



YOU DISCOVER ~A RESURRECTION SHRINE~

"Funny that life, a thing you are given freely and unprompted, can cost you so much to retrieve when lost."

1. ITS MAGICS REQUIRE...

- 1;1 **[Blood]** The blood of an innocent soul spilled upon its prayer-etched stones {the blood is pulled down into a buried clay figure which crawls its way up to the surface}
- 1;2 **[Dragon's Feet]** The 2 left feet of a flightless prairie dragon {the body regrows from the feet up and is thus left with 2 left reptilian feet}
- 1;3 **[Legacy]** Your family's legacy {it will be as if your family, and everything they've accomplished, never existed}
- 1;4 **[Unwind]** That time be rewound to the moment just before the creature's death {This permanently undoes all events that transpired between the creature's death and resurrection}
- 1;5 **[Strings]** A single string from 3 different archfeys' harps {the strings are strung into the shrine and then played to guide the soul back to the land of the living}
- 1;6 **[Sarcophagus]** The intact sarcophagus of a mummified angel with the remains still inside {if the angel deems the soul worthy of life, the resurrected soul is reborn from the angel's remains and emerges from the sarcophagus}
- 1;7 **[Forest's Soul]** The sap-beating heart of a primordial

forest preserved in amber {the heart quickly takes root in the shrine and grows a new soul within the amber}

- 1;8 **[Consumption]** A willing soul's sacrifice to be ripped out and trapped within a lich's phylactery {the shrine rewards such an offering by placing the deceased soul in the body of the sacrifice}
- 1;9 **[Eye]** The third eye of a blind sphinx {set in the shrine's center where it allows the deceased soul to unravel the riddles of death and return to the land of the living}
- 1;10 **[Bolt]** A bolt of lightning hurled by a storm giant and trapped in a diamond-encrusted bottle {opening the bottle in the shrine causes the lightning to strike life back into the body of the deceased}
- 1;11 **[Tragedy]** A tragic event be witnessed within the shrine {the souls of the guilty are claimed as payment by devils who fetch the deceased's soul}
- 1;12 **[Vampire Ash]** The blessed ash of a vampire slain in broad daylight {placing the ashes within the shrine at dawn caused them to ignite and the deceased to rise from them like a phoenix}

Campaign/Session Notes Here

