

WELCOME TO DYING

Run this scenario when a Player Character dies.

This is a system-agnostic Dungeon. Play it with your favorite game rules. Behold the image and describe the scene as it pleases you... Don't worry about spatial references - the realm of the dead has its own dimensionality. Be weird! Ask questions and build the lore as you go.

You are Dead. There's no other way of putting it. You knew this day would come... But not this soon. You hear the calling from the Dark Mistress. She awaits you... Since you were born. Does she want to collect your soul? Or does she have an offer to make? Can you return to the living world?

There are no mandatory rolls. Roll if the RPG you're playing uses that mechanism (and apply the modifiers you find appropriate). The symbols after the "Room's Name" suggests you how to handle that scene.

- Hostile** - you can't pass without conflict
- Enigma** - solve a conundrum to continue
- Barrier** - use an attribute to advance (e.g.: mind)
- Deal** - negotiate or sacrifice something to go on

Other Information:

This points to a location and tags it with a number

This links you to following locations



The Pool (start)

Your soul is pulled from the body. You discern Mother's voice. What does she tell you?

Valley of the Wisps

You hear the mingling whispers from the Past, Present and Future. You can either go mad or perceive a clear warning. What do you hear?

Egg shell

How do you go through?

Tea Party

Who serves you the Tea? What do you promise to get something valuable in return? Do you take a sip from the cup (what happens)?

The Vault

You recognize that cry for help. Who does it belong to? What Evil did you end up unleashing?

The Ferryman

He grants you the passage if you pay the Obol... He doesn't need your money, though. What does he want? Are you willing to pay?

Elysian Fields

You want to stay here for evermore. Why? What's this key for? Do you trust the butterfly?

The Hound

What's your worst Fear? It's here! If you don't freeze, fight it as well.

Behemoth

The blades seem useless against this creature. It's extremely difficult to get over its natural armor. How can you kill it?

Oblivion's River

Bloodsucking arms try to clench your soul forever. You lose an important memory forever... Which one?

The Mother

You meet Lady Death and she calmly calls your name. Her face is as old as the Earth itself and as young as a newborn star. She resembles all the people you've met before.

Your soul belongs to her. However, you are allowed to "undo" from the pool if you... [pick one]:

- ◆ Collect 1 soul every 72 hours;
- ◆ Collect 100 souls within 3 months;
- ◆ Collect a specific soul (who?);
- ◆ Commit to do her a favor... You will know what the favor will be, when the time comes.

If you don't agree on her terms you stay permanently dead and are... [pick one]:

- ◆ Locked inside The Vault;
- ◆ Caught by the Oblivion's River;
- ◆ Forced to fight your way out

Evade from the Underworld

If you make a deal with the Mother, you'll come back to life. If you chose to cheat Death, she will unleash all the underworld creatures to stop you from escaping.