

From Death

An adventure by Simone Biagini

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Prologue

You get out of the Gate to the Land of the Dead falling heavily on the soil of the cemetery. Naked, with only one object you managed to bring back with you. What is it? (tell the DM). In front of you the night, an eerie bell tower and the lights of dozens of candles which shine beyond the church. Behind you, the gate to the kingdom of the deads is still open. You don't remember what happened in there just why you went beyond it and what important you have sacrificed to cross it safely (tell the DM). Meanwhile, inside the gate, a monstrous figure begins to take shape, the Guardian of the Threshold. It is still far away, but it's here for you, to bring you back. You are starving and know that there is no time. A single clue: two icy colored eyes that you all remember clearly.

The characters are ghosts, but they don't know it. They have forgotten that they have paid a necromancer to separate their spirits from their bodies to enter the realm of the deads. Three days have passed since the ritual, and if their souls do not return before dawn, the death will be final. Among them, they are seen as they were in life.

Time

It is *The Night of the Deads*. The villagers know that ghosts are roaming the streets and tried to bar the doors and left food and gifts for the spirits. Characters can not enter the buildings unless invited but can feed on the offerings.

Non-Player Characters

The necromancer wears the face of one of the village hunters (literally) and lives with his wife. She believes her husband was made wicked from drinking too much. **The Link** is the only one that knows his secret.

The Guardian of the Threshold, a giant worm composed of the bodies of the damned, invincible and indestructible will come out of the gate a few minutes after the characters. It can't leave the cemetery but will summon a pack of ghostly hounds to capture them.

The young blacksmith's son is **The Link** between the characters and the mortal's world. He has agreed to lend his blood for the ritual in exchange for a cure to his mother disease. He returned to the graveyard every night waiting for them. He does not know that to undo the spell he will have to be sacrificed. Characters can not touch or hurt him directly (even using throwing weapons or spells).

The priest of the village is a former exorcist. He has on his side the power of faith and could be an ally or a terrible enemy. No spirit can approach him more than a few steps.

The drunkard. A veteran, his life has been destroyed by alcohol, haunted by the horrors of war. He suffers from hallucinations, but he can be persuaded to help them in exchange for a merciful death. If they can overcome his madness.

The only ones in the village with blue eyes are the hunter, the priest and one of the merchants staying at the inn.

Places

Graveyard. The adventure starts here. **The Portal** will stay open until dawn. The son of the blacksmith is

hidden behind a tombstone and will run to his house, scared from character's ghostly appearance. Will not come out unless reassured.

The church. It is a sacred place, and the characters can not enter it. Trying to do so they will be repelled and damaged by an holy force. Not even the hounds can get in.

The house of the blacksmith. Near the forge. The Link will flee here and hide under his covers

The tavern. It's empty. No one comes out during The Night of the Deads, apart from the town drunkard hoping to get a drink. He is now sleeping in an alley.

The inn. One of the patrons, a merchant of books, is not superstitious and did not protect his window with candles. Characters can enter the inn from it.

An abandoned windmill. It is said to be infested and is closed by years. It is connected by an underground passage, protected by a deadly trap, to the hunter's house. The Link, the characters, and the hounds are immune to the trap.

In the top room of the mill, the necromancer is waiting in front of what they have given up. He can harm the characters using the objects. If they sacrificed an intangible object (e.g. The memory of first love), it has the appearance of a vapor contained in a vial. Characters can't touch what they sacrificed. Their bodies, almost dehydrated, are stacked here.

Conclusions

Will the characters be willing to sacrifice the young to respect the pact or will they kill the necromancer not knowing if this will make them truly free? Will the priest release their spirits and undo the evil ritual or will he prefer to burn the bodies condemning them to eternal oblivion?