

The LAND OF THE DEAD SETUP FORM

Your Name:- _____	Madhouse Acct. No:- _____
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Setup Info:-

Any generally-available character classes can be chosen from Module 5 (the main game) or Frontier. Daemonrft characters can only be brought in if they are actual survivors of that module on the *last turn*. There is no limit to how many characters can be played in a single position in this module. Once this module begins, characters which die in any module can be brought in at later stages. Each character has 100 Entropic Points to spend on Shifts. Each character can choose up to seven shifts. Any unspent points are saved for later use, so do not feel obliged to spend them all.

Character Name:- _____ Character Class:- _____ Shift 1/ _____ (code here) Shift 2/ _____ (code here) Sex M / F (circle) Shift 3/ _____ (code here) Grouped Yes / No (circle) Shift 4/ _____ (code here) Shift 5/ _____ (code here) Grouped With Other Player? Shift 6/ _____ (code here) _____ (their name) Shift 7/ _____ (code here)	Character Name:- _____ Character Class:- _____ Shift 1/ _____ (code here) Shift 2/ _____ (code here) Sex M / F (circle) Shift 3/ _____ (code here) Grouped Yes / No (circle) Shift 4/ _____ (code here) Shift 5/ _____ (code here) Grouped With Other Player? Shift 6/ _____ (code here) _____ (their name) Shift 7/ _____ (code here)
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Fill in as many or as few characters as you wish to play. If you want to run more than 10 characters, simply write the additional info on another sheet.

Some Doors Should Never Be Unlocked!

**Fill In This Form & Return
To Madhouse by Jan 5th!**

The LAND OF THE DEAD Characters

The Land Of The Dead
A DungeonWorld Module

Welcome to the newest Dungeonworld 7-day module. The Land of the Dead is a close-ended module, which we expect to run for anything between 10 months and 2 years. The module presents various options for players. You can take part in the various 'main module' plot tie-ins which will present themselves as you explore the game. Or perhaps you will choose to oppose those main-game plots, because there is nothing forcing you to be a 'good guy'. Alternatively, you may choose to simply explore the module on its own merits and play no part in the main-game plotlines at all. There is certainly plenty of it to explore, and many options for character development and the acquisition of power. If enough players enjoy the module on its own merits, then it is entirely possible that we will continue the module beyond the end of the main-game plotline which inspired it. This is an option we will offer players at the end of the plot, depending on the outcome of the module at later stages. Anyway, enough of my rambling. On with the show!

Death comes for us all in the end. It is just a matter of time.

Beyond the worlds of life, past the grey veil which separates this world from the next, there exists a realm of absolute darkness. There, where all things must eventually go, the forces of entropy eat away at the fabric of reality like a bloated parasite on the body of a sickly animal. Gorging and feasting as the forces of life fade away, the great spirits of the dead consume everything that exists, evil and good, natural and unnatural alike. None are spared.

Each and every one of us must pass on to the Land of the Dead. None return. There is no escape from the icy clutches of entropy. Yet death is no simple matter, for the realm beyond the veil is controlled by not one, but five conflicting forces, spirits far beyond any mortal comprehension, whose struggle for supremacy has raged since time began.

Come then, brave traveller. Join us on a trip to the end of everything, to the world beyond worlds, to the final destination. Join us for a great quest, as a hero, a force of darkness, or perhaps as something in between. Of course, you must die to join this grisly dance.. Death, my friends, is a cold companion.

The Characters

Any existing character class from the main DungeonWorld Module or Frontier can join the Land of the Dead. The trouble is, they have to be dead.

Characters who have died in the past cannot be used in this module. Their spirits have already passed beyond the stage where they can exert any influence on events in the Land of the Dead. However, any character who dies from now on in the main module may transfer to the Land of The Dead, as long as you clearly state that you wish them to do so on the turn that they die. In order to move a character to the Land of the Dead you must send a copy of the characters most recent turnsheet (only the part which refers to *that* character, not the rest of the turn) to your GM. The character will then be moved to the Land of the Dead and join your position there. As a consequence of dying characters in LOTD lose all their skills (such things have little effect after death, where material values alter and fade.) This initial startup should not include *any* characters moved from another module, it should only include your 'core' new characters, created specifically for this module.

Any of the normal unrestricted classes can be created specifically for the Land of the Dead module, these being considered 'recently dead'. Characters begin with no equipment whatsoever (except whatever 'standard' equipment they get as part of their character class). Mortal objects cannot pass beyond the veil in any way we understand. However, depending on which of the special options you choose, you will have a number of entropy points to spend preparing your characters for the new realm.

The Land Of The Dead follows none of the physical rules of the real world. When spirits first arrive, they find that their experiences and abilities in life are less valuable, but that these are replaced by a bizarre phenomenon called 'Shifts', which is an abbreviation of the original term 'Shifts of Physical State'. These shifts vary from spirit to spirit, but essentially grant many powers and strange abilities to the dead. Each new character must spend 100 entropic points on Shifts when they are first set up. There are many different shifts, each with their own cost in entropic points.

Shifts are more important than character class in the Land of the Dead. Here, mortal skills become useless or obsolete, while survivors must learn new ways to retain their consciousness. Death constantly seeks to draw the spirits into a permanent state of unawareness. To take each person to their final rest.

The LAND OF THE DEAD

Setting

Terrain

The Land Of The Dead is a bizarre place, a nightmarish landscape of strange black land, overcast by an eery glowing sky. Here, the terrain is dominated by a rocky wasteland, mountainous in places. Sometimes the terrain mimics the 'real world' but this similarity always has some dark shadow. The Land Of The Dead is a huge area, full of strange phenomena and unsettling sights. Nobody has explored it all, but it is believed that the land does have edges, known as the Twilight Barrier.

Denizens of the Land of the Dead can use different 'Shifts' (special powers of the dead) to alter and affect the very nature of the landscape around them. They can also gather knowledge in the form of experience, in combat with creatures of the dead, or by various other means. This afterlife experience can be used in many ways in the Land Of The Dead, but probably the most useful is to purchase further 'Shifts'. This gradual increase in power and ability reflects the spirits steady growth in power from a weak new cadaver to a powerful entity in their own right.

The Land Of The Dead is split into six domains. The first five are the areas controlled by each of the five great spirits, known as the Lords Of Death. The final area weaves in and out of all the others, known as the 'Borderlands' it is ruled by nobody. All players begin the module somewhere in the Borderlands.

Nightmares (and other dangers)

The creatures and denizens who make the Land Of The Dead their home are known as Nightmares. They are constructs of pure entropy and follow few of the rules of life as it is commonly understood. Nightmares are often grotesque, or inexplicably bizarre. Sometimes they resemble creatures of legend or myth. It is important to remember that although they simulate life, they are not truly alive at all.

Undead are also common to the Land Of The Dead. When a soul cannot find rest for one reason or another, it can take three paths. It may become a 'spirit' in the land of the dead (this is what has happened to you as a PC). It may become undead and remain in the realm of the living. Or it may become undead and walk the the lands beyond the veil. Undead intrinsically hate spirits because they have retained their identity, which undead envy. They are a threat, but they can be conquered and controlled by the use of 'shifts'.

'Statics' are spirits of entropy which have become one with the Land Of The Dead, fusing with the terrain itself. Statics are extremely dangerous.

'Dark Servants' are creatures in the employ of one of the five Lords Of Death. These creatures have their own aims and goals, depending on what their master commands. Like most things that reside beyond the veil, they are dangerous too.

The thing to remember is that while all these things are terrible threats... so are you. All players are spirits. If you survive you are capable of becoming a major power too. It is said that even the great Lords of Death themselves were once mortal, growing in power after death to almost godlike presence.

Escape?

There is no escape from death. Nobody comes back from the dead. There is no return from the darkness. In Dungeonworld, dead is dead. Yet, there are legends. Stories. Tales. Ancient and unconfirmed. Some believe that there is a way. A path back to the worlds of the living. Some say that there is hope, even for those who have passed on. The truth of this can only be discovered by exploring the land beyond the veil. By walking in the the Lands Of The Dead.

Choosing Your Shifts

We have deliberately given little information about the Shifts you can choose. This reflects the fact that you don 't really 'choose' your shifts, but gain them as part of dying. However, we do give some oblique information which will tantalise and hint at elements of the game without really being informative. This is absolutely deliberate. When you see terms you don 't understand you must choose nonetheless, as best as you are able. The cost (in entropic points) of a skill does not necessarily represent its relative value. An expensive Shift might be virtually useless, while a cheap one might be very useful indeed. Death is an uncertain state. Enjoy!

The LAND OF THE DEAD

Shifts

Demise Cost: 10 Points
This shift allows you to cause Corruption damage on a target within 3 squares.

Redemption Cost: 20 Points
This shift makes you highly resistant to Corruption damage.

Doom Cost: 10 Points
This shift allows you to cause Entropic damage on a target within 3 squares.

Salvation Cost: 20 Points
This shift makes you highly resistant to Entropic damage.

Destruction Cost: 10 Points
This shift allows you to cause Fabric damage on a target within 3 squares.

Cessation Cost: 20 Points
This shift makes you highly resistant to Fabric damage.

Rest Cost: 10 Points
This shift allows you to rest effectively in any environment.

Consumption Cost: 10 Points
This shift gives sustenance to you when you cannot find it

Fate Cost: 30 Points
This shift grants resistance to normal damage

Inflammable Cost: 10 Points
This shift grants resistance to fire damage

Radiance Cost: 10 Points
This shift grants resistance to cold damage

Alkaline Cost: 20 Points
This shift grants resistance to chemical damage

Occult Cost: 30 Points
This shift grants resistance to magical damage

Reason Cost: 30 Points
This shift grants resistance to mental damage

Expiration Cost: 10 Points
This shift allows you to leave a Lifewell that you have become trapped in.

Nightwalk Cost: 10 Points
This shift allows you to cross 'Nightfall' squares without becoming Chilled.

Degeneration Cost: 10 Points
This shift causes a solid area to become oblique.

Solidify Cost: 10 Points
This shift causes an oblique area to become solid.

Withering Cost: 10 Points
This shift causes a target within 3 squares to become withered

Youth Cost: 20 Points
This shift makes the target immune to Withering

Chill Cost: 10 Points
This shift causes a target within 3 squares to become chilled

Fever Cost: 20 Points
This shift makes the target immune to being chilled

Phantom Cost: 10 Points
This shift allows you to heal yourself in ghost town terrain

Canopy Cost: 10 Points
This shift allows you to heal yourself in woods terrain

Bleak Cost: 10 Points
This shift allows you to heal yourself in wasteland terrain

Mildew Cost: 10 Points
This shift allows you to heal yourself in dark waters terrain

Mountain Cost: 10 Points
This shift makes you a mountain dweller

Wasteland Cost: 10 Points
This shift makes you a wasteland dweller

Waters Cost: 10 Points
This shift makes you a water dweller

Ghost Cost: 10 Points
This shift makes you a ghost town dweller

Woods Cost: 10 Points
This shift makes you a woods dweller

Depths Cost: 10 Points
This shift makes you a pit dweller

Curse Cost: 10 Points
This shift causes a target within 3 squares to become Cursed

Antithesis Cost: 20 Points
This shift makes you immune to standard curses.

Disharmony Cost: 10 Points
This shift causes a target within 3 squares to become Disharmonised.

Harmony Cost: 20 Points
This shift makes you immune to the Disharmony effect.

Panic Cost: 10 Points
This shift causes a target within 3 squares to become panicked.

Calm Cost: 20 Points
This shift makes you immune to the Panic effect.

Squander Cost: 10 Points
This shift causes a target within 3 squares to Squander.

Thrift Cost: 20 Points
This shift makes you immune to the Squander power.

Misdirection Cost: 10 Points
This shift causes a target within 3 squares to lose track of direction.

Precision Cost: 20 Points
This shift makes you immune to the misdirection effect.

Plague Cost: 10 Points
This shift causes a target within 3 squares to become Plagued.

Spoil Cost: 10 Points
This shift causes sustenance carried by a target within 3 squares to become spoiled.

Ebb Cost: 30 Points
This shift causes a target within 3 squares' to gain one entropic level.

Flow Cost: 30 Points
This shift causes a target within 3 squares' to lose one entropic level.

Spawn Cost: 50 Points
This shift summons numerous lesser undead to your service, periodically.

Chaste Cost: 10 Points
This shift prevents a target character with 'Spawn' from using their ability for a period.

Produce Cost: 20 Points
This shift summons a greater undead to your service (using a seed)

Beget Cost: 20 Points
This shift summons a greater undead to your service (using a seed)

Breed Cost: 20 Points
This shift summons a greater undead to your service (using a seed)

Litter Cost: 20 Points
This shift summons a greater undead to your service (using a seed)

Progeny Cost: 20 Points
This shift summons a greater undead to your service (using a seed)

Seed Cost: 50 Points
This shift creates seeds for assistance when they cannot be easily found

Issue Cost: 50 Points
This shift creates seeds for assistance when they cannot be easily found

Embryo Cost: 50 Points
This shift creates seeds for assistance when they cannot be easily found

Germ Cost: 50 Points
This shift creates seeds for assistance when they cannot be easily found

Decadence Cost: 10 Points
This shift increases your Darkness by 1 level.

Gluttony Cost: 10 Points
This shift increases your Darkness by 1 level.

Sloth Cost: 10 Points
This shift increases your Darkness by 1 level.

Lust Cost: 10 Points
This shift increases your Darkness by 1 level.

Pride Cost: 10 Points
This shift increases your Darkness by 1 level.

Envy Cost: 10 Points
This shift increases your Darkness by 1 level.

Greed Cost: 10 Points
This shift increases your Darkness by 1 level.

Hate Cost: 10 Points
This shift increases your Darkness by 1 level.

Cruelty Cost: 10 Points
This shift increases your Darkness by 1 level.

Absolute Evil Cost: 100 Points
This shift increases your Darkness by 2 levels.

Formation Cost: 30 Points
This shift turns wastelands into Mountainous

Level Cost: 30 Points
This shift turns Mountainous terrain into wastelands

Creation Cost: 30 Points
This shift turns open terrain into ghost town terrain

Exercise Cost: 30 Points
This shift turns ghost town terrain into open terrain

Raise Cost: 30 Points
This shift turns dark waters terrain into wasteland

Flood Cost: 30 Points
This shift turns wasteland terrain into dark waters

Decay Cost: 30 Points
This shift turns a wasteland into a Lifewell.

Tangle Cost: 30 Points
This shift turns a wasteland into a Darkwood

Untangle Cost: 30 Points
This shift turns a darkwood into a wasteland

Excavate Cost: 30 Points
This shift turns a wasteland into a pit

Landfill Cost: 30 Points
This shift turns a pit into a wasteland

Push Cost: 10 Points
This shift causes a target character to be forced to move a single square.

Immovable Cost: 20 Points
This shift makes you immune to the Push power.

Shatter Cost: 30 Points
This shift allows you to do a ranged, area effect 'normal' damage attack

Burn Cost: 30 Points
This shift allows you to do a ranged, area effect 'fire' damage attack

Frost Cost: 30 Points
This shift allows you to do a ranged, area effect 'cold' damage attack

Catalyst Cost: 30 Points
This shift allows you to do a ranged, area effect 'chemical' damage attack

Hex Cost: 30 Points
This shift allows you to do a ranged, area effect 'magical' damage attack

Delirium Cost: 30 Points
This shift allows you to do a ranged, area effect 'mental' damage attack

Make Cost: 50 Points
This shift allows you to buy and sell real-world items as if you were standing on a trader.

Unmake Cost: 10 Points
This shift prevents a target within 3 squares from using the Make ability for a period.

Weave Cost: 50 Points
This shift allows you to build a weavewall in a wasteland square.

Unravel Cost: 10 Points
This shift destroys a target weavewall (single use)

Sunder Cost: 10 Points
This shift damages a target static within 6 squares.

Dissipate Cost: 10 Points
This shift damages a target nightmare within 6 squares.

Disorder Cost: 10 Points
This shift damages a target dark servant within 6 squares.

Propel Cost: 50 Points
This shift grants greater movement ability

Advance Cost: 50 Points
This shift grants greater movement ability

Proceed Cost: 50 Points
This shift grants greater movement ability

Parody Cost: 50 Points
This shift allows you to take control of a target undead.

Diabolic Cost: 50 Points
This shift causes a target undead to become 'enhanced'.