

# House Rules: Resurrection Complications

## Resurrection Complications

Whenever a spell brings you back to life, roll 1d30 + your proficiency bonus and compare the result to the table below. If you have at least 1 level in the Warlock class, you have disadvantage on this roll. If you have Barbarian: Path of the Zealot class feature, *Warrior of the Gods*, you instead have advantage.

Result	Notes
3-7	<b>Unsuccessful.</b> The ritual finished, but your soul never made it back to your body. It's gone forever. Roll up a new character.
8	<b>Curse of the Undead.</b> Your soul does not return to your body. Instead you rise as an undead creature with a CR equal to your level, controlled by the DM. Roll up a new character.
9	<b>Horrific Sacrifice Required.</b> The God of Death demands a sacrifice. Your companions must sacrifice a creature of your same race and sex, whose estimated lifespan is equal to or longer than yours. Your companions have only 24 hours to do so. If the sacrifice is performed in time, you return to life. Otherwise your soul is lost forever.
10	<b>Stalked by Death.</b> You return to life, but the God of Death is after your soul. You have an <i>invisible stalker</i> (or similar creature) chasing you, sent to reclaim your soul and deliver it personally to the God of Death. The creature will attack at some inopportune moment within the next 30 days. If you defeat it without assistance, the God of Death deems you worthy to live, and you are free to continue about your merry life.
11	<b>Grave Touched.</b> You return to life. Kind of. Your type changes to undead. As an undead, you are affected by spells and abilities that affect undead creatures, such as <i>detect good and evil</i> and <i>turn undead</i> . Furthermore, you are immune to necrotic and poison damage, but vulnerable to radiant damage. Your presence gives people an unsettling feeling, which they are unable to identify. On the other hand, undead tend to see you as a kindred spirit. You have disadvantage on all Charisma checks to interact with living creatures and advantage on all Charisma checks to interact with the undead.
12	<b>Trials of Hell.</b> The God of Death offers you and your companions a challenge. A golden chalice filled with your blood appears beside your lifeless body. Next to it, stands a shadowy figure, who offers your companions the chance to undergo the Trials of Hell. Anyone who drinks from the chalice, is instantly transported to the underworld. If at least one of your companions drinks from the chalice, you return to life and are transported to the underworld along with that companion. You and all of your companions appear in the same location. After 24 hours in the underworld, you and any of your companion still alive return to the world of the living as if no time had passed. Any who are slain in the underworld disappear forever.
13	<b>The Mark of Death.</b> You return to life, but the God of Death wants his/her due. This curse takes the form of a completely blackened eye. For as long as you remain under the curse, you have disadvantage on all saving throws. You can, however, pass the curse on to another creature. This creature must be willing, informed of all aspects of the curse, and under no form of magical or non-magical coercion. By no other means can the curse be removed.
14	<b>Horrific Visions.</b> You return to life, having witnessed visions of the underworld, and it was terrifying beyond all imagination. You have seen true fear and nothing can truly compare,

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but you will do anything to keep from returning to that horrific place. You are immune to the frightened condition, but suffer from paranoia. You have disadvantage on all Wisdom (Perception), Wisdom (Insight), and Charisma (Persuasion) checks.

- 15 **New-Found Mercy.** You return to life, but are haunted by nightmares of the underworld. No one deserves an early grave. Whenever you reduce a humanoid to 0 hit points, that creature is no longer killed or dying, but merely knocked unconscious for the next minute and under your protection. If you ever witness or discover any creature under your protection is killed, you gain 1 level of exhaustion.

- 16 **Deal with Death.** You have the opportunity to make a deal with the God of Death. You may return to life, but on one condition. The DM offers you a hard choice. You can take it or leave it. If you leave it, your soul departs to the afterlife forever. If you accept, you return to life. If at any point you break the deal, your soul is devoured by the God of Death.

- 17 **Haunted.** You return to life, but are haunted by nightmares of your previous demise. You are terrified of whatever caused your death. The other players at the table have 1 minute to determine a specific creature type or object that your character identifies as immediate cause of his or her death. Thereafter, whenever you encounter that type of creature or object, you must make a DC 15 Wisdom saving throw. If you fail your saving throw, you are frightened of it. If you succeed, you have advantage on attack rolls against it for 1 minute.

- 18 **Soul Swap.** Your body came back to life, but you're not the same person you were before. In fact, the spell has backfired and drew the wrong soul into your body. Your race and level remain unchanged, but little else. Reroll your mental ability scores. Roll 4d6 and drop the lowest result for each Intelligence, Wisdom, and Charisma, in order. The other players at your table have 5 minutes to choose a new a new class, background, and alignment for your character - without your input. You must remain silent, until the decision is made. Roll randomly for your ideal, bond, and flaw as per your background. When all of that is finished, you may choose all other relevant details regarding your character.

- 19 **Misplaced Soul.** You return to life. Unfortunately, your soul is encased not within your body, but a nearby object. The other players at the table have 1 minute to choose a nearby object in which your soul is not contained - with or without your input. In order for your body to function normally, this object must always remain near you. At any time, if this object is more than 30 feet from your body, your body falls prone and drops unconscious. You only regain consciousness only after the object is brought within 30 feet of your body. The object containing your soul is considered a magic item. If it is destroyed, you die again.

- 20 **A New Path.** You return to life, but death has changed you and you can no longer continue along your chosen path. You can no longer take levels in your current class. You may also opt to immediately change your alignment.

- 21 **Wonders of Heaven.** You return to life. Unfortunately, you aren't happy about it. You've suckled the first drops of heaven's incomparable nectar, and - *man* - were they delicious. After spending your days ruffing it in the wilderness, delving into stinky dark dungeons, and confronting horrifying monsters, the afterlife was a paradise. Just when you realized exactly what you had been missing all these years, something started to pull you back. Unfortunately, your companions needed you. But this is the last next time, you're not coming back. No matter what. All future resurrection attempts automatically fail.

- 22 **Purification.** You return to life. Your heart has been purified and your sins forgiven. Your alignment has been changed to Lawful Good. However, if ever your alignment changes again, your fate will take a turn for the worse, and you will suffer disadvantage on all future saving throws until you undergo a trial of repentance and return to a Lawful Good

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	alignment.
23-30	<b>No Complications.</b> Everything worked just fine. You return to life without a hitch and no memory of the afterlife.
31	<b>Visions of the Future.</b> Before returning to life, you experience a vision of a terrible calamity that will come to pass in exactly 3d6 days unless you and your companions find a way to thwart it.
32	<b>Parting Gift.</b> Someone up there loves you, because they've given you a parting gift before you returned to life. In your hand appears an elegant gold and steel longsword encrusted with sapphires. Upon the hilt of the sword is inscribed a message in the <i>celestial</i> tongue. It reads, "Upon two opposing banks stand a mother and Death. A river divides them. In your hand, you hold that river." The sword detects as magical, but does not respond to the <i>identify</i> spell.
33	<b>Otherworldly Secrets.</b> You return to life. Your time in the underworld has left you traces of forbidden knowledge. Choose one of the following skills: Arcana, History, or Religion. You have advantage on all Intelligence checks using that skill.
34	<b>Can't Stop Me Now.</b> You have defeated death, and you feel great. You can overcome anything. You gain three Luck Points as if you had the Lucky feat. Once these luck points are spent, they cannot be replenished.
35	<b>Epic Destiny.</b> Growing up, someone always told you you were special. Now you know they were right. You return to life, knowing you were placed on earth for a reason. You have a task to complete, and nothing is going to stand in your way. Not even death. You have advantage on all future death saves.
36	<b>Masters Beyond the Grave.</b> A battle is coming for the fate of the world, and death is on your side. In the afterlife, you met an ancient master of your craft, under whom you trained for when felt like 101 year. You recall your experiences like montage, complete with background music sung by your choice of Queen or angels and narrated by Morgan Freeman. You achieve level 20. Update your character sheet and return to life.