

SIDEQUEST DECKS

AFTER THE TOTAL PARTY KILL

50+ ADVENTURE OUTLINE & MAP CARDS

*Inkwell
Ideas*
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TO SERVE TH
UNDEAD, OVERTHROW, RE
The PCs are raised as undead i
killer. But one of his servants c
ENCOUNTERS:
• The warlord demonstrates h
undead PCs by ordering the
province for him.
• The traitor explains that if
be free from domination,
undermine the warlord's
• The PCs are asked to a
spymaster, and to mak
are attacking did it.
• The heroes of the kin
kill the PCs—will the
them without killing
?

SIDEQUEST DECKS:

AFTER THE TOTAL PARTY KILL

The party didn't survive the final showdown—or worse, they didn't even get that far. What do you do?

You can make up new characters and the original characters' "cousins" can show up or you can even start completely over. But thumb through these cards for ideas to keep the campaign going in more creative ways. This deck has over 50 ideas, such as:

- The party must fight their way out of a version of Hell.
- The PCs are judged by a deity and if they prove themselves they are returned, perhaps with a boon.
- Forces down the time stream know the party's quest is essential and step in to help.
- The PCs arrive in a version of the modern world as people who were magicked to a fantasy realm. They must find their way back into the fantasy world.
- A task must be performed by the PCs by Death or some other benefactor, then they are returned.
- The PCs are animated as undead and must break the curse to be truly resurrected.

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CROSSING THE RIVER STYX

MYTHOLOGY, HADES, RETURN AFTER JOURNEY

The PCs must escape the Underworld to live again.

ENCOUNTERS:

- The PCs are on the shore of the River Styx. Behind them is nothing but mist—there is no way to go back there. The PCs have all their carried and worn equipment and are at full health.
- The boatman comes to ferry passengers across the river. Each PC needs to give him a coin. If the PCs don't have enough coins, they can beg or steal from other potential passengers.
- The River Styx increases negative emotions...party members may remember slights from other members and decide to settle them.
- Upon crossing the river, the PCs spot Cerberus who watches them and prevents escape.
- A group of three judges directs them to the Elysian Fields (for the just) or to Tartarus and the Furies.
- If the PCs can gain Cerberus's help, it will lead them through one of the gates and return them to surface in a swampy area. It is difficult to find the cave again.
- Those in Tartarus may have to fight the furies.
- The PCs may also seek the ruler of the Underworld and appeal to him. Several underlings must be bested before they will grant the party an audience.

FOLLOW-UP ADVENTURE IDEAS:

- The Underworld's ruler may be more difficult next time. Or easier, if the PCs performed a service.

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TO FLEE HELL

DEMONS, DEVILS, RETURN AFTER JOURNEY

The PCs find themselves on a plane of Hell that is appropriate to their deeds. But the multiverse is connected, so they may find a portal out.

ENCOUNTERS:

- Demons or devils torment the PCs, who may try to escape. But if they fail and die, they'll just wake up bound and tortured again.
- Capturing a demon or devil will get some answers, but many will be half-truths. Some point to a wizard nearby. Other clues such as "sometimes the longest route is the shortest," are only confusing. And still others like "go through the valley of tears" will require more information.
- Another tormented soul begs for help, claiming to know of a way out. It knows one or two clues to the wizard, such as "follow the colder air" or "look for the bolder colors".
- A wizard conducting experiments on the area has a portal out. He demands the PCs submit to an "interview" for research.
- The wizard doesn't have permission to be there. At a critical time, his safe house is attacked!

FOLLOW-UP ADVENTURE IDEAS:

- The wizard may demand other favors for releasing the PCs from their toil.
- Demon and devil lords may seek the PCs' return.



GHOST WALK

GHOSTS, UNDEAD, QUEST HAS POSSIBLE RETURN

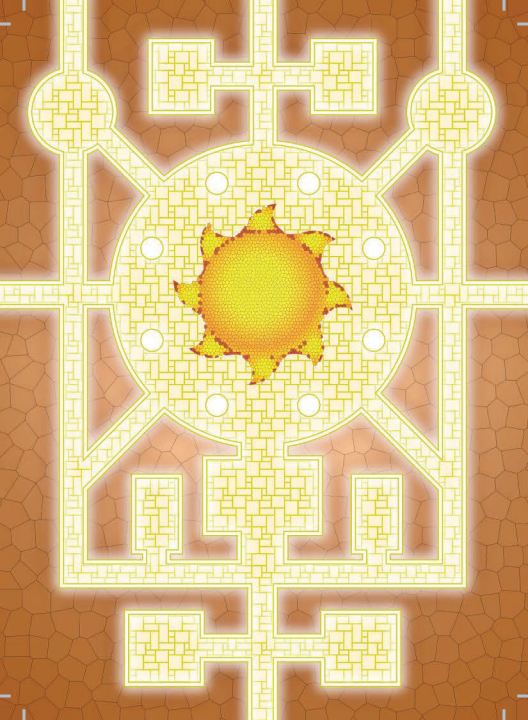
The PCs' desire to finish their quest has caused them to become quasi-ghosts.

ENCOUNTERS:

- Each day, each member of the party may choose to be ethereal (ghost-like) or ectoplasmic (gooey-solid).
- If ethereal, the PC may fly 40', gains a ghost's resistances & immunities (although some may not apply to new ghosts—GM's discretion), and may float through objects as a ghost. But the ghost PC's speech cannot be easily understood, and each minute it teleports to a random location within 60'.
- If the PC chooses to be ectoplasmic, it is solid but leaves a bit of goo on everything it touches. It can speak and be understood, but does not gain the above benefits of a ghost.
- Ethereal creatures seek and attack the PCs! The ethereal PCs' immunities won't help and the foes have a vicious hatred for the newly deceased.
- The PCs discover their current main antagonist is somehow related to their unfortunate situation. Does he or she have something that will help them?
- The PCs may continue their quest as ethereal or ectoplasmic ghosts. Perhaps they find a way to restore themselves or convince someone to do so.

FOLLOW-UP ADVENTURE IDEAS:

- If the PCs do not find a way to fix their situation soon, they'll lose their tie to this world...



CHOSEN

A GOD'S TESTS, RETURN AFTER TEST

The sun goddess has chosen the PCs to join her in her realm. She plans on returning them to life as her champions, but not before they are tested.

ENCOUNTERS:

- The PCs are pitted against a gryphon. They are not to kill it, but rather to collect one of its golden eggs.
- They have to find their way through a dungeon, but instead of being too dark, it is too bright inside to properly see.
- As a test of wits, the sun goddess puts the PCs in a deep ravine with just a few regular items, expecting them to use their inventiveness to climb out. PCs can roll to find any particular item amongst the supplied paraphernalia.
- The goddess sets up the PCs' camp on an icy mountain top, promising a caravan with supplies coming to them soon. When the promised supplies don't arrive, the PCs have to take matters into their own hand to pass this test of willpower.
- The PCs are sent back to earth with the goal to proselytize and lead a people in the name of the sun.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs fulfill the trials and return to life, bestowed with the powers of the sun.
- The PCs escape by slaying the guardian of the portal to the mortal realm.



CAPTURED

RAISED AS ZOMBIES, POSSIBLE RETURN

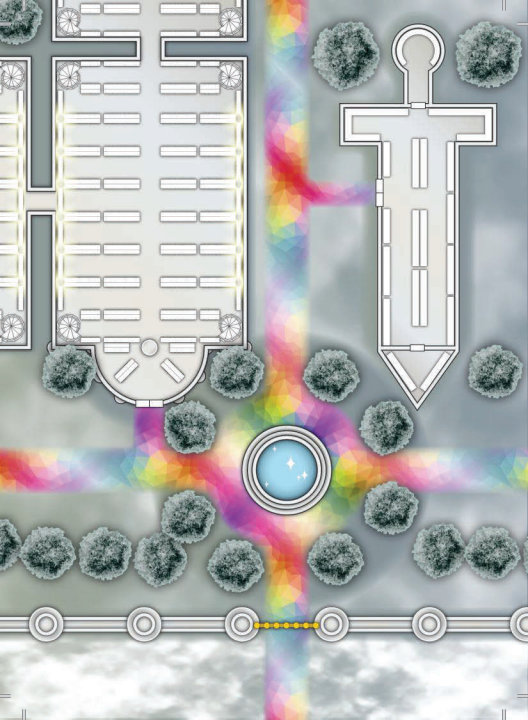
Regarded dead by their enemies, the PCs wake up in a makeshift hospital camp set up by a wandering priest. Unfortunately, his God is not friendly to the PCs...

ENCOUNTERS:

- Waking up in partial torpor, the PCs need to find a way to return their bodily functions to normal and leave the rooms they are held in.
- In other parts of the hospital, zombies lie under bed sheets—waiting to attack the PCs.
- The PCs find symbols and forbidden books of a long-lost, dark religion.
- The PCs' belongings are not with them. The items are hidden outside of the hospital, protected by a magical force field that is maintained by crystals hidden around the camp.
- Whatever the priest did to the PCs, it starts to take its toll on them. They have momentary blackouts and develop an appetite for human flesh. They need a remedy.
- The priest returns and asks the PCs for a one-on-one talk about their state of mind. He knows some control magic to force those not of strong will.

FOLLOW-UP ADVENTURE IDEAS:

- The priest follows the PCs or has minions do so.
- The transformation the priest set in motion cannot be stopped properly. The PCs have to live with the curse, or go on a dangerous quest to find a full cure.



HEAVEN AT WAR

AFTERLIFE BATTLE, QUICK RETURN TO LIFE

Waking up in heaven, the PCs find it under assault by hellish forces and need to pick up their old adventuring life to defend paradise.

ENCOUNTERS:

- The PCs find dead angels lying in their golden blood all around the palace they wake up in. If they don't consider it heresy, they can take the angels' halos, granting them the chance to revive when in heaven.
- A heavenly armory is stocked with weapons made of silver and gold. They all possess magical properties available to upstanding characters.
- Some angels have been possessed by leech-like demons attached to their heads. They fight the PCs.
- People that have been raptured just like the PCs try to hide from the demons, but they can only persevere for so long.
- The Library of Fate that has books on all the past and future is afire. An enormous fire demon set it ablaze.
- Plague demons are poisoning the Well of Life to make every human born evil by birth.
- One demon kills other people who went to heaven, trapping their souls in a crimson soul gem.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs are restored to life in thanks.
- The PCs take the chance to institute a different regime in heaven.



OTHER SIDE OF THE LINE

PCS AS GHOSTS, RETURN WITH HELP

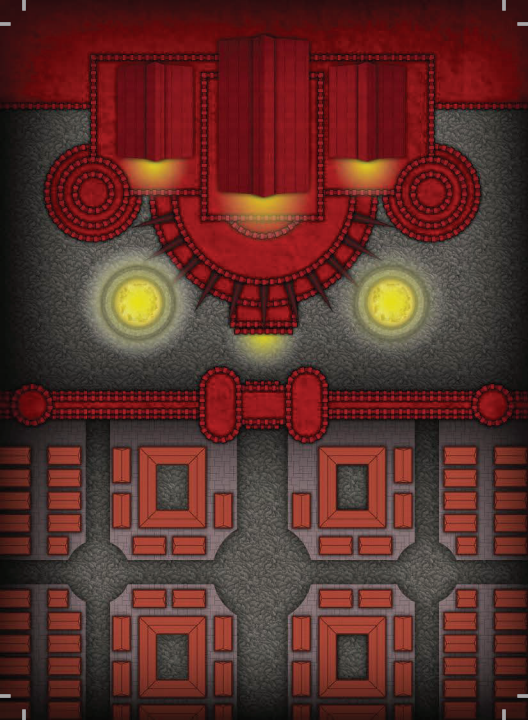
The PCs have become incorporeal beings barely able to influence their surroundings. They will have to find a medium to communicate with the living.

ENCOUNTERS:

- Other desperate spirits lurk in a haunted house. They aggressively guard ectoplasmic items that can be touched by ghosts.
- A wandering circus medium turns out to be no more than a quack, but the PCs can still transmit crude messages through his crystal ball. He is very easily scared though.
- An 8-year-old girl has the gift to see the other side, and she is able to communicate with the PCs in an unbiased way – but adults do not believe her.
- The PCs are teleported away, as a ritual to summon the dead pulls them into a chamber. If they stay inside the ritual circle, they retain a physical body.
- The PCs start to develop poltergeist abilities. They can move physical objects in an attempt to find a priest able to reconnect their spirits with their bodies, but they don't have great dexterity doing so.

FOLLOW-UP ADVENTURE IDEAS:

- A priest or shaman summons the PCs' spirits back into their bodies, reviving them.
- The PCs work on their ghost skills, eventually developing the ability to permanently possess a comatose person.



THE UNDERWORLD PROPER

AFTERLIFE CIVIL WAR, RETURN AFTER QUEST

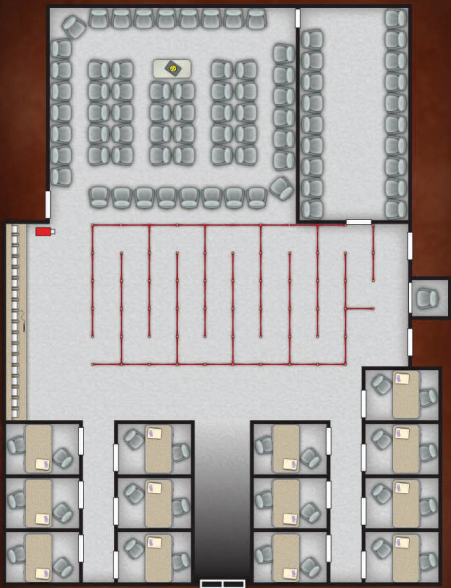
The PCs are now in the Underworld, a pale mirror of the world of the quick, complete with a ghost society and a cruel government.

ENCOUNTERS:

- Just after arriving and taking in their new situation, the PCs are captured by agents of the underworld queen and are assigned work.
- A rebellious group asks the PCs to help assassinate a high-ranking official of the queen.
- A civil war breaks out between queen loyalists and rebels. Both sides use weapons forged from sacrificed souls, and the PCs are forced to choose a side.
- A black-market merchant needs something smuggled out of the queen's palace and asks the PCs to do it.
- The queen guards a portal that leads back to the world of the quick that could potentially grant everyone that longs for it a second chance.
- Not only humans end up in the shadowlands—the spirit of a giant beast rampages through the city as well.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs regain their lives by escaping through the queen's portal, forever turning her wrath on them.
- The rebels use scraps to construct their own, slightly faulty, portal for a second chance at life. It has side effects.



INFERNAL BUREAUCRACY

ADMINISTRIVIA, RETURN AFTER WAIT

The PCs find themselves in an otherworldly administration office. The workers are cruel and corrupt, but they hold the key for returning to life.

ENCOUNTERS:

- Everywhere are waiting rooms and clocks showing waiting times too terrible to believe.
- One after the other, the PCs are assessed by officials in a humiliating way: Within earshot of hundreds of other people, all their shortcomings and past mistakes are read out loud.
- Another person in a waiting room throws a tantrum. Enforcers promptly take him through a black door.
- In a hidden corner, people hide from the cruel enforcers that want to take them to the torture chambers behind the black doors.
- Bestial mind readers walk around to detect people resisting the authority. They are highly corrupt, and many people pay them to not report their thoughts.
- The PCs are forced to fill out application forms to gain permission for even the most trivial of actions. Every mistake on the forms is immediately punished.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs will be disappointed when their revival is denied at the end of the process – unless they accept the offer to become part of the system.
- The PCs overthrow the authority and lead its customers to freedom.



TRAIN TO NOWHERE

TRAVEL, OTHER SOULS, RETURN AFTER JOURNEY

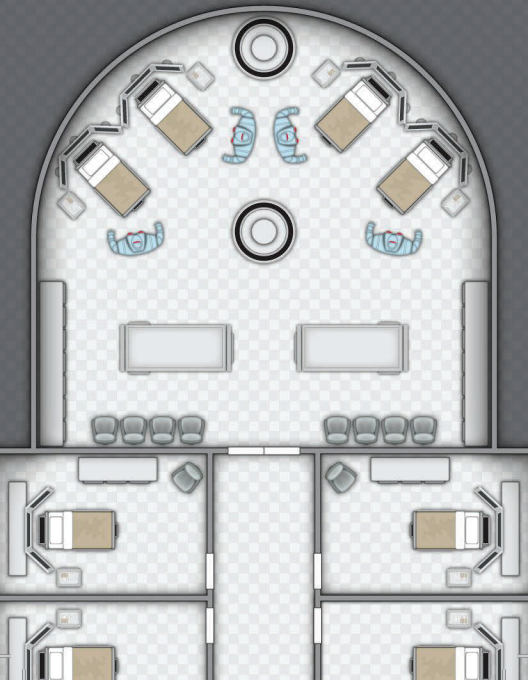
The PCs are aboard a train bound for oblivion. They need to find a way to get off the train and return home if they don't want to be forgotten.

ENCOUNTERS:

- Every car has faceless conductors that regularly control tickets. They absolutely don't like rude passengers, and asking questions is definitely rude.
- A passenger cannot find her ticket. The conductor takes her out of the car into an isolation chamber.
- The train stops at a ghostly, foggy station where the souls of war victims are picked up en masse.
- If any of the PCs misbehave, they are put in detention as well—a pitch black, tiny chamber with a single door guarded by a conductor.
- The train enters a tunnel so dark that it causes all the lights to go out.
- A passenger's kid goes missing while exploring whether other cars can be entered by passengers.
- One of the cars is a restaurant car where weird, tasteless food is served.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs are able to get off the train and have to walk back home through bleached wastelands with unsettling inhabitants.
- The PCs manage to get into the locomotive and reverse it back to where it came from.



REALITY

OTHERWORLDLY LAB, RETURN TO REALITY

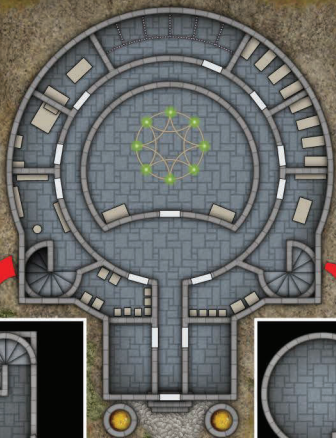
Poisoned after their near-deaths, the PCs hallucinate waking up in an unmanned laboratory, suggesting their whole life has been but a dream.

ENCOUNTERS:

- The laboratory has highly detailed documentation on the PCs' real lives, framed as hallucinations in the weirdly orderly writing.
- Mechanical constructs walk about the lab, watching and observing. They will defend themselves or the lab if attacked, but are otherwise unsettlingly quiet.
- For a brief moment, the PCs awaken to the real world. When their minds return to the lab, they have been brought to their beds again by the constructs.
- Outside of the laboratory, a fake world exists to convince the PCs this is reality. However, its lies don't hold up. The people are weirdly shallow and limited in their answers, plants don't seem alive, and animals look like they have been created by someone who was only told how an animal behaves.
- None of the PCs' belongings are with them—and they cannot be found anywhere inside of the laboratory.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs manage to shatter the illusion by reminding themselves of the dream state of it all, and by conscious meditation to awake.
- The PCs manage to produce an antidote in the dream that will wake them up once applied.



RAISED AND CONTROLLED

UNDEAD, VS. THEIR WILL, RETURN YEARS LATER

The PCs have been raised as undead by a necromancer. Their psyche is still intact, as the necromancer used a powerful ancient cartouche that will allow them to become normal humans again.

ENCOUNTERS:

- The PCs are magically forced to enter a town and abduct as many people as possible. They must do so, but can choose their exact proceedings.
- It becomes apparent that some years have passed since the PCs' death. The world they used to know has changed in their absence.
- In the necromancer's hideout, the PCs find others revived like them. They notice something different—it brought several back to proper life.
- The PCs find communicating with the necromancer difficult, as he does not speak their language. He seems troubled by something.
- The necromancer's cartouche is a living artifact, and the spirit residing in it protects itself with all its might.
- One of the prisoners is visited by the necromancer, controlled by the cartouche's spirit. It forces the necromancer to feed it the innocent captive's soul.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs destroy the cartouche, thus releasing them from the control it had over them.
- The necromancer helps the PCs to reverse the spell if they assist him in killing the spirit.



TWIN SPIRITS

POSSESSED, POSSIBLE RETURN AFTER QUEST

Fleeing into the bodies of other living people, the PCs' spirits now share them with the hosts' original personalities. Every now and then, the hosts take control, leaving the PCs with limited time slices.

ENCOUNTERS:

- One host's relative entertains suspicion. The relative asks complicated questions and follows the PC.
- The PCs regain control right when the host bodies are at a faraway place. The hosts were in the middle of burying a corpse.
- A host starts to notice the PC's control and writes the PC letters. When the host finds out what the PC wants to do, the host starts to undo the PC's actions.
- As it turns out, the PCs' original bodies have been brought to a remote monastery for cleansing. If the PCs want their bodies back, they must locate them.
- The host and the PC suddenly share control, both talking and observing simultaneously.
- A PC suffers fatigue as a result of the body never really resting but just exchanging control.
- A seer senses something is wrong with a PC and attempts an exorcism.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs leave their host bodies and return to their own before they are burned.
- The monastery has hosts that had their souls stolen or destroyed, but are still alive.



MISTY FOREST

LIMBO, WILDERNESS, RETURN AFTER JOURNEY

The PCs find themselves in a dark and misty forest, inhabited by those souls lost on the way to the afterlife. Will they find their way out of there, and back into the world of the living?

ENCOUNTERS:

- A ghostly stag follows the PCs around the forest, watching from a distance. If approached directly, it dissolves into thin mist. It will always try to lure the PCs to the afterlife.
- In the middle of the forest, the Forgotten built their village. They are those that have been in the forest for so long, they don't remember anything about their identities anymore.
- A viridescent fog creeps through the woods, literally swallowing all who become trapped in it.
- Parts of the forest are swamp, making it tricky to walk and not drown in the surprisingly deep, rotten pools.
- A mirror or clean water surface shows the PCs they are on the other side of the living world's reflections.
- Two roads diverge in the woods: One that leads to the afterlife, and one that leads back to the world of the living. The latter one is less traveled by.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs escape by breaking through a mirror or clean water surface, reappearing in the living world.
- The PCs ignore the stag and choose the hidden route back to life.



MIS-SPELLED

UNDEAD, REPERCUSSIONS, RETURN AFTER QUEST

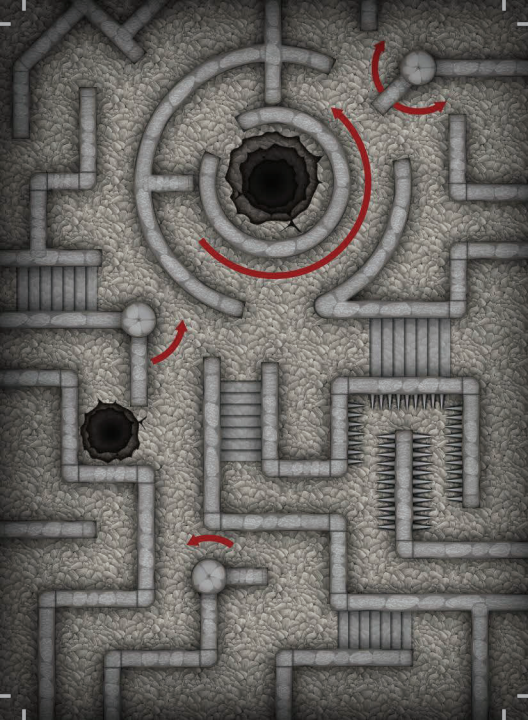
After the party's defeat, a necromancer mis-casts an *animate dead* spell, leaving the PCs with a limited bit of free will.

ENCOUNTERS:

- In the same area they were captured, the PCs are forced to defend the necromancer against new crusaders undertaking their mission. While they must fight, they may be able to speak to or signal the attackers.
- The PCs may be able to steal a scroll or spell book from the necromancer, which may be useful in restoring themselves.
- If still undead, the PCs return to the necromancer's base with his zombie army. The PCs are forced to defend again. There may be another chance to communicate with a priest matching their faith.
- At the necromancer's base, the PCs can attempt to steal notes or scrolls in order to return themselves to true life. If not very careful, the necromancer will notice!
- Whenever the PCs restore themselves, they will have to escape the army camp, necromancer base, etc. At some point their free will is recognized.

FOLLOW-UP ADVENTURE IDEAS:

- The necromancer vows revenge vs. the restored PCs.
- The PCs feel responsible for what they were forced to do during their undeath.



NEW CHAMPIONS

TRIAL, INSTANT RETURN BUT LATER QUEST

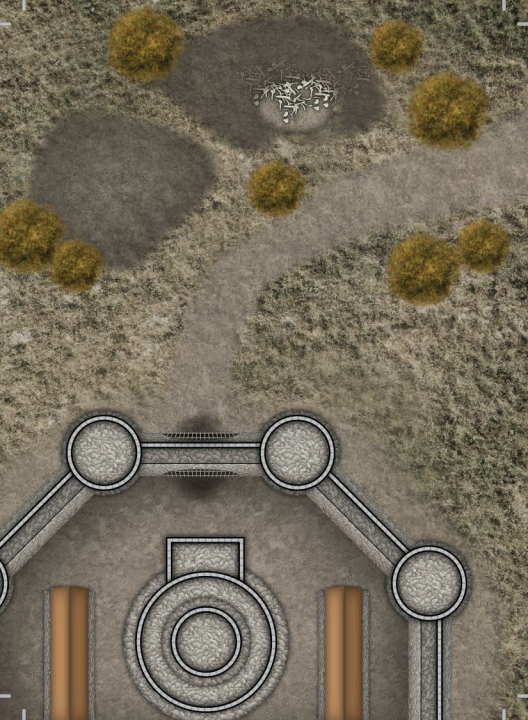
A god of one of the PC's is looking for a new group of champions. He puts his recently deceased followers through a series of tests. The PC may pick assistants. (Expand map shown to fit many encounters below.)

ENCOUNTERS:

- A test of strength requires the PCs to defeat an incredibly strong creature. Early in the battle, it grapples the party's strongest character.
- An obstacle course challenges the party's dexterity. It has a pit that must be crossed, a wall that must be scaled, barbed wire to avoid, etc.
- A venomous group of creatures is designed to test the PCs' constitution.
- A changing maze tests the party's intelligence. Walls move, doors are hidden, obstructions are invisible, floor slopes imperceptibly, etc.
- The god tests the PCs' wisdom by presenting them with an unbeatable foe. Direct attacks won't work.
- The god sends them to a losing battlefield encampment. The PCs must rally the survivors to their cause as a test of their charisma.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs gain a magical attribute or spiritual power as a gift from the god.
- The PCs are returned to their place and time of death, but bound to perform a later quest on the god's behalf.



DEFEATED BUT RESTORED

BEHIND ENEMY LINES, RETURN AFTER DELAY

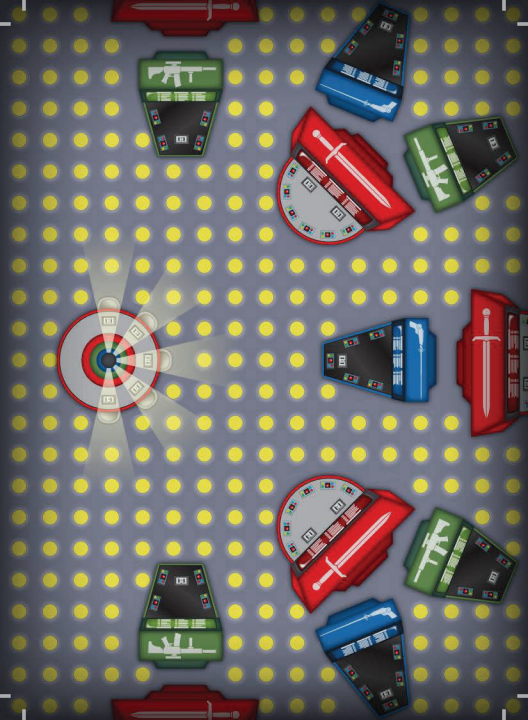
The PCs were defeated, resulting in a major victory for their enemy: a ritual was completed, a great secret revealed to the world, etc. But the universe has a sense of balance and divinely restores the party.

ENCOUNTERS:

- The PCs come to life but their bodies were buried in a shallow grave. They must dig their way out — but first guess which way to dig!
- Several others in the same mass grave may have been restored as well.
- Camp guards immediately notice the rising bodies. Does their fear outweigh their sense of duty?
- Soon after their revival, angel-like beings offer each PC a reasonable boon to help their quest. An overly powerful wish will be ignored and that PC's boon lost.
- The party is on the wrong side of the battle lines. Do they try to sneak back, or use this to their advantage?
- Allies know the PCs died. How do they react when they spot the PCs? Do they trust the PCs or believe the PCs are evil spirits?
- The foe is now stronger than before (the entity they summoned has arrived, their leader is more powerful, their forces larger, etc.). Whatever the PCs were trying to do is now harder.

FOLLOW-UP ADVENTURE IDEAS:

- If the universe wishes to preserve balance, what happens when the PCs win?



GAME OVER

4TH WALL, NEAR-INSTANT RETURN

The players (not PCs) find themselves in an arcade.

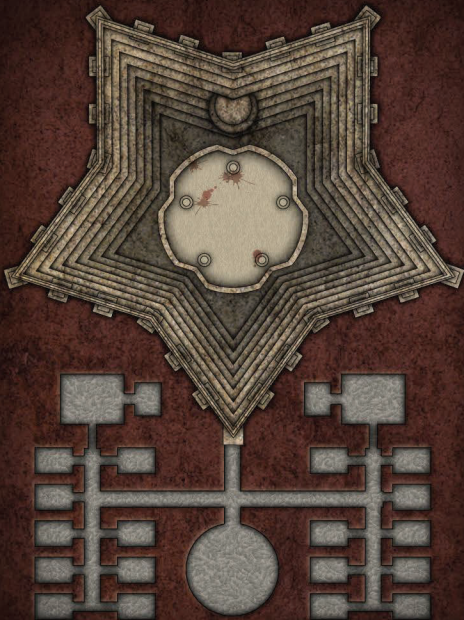
They need to find a way to continue the game.

ENCOUNTERS:

- The players are sitting next to each other facing a large screen that has controls in front. The screen is frozen except for 'Insert Coin' and a countdown.
- If the players search for a coin, they have what their characters have: coppers = pennies, silver = nickels, etc. (Use your fantasy and real world currency.)
- The 'players' must look for the slots to insert the coins. Even when found, none of their coins work!
- The 'players' may know they need special coins for the arcade. If not, there are other players they can ask. Most other gamers will be distracted and rude.
- A fundraiser is being held at the arcade. No one may leave or else the group won't raise as much money.
- Eventually the 'players' find they must convert their coins into tokens at a central machine.
- But it takes two coins per 'player' to rejoin the 'game'. Players who rejoin early are fully restored, but on their own vs. the foes that killed them.
- 'Players' who rejoin first appear in a trance to those who are still fully in the arcade. The entranced players can only answer simple questions.

FOLLOW-UP ADVENTURE IDEAS:

- Was this a one-time event or will the PCs return if slain again? What is behind this phenomenon?



THE BLOODFORGE PITS

HELLISH ARENA COMBAT, RETURN AFTER TEST

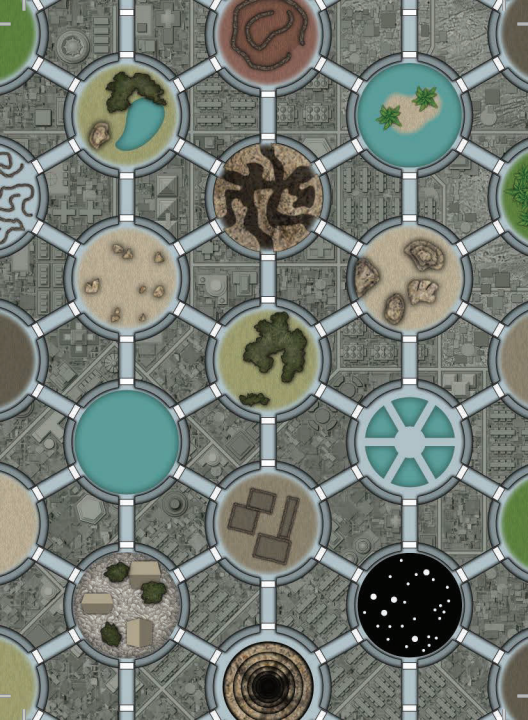
The PCs awaken in the preparation room of a hellish gladiatorial pit. Devils of all kinds roar from the stands as a rusted spiked gate opens to the arena and a great shadow walks out the other side.

ENCOUNTERS:

- The PCs awaken in a cell dripping with blood, rusted spiked iron bars, and strange weapons. A tall spiked devil tells them they must choose their weapons—and quickly.
- The PCs face a handful of devilish humanoid combatants and a hoard of Lemures, the lowest devils of the hierarchy.
- The PCs face a large brute devil wielding a wicked spiked chain and a scythe.
- During a bout involving hellish war engines, one of the war engines smashes through the wall potentially leading to escape.
- After defeating a champion, the PCs are offered a return to their former lives in exchange for 100 years of gladiatorial games upon their next deaths.

FOLLOW-UP ADVENTURE IDEAS:

- A group of fiendish assassins are hired to kill the PCs by the tormented soul of a defeated combatant.
- An arbiter of the devil who released the PCs continually meets with them to add stipulations to their contract. Each new job is worse than the previous.



THE GRIM MENAGERIE

MACABRE MUSEUM, RETURN AFTER ESCAPE

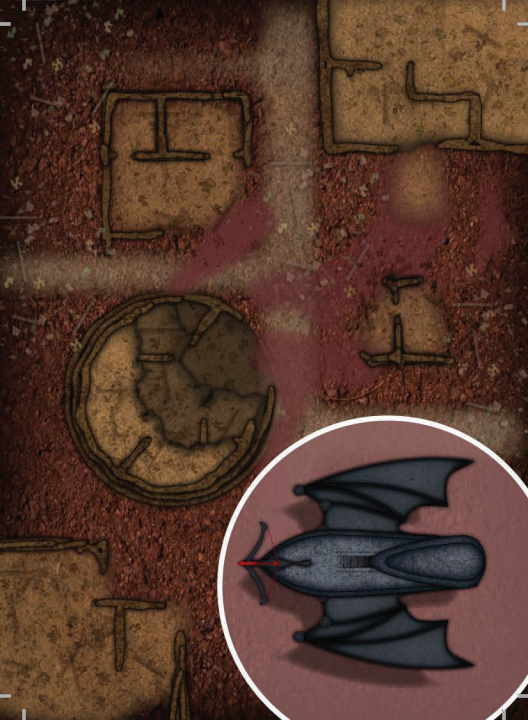
After their hideous defeat, the PCs awaken standing in strange displays that look eerily familiar to the place of their defeat. It appears the PCs have become exhibits in the extraplanar Grim Menagerie.

ENCOUNTERS:

- The PCs find themselves in sealed exhibits facing strange foes. As they awaken, the foes come to life. On their defeat, the monsters begin to slowly regenerate.
- The PCs find an escape from their strange cell and into the machine-like halls behind the exhibits.
- The PCs meet other powerful entities who are captured and put on display by the curator. Can the PCs make allies?
- The party faces golem guards who demand that they return to their cells or be destroyed.
- The PCs meet the curator, a powerful spellcaster (perhaps a lich or devil). If defeated, the curator begs for its life in exchange for returning the PCs to their own world.

FOLLOW-UP ADVENTURE IDEAS:

- During their escape from the menagerie, the PCs inadvertently release a powerful villain (perhaps one of the allies) into the world.
- The PCs learn that this isn't the only menagerie in the multiverse and that other heroes are imprisoned in eternal battles for the amusement of their curators.



A FISTFUL OF SOULS

ETERNAL STRUGGLE, RETURN AFTER ESCAPE

The PCs awaken in a hellish ruin between eternally struggling demons and devils. Both sides offer to return the PCs to their former lives in exchange for service in their conflict.

ENCOUNTERS:

- The PCs awaken in a ruined battlefield. Devils and demons attack the PCs and each other. They both assume the PCs are working for the other side.
- A powerful devil captain recruits the PCs to slay a demonic overseer in exchange for a return to their former lives.
- A demonic messenger secretly informs the PCs that their overseer will return them to their former lives if they slay the devil captain.
- A daemonic mercenary approaches the PCs and tells them how they can get rich if they play both sides against one another. It betrays them later.
- The PCs travel to a ruined watchtower covered in twisted barbed vines ruled over by the demonic overseer.
- The PCs travel to a wrecked black-iron airship that serves as the command post for the devil captain.

FOLLOW-UP ADVENTURE IDEAS:

- The party learns of a vast treasure hoard hidden by the devils in a nearby wasteland.
- The PCs inadvertently lead the fiendish assassins to their own world seeking revenge.



TO SERVE THE KING

UNDEAD, OVERTHROW, RETURN AFTER QUEST

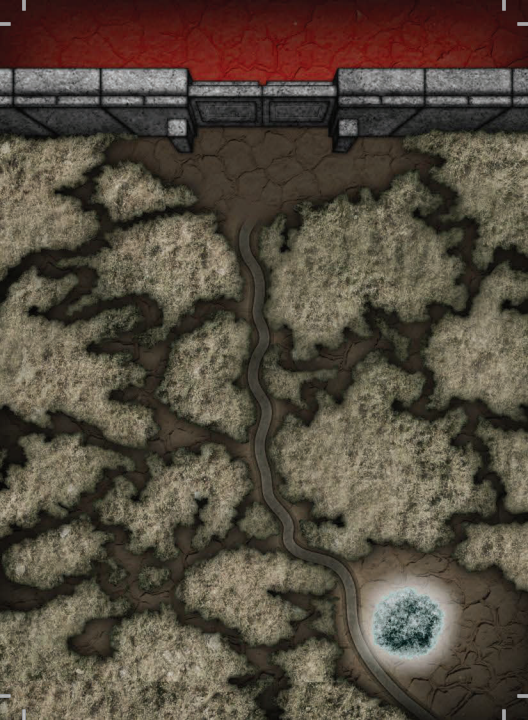
The PCs are raised as undead in the service of their killer. But one of his servants offers to free them...

ENCOUNTERS:

- The warlord demonstrates his control over the now-undead PCs by ordering them to conquer a rebellious province for him.
- The traitor explains that if the warlord dies, the PCs will be free from domination, and tries to work with them to undermine the warlord's rule.
- The PCs are asked to assassinate the warlord's chief spymaster, and to make it look like the kingdom they are attacking did it.
- The heroes of the kingdom the PCs are attacking try to kill the PCs—will the PCs slay them, or find a way to stop them without killing them? Can the PCs signal the other heroes first?
- The PCs are given the task of sabotaging a magical ritual to open holes in the warlord's defenses.
- The warlord orders the PCs to kill the traitor, and they must impede their own dominated actions to save him and kill the warlord.
- Once the warlord is dead, do the PCs stay loyal to the servant who helped them?

FOLLOW-UP ADVENTURE IDEAS:

- Now that the PCs are free... can they be truly resurrected?



THE WAY IS CLOSED

AFTERLIFE, GHOSTS, RETURN AFTER QUEST

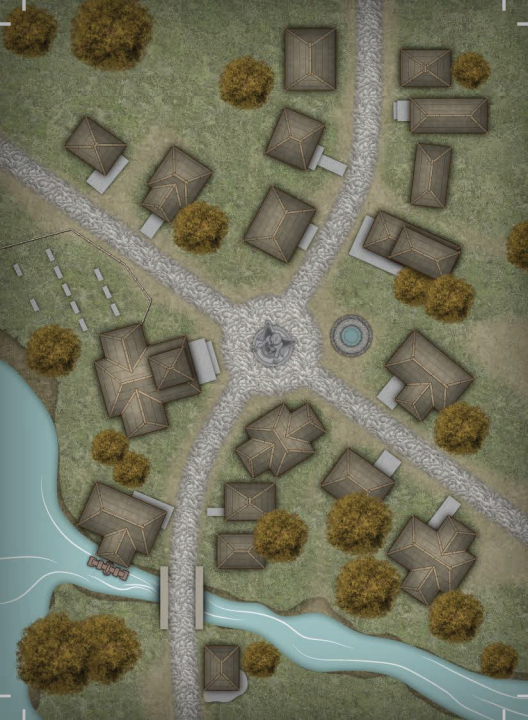
The PCs arrive at the gates of Death, only to discover that they have been barred shut, and the PCs may fight their way back to the land of the living.

ENCOUNTERS:

- Because the PCs are ghosts, injuries to them affect their memories and thoughts. These return as they heal, but if they are 'slain' again, they become feral monsters.
- A crowd of ghosts at the basalt gates explain that they arrived several weeks ago to find them closed, and that the paths back to the land of the living are filled with ravenous spirits.
- A preacher believes that only faith and submission will cause the gods to open the gates; he turns his flock against any spirit who attempts to return to life.
- The iron road back to the land of the living is choked with ghosts who have fallen, and now attack their fellows.
- The PCs reach the Tree of Life, and must climb its branches to return to the land of the living.
- The PCs must prove their need to live again or their morality as they climb.

FOLLOW-UP ADVENTURE IDEAS:

- A growing number of the dead are returning to life; how can the cycle be restored? The gates must be reopened and the reason they were closed discovered.



REVENANTS

SACRIFICE, RESURRECTED, RETURN AFTER QUEST

A wizard hell-bent on revenge summons the PCs from the afterlife to right a great wrong, promising them their lives back in exchange for this task.

ENCOUNTERS:

- The PCs are now spirits from beyond. If slain, they dissipate and must be summoned again; they can be warded against, but they are stronger and tougher than before.
- The summoner knows a ritual by which one can return to life, at the cost of the life of a powerful mage; he offers his enemies as targets.
- One mage has bound the souls of the dead to his service, including the summoner's brother; he could bind the PCs as well.
- A mage uses his mental powers to dominate the local town. He must be killed without the innocents he controls suffering.
- One mage used fire and ice to kill the wizard's family, and tries to kill the summoner before the PCs can kill her.
- The summoner offers himself as the final sacrifice in the ritual; is the last PC willing to take the deal?

FOLLOW-UP ADVENTURE IDEAS:

- One of the slain wizards also knows this ritual, and seeks living partners to enact it and return him to life.
- Does being raised through violence impact each PC's morality?



LIFE IS BUT A DREAM

OTHERS' DREAMS, QUICK RETURN

The PCs souls fall into the realm of dreams, where they must use their ties to the living to return to life.

ENCOUNTERS:

- The PCs are rising to the afterlife when they are shaken by a storm; they fall into the mists pooling around them and find themselves in the dreams of someone they know.
- A spectral reaper pursues the PCs, manipulating the dream-world to turn them into nightmares and cause the dreamer to forget the things the PCs did.
- The PCs find themselves caught in the dreams of a loved one, slowly transforming into idealized but false forms, and they must convince the dreamer of their weaknesses to escape.
- The PCs find themselves in the dream of someone who idolized them, and can help the dreamer to achieve his own heroic feats to find a way free.
- The PCs are drawn to a shared dream of a town they saved, and can rally the townsfolk to summon them back to life with the power from the earlier dreams.

FOLLOW-UP ADVENTURE IDEAS:

- If the boundary between death and dreams is so thin, what else might slip out?
- Death hunters later come for the escaped PCs. They must be returned to the land of death.



THE COURTS OF HEAVEN AND HELL

TRIAL, DEATH, DEMONS, INSTANT RETURN

Death gives the PCs the option to stand trial and argue for their fates. Success will restore them to life, but failure will consign them to Oblivion.

ENCOUNTERS:

- As a public defender, the PCs are assigned a hidebound celestial being, who will offer them advice but is poor in actual debate.
- Death itself serves as judge, and it becomes apparent that it hopes the PCs will lose.
- The prosecutor argues that the PCs were responsible for the choices that led to their deaths, and thus do not deserve a second chance.
- The defender attempts to argue that the PCs' heroic actions merit a second try, but the prosecutor uses trickery to distract and undermine him.
- A demonic being offers to manufacture evidence to help the PCs, for a price.
- The prosecutor calls up the souls of people the PCs have killed to give evidence against them.
- The PCs must disprove lies from one of the prosecutor's witness—perhaps made by the same demonic being who offered to fake evidence.

FOLLOW-UP ADVENTURE IDEAS:

- The furious prosecutor hires demons to pursue the PCs and return them to death.
- The PCs are hired to be the court defenders at another dead hero's trial!



CHAMPIONS OF THE FALLEN

CONTEST, ARENA, NEAR-INSTANT RETURN

The PCs become champions in an afterlife contest to return someone to the world of the living.

ENCOUNTERS:

- After their deaths, the PCs appear in a mysterious arena, presided over by an avatar of Death itself. They are informed that they have been chosen as champions to compete for the soul of a mysterious, cloaked figure who stands by Death. If they win the contests, the PCs and their patron get to return to life. If they fail, they must remain in Death's grasp forever.
- Possible contests may include notable fights or foes from the characters' pasts, particularly long-dead enemies looking for a second chance at victory and revenge.
- The final encounter should be whatever threat led to the PCs' demise, giving them a second chance to succeed where they previously failed.
- The mysterious figure alongside Death turns out to be a dead foe of the PCs, who bet on their ability to win. Do they agree to return to life, knowing their former enemy will do so as well?

FOLLOW-UP ADVENTURE IDEAS:

- If they return to life, the PCs know an old foe of theirs is back as well, and that all bets are off now that they have both escaped Death (for now).
- Death isn't fair and knows the foe will bring more to his domain. It has imbued the foe with new powers.



THE GATES OF HELL

CAVES, MAZE, INFERNAL, RETURN AFTER QUEST

The PCs are drawn into an infernal underworld and have to fight their way out, their goal being to rescue a soul or souls imprisoned there unjustly.

ENCOUNTERS:

- A divine or angelic figure charges the PCs with finding a particular soul unjustly imprisoned and bringing the soul to the gates out of this realm.
- The caverns are the domain of demons, devils, or similar infernal monsters. They are treacherous—PCs may be able to negotiate, but must watch out for a double-cross.
- The PCs have to find the trapped soul, overcome its infernal guardians, and free the soul from its cage.
- They have to journey through the hellish maze to reach the gates out of the underworld.
- The maze is unfair. Its geometry isn't right, it changes/moves, has traps, etc.
- They must overcome the guardian of the gates in order to leave the underworld with their charge.

FOLLOW-UP ADVENTURE IDEAS:

- Divine powers may have further plans for the soul the PCs have saved from the underworld, plans which could involve the newly returned PCs as well.
- The infernal forces the PCs have escaped are not likely to forgive or forget the incident, and their earthly cults begin hunting the characters.



TESTIMONY

FLASHBACK, COURTROOM, QUICK RETURN

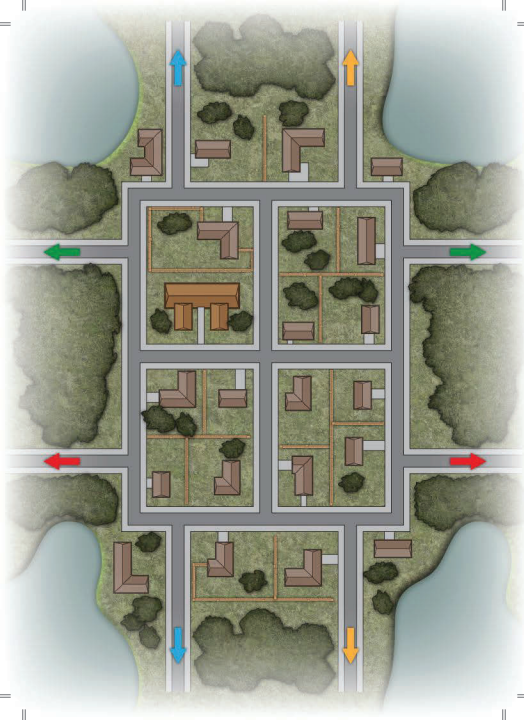
The PCs appear in a courtroom or tribunal chamber, where they must each defend or relive their greatest mistake or regret.

ENCOUNTERS:

- After their deaths, the PCs find themselves in a tribunal, where a judge figure informs them their mortal lives will now be evaluated and judged to determine their eternal fates.
- The PCs receive an advocate to advise them and speak on their behalf before the tribunal. This character could be a mythic or divine figure, or the soul of a departed friend or ally (or even former enemy).
- The lives and deeds of each character are evaluated and questioned, with characters allowed to testify on their own behalf. The souls of the dead may be called to speak for or against them.
- Certain scenes from the characters' lives may be re-enacted in flashbacks you can play out, with the potential for the character to do things differently or make up for past mistakes.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs are returned to life at the end of the tribunal, but with all of the alterations from past events they have "re-lived" in place, so they may find that their lives (and, indeed, the entire world) is different from how they remember them.



THE VILLAGE

CONSPIRACY, VILLAGE, RETURN AFTER TEST

The PCs are told they are in a pastoral afterlife of peaceful “retirement”—but is it true?

ENCOUNTERS:

- The PCs wake up in a comfortable inn or bed-and-breakfast style establishment. The management says they “just arrived” and claims to know nothing about the PCs’ prior lives, much less their belief that they were just killed in a prior encounter.
- A village representative welcomes the PCs and tells them arrangements are being made for their new home(s) in the village.
- The villagers are friendly, but also inquisitive, and all too happy to talk and ask the PCs about themselves.
- Efforts to leave the village are thwarted by some mysterious force: The PCs depart on a road away, only to turn a bend and find themselves approaching the village once again. No one offers any explanation for this.
- The villagers are trying to learn all of the PCs’ secrets. They’re in a kind of “in-between” realm and, if they can escape, they can return to the living world.
- The PCs’ resolve and perseverance will return them to their quest.

FOLLOW-UP ADVENTURE IDEAS:

- What are the mysterious forces after?
- If the PCs return to the living world, will the forces behind the village pursue them in some way?



AVENGING REVENANTS

JOURNEY, VENGEANCE, RETURN AFTER QUEST

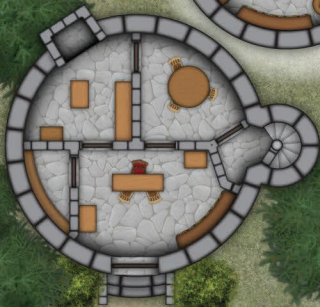
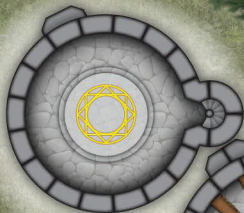
The PCs are raised from the dead as undead revenants and given a last opportunity to avenge themselves on their killer(s).

ENCOUNTERS:

- The PCs arise from death with undead abilities and immunities and the supernatural ability to track their killer(s) anywhere, but otherwise have their normal abilities. Their new state is a “gift” from a divine patron, a necromancer, or simply unexplained fate.
- The PCs can sense and track their killer(s), who may be far away from the site of their deaths now.
- Living people, even former friends and allies, may consider the revenant PCs undead monsters now, in need of being put down. The PCs may or may not be able to convince them otherwise.
- When killers are aware the revenants are hunting them, they take steps to protect themselves, including sending undead hunters after the PCs.
- The twist is that if they demonstrate justice or mercy, they may be able to return to life, otherwise they get to kill their killers and then they’re truly dead.

FOLLOW-UP ADVENTURE IDEAS:

- If the PCs get revenge and then truly die, another TPK adventure could follow this one.
- If the PCs return to life, was their stint as revenants an isolated case, or something they might encounter again?



THE DOWNSIDE UP

OTHER PLANE, RETURN AFTER QUEST

Due to a strange effect of the weapon or spell that killed the PCs (or the area where they were killed), the PCs have been transported to another plane.

ENCOUNTERS:

- The PCs appear instantly in an area that is the same, but feels different. The same rooms and objects exist, but other creatures are ghost-like and don't see/interact with them.
- However, the realm has its own otherworldly creatures that the PCs may have to fight.
- A clue about the magic effect that brought them here exists in the original area (a rune on the weapon, note in the wizard's spell book, an aura in the room, etc.)
- Researching the clue in a wizard's library will enlighten them about this plane. Depending on how much they research, they may find a formula to come back, weaknesses of creatures on this plane, what effects changes on this plane have on theirs, etc.
- Or, if they were following a wizard or fighting a magic-using creature, the same info may be found this way.
- The PCs may be able to learn secrets about their foes by looking at their analogues on this plane.
- The original creators of this realm may take an interest in the PCs and try to stop them from leaving.

FOLLOW-UP ADVENTURE IDEAS:

- Once the creators of this realm see the PCs transport to the Material, they know how to as well.



CARTOON PARK RIDE

4TH WALL, RETURN AFTER QUEST

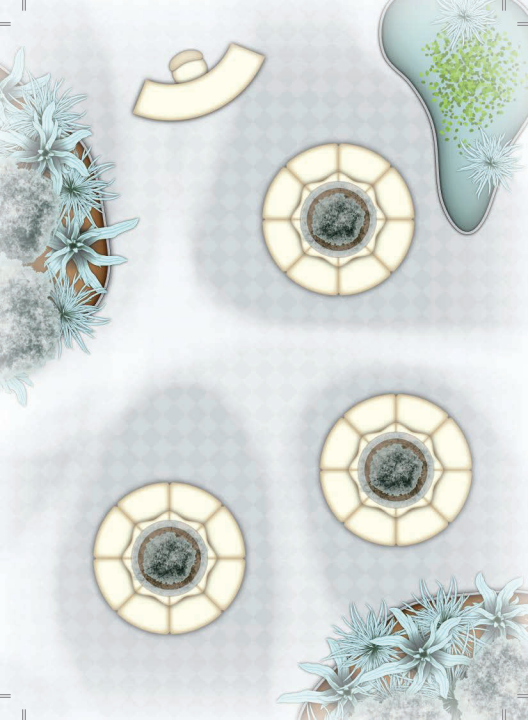
Instead of being dead, the PCs find themselves a little dazed, but getting off a roller coaster ride. While the PCs don't have their adventuring equipment, they do have the same skills and knowledge (perhaps even limited versions of spells) in addition to knowledge of the modern world and a small amount of money.

ENCOUNTERS:

- If the PCs try to jump right back on the ride they left, they're caught for trying to ride the park's most popular ride too many times today.
- The PCs start to notice changes for the worse. Losing their other quest is somehow impacting this world. People are meaner, the weather is worse, etc.
- They may be able to go back on the same ride if they find a way to disguise themselves or sneak in. Once underway, a magical explosion deposits them at the beginning of their quest.
- A Fortune Teller machine that grants "wishes" is another way back.
- A Mystery House has a secret door. Creatures pull the PCs into the hidden room and attack. The PCs exit the room to an area near where they died.
- The rabbit hole in the Alice in Wonderland ride will also take the PCs back, after tea with the Mad Hatter in an alternate dimension.

FOLLOW-UP ADVENTURE IDEAS:

- Do the PCs remember the modern world at all?



TOUCHED BY AN ANGEL

HEALED, ANGELS, QUICK RETURN

Previously the PCs proved themselves worthy and their quest important so divine forces have watched them.

Their souls appear in another place, bodies healed, and the souls are returned.

ENCOUNTERS:

- As the last PC slips into unconsciousness, he or she sees the group's remaining foes freeze.
- The PCs are ethereal, but in an angelic holding area. An angel, without wings, admonishes them: It isn't your time yet! Why are you here?
- The more the PCs explain their difficulties, the more help they will gain for their mission... if good-aligned and the angel determines it is worthy.
- The angel and the PCs all float back to the place they died. Time is frozen. The angel attends to their bodies and perhaps gives them a helpful gift or important instructions.
- The PCs merge with their bodies, get up, time resumes and the angel departs.

FOLLOW-UP ADVENTURE IDEAS:

- After the PCs finish the battle, a bell rings.
- This help came with an unknown price. Who requires payment in the future?
- Devilish forces don't appreciate the actions of the angels and intervene in a similar way for their supporters.



10,000 YEARS LATER

SAME FOE, MAJOR CHANGE, FAR FUTURE RETURN

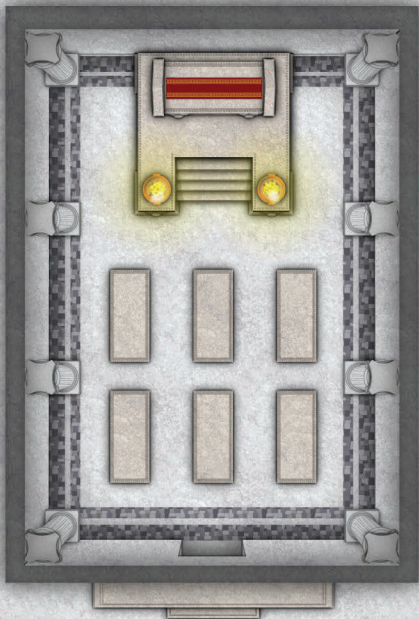
The PCs are cloned based on trace DNA found in ancient ruins. Their primary foe however is now ruler of the world/empire.

ENCOUNTERS:

- Everyone in the party wakes up from what they feel was a restless sleep. Wires are attached to them and unfamiliar high-tech devices are found throughout the room.
- Someone comes into the room and explains they are in a research hospital—like a special temple.
- The PCs can be taken back to the place they died (where the DNA was found). Everything was preserved: a volcano eruption covered it soon after they died, magic, etc.
- The PCs learn the current ruler lives in a place very similar to the location they were about to assault (wizard tower, castle, etc.) but now it is a high-tech or magic-tech version of that location.
- Reading about the ruler, he resembles their prior foe! Perhaps he is a disguised undead or minor god.
- The PCs must adjust to the technology of the time. Their foes and challenges are similar to what they would have been in the past but science fiction or science fantasy versions.

FOLLOW-UP ADVENTURE IDEAS:

- Does this culture have a way to send the PCs back to their own time?



LAST WISHES

POSSESSION, GHOSTS, RETURN IN OTHER BODY

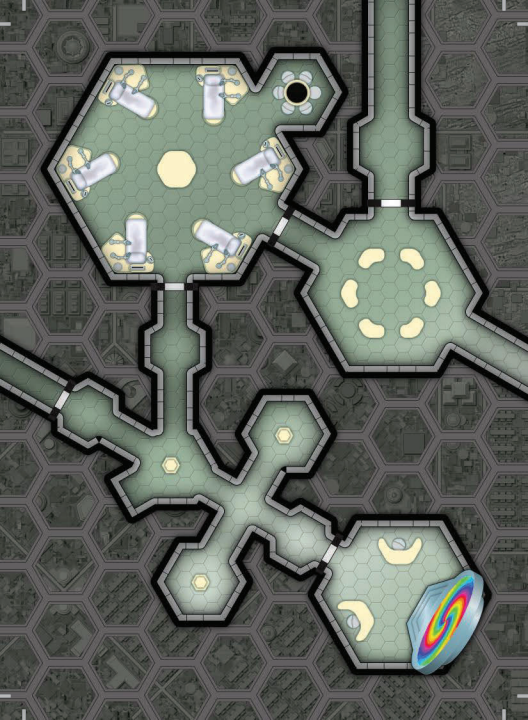
The souls of the PCs are drawn into a group of soulless but still-living bodies, giving them a new chance to accomplish their deeds.

ENCOUNTERS:

- The PCs' new bodies have different strengths and skills. They may wish to alter their character sheets to reflect some of these changes.
- An angry mob of conned citizens comes after one of the PCs, accusing them of the cons!
- The ghost of one of the bodies manifests. It is too damaged to reclaim its body, but tries to destroy the PCs for taking it.
- One of the PCs is confronted by a family member who believes that she is owed a great deal of money, and that the PC has hidden it away.
- A demon attempts to possess one of the PCs, engaging in a spectral battle as it tries to remove the PC from the body.
- The PCs must try to convince their old comrades and acquaintances that they are not imposters.
- One of the PCs must deal with the lover of his or her old body, who refuses to believe that he or she a different person.

FOLLOW-UP ADVENTURE IDEAS:

- Other people with hollowed-out souls begin to appear. What is causing this?



REBORN IN THE FUTURE

TIME TRAVEL, ESCAPE, RETURN YEARS LATER

A group in the future with the ability to time travel has found the PCs' mission is critical to the timeline. They transport the PCs' bodies to their lab in the future.

ENCOUNTERS:

- The PCs awaken on futuristic operating tables. They can't move, but see their wounds healing by devices shooting magic rays. They also aren't in pain.
- Once they are all conscious (but still immobile) a person in a white coat enters with another person in a futuristic uniform. The uniformed person starts to explain they are in the future now.
- He continues: The PCs are essential to the timeline and can't fail. They will be sent back through a portal.
- Before they can go into details or asks questions, the lab's power fails. Emergency power kicks on. The PCs are no longer immobile. Which is good because blaster fire can be heard on the other side of the door!
- The translator is also out. The people of this time can't communicate with the PCs except through charades. They have to help the PCs get their gear and to the time portal in another room down the hall.
- The door explodes and enemy forces from another timeline enter as the PCs get near the portal. Reinforcements arrive to hold back the enemies, but the PCs must hurry and may need to fight.

FOLLOW-UP ADVENTURE IDEAS:

- The other timeline's forces try to stop the PCs again. **37**



ENEMY OF MY ENEMY

NECROMANCER, LIFE ENERGY, INSTANT RETURN

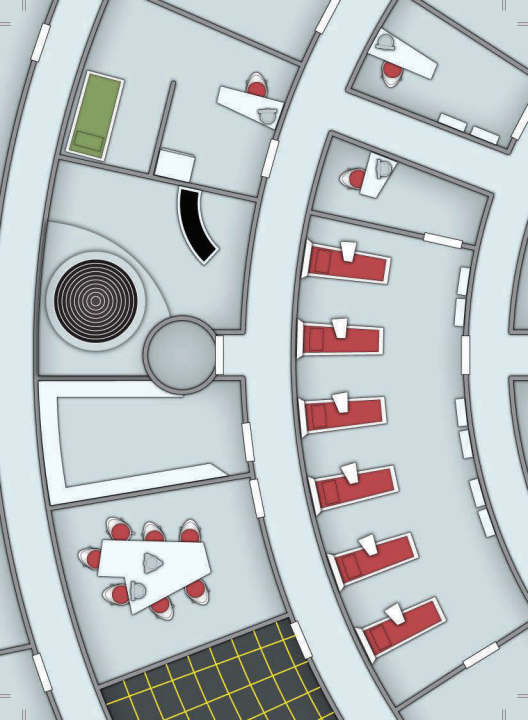
A foe of the party offers help in the group's time of need, but at a heavy price.

ENCOUNTERS:

- The PCs are taking their last breaths, but time stops. They are conscious and able to speak but otherwise unable to move.
- A necromancer offers the PCs help (healing, restoring spell slots, perhaps a special item) in exchange for one-fifth of each of their lifetimes. (He can suck away their life force to extend his life.)
- If the PCs accept, they have another chance to overcome their current enemy. The necromancer may even help against the enemy if he is a mutual foe.
- The necromancer has put a blocker in the PCs' minds so the PCs cannot speak of the deal, ask for help from others, or take action against the necromancer.
- Requests to gods to intervene will fall on deaf ears—this was a fair bargain.
- Similarly, a *wish* will be twisted as much as possible.

FOLLOW-UP ADVENTURE IDEAS:

- The necromancer builds a force ready to overwhelm the world. The PCs wish to fight him, but can't without undoing the mental block.
- The PCs may be able to take the life force from another. But this would corrupt their own demeanor.



BEAM ME UP

GENRE CHANGE, HEALED, QUICK RETURN

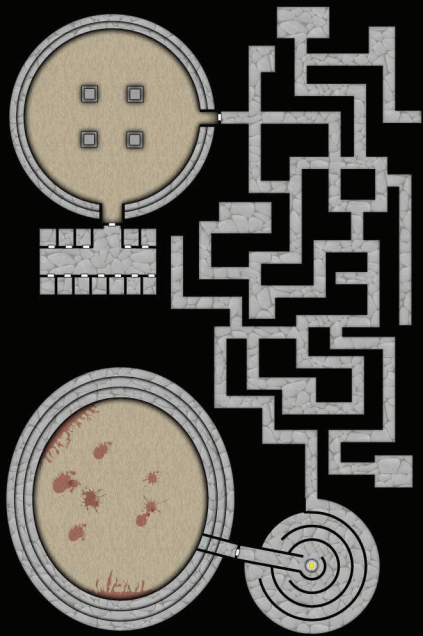
The PCs die. When no one is looking they disappear, are revived on a starship, and possibly returned.

ENCOUNTERS:

- The PCs disappear from the battlefield or location where they died. No one seems to have noticed.
- The PCs wake up in a medical room, wounds healed.
- A few people in strange uniforms tell them they are actually from another world and were on a mission to ensure this culture doesn't go down an evil path.
- The PCs' memories begin to return, still cloudy, but the memories confirm this news. Their memories were erased and replaced with fake ones native to the area to avoid cultural contamination.
- The party must return to the surface to overcome their current challenge. They can requisition some additional items that may help.
- The PCs are beamed to an isolated location near where they died to continue the mission.
- The characters will need a good explanation for why they are not dead. Otherwise, the PCs could be the basis of a new religion.

FOLLOW-UP ADVENTURE IDEAS:

- Did someone see them beam out or back without being noticed themselves?
- Do the PCs continue on this planet, or get beamed back for other missions in other settings?



COLLECTED

CHALLENGES, QUICK RETURN OR LATER RETURN

A supernatural being collects the PCs' souls for use in a grand tournament against other deceased heroes, with a return to life promised to the winners.

ENCOUNTERS:

- The being makes its offer to the PCs: compete for a chance to return to life, or turn down the offer and die.
- The first battle is against champions of an orcish horde, who try to tear the PCs apart. They have an unexpected ability or know something about the area the PCs do not know.
- The second challenge is to slay more mythical beasts than a rival crew of heroes within a mystical maze.
- The PCs must work with a group of villains they killed to defeat another mixed group of good and evil adventurers in the third challenge.
- The fourth challenge is a race for a magical orb against the PCs' mentors, who died some time ago.
- The final challenge is a grand melee, with only seven survivors. The PCs can work with other NPCs to be among the final seven.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs return to the world to discover that several years have passed, as the tournament only happens once per generation.
- The PCs' patron is so impressed by their victory that it sends assassins to kill them in order to use them in a new tournament.



THE NEW WORLD

OTHERWORLD, ESCAPE, RETURN AFTER QUEST

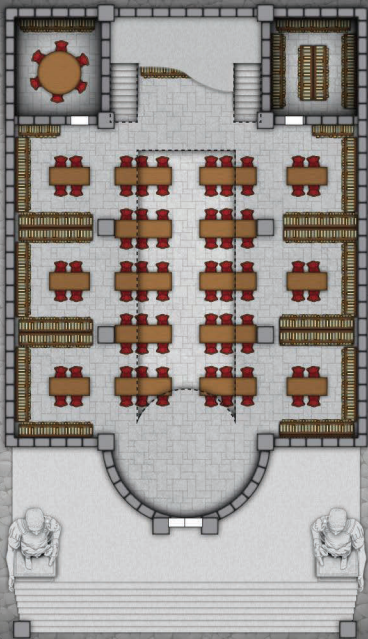
The PCs discover that the 'afterlife' is actually an entirely different world, and that souls are born into it as adult beings who, if killed, return to their original world to be reincarnated.

ENCOUNTERS:

- The PCs manifest on the shores of a strange lake, among other confused and disoriented people, all of whom remember dying.
- Angelic beings appear to "welcome the departed," which involves sorting them into new jobs and purposes and warning them not to die again.
- The PCs are approached by an old sage who recognizes them and asks for their help in returning to the Prime world without reincarnating.
- The PCs must gather a variety of occult ingredients from mystical locations to craft a spell that will rebuild their bodies when they return.
- To escape, the PCs must bring the sage and evade the angels guarding the gate between worlds.
- Once back on their home world, the sage turns out to be a dark being.

FOLLOW-UP ADVENTURE IDEAS:

- The gate between worlds was sealed for a reason, and now the balance of the worlds is in danger.
- The PCs learn that their new bodies have a limited lifespan, and must find ways to extend it.



INFECTION

RESEARCH, SIDE EFFECTS, INSTANT RETURN

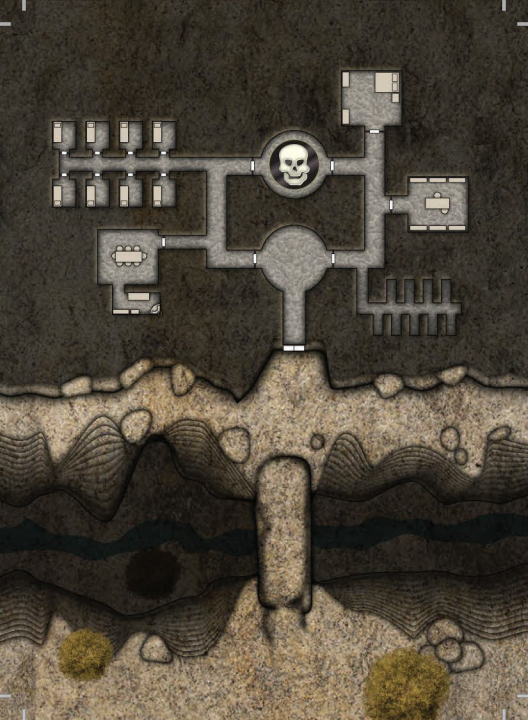
The PCs were previously infected with something that returns them to life at dawn the next day.

ENCOUNTERS:

- The PCs return to life the next morning in a pile of bodies, or left where they fell. They are at full health, but do suffer some consequence such as fatigue or a reduced constitution.
- They can continue their quest immediately, but throughout the day slowly feel worse and realize something isn't quite right.
- Anyone with mystic or herbal knowledge has a chance to know the PCs have been infected with organisms that keep them alive but feed on their vigor.
- Visiting a sage or large library will also tell the PCs of their condition.
- The PCs will get more fatigued, have lower constitution, or some other similar effect as time goes on until cured.
- A particular root, boiled into an herbal tea, may be the needed cure. Alternatively, perhaps thunder damage will kill the infection (and the PC). Other PCs can quickly apply healing to the PC to avoid death.

FOLLOW-UP ADVENTURE IDEAS:

- What was the source of the organism?
- Is there a way to keep the organism or control the side effects to prevent death?



CAPTURED BY DARKNESS

NECROMANCER, UNDEAD, RETURN AFTER TASK

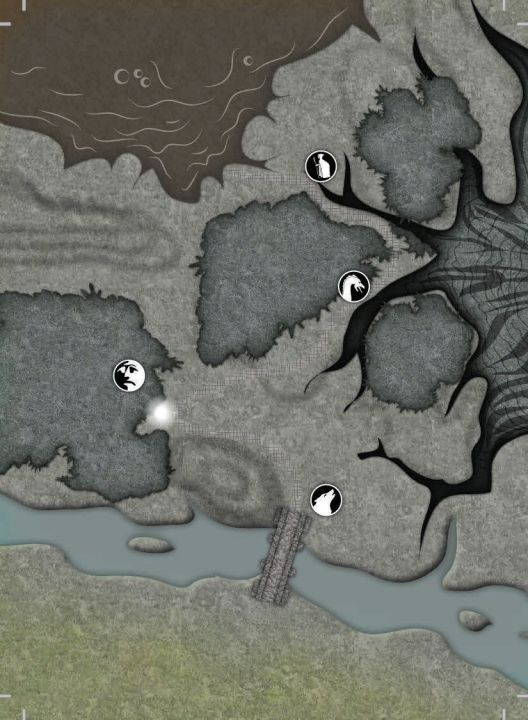
A necromancer has seized the PCs' souls to use them as spectral bodyguards. If they play along for a while they might be able to seize a new life using his magic.

ENCOUNTERS:

- The binding rite is a terrible affair—they are wrapped in spectral chains and the necromancer attempts to break their wills. They must outwit him to retain at least some control of their minds.
- Believing them bound he gives the PCs a task: keep people away from his stronghold either through fear or murder. The PCs patrol the countryside and have to drive off traders and travellers.
- The necromancer sets out to demand tribute from nearby settlements and takes his bodyguards with him using them to terrorize the villagers. If they can scare the villagers enough they may be able to prevent bloodshed.
- An adventuring party attacks the necromancer's stronghold intent on killing him. This is the PCs' best chance of breaking the necromancer's hold over them if they can subvert his orders to defend him.
- The necromancer escapes. The PCs must persuade the adventurers not to destroy them, but instead resurrect them.

FOLLOW-UP ADVENTURE IDEAS:

- Finally free of the necromancer, the PCs seek him out to have their revenge and stop his crimes.



TRAPPED IN HEL'S REALM

NORSE HEL, RETURN AFTER QUEST

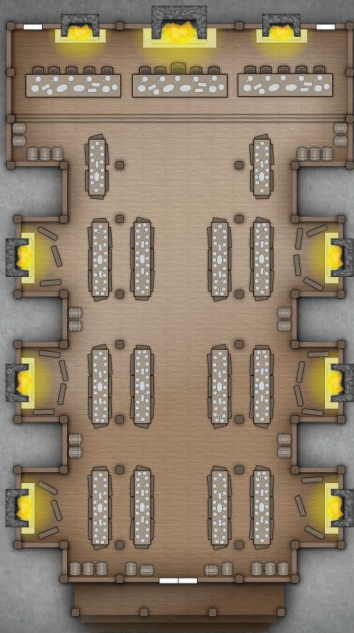
The PCs wake in the realm of Hel, trapped by their win-at-all-costs methods. They must escape the cold lady's realm if they wish to be resurrected.

ENCOUNTERS:

- They awaken in the cold fields surrounded by the corpses of the unworthy dead up to their waists in mud. They must fight and drag themselves free.
- Reaching the high road, they pass a group of diseased paupers begging for aid and offering clues about the way ahead but only if they are helped.
- In a forest, the PCs find a huge root and, coiled around it, a huge black snake-like dragon. They must sneak by it as they cannot hope to defeat Nidhogg.
- A bright light shines ahead. Investigating it, the PCs meet a beautiful but sad man who glows. If the PCs can cheer Balder up he might grant them a gift.
- The PCs reach the river that separates them from the living world, but the bridge is guarded by Garm the giant guard dog. If they gave aid to the paupers, cakes appear that can temporarily distract him or they can find their own way to cross.

FOLLOW-UP ADVENTURE IDEAS:

- Hel is a jealous goddess, and she does not allow people to escape lightly; she will expect them to serve her now they are back in the living world.
- Some of Hel's servants take it upon themselves to drag the PCs back to Hel's realm.



ODIN'S TRICK

VALHALLA, CHALLENGES, RETURN AFTER TESTS

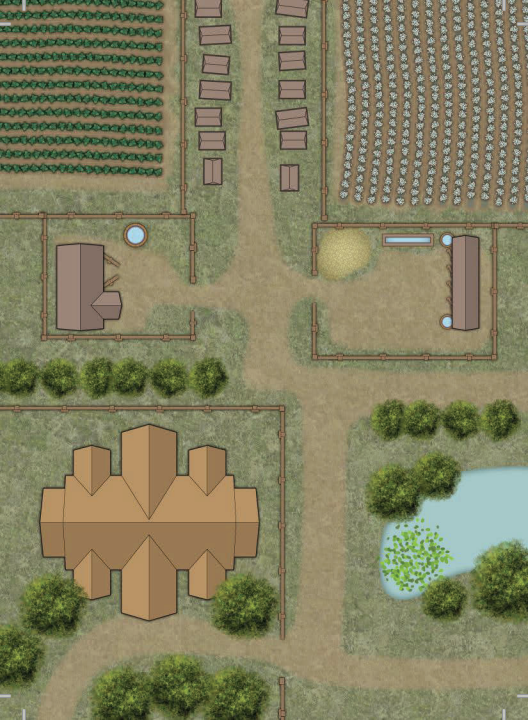
Finding themselves in Valhalla, the chief of all the gods offers the PCs a way out. Odin is a trickster god so the PCs will need to be shrewd to pass his tests.

ENCOUNTERS:

- Test of the Einherjar: Several heroes from the ranks of the glorious dead must be bested in strength of arms; however, their prideful natures may be used against them keeping them from working as a team.
- Test of the Bard: The PCs must impress Odin with a tale of their past exploits, the more boastful the better; but they need to be careful that everything they say is the truth as Odin will know if they lie.
- Test of the Trickster: Odin challenges them to take Thor's drinking horn without him noticing. They must plot the heist carefully!
- Test of the Mage: Odin challenges them to duel him with magic. He isn't looking to blast them but he is instead interested in their ability to improvise.
- The tests done, Odin bursts into laughter revealing the PCs never actually died. He took them just before the fatal blows landed. He'll send them back to the same moment healed and ready to fight.

FOLLOW-UP ADVENTURE IDEAS:

- Odin enjoyed their presence so much he might visit them in disguise, no doubt getting them into trouble.
- Back in the real world, followers of the Aesir flock to the PCs, wanting to know what Valhalla was like.



SLAVE ESCAPE

PCS HEALED, ENSLAVED, RERTUN AFTER ESCAPE

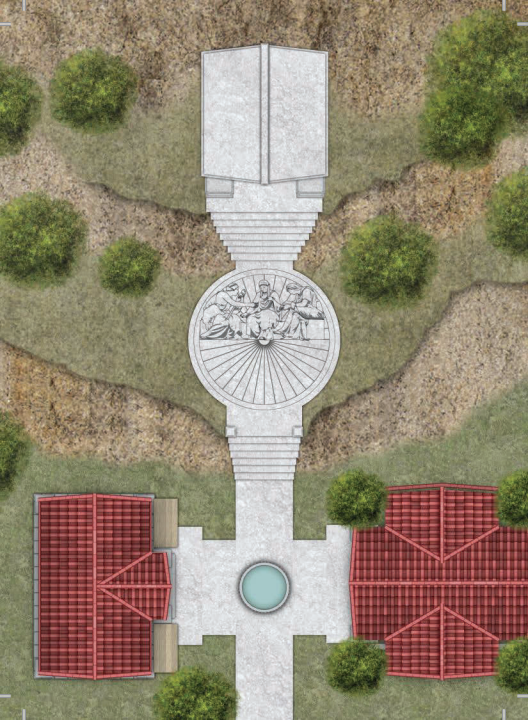
The PCs were bandaged and shackled, then left to heal. Now presentable, they are to be sold as slaves.

ENCOUNTERS:

- Each character awakens in an overcrowded cell, hands and feet cuffed, and branded. They are not all in the same cell, so coordination is difficult.
- Guards collect the PCs and a few others for transport to a local slave auction.
- At the auction, the PCs may be able to cause a commotion and escape. Perhaps a commotion is being made to free another slave.
- An acquaintance may recognize the PCs and bid with the goal to release them. If so, he'll need a way to get his investment back.
- Or the bidding for the PCs is won by a real slaver. The PCs may find a way to escape from the caravan.
- If they haven't escaped yet, the PCs can find a day that they are all in the fields and make a run for it. Dogs will give chase!
- In any case, the PCs must be careful to whom they reveal themselves to. Anyone they meet is more likely to recognize the brand on the PCs and call the authorities than help the escaped slaves.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs now have a price on their head. If spotted, bounty hunters may come for them. They need to get rid of the brands.



FRACTURED FATE

GREEK MYTH, FATES, RETURN AFTER QUEST

The PCs find themselves inexplicably alive, with everyone around them believing they are dead.

ENCOUNTERS:

- The PCs encounter a scavenger selling gear stolen from their bodies, which lacks magic but is otherwise identical to their own gear.
- A group of allies of the PCs are trying to organize a group to fight the PCs' killers. They do not recognize the PCs, but welcome them as friends.
- The PCs learn that a local oracle's visions have gone awry, with the world growing increasingly different from her predictions.
- The PCs visit the oracle and learn that they were destined to survive their previous battle, and that destiny is holding them alive until it changes to match events as they happened.
- The PCs must travel to visit the Fates, in order to weave themselves back into the world before they are wiped away.
- The Fates demand that the PCs accomplish a mystical challenge, before giving them one chance to repeat their previous battle armed with their new knowledge.

FOLLOW-UP ADVENTURE IDEAS:

- What terrible force is capable of altering destiny, and why did it seek to destroy the PCs?



COLLECTORS

WORK FOR DEATH, RETURN AFTER QUEST

The God of Death offers to give the PCs a second chance at life if they will help him collect other souls who have escaped from the afterlife.

ENCOUNTERS:

- Death appears before the PCs as they begin their journey to the underworld, and explains his offer. He will bargain for how many escaped souls the PCs must reclaim.
- A demonic cult has used their magic to resurrect a pair of ancient warlocks, who are now using their dark arts to conquer local villages.
- A squad of orc soldiers beat up the guards at the gates of Hell and are now rampaging through a quiet kingdom.
- The players are sent after a revenant, who asks the PCs to finish his quest for revenge so that he can return peacefully to the afterlife.
- Three kings were revived at once by dark magic, and now they are engaged in a civil war for their old land.

FOLLOW-UP ADVENTURE IDEAS:

- The God of Death offers to resurrect one deceased loved one of the PCs if they do three more dangerous jobs...
- The God of Death puts a bounty on the PCs as part of another group's second chance at life!



SIDE EFFECTS

CULT, RITUAL, RETURN & CONTINUE QUEST

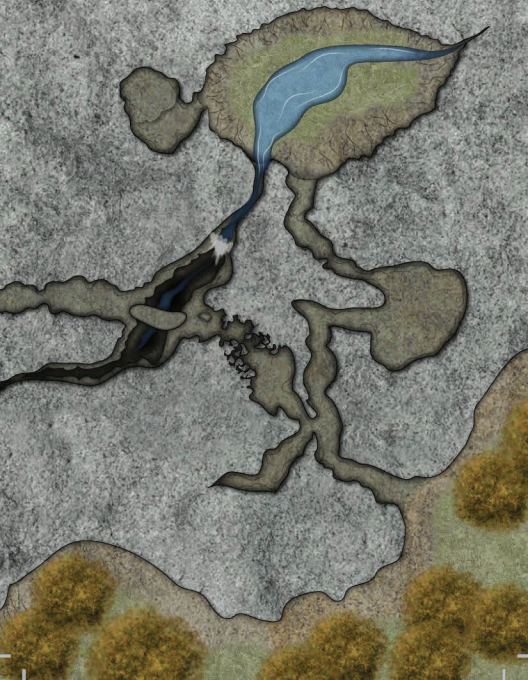
The party's foes have used them in a summoning ceremony. But spiritual forces raise them from the dead as a way to balance the scales.

ENCOUNTERS:

- The PCs awaken, but are paralyzed. They are on stone slabs, placed in a circle, wearing nothing but simple robes.
- They hear chanting. From the corners of their eyes they can see a being manifest. It seems to be emerging from a magical door.
- Still paralyzed, the PCs see the complete fiend fully manifested. It and the summoners leave, excited to unleash their new world order.
- The paralysis wears off. A few low-level acolytes remain, cleaning up the chamber. They don't immediately notice the PCs are breathing.
- Although many of the cult's forces have left the summoning area to go on the offensive, the PCs must fight their way out against some defenders.
- The PCs' items of value are now in use by the more powerful servants of the fiend.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs now have a new fiend to address in addition to their prior quest.
- Due to the ceremony, are the PCs and the fiend linked? If the fiend is killed, do the same spiritual forces balance the scales against the party?



CONQUER THE BEAST

HEALED, RETURN PRE-DEATH BUT AFTER TASK

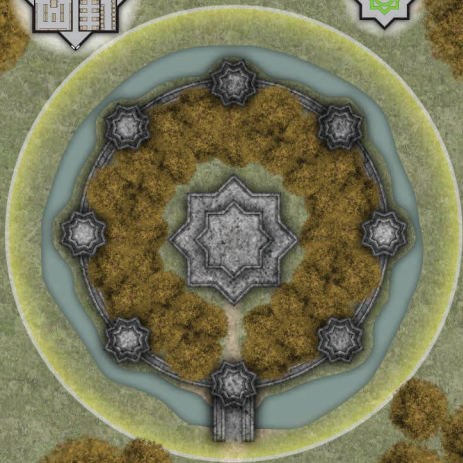
A spirit or energy intercepts the PCs' souls and asks for help capturing and killing a powerful magical beast or fiend. It will then send them back in time to the point at which they last woke up.

ENCOUNTERS:

- A spirit offers a way for the PCs to be restored, but it wants vengeance against a creature that killed its family.
- If they agree, their spirits and bodies are transported to a cavern. The spirit then returns the PCs to their bodies and heals them.
- The foe overhears the ceremony and is on alert!
- The beast or fiend sends its minions to hassle the PCs. The longer the PCs take, the more prepared it will be. If they take too long, it may escape and the PCs will be required to follow it.
- Unless the PCs asked the spirit/energy, their foe has some unexpected abilities of its own.
- A treasure from the fiend's hoard is trapped or a creature in disguise.
- Revenge was not enough! The spirit attempts to possess the least magical/divine PC so it too can return to life.

FOLLOW-UP ADVENTURE IDEAS:

- The beast or fiend was able to contact its own benefactor who needs the PCs' hearts for a resurrection ceremony.



SEND IN THE CLONES

TRAVEL AS SPIRITS, RETURN AS CLONES

As established heroes on an epic quest, allies of the PCs have created clone bodies for each person. As their souls begin to float, they are pulled to the clone bodies. But the souls can't reach the bodies unchallenged.

ENCOUNTERS:

- The PCs' souls begin to float from their bodies. However, they do not drift toward the afterlife.
- Their souls can be attacked again via magical and ethereal means. Some adversaries are ethereal or have the right weapons.
- The formidable foe sends spirits or ethereal beings to attack the PCs and they are pulled toward a castle or tower of their most powerful ally.
- An energy shield placed by the enemy prevents the PCs' souls from entering the castle or tower. The PCs must deactivate it, defeat the spellcaster who placed it, or otherwise overcome it.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs owe their ally a great debt. But the ally plans to use it to sway the PCs to do something not completely ethical.
- Do the PCs lose anything (some memory, a lowered health stat, etc.) due to the cloning process?
- Perhaps the creator of the clones wasn't completely loyal and has somehow sabotaged the clones.



DIE LIKE AN EGYPTIAN

EGYPTIAN AFTERLIFE, RETURN AFTER TESTS

Restored to health but on another plane, the PCs must defeat each of nine devils in succession, then know special prayers to answer a god who will judge them based on the weight of their hearts. However, many of the devils will make a deal against a higher level devil.

ENCOUNTERS:

- The first devil is an Imp. All the devils have magical sight.
- The second devil is a Spined Devil. Its tail spikes do extra fire damage.
- The third devil is a Bearded Devil.
- This is followed by a Barbed Devil. It can hurl flames.
- The fifth type of devil is a Chain Devil. It can animate nearby chains.
- Then there is a Bone Devil. It has a poison stinger.
- Seventh is a Horned Devil. It can hurl flame and has a poisonous tail.
- That is followed by an Erinyes. Its weapons do extra damage.
- And the ninth devil is an Ice Devil. It can create a wall of ice.
- After all that, a god will judge the PCs' hearts. If they know a special Egyptian prayer, the god will favor them regardless.

FOLLOW-UP ADVENTURE IDEAS:

- The PCs are now known to these types of devils.



THE PIT OF DESPAIR

ONLY MOSTLY DEAD, RETURN AFTER ESCAPE

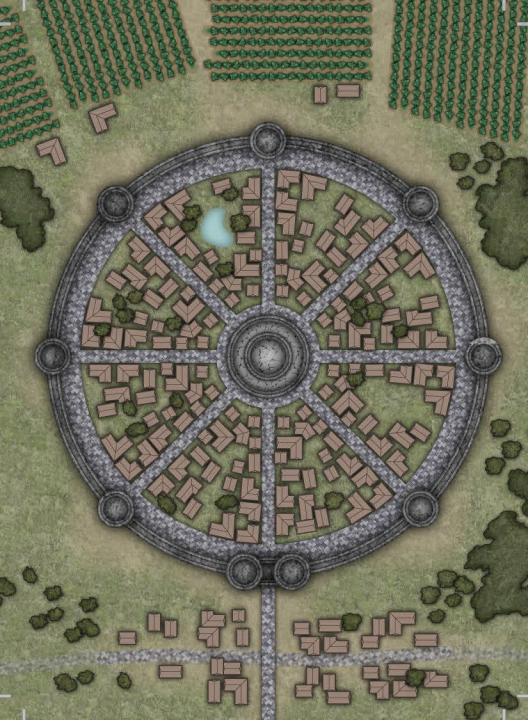
The PCs awaken in a torture chamber and must escape. Various devices can suck the PCs' life forces.

ENCOUNTERS:

- The PCs were stabilized by their foes before death took them. However, while unconscious, they were taken to The Pit of Despair.
- The torture chamber has a couple of assistants and a main torturer conducting research on pain.
- Each time a PC is put on a machine, the PC loses a point of health. Any day a PC is tortured, his or her sleep does not allow recovery.
- The torturers take detailed notes on their subjects' feelings and mental state during each session.
- The lead torturer is a formidable soldier. The assistants are rather bungling. Sometimes only one assistant is on duty. (The leader is away and the other assistant is sleeping.)
- The PCs' gear is in a nearby but rat-infested room.
- Escape is only possible by solving a puzzle. If not solved quickly, the door opens—because the lead torturer or an ally is returning.

FOLLOW-UP ADVENTURE IDEAS:

- If the PCs escaped while the lead torturer was away, he is a man with significant resources and influence. He will hunt them down.
- Health is recovered at a rate of one point per good night's rest if the PC takes no damage that day.



HELPING DEATH

UNDEAD, TOWN/TOWER, RETURN AFTER TASK

Death asks the PCs to undo a great cruelty: return a city of the dead to Death's peaceful arms. A powerful artifact is mounted at the top of a town's central tower turning all who stay there undead. The PCs can avoid this transformation because of their current state.

ENCOUNTERS:

- Guards atop the wall's towers are undead fighters. There may be a back way in, but then the PCs will face undead thieves.
- Regular townsfolk are weak skeletons. Some raspily tell the PCs, "kill me."
- Moderately powerful undead guard patrols randomly encounter the PCs. However, if the PCs can be seen from the tower a patrol is sent for them.
- The PCs can't enter the tower without solving an engraved riddle such as: The man who made it didn't need it. The man who bought it didn't use it. The man who used it didn't want it. (a coffin)
- The tower has created undead versions of the PCs to fight in a final battle at the top of the tower.

FOLLOW-UP ADVENTURE IDEAS:

- Were these people the original town inhabitants? If so, do they return to normal? And do the PCs have any guilt for killing the undead townsfolk?
- The PCs are returned to where they died. In addition to their current quest, the undead-making artifact must be destroyed in a special way.