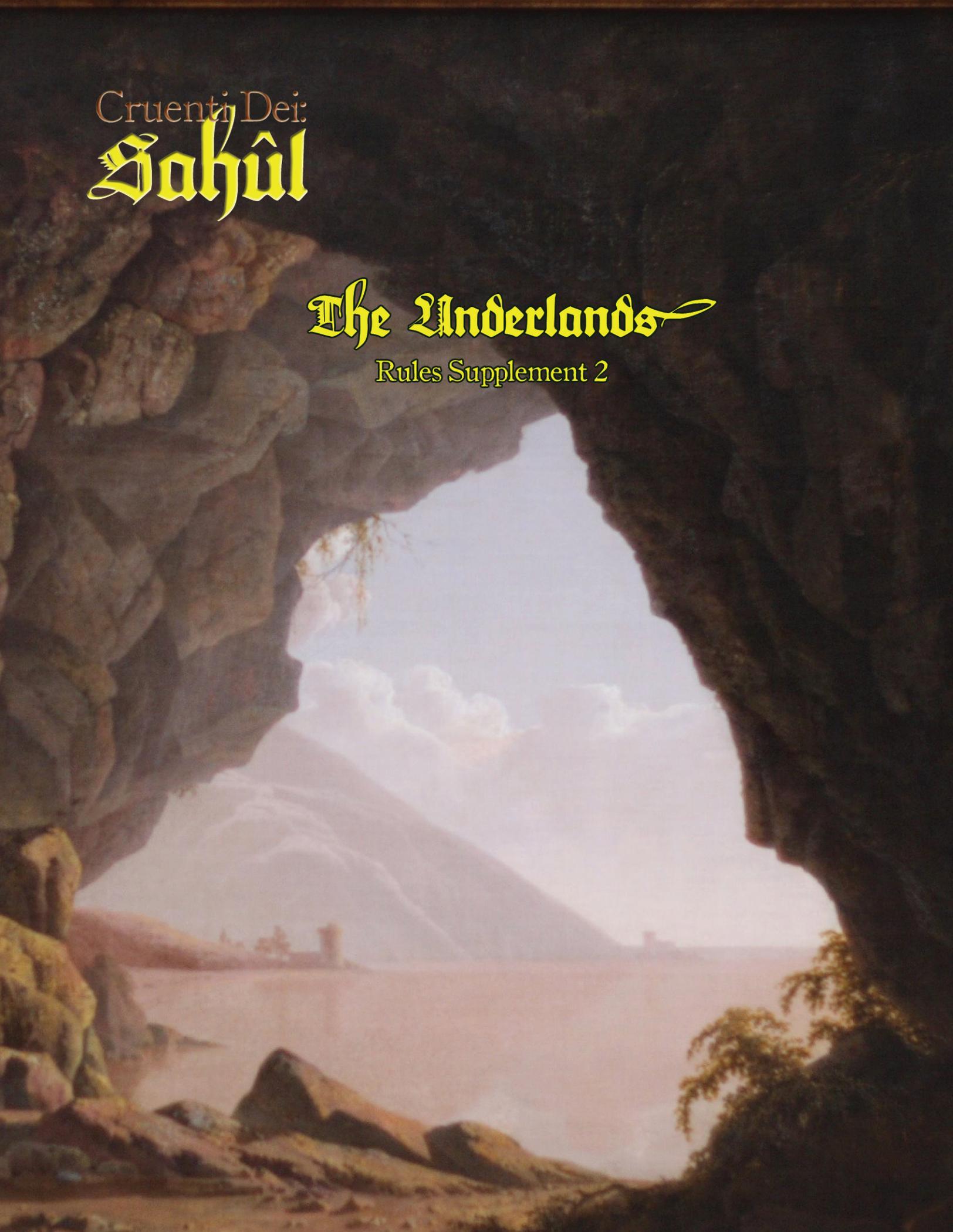


Cruentus Dei:  
**Sahûl**

# **The Underlands**

Rules Supplement 2





CRUENTI DEI:  
**Sahul**  
Rules Supplement 2:  
**The Underlands**



Thom Rying



Sardarthion Press  
Tacoma  
2009

SARDARTHION PRESS, Tacoma Washington, Republic of Cascadia.  
*www.sardarthion.com*

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Underlands Supplement to Cruenti Dei Fifth Edition Rules. (CDPRS02)

(v1.3w)

## §1. Introduction

*Not in Utopia, —subterranean fields, —  
Or some secreted island, Heaven knows where!  
But in the very world, which is the world  
Of all of us, —the place where in the end  
We find our happiness, or not at all.*

—William Wordsworth

**S**AHÛL'S UNDERLANDS are all that remains of the vast underground civilization of the Proto-Wenemet people that flourished here during the latter days of the First Empire of Sahûl. They are *beneath* the lands we know: vast networks of caverns and connecting tunnels, some natural, some artificial, that stretch for thousands of miles. There in the eerie glow of blue skymoss flourishes a civilization, both ancient and insular, forgotten by the surface "Overlands"... until now.

## §2. Movement and Terrain

**B**ecause of the rough and twisty nature of the Underlands, Units move at different rates than they do in the Overlands.

### 2.1 UNDERLANDS MOVEMENT RATES

Cavalry is reduced to a Move Rate of 4. Light Infantry (LI) has a Move Rate of 6, and all other infantry Units have a Move Rate of 4. Leaders may move 10. Air and Naval Units may not enter the Underlands.

No Unit may combine Overland and Underland Movement in a single Turn.

### 2.2 UNDERLANDS TERRAIN

There are three sorts of Regions in the Underlands: natural *Caverns*, Yaminon *Diggings*, and connecting *Tunnels*. The largest difference between Caverns and Diggings is their effective terrain.

#### 2.2.1 CAVERNS

Caverns function as Hill terrain, both for purposes of Movement and for determining maximum possible population.

#### 2.2.2 DIGGINGS

Diggings function as Clear terrain, both for purposes of Movement and for determining maximum possible population. Yaminon Sappers can convert Caverns to Diggings, though the process may take a century or more (see §4.4.2).

#### 2.2.3 TUNNELS

Tunnels are to the Underlands what Current arrows are to the sea. Movement is allowed through them, but Units may not end a Turn in a Tunnel. They function as Clear terrain for purposes of Movement.

### 2.3 ENTRANCES

Entrances to the Underlands and Tunnels within them may be blocked, either with Magic or with a Fortress. Similarly, fortified gates may be built to guard Entrances or Tunnels, either from the inside or from the outside. These generally cost two levels of Megalithic construction.

## §3. Trade

**I**nternational trade may be conducted through the Underlands, provided that the Realms in question either border each other directly or are separated by no more than two tunnel segments.

## §4. The Yaminon

**T**he current inhabitants of the Underlands are the descendants of the ancient Proto-Wenemet. They call themselves *Yaminon*, and they have a cordial dislike for all things of the surface, including

their above-ground brethren, the Wenemet. To the Yaminon way of thinking, the Wenemet gave up all that was true and noble of the Yaminon way of life when they started going “topside”.

Physically, Yaminon are shorter than Wenemet, and their eyes and ears tend to be slightly larger. Furry noses, a rarity amongst Wenemet, are nearly universal among the Yaminon. While the Wenemet and Yaminon are clearly divergent species, they are inter-fertile.

## 4.1 ATHEISM

The Yaminon worship no gods. Oh, they respect them and accord them a wide berth, but Yaminon do not worship. Consequently, they use no magic and have, in fact, developed a resistance to most offensive Minor Spells—and even a few Major ones. They are not, for example, susceptible to Curses.

### 4.1.1 RELIGIOUS STRENGTH

In Yaminon Realms, RS is expressed as a negative number, indicating the relative fervour of their (non) belief. A Realm with a lower RS (e.g. -8) is more difficult to convert than a Realm with a higher RS (e.g. -3).

### 4.1.2 MAGIC

Since the Underlands have been isolated for so long from the sorcerous Overlands, the specifics of Yaminon Magic resistance must be discovered by trial and error.

## 4.2 YAMINON CULTURE

The Yaminon are a patient people, for some of their tunneling feats have taken a dozen generations to complete. These are invariably completed exactly on time and exactly on budget.

Their language, also called Yaminon, is descended from Yandruw. Their culture, unlike that of their above-ground brethren, is

strictly practical and utilitarian in terms of dress and manner. All artistic effort is expended on the architectural sublimity of their tunnels and their engineering prowess.

Despite appearances, not all Yaminon are miners or engineers. There are a great many fungus farmers (often called “shroomers”), skymoss cultivators, and mole herders. The leadership in Yaminon societies, however, is drawn exclusively from the most capable or experienced “diggers”.

## 4.3 YAMINON SAPPERS

Yaminon Realms may construct *Yaminon Sappers* (YS), a particularly deadly form of siege Unit. These Units become available at Siege QR 5. They are more effective than normal SE in both sieges and assaults, and they are more difficult to kill.

YS are proficient in all forms of structural engineering. For purposes of Megalithic construction, six YS are equal to ten SE. They are also instrumental in the development of the Underlands (see §4.4.2).

YS may be constructed by non-Yaminon Realms in any Friendly or Allied Yaminon Region, to a per Turn maximum of the Region’s Population value plus the Trade Value of any constructs in the Region.

Yaminon Sappers cost 10GP, 15AP, 2NFP. They may be constructed in Yaminon cities.

## 4.4 ENGINEERING

In a magical world dependent on the whims of the gods, the Yaminon are at a distinct disadvantage. Some ground is gained, however, in their cultural bias in favour of engineering and mathematics.

### 4.4.1 ACADEMIES AND UNIVERSITIES

Yaminon Realms may not construct Sorcery Academies. However, they may develop Universities from a Siege Academy, exactly as other Realms would from their Sorcery

Academy. Yaminon Alchemists do not receive the normal Sorcery bonus.

Similarly, Yaminon Realms may not construct Theology Colleges.

#### 4.4.2 DEVELOPMENT

Two principal means are available to expand the Underlands: mining and digging. Both are accomplished by the Yaminon Sapper Unit. Before any such work can occur, a Survey must be carried out.

##### 4.4.2.1 Mining

Mines produce AP. In the Overlands, this is built into the terrain maximums for each Terrain type. In the Underlands, YS can dig out mines that produce extra AP each Turn.

No Region may have both a Mine and an Urban site, nor may a Region have more than one active Mine.

Each point of Mine requires one YS to produce one AP.

YS do not require a Leader to mine. The Movement Code is MN.

When a mine is “played out” its AP production will drop by 1 per Turn until it reaches 0. At this point, a new mine may be dug in the Region. Mines can be active for centuries, or they can play out after only a few decades.

##### 4.4.2.2 Digging

Digging is the method by which Yaminon Sappers enlarge and improve the Underlands. They may dig new tunnels and transform Cavern Regions into Diggings Regions. The time and number of Units required is calculated using *work units* as indicated in the *Digging Table*. Actual number of work units will vary depending on the geology of the Region, requiring a survey (see §4.4.2.3) before work is begun.

Each YS can complete one work unit in one Turn.

YS do not require a Leader to dig. The Movement Code is DG.

Normally, YS are assigned for the estimated length of the project and are not withdrawn. If, however, it proves necessary to do so, the YS may be reassigned at the Player’s discretion. Doing so may increase the number of work units remaining as work in process is abandoned.

##### *Digging Table*

<i>Project</i>	<i>Estimated Cost in Work Units</i>
Each 100 miles of new tunnel	100
Convert Cavern into Diggings	250

##### 4.4.2.3 Survey

Before any new mining or digging commences, it is necessary to survey the Region.

SV: SURVEY. This Code instructs the Army to examine an Underlands Region either for mining opportunities or for planning to convert a Cavern Region into a Diggings Region. In either case, this action requires a Yaminon Leader with at least one Yaminon Sapper Unit. This Action has a Movement cost of 4.

For Mines, a completed survey will furnish the Realm with the location and size of an appropriate mine.

For Diggings, a completed survey will furnish the Realm with an exact cost in work units to complete the anticipated project.

Surveys for new tunnel construction may discover new, uninhabited Cavern Regions.

## §5. Brief Underlands Compendium

### —A—

#### ADALINA, KINGDOM OF

Northern Realm of Yaminon and Wenemet prior to the Sealing. Under a succession of wise Kings, Adalina prospered for almost two centuries. In the decades prior to the Sundering, the kingdom extended even to the Overlands.

During the Sundering, the tenth and last King, Pumaku the Grey, was slain in combat against the Sorcerer Nambaru. Adalina dissolved into chaos, ending any sort of unified Yaminon rule.

Adalina's original capital was Tahuati, but during the reign of its ninth King, Taliku, the capital was moved to Agdora.

The Ten Kings of Adalina have assumed almost mythic stature in Yaminon culture.

#### *The Ten Kings of Adalina*

<i>King</i>	<i>Appellation</i>	<i>Reign</i>
Pamaku	the Great	c. 40 years
Payaku	the Clever	c. 25 years
Luwaku	the Nimble	12 years
Wulyaku	the Wise	32 years
Maraku	the Engineer	39 years
Nanaku	the Old	6 years
Turaku	the Feeble	22 years
Pulaku	the Great	24 years
Taliku	the Sorcerer	38 years
Pumaku	the Grey	2 years

#### AGDORA

Agdora was once the largest and best fortified of the Underlands entrances. It was capital of the lost Kingdom of Adalina, the

only Realm to rule territories in both the Underlands and the Overlands. Though its greatest ruler, King Taliku, embraced sorcery and superstition, his Realm prospered amongst both Yaminon and Wenemet.

In ancient days, a vast and beautiful city was warrenned into the large old limestone up-thrust mountain above. Carved out of the living rock, with intricate architecture, statues, pools, and fountains, the lost Overlands city of Agdora is the closest thing the Yaminon have to a holy site.

The city itself survived the Sundering and though all contact was lost following the Kin Strife and the Sealing.

### —C—

#### CAVERNS OF SONG

These caverns are noticeably deeper and colder than the adjoining caverns, and the connecting tunnels slope steeply downward in places. None know whether it's due to this temperature differential or to the region's odd topography, but a constant and steady wind blows through the Caverns of Song.

When conditions are right, these winds play about the cavern like a giant musical instrument. Visitors often liken the sound to a low atonal tuba. Most residents claim they can't hear it.

### —E—

#### ENGINEERING GUILD

Also known as the *Engineers Guild*, or the *Master Guild*.

Most prestigious and most powerful of the Yaminon Guilds. The Masters of this guild rule in most regions, towns, and cities in the Underlands. The various local branches usually maintain friendly ties with each other, and rivalries are usually expressed in outdo-

ing each other in feats of mining, architecture, or engineering rather than in violent conflict. The control of the Guild is far from absolute, as Yaminon society frowns upon the naked use of power. Indeed, all branches of the Guild are locally administered. They rarely coordinate policy or objectives, though they do steal the best ideas from each other.

—K—

#### KIN STRIFE, THE

A series of running battles and, in some places, wars fought between the Yaminon and their cousins the Wenemet, coinciding with the Overlands war known as the Third Civil War. The Kin Strife was born in the aftermath of the collapse of the Kingdom of Adalina, as each side blamed the other for the Kingdom's end.

It soon spread, however, to every part of the Underlands. Eventually, even those Wenemet who did not wish to join the exodus to the surface were expelled.

The Kin Strife lasted approximately forty years, and culminated in the rise of the Engineers Guild and the Sealing.

#### KITANA

Legend says that this was the place where the Underlands and Overlands first met. It was here, the story goes, that Wenemet miners first saw the sun and became enraptured with the surface lands.

—N—

#### NUYINA NALA

Caverns in the northernmost portion of the Underlands. Discovered during the reign of King Taliku of Adalina, Nuyina Nala quickly gained a reputation for death. The caverns are prone to sudden localized cave-

ins, and there is a great deal of volcanic activity. Poisonous outgassing are not infrequent.

All attempts to colonize the area met with failure. In the last years of his reign, Taliku claimed to have discovered ways to protect the colonists, and a new batch were duly dispatched. Contact with the colony was lost during Sundering.

Legend has it that the last king of Adalina, Pumaku the Grey, sleeps deathlessly in Nuyina Nala.

—P—

#### PUMAKU, KING

Tenth and last King of Adalina. It was during his reign that the tensions between the Yaminon and the Wenemet, the Underlanders and the "topsiders", the magicians and the engineers, at last came to a head. His own cousin, the Sorcerer Nambaru, led a rebellion against the King, slaying him in the a battle in the Overlands.

After his death, a mythology developed that he was not really dead, but he and his twelve warrior princes ("The Thirteen") were sleeping in the caverns of Nuyina Nala, awaiting the day when the Yaminon people were in their greatest hour of need.

—S—

#### SEALING, THE

Following the expulsion of the remaining Wenemet, the Engineers Guild sealed the entrances to the Overlands to make sure the Wenemet did not return to the Underlands to cause further strife and woe.

Over the centuries, most of these entrances have remained tightly sealed, though recently some have noted activity indicating minor breaches.

### SUNDERING, THE

The Sundering is a name given by Yaminon historians to the decisive break with the Wenemet. In most places, the Sundering wasn't a violent period, but rather a time of exodus for those who sought life in the Overlands. In Adalina, however, the upheavals of the exodus, combined with a growing suspicion and even hatred between the two peoples caused a civil war, with the Wenemet rebelling under the warlord and sorcerer Nambaru, while the loyalist Yaminon fought for their King. This civil war led to the Kin Strife (which see).



### TEN KINGS, THE

See *Adalina*.

### THANIMA, MINES OF

The Diggings known as the Mines of Thanima are particularly rich in minerals and in mineral springs. Many elderly Yaminon from throughout the Underlands make pilgrimage to the healing waters.

This area was originally excavated as a simple mine, but over the course of several centuries, the Engineering Guild of Pamaati expanded them to include facilities for pilgrims, mushroom farms to support them, and other infrastructure. Today, this region is among the richest and most settled of the northern Underlands.

### TIYURATINA DIGGINGS

One of the few Yaminon engineering disasters. Midway through excavation, a long tunnel here flooded, drowning thousands of sappers. It is said that the undead miners haunt this area, forever seeking a rest from their labours. The area is said to contain vast

quantities of emeralds, which often draw greedy prospectors.

### TOMB OF THE SLEEPING GOD

A very dangerous place. Yaminon legend has it that in this cavern an ancient evil lies chained and sleeping. Those foolish enough to venture here rarely return. Those who do are mad, their waking hours consumed with raving, and their sleeping hours with screaming.



# Luventi Dei: The Underlands

## Map U-1: The North



# Queneri Dei: The Underlands

Map U-2: The South

