

The Netherworld

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1 The Rules

1. There are only three ways to get to The NetherWorld. If a character dies, they leave all of their items, followers and Gold on the square that they died on, then appear at The Crossroads square on The NetherWorld board. They retain the strength and craft they had when they died, and have only 1 life.
2. A player can open a portal to The NetherWorld by going to the Enchantress, paying her 2 Gold and rolling under their craft on two dice. They move to The Crossroads and then end their turn.
3. If a player casts the Warp Gate spell, they may move to The Crossroads instead of to the Timescape if they wish. Move the player to the Crossroads and end their turn.
4. While a player is in The NetherWorld, they may go into negative lives without dying, but they cannot leave The NetherWorld unless they have at least 1 life.
5. If a player ever has attained 4 lives, they may move from The NetherWorld across the River Styx to an adjacent square in the Outer Region as their move for that turn.
6. If a player achieves the Crown of Command, all players in The NetherWorld lose the game.
7. You can only move in one direction in The NetherWorld. State which way you want to travel and continue in that direction until you land on The Crossroads again, then you may pick a different direction if you wish.
8. OPTIONAL RULE: If a player ever has -4 or less lives, they lose the game.

2 The Board

The Crossroads all players entering The NetherWorld start on this square. When a player goes to start their turn from this spot, they may state which direction they want to move in. They must continue in this direction until they land on The Crossroads again.

The Gallows Roll a d6 to see what happens:

1. You are hung, lose one life
2. A follower of yours is hung, discard one at random
3. You must fight the Executioner Strength 5
4. Make bail, pay 1 Gold
5. Escape: Move to any space in The NetherWorld as your next move
6. Freed: Heal to 4 lives and you may move to any Outer Region space of your choice as your next move.

Hall of Heroes Roll a d6 to see what happens:

1. Double your current experience
2. Battle an Ancient Hero of Strength 7
3. Lose all current experience
4. Gain 1 Gold
5. Gain 2 Gold
6. Summon a player from any region or board, other than the Inner, to fight you. If you win then the losing player must stay in The NetherWorld and you move to the space that they were at. Remember that you cannot leave The NetherWorld if you do not have at least 1 life. If they win they may take a life, Gold, or object/magic object of their choice and teleport back to the space they were on.

The Boatman The Boatman will ferry you across the River Styx to any space in the Outer Region provided that you have at least one life AND pay his fee of 3 Gold, or a Talisman.

Necropolis There are a number of useful services available here:

Slave Market you may sell a follower into slavery. Leave the follower here and take 1 Gold. Any player may buy a follower that is on this space at the cost of 2 Gold.

Dark Priest discard a follower to take another follower from the discard pile and gain control of it.

Soul Stealer you may trade in Strength, Craft, or Life for Gold on a one-to-one basis, OR you may trade Strength, Craft and Gold for Life on a one-to-one basis.