

UNDERWORLD

Going Underground?

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1 General

1. Any character may enter the Underworld. It is entered from the Graveyard Space in the Outer Region.
2. Characters in the Underworld are never affected by Events in any other region. In addition, they may not be targeted by Spells cast by other players (and vice-versa). A character on the Crown of Command space, however, may interact normally with characters in the Underworld. (This includes casting Spells gained from Pandora's Box.)
3. There are several ways in which a character may be sent to the Warp Gate. If the Timescape Expansion is not available, the character goes to the Graveyard instead.
4. Unlike in the other regions, Spirits defeated in the Underworld may be saved and traded in. For each 7 points a character trades in, he gains one point of Craft.
5. You may not take any Animals (including any Horses or the Mule) into the Underworld. Leave them in the space you occupied before you entered the Underworld. You may instead board them at the Stable in the City or the Blacksmith in the Village, if you wish, for a cost of 1 Gold each.
6. Any Spirits defeated in any other region are not discarded. Instead, they are placed in the Mausoleum space. When a character enters the Mausoleum space, he shuffles any cards there and draws one at random to encounter. If there are no cards there, he draws one as usual from the Underworld Deck.
7. Spirits defeated in the Underworld are discarded as normal.

2 Movement

1. Unless otherwise indicated on a Card or space, movement around the Underworld is always in a counter-clockwise direction.

2. Roll 1 die and divide the result by 2 (round up) to determine how many spaces you may move each turn.
3. Movement in the Underworld may not be modified by Followers, (Magic) Objects, special abilities, or Spells (including Teleport). The only exceptions to this are the Amulet of Shadow-walking and the Amulet of Plane-Shifting.

3 Spells

1. The Underworld has a strange effect on the laws of magic. Spells cast in the Underworld may or may not work.
2. If you (or one of your Followers, Objects, etc.) cast a Spell in the Underworld, roll 1d6 and consult the following table:
 - 1 The Spell affects you (whether or not you were the intended target).
 - 2 The Spell does not work. Discard the Spell.
 - 3-4 The Spell works normally.
 - 5 The Spell works normally, but you do not have to discard it.
 - 6 The Spell is mutated. Discard the Spell, and draw the top one from the Spell Deck. This one is cast instead, and affects the same target as the original Spell.
3. Enemies that cast Spells
 - (a) The Underworld has several Enemies and Strangers that are capable of casting Spells on Characters.
 - (b) If an Enemy casts a Spell, he may use it to add to his Strength or Craft, as appropriate. To determine what Spell is cast, roll 1 die:
 - 1 Finger of Death - lose a Life.
 - 2 Immobility - lose your next turn.
 - 3 Syphon - lose one point of Craft or Strength (your choice).

- 4 Brainwave (psychic combat) or Lightning Bolt (combat) - add 3 points to the Enemy's Strength or Craft as appropriate.
- 5 Destroy Magic - no player may cast Spells or use Magic Objects until the start of your next turn.
- 6 Random - roll 1 die and see the Spell card for the effect.

- 2 May not enter the City.
- 3 Gain +2 Strength.
- 4 May only lose a Life as a result of combat or psychic combat.
- 5 May evade psychic combat with Spirits.

4 Board Spaces

4.1 The Maelstrom

1. A character in the Maelstrom rolls 1 die each turn he spends there. He may add +1 to the roll for each consecutive turn (i.e., if he leaves and returns later, his bonus goes back to zero).
2. You may not cast any Spells, or use any Followers, while you are in the Maelstrom. Objects may be used as normal.
3. Once in the Maelstrom, a character may not voluntarily leave it.
4. Consult the following table to determine what befalls the character:
 - 1 You are transported to the Warp Gate in the Timescape.
 - 2 You are blown back 1-3 spaces (roll 1d6, divide by 2). You must encounter the space as normal.
 - 3 Lose 1 Life. Remain here and roll again next turn.
 - 4 Discard 1 Object. Roll again next turn.
 - 5 You are attacked by a Spirit with Craft 5.
 - 6 You are blown about in the storm, but remain in this space. Roll again next turn. 7+ Move to the Hall of Hades.

4.2 Undead Champion

1. An Undead Champion is basically a master-level character, except as noted below.
2. There may be any number of Undead Champions.
3. An Undead Champion may revert to normal by visiting the Chapel and donating 2 Gold.
4. Undead Champions have the following abilities:
 - 1 May not have any Followers or use any non-Magical Objects. Discard any such cards you already have.

4.3 The Hall of Hades

1. A character will only be granted an audience with Hades once each game. A character may enter the Underworld more than once, but if they go back to Hades a 2nd time, they will automatically obtain a result of "1" on the table.
2. Unless a character is teleported away or killed, he moves to the Vale of Shadow on his next turn.

For any comments or queries regarding the Underworld expansion or any other of Andy's works (including those which aren't posted at this site), please contact him via e-mail.