



DEATH RULE ALTERATIONS

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If a character has reached 0 hit points and died, all is not truly lost. Although the use of necromancy is frowned upon in many societies, it is still a valid method for bringing a fallen partner back from the dead. The current resurrection rules of Dungeons and Dragons 5th Edition are seen as too slack by many players, creating little fear or tension for the death of a party member. The following is an alternative to the currently implemented rules, increasing both the intensity and immersion of a campaign through the heightened risk of combat and confrontation.

The first important factor when it comes to bringing an ally back from the dead is knowing their **Base Death DC**. This DC does not change. It is calculated as follows:

Base Death DC = 8 + Number of previous deaths

If the spell *Revivify* is used to bring a character back from the dead, the caster must roll a straight d20 to beat the dead player's Base Death DC. On a success the effects of the spell take place as per usual. On a failure, the player's final **Resurrection DC** increases by 2 and *Revivify* cannot be used again on this character until revived. A **Natural 20 will always** revive a character, even if below the DC.

If *Resurrection* or *True Resurrection* is used it requires a maximum of 3 offerings. Offerings can consist of items, poems, promises etc. These offerings can either be to the soul of the deceased character or to the **Raven Queen**, the goddess of death. Offerings to souls work as follows:

Successful Offering = -1 to DC

Failed Offering = +1 to DC

Offerings to the Raven Queen work as follows:

Successful Offering = -3 to DC

Failed Offering = +2 to AC

An offering to the Raven Queen could be a Lawful player promising to take an innocent life. An offering directly to a character's soul may be a gift they gave you that you hold dear.

The DM determines whether an offering is a success or failure. He may determine this based on the sentimental value the offering towards the character. Alternatively it may depend on the benefit or usefulness it may have to the goddess.

Once the final Resurrection DC has been calculated, the DM rolls a straight d20 to determine the fate of the character. On a success your ally becomes stable at 0 hit points; otherwise the player's soul is lost forever. It is important to be reminded that a Natural 20 will always revive a character, even if below the DC.

It is possible for the soul to return to the body through the use of the 9th level spell, *Wish*. When using this spell for a resurrection, the DM rolls a d20 against the character's Base Death DC. On a success the character becomes conscious with 1 hit point. On a failure, the soul is free from any arcane influence that may bind it to this world, and the character has permanently perished. The *Wish* spell can never be used to resurrect this character again. The rules of Natural 20 mentioned earlier still apply.

When creating a new character higher than 1st level, roll the following dice to determine how many deaths this character has had prior to the campaign:

Level 2-12 = 0 or 1d2

Level 13-17 = 0 or 1d4

Level 18-20 = 0 or 1d6