

DEATH AND DYING

When you drop to 0 hit points, you either die outright or begin rolling Death Saving Throws, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit point and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, you have a maximum hit points of 12 and a current hit points of 6. If you take 18 damage from an attack, you are reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals your hit point maximum, you die.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw called a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A failure results in you acquiring the Disabled condition (see below). On your third success, you become Stable (see below). Each failure results in a new condition until your third failure, where you die. The success and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.



DYING CONDITIONS

Death conditions alter your capabilities in a variety of ways, and continue to worsen if you are not healed or stabilized.

DISABLED

NO FAILED DEATH SAVES

- You drop whatever you are holding and fall prone.
- You may take no actions, bonus action or reactions and your only movement option is to crawl at a speed of 5 feet.
- Attack rolls against you have advantage.
- You automatically fail Strength and Dexterity saving throws.

HOLDING ON

ONE FAILED DEATH SAVE

- You are incredibly weakened. You can no longer crawl, and even talking is becoming challenging as you hold on to consciousness. You can only speak one or two words at a time.

ON DEATH'S DOOR

TWO FAILED DEATH SAVES

- You are unconscious and incapacitated, unaware of your surroundings.

STABLE

THREE SUCCESSFUL DEATH SAVES

- You are Unconscious.
- Every hour, you must roll a Constitution Saving Throw (DC 10 + 1 per hour after the first) to remain stable.
- If you fail the save, you again are dying and in the Holding On condition with a failed death save.

DEAD

THREE FAILED DEATH SAVES

- You are dead, and your soul immediately departs your body; getting the soul back requires access to powerful magic.

NOTE: Taking damage when dying is an automatic failed death saving throw. Being critically hit is an automatic failure of two death saving throws!

STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal it with magic. If healing is unavailable, the creature can be at least stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

BEYOND DEATH / RESURRECTION

Death is an essential part of The Eternal Cycle, yet there remain those that were taken before their time. Some magic grants the power to pull souls back into a mortal coil, granting a chance to live again. Those that have died and come back may be changed by the ordeal, depending on the duration their soul remained in the after-life.

If a creature is dead, and a resurrection is attempted by magical means by a spell with a casting time longer than a single action, a **Resurrection Challenge** is initiated. Up to 3 individuals can offer to contribute to the ritual via a Contribution Skill Check. The DM asks them each to make a skill check based on their form of contribution, with the DC of the check adjusting to how helpful/impactful the DM feels the contribution would be. For example, praying to the god of the fallen character may require an Intelligence (Religion) check at an easy to medium difficulty, where loudly demanding the soul of the fallen return from the aether may require a Charisma (Intimidation) check at a very hard or nearly impossible difficulty. Advantage and disadvantage can apply here based upon how perfect, or off base the contribution offered is.

After all contributions are completed, the DM then rolls a single, final Resurrection success check with no modifier. The base DC for the final resurrection check is 10, increasing 1 for each previous successful resurrection the character has undergone (signifying the slow erosion of the soul's connection to the world). For each successful contribution skill check, this DC is decreased by 3, whereas each failed contribution skill check increases the DC by 1. Upon a successful resurrection check, the creature's

soul (should it be willing) will be returned to the body, and the ritual succeeded. On a failed check, the soul does not return and the character is lost.

Only the strongest of magical incantations can bypass the resurrection challenge (e.g. a Wish). These spells can also restore a character to life who was lost due to a failed resurrection ritual. If a spell with a casting time of 1 action is used to attempt to restore life (via the Revivify spell or similar effects), no contribution skill checks are allowed. The character casting the spell makes a Rapid Resurrection check, rolling d20 and adding their spell-casting ability modifier. The DC is 10, increasing by 1 for each previous successful resurrection the character has undergone. On a failure, the character's soul is not lost, but the resurrection fails.

