

# Alternative Death Rules

If a character dies, resurrection is not guaranteed. Pulling a soul back from beyond the threshold is a complicated and difficult process with no guarantee of success. This becomes increasingly more difficult each time someone dies.

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## Making a Revival Check

When a revival attempt is made, a Resurrection DC is made. This DC is made with a straight d20 roll in the same manner as a death saving throw. The Resurrection DC starts at 10 for all characters.

On a success, the character's Resurrection DC will increase by 2 for any future revivals.

On a failure, the Resurrection DC increases by 1. Additional attempts at revival can be made, but the spell level must be higher than the previous failed spell. If the resurrection fails with a 9th level spell, the soul is lost and cannot be revived.

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## Reducing the Revival DC

There are several ways that the characters can help ensure a successful revival by lowering the DC, which are listed below.

Spell Level	Revival Bonus	Material Limit
3rd	0	0
5th	-1	2
7th	-2	3
9th	-3	4
Wish	-5	0

- **Casting Higher Level Spells.** Stronger revival magic has a higher chance of bringing a creature back to life. When casting a revival spell higher than 3rd level, reduce the Revival DC by the spell's Revival Bonus.
- **Material Sacrifice.** You can empower the spells with additional material components, as listed below. You can use these methods a number of times equal to the spell's Material Limit in the table above. If the spell or spell level has a material limit of 0, this method cannot be used.
  - **Adding additional components.** You can add half the spell's material component cost to reduce the Revival DC by the spell level's Revival Bonus.
  - **Sacrificing Magic Items.** You can use magic items as part of the spell. The items are destroyed in the process and you gain a reduction based on the item's rarity, as seen by the table below. Artifacts cannot be sacrificed.

Item Rarity	Revival Bonus
Common x5	1
Uncommon x3	1
Rare	1
Very Rare	2
Legendary	3

- **Magical Sacrifice.** You can sacrifice a number of spell slots equal to the level (or challenge rating, if level is not available) of the creature undergoing resurrection to reduce the Revival DC by 1. For example, if you are reviving a 5th level character, you can sacrifice two 2nd-Level slots and one 1st-Level slot to reduce the DC by 1. The spell slots may be used or unused. You can do this a number of times equal to your Proficiency Modifier. The sacrificed spell slots cannot be used for a number of days equal to 3d4+ half your level. If you do not have sufficient spell slots for the sacrifice, you cannot sacrifice any spell slots.
- **Anything up to DM Discretion.** Example: praying to a deity for help.

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The formula for the Resurrection DC is as follows:

*DC = (10 + (Number of Revivals x2) + Number of Failed Revivals ) - Revival Bonus - Additional Modifiers*