NEVERWHERE

A Dark Urban Campaign Setting for use with the Saga System

Inspired by Neil Gaiman
Written by Rowan WalkingWolf
January 2012
Written, Arranged, & Published by Rowan WalkingWolf

Questions, Comments, Contributions:
walkingwolf@riseup.net

All Saga products are available for free on the internet from Yggdrasil Distro:
yggdrasildistro.wordpress.com

For those with respect for intellectual property laws: Contents are protected under the Creative Commons Attribution-Non-Commercial-Share-Alike 3.0 United States license. You are free to copy and make derivative works for non-commercial purposes.

For those who have ”fallen through the cracks”: This work is Anti-Copyright. Do what you will, provided it's not for profit, and please credit me when using this material. Plagiarize, steal, reprint, republish, redistribute!
## CONTENTS

**Inspiration for This Setting** ......................... 2

**Above - The World Mundane** ......................... 2

**Below - The World Arcane** ......................... 3

Falling Through the Cracks – Common Knowledge About the Underworld ..... 3
The First & Only Law of the Underside: Keeping the Covenant .............. 4
Peoples & Professions in the World Below ............................................. 5
Politics & Hierarchy in the Underside .................................................... 11
Factions, Social Groups, & Organizations ............................................. 13
Floating Markets – The Invisible Economy ........................................... 26
Ancient Lore & Magic Down Below ....................................................... 27
Technology in the Underworld ............................................................... 30
Traversing the Neverwhere – Geography & Time .................................... 31
Language Down Below ........................................................................... 32
Monsters & Beasts in the Dark Places .................................................... 32
Noteworthy Persons in London Below & Elsewhere ................................ 36

**Adventuring in Neverwhere** ......................... 40

Primary Conflicts In This Campaign Setting .......................................... 40
Running & Playing a Neverwhere Campaign ........................................... 41
Integrating Neverwhere Into Other Campaign Settings .......................... 42
INSPIRATION FOR THIS SETTING

The Neverwhere campaign setting is inspired in its entirety by the novel Neverwhere. The novel, in turn, was written as a follow-up to the amazing though horribly filmed BBC series of the same name. Both the novel and the BBC series are the brainchildren of acclaimed English author Neil Gaiman. Reading the novel and/or watching the series is not necessary for Neverwhere players, as this campaign setting supplement includes all the information gleaned from those sources. However, to internalize and understand the atmosphere that this campaign setting strives for, familiarizing oneself with the source material can be most helpful.

Those who are already well-versed in the novel or series will recognize a great deal of information herein. The discerning reader will also note that much of the information within this supplement is either extrapolated from the source material or it is entirely original. Neil Gaiman hinted at a world of rich mythos in creating Neverwhere, and it would be a shame not to expand upon his initial framework.

AFTER – THE WORLD MUNDANE

On its surface, in the well-lit and well-traveled parts of the world, the Neverwhere setting is in many ways identical to the modern world. Enormous, fast-paced, destructive cities pollute the landscape of the world. Surveillance equipment keeps a watchful eye on the populace, while jets, drones, and satellites buzz by overhead. Most people work awful, monotonous jobs in tiny cubicles, or worse yet, slave away in the service industry. All the while, an elite few rake in the profits, laugh at the misery of others, and recline in luxurious opulence while the world burns.

This is the Above world of Neverwhere. And while this post-modern nightmare marches on toward its ultimate and well-deserved annihilation, another world, an eerier world, lurks nearby. And while the bustling denizens of the world’s cities waste their lives in flippant consumerism and subservience to control, dark, grim dramas and eldritch struggles unfold beneath their very feet...
BELOW – THE WORLD ARCANE

While the dullards of the above world drug themselves to sleep at night with depressants and television, a whole cast of players go about their pursuits in the dark, lonely, and forgotten corners of the world’s cities. This is the world of Neverwhere, the world of those who have Fallen Through the Cracks. Players in a Neverwhere campaign will take on the role of such characters, and will explore the Underworld in all its exquisite beauty and terror.

FALLING THROUGH THE CRACKS:
COMMON KNOWLEDGE ABOUT THE UNDERWORLD

Unknown to the urbanites of the modern world, every major city on the face of the globe contains within and beneath it an Underworld. The largest commonality among these underworld communities is that they are similarly named, most often taking on the word "below" to distinguish from and to illustrate their ties to their mundane world counterpart. For example: London Above and London Below, New York Above and New York Below, and so forth. Besides similarities in naming, the one feature shared by all the Below communities the world over is the Grand Covenant, which shall be discussed in detail in the next section.

The vast majority of those who live in London Below and other underworld communities are born topside, and "Fall Through the Cracks", slowly integrating into the underside and gradually becoming all but invisible to the above-worlders. This is not universally true, though, as there are a number of well-established old families in the world below (for example, Lady Door’s family in the novel and t.v. series).

It is commonly accepted, though ill-understood, by members of the world below that when one enters the underworld, one ceases to exist to aboveworlders. Some cite theories about ancient magics, some say it’s simply a case of socioeconomic snobbery. Whatever the cause, those who live Below are seldom seen or heard by those Above, save for the occasional oddity. This is witnessed multiple times in the original series in pretty much every interaction Richard Mayhew has in his adventures as an Upworlder down Below.

Another bit of knowledge almost universally agreed upon by Belowworlders is that magic exists, and the underworld is firmly entwined in its powers. Many reason that this is why the Neverwhere is so replete with fantastic creatures thought extinct or impossible. See the section entitled Ancient Lore & Magic Down Below and Monsters & Beasts in the Dark Places for more information.
THE FIRST & ONLY LAW OF THE UNDERSIDE: KEEPING THE COVENANT

A fundamental aspect of adventuring in Neverwhere is the Grand Covenant. This is the agreement that all underworlders—whether they agree with it or not—are forced to agree to and uphold. This Covenant is a time honored (and violently enforced) tradition by which underworlders agree to never discuss, betray, or in any way reveal the existence of the world Below or anything about it to those not of it. This serves to ensure the future existence of the underworld and to preserve its secrets. Furthermore, keeping of the Covenant maintains the secrecy of the existence of creatures such as the Velvets and other vampires, werewolves, mages, and so forth, all of whom intermingle with those Below. In this way, the Covenant is similar to the traditional laws of those creatures and their societies, such as the vampires’ Masquerade, and the mages’ Paradigm.

Typically, this isn’t a problem, as most members of the underworld are able to go unseen and unheard by Aboveworlders without effort. However, for certain Belowworlders like the ‘Twixt and ‘Tween (see the section Peoples & Professions in the World Below), frequent interactions with the Aboveworld mean potentially jeopardizing the entire underside. Couple this with the insanity and delirium that many of the ‘Twixt and ‘Tween suffer and the loose tongues thereby, and one can begin to see the importance of the Covenant.

Most often, the Grand Covenant is enforced by those with resources and hired-hands at their disposal. This includes underside nobility, affluent families and individuals, and certain power groups. See the sections Politics & Hierarchy in the Underside and Factions, Social Groups, & Organizations for more information. Certain bravos and skilled trackers make their living as sell-swords enforcing the Covenant, or as eyes and ears who observe potential Covenant breakers.

Those who betray the Covenant once are given a single, stern warning. Those who betray it beyond the first time rarely live to see another night. A seldom few, the stealthiest and most battle-hardened underworlders, sometimes break with the Covenant altogether and live as outlaws, ever ready for flight and fury. The Marquis de Carabas (see Noteworthy Persons in Underside), known for his chaotic demeanor and casual dismissal of authority is perhaps one such figure.

In terms of game mechanics, players in Neverwhere campaigns should keep track somewhere on their character sheet of their 2 Covenant points. Upon violating the Covenant a first time, Storytellers should work a warning into the storyline. A character’s
second violation of the Covenant can have huge consequences, the results of which are left to the Narrator's discretion. In the event that PCs join a sect or faction that seeks to abolish the Covenant, those PCs automatically forsake any Covenant points remaining.

PEOPLES & PROFESSIONS IN THE WORLD BELOW
As in the Aboveworld, those who live Below practice a variety of trades and professions. Because the underworld is such a dangerous and unpredictable place, most individuals are known for the skills they offer and the services they provide. In fact, specialization is so widespread in the underworld that certain groups and communities—such as the Ratspeakers for example—are identified by the skills that their individual members share in common. This section will elaborate upon the skills and professions of underworld denizens.

Commoners: Artisans, Fungus Farmers, Cave Anglers, Herders, & Serfs
Because industrial technology and manufacturing don't work or exist down Below (see Technology in the Underworld), skilled laborers called Artisans or Crafters make up the working class in the hidden places of the world. This includes smiths, tailors, armormakers, coopers, cloggers, glaziers, boatwrights, visual artists, and many other trades. Due to the violent nature of the underworld, weaponsmiths and armormakers are most common, especially those with a knack for making use of the castaway flotsam and jetsam of the sewers and rubbish heaps of the underworld.

A small but skilled caste of agriculturalists and pastoralists also exists in the world Below. These individuals come in a diversity of stripes and flavors, but usually practice one of two trades. The first of these is the Fungus Farmer, the mycophiles who subsist and make their living by growing cave fungi and other edible, hallucinogenic, and magical mushrooms. The dank darkness of the world Below makes this a lucrative and necessary job. The other major food subsistence profession is that of fishing. Sewer Fishers and Cave Anglers catch a great many blind cave fish, crocodiles, blind salamanders, nutria, and various other critters in the
streams, rivers, and lakes that span the underworld. These two trades provide the majority of the food consumed by underworlders.

In addition to the Fungus Farmers, Sewer Fishers, and Cave Anglers, there are a few pastoralists here and there in the cities beneath the world’s cities. Most of these Herders keep vast flocks of giant rats or nutria, and a very few are known to keep cats and/or small dogs for food and fur. Old Bailey of London Below (see Noteworthy Persons in Underside) practices this tradition on rooftops, choosing pigeons as his favored flock beast.

Those commoners and skilled artisans who serve a noble family or notable official of some sort are often called Serfs or Indebted Men, no matter the trade they practice.

The ‘Twixt & ’Tween: Commoners in Two Worlds

The trades mentioned in the previous section are almost exclusively full-time underworlders. That is, they live, work, and die in the Below, with scant or no contact with the world Above. Many of these commoners come from Above, but once they find their niche and station in the Below, they seldom seek out contact with the world they’ve left.

Another class of commonfolk exists, however, that walks the border between the worlds Above and Below. These unfortunates and oddballs are known as the Twixt and ’Tween, and sometimes, pejoratively, Fence-riders or Border-walkers. The ‘Twixt and ’Tween are members of the world Below who are still visible to Aboveworlders, those who are still able to interact with the Cities Above.

The ‘Twixt and ’Tween practice a variety of skills and ply a multitude of trades, all of which are familiar to Aboveworlders. These are the Buskers, Street Musicians, Beggars, Bagladies and Bagmen, above-ground Pickpockets and Cutpurses, Panhandlers, Peddlars, Pushers, certain Prostitutes, Street Urchins, Hobos, Train-hoppers, Vagrants and Tramps. One notable example from the novel is Iliaster, the street musician ((see Noteworthy Persons in Underside). He makes his living busking
in subway tunnels, made much easier when he acquires a snippet of magical music written by Merlin from the Marquis de Carabas.

By and large, members of the worlds Above and Below don't trust the ‘Twixt and ‘Tween. Aboveworlders shun and despise them as filthy vermin and subhumans, while those Below tend to distrust them because the ‘Twixt and ‘Tween are most likely to break the Grand Covenant. Further, since the overwhelming majority of those Below are practically invisible to those Above, the fact that the ‘Twixt and ‘Tween can be seen in both worlds is generally thought to be disquieting and not quite right.

Certain skilled individuals and those adept in the magical arts can also move between worlds, readily interacting with whomever they choose. Mr. Croup and Mr. Vandemar (see Noteworthy Persons in Underside) are two prominent examples.

Scavenging, a Universal Profession
Besides those skills and trades already listed, scavenging is the most universal skill shared by almost every Belowworlder save for nobility. The detritus of those Above finds its way down and ever downward, where those Below make use of every last bit of it. Some members of the Neverwhere make their living exclusively by scavenging. These are the Rubbish Runners, Dumpster Divers, Trash Pirates, and Wastrels. This skill is also of particular importance to the Sewerfolk, who are discussed in depth in the chapter Factions, Sects, Social Groups, & Organizations in the following pages.

The Warring Trades: Bravos, Bodyguards, Hunters, Knights, Retainers, Etc.
The world Below is a dangerous and violent place, without a doubt. Even the most gentle and idealistic of the underworld’s inhabitants must defend himself from time to time, and he who walks without a knife or shiv down Below is simply dancing with Death. The ever-present threat of death and demise by violent means makes violence itself a most profitable trade. In the underworld, there are those who earn their bread with a strong arm, a swift mind, and a sharp blade.

The warriors of the Neverwhere are known by a variety of names and titles, most of them generic and a few of them distinguished. Warrior itself is a common enough title, though the more obscure and eccentric-sounding Bravo is used just as often. A great many bravos and warriors sell their services to those in need of protection. Such contractual fighters are known variously as Bodyguards, Sell-swords, Freebooters, and Freelancers (especially in the event that they prefer polearm weapons!). Those warriors who pledge an
oath of fealty to an underground noble or organization are known universally as **Retainers**, and in more specific cases may carry additional titles such as **Knight, Commander-at-Arms**, and so forth.

Besides the freelancers and retainers of the world Below, there are also **Hunters**, an elite few women and men known both for their martial prowess as well as their stealth, tracking skills, and unparalleled bravery. Hunters are those audacious warriors who track down and battle the beasts and legendary monsters of the underworld. In the novel and miniseries, the eponymous character Hunter (see *Noteworthy Persons in Underside*) has sworn to destroy the Great Bull of London Below, a terrifying minotaur-like brute. It’s hinted at that she’s also done battle with the White Alligator King of New York Below. In a Neverwhere campaign, hunters are not ordinary hunters. There are those in the world Below who hunt rats, nutria, snakes, and even alligators for sustenance, hides, and tools. But the capital-H Hunters of the underworld are much more concerned with slaying the legendary and mythic creatures of down Below. The motivations of these Hunters vary with the individual. The Hunter of the novel seems to enjoy the fame and notoriety of killing such quarry, with only a little attention paid to protecting others and making the underworld safer. Other Hunters may hold a diversity of other opinions, ranging from the desire to protect to the underworld community to the ethos of hunting for sustenance and reverence for the monsters being hunted. Whatever her motivations and desires, Hunters and the monsters they hunt are critical to the Neverwhere setting.

**Merchants, Sultans & Caravans**

Given the prominence of the Floating Markets (see the chapter *Floating Markets – The Invisible Economy*) and the incessant need for new supplies and materials in the underworld, it should come as no surprise that a caste of professional **Merchants** and **Traders** has arisen down Below. Typically, each of these merchants has a specialty of sorts, as many shopkeeps in the Above world do. For example, there are **Textile and Fabric Sellers, Haberdashers, Junk Dealers, Pawnbrokers, Used-Weapon Salesmen**, and a hundred other types of specialty merchant.
The truly affluent and influential merchants of the underside are the Sultans, masters of the Caravans that travel between the Cities Below and the Floating Markets. These powerful individuals scavenge, pilfer, and otherwise acquire goods in their long journeys. The hired help and bodyguards of such caravans are known generically as Caravaneers.

Cutpurses, Cutthroats, Brigands, & Thieves
Another skill-set that most underworlders develop some proficiency in is the art of stealth. Moving silently and invisibly in the shadowy parts of the world is often a necessity—those who move about loudly and with great cacaphony almost certainly fall prey to other denizens of the Neverwhere, or, worse, to one of its many hidden horrors.

Some shady characters ply their living on the other inhabitants of the underworld. Most common are the everyday Thieves. Some make scratch as Burglars, breaking into the territory of others and taking their loot. Some others are Cutpurses and Pickpockets, snatching what coinage and small goods they can from the pockets and pouches of their victims. The bold and brazen thieves of the underside may pursue the path of Brigand, "taxing" and otherwise robbing travelers through their territories.

Some other elite individuals sell their services as Assassins and Cutthroats to the highest or likeliest bidder. Mr. Croup and Mr. Vandemar of London Below come to mind (see Noteworthy Persons in Underside). Most commoners in the underworld are likely too poor to afford such services, meaning that most assassins contract their skills to the nobility and to the affluent.

Nobility: Upper Crust in the World Below
As in many of the Cities Above, an exclusive caste of powerful, high-born individuals dominates the Cities Below. These are the Nobility of the underworld, those whose proud lineage stretches back into time immemorial. Common titles and peerages in the Belowworld include Baron/Baronesses, Marquis/Marquise, Duke/Duchess, Earl or Count/Countess, and so forth. Some self-titled Princes and Princesses also exist. In non-European locales, other regional titles may be used.
Though the power and influence of these individuals cannot be denied, certain underworld demagogues deny their nobility. There is no formal "king", "emperor", or other grand unifying leader in the undercities of the world, and therefore those who style themselves nobility have no source or common point of origin. Nevertheless, the underworld's nobles dominate the politics and power structures beneath the world's cities.

As mentioned previously, the Nobility employ a great many Retainers in their fiefdoms and households, including warriors and common laborers. They also frequently hire Assassins and Cutthroats to do their dirty work. Furthermore, the underworld's nobility often make use of a caste of officials, including Heralds, Envoys, Emissaries, Ambassadors, Standard-bearers, and so on.

The Marquis de Carabas is one example of nobility in London Below, as is The Earl of Earl's Court. For more information on the Nobility, see the following chapter: Politics & Hierarchy in the Underside.

Community-specific Skills & Professions

Certain specialized trades and skills are specific to particular communities and families. For instance, when Richard Mayhew first travels into London Below, he encounters a group called the Rat-Speakers, and he befriends one of their members, a young ragamuffin named Anesthesia. Anesthesia, like all Rat-Speakers, has the community-specific skill of rat speaking or rat tongue. Using this skill, she can communicate with rats and possibly other rodents just as she communicates with other humans.

This skill, and other beast tongues and animal communication skills, is not necessarily exclusive to the Rat-Speakers. After all, Door knows how to speak with rats and pigeons, just as Old Bailey speaks with all manner of birds. However, all individuals born or adopted into the Rat-Speaker society will certainly learn this skill. This is what is meant by a community-specific skill.

Another example is found with Door and her family. Throughout the original story, they are
known as **Openers**, in reference to their magical ability to open locks, find hidden passageways, and create entryways and portals where none exists. This skill, opening, is said to be a family trade. Certainly, other members of the Underworld who are unrelated to Door can learn this magic, but ALL members of Door's family learn opening magic. This is another example of a community-specific trade/skill.

This same logic applies to organizations and the applicable trades, skills, and professions as well. For example, a character can only take the profession **Black Friar** if he or she joins the organization known as the Black Friars. All those who join the Black Friars must possess a certain degree of Knowledge of Ordeals and Knowledge of the Key, both of which are examples of community-specific skills.

For more information on communities and organizations and the skills they learn and teach, please see *Factions, Sects, Social Groups, & Organizations*.

**POLITICS & HIERARCHY IN THE UNDERSIDE**

**Nobility - Titles, Peerages, & Feudalism**

By and large, most of the Undercities of the world are mirror images of the feudal societies that preceded the modern city in question. For example, in London Below, all manner of lords and ladies rules over certain boundaries and domains, asserting their right to govern with a variety of titles and peerages. In the original story, prominent noble characters include Lady Door (unspecified peerage), the Marquis de Carabas, and the Earl of Earl's Court. Certainly, all other noble stylings exist in London Below, including Dukes and Duchesses, Counts and Countesses, Barons and Baronesses, and so forth. Some few bold individuals may style themselves "king" or "emperor", although no such grand monarch exists.

In accordance with these feudal titles comes feudal domains. Each noble lord or lady in the underworld rules over a fiefdom, a certain territorial domain that includes all lands, properties, and peoples owned by that noble. Territorial disputes and outright wars between nobles of different fiefdoms are among the most common forms of conflict in the underworld.

In cities where feudalism never existed in the past, notably New York and other North American cities, feudal titles are little used in the corresponding underworld. Instead, a mishmash of other titles are used to denote rulership and superiority. These include Boss, Chief, Warlord, and the nebulous Master/Mistress. Lord and Lady are also regularly used. Certain feudal titles may be borrowed by those who have no claim to use them, such as the
King of the Hobos in Atlanta Below.

In cities such as New York Below, since feudalism doesn’t exist, fiefdoms don’t exist either. Rather, gangs, bands, organizations, and other groups come together to defend territories. Such groups may give fealty to a leader who uses a certain title, or they may be organized non-hierarchically through consensus.

Whether a feudal mimic or a gangster’s paradise, most undercities in the world observe a hierarchy wherein these nobles/warlords and their fiefdoms/gangs are well above underworld commoners. Rivaling these nobles and self-styled warlords are the organizations and religions of the underworld.

The exception to this rule is anarchism. Almost every undercity in the world boasts a small cell of organized individuals who seek the eradication and abolition of the feudal or hierarchic system. Such anarchist underworlders ally themselves with the commoners, and work toward an underworld society in which no one has an economic, cultural, or social advantage over any other due to birth and circumstance. Some such individuals may well disregard The Grand Covenant.

Organizations & Hierarchy

Some organizations in the underworld are independent of fiefdoms and lords, yet they still maintain a large degree of power and influence in the world below. The Black Friars for example are a military-religious organization with extreme influence in London Below. Sultans’ Caravans and Trade Unions also frequently demand great respect and loyalty, as they are very wealthy and usually strapped to the teeth with weapons and armor.

There are no strict rules concerning the interactions of powerful organizations and lords and their fiefdoms. All power dynamics in the Underworld are quite fluid and subject to change.
FACTIONS, SOCIAL GROUPS, & ORGANIZATIONS

The World Below is home to a number of power groups, sects, and organization with a variety of goals and ambitions. This chapter seeks to illuminate the most powerful and universal of these factions, especially those that appear in the novel in London Below.

Hunters’ Guild

"Seek for glory, strike with fury."

- Motto of the Hunters

In every undercity of the world, ferocious beasts, nightmarish horrors, and natural and unnatural critters run rampant. The most innocuous of these are pests, of little concern to the denizens of the World Below. The most savage of them, however, are otherworldly monsters that threaten even the strongest and bravest of Underworld warriors.

The Hunters’ Guild is devoted to tracking and destroying these fearsome monstrosities. The head of this guild, called simply “The Hunter” is charged with combating the most dangerous of the underworld’s beasts. In the novel, The Hunter is a fierce spearmaiden who helps guard and guide the Lady Door and Richard Mayhew. She brags that she has battled and defeated the White Aligator King of New York Below, and her current quarry is the Great London Boar. She fails and dies in the attempt, conferring the title of The Hunter onto Richard Mayhew of London Below.

This guild has an informal hierarchy and no formal headquarters. New members join by seeking out a current Hunter, and apprenticing to that Hunter on at least one hunt. Members of the Hunters’ Guild are ranked according to their number of kills and the quality of their most impressive kill. Overall, most members of this guild are fairly amicable and are more than happy to help new recruits and lesser Hunters. Experienced Hunters act as teachers and mentors, and novice Hunters almost always revere and respect their superiors. Upon completing a successful hunt with a Hunter, an apprentice is typically given a spear or crossbow, and the master Hunter helps the apprentice fashion leather or fur armor from the hide of the slain beast.

Because Hunters help to ensure the safety and security of all Underworlders, they are generally left unmolested by the many other factions and fiefdoms in Underside. More so than any other guild or organization, the Hunters have free reign of the underside, and the respect and aid of almost all the residence of the Underworld. Due to the proliferation of nasty critters in the World Below, Hunters also almost always have work.
Hunters in the Guild gather together once every year in a different city, usually alternating between London Below, New York Below, Beijing Below, and Tokyo Below. The purpose of the annual Hunters’ Moot is for each member of the guild to share his or her experiences and show off his or her trophies from that year. Also, The Hunter is established or re-confirmed at each Moot. Each meeting is a time of joyous celebration, skill sharing, and storytelling. Members are not required to attend, although few Hunters ever miss the annual Moot.

The Knights Marketeer, Order of the Marketeers

“Evil upon him who breaks the peace.”
- Motto of the Order of Marketeers

This organization is charged with a singular and vital task: to protect and keep the peace of the Floating Markets. Floating Markets are the economic lifeblood of the Underworld, without which trade would cease and many underworld communities would perish. Just so, the Knights Marketeer are almost universally held in high regard.

In the event that some cutter breaks the peace of a Floating Market, the Knights Marketeer set upon the poor sot within seconds. Their task is first to disarm and pacify, and second, if pacification isn’t an option, to kill. These Knights swear a solemn vow never to let violence disrupt the Markets, and more than one Knight Marketeer has given her life to uphold this vow.

This organization maintains a headquarters in every large undercity across the globe, and each is headed by a Knight Commander. These Knight Commanders meet whenever it becomes necessary and make decisions as a High Council. The Knights Marketeer have no single leader.

Knights of this Order dress and arm themselves as is traditional for knights of their culture. For example, in London Below, Knights Marketeer wear steel plate cuirasses, and bear halberds and longswords. Knights Marketeer of the Middle East carry scimitars or tulwars, and wear pointed gold helms and flowing turbans. Knight of this Order in Japan wear bamboo and iron splint mail and arm themselves with the daisho, a wakizashi short sword and katana longsword. In the Americas, these Knights adorn themselves in a weird amalgamation of punk/metal attire and Native American garb. They wear leather jackets and buckskins festooned with metal studs, wear mohawks dyed all manner of garish colors, tattoo their faces.
and hands, and wield razor-sharp tomahawks. Knights of this Order are universally recognized by the tattoo of golden scales that they receive on right hands.

Regardless of their cultural differences, Knights of this Order are expected to master at least one weapon, and are trained in the arts of martial combat and grappling. Knights Marketeer are generally well stocked and well provided. However, those who fail in their mission are promptly exiled. Worse yet, those who intentionally abandon their vows are labeled False Knights, and are marked for death. Knights Marketeer serve for life, or until they are physically incapable of upholding their creed.

**Hammersmiths' Guild**

"Artifice is Godliness."

- Motto of the Hammersmiths

In the undercities of the world, there are thousands of trade organizations and guilds. The most prominent of these is the Hammersmiths' Guild. Unlike regular craftspeople and smiths, the Hammersmiths utilize subtle magical spells and enchantments while working their wares, creating objects of unsurpassed function and beauty. Even novice Hammersmiths are a step above run-of-the-mill crafters, though that is not to say that there are no mundane master smiths in the underworld, because there certainly are. Not all items crafted by Hammersmiths are of a magical nature, but they are all made using magical incantations and charms.

Moreso than any other Guild, the Hammersmiths maintain a traditional guild hierarchy and traditional guild customs. Promising young crafters who show an aptitude for or an awareness of magical energies are taken on as Apprentices by Master Hammersmiths. When they have completed sufficient training, apprentices become Journeymen Hammersmiths, which by and large make up the bulk of this guild. Journeymen travel in order to gain wisdom and experience while plying their trade. After some years of training and diligent study, a Journeymen Hammersmith comes before the Grandmaster Hammersmith, known as the Lord Maker, for review. If a Journeymen is judged to have progressed as expected, he or she is promoted to Master Hammersmith, and great celebration ensues.

The Grandmaster him/herself is elected by a two-thirds majority vote among the entire body of Masters. Grandmasters serve for life, or until their health prevents them from performing their duties. On rare occasion, young and ambitious Masters may issue a challenge to the current Grandmaster, called the Iron Ultimatum. In such challenges, the Master and Grandmaster compete in a series of crafting competitions which are judged by the body of Masters. If the Grandmaster wins, s/he continues on as Lord Maker. If the challenging
Master wins, s/he deposes the reigning Lord Maker and assumes the seat for him/herself. Such challenges are rare, but they are always cause for great fanfare and celebration.

Every substantial undercity in the world has a Hammersmith Guildhall, where potential hopefuls come to apply for apprenticeships. This guild also holds yearly festivals to commemorate the year’s accomplishments, to judge and appoint upcoming Masters, and to confer Journeyman status on young apprentices. These festivals are held in a different guildhall and therefore a different Below city each year, as decreed by the Lord Maker.

Master Hammersmiths find easy employment just about everywhere they go. Many find a regular seat in the halls and households of nobles and aristocrats. Others work independently, taking private orders and selling their wares to wealthy clientele at the Floating Markets.

Other Trade Guilds
Not all craftspeople in the underworld are Hammersmiths. Many are simply mundane crafters, with varying degrees of expertise in their trade. Dozens of organizations exist in all the undercities of the world to represent the interests of such crafters. None of them is nearly as renowned as the Hammersmiths, but they are still respected and important features Below.

The Midnight Fellowship - the "Assassins' Guild"
"I shall move as the darkness, strike from the darkness, retreat to the darkness. I am Shadow. I am Death’s Hand."
- the Shadow’s Maxim

The nobility and aristocracy of the Underside are constantly vying for greater power and larger territories. This means they’re constantly at each other’s throats, pronouncing vendettas like they’re going out of style and sending their retainers to kill and be killed in their service. It also means that the ancient art of assassination is quite prominent in the underworld. An organization of trained murderers exists to fulfill this function.

Commoners and the uneducated simply call this group "The Assassins’ Guild". Those skilled and wicked few who belong to this guild call it The
Midnight Fellowship.

This guild operates much differently than other guilds. Each major undercity has its own autonomous chapter of this guild, with no centralized leadership. Rather than maintaining a rigid hierarchy, this guild makes decisions collectively and by consensus. Members of this guild adopt the title Shadow, with no qualifiers such as "apprentice" or "master". At Fellowship meetings, all voices are given equal time and opportunity, all opinions given equal consideration. Making decisions in this way requires some time and effort, but this ensures the Midnight Fellowship never makes an impetuous decision, and that all members feel equally represented and respected.

Members of this guild also act as recruiters, keeping a watchful eye for all those with an aptitude for stealth, evasion, and skill with a blade. Potentiates are selected by group consensus, then they are contacted and offered the opportunity to join. Typically, new recruits are tasked with proving their worth by performing a relatively simple and straightforward assassination. The guild is very vigilant in watching new recruits, specifically for the purpose of weeding out maniacs and psychopaths. The Midnight Fellowship is a well-respected and much-used organization, which would most certainly lose its high status if it permitted mass-murders to join its ranks. Any member of the guild found guilty of indiscriminate murder or murder for personal gain is banned from the guild and marked as fair game for assassination.

Contracts are sent to local Fellowship chapters by those who desire assassination. Such contracts typically come from nobles, wealthy merchants, and the powerful factions. When a local chapter receives a contract, a meeting is held by all those interested in taking the contract. Bids are made, and the entire body of present Shadows debate until a consensus is reached as to the individual or group who will take the job. Running tallies are kept by local chapters to ensure that the distribution of jobs is relatively even.

The Witchhunters’ Cabal

"It be in Accordance with the Faith that in order to bring about some effect of Magic, the Devil must intimately cooperate with the Witch."

- Malleus Maleficarum

This austere organization traces its roots to the Catholic Church of the late Middle Ages. Its primary inspiration and guidance comes from the inquisitorial text known as the Malleus Maleficarum, known in its original German as Der Hexenhammer, both of which mean "Hammer of Witches". This document provides extensive instructions on the rooting out and torturing of those found guilty of witchcraft.
Using this text and others as their sacred motivation, Witchhunters scour the undercities of the world in a neverending quest to destroy that which they deem “evil”. Obviously, this includes those members of the underworld who possess and display considerable magical talent, especially those who ply their magical craft as their primary living and those in high social positions. Over the many hundreds of years of this organization’s existence, the Witchhunters have extended their mission to include all supernatural and otherworldly beings, especially those who prey on others. The Velvet Children, the thermal vampires of the underworld, are favorite targets of Witchhunter attacks. The noble House Portico, of which Door is the only surviving member, has also suffered Witchhunter retribution for their uncanny ability to open locks and create portals.

The *Malleus Maleficarum* states in concrete terms that sexuality is the gateway to magic, and that women are vastly more sexual than men. Witchhunters believe, then, that most witches and other magical “evildoers” are women. This means that Witchhunters are by far the most patriarchal and sexist organization in an underworld that is noticeably devoid of gender roles and patriarchal power structures. It also means that very few women join the Witchhunters’ Cabal, and that those who do are among the most fervent and zealous recruits.

The Witchhunters believe that by launching a relentless assault on the magical and Eldritch inhabitants of the underside, they will purify the underworld. Each and every Witchhunter is devout and unwavering in his belief in the Righteousness of God, and is totally convinced that he is doing God’s work every time he tortures or murders a target.

Witchhunters are easily recognized by their outmoted, outlandish style of dress. They wear black felt cavalier/Puritan hats, complete with buckles and ostrich plumes, black woolen mantles, tight black vests, woolen knickers, knee high stockings, and buckled leather shoes. They often decorate themselves with parchments of scripture, elaborate crosses and crucifixes, and trophies of their kills. The favorite weapon of the Witchhunter is the hardwood cane or quarterstaff topped with a decorative bronze, iron, or steel cross. These weapons are capable of subduing enemies by knocking them unconscious or by breaking bones, and in the hands
of a skilled Witchhunter they can also kill a target.

The Cabal is headed by the Grand Inquisitor, a man so feared in the underworld that most shiver and quail at his very name. Surrounding the Grand Inquisitor are the Most Righteous, a handful of mighty warriors who sport steel breastplates, halberds, and flintlock pistols. These warriors devote themselves to guarding the Grand Inquisitor. The bulk of the Cabal is made up of those simply known as Witchhunters. Below the Witchhunters are the Untarnished, youthful apprentices who seek one day to become Witchhunters when they’re had sufficient training and displayed necessary faith. Serving all other members of the Cabal are the Hands of God, the order's priests. These pious pastors deliver rousing, inspirational sermons to goad the masses of Witchhunters into violent action, and they give services absolving Witchhunters of their sins. They are also trained in the gruesome rituals and nuances of torture, passed down to them through generations of religious psychopaths before them. It is the Hands of God who perform inquisitions on the unfortunates captured by Witchhunters.

This organization is most powerful in the undercities of Western and mainland Europe and the Americas, though it also has smaller strongholds in the Middle East and Asia.

The Black Friars, Order of the Black Friars
"Contemplare et Contemplare Aliis Tradere" / "To study, and to hand on the fruits of study."

- Black Friars’ Motto

This organization is an underworld analogue of the aboveworld Dominican Order, who are also known as Black Friars. These Black Friars are indeed an off-shoot of the Dominican Order, and the mission and purpose of both groups is practically identical. However, since the founding of this monastic Order, the underworld Black Friars have entirely given up their religious beliefs.

The Black Friars exist solely for the sake of academic study into the mysteries of the world. Other social groups such as the rat-speakers have more information than the Blackfriars at any given time, but the Black Friars possess a vast store of secret teachings, dark whisperings, and rituals forgotten to the worlds above and below. Black Friars aren’t interested in gossip and rumor-mongering so much as they are in discovering and understanding the fundamentals of the universe, and the basic essence of magic.

Like their aboveworld counterparts, the Black Friars don the traditional black woolen habit.
Unlike their Dominican correlaries, they are not a pacifist organization, but a militant one. The Black Friars hold some of the most powerful and terrible secret knowledge in all existence, and they reason that they must protect it from those who would abuse it. Just so, Black Friars frequently train in a variety of weapons, and bear their chosen arms openly. Most Black Friars carry pistols and/or automatic assault rifles, specifically the indestructible AK-47. Whereas such weapons do not typically function in the underworld, the Black Friars are able to use them, probably due to their secret learnings.

The Black Friars are led by The Abbot, who currently resides The Abbey in London Below. The present Abbot is as ancient as many of the secrets he knows, and stares now at the world with eyes long clouded with blindness. He is a kind and gentle soul, who genuinely loves the work he does. The depths of his wisdom are unfathomable to most, and his magical ability is unparalleled.

Besides the Abbot, all other Black Friars are simply called Brothers or Sisters. They are all of equal standing within the Order, although each is respected for his/her own specialized learning and area of expertise.

Part of the Black Friars’ collective mission is to pass along the knowledge they so vigilantly gather and preserve. However, they are hesitant to dole out their wisdom to any random passerby who seeks it. Therefore, anyone who comes in search of wisdom from the Black Friars must pass a series of Trials culminating in The Final Ordeal. The Trials involve ritual combat and the solving of puzzles or riddles. The Final Ordeal is a spiritual and ethical task that is magical in nature, and is therefore very difficult to accomplish. The difficulty of these trials and of the final ordeal itself depends on the knowledge of wisdom being sought after by the questioner. Those seeking deep learning and dark secrets face trials and ordeals at the risk of their own death.

The Black Friars maintain a Wall of Remembrance, whereupon they post polaroid pictures or paintings of all those who have attempted the trials and ordeals and died in the process. Each trial or ordeal begins with the traditional Nice Cup of Tea.

The Friars are reputed to engage in many mystical and occult rituals. It is thought that they use hallucinogenic and psychotropic plants and fungi to fuel these visions and rituals.

Due to their interest in magic, the Black Friars are often in conflict with the Witchhunters’ Cabal, although they are more than able to defend themselves against Witchhunter persecution. Besides the Witchhunters, the Black Friars maintain amiable though distant
relations with all the other groups of the underside, seeking to gain knowledge and wisdom wherever it is found.

**The Velvet Children**

"The Kiss is Heat, the Kiss is Life Eternal."

- Velvet saying

Underside is home to a variety of odd and interesting lifeforms. Among these, one of the most fascinating, not to mention deadly, are the Velvet Children, known more commonly as **Velvets**. Velvets are akin to vampires, though where vampires feed on blood, Velvets feed on heat itself, making them a sort of thermal vampire. The Velvet Children call this exchange of precious warmth **The Kiss**, in much the same way vampires traditionally call their bloodsucking “the Embrace”.

In the Neverwhere BBC series and novelization, the Velvets who make an appearance are all female. Presumably, there are also male Velvets, and most certainly there are androgynous Velvets whose sex and gender are ambiguous.

Whatever a Velvet’s sex or gender, their preferred method of hunting is the same. Velvets are seducers, each and every one. Whether aided by magical enticement or by physical beauty and sexual skill alone, Velvets draw in their prey with flirtation, body language, suggestive gesturing, and stimulating conversation. In order to feed on another’s warmth, Velvets must kiss their victims, drawing out their vital energy in the process. These kisses allow Velvets to live eternally, provided they feed when their bodies require heat. Victims of the Velvet Kiss have their lives drained away, leaving them frigid, feeble, and aged.

The Kiss works both ways, however. If a Velvet so chooses, she may give a mortal some of her own heat, or, when coerced, she may give a mortal back the heat she stole from him. Certain mortals seek the favor of the Velvets, knowing the extent of their power and admiring their beauty and grace. Mortals who please the Velvets through service and devotion are often gifted heat through The Kiss, which grants them longer lives and
heightened awareness. Mortals who receive the gift of warmth through The Kiss are called **Wights**, roughly akin to the "ghouls" created by vampires. Those wights who serve long and faithfully enough are given **The Long Kiss**, an elaborate ritual sharing of heat which fully converts them into a Velvet. Only truly loyal, intelligent, and especially beautiful or charismatic wights are chosen for this honor.

Velvets have little social organization, instead often choosing to integrate themselves into other underworld communities, or simply wandering in packs or alone. It is rumored among underworlders that there is a **Velvet Queen** somewhere in the world below, though no one seems to know quite where.

Velvets are resistant to wounds and death by mundane means, but they are extremely vulnerable to freezing cold and to magical energies. Fire and flame kindle a Velvet's internal spirit, making her a great deal stronger.

Unlike most underworlders, Velvets are able to travel between the World Above and the World Below with little effort. In the interest of keeping The Covenant, Velvets rarely prey on Upworlders unless they mean to kill them, as such deaths appear to be "natural circumstances".

In general, most other underworld groups and organizations fear and loathe the Velvet Children. The Witchhunters seek to eradicate them altogether. The Vampires who live in underside have an understanding with the Velvet Children, and the two groups of undead monsters tend to leave each other alone. On occasion, velvets and vampires have been known to befriend one another, but it is rare.

**Vampires, "Kindred"**

Although Neil Gaiman does not specifically mention vampires in the BBC series or the Neverwhere novel, traditional blood-suckers fit perfectly into this world of urban fantasy and horror. To integrate vampires into this campaign setting, players and narrators are encouraged to get ahold of a copy of *Vampire: the Masquerade*, the old World of Darkness version, by White Wolf Publishing.
Rat-speakers

"If you would learn Wisdom, listen to the Whiskered Ones."
- the Lord Ratspeaker

Although many residents of the world below learn and use beast-tongues, one social group stands alone in its service to and admiration of animals. The Rat-speakers are more a social group and less an organization. Their sole purpose is to give fealty to the millions of rats down Below.

Unbeknownst to those from the Above world, unknown even to many underworlders, the rats of the world are a noble lot, with a complex and diverse society. Rat society mimics the feudal system that commonly pervades the underside. As such, noteworthy and noble-born rats call themselves by many styles, such as Prince Longtail and Duchess Whiskers. It is these noble and high-born rats that the Rat-speakers most often serve, although rat-speakers revere even the lowliest of rat kind.

Rat-speakers in every undercity are led by a Lord/Lady Rat-Speaker, quick-witted and cunning individuals who are unerring in their devotion to their rat patrons. The Lord/Lady Rat-speaker acts as the sole monarch a particular cell of rat-speakers. The Lord or Lady Rat-speaker is appointed by the rats themselves, and is always an individual who shows a uniquely deft aptitude for rat-speak and a penchant for excellent service.
Beneath the Lord/Lady Rat-Speaker are the hordes of typical rat-speakers. All such members of this social clan have an aptitude for rat-speak, although the degree of mastery varies between individuals. These rat-speakers perform a number of functions for their rat liege-lords, the most important of which is the killing of cats and other predators. Rat-speakers also vow to protect their patrons from any harm that would befall them from other humans and supernatural critters.

In exchange for protection from predators and other dangers, the rats give back to their servants in kind. The most valuable and abundant commodity rats possess is information. Rats can go virtually anywhere in the worlds Above and Below, and they see and hear a great many things. Caches of weapons and armor, locations of foodstores, gossip among the human nobility, movements of enemy retainers, dark secrets and rituals of the abyss—rats are privy to all these things and more, and happily dole out such information to the rat-speakers.

Due to the ongoing war between rat-speakers and cats, the rat-speakers fashion most of their clothes from cat fur, cat leather, and cat buckskin, and the rat-speaker diet consists largely of cat. The current Lord Rat-Speaker of London Below wears a magnificent multi-colored calico cloak, denoting both his status and his skill at cat killing.

Rat-speakers are great merchants and peddlars of information down Below. They can be seen at every Floating Market gathering, trading, and selling rumors and stories. As such, most other organizations and social groups maintain relative peace with the rat-speakers, at least in the open. Many a rat-speaker has lost her life being tortured for information, and the Velvet Children don’t really care for the information trade so much as the delicious warmth that most rat-speakers carry within. Besides trading news and stories, rat-speakers also frequently act as guides for hire, as they can navigate even the most obscure, most confusing passages belowworld with the help of their patrons.

Since rat-speakers are passionate about serving their rat liege-lords, they rarely join any other organizations or social groups. However, from time to time, rats may give rat-speakers permission to join other groups as they see fit.

**Sewerfolk**

Perhaps the most reviled group in the undercities of the world are the Sewerfolk. As their name implies, sewerfolk reside in the dankest, dirtiest, most foul-smelling sinkholes of the world below, and they most definitely smell the part. Many dwellers of the underworld steer clear of sewerfolk at all times, although some others, such as the Marquis de Carabas, recognize how valuable a positive relationship with the sewerfolk can be.
Sewerfolk make their living by scavenging all the myriad goods and sundry flotsam that wind through their murky domain. All that is flushed away, all that slips into the storm drains above, and all that is discarded or lost by the underworld ends up in the grimy hands of the sewerfolk. The treasure amidst the trash is collected and hoarded, then taken to the Floating Markets for trade.

If it were for the stench alone, sewerfolk would have few relations with others outside their ilk. However, sewerfolk are also known to use no verbal communication, speaking instead in claps, grunts, and ornate gesticulation. It is unknown whether they do not possess the ability to speak, or whether they choose to communicate non-verbally. All those who have seen the sewerfolk "talk" among themselves agree that the sewerfolk convey much more in a single glance or gesture than most others can convey in minutes of conversation.

Because of their constant interaction with rats, the sewerfolk maintain a strong and healthy relationship with the rat-speakers. The two groups have learned to communicate with and without words, and they often work together on various pursuits.

Sewerfolk have no formal hierarchy. Instead, they organize themselves in small bands or tribes, averaging between 5 to 20 members. Decisions are made collectively, and labor and profit are shared equally. There are few disputes, and those that do happen are most often resolved with silent stare-downs. Violence is rare among the sewerfolk, but when it does occur it is swift and merciless.

**Temporarily Displaced Groups**

In both the novel and the BBC series, Door mentions that there are pockets or time-space that get stuck in the underworld. Specifically, she describes a group of deserters from the Roman armies that once occupied Londinium still living in London Below. Likewise, there may well be Picts or Celts still roaming London Below, maybe even Merlin himself. The same applies to the rest of the world as well. Perhaps there are a number of samurai from the Tokugawa Era trapped beneath Tokyo Below, or maybe a Pharaoh and his Priests worship a snake god beneath Cairo. All such distortions of time-space are perfectly acceptable and welcome in a Neverwhere campaign, just make sure not to get too crazy.
FLOATING MARKETS - THE INVISIBLE ECONOMY

"There's a truce in the market. If anyone hurt anyone there, the whole of London Below would be
down on them like a ton of sewage."

- Anaesthesia, a rat-speaker

Every City Below has a marketplace where all goods and services may be haggled for and purchased. Markets occur at least a few times a week, never in the same place as the last, hence the term "floating". The Markets occur in odd places: the retail floor of a department store, the deck of an old aircraft carrier, within the underworld itself, or in other public places. The Markets occur late at night and go unnoticed by updwellers and their technology. When Markets close, they leave no trace behind (no, don't ask how or why... that's just the way it is!).

Those Below hold a special connection with the Markets: they all respect a truce of non-violence and most underworlders respect a convention against theft (but not all, by any means). Belowworlders also pass along the location of upcoming markets, even to enemies, and most everyone approaches the Market with a general attitude of conviviality. This is in part due to the importance of the Markets in sustaining underworld society, and in larger part due to the presence of the Knights Marketeer. Members of this chivalrous Order swear their lives to protecting the Floating Markets and maintaining the peace therein. For more on the Knights Marketeer, please see the previous chapter Factions, Social Groups, & Organizations.

Because Markets tend to be in difficult to access areas, getting to them may require a minor quest or adventure, be it a dangerous route, a puzzle or riddle, passage through the lair of some dangerous beast, and so on.

Not only merchants and hawkers of goods attend Floating Markets. Beggars and panhandlers come in droves. Sewerfolk surface from their broody depths. Entertainers and performers of all kinds keep the crowds bemused. Pickpockets, cutpurses, and other stealthy folk risk the keen eyes and keener blades of the Knights Marketeer. Food vendors and chefs or every variety ensure a cornucopia of aromas and tasty dishes. Bravos and sell-swords come to offer their services to all and sundry.

The Floating Markets are the lifeblood of the underworld economy, and all Neverwhere campaigns will visit a Market at some point.
ANCIENT LORE & MAGIC DOWN BELOW

"My family are Openers, Richard. It's our Talent!"

- Lady Door Portico, to Richard Mayhew

The Cities of the World Above are just as the cities of our own world: mundane, boring, monotonous, helter-skelter, hodge-podge, destructive, fast-paced, ecocidal, and thoroughly modern. In Neverwhere, the cities of the World Below are similar, but in many ways miraculous and fantastic. The most obvious of these wonders of the underworld is the presence of Magic.

The most pervasive example of magic in the original Neverwhere series is Door’s repeated use of her family’s talent, Opening. By sheer force of will, Door is able to open simple pin-tumbler locks with the wave of her hand. She also opens a puzzle-box thought impossible to open simply by touching it, and on multiple occasions, with tremendous concentration, she creates a portal where no door or entryway stands. And in the climax of the main plotline, Door even manages to open a portal to the netherworld or Oblivion. Lady Door’s use of magical opening is but one example of the magical arts and energies that permeate the Underworld.

Another example from the original tale is the Marquis de Carabas, whose catlike mischief is known far and wide. The Marquis has an uncanny ability to appear and disappear at will, moving about like a shadow given flesh. Better still, he makes use of a Phylactery, or Soul-Jar, a magical container that stores his very soul. Knowing that he will be brutally killed by Mr. Croup and Mr. Vandemar, the Marquis activates his Phylactery and gives it to Old Bailey, who owes him a favor. Once dead, the Marquis is brought back to life by the magic of his soul-jar.

Richard Mayhew, after Hunter’s fall, uses a magical spear to slay the Beast of London, and later uses a magical key to change reality itself. Furthermore, the busker Lear is given a magical incantation by the Marquis de Carabas that is said to be written by Merlin’s master, Blaise. Lear plays this incantation on his guitar, charming the money out of the pockets of passersby. When he foolishly overuses this charm, the Marquis trades him the countercharm, yet another magical incantation.

Besides these examples from the original Neverwhere, a number of examples of magical study and practice have already been discussed within this campaign setting. The Black Friars
(see Factions, Social Groups, & Organizations) are an Order solely dedicated to researching, understanding, and preserving arcane and mystic knowledge. It is certain they use all manner of magics on an everyday basis. Likewise, members of the Hammersmiths’ Guild study charms and small minor enchantments, allowing them to imbue their wares with magical energy.

Surely, the many nobles and aristocrats of the underworld hire on seers, court wizards, and battlemages to do their biddings. Adventuring parties are equally sure to contain at least one member who boasts some minor magical skill or talent.

**Types & Qualities of Magic Down Under**
The magic of the Neverwhere Campaign Setting is NOT the magic of D&D and other high-fantasy settings. Very rarely will a belowworlder witness a fireball being thrown from a hand or a lightning bolt being called from the sky. Nor shall necromancers raise legions of the undead to create havoc and destruction, at least not often.

The magic of Underside is not flashy magic, nor is it magic of great enormity. Seldom will any underworlder sacrifice 20 goats and chant for hours in a drug-sleep to summon forth the demons of the Nether.

More often, characters in Neverwhere will encounter enchantments, magical barriers and puzzles, and magically embued items. Equally common are spells and charms that influence behaviors, such as Lear’s busking spell that charms coins from the pockets of listeners, or the sensual seduction spells of the Velvet Children. Hexes and curses are also much used. Divination, scrying, soothsaying, cartomancy (Tarot, especially), osteomancy (reading bones), the reading of tea leaves, and the reading of entrails are all common.

**Lycanthropy & Vampirism**
The two exceptions to the previous statement about flashy magic are Lycanthropy and Vampirism. Vampires are discussed briefly in the chapter Factions, Social Groups, & Organizations. Whether or not vampirism is spread as a virus or as a magical curse, vampires are certainly magical in nature, and they most definitely prowl about in the world below.

Lycanthropy is the art of magically shapeshifting into animals and other beasts, especially wolves. Whereas a werewolf transforms due to the light of the full moon, Lycanthropes transform with sorcery whenever they wish. Lycanthropes are not common by any means in the underside. However, there are a number of notable Lycanthropes in the cities below the
cities of the world, and their wizardry is most definitely flashy and terrible to behold.

The *Lady Serpentine* in the original story is perhaps one such powerful lycanthrope.

**Player-Characters with Magical Abilities, Using Magic In-Game**

Narrators are encouraged to allow PCs to take specializations in magical skills, but with restraint. The same restraint should be applied in in-game situations and scenarios. This is dark urban fantasy, after all, and not the good ol' Forgotten Realms.

For example, let’s create a Bravo called Nails. Nails’s player decides to give his Bravo a magical skill specialization in *Herbcraft & Plantspeak*. The narrator allows this, seeing great potential for subtle, intricate, and powerful magical interactions with underground plants and fungi. Later in the campaign, Nails and his party are being chased by some colossal, ferocious naked mole rats. An inappropriate use of Nails’ magical skill would be for him to turn heel, point his hand at the naked mole rats, and shoot dozens of thorny vines from his hands, choking all the rats to death. A better, more appropriate use of this skill in the Neverwhere setting would be for Nails to stoop down on a staircase, whisper to the damp mosses and lichens growing there, and ask them to trip up the mole rats and cause them to fall.

If Storytellers and Players wants to ignore this concept of flashy vs. subtle magic, they are more than welcome to do so. However, not-so-flashy magics are better suited to this campaign setting, and storytellers are encouraged to limit in-game magic from getting too outlandish.
TECHNOLOGY IN THE UNDERWORLD

The underside is inundated with magical energies and temporal fluxes, making it incredibly unstable where modern industrial technology is concerned. As Neil Gaiman describes in the original series, modern technology simply doesn’t function down below.

As far as arms are concerned, blades and bludgeons are the mainstay, with polearms coming in a close second, Crossbows, throwing daggers, slings, slingshots, throwing spears, and plain throwing stones are the staple of ranged combat. Armor tends to be cobbled together from the materials of upworld, and usually comes in the form of leather, studded leather, piecemeal metal armor, washer and flattened penny scalemail, and rusty old suits of ringmail. Street signs and trash bin lids are used as shields. Collanders and football helmets are common enough as helms. In fact, sports and martial arts pads are abundant in the underside.

Most other goods and commodities are hand-made or cobbled together from flotsam and jetsam by skilled artisans. Industrial production and factory labor are unheard of down Below.

Modern appliances, such as cell phones, computers, toasters combustion engines, and electric anything, simply don’t work in the Neverwhere. Certain modern tools, like manual fishing poles and foot-treadle sewing machines function just fine, but only insofar as they use no combustion nor electricity.

In a similar vein, when underworlders travel to the Upworld, modern devices and contraptions cease to work around them. For example, surveillance cameras record empty space when underworlders walk past them. Infrared heat sensors and motion detectors report nothing unusual when an underworlder is in range. Even firearms may cease to function on the rare occasion an aboveworlder sees and fires at a belowworlder.

The exception to these rules seem to be the Black Friars. They carry and use assault rifles within the underworld, implying that they have some secret knowledge or craft allowing them to do so. This is unsurprising, considering that the Black Friars actively strive to discover the underworkings of the universe, including the interactions between magic and technology.

In the original Neverwhere BBC series, when Door and the Marquis de Carabas visit Door’s family home, a glimpse of underworld technology is seen. Her father, the Lord Portico, has store a cylindrical globe of bronze or some other metal. Door puts this object on a spinning pedestal, similar to a record player, and it broadcasts her father’s image and voice. This machine is almost certainly electronic, but it appears to be clockwork, steamwork, or some other steampunk craziness.
In general, if storytellers wish to integrate high technology into the underworld, they should use this as a template. Devices should be steampunk, oddball, cobbled together whatzits, not computers, telephones, radios, and other industrial junk.

**TRAVERSING THE NEVERWHERE: GEOGRAPHY & TIME**

“There are little pockets of old time in London, where things and places stay the same, like bubbles in amber. There’s a lot of time in London, and it has to go somewhere- it doesn’t all get used up at once.”

- Lady Door to Richard Mayhew

In the BBC series and the novel, Door mentions that there are Roman legionaries stranded in London Below. Mr. Croup and Mr. Vandemar state bluntly that they burned down Troy many hundreds of years past. These are but two of many anchronisms and inconsistencies in time and space in Neverwhere.

As in the original series, so too in a Neverwhere campaign. All the cities beneath the cities of the world are crawling with temporal distortions, spatio-temporal portals, anarchronistic peoples and places, and so forth. After all, it is called Neverwhere for a reason.

As far as geography goes, Neverwhere seems to be pretty fluidly intertwined into the world above. Richard Mayhew and the Marquis de Carabas snake in and out of underground tunnels, weaving this way and that, and end up on a roof as they step through a certain door. Another twisting maze of tunnels brings them into a broom closet in Richard's flat building. The Earl's Court is located on a subway train that seems to be able to travel anywhere in London Above or Below, whether or not it's connected. Door and Richard use a painting as a portal to reach the Angel Islington.

These are but few examples of how Geography and time-space in Neverwhere are loose, flimsy things, not at all to be taken seriously. This is not to say Neverwhere characters teleport or use magic to travel about, only that tunnels, doors, portals, passageways, and all other means of travel are dynamic things in this campaign setting.

As with many of the features of the underworld, travel through the Neverwhere doesn't need lengthy explanation. Characters traversing the sewers beneath New York below can
surface in an entirely different part of the Above-city after walking only a short way through the subterranean labyrinth. A walk through London Above that requires several hours may take only one or two turns in the world below. Conversely, a five minute walk in the Above world may be a week’s trek through the twisting corridors of Neverwhere.

LANGUAGE DOWN BELOW

Human Languages
Typically, every Undercity in the world uses the dominant language or languages found in the city Above. The dwellers of New York Below, for example, speak a grungy, pidgin version of New York American English. Likewise, denizens of London Below speak British English, cockney English, or any of a dozen other languages popular in London Above.

The sewerfolk of the underworld use verbal language seldom if at all. Instead, they communicate with gestures, high- and low-pitched grunting, body language, and visual contact. It can be assumed that sewerfolk from different undercities are able to communicate with one another. This universal language is known as Sewer Tongue.

Non-Human Languages, Beast Tongues
An important feature of the underworld is the ability that many underworlders share to talk with non-human animals. The languages used to communicate with animals and critters are known collectively as Beast Tongues. The Rat-speakers are by far the most common and widespread speakers of a beast tongue, specifically rat-speak.

In the novel and BBC series, Door demonstrates the ability to speak with urban pigeons, using pigeon-speak. Old Bailey also speaks with pigeons, as well as ravens, rooks, crows, starlings, and magpies. It is unknown whether he has mastered a number of bird languages, or if he simply speaks to all of them in a sort of bird-speak trade language.

PCs and NPCs can take a specialization in one or more beast-speak skills. The number of skill specializations available depends on the Storyteller and the level of depth and immersion desired. For instance, a PC may specialize in bug-speak, or, instead, may specialize even further by taking points in roach-tongue or even flea-talk. Another character may speak rodent-tongue or may instead exclusively speak mouse-speak. Again, the level of specialization and immersion is left to the Storyteller and players.
Finally, Storytellers are encouraged to use discretion when allowing PCs to take beast-tongue skill specializations. If more than one or two characters in an adventuring party take a beast-tongue skill, the party will too easily be able to discern information from non-human animals. In fact, it isn’t necessary for a PC to have a beast-tongue skill in an adventuring party, as most problems and quests can be completed just fine without speaking with beasts. However, one or two competent beast-tongue skills in an adventuring party can allow excellent roleplaying opportunities and interactions with unlikely and unusual NPCs.

MONSTERS & BEASTS IN THE DARK PLACES

"I fought in the sewers beneath New York with the great blind white alligator-king. He was thirty feet long, fat from sewage and fierce in battle. And I bested him, and I killed him. His eyes were like huge pearls in the darkness... I fought the bear that stalked the city beneath Berlin. He had killed a thousand men, and his claws were stained brown and black from the dried blood of a hundred years, but he fell to me. He whispered words in a human tongue as he died.”
- Hunter to Richard Mayhew

Great Beasts
In the BBC series and the novelization, Neil Gaiman seems to imply that each major undercity has only one Great Beast that stalks its depths. For example, the beast of London Below is either a Great Boar or a Great Bull (it's unclear which), whose hooves are like thunder, and whose hide bristles with spears and knives stuck in it by those who fought it and died. Hunter makes mention of the Great White Alligator-king of New York Below, whom she claims to have slain. She also describes her battles with the Great Bear of Berlin Below and the Great Black Tiger of Calcutta Below. Presumably, every other sprawling undercity of the world also hosts a Great Beast. Cairo Below, for example, might house the Great Asp. New Orleans Below is perhaps haunted by the Great Snapping Turtle Lord. Seattle Below could boast the Colossal Beaver King, and Sidney Below could be terrorized by the Great Dingo Prince.

Great Beasts are not to be trifled with in-game, and they certainly shouldn’t be included in a campaign flippantly. The Hunter of the original series is reputedly the greatest warrior in the entire world, and she’s slain three Great Beasts. Even so, she dies a ghastly death in the attempt to slay her forth Great Beast. And before she can even attempt to kill the beast, she must find a magical spear and she has to navigate an impossibly difficult labyrinth of twisting corridors and dead-ends. When Great Beasts are included as in-game scenarios or plotlines,
they should involve difficult quests, mentally taxing puzzles, tortuous and circuitous travel, and, of course, epic combat.

Though Gaiman limits each undercity to a single Great Beast, Storytellers are more than welcome to incorporate any number of Great Beasts in a single undercity. It's almost certain that when the Great Beast of London Below was slain, another monstrosity rose up to fill the niche it left behind. And most undercities are so vast, deep, and expansive, it seems only reasonable that multiple horrific mutant-things could stake out domains in the same undercity. Just make sure not to go overboard, as the presence of too many Great Beasts detracts from their mystery, mythic awe, and terror.

**Common Mundane Critters & Mutant Beasts**

Hostile encounters in the underworld are in no way limited to questing after Great Beasts. Indeed, the underworld is simply teeming with whiskered, crawling, creeping, skittering, chittering beasties, any of which could mark the PCs as its next meal. By far the most common threat in most undercities are the hordes and hordes of **giant rats**. These are not to be confused with the normal rats whom the rat-speakers worship and serve. These are the fanged abominations, mutated and swollen from years of darkness and rot. They carry disease and pestilence, and some are as large as pit-bulls. Even the rat-speakers fear these mutants.

Almost as common as giant rats and the **giant roaches** that prowl the sewers and dank tunnels of the world below. Unlike typical cockroaches, giant roaches are enormous, vigorous, and predatory. Their mandibles are strong and sharp, and always ready to severe a leg or arm of the unwary. Swarms of these nasties have been known to strip human underworlders to the bone in mere minutes.

In addition to giant rats and giant roaches, underworld life is prolific and diverse. Any creature that is native or introduced to an above-city’s bioregion is likely to be found in a mutated, gigantic variety in the city below. Giant ants, giant snakes, and kind of giant reptile, giant catfish, giant gar, giant pike, any other giant predatory fish, giant cats, giant dogs, even giant coyotes and wolves. Any creature that can survive underground by scavenging and predation can be introduced in-game in its mundane or mutated variety.

Besides conflicts between PCs and NPCs, combat with mundane and mutant creatures and critters is likely to be a huge part of any Neverwhere campaign. Also, the commodities gained from hunting and killing such creatures- hides, bones, meat, sinew- are important elements of the underworld economy, and will play an equally important role in a Neverwhere campaign.
Supernatural Creatures
As with magic in the underworld, supernatural creatures do exist, but they are not superflashy. For example, Mr. Croup and Mr. Vandemar are almost certainly demons, and they've been alive at least since the burning of Troy, which they claim to have initiated. However, unlike typical high-fantasy demons, they are not horned, winged, or rimmed in flame. They appear as normal, if somewhat terrifyingly odd, human beings. Likewise, the Angel Islington in the original tale is not some winged, gleaming creature with a shining halo. He simply appears as a tall man in a white robe, and the only feature that distinguishes him from humanity are his black pupils. When including supernatural creatures in a Neverwhere campaign, Storytellers will stay true to the atmosphere of dark urban fantasy if they follow these guidelines rather than include over-the-top, hyper-fantastic creatures.

Any number of supernatural or fantastic creatures can be included in a Neverwhere campaign. Ghosts, spirits, and shades are likely candidates, such as the Gap Beasts that prowl tube stations in London Below. So too are plants and fungi of a fantastic nature, such as acidic, predatory oozes, and carnivorous mutant plants. Storytellers may include angels and demons if they wish, although the author prefers to run campaigns without dominant Judeo-Christian religious elements. Other fallen gods and goddesses fit well. Sentient land features and bodies of land or water may also be appropriate, such as a river-spirit or an ancient and especially powerful rock with a consciousness. Zombies and other undead can be included if they're done right. And sentient beast-races, such as Skaven/Ratfolk, can probably be incorporated if used in small quantities.
NOTEWORTHY PERSONS IN LONDON BELOW

Richard Mayhew: "We don’t matter…"
Marquis de Carabas: "Actually, I matter very much."

It is beyond the scope of this campaign setting to list every famed and infamous person in the underside the world over. Instead, this chapter will detail some of the most important movers and shakers in London Below as introduced in the original tale to provide storytellers a template for creating unique and memorable NPCs.

Important Figures in London Below

THE MARQUIS DE CARABAS
This old trickster is described variously as catlike and dodgy, two descriptors that fit him like a glove. He has a penchant for mischief and troublemaking, though all in good fun. How he came to be a Marquis, no one’s really sure, possibly including the Marquis himself. The Marquis is a very difficult man to kill, as he keeps his heart/soul in a phylactery or soul-jar, allowing him to reincarnate after being mortally wounded or slain. He is a resourceful man, a man who gathers and trades in information. He is always happy to trade his commodities and knowledge for future favors, especially “really big favors”. He once attempted to negotiate a peace between the Earl of Earl’s Court and his enemies at Raven’s Court. The negotiation failed spectacularly, and now the Earl of Earl’s Court loathes the Marquis and seeks his head. The Marquis dresses, speaks, walks, and talks flamboyantly, like some ragamuffin rake.

LADY DOOR PORTICO
The Lady Door is the last surviving member and sole heiress of House Portico, a well-to-do and well-respected family in London Below. Her father urged the various factions and fiefdoms of London Below to make a last peace with one another, to end the feudal system, and to live and prosper together. For that, he and the rest of Door’s family were slaughtered by Mr. Croup and Mr. Vandemar. Her father was also a renowned inventor of weird steampunk/clockwork gadgetry, some of the only known machines to work in the underside. Door, like all the members of her family, is an Opener, meaning by the use of magic she can
open all manner of locks and create portals where no doors exist. The Portico family home is an "associative house", a house with a single room that contains a number of portait-portals leading to all the other rooms of the house, each of which is located far away from the others. Only Door and her family and a select other few with magical prowess are able to open the portals to the different rooms of the house.

RICHARD MAYHEW, THE HUNTER
Richard Mayhew was born in London Above and fell through the cracks in a series of unfortunate events. In his adventures he befriended the previous Hunter, who then died in the attempt to slay the Beast of London Below. Richard Mayhew took up the enchanted spear from Hunter's hands, wiped her blood on his eyes and tongue, and slew the Beast of London, thus becoming the new Hunter himself. He currently resides in London Below, acting as a bravo and bodyguard for the Lady Door.

MR. CROUP & MR. V ANDEMAR
The two terrors of London Below, and almost certainly of demonic stock. Mr. Croup is a penguin-shaped man with bulging, horrible eyes, and sharp teeth. His wit is unparalleled, and he is a connoisseur of Ming Dynasty pottery, which he loves to devour. Mr. Vandemar is much taller than his "brother", and is a mountain of solid muscle and hatred with none of Croup's brains. He carries his beloved "toad-sticker", a massive switch-blade bathed in the blood of countless thousands of victims. He is known to drive toads and frogs with a golf club for sport. Croup and Vandemar are assassins for hire, though they have no connection to the Twilight Fellowship. Currently, Mr. Croup and Mr. Vandemar have been sucked through a portal to oblivion along with the evil angel Islington, though due to their demonic nature, their fate is uncertain.
THE EARL OF EARL'S COURT
A man of considerable power in London Below. The Court over which this Earl presides is found on a rickety old tube train, allowing the Earl and his motley court to travel most anywhere in London Below. The Earl is a kindly man, but has begun loosing his wits. The Earl's Court contains a full compliment of men-at-arms, armed with crossbows and clad in hauberks, as well as a court fool. The Earl is oft propositioned by members of the upper and lower classes for transportation. The Earl and his court are good friends to Door and her late family, and adamant enemies of the Marquis de Carabas.

SERPENTINE & THE SEVEN SISTERS
Intimidating is too soft a description to describe Serpentine. Her severe, pinched face and flashing sharp eyes are enough to strike terror in even a hardened underdweller. She is extremely tall, with a shock of gray hair spiking from her head, and often wears the tattered remains of a wedding dress. She is crafty and cruel, a callous businesswoman with little use for idealism or philanthropy. Rumors say she will readily eat small children that stray into her realm, while others claim that she only cultivates such stories to increase her powers of intimidation. She is always courteous, even to her victims and will stick to her word. Though a killer, she acts with clear logic and deliberation, and can be bargained with in almost any case. Serpentine is ever at war with her six sisters, who some describe as the Fates, others as evil witches, and other still as a power hungry faction with too much internal squabbling to take control of London Below. At one time, the Hunter preceding Richard Mayhew worked for Serpentine.

THE ANGEL ISLINGTON
Prior to being exiled into Oblivion, the Angel Islington was a major player in the underground drama beneath London. He sought power and control at any cost, and paid the price in his defeat at the hands of Richard Mayhew, Lady Door, and the Marquis de Carabas. He is now almost certainly destroy beyond reckoning.
OLD BAILEY
A bird-loving codger who lives on London Above’s rooftops rather than the murky depths of London Below. He captures and raises birds, especially those of the corvidae family such as ravens, magpies, crows, and rooks. He also raises starlings and pigeons. He is a master bird-speaker, and he’s also well-versed in the use of feathers for clothing and bird meats for sustenance. Old Bailey’s almost certainly crazed with age, but he's also a valuable source of information.

LEAR THE ‘TWIXT
To those from London Above, Lear looks like any other dirty homebum. To those from London Below, he looks much the same. Lear is one of the few ‘twixt in London, those who can transition between the worlds Above and Below. He makes his living busking—playing guitar in the tube tunnels and busy commercial streets of London Above. By utilizing an ancient magical melody bartered to him by the Marquis de Carabas, Lear makes a formidable bit of scratch. He has ties to the Rat-Speakers and the Sewerfolk, and also has connections in London Above.
Adventuring in Neverwhere

Primary Conflicts in This Campaign Setting

"If you last the week, you might even make it a month."
- Marquis de Carabas to Richard Mayhew

Basic Survival
In order to run an enjoyable Neverwhere campaign, it’s necessary for Narrators and Players to understand the main motivations and conflicts in Neverwhere. The most obvious of these is survival itself. The cities beneath the cities of the world are neither kind nor gentle places, and those who take them lightly are apt to meet a swift and messy end. Finding sustenance in the underworld is an ever-present challenge, as is finding shelter, clothing, and other necessities. After food, water, and basic needs, not getting shanked or beaten to death comes in a close second.

Factionalism, Conflicts Between Organizations
Disagreement, misunderstanding, conflict, and outright warfare between factions is another huge motivating force in Neverwhere. This is especially true for conflict and vendetta between fiefdoms, as the nobles and aristocracy are constantly feuding. Characters belonging to certain factions share the motivations, desires, and goals of those factions, and are therefore strongly affected by conflicts between factions.

Conflicts of Hierarchy
With a feudal society comes all the tension and conflict associated with hierarchy. Those on top are better off than those on the bottom. The nobility control territory and resources, while the poor and unfortunate have little if anything at all. Knights and other retainers enjoy a life of luxurious servitude, while sewerfolk scavenge to stay alive. PCs and storyteller-run NPCs ought to have plenty of conflict due to the conditions of birth, privilege, and power.

Above vs. Below, Upholding the Covenant
Another common element of Neverwhere gaming is the constant friction between the world Above and the world Below. Underworlders must uphold the Covenant and never reveal themselves or their society to aboveworlders, all the while attempting to survive in a social atmosphere dominated by the Upworld. Further, the aboveworld is in a state of constant growth and expansion, destroying everything in its path. This cancer-like growth threatens to destroy the world Below, all the while creating more space for the belowworld to expand into.
RUNNING & PLAYING A NEVERWHERE CAMPAIGN

Neverwhere is a bit of an odd campaign setting, and as such, this chapter seeks to establish a few guidelines to ensure an enjoyable roleplaying experience within this setting. Storytellers and players who are used to traditional, stereotypical high-fantasy gaming may find this of great use, since Neverwhere gaming is much different than D&D and other games of that ilk.

First and foremost, a Neverwhere campaign should focus on the conflicts and motivations laid out in the previous chapter. Fantasy roleplaying all too often revolves around the killing of creatures and the fetching of magical artifacts and gewgaws. Such quests will no doubt factor into a Neverwhere campaign, but they shouldn’t be the main agenda. Neverwhere isn’t a dungeon crawl. Instead, Neverwhere campaigns should focus on the interactions between characters of differing ideologies and desires, the struggles between various factions, and the constant quest for basic survival in a dark, forboding, unforgiving urban landscape.

Further along those lines, storytellers and players should work to create an atmosphere of dark despair and impending death and doom. This is not the gallant, gleaming, knights-and-dragons kind of fantasy. This is the gritty, grimy, subterranean, arcane, eating-rats-to-survive kind of fantasy. These are monster-haunted undercities, hidden from the miserable public of the aboveworld in their monotony and depression. Neverwhere is the knife in the dark, not the shining sword in hand. Both storytellers and players should create characters who reflect this grim world, characters who do what must be done to survive.

Storytellers and players should also avoid focusing too heavily on how magic and time-space distortion works in the underworld. Magic is certainly a big part of Neverwhere campaigning, indeed, it’s part of what makes this campaign setting so appealing. However, when storytellers attempt to explain and codify magic, it ceases to be magical and becomes a science instead. If players ask, “How the hell did we end up in this part of London Above”, they simply did and that’s that. Magical arts, temporal and spatial rifts, and other supernatural phenomena don’t need explaining or deep understanding- they’re magic!

Players should strive to avoid creating one-dimensional characters. You’re character’s a bravo, cool, but is she really just a warrior? To what family does she belong? To whom, if anyone, does she pledge fealty? What secret agendas and motivations does she hide from her companions? How and why did she learn to fight, and what skills or abilities distinguish her from the underworld’s many other bravos? What are her flaws and shortcomings, her weaknesses?
COMBINING NEVERWHERE WITH OTHER SETTINGS

Due to the presence of magic and temporal-spatial portals and rifts in Neverwhere, this campaign setting combines well with other settings, and can be integrated into other campaigns. It combines best, perhaps, with the World of Darkness setting by White Wolf Publishing, and all the sub-settings within it. This includes Vampire: the Masquerade, Werewolf: the Reckoning and the other changling settings, Mage and the related Technocracy settings, and pretty much everything else within the World of Darkness.

Neverwhere also lends itself to any other setting that features potential time-travel, spatial distortion, and rifts in the fabric of reality. The old Rifts/Riftworld setting by Paladium would blend flawlessly, as would the immortal and unforgettable Planescape setting for D&D. Along these same lines, Neverwhere can be an accidental destination or intentional quest location in any high-fantasy or low-fantasy campaign setting where magic is present.
"If you last the week, you may even make it a month..."