



## PC Death Ruining Your D&D Game? Fix It Now!

Full video link: <https://youtu.be/zXuzLhDziTg>

Today we are talking about PC death and how it should not affect your campaign.

How do you handle it when you have warned a PC about the dangers of following a certain path, but they follow it anyway and they die?

Do you just let it be or do you handle it differently? There is absolutely nothing wrong with letting it be and allowing your player to create a whole new character to bring into the campaign, however, if you are running an epic campaign, bringing in a new character may be disruptive to the game. Furthermore, if you were running a player-based campaign and decisions were being made for the PC that died – it may derail your campaign.

Figure out how the character died – alone is always easier. Then what do you do? Try these:

- Fade to black
  - The last thing you see is your enemy smiling as darkness slowly fills your vision.
- Daydream/nightmare
  - It was all a dream, now do it again but different.
  - You too GM! Do it different the next time.
  - By doing this, you will have to completely change the encounter so that the player thinks that it really was a dream.
  - You cannot do this more than once in a campaign.
- Welcome to hell
  - The PC wakes up in hell and must escape. Other PCs are fellow souls trapped down there.
- Reincarnate
  - Or revive or return to life or ignore death and simply come back.
  - This means that you should also revive or resurrect the nemesis from time to time.



