

# Curse of Strahd: Custom Dark Powers

## Purpose & Use

This is a community-curated free resource intended to enhance your Curse of Strahd experience. Within the following pages, you will find a number of custom-made dark vestiges, complete with personalized dark gifts, personalities, and aspects of corruption that can be tailored to your party's PCs. These may be used to replace individual imprisoned vestiges within the amber sarcophagi of the Amber Temple to make their dark gifts more appealing to individual players.

If you wish to contribute, leave a comment with your vestige together with your Discord or Reddit username below in the appropriate section. A mod will check every once in a while and accept the suggestions.

As always, take all homebrew content presented here with a grain of salt. While the content should mostly be balanced, we can't be expected to balance community curated content so tread carefully and use the following at your own risk.

## Template

**Name:**

**Theme:**

**Boon:**

**Bane:**

**Physical Change:**

**Additional Notes:**

# The Dark Powers

**Name:** Vatru, the Burnt One

**Theme:** Violence and Fire

**Boon:**

- Can cast *Immolation* as an action
- Gains resistance to fire damage

**Bane:**

- Gains the following flaw: "I am quick to anger, and prone to violence."
- Gains vulnerability to cold damage
- The souls of those killed by the beneficiary's casting of *Immolation* are condemned to Vatra.
- After the first casting of *Immolation*, the beneficiary has a cumulative 3% chance to have their soul condemned to Vatra. Once this happens, all boons disappear and all banes and transformations remain. The beneficiary can no longer be resurrected while their soul is condemned. Their soul can be freed by destroying Vatra in the Amber Temple.

**Physical Change:**

- The hands and forearms of the beneficiary turn black as if burnt by extreme heat. Their eyes become black with glowing red centers. Their body warms the air around them.

**Additional Notes:** By LunchBreakHeroes

**Name:** Shara, The Whispers

**Theme:** Deceit and Information

**Boon:**

- You can cast the spell *Mislead* once per short rest without expending a spell slot.
- You can use your double to do physical damage with your pact blade. All damage done by the double is psychic damage.

**Bane:**

- Gains the flaw "I know what is true, and it is what Shara tells me"
- When speaking as your double, make a wisdom saving throw to retain control against your spell save DC. On a failed save, Shara controls the double for the duration.

**Physical Change:**

- You always appear slightly out of focus, even when people look directly at you.

**Additional Notes:** Made for my bladelock player, who carries a piece of Shara in her sword. By Umbramy

**Name: Sykane - The Hunger**

**Theme: Revenge and Power**

**Boon/Bane:**

- **Stage 1**
  - Gain the Skirmisher Ability
    - You can move half your speed as a reaction when an enemy ends its turn within 5ft of you. The movement does not provoke AO.
- **Stage 2**
  - Gain Hexblade's Curse
    - As a bonus action, choose one creature you can see within 30ft of you. The target is cursed for one minute. The curse ends early if you die, the target dies, or you are incapacitated.
      - You gain bonus dmg rolls against the cursed target. Bonus equals your proficiency bonus.
      - Attack rolls made against the cursed target is a crit on a roll of 19 or 20.
      - If the target dies, you regain HP equal to your fighter level + Charisma mod
      - Can only be used again after a short or long rest.
- **Stage 3**
  - Your haunting eyes begin to repel other people as they take on a sickly yellow tint and any persuasion rolls are made at disadvantage.
    - Gain Hex Replenishment
      - Whenever a creature you kill with hexblade's curse on it you gain the ability to cast it again.
  - **Stage 4**
    - Gain Stalkers Flurry
      - You learn to attack with such speed that you turn a miss into another strike. Once on each of your turns when you miss with a weapon attack you can make another weapon attack as part of the same action. Only works on creatures with hexblade curse on them.
    - When a target afflicted with Hexblade Curse dies it explodes and any creature within 15ft of the explosion must make a wisdom saving throw equal to your spell saving throw or be unable to be healed until the beginning of your next turn.

**Physical Change:** Eyes begin to take a sickly yellow tint and your skin begins to go grey as if covered in ash.

**Additional Notes:** By Appayipyip

**Name:** Conquest

**Theme:** Madness in Battle Frenzy

**Boon/ Bane:**

- **Reckless Attack**
  - You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn
  - **Bane:** attack rolls against you have advantage until your next turn.
- **Stance of the Mountain**
  - You are anchored to the earth, shrugging off blows that would topple you. You cannot be knocked prone or be pushed back
  - **Bane** - If targeted by such an ability you treat all movement as difficult terrain until the start of your next turn.
- **Frenzy**
  - As a bonus action you can go into a frenzy. You can use this feature an equal times to your Wisdom modifier Min 1. You Frenzy after a long rest. While in battle you can fight with a ferocity. While in the midst of frenzy you gain resistance against all damage except psychic damage. You also cannot cast spells, concentrate on spells or use Smite while Frenzying.
  - Your frenzy lasts for 1 minute. It ends early if you are knocked out. You can also end your frenzy as a bonus action.
  - **Bane** -Wisdom Save every turn while Frenzy, Success can attack enemies. Failure, sees allies as enemies. Repeats saving throw on every turn.
  - Ending a Frenzy Early as a bonus action still requires a Wisdom Save or else it continues.
- **Savage Attack**
  - You can start savagely attacking while you Frenzy. If you chose to do so you can make a single weapon attack as a bonus action on each of your turns.
  - **Bane:** When your Frenzy ends you gain a level of fatigue, hunger, and thirst.

**Physical Change:** Starts to gain cracks in skin that pulse orange/red

**Additional Notes:** For an Earth Genasi Conquest Paladin who cares more about fighting than actual conquest.

**Name:** The Thousand Eye Crow

**Theme:** Keeper of Secrets

**Boon/ Bane:**

### **Symbiotic Entity**

Your body is filled with necrotizing spores, as an action you can activate the spores to necrotize your own flesh, you gain 5 temporary hit points for each level you have.

**Bane:** Using this ability leaves scar tissue, you won't be able to grow feathers, you also gain vulnerability to fire

### **Spore Blades**

Your spores cover your tools, they now deal an additional 1d6 poison damage to any target they hit.

**Bane:** scalpels and medical supplies are now coated in spores, any medicine check made with equipment now infects the other person with spores. Giving them disadvantage to the next two rolls they make.

### **Halo of Spores**

You can push the spores outside of your body, surrounding yourself in a cloud of them. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds a CON save against your Spell save DC.

Necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 14th level.

Spell save DC = 8 + Prof + INT

**Bane:** If an ally starts its turn within 10 feet of you after you use **Halo of Spores** they take +1 fatigue

### **Fungal Infestation**

If a beast or humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to immediately with 1hp. The creature uses the Zombie stat block. It remains animate for 1h, after which it collapses and dies.

In combat, the zombie's turn is immediately after yours. It obeys your mental commands and the only action it can take is the Attack action, making 1 melee attack.

**Bane:** You need to make a Wisdom Saving Throw on the start of the Zombie's turn, on a success you retain control of the creature. On a failure it attacks whatever creature is closest to it.

### **Physical Change:**

**Additional Notes:** Made for a Kenku Doctor

**Name:** The Glory

**Theme:** Control over Death

**Boon/Bane:**

**Grim Harvest**

You gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy.

You do not gain this benefit for killing constructs or undead.

**Bane:** You gain a vulnerability to Fire and Lightning Damage.

**Harvest's Scythe**

You learn to unravel and harvest the life energy of other creatures. You can augment your spells to drain the life force from creatures. You have a pool of energy represented by a number of d10s equal to your Sorcerer level.

When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your Sorcerer level or less.

Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented this way, you or an ally of your choice that you can see within 30 feet of you regain 2hp per die spent to increase the spell's damage, or 5hp if at least one monster slain was undead.

You regain the expended dice when you finish a Long Rest.

**Bane:** Creatures who are healed this way feel as though someone has stepped over their grave. They have disadvantage on their next saving throw, including death saving throws.

**Undead Thrall**

You add the **Animate Dead** spell to the list of spells known, it does not count against your list of spells. When you cast this spell you can target one additional corpse or pile of bones, creating another zombie / skeleton as appropriate.

The undead you create this way have additional benefits:

- Their hit point maximum is increased by an amount equal to your sorcerer level
- The creatures add your proficiency bonus to its weapon damage rolls

**Bane:** You must make a DC 10 CHA saving throw per undead to retain control of each creature. On a failure the undead attacks its closest target, on a success you retain control.  
(The DC increases by 2 every time your proficiency increases)

### **Command Undead**

You can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60ft of you. That creature must make a CHA saving throw against your spell save DC. If it succeeds you cannot use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

**Bane:** You must make a DC 12 CHA saving throw to retain control of the target every hour. If it has INT of 8 or more you have disadvantage to retain control.

(The DC of the Saving throw increases by 2 every time your proficiency increases)

**Physical Change:** Starts to appear more gaunt, have a more skeletal appearance.

**Additional Notes:** For a Fallen Aasimar Divine Soul Sorcerer

**Name:** The Chained One

**Theme:** Protection of Others

**Boon/Bane:**

#### **Ancestral Protector**

Spectral warriors appear when you enter combat. While you're in combat the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage of the target's attacks.

**Bane:** Your spectral warriors may sometimes hamper your allies giving them disadvantage to their next attack.

#### **Spirit Shield**

The guardian spirits that aid you can provide supernatural protection to those you defend. If you are in combat and a creature you can see within 30ft of you takes damage you can use your reaction to reduce that damage by 2d6.

The amount of damage you can reduce increases to 3d6 at level 10 and 4d6 at level 14.

**Bane:** Attacks against you have advantage when using **Spiritual Shield** to defend another

#### **Spiritual Armor**

Your guardian spirits layer themselves overtop you, defending you from harm. As an action you can gain 5 temp hp for each level you have. You also have resistance to both necrotic and cold damage.

**Bane:** You are vulnerable to both fire and radiant damage.

### **Vengeful Ancestors**

Your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.

**Bane:** The creature you defend with Spiritual Shield must make a Strength Saving throw against your spell save DC. On a failure they are knocked prone.

**Physical Change:** More ghostly appearance.

**Additional Notes:** For a Devotion Paladin who is all about protecting others.

**Name:** The Inquisitor

**Theme:** Knowledge of Others / Gathering Secrets

**Boon/Bane:**

#### **Study Creature**

You gain the ability to peer at a creature and discern how best to hurt it. As an action, choose one creature you can see within 60ft of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are.

You can use this feature a number of times equal to your Wisdom modifier (Minimum of 1) You regain all expended uses when you finish a long rest.

**Bane:** If the creature is hidden by divination magic you sense that it has no damage immunities, resistances, or vulnerabilities.

#### **Misdirection**

You can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while within 5 feet of another creature you can use your reaction to have the attack target them instead.

**Bane:** After using this feature you leave yourself open to attack, creatures attacking you have advantage until the start of your turn.

#### **Insightful Fighting**

You gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make an Insight check against a creature you can see that isn't incapacitated, contested by the target's Deception check. If you succeed you gain advantage on your attack roll.

The benefit lasts for 1 minute or until you successfully use this feature against a different target.

**Bane:** If you fail the Insight check you gain disadvantage instead of attack.



### **Eye for Weakness**

You learn to exploit a creature's weaknesses by carefully studying its tactics and movement. While your **Insightful Fighting** feature applies to a creature you deal an additional 3d6 damage on your next attack.

**Bane:** If you attack another creature before the one you used **Insightful fighting** on is dead the creature has resistance to your attacks.

### **Physical Change:**

**Additional Notes:** For an Investigator Arcane Archer

**Name:** Lissa: Mother of Lies (gains any soul lost under the effects of charm spells)

**Theme:**The corrupting power of untruth

**Boon:** Gain Proficiency in the Deception Skill, Can cast friends at will, later add charm person, charm monster to spell list.

**Bane:** **Flaw:** A White Lie never hurt anyone, failure means you must.

**Physical Change:** Your features become fixed like a comedy/tragedy mask

**Additional Notes:** Made for an ancients paladin who lies about her faith.

**Name:** Anarchy (Gains souls lost during rioting, revolution and chaos)

**Theme:**The dangers of unfettered freedom

**Boon:** Gain Proficiency in Persuasion Add Following to spell list/gain ability to cast once per day, Heroism, Crown of Madness, Enemies Abound,

**Bane:** **Flaw:** All law is tyranny, at start of combat roll as if effected by crown of madness against your own save DC.

**Physical Change:** Your eyes glow with an inner bloodlust

**Additional Notes:** Made for a harper ex pit-fighter

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**Name:** Pyro

**Theme:** Pyromancer / pyromaniac

**Boon:** Advantage on flame attack spells. If the spell is a save, all targets are disadvantaged. Resistance to fire. Advantage against any fire spell DC or gives disadvantage if targeted.

**Bane:**

Skin radiates heat, eyes burn red, wrinkles split with lava like appearance underneath skin becomes ash.

Anyone she touches takes 1d4 fire damage.

The souls of those killed by the beneficiary's casting of *fire spells* are condemned to Pyro.

**Physical Change:** Skin radiates heat, eyes burn red, skin becomes ash, and wrinkles split with lava like appearance underneath.

**Additional Notes:** Made for a Sorcerer with draconic bloodline. Possibly secretly roll a d100 anytime she casts a low level fire spell; low percent chance that spell is boosted to a fire ball as Pyro wants the whole world to burn. Possible upgrade to boon is fire damage now heals player. **Flavor text:** *"From afar I have felt the presence of the draconic blood that flows through your veins. Only the fire of the dragon can cleanse this land of the curse that befalls it. Be that cleansing flame, take up my mantle and unleash the power that is bottled up. You have proved your worth through your wrath, take the power and be my champion. We can rid this valley and purify the pathetic souls that live here. A dead forest is only brought back to life after its old growth is scorched."*

*"Unite with me and I assure you our power will only grow along with the gifts that will rival anything Strahd has learned from that damned demon Vampyr..."*

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**Name:** Psybin the Fungal Queen

**Theme:** NAADPOD podcast inspired fungal queen who wants to spread her spores across Barovia

**Boon:** Your weapons are coated with spores, adding 1d6 poison or psychic damage of your choice. Should you choose, creatures killed by spores become animated and follow your command if you make a charisma save DC 10. If you fail the Zombie turns on you. Damage increases to 2d6 at level 10, and 3d6 at level 15.

**Fungal Scrying:** Anyone who ingests your spores tap into the network of mycorrhiza and can communicate telepathically.

**Bane:**

Your skin turns a pale white with highlights of green. Your eyes are a deep green... your hair is like a thick moss. Teeth are yellow, you resemble Beetlejuice.

You crave insects whenever you hunger. You're unable to control the urge to eat any insects you come into contact with.

Random NPCs who come into contact with PC get fatal fungal infections ending in either brain death or as mindless drones who wonder the land spreading spores themselves.