

PERMADEATH

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INTRODUCTION

If you've ever wanted to run a *D&D* campaign that took a more grim approach towards mortality, then you've pay-what-you-wanted the right supplement!

The new rules, variant rules, and alternate spells presented in *Permadeath* are all "modular". This means that for the most part, they can be mixed and matched without contradicting one another. You could use half of this supplement in one campaign, and the other half in another. An enterprising DM might even change the rules mid-campaign based on an event in the plot, removing conventional resurrection magic as the consequence of a powerful villain's actions!

Make sure to inform your players of these changes in however much detail they desire. Death and resurrection are often emotional, serious moments for a gaming group. Even if the *characters* have flawed understandings of their world, no one should be caught off guard *as a player* by a change to the rules. Show them which variants you're using, which rules you're altering further, and remind them which spells and norms remain unchanged.

If you want to add some epicness insurance for a game that's just as spectacular as it is deadly, take a look at [Last Stand: A Worthy Death](#), also on DM's Guild!

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MAKING DEATH LAST

Permadeath is the name of the supplement, and these rules are designed to shift the magic of *Dungeons & Dragons* towards a grittier world without the promise of resurrection. Any one of these variants will make a statement about your world, and combining several can create an environment in which returning the deceased to life is totally impossible — or *just possible enough* to be the focus of the adventure!

VARIANT: RESURRECTION MAGIC

To start things off, here are a slew of variant rules applicable to the core life-restoring spells; *revivify*, *raise dead*, *reincarnate*, *resurrection*, and *true resurrection*.

Just the Alternates. The slate of new Alternate Spells featured on pages 6–7 are a package designed to replace the core spells that provide resurrection. *Gentle repose*, *revivify*, *raise dead*, *reincarnate*, *resurrection*, and *true resurrection* each have alternate spell options. Even if a group uses no other variant rules from this supplement, these spells will still provide a major shift in the tone of their campaign. Consider only using the alternate spells of 5th level or lower if you merely want to have resurrection be rarer and higher level, rather than totally forbidden.

The Mercer Method. A technique made famous by Matthew Mercer; some Dungeon Masters keep resurrection magic in play but require a skill challenge in order to successfully cast such a spell. The complete version from Critical Role is [available here](#). For a less involved version, conclude a resurrection spell by rolling a spellcasting ability check against a DC of 10 + the number of times the dead creature has risen before. If you fail, the resurrection has no effect and the creature is permanently dead. If you succeed, the spell succeeds as normal. Roll with disadvantage if the creature's body was not in tact and present. Roll with advantage if someone bound to the departed by love is present for the resurrection.

Greater Expense. The simplest way to make resurrection magic rarer is to make it require more gp of material components. Multiply these costs by a factor of 10 in order to make such spells prohibitively expensive for all but the wealthiest adventurers. Use a greater factor, such as 50 or 100, if you want to run a campaign where only the wealth of nations can be wielded to restore the dead to life.

A Unique Component. If monetary cost is still too mundane of a solution, the concept can be taken a step further. Choose an item that cannot be reproduced, such as one of the twelve remaining crown jewels of an ancient fallen empire. A spell of *resurrection*, *revivify*, or similar magic can only be cast with one of these unique items among its material components, and doing so consumes the object forever.



Variant Wish. The unparalleled flexibility of the *wish* spell requires its own consideration when rebalancing resurrection magic for a setting with permanent death. Since rules are made to be broken, a high level sorcerer or wizard might attempt to reverse death even if it is not a commonly understood practice. If *wish* is permitted to mimic a life-restoring spell, it triggers the stressful consequences of the final paragraph of its spell entry. For an even harsher trade-off, *wish* may cause a mage to lose their ability to cast spells altogether when used in this way. Or, it may even kill the caster.

Lost to Myth. Clerics and Bards may make claims about heroes and villains who can return from death, but no one knows how to cast the spells that do it. With this rule, a DC 25 History or Religion check is necessary during a time of focused research in order to pick up a lead on how resurrection magic is performed. A creature can learn the spells if they commune with certain holy relics, or complete a divine prophecy. This rule is often combined with A Unique Component.

VARIANT: ANTI-RESURRECTION EFFECTS

A campaign that keeps resurrection on the table might want to balance out its impact with exceptional circumstances in which it is prevented or countered. Use these rules to create dramatic scenarios in which the path back to the world of the living can be cut off.

Seal Fate. Add the spell entry below to the class spell lists of clerics, warlocks, and wizards. Notice that it scales fully based on the level at which it is cast and the level of its target creature. To make it rarer, simply increase its material cost or require a unique spell component, as advised under Variant: Resurrection Magic.

SEAL FATE

1st-level abjuration
cleric, warlock, wizard

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

You throw a dash of ash at a corpse or other remains in range, and it creates a network of glowing, undulating dark violet webs between your fingers and the body for the duration of the casting. If the target was level 4 or lower (if a PC) — or challenge rating 4 or lower (if an NPC) — when it died, it is now and forever forbidden from being resurrected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum level or CR of the sealed creature increases by 2 for every slot level above 1st.

Material Component. The remaining ashes from a piece of fine art, craft, or literature which when it was destroyed was worth at least 1000 gp for each level or CR of the sealed creature, consumed by the spell.

Forsaken Locales. A trope of some dark fantasy settings is that certain locations have a weak or entirely severed connection to the stability of the mortal coil. Any soul lost in the Shadowfell might be un-raisable, and parts of the Mournland might annihilate the identity of creatures who die there. The effect might even be as local as the cursed inner chamber of an archlich's lair, where only the undead can rise. Make sure there is some opportunity for player characters to learn about such massive danger in advance of venturing into it!

Mortal Weapons. Whether it's a martial tool, a spellcasting focus, or a legendary form of poison, tying permadeath to a magic item can be incredibly flavorful. Make sure that finding, purchasing, or crafting such an item is on par with the tier of gameplay in which you want permadeath to begin affecting your campaign. This rule has the unusual side-effect of making obscure creatures (without wealthy enemies) more likely to avoid being killed for good. *If this supplement reaches Electrum best-seller on the DMs Guild, I'll add a few examples of these magic items!*

VARIANT: DIVINE INTERVENTION

Clerics have access to a uniquely powerful and narratively versatile feature in Divine Intervention. Even in a world where death is permanent, a miracle is a miracle precisely because it does what no force other than a god can do. Here are a few options for how Divine Intervention can be mitigated for a setting with permadeath.

Only Death Can Pay For Life. A god of death, nature, redemption, or commerce might pause time and make an offer to their cleric in their moment of need. The cleric, or one of their present allies, may offer themselves up in exchange for the return of the deceased creature. This is not a *sacrifice* spell, but a binary exchange of one life for another. If the deal is accepted, the volunteer permanently dies, and the resurrected creature returns to a place of the god's choosing with full hit points and a restored body.

The Quest Begins. A god of bravery, suffering, duty, or exploration might instill in the cleric a vision of the task they must complete in order to return a soul to the living. By gating this quest behind a successful Divine Intervention, only powerful or lucky clerics will even have a chance to perform a resurrection. A typical task would be to deliver the body or skull of the slain creature to a dangerous holy site, and then complete a resurrection spell while under attack.

One Last Time. A god of love, war, or luck might decide that although a true return to life is impossible for those who have passed, they might yet visit. Upon a successful Divine Intervention, a dead creature might be returned for the duration of an ongoing battle, or long enough to have one more enlightening conversation with a loved one, or even to appear at a council meeting and vote. In any case, the creature visits with all the capabilities they had in life, and is delivered back to their afterlife when their miraculous duty is complete.

VARIANT: UNDEATH

Once you've reduced or eliminated the ability of creatures to return from the dead in your campaign, the phenomenon of undeath might be cast in a different light. Consider some combination of the following rules in order to adjust the place of dark necromancy in a world where only monsters get to live forever.

Exceeding Rarity. Under this rule, the creation of undead is only present when introduced by the Dungeon Master. *Animate dead* and *create undead* are replaced with their Alternative Spells (see pages 6–7) for most spell casters. Some magic items might be used to create the undead, but they are legendary or artifacts. This approach means that undead only exist insofar as they are central to the story, and that their presence veers towards a rumored high-level threat — or temptation.

Incredible Cost. The rituals to create liches, mummies, common zombies, and so on are 100 times more costly than usual. A sacrifice of one soul would instead require 100 souls. An undisturbed ritual burial of 10 years would instead require 1000 years. The expense of *create undead* is only multiplied by a factor of 10, as with the previously explored Greater Expense rule under Variant: Resurrection Magic. These rules have the interesting side-effect of further tying undeath to the world's upper class.

Undiscovered Power. Although the normal methods of creating undead may all exist in the setting, they are not known even to most high-level spell casters. Under this rule, a DC 25 Arcana or Religion check is required during focused research to come across a hint about the power to animate the dead. Such spells can only be learned when tomes of their knowledge — or years of well-stocked research — reveal their secrets. The techniques for creating or destroying greater undead are lost or undiscovered knowledge. That is to say, even educated folk don't know what a "vampire" is!

Unchanged. For a take on undeath that emphasizes necromancy as a "sinister but easy" route to power, simply keep those spells, features, and monsters as they are originally written. When combined with permanent death rules, this creates a setting in which worms that walk, liches, and so on have a more classical motivation for undergoing expensive or outright evil transformation: it is *the only way* to cheat death. It also means that *speak with dead* or an interaction with a ghost may be the only methods for the living to "reunite" with the fallen.

INTEGRATING VARIANT RULES

Piling multiple variant changes onto an existing campaign can get confusing, especially if they don't come up very frequently. After agreeing on permadeath rules with your party, premier them immediately with a difficult encounter to get everyone actively reckoning with their implications, even if none of them die that session. Copy/paste the new rules into your session notes, and ask the party's rules lawyer to help politely remind folks as they come up in play.



MAKING DEATH EASY

Older editions of *Dungeons & Dragons* were a lot deadlier for its player characters. The shift towards a gentler learning curve and a fairer approach to traps, poisons, and sudden death effects has been a great boon to the hobby's popularity, accessibility, and culture. The rules in this section reintroduce some of that old-school brutality while minimizing its toxic aspects through increased clarity.

VARIANT: HARDER STABILIZATION

If you're looking to expand and explore the space between incapacitation and proper death, these brief rules can fix the amount of "go down, pop up" in a typical 5E combat. Combining all three makes for an almost unstoppable death spiral for creatures bleeding out.

Hour of Need. Only another creature or an ongoing healing effect can stabilize a creature who is bleeding out. A creature does not keep track of its successful death saving throws, and dies as usual when it reaches 3 failures. A natural 20 on a death saving throw stabilizes a creature and removes one failed death save, but does not restore 1 hit point.

Double Down. The first time a creature is healed by magic or medicine while bleeding out, it stabilizes but remains incapacitated. Only by being healed while already stabilized can its hit points be restored above 0, causing it to regain consciousness. To soften this rule, consider almost any restorative effect — even those that only grant temporary hit points — to be sufficient for initial stabilization.

Shell Shock. Failed death saving throws carry over after a creature is stabilized. If it begins to bleed out again, it starts with however many failed death saves it had during its last near-death experience. Each time a creature finishes a short or long rest, its failed death saving throws reset to 0.

VARIANT: MORE SUDDEN DEATH

Just what it says on the tin; these are miscellaneous options for increasing the sense of old-fashioned "save or die" danger in a fifth edition world.

Lethal Poison and Disease. When a creature fails its initial saving throw against a serious poison or disease effect, it can become much worse with subsequent failed saves. Instead of fading after the normal duration, an affected creature must repeat the initial save it made against the toxin. If it fails this second save, it dies. Introduce additional "cycles" of poison if this would make death come too fast. Consider that this rule makes a one-round toxin incredibly lethal, whereas a one-day toxin provides plenty of time to find a cure. If features such as a paladin's Lay On Hands or the *lesser restoration* spell are trivializing this effect, alter them to merely grant advantage on the next save when used to treat a deadly toxin. A high DC medicine check might still cure a toxin outright, which greatly increases the value of an otherwise underpowered skill check!

Medusas, Bodaks, Etc. Monsters with gaze attacks, or similar "save or lose" features, can be treated as a special kind of deadly hazard. If such a feature calls for multiple rounds of saving throws before it petrifies or kills its target, remove one or more rounds of saving throws before the final effect. If this reduces the feature from multiple rounds to just one full round before death, increase the creature's challenge rating by 1. If it turns the feature into a sudden death effect with only one save, increase the challenge rating of the creature by 3. In either case, make intel available to the party about the death effect and how to counteract it beforehand, lest its lethality feel arbitrary and unfair.

Critical Death. When a creature is reduced to 0 hit points by a critical hit from a spell or weapon attack, they immediately fail their first death saving throw. Have it fail the first 2 death saves for a more brutal "death's door" effect, or die instantly for a campaign of assassination. Note that this rule empowers characters with an elevated chance to critically strike, such as most barbarians. A simple alternative or addition to this rule is to have a coup de gras dealt to a creature at 0 hit points kill it outright, rather than give it failed death saves.

VARIANT: LIFESPAN EXTENSIONS

Various class, lineage, and other features allow a creature to effectively live forever. The maximum age of the warforged is unknown, and a high level elf druid will outlive some entire campaign settings! If these features interfere with your group's interest in a more lethal game of *D&D*, consider subverting them in one of two ways.

Merely Doubled. Instead of multiplying typical aging for a creature by a factor of 10, or extending it indefinitely, you can simply double a creature's life expectancy when it holds one of these features. This preserves the sense of alienation from other members of their heritage, while keeping the narrative at a "low fantasy" level of life extension. For mysterious age ranges, such as the warforged, first decide whether you want to make a plot point out of it. If yes, then having their maximum age turn out to be shockingly short — 20 years or so — can provide a major twist. If no, then treat their age as comparable to that of an elf, and double it for good measure.

Fading Away. When a creature exceeds its normal lifespan due to a special feature, it instead begins a long, slow process of passage into the afterlife. During this time, it retains its personality and goals. However, the process cannot be reversed. Over the remainder of its life, it gradually fades from the world as follows:

- 1 year after the fading begins, it loses the ability to cast spells and make attacks. From this point on, the creature has resistance to all damage and is surrounded by a faint halo of its impending afterlife.
- Near the halfway point of the fading, it loses its ability to interact directly with creatures on the prime material plane. It remains visible and audible, and moves about like a ghost who can still touch and affect inanimate objects, or pass through them at will. The creature gains a flying speed of 20 feet.
- 1 year before the conclusion of the fading, it becomes a disembodied voice. It can still give advice, recite poetry, and so on. It gains immunity to all damage and hostile affects.



MAKING DEATH RARE

The variant rules in this section are a menu of changes designed to delay and avoid player character death. The main use of these alterations are in one of two cases. The first would be to use them in combination with the Making Death Last rules (pages 1–3), in order to *counterbalance* the massive specter of permanent death with a higher chance to *avoid* it. The second use case would be to apply these rules with a young or otherwise sensitive group of players in order to soften the danger of Dungeons & Dragons, even if only for the first few sessions or levels of a campaign.

VARIANT: EASIER STABILIZATION

The specter of bleeding out can quickly monopolize the spotlight for player characters, especially in a smaller party where action economy is already strained. Consider these simple options which make falling to 0 hit points a less terrifying experience.

Guaranteed Stabilization. Each time a creature would roll a death saving throw, they automatically succeed. If they would have had advantage on the roll, they gain two successes instead. By itself, this rule does not prevent the failed death saves inflicted by a downed creature taking damage.

Stability is Recovery. When a creature stabilizes, they regain 1 hit point. Normally, requiring a creature to accrue more or less than 3 death save successes would not be recommended. However, when combined with this rule and the rule preceding it, they can effectively create a "recovery clock" for safer play.

Merciful Monsters. Every change of rules requires a shift in Dungeon Mastering to accommodate it, especially this variant. Creatures do not suffer automatic failed death saving throws when they are dealt damage while at 0 hit points. Foes treat downed players as "defeated", and do not perform intentional coup de gras techniques either. If you want to split the difference, a dying creature can still be forced to *roll* a death save when dealt damage, and ignore a success on that roll.

Negative Bloodied. A throwback to 4th Edition, creatures no longer use death saving throws at all. Instead, they continue taking damage into negative hit points. When they have taken such damage greater than one half of their maximum hit points, they die instantly. Any healing a dying creature receives brings them back up to 0 hit points and then heals them from there.

Temp Agency. Simply allow effects which grant temporary hit points to stabilize a fallen creature. You *can* also permit these spells and features to restore a creature to 1 hit point, but be wary of how many sources of temporary hit points are at-will or automatic!

VARIANT: LESS INSTANT DEATH

Several edge-case rules, high-level spells, and powerful monster features have the capacity to abruptly kill a creature with little regard to their hit points. To diminish their impact on a party's survivability, use one or more of these variant rules.

Remove Massive Damage. At low levels, something as common as a critical *guiding bolt* hit can kill an adventurer outright. Later on, high-scaling falling damage can still skip past death saves entirely. By taking out the death by massive damage rule, tables have one fewer unfortunate corner case to worry about.

"Less Lethal" Magic. Spells which include a death effect already have a technical counter in *death ward* and comparable class features. Removing the instant kill from *disintegrate*, *finger of death*, or similar spells significantly reduces their power. Balance this change with the following boosts to the affected spells:

- A creature who dies within 1 minute of being damaged by such a spell still suffers the final outcome of the most recent death spell that damaged it; turning to dust, rising as a ghoul, etc.
- Increase these spells' base casting range by 50%.
- In the case of *power word kill*, maintain its death effect but add a single Charisma saving throw rolled with disadvantage against the caster's spell save DC.

Just a Myth. Perhaps the absolute lethality of certain infamous monsters is a matter of exaggerated reputation. Or perhaps the adventuring party in *your* story is simply made of stronger stuff. Add one or more full rounds, including repeated saving throws where applicable, to effectively-deadly monster attacks such as a mind flayer's Extract Brain before they take their final effect. Consider allowing an additional legendary or bonus action attack or cantrip by such monsters during this time, to make up for the delay in their iconic ability. In extreme cases where such threats need to be taken off the table entirely, use the cockatrice's bite as a model. Have a victim become stunned, paralyzed, or otherwise defeated for 8 to 24 hours rather than having them die.



ALTERNATE SPELLS

These alternates are spells designed for defensive and restorative death magic other than resurrection. They can be used in place of removed core spells when those spells are referenced in content such as archetype spell tables or magic items. Each entry includes the classes whose spell lists they belong to, as well as the name of the spell they replace. These spells can also be added as extra class spell list options if the normal slate of resurrection spells are kept in place.

SALVAGE SENTRY (ALT. GENTLE REPOSE)

*2nd-level necromancy
cleric, ranger, wizard*

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

While you are within 1 mile of the remains, you may use your action to see through its eyes as if they were open and unobstructed, and to hear through its ears as if it were still alive. Your own body is blind and deaf while actively using the remains as a sentry. This effect continues until you end it as a free action, or until the spell fades.

You may maintain up to three salvage sentries at a time. Creating a fourth dispels the first.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the range from which you can use the sentry effect by 1 mile for every slot level above 2nd.

Material Component. A pair of coins, placed on the corpse — specifically its eyes, if it has them. If both of the coins are removed, the spell ends.

DELAY FATE (ALT. REVIVIFY)

*3rd-level necromancy
artificer, cleric, druid, paladin*

Casting Time: 1 reaction

Range: 60 feet

Components: V

Duration: Instantaneous

You may cast this spell as a reaction when a creature you can see within range would die. That creature instead stabilizes, unconscious at 0 hit points. Its death saving throws are reset to 0.

Once a creature has been targeted by this spell, it may not be subject to it again for 7 days.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the creature regains 1 hit point after it stabilizes.

SALVAGE ESSENCE (ALT. ANIMATE DEAD)

*3rd-level necromancy
cleric, wizard*

Casting Time: 1 minute

Range: Touch

Components: V, S, M

Duration: Instantaneous

You lay your hand upon a corpse or other remains that have been dead for less than a day and recite a prayer or incantation. Roll 10d8. You or another creature of your choice also touching the corpse gain temporary hit points equal to the number rolled. For as long as a creature retains these temporary hit points, its breath is tinted with a dark green glow.

Once a corpse has been targeted by this spell, it may not be subject to it ever again, nor may it ever become undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase the dice rolled by 2d8 for every slot level above 3rd.

Material Component. A silver glove worth at least 300 gp, worn during the casting.

BECKON LIFE/DEATH (ALT. RAISE DEAD)

*5th-level necromancy
bard, cleric*

Casting Time: 1 action

Range: Self (40-foot cube)

Components: V, S

Duration: 1 hour

You choose life or death, and beckon all creatures in a 40 foot cube originating from you.

Life. Creatures in the area currently at 0 hit points immediately regain 1 hit point. Creatures in the area also feel the jubilant pull of life, and succeed on all death saving throw rolls for the duration of the spell, even after they leave the area.

Death. Creatures in the area currently at 1 hit point or lower immediately die. Creatures in the area also feel the omnipresent approach of death, and fail all death saving throw rolls for the duration of the spell, even after they leave the area.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may do so as a bonus action rather than an action.

SACRIFICE (ALT. REINCARNATE)

*5th-level transmutation
cleric, druid, paladin*

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with hit points equal to half the number of hit points you currently have, rounded up. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Then, you die. Your death by this spell cannot be prevented, nor can you be returned to life by another creature's *sacrifice*.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of minutes after death for which you may return a creature to life increases by 1 minute for every slot level above 5th.

Material Component. Diamonds with a gp value equal to 100 X the total character level (if a PC) or challenge rating (if an NPC) of the touched creature, consumed by the spell.

HARVEST SOUL (*ALT. CREATE UNDEAD*)

6th-level necromancy
cleric, warlock, wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 hour

You target a corpse within range that has been dead for less than 1 minute, and cut a miniature sickle across your palm. You lose 1 hit point, and a dark green haze shimmers over your eyes for the duration.

For as long as you maintain concentration, the soul of the recently departed may be interposed to protect you or an ally. If a creature you can see or hear within range would be reduced below 1 hit point or would die for any reason, you may end this spell in order to instead restore one half of that creature's maximum hit points, rounded up.

Once a corpse has been targeted by this spell, it may not be subject to it ever again, nor may it ever become undead.

At Higher Levels. When you cast this spell using a spell slot of 7th level, increase the maximum duration to 10 minutes. When you cast this spell using a spell slot of 8th level, increase the maximum duration to 1 hour. When you cast this spell using a spell slot of 9th level, increase the maximum duration to 8 hours.

Material Component. A miniature adamantite sickle worth at least 666 gp.

MASS DEATH WARD (*ALT. RESURRECTION*)

7th-level abjuration
bard, cleric

Casting Time: 1 action

Range: 20 feet

Components: V, S, M

Duration: 10 minutes

Choose up to five creatures within range to receive a measure of protection from death. The first time each of those creatures would drop to 0 hit points as a result of taking damage, it instead drops to 1 hit point, and the spell ends for that creature.

If the spell is still in effect for a creature when it is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the creature, and the spell ends for it.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of creatures you can protect from death increases by 3 for every slot level above 7th.

Material Component. A fulfilled last will document, consumed by the spell.

IMMORTALIZE (*ALT. TRUE RESURRECTION*)

9th-level necromancy
bard, cleric, druid

Casting Time: 1 reaction

Range: 100 feet

Components: V, S, M

Duration: Instantaneous

You may cast this spell as a reaction when a creature you can see within range would be reduced to 0 hit points or die. That creature is instead restored to its maximum hit points. In addition, it succeeds on all saving throws and gains immunity to all damage until the end of its next turn.

Material Component. A tiny, finely crafted effigy of the targeted creature, worth at least 3000 gp, consumed by the spell.

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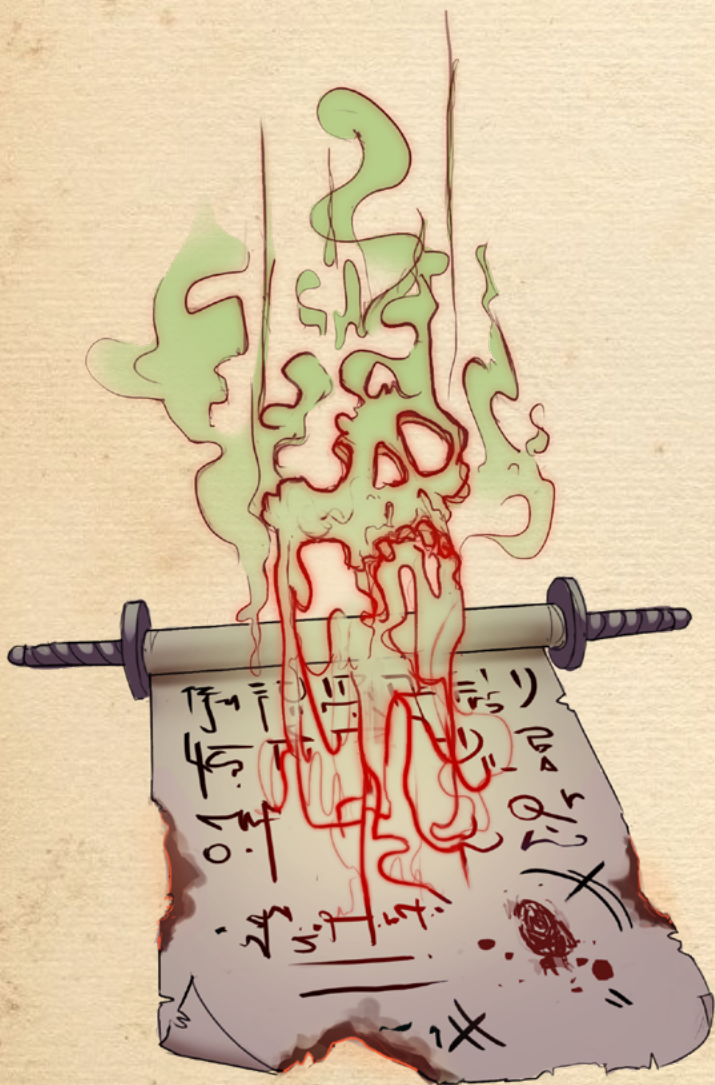
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