



# THE UNDERCITY™

## ONE-SHOT CHAPTER: CITY OF GHOSTS

HALLOWEEN 2016 • BY RICHARD ANDERSON

“Is there some compelling reason for us to be in the Undercity, tonight of all nights?” Eilish Garrety asks, holding one hand aloft to provide arcane illumination for his companions. The blue light gleams off the polished skulls of the city’s former inhabitants in shelves lining the walls.

“The same reason we do anything,” responds Colbie Sterling, swiping at strands of old spider webbing with her axe. “We’re mercenaries and we’ve been paid to investigate this region. Besides, you’re not actually afraid of some old ghost story, are you?”

“Ghost story?” Canice asks, cocking an eyebrow as she looks at the captain of the Black River Irregulars. The gun mage moves one hand to the grip of her pistol.

“Oh yeah,” pipes up Milo, shouldering around Gardek from behind to catch up to the others. The big trollkin flattens himself against one side of the narrow passage to make room for the little alchemist and frowns deeper as threads of webbing become stuck in his quills. “They say that we’re about to enter one of the first hideouts the murderer Renfrow used when he was luring people for the ghost of Father Cappus. This place is—”

“—said to be haunted by the spirits of his victims,” finishes Eilish. “You do realize we live in a place also called the ‘City of Ghosts,’ right? And today is Dark Ascension Day, when ill-fortune, bad luck, and murder is common. We should leave and come back another time.”

“The wizard has a point,” mutters Gardek as he swipes at his quills. The trollkin is the last to step through a huge open gate set in the dark stone walls of the passage that leads into a large, complex chamber.

Colbie shakes her head. “He may have a point, but we’re here. Besides, we’re armed to the teeth. What could go—”

Before she can finish the thought, the heavy iron gate slams shut behind Gardek. The Black River Irregulars try to lift it to no avail: they are trapped.

“Great.” Eilish raises his magical light to illuminate the doors. “Just great.”

“It gets worse,” says Canice, tilting her chin toward something high on the gate. A parchment note is fastened there, written in an unsteady hand.

It reads, “I alone hold the key.”



### GOAL

The party has been trapped in a chamber by a heavy gate. To escape, the heroes must find a way to open the gate. The heroes spread out to look for clues, hoping not to encounter anything too dangerous. Someone or something in the chamber holds the key to escape.

### GAMEPLAY

This one-shot chapter is not part of any campaign. After choosing heroes, each player selects Ability cards worth up to 80 XP for his hero to use.

The Treasury is not used in this chapter.

### Side Quest Trick or Treat Cards

In this chapter, Side Quest cards represent Tricks or Treats. When a hero enters a space with a Side Quest card, flip the card over and consult the Trick or Treat entry for that card name on the lists that follow, and then apply any effects. Clue cards and additional tokens and markers have been provided to represent the various effects that occur.

Abilities that affect Side Quest cards have no effect in this chapter.

### Lights Out

When the heroes first enter the chamber, it has no light sources besides their own dim light. Villains gain +1 DEF while the lights are out.

### Razorbats

When a hero enters a space with a possible clue (a Side Quest card), before flipping the card over, each character in the space makes a hazard roll.

### Significant Villains

The ghostly clone is a significant villain that activates at Initiative 20.

The sepulchral lurker is a significant villain that activates at Initiative 10.

The crypt spiders are significant villains that activate at Initiative 10.

The oppressive armor is a significant villain that activates at Initiative 1.

## Bosses

The Possessed 'Jack is a significant villain and a boss that activates at Initiative 20. When the boss is spawned, if any characters are within one space of it, it immediately makes an aimed ranged attack.

The excruciator is a significant villain and a boss. It activates at Initiative 1 and when a card specifically activates it.

## SPECIAL MAP RULES

### Control

If there are no enemies in the control space, a hero in the space can attempt an INT 10 challenge to activate it. If the challenge is successful, flip the marker from the closed side to the open side.

### Cistern

The cistern space is a water space and rough terrain. Amphibious characters gain cover while in a water space.

### Grates

Spawn a crypt spider at the start of every round in the space with a Grate marker farthest from any hero. If neither Grate is farthest from a hero, the active player chooses the space.

### Pit

A non-incorporeal character placed in a pit space is knocked down and suffers a POW 12 damage roll. A pit space is treated as a clear space when determining range.

A non-incorporeal character in a pit space cannot make attacks against characters in any other space. A non-knocked down character can climb out of a pit space using his movement. The character's figure is placed in any space that shares a side with the pit space. Place villains in the space closest to any hero.

If a character is in a clear space and a pit replaces that space (see the Trap Door Trick), characters in the space are treated as having been placed in the pit.

## FINALE

At the end of a player's turn, if both control spaces have been activated, spawn the Possessed 'Jack in the ritual circle space.



You activate the final control expecting to release the lock on the gate. There is a low rumble, and then a cranking sound, but the gate doesn't lift. Instead you see an iron platform being lowered from the ceiling on thick, iron chains. It supports a warjack. As it strikes the ground with a loud bang, a spirit of swirling eldritch energy circles the 'jack and flows into its eyeslits, which suddenly come to life with the same energy. A horrendous, pain-filled shriek bursts forth from the warjack.



## VICTORY OR DEFEAT

The chapter ends and the party loses if every hero is either incapacitated or passed out.

The party wins if the Possessed 'Jack is incapacitated; its destruction allows them to escape.

## NEW GAME TERMS

### CREATE SPAWN

When this character deals damage, add a 1 XP token to its card for each point of damage. After it is incapacitated, if there are any XP tokens on it, it spawns at a random passage at the beginning of the next round. If there are no XP tokens on it, instead return it to the box. When it spawns, its Health is equal to the number of XP tokens on its card (up to its Vitality).

### INCORPOREAL

This character treats all spaces as clear when moving. It cannot make attacks while in an obstacle or obstruction space. This character does not make free strike hazard rolls.

### LAMENTING HOWL

This attack targets all other characters within one space of the Possessed 'Jack. Make one attack roll and apply it to each targeted character. Make one damage roll and apply it to each character that was hit.

### SPRAY

This character can make ranged attacks against targets in the same space as friendly characters. Apply the attack and damage rolls to all characters in the target's space.

**THANKS TO THE FOLLOWING PLAYTESTERS:** Richard Anderson, James Arbuthnot, Valerie Herron, Cal Moore, Matt Razincka, William Schoonover, John Swinkles, Gabe Waluconis.

# SETUP



Place tiles 7A, 8A, 14B, and 15B, and the two open/closed tokens near the map.

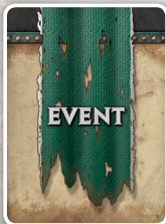
## TRICKS OR TREATS SETUP:

Use only the following Side Quest cards for the chapter setup.

**Chain (Treats):** Misplaced Message, Mysterious Door, Mysterious Key, Part of the Plan, Stress Test.

**Loot & Encounter (Tricks):** Alchemical Restorative, Bloodthirsty Orgoth Artifact, Cinder Bomb, Dark Thamarite Amulet, Drudge Pack, Fear Gas Grenade, Misfit Armor, and Pile of Coins x2.

Shuffle the Encounter and Loot cards together. Shuffle seven of those cards with the five Chain cards. Place those twelve cards on the map according to the setup diagram. Put the rest in the box.



## EVENT DECK:

1-4, 13-14, 19, and 20.



## VILLAIN ACTION DECK:

1-12, 29-31, and 32.



## SIDE QUEST DECK:

There is no Side Quest deck used in this chapter. See Tricks or Treats for how Side Quest cards are used in this chapter.

# VILLAIN RESERVES



# TRICKS (LOOT & ENCOUNTER CARDS)

## Alchemical Restorative

You hear the scraping of blades on stone as an excruciator—a ghost of an ancient Orgoth torturer—thrashes through one of the nearby catacomb walls.

**PAIN, MISERY, AND TORTURE:** Spawn the excruciator at a random passage on the map.

## Bloodthirsty Orgoth Artifact

You find a black penny said to be the lucky charm of a scion of Thamar. It fills you with a sense of strength, but holding it causes pain.

**THE BLACK PENNY:** Place the Black Penny token on your character sheet. At the end of your turn, draw an additional Feat card. Then you must pass the Black Penny token to any battle-ready hero, if possible. The hero you pass it to makes a hazard roll.

## Cinder Bomb

You hear a splashing sound in the darkness nearby followed by low, guttural whispers and the cracking of old bones.

**DARK THINGS FROM THE DEEP:** If the heroes have discovered at least one clue, spawn a sepulchral lurker at each cistern space. Otherwise, spawn a lurker at the cistern space farthest from any hero.

## Dark Thamarite Amulet

You feel a cold breeze across the back of your neck and turn to see a ghostly clone of yourself standing there.

**MIRROR MIRROR:** Place the Ghostly Clone villain marker in your space and the Clone token on your character sheet. The ghostly clone is a significant villain that activates at Initiative 20. Its VIT, STR, DEF, and ARM stats are the same as the current stats of the hero with the Clone token. When it activates, if it has to choose between heroes, the ghostly clone attacks the hero with the Clone token first. Otherwise, it attacks the hero with the lowest initiative.

When the ghostly clone attacks, it uses the first weapon listed on the cloned character's sheet and includes any stat benefits from Ability cards. All of its rolls are boosted. If it uses a melee weapon, it follows the Melee Attack, Rush, and Pursue tactics. If it uses a ranged weapon, it follows the Set Shot, Ranged Attack, and Pursue tactics. Note, a stat card is provided for a melee clone or a ranged clone; do not use both.

## Drudge Pack Encounter

You bump into some old metal canisters and send them crashing to the floor. As the clang of metal fades, hair-tingling shrieks emanate from across the room.

**UNKILLABLES:** Add the unkillables villains to the reserves; they spawn and activate normally. Unkillables now use index tokens 1–2, dreads use tokens 3–4, and specters use tokens 5–6.

## Fear Gas Grenade

Without warning, skeletal hands reach up from the floor and grab you.

**HANDS OF THE DEAD:** Place the Hands of the Dead token in your hero's space. Your hero is seized by the Hands of the Dead and cannot make attacks against the Hands or move out of the space. A hero can attempt a STR challenge to leave the space; the target number is equal to the hero's current ARM. If the challenge is successful, place the hero in a connected space.

Heroes not seized by the Hands of the Dead can attack the Hands. The Hands are automatically hit by attacks. They have ARM 18, Vitality 1, and are Undead. A hero who enters a space with the Hands of the Dead token can make an attack before being seized. If the attack fails to incapacitate the Hands, they seize that hero. The Hands can seize any number of heroes. This token stays on the map until the Hands have been incapacitated.

## Misfit Armor

You spot an old suit of armor on a shelf cut into the wall. You get the feeling nothing good can come of touching it, but it looks ancient and your desire to examine the armor's antique design gets the best of you. As you touch it, the suit of armor begins to glow blue and suddenly lunges at you.

**OPPRESSIVE ARMOR:** The armor is a significant villain that activates at Initiative 1. It targets the closest hero and uses itself as a weapon with ACC 6. If it hits, place the Armor token on that character's sheet as the armor binds itself around the hero. A hero encased in the armor gains +2 ARM. In addition, while wearing the armor, whenever you would draw a Feat card, roll a die instead. On a 4–6, draw the Feat card normally. On a 1–3, do not draw a Feat card.

A hero can attempt a STR challenge to remove the armor; the target number is equal to that hero's base ARM stat. If the challenge is successful, the hero removes the armor and loses the +2 ARM bonus. Put the Armor token back in the box.

## Pile of Coins x2

As you reach for a mysterious object on the ground you hear the sound of snapping stone. Suddenly the floor crumbles away beneath you.

**TRAP DOOR:** Place a pit tile in your space. It affects all characters in the space. Heroes can attempt a STR 14, INT 14, or PER 14 challenge to avoid falling into the pit. Villains use their STR stat. If the challenge is successful, the character makes a hazard roll and is placed in a connected space.

Otherwise, characters that are unsuccessful are knocked down and suffer a POW 12 damage roll.

# TREATS (CHAIN CARDS)

## Misplaced Message

You notice an open grate where the crypt spiders enter the catacomb. You may be able to close it and keep them out.

**CLUE—CRYPT SPIDERS:** A hero in a space with a Grate marker can use an action to close the grate. When both grates are closed, crypt spiders no longer spawn at the beginning of each round.

## Mysterious Door

You find a door painted the color of blood. At least, you hope it is paint.

**CLUE—CONTROL 2:** Replace the obstruction space farthest from any hero with the red control tile (8A). Place a closed marker in the space. The active player chooses which direction the tile faces.

## Mysterious Key

You see another piece of torn parchment on a wall. It reads, "Not all walls hold back the cries of the doomed."

**CLUE—CONTROL 1:** A hero in a space that shares a side with an obstruction space can attempt a PER 12 challenge to find the control. If the challenge is successful, replace that obstruction space with the blue control space (7A) with the entrance facing the hero who found the control. Place a closed marker in the space.

Otherwise, place a 1 XP token on that obstruction space. Obstruction spaces with XP tokens cannot be checked again. For each XP token on an obstruction space, heroes add +1 to PER challenge rolls to find the blue control. If only one obstruction space remains, replace that space with the blue control space as above.

## Part of the Plan

You discover an open hatch that the razorbats use to enter the catacomb. There must be a way to close the hatch to keep the razorbats out, if you can find it.

**CLUE—RAZORBATS:** A hero in this space can attempt a PER 12 challenge to close the hatch. If the challenge is successful, ignore the Razorbats rule for the rest of the chapter.

Otherwise, leave the card on the map.

## Stress Test

You see a lever on the wall that was hidden by the gloom. A wire runs from it up the wall to a mechanical oil-lamp chandelier hanging from the ceiling. Perhaps it is a way to light the area?

**CLUE—LIGHTS OUT:** A hero in this space can attempt a STR 10 challenge to light the chandelier. If the challenge is successful, the heroes ignore the Lights Out rule for the rest of the chapter.

Otherwise, leave the card on the map.

# VILLAIN MARKERS



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# STAT CARDS & TOKENS



**VIT** 1  
**STR** 5  
**DEF** 12  
**ARM** 13

**DREAD**

	RNG	ACC	POW
<b>HAND BLADE</b>	0	5	8

**RESILIENT FLESH** – While not knocked down, if this character takes normal damage it is knocked down; if it takes super damage it becomes incapacitated and the party gains 2 XP. If this character takes damage while knocked down, it is incapacitated and the party gains 1 XP.  
**SPELL WARD** – This character cannot be targeted by spells.  
**UNDEAD**




**VIT** 1  
**STR** 5  
**DEF** 12  
**ARM** 12

**SPECTER**

	RNG	ACC	POW
<b>KEENING HOWL</b>	1	4	8

**INCORPOREAL** – This character treats all spaces as clear when moving. It cannot make attacks while in an obstacle or obstruction space. This character does not make free strike hazard rolls.  
**SNIPER** – This character can make ranged attacks against targets in the same space as friendly characters.  
**UNDEAD**




**VIT** 4  
**STR** 8  
**DEF** 10  
**ARM** 16

**UNKILLABLES**

	RNG	ACC	POW
<b>CLAW</b>	0	5	9

**BERSERK** – Once per activation, if this character deals super damage, it must attack another character in its space (not including itself). It will choose heroes first.  
**BLOOD THIRST** – When this character charges, it also boosts its attack roll.  
**UNKILLABLE** – When this character activates, flip two of its black wound tokens to the red side.




**VIT** 3  
**STR** 4  
**DEF** 13  
**ARM** 10

**CRYPT SPIDER**

	RNG	ACC	POW
<b>BITE</b>	0	5	9
<b>ACID SPIT</b>	2	4	10

**RECLUSE** – This character gains +2 to Bite attack rolls if its target is the only hero in a space.  
**EIGHT LEGS** – This character treats pit spaces as clear spaces when moving.  
**SPRAY**




**VIT** 6  
**STR** 6  
**DEF** 11  
**ARM** 14

**SEPULCHRAL LURKER**

	RNG	ACC	POW
<b>CLAW</b>	0	6	11

**BURROW** – This character is not damaged by AOE attacks, and cannot be knocked down.  
**TERROR** – A hero must discard a Feat card to move into this character's space.  
**CREATE SPAWN, UNDEAD**




**HANDS OF THE DEAD  
TOKEN**



**THE BLACK PENNY  
TOKEN**

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# STAT CARDS & TOKENS

VIT	*
STR	*
DEF	*
ARM	*



**GHOSTLY CLONE (MELEE)**

MELEE WEAPON	RNG	ACC	POW
	*	*	*

This character's \*VIT, STR, DEF, and ARM stats are equal to the hero with the Clone token.

When this character attacks, it uses the first weapon listed on the cloned character's sheet, and includes any additional stat benefits from Ability cards.

All of this character's attack and damage rolls are boosted.

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VIT	*
STR	*
DEF	*
ARM	*



**GHOSTLY CLONE (RANGED)**

RANGED WEAPON	RNG	ACC	POW
	*	*	*

This character's \*VIT, STR, DEF, and ARM stats are equal to the hero with the Clone token.

When this character attacks, it uses the first weapon listed on the cloned character's sheet, and includes any additional stat benefits from Ability cards.

All of this character's attack and damage rolls are boosted.

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VIT	6
STR	5
DEF	12
ARM	14



**EXCRUCIATOR**

TORTURE TOOLS	RNG	ACC	POW
	0	6	10

**LIFE DRAIN** – Heal one of this character's wounds after it damages another character with an attack.

**PAIN WRACK** – This character gains +2 DEF while there are one or more knocked down characters in the same space as it.

**INCORPOREAL, UNDEAD**

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VIT	12
STR	10
DEF	10
ARM	15



**POSSESSED 'JACK**

RUNE SWORD	RNG	ACC	POW
	0	6	12

LAMENTING HOWL	RNG	ACC	POW
	1	5	9

**DARK HARVEST** – Each time this character takes damage, add a 1 XP token to this card. This character can spend an XP token on its card to boost one of its attack rolls, and will boost each roll if it can.

**CONSTRUCT, LAMENTING HOWL, STURDY**

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