

Death & Returning Modules

For some groups the regular Dungeons and Dragons rules for returning from the dead via spells like *revivify*, *raise dead*, *resurrection*, and *true resurrection* do not impose enough of a penalty. If you want death to be more risky or have some last consequences, consider the rules modules below.

Module: Three Strikes and You're Out

Each time creatures are brought back to life via magic, a piece of their soul remains in the afterlife. They may only return from death twice, before their souls are permanently anchored in the afterlife. A third death is the absolute final for any creature, after that they may not be brought back to life by any means. In a sentence - every creature only gets three lives maximum.

Module Add-On: Permanent Death Failures

In this add-on for the Three Strikes and You're Out module once a PC dies and returns to life it becomes easier for him or her to die again because their soul has been weakened. Each time a PC dies and returns to life he or she comes back with a permanent death saving throw failure active. This means a PC who has died once and returned will die again after only two death saving throw failures and a PC who has died twice and returned will die again after only one death saving throw failure.

Variation Module: Escalation Strikes

In this variant of the Three Strikes and You're Out module creatures may be brought back to life three times and a fourth death is the absolute final for any creature. In a sentence - every creature gets four lives. In this module the *raise dead* and *revivify* spells can no longer bring dead creatures who have died more than once back to life, and after their third death only a *true resurrection* spell may return a character to life.

Module: The Soul is Fragile

Outside of the body, a soul is fragile and can easily be destroyed. The process of bringing a person back to life is hard on the soul and there's a chance a returning soul could be destroyed in the process. A caster must make a DC 15 ability check using their spellcasting ability modifier. If the check fails, the GM should roll on the appropriate table for the result, based on the spell cast.

Revivify/Raise Dead	
d100	Effect
1 - 40	Spell works as normal.
41 - 60	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed.
61 - 99	The soul is destroyed.
100	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed. In addition, an outsider (such as a devil, demon, or angel) instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

Resurrection	
d100	Effect
1 - 50	Spell works as normal.
51 - 70	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed.
71 - 99	The soul is destroyed.
100	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed. In addition, an outsider (such as a devil, demon, or angel) instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

True Resurrection	
d100	Effect
1 - 60	Spell works as normal.
61 - 80	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed.
81 - 99	The soul is destroyed.
100	Soul is not returned to the body, spell slot and diamond are expended, but soul is not destroyed. In addition, an outsider (such as a devil, demon, or angel) instead inhabits the body of the deceased. The inhabitant must be removed from the body before the original creature may be returned to life.

Module: A Combination

You could combine the Three Strikes and You're Out module and The Soul is Fragile module, by limiting creatures to only three lives and asking for a spellcasting ability check and rolling on the appropriate table anytime *revivify*, *raise dead*, *resurrection*, or *true resurrection* is cast.