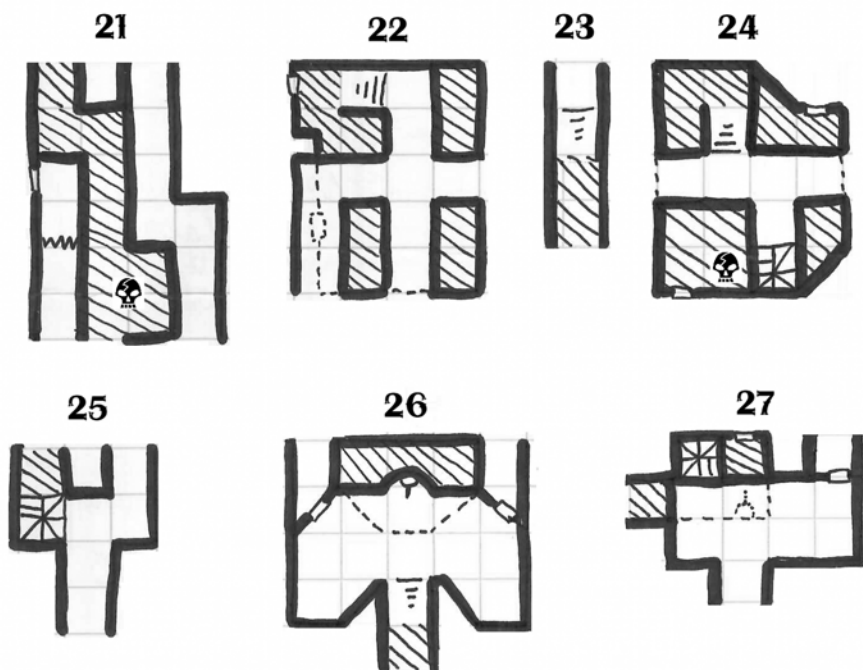
Entrance 8



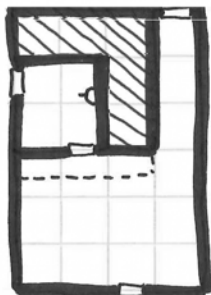
Necromantic Room Type table (d88)



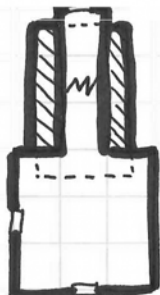
If you roll a 17 or 18, roll d66 on the standard room tables in 4AD.



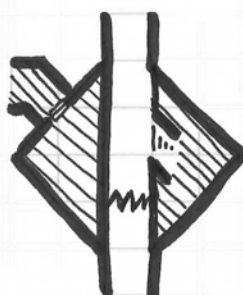
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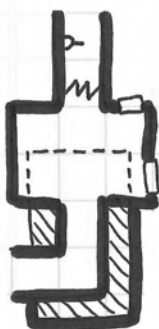
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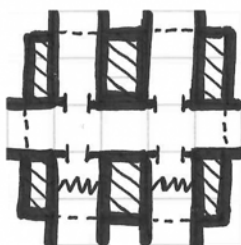
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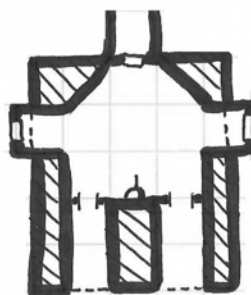
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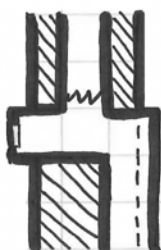
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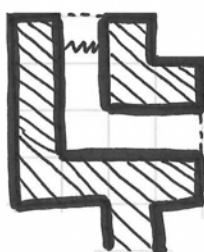
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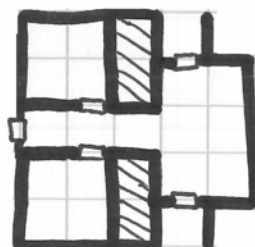
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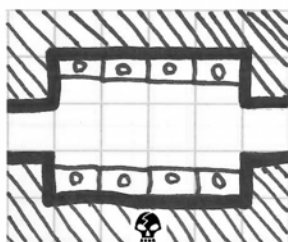
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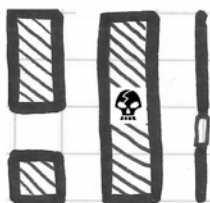
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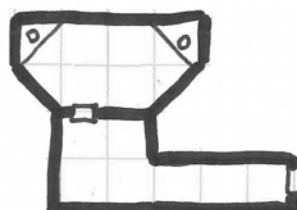
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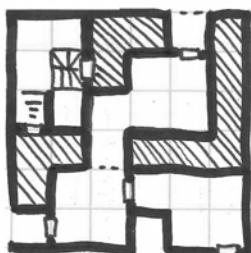
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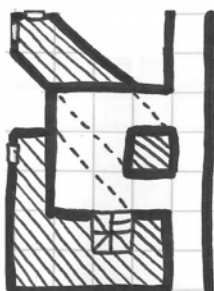
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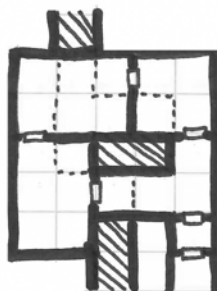
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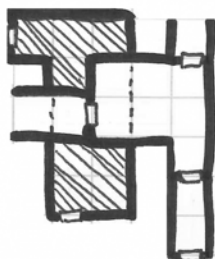
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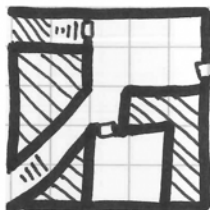
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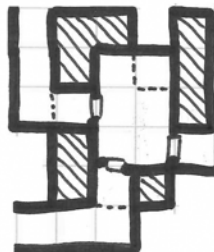
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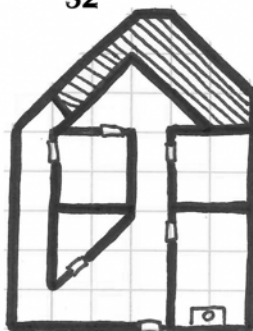
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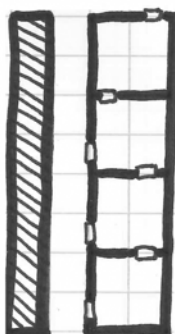
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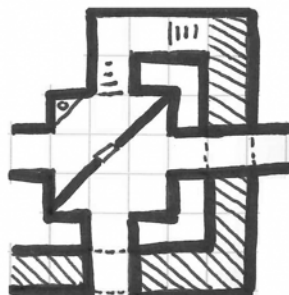
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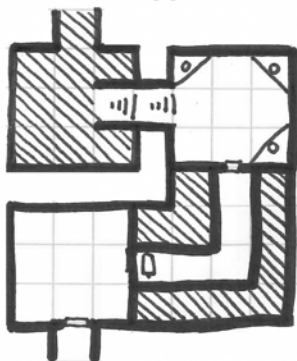
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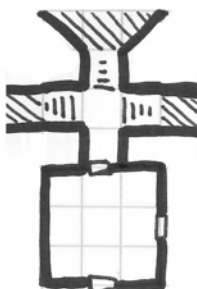
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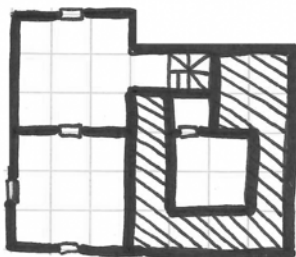
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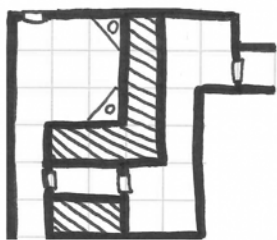
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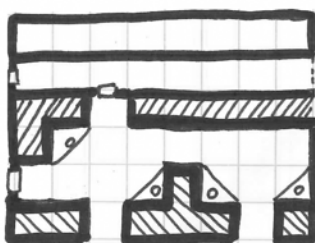
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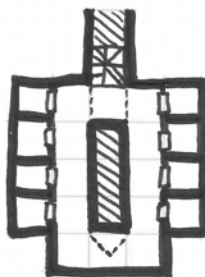
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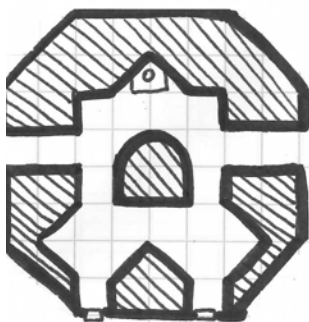
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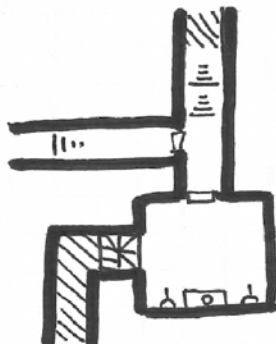
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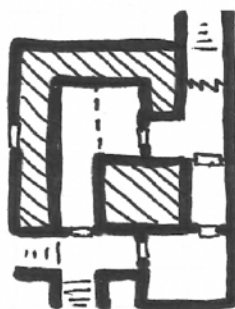
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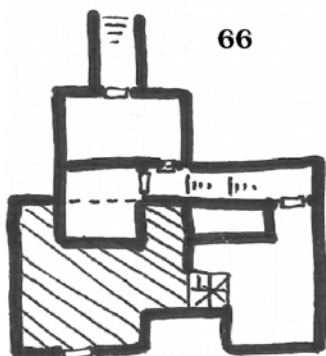
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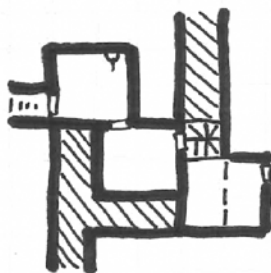
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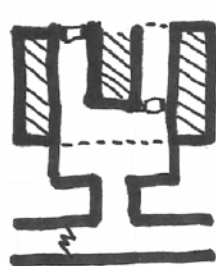
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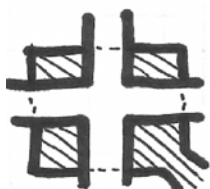
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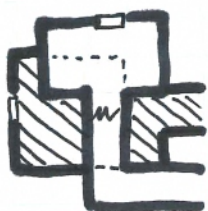
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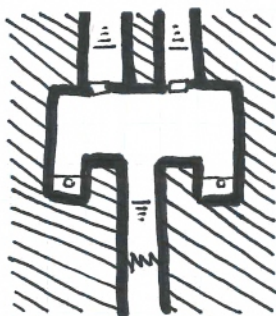
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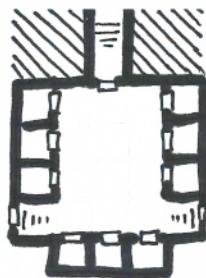
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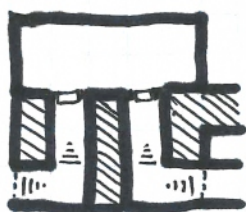
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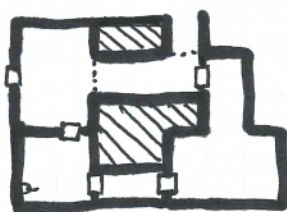
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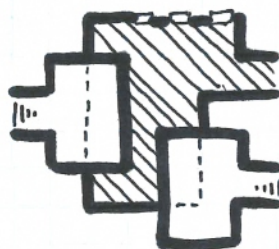
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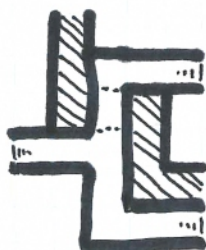
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Necromantic Room Contents table (2d6)

- | | |
|----|---|
| 2 | Terrifying Treasure. Roll on both the Gruesome Stuff table and the Necromantic Treasure table. |
| 3 | Tempting Treasure & Treacherous Trap. Roll both on the Necromantic Traps table and the Necromantic Treasure table. |
| 4 | Disquieting Disturbance. If corridor, roll on the Gruesome Stuff table. If room, roll on the Necromantic Special Events table. |
| 5 | Sinister Sight. If corridor, roll on the Gruesome Stuff table. If room, roll on the Necromantic Special Features table. |
| 6 | Voracious Vermin. Roll on the Necromantic Vermin table. |
| 7 | Dreadful Denizens. Roll on the Necromantic Minions table. |
| 8 | Troubling Tremors. If corridor, roll on the Necromantic Traps table. Otherwise, roll on the Necromantic Minions table. |
| 9 | Purulent Pests. Roll on the Necromantic Vermin table. |
| 10 | Sadistic Strangeness. Roll on the Necromantic Weird Monsters table. |
| 11 | Mighty Menace. If corridor, roll on the Gruesome Stuff table. If room, roll on the Necromantic Boss table. Then roll d6. Add +1 for every Boss or Weird Monster that you have encountered so far in the game. If your total is 6+, or if the dungeon layout is complete, this is the Final Boss. |
| 12 | Master of Murder. If corridor, roll on the Necromantic Treasure table. If it is a regular room, roll on the Necromantic Boss table. If it is a room of 12 or more squares, the room contains a random Necromantic Boss and its retinue (roll on the Necromantic Minions table). |

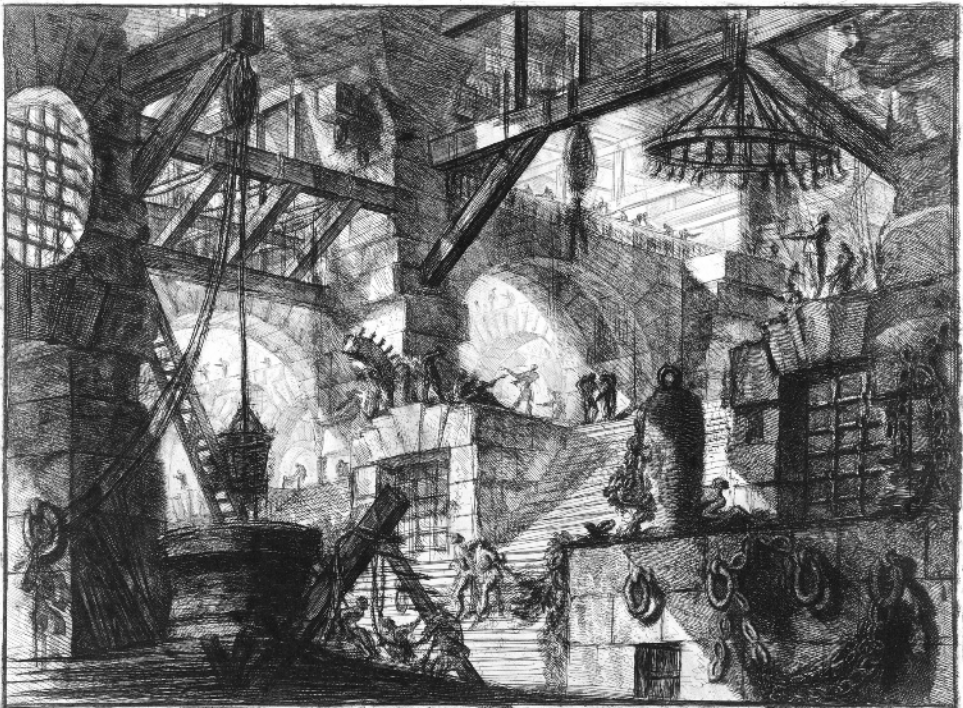


Necromantic Treasure table (d6)

0 or less	Nothing*
1	2d6 x HCL gold* or d6 bandages
2	4d6 x HCL gold or d6+HCL expendable resources (p.16)
3	1 soul cube or a silver-coated weapon
4	Spell scroll: Roll on the Necromantic Scroll table
5	One gem worth 2d6 x HCL x 5 gold
6	+1/+2 melee weapon or roll on the Necromantic Magic Item table**
7+	+1/+2 light or heavy armor or choose from this table**

* If your party includes wandering alchemists, each of them also finds d6 random Mineral Ingredients from scraping the dungeons' walls (see TCOTFD p.77).

** This item adds an additional +1 bonus to Attack (weapons) or Defense (armor) rolls. Choose a monster table from this book and roll for a random monster on it. Against this specific monster type, the item's bonus increases to +2. Selling price: 150 gp (weapon), 200 gp (armor).



Necromantic Magic Treasure table (d6)

1 **D3+1 Soul Cubes:** These luminescent cubes are ground from mortal souls by demons in the Netherworld. Spending one soul cube can restore one charge to any magic item. Soul cubes are also required for the casting of certain powerful spells, such as dimensional portal spells.

2 **Amulet of Ter Za Necht:** Similar to a portable soul furnace, by succeeding a L9 magic save (add the bearer's level), the bearer can use this spell to grind the souls of 2 captives to produce a single soul cube. This causes a Madness check (p.27). Each time the amulet is used, the amulet grinds the wearer's soul instead on a 2d6 roll of 2. Remove the dead character from your roster: he can't be resurrected.

3 **Scores of Erich Zann:** These enchanted musical scores allow wizards or bards (from future supplements) that carry them to play creepy melodies on a stringed music instrument. The music is anathema to demons (including cambions or succubi in the party) and the undead, who must succeed a morale check (or a L4 fear save, in the case of characters) each turn or suffer a -2 penalty to all actions. The caster must keep playing for the effect to persist, and cannot attack nor cast another spell less the scores' effect ends. Roll a d6 after each use: on a 1, the scores have become torn and useless. The scores can be sold for 150 gold/℥.

4 **Balm of Nicodemus:** Cancels an undead monster's immunity to non-magical weapons. Roll a die when used: on a result of 1-2, it doesn't work because some of the ingredients used were wrong (e.g. black pearls instead of hag's hair or lotus flowers). Duration: one encounter.

5 **Philter of level restoration:** Restores 1 level drained by a monster (such as a vampire) or a magic effect. Sells for 150 gold/℥.

6 **Necromantic Artifact:** Roll on the Necromantic Unique Artifact table.

Perplexingly Obscure table (d6)*

1 Roll 3d6, take the lowest and apply the result on this table.

2 Roll 4d6, add the results and go read that page, then come back and re-roll.

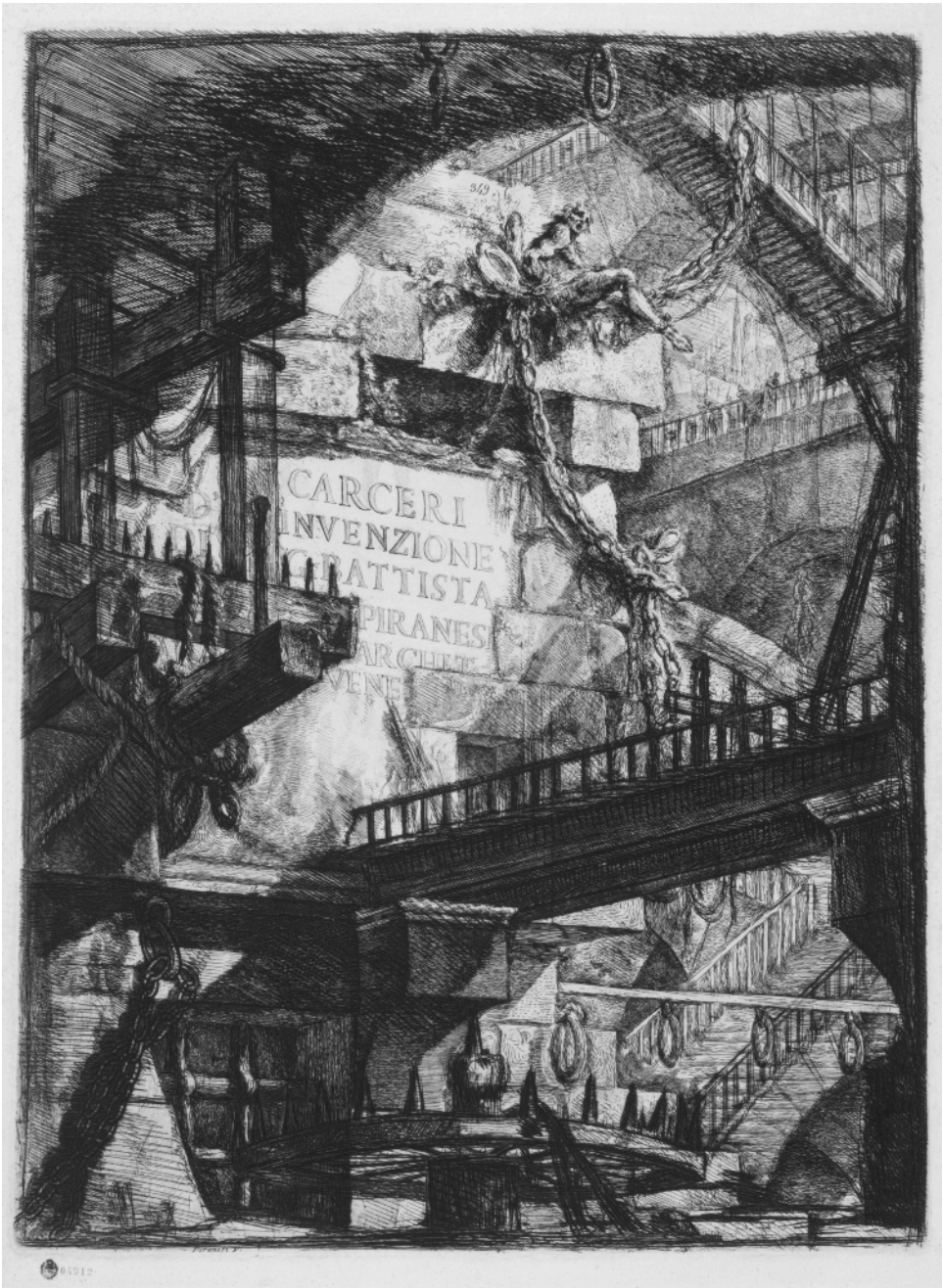
3 Roll d3+3 on this table. If the result is between 4 and 6, roll again.

4 Roll d3 on this table. If the square root is under 2, roll again.

5 Roll 666d6, calculate the median and apply the result on this table.

6 Roll 9d6, take the highest and apply the result on this table.

* If you roll the same result twice in a row, roll 73d6 and apply the median result.



THE IMAGINARY PRISONS: A broken mill haunted by ghosts and insane angels, crying the loss of Heaven.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by carrion worms (CCC p.23), minions by voodoo zombies (SSS), Weird Monsters by mirror demons (TCOTFD p.67), Bosses by fear spirits (SSS), traps by spectres (MMM), special features by insane angels of light (always fight, CCC p.27), special events by lesser gunjees (SSS). The Final Boss is an undead triclops (MMM).

Necromantic Scroll table (d6)*

- | | |
|------|--|
| 1-11 | Roll on the Necromantic Basic Spell table |
| 12+ | Roll on the Necromantic Expert Spell table |

* Add the party's highest character level (HCL) to the roll. Parties whose HCL is under 6 always roll on the Basic table.

Necromantic Basic Spell table (d6)

- Hooks in You:** This spell conjures ghostly hooks from the souls of the damned. Casting this spell requires soul cubes or the sacrifice of captives. The caster's entire party gets a +1 Defense and save bonus against demons and undead for every soul cube spent (or captive ritually sacrificed) for the duration of one encounter, up to the caster's level. The spell's effects add to the Protect spell and magic items.

- Revelations:** Make a L5 spellcasting roll to speak with a corpse, with a -1 penalty if your party is responsible for its death. Gain 2 clues if you succeed. If you roll a 1, you conjure d3+L hostile skeletons (level 3 undead minions, see 4AD p.74).

- Fear of the Dark:** Make a spellcasting roll against the monsters' level. If successful, the monsters suffer a -2 penalty to morale checks. Creatures who never check morale and Final Bosses are unaffected. The spell does not work in sunlight. The monsters' penalty is increased to -3 if there is no light whatsoever in the room (forcing the party to fight in total darkness, with a -2 penalty).

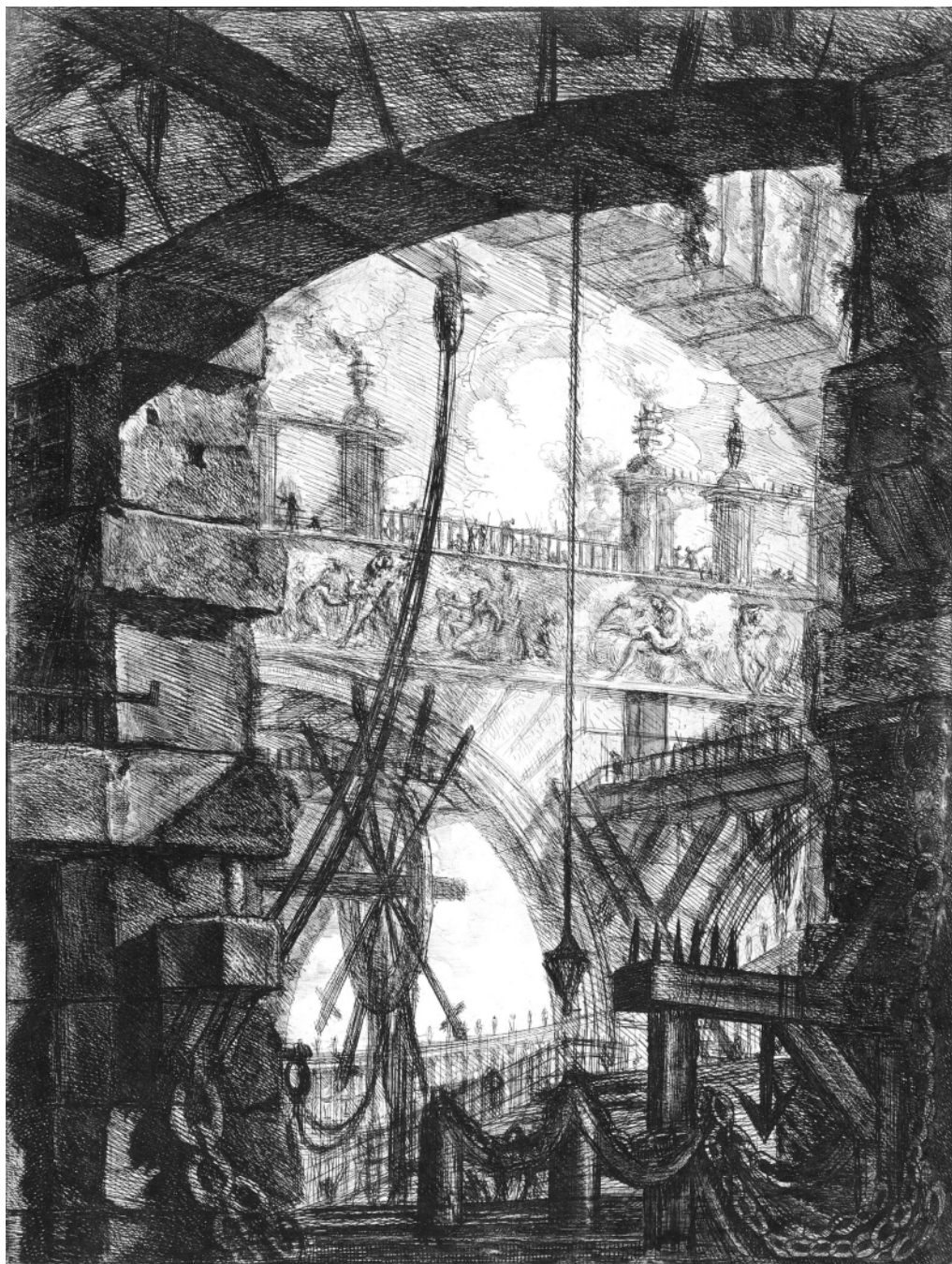
- Chains of Misery:** Make a spellcasting roll against the monsters' level. If successful, the targets' intestines burst from their bodies and entangle them, giving the party +2 to all attacks for the combat's duration. If the spellcasting roll is a 1 or 2, the spell still works but the guts form into an intestinal rot demon that attacks the party (see the Necromantic Weird Monster table). The spell does not work against creatures without intestines, such as golems, wraiths, skeletons and artificial beings.

- Children of the Damned:** This spell can only be cast if the room or location contains at least one non-undead corpse. It reanimates a number of available cadavers up to the caster's L. They will fight during the next combat as level 0 retainers (1 life, no bonus to Attack or Defense, never checks morale). If there are more than 5, consider them as a single horde retainer with 5 attacks and a number of life equal to the number of undead in the horde. Utterly mindless, they cannot open doors but can walk into traps if ordered to (which neutralizes the trap and destroys the corpse). Alternately, the caster can reanimate a single corpse to serve him or her for one encounter (10 minutes) per caster level (see 4D p.41). Other non-undead retainers (including animals) must make a morale check when the spell is cast or flee.

- Afraid to Shoot Strangers:** This spell can be cast at any time. It will protect the party the next time a projectile-based shooting or ranged attack occurs (ignore it), including dart or spear traps, but not magic gazes, dragon breath or curses. It only protects against strangers, not enemies previously fought, traitors or doppelgängers.

Necromantic Expert Spell table (d6)

- 1 **Lord of the Flies:** Make a spellcasting roll against the target's L. Wizards add +L. If successful, the target loses 1 life and another spellcasting roll is made each turn thereafter, with the target losing 1 more life on each success until it dies or the spellcasting rolls fails. If a 1 is rolled when the spell is initially cast, the caster himself catches the Dark Plague (see 4AA p.37). The caster loses 1 life per room or encounter until he dies. Concentration needs not be maintained: the spellcaster is free to attack or cast other spells once the spell is cast.
- 2 **No Prayer for the Dying:** This spell only affects undead. It can only be cast if there is a fleshy corpse nearby. These include zombies or any fleshy enemy previously killed (not skeletons, elementals, wraiths, golems or other artificial beings). Make a spellcasting roll against the target's L. Wizards add +L. If successful, the target will refrain from all actions (including defending) for the next turn due to the need to feed on the corpses. Make a new spellcasting roll each turn for the entire encounter's duration, until either the target dies or 66 minutes pass. All characters who witness the scene gain 1 Madness point on a roll of 1 from the grisly sight. The spell will also work if Flesh Feast (from 4ATN) was cast previously on a skeleton (animated or not) during the same encounter.
- 3 **Remember Tomorrow:** This can restore a character level lost to any energy draining game effect. Spend 1 soul cube and make a spellcasting roll against the target's former L+4. (Only wizards add +L.) If you succeed, 1 drained level is restored but the target gains 1 Madness. If you fail, the target catches the Dark Plague.
- 4 **Heaven Can Wait:** Similarly to a portable Soul Furnace (from 4ATN), by succeeding a L9 magic roll (only wizards and necromancers add +L), the caster can grind the souls of 2 captives to produce a single soul cube. The caster must make a Madness check.
- 5 **Out of the Silent Planet:** The spell summons an ancient evil spirit from a forbidding planet. It manifests as an undead and fights on your behalf. To cast this spell, spend 1 soul cube and roll d6 on the Necromantic Weird Monster table. Make a spellcasting roll versus the monster's L. If the roll fails, the summoning works, but the creature attacks the party and is not under the control of the caster. This could lead to a situation with multiple encounters in the location. If the casting roll is successful, the conjured monster will fight for you for one encounter, adding ½ L to its Attack and its Defense (round down). Ignore any special power it has.
- 6 **Bring your Daughter to the Slaughter:** This spell can only be cast if one of the caster's daughters (biological or legally adopted) is in the same room or location. Each daughter present loses 1 life as her blood is drained to form a cartilaginous spear that impales the target for d3 wounds. Up to one spear can be conjured per level of the caster, each causing 1 wound to all daughters present and causing d3 wounds to the target. In practice, for the spell to work the caster's daughters will need to be either captives, opponents, retainers or other characters. Non-player character daughters so used will either flee from their parent or attack (if possible) once the spell is cast, with equal chances for each. **Note:** *You are free to decide your characters and retainers' relation with one another; your necromancer can therefore be the father of all your other characters and retainers if you wish.*



THE WHEEL OF PAIN: A horrible place where grand art meets sadistic torturers in a monstrous symphony.

Dungeon Rules: On a d6 roll of 1-4, replace all dungeon content as follows: Vermin by fairy fire (KoD p.19), minions by chaos slavers (FF p.5), Weird Monsters by an electrical entity (4AM), Bosses by forest fire (TR p.7), gruesome stuff by plantoids (4AM), special events by a gelatinous polygon (4ATN p.49). The Final Boss is a lictor (4ATN p.51) with the Abominable Gift of Yil (id. p.65).

Necromantic Unique Artifact table (d6)*

1 Circlet of Conceit: Fashioned with a demon's collarbone, this artifice allows the wearer to become invisible at will for one encounter (treat as the Escape spell). Each use calls forth demons of despair from the Netherworld to kill a random innocent in the world and consume their soul, and drains some of the wearer's. Characters gain d3 Madness each time they use the circlet (always 3 for paladins or clerics of the Life gods). Retainers and all characters who cannot gain Madness cannot use the circlet. It sells for 1,000 gp/℥.

2 The Book of Souls: Bound using the face skin of elves, this book allows a wizard of L6+ to cast any necromantic spell at will, gaining d3 Madness points each time a spell is cast. Demonologists, cambions, Blasphemous Ones, succubi and all characters who cannot gain Madness lose d6 life instead each time a spell is cast from the book. Retainers cannot use it. It sells for 800 gp/℥.

3 Necrotic Limb of Darran Dur: This polished skeletal left fore-arm and hand glows bright red from engraved runes. According to legend, it was cut off by the dwarf Lich Lord Darran Dur as proof of his fealty before Ter Za Nech. To be used, the wearer's arm must be cut-off (lose d3 life and gain d3 Madness) or be already amputated. Should the wearer die, he is entitled a L4 magic save to become a lich instead, at the cost of losing d3 life points permanently (one use only). In addition, the arm counts as an exorcised athame (4ATN p.61), a magic weapon that allows its bearer (regardless of class) to cause one more wound when an enemy's level is doubled and provides a +2 bonus to casting necromantic spells. Retainers cannot use the artifact. Sells for 1,000 gp/℥.

4 Eye of Akerbeltz: Said to have belonged to the Fifth Undying Prince of Xa-loth, this dodecahedral ruby replaces an eye that needs to be plucked out first (lose 1 life and gain d3 Madness). It immunizes the wearer against all curses and illusions. In addition, clerics of Akerbeltz add +1 to their casting rolls. Retainers cannot use it. Sells for 350 gp/℥.

5 Plague Cleaver: This magic blade is imbued with the captive essence of a chime bearer demon. Each time the wielder's attack doubles a Boss or a Weird Monster's level, the attack adds the Chains of Misery spell (see Necromantic Spells). If the attack roll is an unmodified 1, the wielder must succeed a L5 poison save or catch the Dark Plague (see the spell's description). Death Lepers are unaffected. Sells for 450 gp/℥.

6 Vampiric Blade: This blood red slashing weapon, which glows like a lantern when unsheathed, double the wounds inflicted by its owner when he is under half his maximum life. If a 1 is rolled when attacking, the wielder must succeed a HCL+1 magic save or roll on the Infamous Amputation table. In addition, once per adventure, the wielder can spend 1 life to cast the Hooks In You spell as a wizard of his level. (This ability recharges like spells.) Sells for 300 gp/℥.

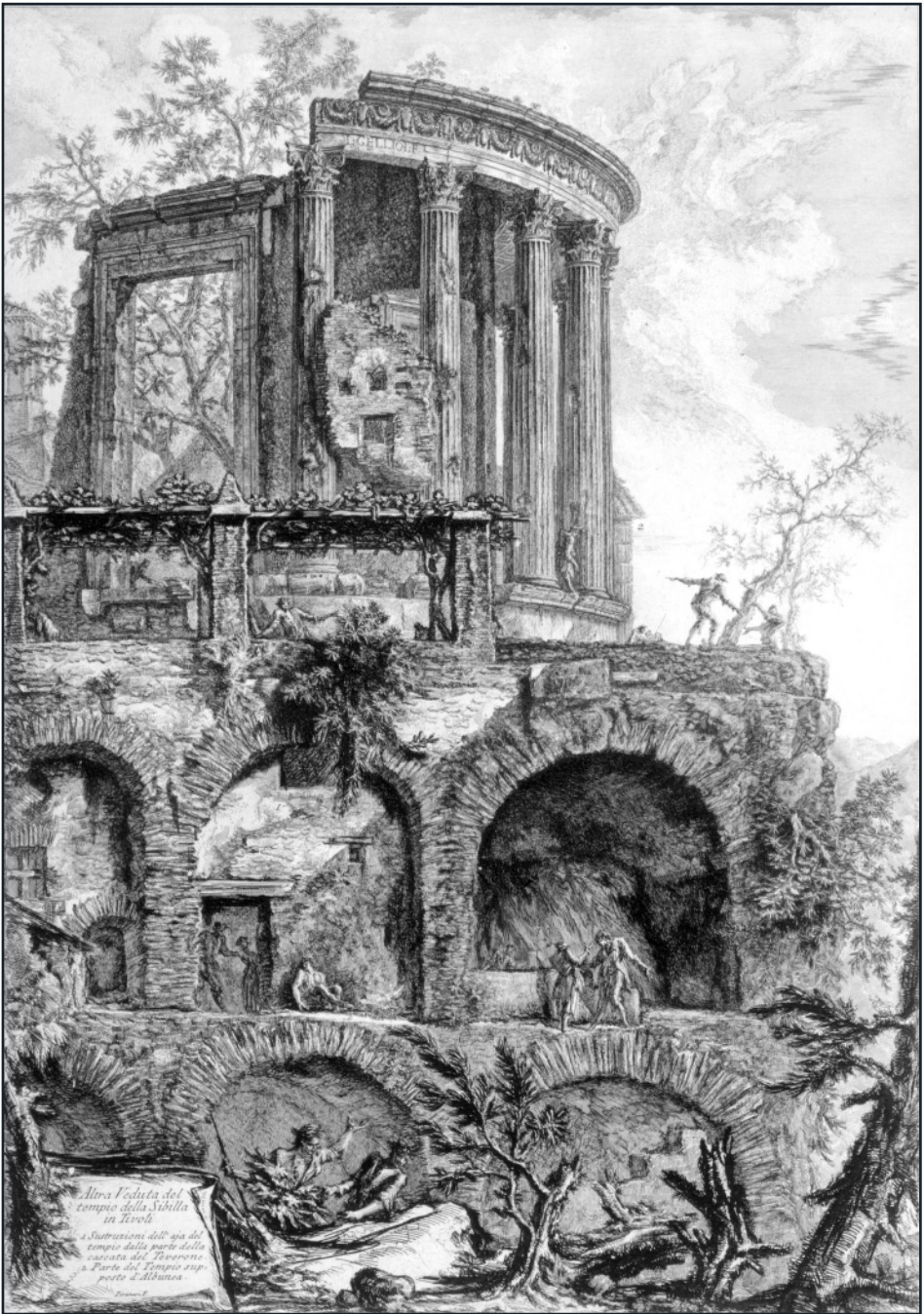
* These items are unique. If you roll the same result again, choose the next in line. If none are available, roll on the Necromantic Magic Item table instead

Gruesome Stuff table (d6)

- | | |
|-----|---|
| 1-3 | Roll on the Disgustingly Gruesome Stuff sub-table |
| 4-6 | Roll on the At Least As Gruesome Stuff sub-table |

Disgustingly Gruesome Stuff table (d6)

- | | |
|---|--|
| 1 | Screeching Dead: Wailing souls scratch at the characters' skin. All characters must save vs. HCL+2 fear or lose 1 life. Clerics add +L. If all saves succeed, gain 1 clue. If all fail, the party's lantern is lost in the tumult. Use a replacement if you have one. |
| 2 | Bloody Art: Torn-off organs and bones have been arranged in artistic displays. All characters make a L5 fear save. If at least one save fails, a wandering monster attacks. If at least one save succeeds, roll on the Necromantic Treasure table. Both results apply if some saves were missed and others succeeded. On a d6 roll of 5-6, a former party of adventurers has left items behind. Pick d6 items (max. 1 of each): lantern, healing potion, holy water, rope, lockpicks, a bandage. |
| 3 | Crucified Vivisection: Wriggling, mutated crucified bodies have been sewn together with crude instruments. They burst open with flying insects. Make a L3 poison save or suffer -1 to all rolls until Blessed. Halflings add +L. If all party members successfully save, you either get 1 clue or find a secret door (4AD p.57). If none succeed, the crucified break the party's lantern as they writhe violently. |
| 4 | Dangling Viscera: Bleeding mangled corpses hang from the ceiling, their viscera all around. You can pick a character to Search through them (make a HCL+3 fear save; all classes add +L, cambions add it twice and can re-roll). If successful, you either find 1 clue or the recipe to a secret diet (see 4AD p.60). Unfortunately, this secret diet involves eating the dangling viscera. The character who finds this must make a Madness check. Each time you cross this room, the grisly garlands will break all handheld lanterns on a d6 roll of 1-2. |
| 5 | Impaled Sacrifices: Rows of impaled creatures line the way, many alive and quivering. Gain 1 clue if you spend a Healing spell or potion on them. In addition, each character (except for paladins and clerics of the Life gods) can attempt once a HCL+5 fear save to pull out a rib bone from one of the moaning sacrifices (all classes add +L, cambions add it twice and can re-roll). If the save is successful, the character can use the rune-etched rib bone as a magic light slashing weapon (-1 to attacks but wounds vampires, wights and others). In addition, add +1 to Search rolls for secret doors in this room or corridor. If you roll an unmodified 6 on the Search roll, you find the Location of a secret treasure (see 4AD p.58). |
| 6 | Malefic Runes: Mortuary incantations to Ter Za Necht are etched in dried blood. Gain 1 clue. Add +1 to Search rolls for hidden treasures in this room or corridor. If you roll an unmodified 6 on the Search roll, a wizard/necromancer or a random character in your party finds the True name of a spiritual entity within those runes (see 4AD p.59). If you roll a 1, no wandering monster arrives but a random character comes in contact with the dark plague. If the roll is 2, 3, 4 or 5, one of the party's lanterns is lost. |



The Temple of the Sybil: This dungeon's Final Boss is the Salamandrine Oracle \mathcal{Q} (unpronounceable), who serves the Mother of Oracles (see 4ATN p.50). In her treasure room is the Decanter of Eternity, who can resurrect any character (once) by sacrificing the soul of another humanoid of the same level or higher. In her necromantic dungeon, all Bosses are worm kings (p.116,) Weird Monsters are baobhan sith (p.110) and minions are necrosuccubi (p.107). The 5th and 7th rooms are always a room of horrors (4AA p.50). \mathcal{Q} waits in the 9th room with 2 baobhan sidhes.

At Least As Gruesome Stuff table (d6)

- 1 **Brain Banquet:** Squirming cerebellums are waiting on a tray to be served to sophisticated ghoulish gourmets. Any character (not retainers) can taste one by making a L3 poison save. If failed, the character loses d3 life. If successful, the character heals d6 life. They can't be carried away as they spoil very soon.
- 2 **Shrine to Ter Za Necht:** A repugnant altar made from the protruding bones of scorched elves, twisted into a crude dragon-like shape. The altar extinguishes all magical light sources (e.g. from the Continual Light skill) for as long as they remain inside the dungeon. Any character of L6+ who burns an offering to the lich-dragon god worth at least 50 gp will resurrect, the next time he is killed, into a loyal undead retainer as per the Lesser Necromancy skill (see 4AA p.19). Clerics and paladins devoted to other gods who do so lose all spellcasting abilities and piety points until a random quest of atonement is completed (see 4AD p.39). A character who destroys the altar is hated by the undead and suffers a -1 penalty to all rolls until Blessed or exiting the dungeon.
- 3 **Chalice of Holy Pus:** The fluid flows from an abominable statue depicting a Blasphemous One prostrated before Ter Za Necht. Drinking that foul substance requires a L5 will save. If failed, the character vomits (lose 1 wound). If successful, the character receives a Blessing. If nobody drinks, the spirits are angered and the party's lantern is broken and all its ropes are rendered useless and destroyed.
- 4 **Popping Eyeballs:** A few thousand of these dangling ornaments explode the first time the room or corridor is entered, showering the party with blood and bits of cornea and optic nerve. Party members must save against L3 fear or be paralyzed for d3 rounds. A wizard or wandering alchemist can mash the eyeballs into d6 portions of a nutritious pulp that heals 1 life when eaten.
- 5 **Mechanical Prosthesis:** You find a dwarf's corpse with an ornate, gothic clockwork peg leg. It can be nailed to a character's knee to replace a missing leg (causing d6 wounds), causing him or her to no longer suffer any penalties for an amputated leg (except chronic pain). Two missing legs could thus be replaced if you ever find another one. Just stay clear of iron eaters!
- 6 **Intestinal Rope:** Lovingly woven by demons of despair, this yucky rope is the sturdiest you will ever find. It is 6 meters/20 feet long and will never break. If you ever find another, you can tie them together to make a longer rope. As a perk, it always remains slimy.

Necromantic Traps table (d6)

- Cave-in Trap:** A trap causes the roof to collapse in this location and those nearby, ensnaring the characters alive. A character ahead of the group can attempt to disarm it with a HCL+4 traps save (rogues add +L). Failure causes all immediately connected
- 1 rooms and corridors to be obstructed by rubble. Clearing one square of rubble takes 10 minutes, requiring a wandering monsters check. Only a passage needs to be cleared for the group to exit to another room. For each character with the Stone Mastery skill present in the party, divide that time by half.

- Collapsing Floor Trap:** The floor collapses to reveal an oily quagmire beneath, filled with decomposing corpses. The two first characters ahead of the group must make a HCL+d6 traps save. Rogues add +L, halflings add +1. Apply the characters' armor's value (not shields) as a penalty. If you fail, see note 4.
- 2

- Blocked Exit:** The dungeon's exit is blocked by a huge stone block. The only way to exit the dungeon, short of using a Mass Teleport spell (or similar magic), is to spend 3 clues to find an exit out of the dungeon. Fortunately, you will find 3 clues in the last room in the dungeon, which you can spend to find a secret way out
- 3 automatically. In addition, pick d6 more rooms in the dungeon already explored: each exit in these rooms will also be blocked by a strengthened portcullis on a d6 roll of 1-2. Unless you have acid (from FF or the ACERBIC keyword from TCOTFD), destroying a portcullis requires a level 8 strength save (warriors and dwarves add +L). Roll for wandering monsters each time the save fails.

- River Trap:** An underground river flows into the room, rapidly rising. Each turn, mark each room or corridor adjacent to a flooded area as flooded. Except for rooms that are not connected with your current room or separated by a door, the dungeon will be entirely flooded in (d3x10) + 50 minutes. Remember that one encounter lasts 10 minutes. Flooded rooms are impassable unless a character can breathe underwater,
- 4 uses a Teleport or Mass Teleport spell, or discards all clothing and backpack gear to swim; in this case, lose 1 life per room or corridor from the rubbish. Only one one-handed item or weapon (such as a lantern) can be carried by a swimming character, though a courageous soul can go back and forth to retrieve several pieces of equipment (roll for wandering monsters each time). Undead and monsters are unaffected by the water.

- Clockwork Whirling Blades:** HCL+d3 slashing trap, Complexity equal to its L. The trap strikes the first character in marching order. Roll on the Infamous Amputation table if a failed save result of 1 or 2 is rolled.
- 5

- Maze of Traps:** Roll once on the basic Traps table (4AD p.59) for every 5 squares in the room, rounding down. All these are complex traps (see p.11) with Complexity points equal to their L. These traps are spread as evenly as possible (roll randomly if necessary) between the room's exits; therefore, you only need to disarm them if using one exit or another. In addition, roll on the Infamous Amputation table if a save result of 1 or 2 is rolled. Use the Abyss traps table from 4AA instead of 4AD if you are playing with Expert level characters.
- 6

Necromantic Special Features table (d6)

1 **Fane of Fright:** An ostentatious fane of bleached bone, adorned with skulls and entrails. Engraved with grisly details of your death, it chants blasphemous prayers to forbidden gods, promising undeath (*see note 1*).

2 **Pit of Suicide:** Wicked runes glorifying the death god Zur compel all that come near the bottomless pit to commit suicide. All characters, starting with wizards, then demonologists, then by increasing order of life points, must succeed a HCL+3 magic save. Clerics and halflings go last, and add +L. Clerics of Zur are immune. All retainers fail the check. (*See note 2 if anyone fails.*)

3 **Vampiric Curse:** Each time this room is entered, all characters and retainers must succeed a L4 magic save or lose 1 level. Clerics and halflings add +L. Those drained to level 0 will immediately rise as minor vampires (*see the Known Weird Undead table*). All levels lost are added to the Final Boss' monster level (add the undead keyword to its profile).

4 **Altar of Possession:** The character or retainer with the most life points must succeed a L6 magic save every 10 minutes spent here or become possessed by a demonic spirit. Demonologists are immune. A possessed character will attack the party, starting by those with the least life, as a monster of their L+4, using his deadliest weapon, magic item or spell available. Characters with the Blessing spell and demonologists can attempt to exorcise the demon (*see note 3*).

5 **Yòrm the Mad King:** The room features an armory (4AD p.85) haunted by the wicked possessing spirit of a dead king (*see note 7*). If you defeated him previously in the yogic abbey at the Eyrie (from YYY), you find an ordinary armory with a magic ley gate to the Impossible Labyrinth instead (*see YYY*).

Lex the Cambion Trader (Weird Monster). You can trade with this strange demon (*see note 5*) or attack him. If you fought Lex in a previous encounter (e.g. in TCOTFD or RRR), he attacks first unless bribed (d6 soul cubes).

6 Level HCL+5 demon, HCL+3 life, morale +1, 2 attacks, each attack causes 1 wound and forces the target to roll a L3 save or fall asleep, treasure: d6+1 soul cubes and a portable soul furnace (4ATN p.61). At the beginning of combat, a host of horrid insects flow from Lex's cowl, forcing all characters to pass a L4 terror save or suffer a -1 to all actions until the end of the fight. Should a character roll unmodified 6s both for Attack and Defense on the same turn, or unmodified 8s if an Expert character, demon hands rise from the ground to rip his soul. Burn this character's sheet with a black candle while laughing maniacally; he or she cannot be resurrected.

Reactions: merchant (*see note 5*).

The Infamous Amputation table (2d6) *

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

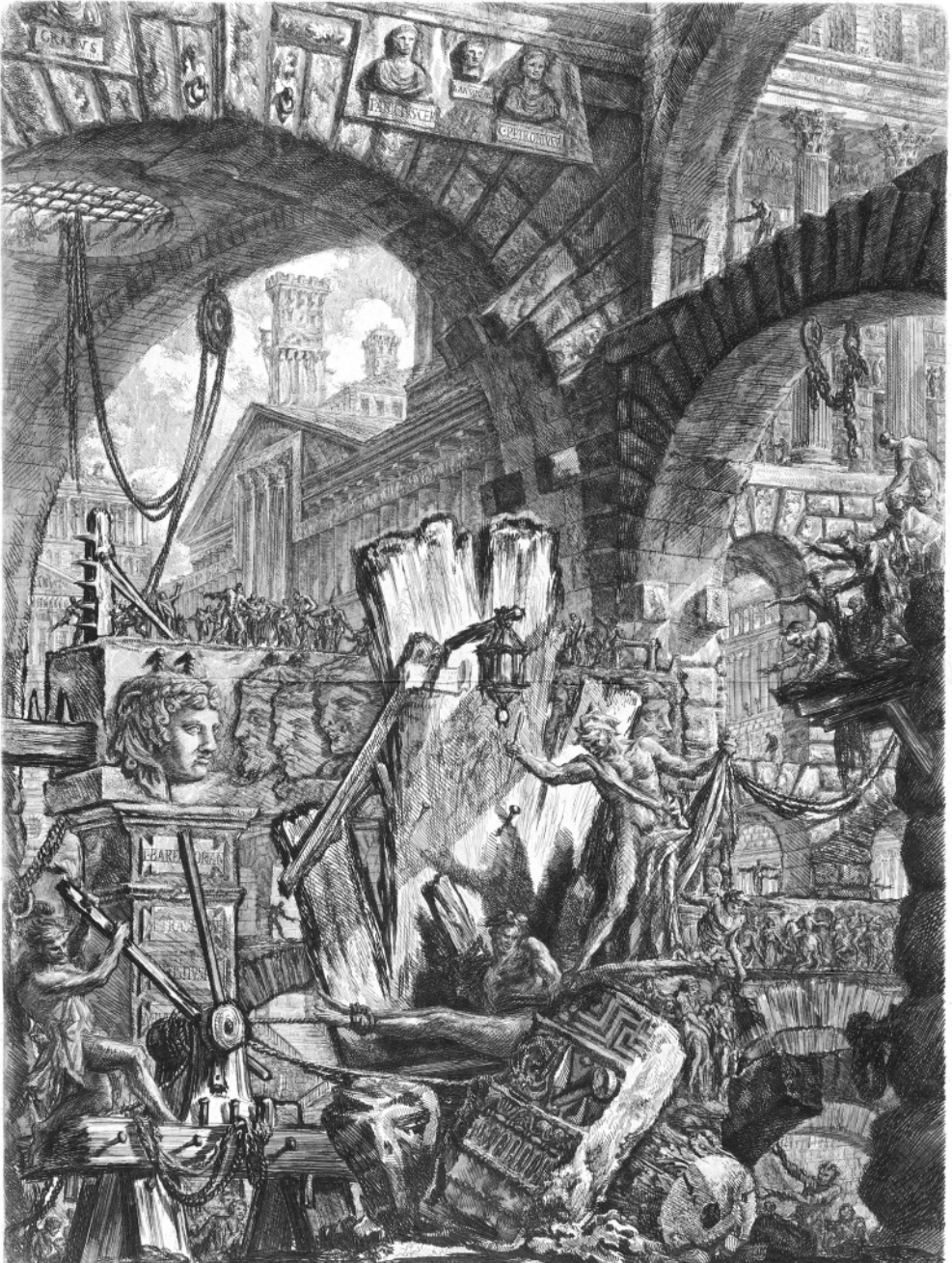
** Halflings can spend Luck points to re-roll one or both dice. The second result stands. Adventurers of all classes, being a tough lot used to the unhealthiest conditions imaginable, need not worry about mere details such as shock, blood loss and infection. After all, these are just flesh wounds. Only the last one counts.*

If your party includes non-humanoids, such as animal companions, use common sense to determine what happens. For example, a horse or a centaur can't walk with only two legs left and collapses under its weight.

Blasphemous Ones (from 4ATN) and amebic characters don't suffer ill effects from rolling on this table as they constantly sprout new organs.

Artificial characters, such as golems, wholly recover from amputations when they are restored to their full life points.

*** If your party includes necromancers, flamingo folk (from AAA) or characters with the Lesser Necromancy skill (from 4AA), you can stitch the head back together on an undead party member, including retainers, mounts and animal companions.*



THE BROKEN VESTIBULARY: A bizarre bazaar between the worlds, with the strangest visitors imaginable.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by Venusian floating brains (4AM), minions by combat droids (4AM), Weird Monsters by coral golems (DW p.26), Bosses by a kobold demon (CKSM p.19), gruesome stuff by chime bearers (4ATN p.48), special events by Laamorz the Wizard (KoD p.20), special locations by the green knight (KoD p.20). The Final Boss is a lictor (4ATN p.51) with the Abominable Gift of Mogron (id. p.64).

Necromantic Quests table (d6)*

1	Skulls for the Bone Throne! The quest giver wants skulls. Every time the party kills a physical humanoid monster (excluding wraiths, ghosts, etc.), they can collect the skulls of worthy enemies. To complete the quest, the party must bring either the skulls of either 6 Bosses/Weird Monsters or the skulls of 66 minions in the room where the quest started. All skulls must have been taken from creatures slain by the very same party members who return to the quest room.
2	Outwit the Trapsmith! The quest giver wants either to test the dungeon's security or to make it safer. To complete the quest, the party must successfully defeat 6 Complex Traps (of any level) and return to the room where the quest started.
3	Prove your Courage! This quest requires that the party members survive a total of 3 rolls on the Infamous Amputation table (from any cause, including steam-powered chainsaws) without ever being decapitated. The quest is complete when all the party members return to the room where the quest started with their heads on. Using magic items or tricks, such as necklaces against decapitation, is cheating (but spending Luck points is not), causing the quest giver to fight to the death.
4	Reveal them All! To complete the quest, the party must discover at least 6 secret doors in the same necromantic dungeon, by any means (including spending clues).
5	Make me a Bloody Garland! Delighting in the party's horror, or perhaps in view of a demonic holiday, the quest giver requests that at least 6 dangling viscera (from the Gruesome Stuff table) be harvested and brought back to it to decorate its lair. Only one set of viscera can be retrieved per encounter (in humans, the small intestine's length is about 6 meters (20 feet) long and the large intestine, 1.5 meters (5 feet long), making a single corpse quite enough to beautify one room or corridor). To complete the quest, the party must bring back the garland to the room where the quest started.
6	Find Me a Side-Dish! The foul-breathed quest giver demands magic coleslaw to alleviate its digestive problems, due to a combination of high-protein cannibalistic feasts and lactose intolerance. Every time the party kills a Boss or Weird Monster, you will find magic coleslaw (or something equally vile) in its treasure on a d6 roll of 6. Eating it is deadly to non-undead. To complete the quest, it must be brought back the room where the quest started.

* These quests replace the Quest table from the basic game. Instead of the Epic Rewards table, roll on the Necromantic Unique Artifact table when a necromantic quest is completed. You can also use that reward table for completing Death quests (from TTT).

Necromantic Vermin table (d6)

1-3	Roll on the New Necromantic Vermin table
4-6	Roll on the Known Necromantic Vermin table

New Necromantic Vermin table (d66)*

11-16	<p>3d6 Animated Limbs. Level HCL (maximum 3) undead, no treasure, never checks morale. Each character must make a fear save vs. their level upon seeing them or be paralyzed for d3 turns. The limbs ignore all wounds suffered on a d6 roll of 5-6. Cannot pursue.</p> <p>Reaction: always fight to the death.</p>
21-25	<p>2d6 Brain Grubs. Level HCL (minimum 2, maximum 4) demons, no treasure, never checks morale. Those hit must succeed a L5 will save or be controlled by the monsters, attacking their comrades as monsters of their L+4. Wizards and demonologists add +L, halflings add +½ L. Moonbeasts and artificial beings are immune. A Blessing removes the mind controlling effect.</p> <p>Reaction: always fight to the death.</p>
26-34	<p>2d6 Lemures. Level HCL (maximum 3) demon larvae, no treasure, never checks morale. Lemures do not attack but force all who hear their horrid wailing to make a L2 magic save each turn with a -1 penalty for each group of 3 lemures (ex. -4 for 12 lemures) or gouge out their eyes in horror (see the Infamous Amputation Table for blindness rules).</p> <p>Reaction: always fight.</p>
35-43	<p>d6+6 Blood Oozes. Level HCL+1 (minimum 3, maximum 5) undead, no treasure, never checks morale. Crushing weapons do no damage. Their attacks ignore shields and armor. After the fight, each character who lost 3 or more life from the blood oozes must succeed a L2 poison save or die from a wasting blood disease at the end of the adventure unless they receive or casts on themselves a Blessing before that happens.</p> <p>Reaction: always fight to the death.</p>
44-52	<p>2d6 Ravenous Horde. Level HCL+1 (maximum 4) undead, no treasure, never checks morale. At the end of each turn, add d3 to their number if any remain (up to a maximum of 13). Fleeing from them is impossible without magic (Escape, Mass Teleport, Chaos Teleport, etc.).</p> <p>Reaction: always fight to the death.</p>
53-61	<p>d6+4 Flesh Scarabs. Level HCL (maximum 3), no treasure, never checks morale. They do not attack normally. Instead, each character must make a poison save each turn vs. the number of flesh scarabs left or lose 1 life. Armor bonuses are added to this save but not shields.</p> <p>Reactions (d6): 1-2 flee, 3-6 fight to the death.</p>
62-66	<p>d6+1 Wormhounds. Level HCL+1 (minimum 3, maximum 6) undead, no treasure, morale +1. Those hit must succeed a L3 poison save each round or lose 1 life until three successful saves are made. Those killed turn into wormspawn (see the Necromantic Minions table). Halflings and dwarves add +½ L to the saves. Their barking has a 2 in 6 chance of summoning a wandering monster at the end of the combat. They hate the most wounded character.</p> <p>Reaction: always fight.</p>

* If you have 4ATN, from now you can roll a d12 (a dodecahedral die) instead of a d6, if you wish, on the Netherworld Vermin table. If the result is above 6, subtract 6 and apply the resulting roll on the Necromantic Vermin table from that book.



THE STAIRS OF HUBRIS: Endless stairs said to lead to the antechamber of Zur, the death god, himself.

Dungeon Rules: On a d6 roll of 1-4, replace dungeon content as follows: Vermin by deep ooze (DW p.26), minions by awakening horrors (4ATN p.48), Weird Monsters by amorphous blobs (DW p.19), Bosses by energy elementals (CCC p.27), special locations by rooms of horror (4AA p.50), gruesome stuff by demons of despair (4ATN p.48). The Final Boss is an Amorphous Spawn (4ATN p.51).

Known Necromantic Vermin table (d6)

Ghost Gremlins. Undead gremlins steal d6 non-magical objects from the party. You must surrender objects from any of your characters in this order of preference: ingredients, rations, lamp fuel, lanterns, ammunition, weapons, gems, jewels, coins (in bundles of 10 gold each). If the undead gremlins steal ALL of your weapons, they will leave d6 lemures in your backpacks to attack you (see p.104). The ghost gremlins cannot be fought except with the Turn Undead skill (from 4AA), a cream of gremlin aversion (from TCOTFD), an anti-gremlin talisman (from ME!), a Gremlin Bane spell (from SSS) or a wish (from 4AA). This encounter does not count for purposes of XP roll.

2d6 Foetal Wraiths (from 4ATN). Level HCL (minimum 2, maximum 5) undead, no treasure, never test morale. Immune to sleep. At the beginning of combat, all characters must save versus HCL (minimum 2) fear or be paralyzed for one turn. Characters incur a penalty to the Attack rolls against them equal to their individual Madness score.

2d6 Shredded Souls (from 4ATN). Level HCL+2 undead (maximum 7), no treasure. Characters must succeed a HCL (minimum 2) 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.

d6+1 Kobold Ghouls (from 4AA). Level HCL+2 undead (maximum 7), no treasure. A character wounded by a kobold ghoul must save versus L6 poison or be immediately paralyzed. Elves are immune. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis. The effect of this poison wears off at the end of the combat. If you killed the zombie dragon in CKSM, the kobold ghouls hate your party (increase their L by 1).

Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death.

2d6 Skeletal Beasts (from 4ATN). Level HCL+1 undead (maximum 6), no treasure. Crushing weapon attacks hit them at +1. Bows and slings have no effect. These monsters pursue relentlessly. Any characters that flee the combat will on the roll of 1-2 on a d6 be caught by them each time they enter another room.

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

2d6 Skeletal Rats (from 4AD). Level HCL-1 (minimum 2, maximum 4) undead, no treasure. Crushing weapons attack them at +1. They are immune to arrows and slings.

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

Necromantic Minions table (d6)

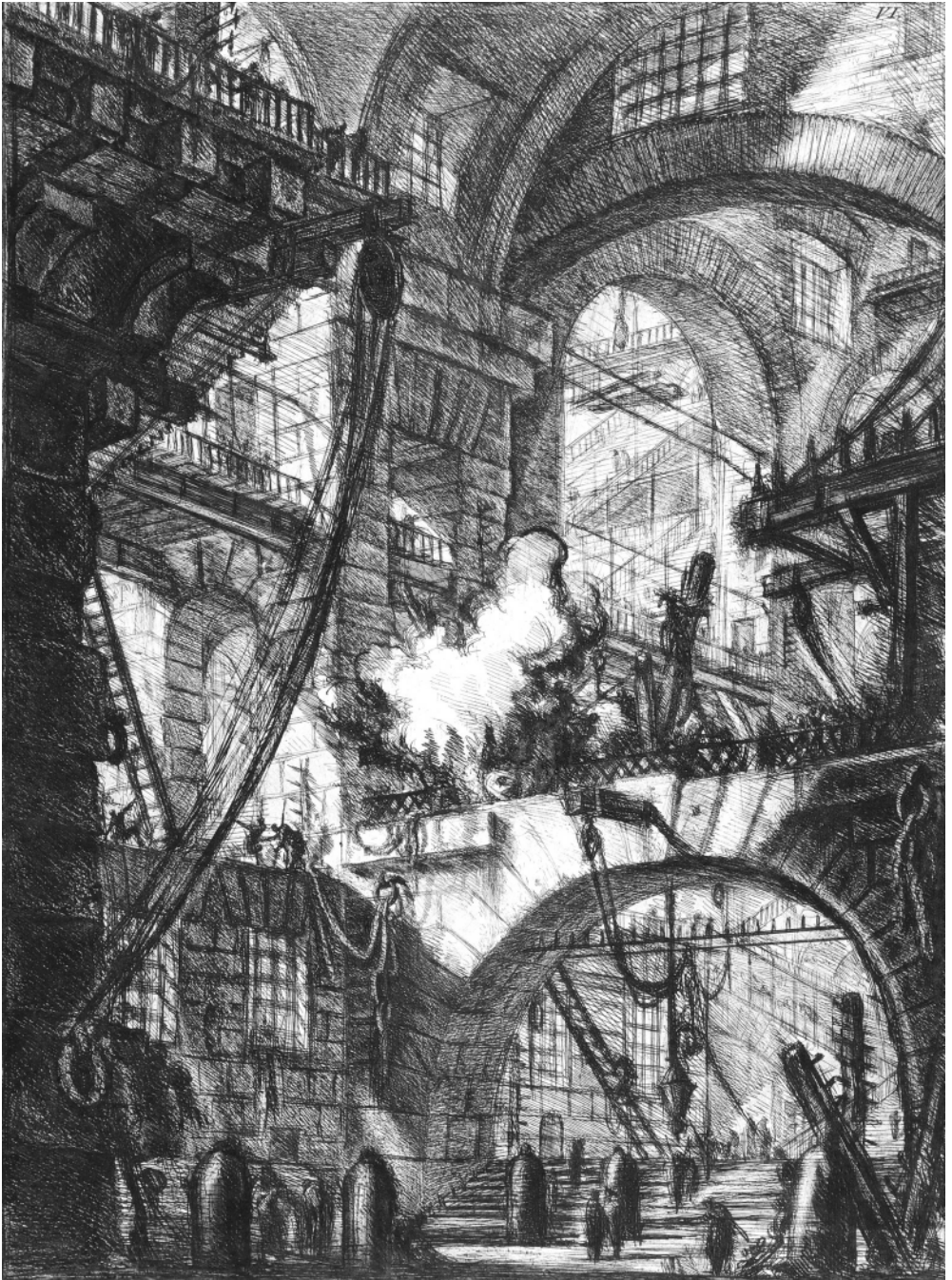
- 1-3 Roll on the New Necromantic Minions table
4-6 Roll on the Known Necromantic Minions table

New Necromantic Minions table (d6)*

- | | |
|---|---|
| 1 | <p>d6+2 Charred Ones. Level HCL (minimum 3) undead, never check morale, necromantic treasure. Each time one is killed, the others gain 1 level at the start of their next round (maximum HCL+6).</p> <p>Reactions (d6): 1-2 offer food and drink (insane), 3-6 fight.</p> |
| 2 | <p>d3+1 Necrosuccubi. Level HCL+3 demons, necromantic treasure +1. Any character hit (except sexless ones) must succeed a breeding save against ½ the succubus' level (round down) or lose 1 permanent life. A Blessing can restore it.</p> <p>Reactions (d6): 1 quest, 2-3 seduce**, 4-5 bribe (gems or jewels worth 20 gold), 6 magic challenge. Subtract 1 if the group includes a paladin or a monk.</p> |
| 3 | <p>d6+1 Wormspawn. Level HCL+3 undead, necromantic treasure +1. Those hit must succeed a L3 poison save each round or lose 1 life until 3 successful saves are made over 3 turns. Halflings, dwarves and lepers add +½ L. Plague doctors, undead and sentient golems are immune. Those killed turn into wormspawn on the next player turn. They hate paladins, censors and clerics (especially Luura's).</p> <p>Reaction: always fight to the death.</p> |
| 4 | <p>d6+3 Vampiric Scions. Level HCL +2, necromantic treasure+1, morale +1. They may be accompanied by a minor vampire on the roll of 1-2 on a d6 (see the Known Weird Undead table), in which case they have gouged their own eyes out in worship (level HCL instead of HCL+2). Scions are not undead, but human thralls.</p> <p>Reaction: always fight to the death.</p> |
| 5 | <p>d6+1 Doom Pyres. Level HCL+2 demon (minimum 5), necromantic treasure. Immune to fire and Sleep. On a Defense roll of 1, the target must save vs. L4 fire or catch fire, losing 1 life; roll the save again each turn until successful.</p> <p>Reactions (d6): 1 quest, 2 magic challenge, 3-6 fight.</p> |
| 6 | <p>d3+2 Vorpall Scorpions. Level HCL+1 demons, 2 necromantic treasures, morale +1. Characters hit must make two successive L2 saves. Those who fail both saves must roll on the Infamous Amputation table. Failing only one save has no effect.</p> <p>Reactions (d6): 1-2 flee, 3-6 fight.</p> |

* Despite the table's name, these minions are not all undead. If you have 4ATN, from now on you can roll a d12 instead of a d6 on the Netherworld's Necromantic Minions table when adventuring in Netherworld hexes. If the result is above 6, subtract 6 and apply the resulting roll on the New Necromantic Minions table.

** When seduced, all males (excluding undead, golems, moonbeasts and green trolls) must succeed a will save vs the necrosuccubi's L or succumb to their charms. Clerics, witch-hunters, demonologists and monks, as well as paladins of Zur, add +L. Halflings add +1. Satyrs always fail. Laying with a necrosuccubus heals d3 life but also causes 1 Madness to each of her lovers. If your party is under 4 characters, you can recruit a necrosuccubus as a level 1 succubus (see BBB) with a L4 persuasion save. Satyrs add +L.



THE DREADED GATE: This dreadful place is said to lead to Ter Za Necht's unholy kingdom, beyond Zo.

Dungeon Rules: On a d6 roll of 1-5, replace dungeon content as follows: vermin by demonic kobolds (CKSM p.18), minions by a zombie dragon (CKSM p.7), Weird Monsters by a dragon man (4AA p.55), Bosses and the Final Boss by a ghoul dragon (4AA p.58), special events by chained monsters (4AA p.50).

Known Necromantic Minions table (d6)

- 1 **d6+2 Armored Skeletons (from FF).** Level HCL+1 undead (minimum 3), never checks morale, necromantic treasure -1. Due to their armor, crushing weapons do not get any bonus. Arrows, bolts and bullets attack at -1.

Reaction: always fight to the death.

- 2 **2d6 Skeletal Warriors (from 4AA).** Level HCL (minimum 3) undead, never checks morale, no treasure. Their two-handed weapons inflict 2 wounds if the character's Defense roll is a natural 1. Arrows, bolts and bullets attack them at -1.

Reactions: always fight to the death.

- 3 **d6+2 Skeletons or d6 Zombies (from 4AD).** 50% chance of each*. Level HCL undead (minimum 3), never checks morale, no treasure. Crushing weapons attack skeletons at +1. Arrows, bolts and bullets attack at -1 against both skeletons and zombies.

Reactions: always fight to the death.

- 4 **d6+3 Possessed Dwarves (from FF).** Level HCL+2 undead/demons, necromantic treasure. If killed, roll a d6: on a 3-6, the dwarf will attack again on the next turn. After this, he stays dead. These minions serve as Thralls of the Lich King Darran Dur (p.121); they hate anyone who attacked him. If the party includes a Possessed dwarf (from CoCoC), their reaction will be "peaceful" instead, except if they undertook Mission 2 against the Lich Lord.

Reactions (d6): 1-2 bribe (30 gp each), 3-5 fight, 6 fight to the death.

- 5 **d6 Flying Skulls (from 4AA).** Level HCL+4 undead, necromantic treasure. Crushing weapons strike them at +1, arrows at -2. If a character rolls a 1 when attacking a skull in melee, the skull catches his weapon in its teeth and flies away, disarming the character. The skull will disappear and the weapon will be found again in the lair of the Final Boss.

Reactions (d6): 1-3 flee if outnumbered, 4-6 fight to the death.

- 6 **d6+1 Ghouls (from 4AA).** Level HCL+3 undead, necromantic treasure. On the roll of a 1 on d6 they are led by a Ghoul Lord from the Known Necromantic Boss table. A character wounded by a ghoul must save versus HCL poison (minimum 2, maximum 7) or be paralyzed. Elves of all kinds add +L to this save. Female ice elves are immune. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis.

Reactions: 1 flee, 2-4 fight, 5-6 fight to the death.

Necromantic Weird Monsters table (d6)

1-3 Roll on the New Undead Weird Monsters Boss table

4-6 Roll on the Known Weird Undead table

New Weird Undead table (d6) *

- 1 **Intestinal Rot Demon.** Level HCL+4 demon horde, HCL+4 life, 1 attack per character, necromantic treasure, never checks morale. On a failed Defense, targets automatically lose 1 life per turn until it dies (except if using Escape, Chaos Teleport, Mass Teleport, etc).

Reaction: always fight to the death.

- 2 **Banshee.** Level HCL+4 undead, HCL+3 life, 1 attack, necromantic treasure +1, morale -1. All who hear her wail must succeed a L2 magic save or lose d6 life (roll for reactions afterwards). Wizards and bards add +L, halflings add +½L. Those who succeed their save are paralyzed for 1 round, during which the banshee rolls for her reaction and acts accordingly.

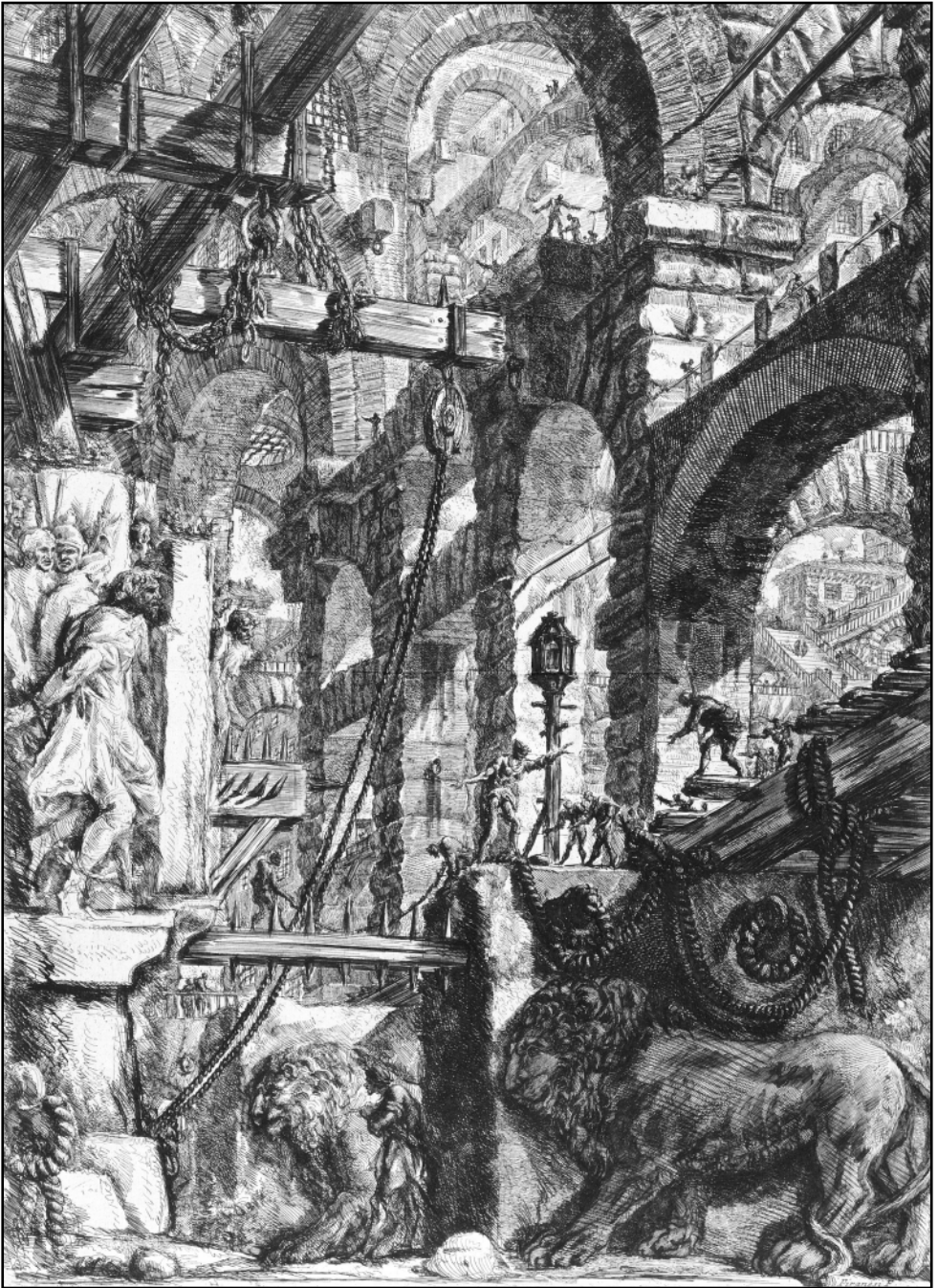
Reactions (d6): 1 quest, 2 blesses a random character (+1 to rolls in next combat), 3-4 curses a random character (-1 to all rolls until Blessed), 5-6 fight.

- 3 **Chainsaw-Maw Brute.** Level HCL+4 aberration (demon), HCL+5 life, 3 attacks, 2 necromantic treasures +1, never checks morale. Those hit must succeed a L4 strength save or be engulfed in its maw, losing an additional 2 life per turn until the monster dies. The engulfed character can still fight, albeit at -1. Armor is destroyed on Defense rolls of 1. Barbarians add +L, halflings and dwarves subtract -1. Holy water causes it 2 damage.

Reactions (d6): 1-3 demand bribe (6 soul cubes or one captive), 4-6 fight to the death.

- 4 **Baobhan Sith.** Level HCL+5 undead, HCL+4 life, 1 attack, 2 necromantic treasures. Those who see her must succeed a L5 mesmerizing save or be paralyzed for d3 turns. (Females add +L, Blasphemous Ones and moonbeasts are immune.) When met, she is in crow form and has a 4 in 6 chance of surprise. She changes form from crow to humanoid on the first turn. Those bitten must succeed a L4 magic save or the life point just lost becomes permanent. Weapons of iron (not magical) attack her at +1. If dogs or horses attack her, she must make a morale check.

Reactions (d6): 1-3 versifies bad poetry (see note 8), 4-6 fight.



THE LIONS' HALLS: This treeman king's tomb now festers with fungic growth, rust and sadness.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by fungi folk (4AD p.87), minions by undead harpies (CCC p.25), Weird Monsters by cloak monsters (MMM), Bosses by bog hags (SSS), special features by leeches (SSS), special events by iron eaters (4AD p.88), traps by corrosive shrubs (TCOTFD p.63). The Final Boss is an undead treefolk (MMM).

New Weird Undead table (continued)

- Wicker Man.** Level HCL+4 demon, HCL+4 life, 2 attacks, never checks morale, 2 necromantic treasures +1. At the beginning of combat, the wicker man captures a random character in its burning ribcage if that character fails his Defense roll. The trapped hero cannot fight or do anything (except cast the Escape spell) and loses 1 life per turn until freed. To free the character, HCL wounds must be inflicted on the monster's
- 5 ribcage to pry it open (track these wounds separately from the monster's own life points.) When a prisoner is freed, at the beginning of the monster's turn, a random character must save against L4 traps or be captured in the ribcage (which is restored back to its full HCL life), and so on until the Wicker Man dies. Rogues, fire elves and potato people add +L to the save. Characters of ogre-size or bigger are immune to this ability.
- Reaction: always fight to the death.

- Bodak.**** Level HCL+6 undead, HCL+1 life, 2 attacks, necromantic treasure+2, immune to Lightning. All who see it the first time must succeed a L2 gaze save or lose d6 life (fire elves, medusines, undead and sentient golems are immune). Those who die turn into bodaks in d6 turns.
- 6 Demonologists cancel their gaze power. The Reverse Gaze spell (from 4AA) works as usual. Clerics and wizards add +½ L. Medusines and succubi are immune. The bodak hates elves.
- Reaction: always fight.

**If you have 4ATN, from now on you can roll a d12 instead of a d6 on the Netherworld Weird Monsters table when adventuring in Netherworld hexes. If the result is above 6, subtract 6 and apply the resulting roll on the Necromantic Weird Monsters table.*

*** Mercifully, bodaks are extremely rare. If you roll this result again during an adventure, substitute an angel of Death instead:*

Angel of Death. Level HCL+4 flying Weird Monster, HCL+4 life, 2 attacks, treasure: Blessing scroll. Immune to Sleep and necromantic spells. Death angels hate parties with 1 or more Life alignment points (from OOO); spellcasting rolls by them is at -2.

Reaction: always fights to the death. If the party has 3 or more Death alignment points (see OOO), they are peaceful instead. Clerics of the Death god Zur can also make them peaceful by spending a Blessing spell.

Note: Angels of Death is a variant of the alignment angel featured in TTT and OOO. They can be subdued and ridden as per the rules in CCC (p.27 & 37). Demonologists can possess them (see CCC p.37).

Known Weird Undead table (d6)

- 1 **Zombie Minotaur (from 4AA).** Level HCL+1 undead (minimum 6), HCL+5 life points, 2 attacks, normal necromantic treasure. Due to the power of his bull-rush charge and giant club attacks, all Defense rolls against a zombie minotaur are at -1.

Reactions (d6): 1-2 bribe (60 gold), 3-5 fight, 6 fight to the death.

- 2 **Minor Vampire (from 4AA).** Level HCL+3 undead, HCL+1 life (minimum 3), 2 necromantic treasures +1. Any character taking damage from a vampire must roll a save versus HCL -1 magic (minimum 4) or lose 1 level. Vampires are only affected by magic weapons, spells, holy water (1 life per vial), attacks that inflict 2 wounds with a single blow, or characters with the Vampire hunter expert skill. (If you have 4AA, see Vampirism p.36).

Reactions (d6): 1 quest, 2-4 bribe (200 gold), 5-6 fight.

- 3 **Wight (from CKSM).** Level HCL+3 undead, HCL+3 life, necromantic treasure +1. Holy water causes 1 wound per vial thrown. If the wight hits, save vs HCL+1 magic (minimum 4) or lose 1 level.

Reactions (d6): 1 quest, 2 bribe (100 gold), 3-5 fight, 6 fight to the death.

- 4 **Mummy (from 4AD).** Level HCL+4 undead, HCL+3 life, 2 attacks, never checks morale, necromantic treasure +2. Characters killed by a mummy become mummies and fight the party. Mummies are attacked at +2 by fire spells.

Reactions: always fight.

- 5 **Wraith (from FF).** Level HCL+4 undead, HCL+3 life, 2 necromantic treasures. Before the fight starts, roll a 2 in 6 chance that all lanterns are extinguished till the end of the fight. If the wraith hits, save vs. HCL (minimum 4) magic or lose 1 level. A wraith can only be hit by magic or silver weapons, spells, holy water (they lose 1 life per vial thrown) or attacks that inflict 2+ wounds with a single blow.

Reactions (d6): 1 quest, 2-3 bribe (one magic item), 4-6 fight.

- 6 **Eye of Fearful Flame (from 4ATN).** Level HCL+6 undead, HCL life (minimum 2), 2 attacks, 2 necromantic treasures. 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 HCL+2 save vs fire (rogues, swashbucklers, fire mages and fire elves add +L, others add +½ L); on a 4-6, all characters must succeed a HCL+2 save vs fear or flee (warriors and cambions add +L, others add + ½ L, paladins are immune).

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



The Cairns of Xichtul: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by chrono spiders (JJJ), minions by chaos slavers (FF p.5), Weird Monsters by cursed spirits (MMM), Bosses by eyeball monsters (CCC p.28), traps by their chaos versions (CoC p.12, 16) and any special events by demonic minions (4ATN p.48). The Final Boss is a Tentacled Despoiler (4ATN p.51), a shapeless devotee of Xichtul who seeks to control the Toppled Estate in its master's blasphemous name.

Necromantic Boss table (d6)*

- | | |
|-----|--|
| 1-3 | Roll on the New Necromantic Boss table |
| 4-6 | Roll on the Known Necromantic Boss table |

New Necromantic Boss table (d6)*

- 1 **Nether Man.** Level HCL+5 undead, HCL+4 life, 2 attacks, necromantic treasure+1. Defense rolls which are multiples of 4, even if successful, cause the attacker to look into the monster's eyes and gain 1 Madness. Characters whose Madness is greater than their L turn into Nether Men or Women.

Reactions: 1 flee (teleports), 2-6 scrutinize (save vs. L3 gaze to avoid looking at the monster: it will ignore all who succeed, otherwise it fights).

- 2 **Rotten Wendigo.** Level HCL+5 demon, HCL+4 life, 3 attacks, 2 necromantic treasures +1. There is a 4 in 6 chance that the monster is led by a retinue of charred ones (see the New Necromantic Minions table, p.107). Those it wounds must succeed a L4 magic save or be filled with cannibalistic urges for the next turn, forfeiting their attacks to binge on any corpse nearby, and gaining 1 Madness in the process.

Reactions (d6): 1-2 quest (eat the corpses of three different necromantic Bosses**), 3-4 bribe (one captive or retainer), 5-6 fight.

- 3 **Emissary of Ter Za Nech.** Level HCL+5 undead dragon, HCL+4 life, 2 attacks, +1 morale, 2 necromantic treasures +1. When under 4 life, the monster's level remains the same and all attacks suffer a -2 penalty as it breaks into individual body parts that fight separately. When this happens, all characters must succeed a fear save (at L5 if HCL is 6 or more, otherwise L3) or gain 1 Madness. Cambions add +L, clerics and paladins add +½ L.

Reactions (d6): 1 quest (always "Bring me his head!"), 2-3 demand bribe (the lives of two characters), 4-6 fight.

- 4 **Witherer.** Level HCL+ undead, HCL+5 life, 3 attacks, 2 necromantic treasures +2. Each failed attack against the monster and Defense rolls which are multiples of 4 summon a single charred one (see the Necromantic Vermin table). Anytime 7 charred ones (p.107) surround the monster, the witherer swallows them and regains d3 life.

Reactions (d6): 1 quest, 2 magic challenge, 3-4 summon 2d6 charred ones, 5-6 fight.

New Necromantic Boss table (continued)

Worm King. Level HCL+7 demon, HCL+1 life, 3 attacks, +1 morale, treasure 2 necromantic treasures +1 and 1 necromantic magic item. Before the fight, all characters must succeed a fear save (at L6 if HCL is 6 or more, otherwise L4) or gain 1 Madness. Cambions add +L, clerics and paladins add +½L.
 5 Those hit must succeed a L4 poison save each round or lose 1 life until three successful saves are made. Those it kills turn into wormspawn (see the New Necromantic Minions table, p.107).

Reactions (d6): 1 quest (retrieve a necromantic relic), 2-3 demand bribe (1 necromantic magic item), 4-6 fight.

Maniac Killer (unique). Level HCL+4, HCL+5 life, 2 attacks, special treasure (talisman of Akerbeltz)***, never checks morale, immune to Sleep. Its attacks cause d3 wounds. If a character rolls a 1 for Defense, roll on the Infamous Amputation table. Each round, the monster regenerates 1 life on a d6 of 4+, even if killed. The Maniac Killer cannot die. Slow moving, it never pursues. If your party flees, see note 6 in Secret Notes to Tables.
 6

Note: This is neither an undead nor a demon, but rather a deeply insane human, affected by an incurable curse.

Reaction: always attacks.

** If you have 4ATN, from now on you can roll a d12 instead of a d6 on the Netherworld Boss table when exploring Netherworld hexes. If the result is above 6, subtract 6 and apply the resulting roll on the Necromantic Boss table.*

*** Each character partaking in this gruesome act must roll over his current Madness score each time or acquire 1 Madness.*

**** Unique, the Talisman of Akerbeltz the Black Ram gives its wearer a 2 in 6 chance of ignoring all spells cast, good or ill. Demons, who fear the god of witchcraft, react with a -1 bonus to the wearer.*

***** If you have SSS and roll this encounter again, it will be replaced by **Voodoo Zombies** (minions) on a d6 roll of 1-3 : Level HCL+1 (min. 3) undead, never check morale, no treasure. Arrows, bolts and javelins hit at -1. When killed, they rise again on the next turn on a d6 roll of 1. Hate clerics. If you have SSS and met them in their lair, there will be a cave opening to a bog hag's den (see the Swamp Boss table) on a d6 roll of 1. Undead party members and cursed pirates (from SoSS) cause them to become confused and refrain from attacking on the first turn on a d6 roll of 1-2.*

Reaction: always fight to the death.



Known Necromantic Boss table (d6)*

- 1 **Ghoul King (from 4AA).** Level HCL+5 undead, HCL+5 life, 4 attacks, treasure +1. A character wounded by a ghoul king must save vs. L5 poison or be paralyzed. Elves add +L to this save. Female ice elves are immune. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis.

Reactions (d6) 1-2 quest, 3-6 fight to the death.

- 2 **Lich (from 4AA).** Level HCL+5 undead, HCL+3 life, 4 attacks, 3 treasure rolls, 2 XP rolls. All characters meeting a Lich gain 1 Madness. In addition, they must save versus HCL+1 (minimum 4) fear or have -1 on their Attack rolls until the lich has taken 2 wounds. Any spell cast at the lich has a 1 in 6 chance of being nullified. Roll a 2 in 6 chance that the lich is accompanied by d6 skeletal warriors (see the Known Necromantic Minions table).

Reactions (d6): 1 quest, 2-4 bribe (300 gp or 1 magic item chosen at random from the party's belongings), 5-6 fight.

- 3 **Major Vampire (from 4AA).** Level HCL+5 undead, HCL+6 life, 3 necromantic treasures +1. Any character taking damage from a vampire must save vs. HCL magic (minimum 5) or lose 1 level. Vampires are affected only by magic weapons, spells, holy water (1 life per vial), attacks that inflict 2 wounds with a single blow, or characters with the Vampire hunter expert skill from 4AA. (If you have 4AA, see Vampirism, p.36).

Reactions (d6): 1-3 bribe (400 gp), 4-6 fight.

- 4 **Skeletal Demon (from FF).** Level HCL+4 undead, HCL+5 life, 2 attacks, 3 necromantic treasures, morale +1. This hideous creature wields a cursed quarterstaff. For every wound inflicted on your characters, their spilt blood spawns 1 armored skeleton from the Known Necromantic Minions Table, arriving in your next turn.

Reactions (d6): 1 quest, 2-3 magic challenge, 4-6 fight.

- 5 **Ghoul Dragon (from 4AA).** Level HCL+5 undead, HCL+3 life, 2 attacks, necromantic treasure +1. A character wounded by a ghoul dragon must save versus HCL poison (minimum 4) or be paralyzed. Elves add +L to this save. A paralyzed character is automatically hit if attacked. The Blessing spell removes paralysis on one character.

Reactions: always fight to the death.

Known Necromantic Boss table (continued)

Zombie Dragon (from CKSM). Level HCL+6 undead, HCL+5 life, 2 attacks on random characters, 2 wounds per hit, necromantic treasure and 1 necromantic magic item. Roll a d6 each turn: on a 1-3, it breathes foul gas instead of attacking. All characters must succeed a HCL poison save (minimum 3) or lose 1 life.**

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

Death Knight (from YYY). Level HCL+4 undead Boss, HCL+3 life, 2 attacks, never checks morale, yogic or necromantic treasure +2, 1 crystal key. This former paladin has fallen to the service of Death as the result of tragic love, betrayal or hopelessness. He offers his opponents a quest or a trial of champions, one-on-one. If they refuse, he conjures d6+2 armored skeletons (level HCL+1, min.3, undead minions, slashing weapons hit them at -1) and fights to the death. If the party returns to his location without having completed the quest, he attacks them furiously (level +1), striking first.

Reactions (d6): 1-3 quest (always "Bring me that!" or a random Death quest from TTT), 4-6 trial of champions (see 4AA p.9-10).***

* If you roll the same result twice, the next time you encounter a death knight instead.

** If you killed one like this previously (e.g. in CKSM), the zombie dragon will be "guarded" by kobold ghouls from the Known Necromantic Vermin table.

*** If you don't have the 4AA book, resolve the trial of champions as follows: designate a character to fight the death knight for d6 rounds. The winner of the trial is the one who inflicts the most damage to the other. If the party's champion wins, the death knight will let them all pass. If they fail, he will expect them to leave whence they came. If they attack him after losing the trial, increase the outraged death knight's L by 1 as his honor demands vengeance, in addition to the conjured armored skeletons. In that case, the death knight and his minions fight to the death.

Death knights are rare. If you ever encounter one again, substitute this instead:



3d6 Rotten Hearts Fungi Folk (minions). Level HCL+1 undead, never check morale, swamp treasure. Those killed reanimate again on the next turn on a d6 roll of 1. They are led by a Master of Mushrooms on a d6 roll of 1-2: Level HCL+3 Boss, life HCL+3, 2 attacks, 2 swamp treasures +1. Add +1 to the Rotten Heart's "reanimation" roll as long as the Master lives. Furthermore, if you have Three Rings, double their treasure but roll on the Mushroom Table (p.25) after defeating them.

Reactions (d6): 1-2 bribe (3d6 gp each), 3-6 fight.



Eddie: This high priest of Zur guards the Sword of Souls in the **Perspective of Arches**, a unique dungeon (p.126). Level HCL+5 undead Final Boss, life HCL+5, 3 attacks, never checks morale, 4 necromantic treasures +1 (triple any gp, minimum 100) and his demonic sword +2 (see 4ATN p.61). Eddie's attacks cause d3 wounds. Opponents are entangled by his whip on Defense rolls of 1-2 (-1 to all Attack rolls until the fight is over). Spells cast against him have a 2 in 6 chance of being canceled. Subtract 1 from all your rolls if you aren't listening to Iron Maiden while fighting him. 3 XP when defeated.

Thralls of the Lich King table (d6)

- 1-2 **d6+4 Skeletal Dwarves.** Level HCL+2 (minimum 4) undead minions, never check morale, necromantic treasure -1. Roll a d6 for their arms: 1 heavy infantry scythemen (-1 to Attack rolls, 2 Attacks at +1 to Defense), 2-3 heavy infantry macemen (-1 to Attack rolls, destroy non-magic shields on Defense rolls of 1), 4 skeletal javelineers (4 in 6 chance to attack first), 5 wight axemen (ignore shields), 6 skeletal ram rider (L+1 on 1st turn). There is a 2 in 6 chance that they are led by a **dwarf vampire:** Level 6 Boss, 4 life, necromantic treasure +1. Characters wounded must succeed a L3 magic save or lose 1 level. Vampires are affected only by magic weapons, spells, characters with the Vampire hunter Expert skill (from 4AA), holy water (1 life per vial), or attacks that inflict 2 wounds with a single blow. (If you have 4AA, see p.36 about vampirism).

Reaction (without a leader): always fight to the death, (with a leader) (d6): 1 quest, 2-3 bribe (200 gp), 4-6 fight.

- 3 **d6+2 Screaming Ghasts.** Level HCL+3 undead minions, never check morale, necromantic treasure. All characters must make a L4 fear save on the 1st turn (cambions add +L, clerics and necromancers add +1/2 L) or their collective shrieks cause 1 Madness (retainers check morale instead). Roll a 2 in 6 chance that they are led by a **dwarf lich:** Level 8 Boss, 6 life, 2 attacks, 2 necromantic treasures +1. All characters must succeed a L4 fear save at the beginning of combat or gain 1 Madness (retainers check morale instead). Spells are nullified on a d6 roll of 1-2.

Reactions (d6): 1 quest, 2-4 bribe (200 gp or 1 magic item of your choice), 5-6 fight.

- 4 **d6+2 Ghast Headhunters.** Level HCL+3 undead minions, never check morale, necromantic treasure. The more grisly trophies they collect, the stronger and crazier they become: add +1 to their L per party member killed. Roll a 2 in 6 chance that they are led by a **possessed warlord:** Level 9 Boss, 7 life, 3 attacks, 2 necromantic treasures +2, never check morale, 2 XP. Immune to magic.

Reaction: always fight.

- 5 **d6+2 Maggotface.** Level HCL+3 undead minions, never check morale, necromantic treasure +1. These powerful zombies are infested by flesh-eating maggots: those hit must succeed a L2 disease save or catch the Dark Plague. Slow, they never pursue. Roll a 2 in 6 chance that they are accompanied by d3+1 **demonbone attack hounds** (level 4 minions, immune to magic) which give them a 2 in 6 chance to surprise the party, causing the entire group to attack first.

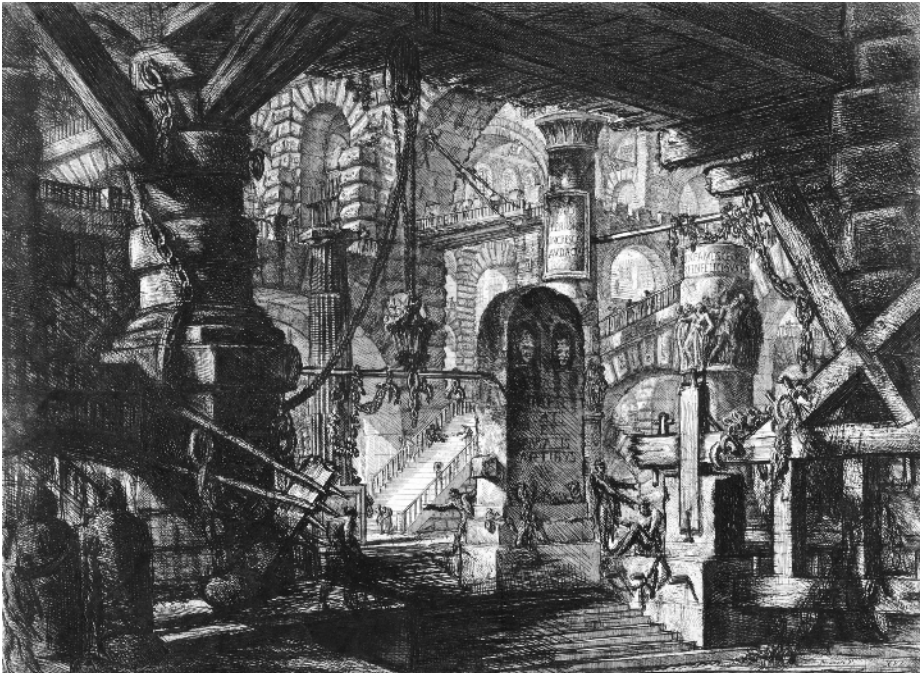
Reaction: always fight to the death.

- 6 **d3+2 Grabbing Ghosts.** Level HCL+4 undead, never checks morale, 2 necromantic treasures. Targets hit lose 1 life, age d6 years and must succeed a L3 paralysis save or be entangled by their ectoplasmic beards, failing all actions on the next round. Immune to Rewind Time spells.

Reaction: 1-2 quest, 3 magic challenge, 4-6 fight.

Evil Monster Upgrade Qualificative table (d66)					
11	Greater...	31	Harrowing...	51	... of the Pyre
12	Dire...	32	Nether...	52	... of Ill Omen
13	Death...	33	Incarnate...	53	... of Madness
14	Shadow...	34	Tentacled...	54	... of Plague
15	Forlorn...	35	Mutant...	55	... of Denial
16	Eerie...	36	Amoebic...	56	... of the Master
21	Grim...	41	... of Zur	61	... of the Abyss
22	Woeful...	42	... of Pain	62	... of Oblivion
23	Eldritch...	43	... of Doom	63	... of Silence
24	Enraged...	44	... of Hell	64	... of Evil
25	Berserk...	45	... of Sacrifice	65	... of the Ordeal
26	Fiendish...	46	... of Night	66	... of Suffering

For greater immersion, roll on this table when you encounter a higher level version of a monster met before as a result of the game's HCL mechanic. For example after your first encounter with level 3 skeletons, your party rises in level and encounters level 4 skeletons. Rolling on this table, you get a 36, which makes them amoebic skeletons. If your party later rises in level and encounters skeletons again, roll once more on this table (e.g. a 43 would make them skeletons of doom).



Frightening Boss Name table (d66)

11	Morgulis the Bloodless	31	The Faceless One	51	The Scythe of Judgement
12	Necrolia, the Maiden of Death	32	Caress-Of-Terror	52	Death-of-Desire
13	Vhark the Voodoo Lord	33	Chain-Face	53	Shadowburner
14	Khanga of the Silken Tortures	34	The Meatless One	54	Pale Regrets
15	Lifeless Zorgoro	35	The Red Scorcher	55	The Crimson Jester
16	Amaranth, the Six-Armed Goddess	36	The Woe Queen	56	The Ever-Crone
21	Nevermore, the Ender of Lives	41	The Grave Knight	61	Necrotis of the Worms
22	The Lady of Scissors	42	Zanara of the Knife	62	Vikka of the Thousand Lashes
23	Khan Thøør, the Deathspeaker	43	Zongo of the Beastly Mien	63	Shazar Ghul, the Archnecromancer
24	The Seamstress of Secrets	44	Zornýka the False Druidess	64	Samaril the Unflower
25	The Forlorn Dismemberer	45	Man-of-Braziers	65	Xor-Khaag, the Claw or Zur
26	She-Of-The-Harrowing-Sighs	46	The Soul Mother	66	Samarka of the Last Delights

Roll on this table whenever you need a suitably evil name for a Boss, a Weird Monster or a Leader in a necromantic dungeon. Feel free to mix the results or create your own. Odd numbers are for male or sexless monsters, even numbers are for female monsters. Re-roll any name that would seem inappropriate (e.g. “the Six-Armed Goddess” may not fit a shapeless amoeba).



Necromantic Special Events table (d6)

Tide of Terror: The dungeon has been befouled by ages of ethereal vapors, which are released as you enter the room. All characters must succeed a L5 magic save or be turned into an undead monster of twice their level (normal life points). Wizards, clerics, paladins, demonologists and cambions add +L to this save. All monsters encountered henceforth in the dungeon will be undead (add the "undead" keyword to normal monsters or roll on the necromantic monster tables instead -your choice).

- 1 *Troublesome Consequence:* The tide of terror doesn't stop at the dungeon. The nearest settlement is transformed into a hell hole as undead rise out of their grave and citizens turn into mindless zombies. If you are using the TTT rules, assumed that in the next town you visit, any townsfolk you encounter will be voracious zombies (minions) on a d6 roll of 1-3. If you aren't, roll for a group of zombies (from the Known Necromantic Minions table) and fight them the next time you want to go to town for supplies or to selling your loot.

It Who Lies Below: The undecipherable runes engraved upon the black-indigo basalt gateway dart about and burn the eyes like a lightning strike. A great, ancient evil permeates this place. Any character or retainer wishing

- 2 to enter the room must succeed a L3 fear save or morale check. Those who fail are taken by the countless fungoid tendrils of It Who Lies Below, who engulfs them inside itself to suffer an eternity of odious terror and abnormal pleasures. You can withdraw from the room without penalty.

Gruesome Transformation: A monstrous idol of Ter Za Necht vomits a torrent of white, wriggling worms as the party crosses the doorway. The retainer or character with the most wounds (if none are wounded, the one with the least life) must succeed a HCL+4 magic save or be transformed into a Worm That Walks (demonologists add +L, paladins and clerics add +½L). Clerics of Ter Za Necht are unaffected. All the room's doors automatically

- 3 lock and cannot be bashed or lockpicked until the monster is defeated.

Worm That Walks (Weird Monster). Level HCL+6 undead, HCL+1 life, never checks morale, no treasure, morale +1. Each fire spell reduces its level by 1. Each turn, roll a 3 in 6 chance that it casts a spell instead of attacking: one random character must succeed a L4 magic save or lose d3 life from black lightning (wizards and halflings add +L).

Reaction: always fight to the death.

Necromantic Special Events table (continued)

Fudar the Living Hammer: Forged by Darim the Smith God, Fudar is a divine hammer that confers a divine murderous ability upon its bearer. The group's highest level character must succeed a will save against his own level to resist grasping the mighty artifact. Halflings, conservationists, demonologists and druids add +L; wizards, paladins and clerics, except those of Fudar, add +½ L, warriors subtract 2.

Fudar inflicts d6 damage. Its wielder is immune to any attack, trap, puzzle, special event or wound-causing effect under L3. However, the god wants blood and cares not whence it flows. Its wielder cannot flee from a fight, must attack any monster encountered and must succeed a L5 will save (clerics and monks of the god add +½ L) whenever a room or corridor encounter ends without violence (such as empty rooms) to avoid attacking their companions and any available target (e.g. wandering alchemists or healers, captives, peasants, etc.)

When this occurs, you may choose to either treat Fudar's wielder as a monster of their L+3 (never checks morale, causing d6 damage and with immunity against attacks by characters under L3), or treat all other party members as monsters of their L+3.

- 4 The wielder cannot be calmed: a Sleep spell or death is the only option. For that reason alone, Fudar should not be brought into towns: its wielder's place is in dungeons or on the battlefield.

In the event of victory, the wielder gains 1 Madness per fellow character killed. Fudar cannot be dropped by the wielder and will teleport away if its wielder dies or if 3 Blessing spells are cast on it by a L6+ cleric of the Dragon gods. The god-weapon counts as a demon weapon (It can permanently kill Blasphemous Ones in 4ATN).

Fudar will remain with the party for 1 encounter for each of its wielder's levels, whichever is greater. Add your score with the Living Weapons alignment to this number.

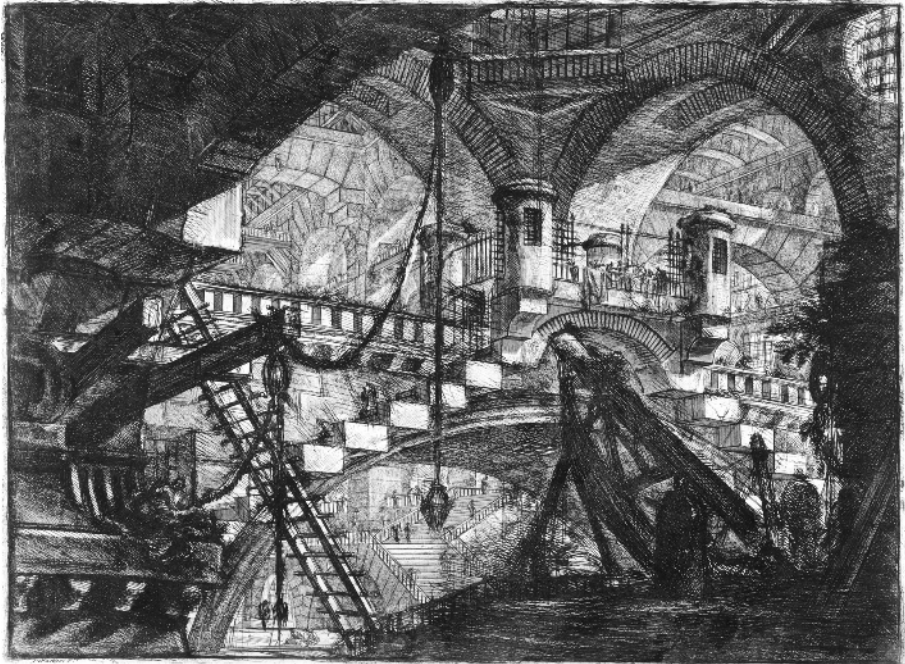
Offerings of Æcumenic Occupations: If you have any level in the Living Weapons alignment (from OOO or YYY), add it as a bonus to your save roll. You also subtract your level in the Peace alignment from the will save's level (making it easier) but also from the wounds inflicted by the divine weapon (minimum 1). For example, if your alignment is Living Weapons 3 and Peace 2, your will save is 2 with a +2 bonus (meaning you fail only on a 1), but the god weapon inflicts d6-2 wounds for each attack (min. 1).

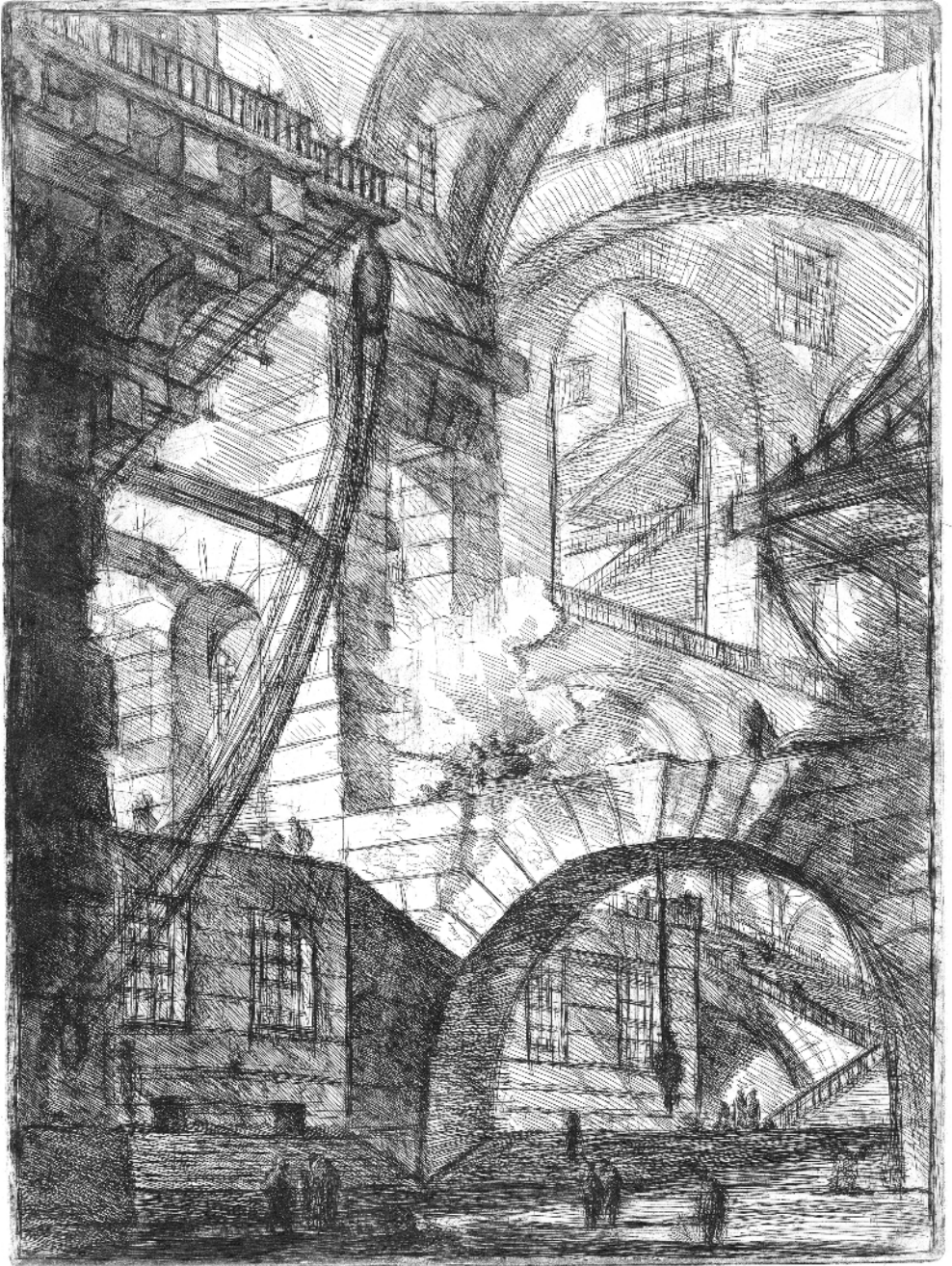
Necromantic Special Events table (continued)

Fearful Symmetry: Whatever foul creature built this evil place they were lacking in both sanity and geometric sensibility for symmetry. The frightful angles cause a Thing Not Made To Be (level HCL+3 Minion, immune to non-magical weapons, never checks morale, no treasure, 2 attacks that inflict d3 wounds) to appear every d3 turns, as long as there are living beings in the room. It hates wizards and only attacks them. The Thing's presence, however, gnaws at sanity and forces all characters to make a L4 magic save or gain 1 Madness each turn (retainers must succeed a morale check).

Voracious Undead Mob: Countless hordes of living dead are infesting the dungeon! You can fight them or flee, in which case a L4 running save must be made to avoid suffering d3 damage. (Armor bonuses, but not shields, are subtracted as penalties) The horde is a L5 Boss monster with HCL x 8 life (e.g. 40 life at HCL5) and 1 attack per character. It has no treasure, never checks morale and causes 2 damage per hit. Add 1 to the mob's life for each character or retainer killed.

For each passing encounter (10 minutes), the mob spreads to an adjacent room, dividing its life as equally as possible between the rooms it spans until it fills the entire dungeon level. The mob won't spread through closed doors or separate levels. It's time to leave!





THE PERSPECTIVE OF ARCHES: A foggy maze where the walls and floors themselves become alive.

Dungeon Rules: On a d6 roll of 1-4, replace any dungeon content as follows: Vermin by stalactite monsters (MMM), minions by stone fiends (TCOTFD p.65), Weird Monsters by earth elementals (CCC p.27), Bosses by bodaks (SSS), special features by frost roses (TCOTFD p.66). The Final Boss is Eddyie (p.120). If you have SSS, use the Fog rules; its level starts at 2, +1 per gruesome stuff roll made.

Secret Notes to Tables

Note 1 (Fane of Fear): Any monster killed in adjoining rooms and corridors will rise again d3 turns later as undead (level -1) and keep "resurrecting" d3 turns later until the Final Boss is defeated (add the undead keyword to its profile). These undead never check morale and will pursue the group until they leave the dungeon. They will not rise again if killed in a room not adjacent to the Fane.

Note 2 (Pit of Suicide): The first to fail jumps to his or her death into the pit. Party members who succeeded the save can restrain their enchanted comrades by succeeding an unarmed attack (-2) against the latter's Defense bonus + 5. Failure means the character is lost along with any equipment carried.

Note 3 (Altar of Possession): A possessed character can be exorcised by a Blessing but only if the caster succeeds a casting roll vs. the possessed character's L+4. Clerics add +L. A demonologist can also exorcise the demon and absorb it within himself using the possession ability (rolling against twice the possessed one's L).

The possessed character comes to his senses when he kills another character or a retainer. If the party doesn't leave immediately or returns to this room, however, possession can still happen again (make a new save). An exorcised character gains 1 Madness per companion killed and will forever remain vulnerable to any form of possession (-2 to future saves).

Note 4 (Collapsing Floor Trap): Falling in the oily quicksand causes 1 wound. 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 or followers) can help, adding +1 to the roll, but must also make a traps save, with the same consequences. If anyone carrying a torch, lantern or other open flame falls in the oily quicksand, the oil is set ablaze: all those stuck within the quicksand lose d6 life per turn. In addition, the passage is made impassable unless a Wish or Mass Teleport spell are used.

Note 5 (Lex the Cambion Trader): The horned and hooded figure sells any three magic items from either the Necromantic Magic Items table or the 4AD, 4AA, DW, FF, CoC or 4ATN magic item tables (excluding artifacts and unique items) for 300 gp and your oath before Tamas Zeya that the horrific price to use any of these items will be his. D6 necromantic spell scrolls are also available for 30 gp and the same promise. Roll a d6 each time you use any of Lex's items (once per encounter). If you roll a 6, the item works perfectly and costs you no charge, but an innocent dies somewhere on Norindaal and Lex eats this soul. If you roll a 1, your character dies and Lex eats his soul.

Note 6 (Maniac Killer): Whenever an opponent flees, write the MANIAC keyword on this character's sheet: select another random character to be its prey. As long as its prey remains in the same universe (ex. not in a demonworld), it will reappear to hunt them, with a 1-3 in 6 chance of replacing any wandering monster. When it kills a character, roll a d6: on a 3+, the monster is sated and leaves with his victim's head (remove the MANIAC keyword). Otherwise, it keeps on pursuing. Should a prey evade it by moving into another universe, the maniac killer will wait but will stalk them again upon returning to the mundane world. Though unique, you can encounter this monster multiple times.

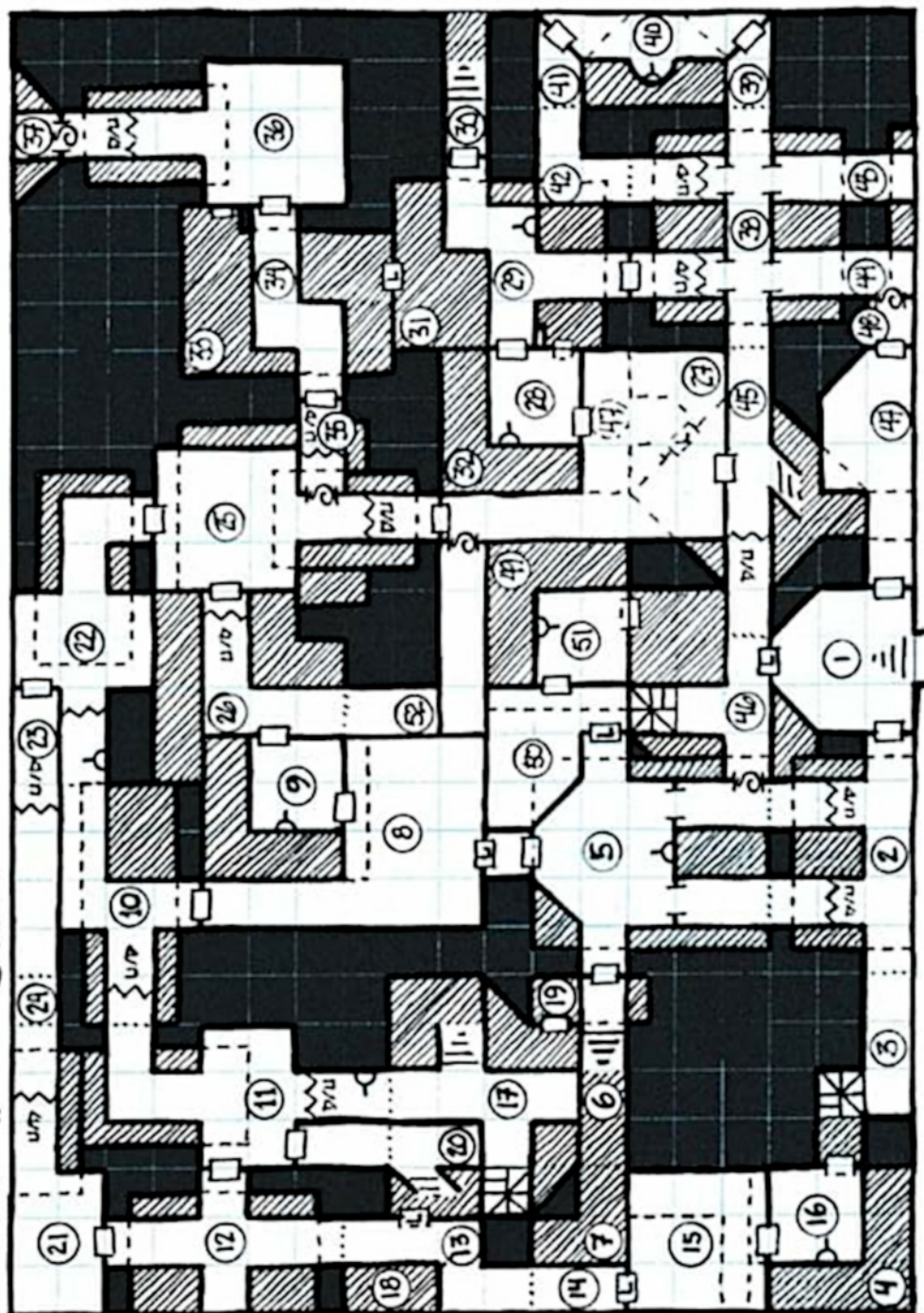
Note 7 (Yòrm the Mad King, Weird Monster): Level HCL +4 undead (HCL+7 on the first turn), HCL+1 life, 2 attacks, never checks morale, surprises on a d6 roll of 1-5, resurrection (d6+3 times), slashing weapons hit at -1, 2 XP checks, treasure: harquebus (see Mission 2), d3 doses of gun powder.

Yòrm shoots with a harquebus before the combat starts then fights with any available weapon in the armory. To be defeated, Yòrm must be beaten once for each set of heavy armor in the room (including any carried but not worn by the party). If the party flees, Yòrm will pursue them to the next room (door or not), but will not be able to reanimate there unless there are vacant heavy armor suits in that room. In that case, his spirit will return to the room with the nearest armory available and wait there. You will have to fight Yòrm again each time you encounter a new armory in the dungeon. Each armory will have d6+3 heavy armor suits that Yòrm can possess. Instead of attacking Yòrm, characters with crushing weapons can forfeit an attack to bash any un-possessed suit of heavy armor to prevent the spirit from "resurrecting" in them. Treat each such suit as a L7 minion that doesn't strike back.

Reaction: always fight to the death.

Note 8 (Baobhan Sith): Part fey, part undead, the baobhan sith are notoriously bad poets. They are also insanely oversensitive to criticism. When hearing the creature's execrable verses, all characters (not retainers) must succeed a HCL+1 persuasion save to simulate admiration. Barbarians, who could not make the difference between good and bad verse even if their lives depended on it, and satyrs, who know their way around fey women, add +½ L. Wizards and bards, who have more refined tastes, subtract -½ L from their rolls. If all members of the party succeed, the baobhan sith offers food and rest (1 life) and 1 clue. If not, she attacks first and fights to the death with +1 to her level.

THE KEEP OF MYSTERY



Edwin 2018/10/13.



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