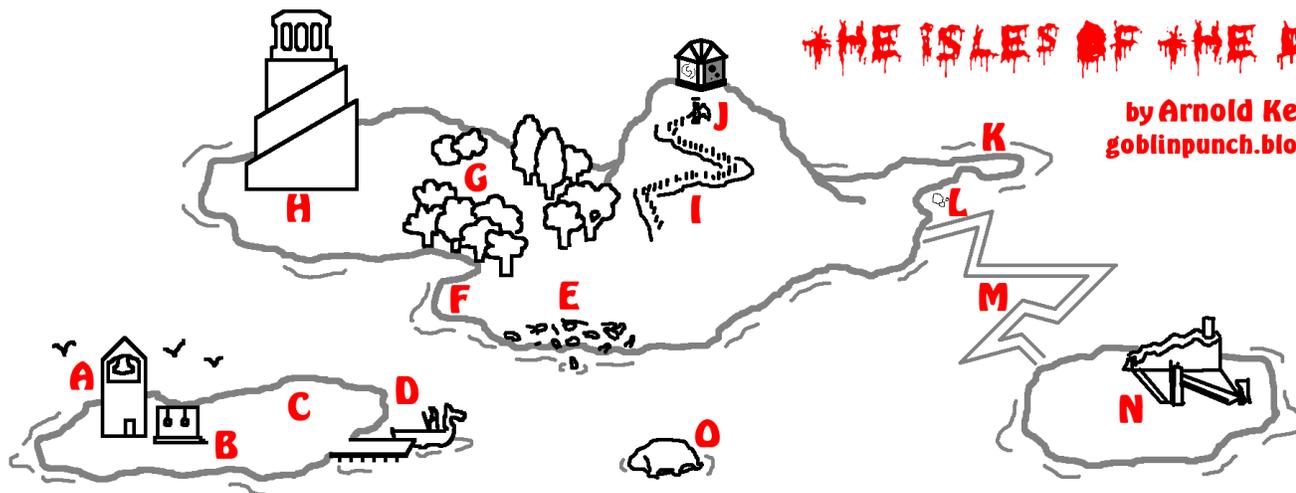


THE ISLES OF THE DEAD

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Suitability: Run this dungeon after everyone in the party has died (i.e. post-TPK). The "treasure" in this dungeon is a chance to return to life, gasping and bleeding.

OSR Compatible Rules: No healing, no rest, no sleep, no regaining spells. If you had prepared spells when you died, each spell has a 50% chance of remaining in memory. No items; you can't take it with you. Everyone starts with nothing except their favorite set of civilian clothing and two copper pennies in their pocket EXCEPT for the member of party who was the most evil—they don't start with any pennies.

Environment: Fog cloaks the islands of the dead, making it impossible to see more than a short distance ahead. The surface of the water is like a mirror, making it impossible to see beneath the surface. The water is only 3' deep, but full of skeletons (HD 1, AC chain, Claw 1d6, half damage from slashing and piercing). Anyone who disturbs the water attracts the attention of 1d12 skeletons. Anyone who dies here turns into a crow (no attacks) but can keep playing.

A The BELLTOWER wakes the party up with its ringing. From the top, the second island is barely visible. Gigantic skeletons, ten stories tall, can be seen against the dim horizon, slowly striding over the surface of the water.

B The GALLOWS is where the party first wakes up, hanging by their necks from black ropes. Crows circle above them, laughing with human voices. If the crows are addressed, they will offer to "get you out of here" for the price of two copper coins. If captured, the crows can explain what is going on, more or less honestly. If fed 2 coppers coins, the crow will grow enormous, pick up the person, and drop them off at area G (in front of the line) before flying off laughing

C HANS is walking around here, confused. He doesn't know where he is, and could have sworn that he was repairing the roof of the cathedral just a minute ago. He is confused as to why he has two copper coins in his pocket.

D The BOAT is manned by the withered, mute boatman (HD 3, AC leather, staff 1d6). The boatman will not do anything except deliver passengers to area D (once they've each paid the price of 2 copper coins) and defend himself. Boat has an oar, but it is not used. Anyone who kills the boatman takes his place, and cannot be resurrected, nor leave the boat.

E The SHORE is covered with bones, broken and trampled. Femurs make passable clubs.

F FRANKLIN sits on a stone here, weeping and begging for someone to kill him. If killed, he will turn into a weeping crow, then fly off.

G The FOREST OF CROWS. Here, the white knight (HD 4, AC plate, Axe 1d6+1) only allows people past him if they can answer his riddle: *I am the enemy within. All will join my cause, and grow pure and clean and thin.* (Answer: a skeleton).

H The TOWER OF ATONEMENT has 999 floors. Anyone who meditates here for 999 years will improve their chances of going to Heaven. Prayers are led by Sir Hactor, the famous demonslayer. He will heal anyone who requests it. If he hears about the demon in area N, he will gladly let a PC borrow his sword, named Transfiguration. This is a sword +1 that does triple damage against demons. Additionally, it can make its bearer resemble an angel for 10 minutes, once per day. This sword is the only thing that can be brought back to the material plane—it will be found in a coincidental spot, minutes after awakening.

I The LINE OF PEOPLE waiting to go up the hill. There are 22 in all, mostly old people. A few crying children. Fighter in chainmail is looking for his (still living) friends. Many confused faces. Denial. Anger. The line moves swiftly. More passengers arrive from other directions, other boats.

J The HILLTOP is where the angel (HD 9, AC plate, Sword+Whip 2d6/2d6 + entangle) judges people according to their sins and ushers them through the correct gate. Kind and reassuring. Wise and insightful. If anyone refuses to enter the afterlife, she will use her

whip to throw them into the proper portal. However, she cannot leave her station, and must guard the two gates (one to Hell, one to Heaven).

K MARIA paces around here, calling out for a demon she heard was capable of resurrection. Desperate for any chance to return to life. Tear-streaked. Was a bar maid at a major city. Wants you to carry a message to her sister, if you manage to return to life.

L The WILL O' THE WISP will lead the party on the submerged path. The wisp briefly resembles the face of someone that the party once helped, and who is now dead. If the party has never helped anyone who later died, then the wisp will not appear here.

M The SUBMERGED PATH is an inch below the surface and impossible to see from above. Those on the path are safe from skeletons.

N BURNT CHURCH RUINS hold a demon (HD 6, Flight, AC chain, Throwing Knives 1d6/1d6/1d6) who appears as a halfling in a black suit. He's been watching the party's progress. He will offer to send a soul back to the world of the living if another soul willingly agrees to serve him for eternity. He will only send the whole party back if he is bargaining for his life, or if they kill the angel in area G.

O FALSE ISLAND is actually the top of a giant skeleton's skull (HD 8, AC leather, Stomp 1d8, half damage from slashing and piercing). If approached, it will attack.

Ending the Adventure: Anyone who returns to life will forever bear the scar around their neck from the gallows in area B. They will also gain the ability to *speak with dead* 1/day. If anyone became the boatman, they cannot be raised (as this is their new, eternal task).

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