

# Grumpy Wizard's Death and Dismemberment House Rules

## Procedure:

When a PC reaches zero hit points during a combat encounter the referee may call for a roll on the **Death and Dismemberment Table**.

- The player rolls 1D6 to determine the location of the wound.
- If the character has a hit point total that is negative, then the negative score modifies the severity roll.

Example: Gronk the Fighter has 4 HP. He is hit by the goblin for 6 HP making his current hit point total -2. Gronk's player rolls 1D6 for hit location and rolls a 1, the head. Gronk has -2 modifier to the severity roll because he has a negative hit point total. Gronk rolls a 7.  $7-2=5$  Gronk has received a critical wound to the head.

The referee may then narrate the nature of the damage based on the results of the table.

## For any result of "Light Wound" or worse severity, the following applies:

- The character must make a saving throw. If the saving throw fails, the character is unconscious. The save is modified depending on the injury's degree of severity.
- The character will die in a number of rounds determined by a die roll indicated in the notes unless they successfully receive aid. If the aid giver casts a *heal wounds* spell, makes a successful WIS check (roll under), or a first aid skill check (1 in 6) then the character's wounds have been stabilized and the character will survive if they receive no further damage in this combat encounter. The character now has 1 hit point.
- A character receiving a wound may not **recover** hit points until the noted number of *heal wounds* spells have been administered or the noted number of days or weeks of bed rest achieved. The *heal wounds* spell required are **in addition** to the *heal wounds* spell needed to stabilize a character dying from a wound.

**A character who has rolled a modified 6 or better on the severity column (serious, light, superficial, close call) may opt to continue fighting if they have passed the saving throw to remain conscious. However...**

- Any penalty/modifiers incurred due to their wounds are in effect.
- There is an additional modifiers to attack/saves listed in the notes for each wound severity description.
- A wounded character whose wounds have not been stabilized will die even if they remain conscious.
- The character's wounds cannot be stabilized with first aid while they are in action. A *potion of healing* or a *heal wounds* spell may be applied with the normal effect.
- If a character who is wounded receives another successful hit, another roll is made on the DaDT table. **The modifier for negative hit points is cumulative.** ie: A character who was already at a negative hit point score, and hasn't received first aid or healing magic, will subtract the new damage from that score, and increase the likelihood of an "instant death" result on the table.