

The Dark Powers Are Watching

Death In Ravenloft II

*Even more Dark Gifts for those resurrected
during Curse of Strahd*

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This table is meant to be used with the rules found on page 8 of the Adventurers League Dungeon Master's Guide version 4.0 Curse of Strahd. Combine these tables with [The Dark Powers Are Listening](#) to create a d20 spread of resurrection Dark Gifts.

Both of the previously mentioned tables each contain a drawback as well as a boon from the Dark Powers. The table below has no such balance. Instead it represents the ease of the darker path, the temptation to seek the handout from the Dark Powers with no cost.

Except the cost is the characters very life. He or she must literally die in order to receive the boon. Later products will provide the character with greater powers if they continue to seek strength form the Dark Powers, but these products will also outline the characters' loss of humanity.

If you do not like the imbalanced nature of the boons below, consider only allowing characters the benefits while they are in Ravenloft and its mist enclosed surroundings. Once they leave Ravenloft, whatever happens to these gifts or the characters is up to you.



d10	Dark Gift
1	Tied to the Land. The character's fate is now bound with Strahd's. He or she can magically sense the presence of Strahd when he is within 5 miles of the character. The character knows the general direction but not the exact location. Strahd is aware of the character, but does not know his or her exact location.
2	Blighted. The character is becoming as twisted as the land. As a bonus action, the character can cause his or her arms to become loose and floppy. The character automatically drops what he or she was holding and can only make an unarmed strike as their action. Instead of 1 + Strength modifier, this attack does 1d6 + Strength modifier bludgeoning damage and a Large or smaller target is grappled (escape DC 8 + Strength modifier + Proficiency bonus). Until this grapple ends, the target is restrained and the character cannot attack other targets.
3	One Foot in the Grave. The character has a growing affinity with the undead. The character has advantage on Constitution and Wisdom saves while within 60 feet of an undead creature. The character has disadvantage on attack rolls while in bright sunlight or when in contact with spells that replicate sunlight.
4	Le Pacte de Lute. Songs of sorrow fill the character's soul. When using a Charisma (Performance) check to sing, the character can now add his or her Proficiency bonus. If the character is already proficient in Charisma (Performance), then his or her bonus is doubled when singing.
5	Umbral Soul. The darkness building in the character's soul is starting to surface. The character gains Darkvision 60'. If the character already has Darkvision, his or her previous range is doubled. The character also gains advantage on Dexterity (Stealth) checks when hiding in shadows.
6	A Taste for Flesh. The character has broadened his or her appetite. The character gains immunity to the Poison and Exhaustion conditions.
7	Reconstituted. The character can graft flesh from the recently fallen to repair damage to body parts. As an action the character can remove the flesh from a beast, giant, or humanoid that has died in the last 10 minutes to heal the character as if it has spent a Hit Die during a short rest. The character presses the recently dead flesh against the wounded area and the two meld together. This does not work using living flesh. This ability does not replace missing limbs or appendages nor does it grant any new abilities the recently dead creature may have had. This ability resets after a short or long rest.
8	Evil Eye. The character has an innate sense of the immediate future. The character can no longer be surprised at the beginning of combat. The character also gains the Foresee ability. The Foresee ability acts as the Halfling trait Lucky.
9	Forgotten Lore. While dead the character was witness to the Dark Powers' plan, but once pulled back into the body the knowledge was locked away to preserve the character's sanity. The character gains proficiency in two Intelligence based skills.
10	Traveler of the Mist. Can make a Dexterity (Stealth) check as a bonus action to hide if in the mist, even if only lightly obscured. The character's speed is increased by 10 while in the mist.