DIE THEIR DEATH

- [ ] Learn of their death.
- [ ] Die in the same way.

REWRITE THEIR HISTORY

- [ ] Learn of their death.
- [ ] Find records or stories about the event.
- [ ] Replace or rewrite those records, correct a relevant, influential story-teller.

BLACK MAGIC

- [ ] Discover occult literature.
- [ ] Acquire a suitable victim.
- [ ] Perform a blood rite where you sacrifice the victim and placate the fates.

FORGIVE THOSE WHO WRONGED THEM

- [ ] Learn of their death.
- [ ] Find the identity of the accuser.
- [ ] Find the identity of the judge.
- [ ] Convince your companion to forgive them.
- [ ] Let it be known that the accuser and judge are forgiven.

HELP THEM ESCAPE TO HELL

- [ ] Locate a means to enter hell alive.
- [ ] Devise a way to hide there, or strike a bargain with one of the ruling denizens there, or, as a last resort, convince your companion to accept the torment there in lieu of the endless cycle. At least until you can come up with a better plan.

CELEBRATE THEM

- [ ] Devise a momentous bacchanalian revelry.
- [ ] Make it all about them.
- [ ] Celebrate until dawn.

AVENGE THEIR DEATH

- [ ] Learn of their death.
- [ ] Find the identity of the accuser.
- [ ] Find the identity of the judge or the executioner.
- [ ] Kill both of them. In the likely event that they are long dead, kill two equally vile people in similar positions.

PREEMPT THEIR DEATH

- [ ] Learn of their death, so you may devise a different one.
- [ ] Convince your companion to die young at your hand, denying fate, thus breaking the cycle.

EXONERATE THEM

- [ ] Learn of their death.
- [ ] Find records or stories about the event.
- [ ] Disprove the accusation. In the likely event that it happened in ages past, place the proof in an official location and spread the word.

CHANGE THEIR IDENTITY

- [ ] Find a way to permanently and significantly alter their appearance, or identity in the eyes of history.