

ISLE OF THE DEAD v1.0E

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why did you come here?
- How did you learn of this forbidden place?
- What reason do you have to hate the undead?
- What sorrow lurks in your heart?
- Have you heard about the weeping woman wandering these shores?
- Do you believe in the legend of the two magical swords hidden on the island?

IMPRESSIONS

- The cry of shore birds?
- The constant wetness in the air
- The crunch of pebbles beneath your feet
- The cruel water's crash against the island shore
- A cold wind
- Cold-eyed grins of shattered skulls
- The setting sun on the horizon
- Grim shadow of gray stone



GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

THINGS

Odin's Blade

Owner may roll twice on "Hack and Slash" rolls when using this sword and take the higher roll. No bonus on damage, but will hit Incorporeal monsters.

History: A Viking long sword inscribed with runes and images of Odin's ravens, this blade will vibrate with eagerness in its sheath when battle approaches; the souls of its previous owners can be heard by the owner calling out for new recruits for Valhalla. It can never be cleaned and always appears freshly bloody but the owner will report an odd feeling of peace in battle.

Tyche's Blade

Owner may roll twice on "Hack and Slash" rolls when using this sword, but must take the second roll. No bonus on damage, but will hit Incorporeal monsters.

History: A Roman Gladius enshrined with prayers to "fickle Tyche" and an image of the naked goddess inscribed on the blade. This weapon is always sharp and immaculate and never requires cleaning. When in battle an owner of this sword will always be found laughing and smiling whatever the odds or the owner's previous mood.

Pickman's Ring

Owner is cursed and may not remove ring once it is placed on his or her hand... Owner may converse and parlay with all forms of ghouls who will not attack and offer owner and his or her party aid and advice. If owner fails Last Breath roll his or her corpse will arise as an undead monster (GM's Choice, usually powerful ghoul) that will attempt to track down and consume the party. Owner is immune to any ghoul special attacks or fear spells. The owner will start eating insects and need no other form of nutrition as long as these are present when camp is made.

History: First owner was Upton Pickman; famous Arkham artist who was once human.

Services

Ferryman to the Island: 2 Coins

Monsters

Crypt Wight (*Group, Devious, Intelligent, Cautious, Hoarder, Terrifying*)

Ghost Blade or Touch (d6) 10 HP (4 Armor)
Close, Near

Special Qualities: Undead

A Crypt Wight is a corpse given a semblance of life through a fallen spirit's love of violence and hatred. A Crypt Wight can drain the life energy out of victims by touch or blade, turning them into new wights upon death. Crypt Wights may not leave their tombs and sunlight is fatal to them.

They may not cross running water or salt. Silver weapons do double damage. A Crypt Wight appears as a weird and twisted reflection of the form it had in life. Crypt Wights are always evil.

Custom Move: When a crypt Wight first drains you with its ghost blade or touch, ROLL+CON;

On a 10+, it fails and you take no damage

On a 7-9, choose 1; On a -6 or less fail take all three.

- Take d6 of damage.
- Take-1 ongoing until you makes camp.
- Lose 1 point of Strength until you make camp.

On a 6-, all three take effect.

Instinct: Steal the strength of the living.

Extinguish all light

Ambush from corpse or walls.

Show them the horrors of undeath

Isle of the Dead (German: *Die Toteninsel*) is the best-known painting of Swiss Symbolist artist Arnold Böcklin (1827–1901).

La Llorona (*Solitary, Magical, Devious, Intelligent, Terrifying*)

Death cry (d8 damage) 12 HP (4 Armor)
Close, Ignores Armor

Special Qualities: Drowns Children, Incorporeal, Undead

La Llorona ("The Weeping Woman") is a legendary ghost prominent in the folklore of Hispanic America. According to the tradition, La Llorona is the ghost of a woman who lost her children and cries while looking for them by the river, often causing misfortune to those who hear her.

Parents often use this story to prevent their children from wandering out at night. In some versions of this tale and legend, La Llorona will kidnap wandering children who resemble her missing children, asking her children for forgiveness and drowning these other children to take their place, but they never forgive her and she keeps trying. People who claim to have seen her say she appears at night or in the late evenings from rivers or lakes in Mexico. Some believe that those who hear the wails of La Llorona are marked for death but those who escape in time are not so marked, similar to the Gaelic banshee legend. She is said to cry, "¡Ay, mis hijos!" ("Oh, my children!")

- Search in endless grief
- Harm the living
- Cause sorrow

Instinct: Steal life from children

Popular Culture: La Llorona has been featured as a "Monster of the Week" on the pilot episode of *Supernatural* and on *Grimm* and *Sleepy Hollow*.

La Llorona is also sometimes identified with La Malinche, the native woman who served as Cortés's interpreter and who some say was betrayed by the Spanish conquistadors.

In one folk story of La Malinche, she became Cortés's mistress and bore him a child, only to be abandoned so that he could marry a Spanish lady (although no evidence exists that La Malinche killed her children). Aztec pride drove La Malinche to acts of vengeance. In this context, the tale compares the Spanish discovery of the New World and the demise of indigenous culture after the conquest with La Llorona's loss.



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

Visit the Cats of Tindalos

[\(http://catsoftindalos.blogspot.com/\)](http://catsoftindalos.blogspot.com/)

For more free Dungeon World material