



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 can not 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 a ghost's benefits above.
- Ethereal creatures seek and attack the PCs! The ethereal PCs' immunities won't help & 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...



Raised as Zombies, Quest has 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, only 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, but instead hidden outside of the hospital. They are protected by a magical force field, maintained by crystals hidden around the camp.
- Whatever the priest did to them, it starts to take its toll on the PCs. They have momentary blackouts and develop an appetite for human flesh. They need a remedy.
- The priest returns and asks each PC 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 real cure.



Undead, Against 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 have 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 have a hard time communicating with the necromancer, 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.



Limbo, Wilderness, Return after Journey

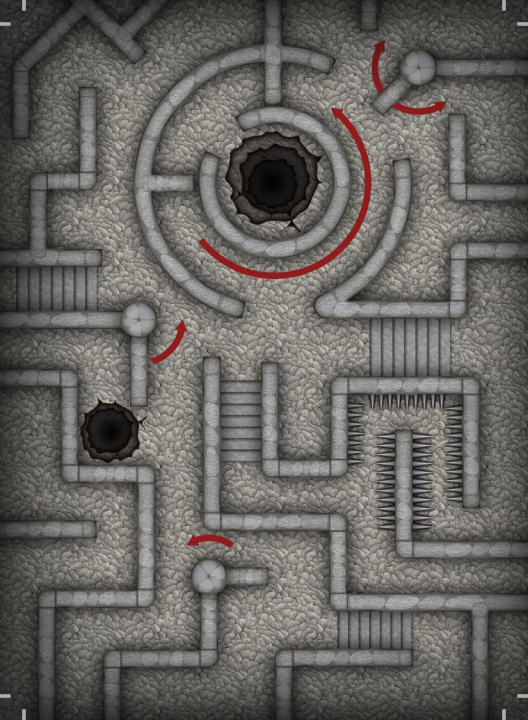
The PCs find themselves in a dark and misty forest, inhabited by those souls lost on the way to the afterlife. Will they find their way out of there, and back into the world of the living?

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.



Trial, Instant Return but Requires 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 loser's 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 gods' behalf.