

A DEBT FOR THE DEAD

A One-Page Adventure by Brine

A Trap!

Your entire party lies broken and battered on the ground, victims of a cunning trap they happened upon somewhere in the **Perigosa Cave**. Adding insult to injury, **Death** was busy this day and sent in his stead, his young assistant, **Torrac**. But Torrac was hasty and collected the PC's souls before they could attempt to evade the trap... which, it turns out, *they would have*.

The PCs have life still to live... how much more is hard to say. And now Torrac--and more importantly, Death--owes them a debt.

1 - Limbo

The players find themselves in a large, empty space that appears endless. A thick fog covers the ground and wisps as they move. Torrac will *reluctantly* explain the situation and promise to find them

Undead Options

The PCs may choose one of the following undead forms, adjusting their original stats accordingly...

1. Zombie: Stronger, heartier but slower and dumber
2. Skeleton: quicker, heartier but dumber
3. Shadow: quicker, stealthier but weak, incorporeal
4. Mummy: Stronger, curse but slower
5. Abomination: you decide
6. Ghost: quicker, scary but weak, Incorporeal

dead, the PCs cannot be seen, heard or interact with the living world until they are reunited with it.

2. Perigosa Cave Entrance

The entrance to the cave would be overlooked by all but the most persistent observers. Even more evasive is the Cleric's sigil on the lip of the cave. This sigil allows the Cleric to transport to and from this spot and avoid the traps within the tunnel.

Stone Golems Encounter

The dead may see The Fallen Cleric marking stones in blood with a sigil. On his command, these stones will become Stone Golems and attack.

3. Tunnel of Traps

The way from the cave entrance to the Grotto is long, dark and filled with deadly traps. Roll on the traps table.

4 - The Grotto

A large open chamber, humid and still, with a sulfuric stench that could overpower the nose of *even the unliving*. A long, dark tunnel leads back to the cave entrance and a natural pool of liquid, just larger than a man, is set into the rocks near the far end of the cavern.

5. The Cleric's Chamber

The entrance to this chamber is triggered by the Cleric's sigil and is otherwise invisible to all but the most observant eye. The interior has been carved out of the rock and turned into a surprisingly comfortable living space. Within, there is a small fortune of treasure from those of means paying for time in the spring, and from the occasional, careless adventurer.

The Fallen Cleric

He was once a devout and penitent servant... but pride and the allure of youth betrayed him. Outcast by his order and his god, he he now calls on the demon, **Eitel**, who he commands, and has entrapped in his former holy symbol.

The Spring of Vitality

On the western slopes of the **Perigosa Mountains**, deep within a hidden cavern, lies a natural hot spring whose waters return those who submerge to the prime of their life. Wounds, lost limbs, *perhaps even death*... all restored and youth reclaimed. Those that bathe in the waters forever bear a mark on their body, that carries the weight of their former maladies.

Traps

1. Fire trap
2. Acid pit trap
3. Falling ceiling Trap
4. Poison gas
5. Banshee scream trap
6. Idol of Evil

