

THE AWAKENED

THE SECOND CHANCE

You are standing. You do not know how or why but here you are.

(Designed for groups of players who have died in the Curse of Strahd Adventure, but easily adaptable to any other campaign, and you may even want to kill them after reading this.)

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THE AWAKENED

“Death is the beginning of Immortality”.

Maximilian Robespierre.

Prologue.- A second chance.

This adventure is aimed at experienced players in an attempt to achieve a new and innovative scenario for players who know excessively the world of Dungeons and Dragons, if you want to return to feel the fear of the unknown and the excitement of discovery, this is your adventure

If the group has failed in the adventure "Curse of Strahd" and they have died in that demiplane, is perfect to reintroduce them into the main plots while they develop really unique characters that will recapture their attention and interest.

This way of “reborn” is also appropriate if they have died in any other scenario or campaign, with medium or high level characters.

It is more than advisable in the case of very "hardened" and confident players, having to go through the process of the death of their characters without knowing in advance if there is a second chance, and opening a universe of totally new situations.

The characters begin this adventure as undeads of the Ghoul type, but “awakened”, they maintain their characteristics, alignment, hit dices and hit points, they have no memory of their past lives or professions, they do not have their previous spells or the skills dependents on Intelligence, Wisdom or Charisma, later they will recover them.

For now, they are creatures of the undead type and possess only the following skills:

Armor class: 12 (natural).

Speed: 30 ft.

Damage immunities: poison.

Damage resistances: necrotic damage.

Conditions immunities: Charmed, exhaustion and poisoned.

Darkvision: 60 ft.

Attacks: two attacks, (fists) damage: 1d6 or by weapons.

They can not be turned or commanded, any spell or ability of this type (resurrections included) leaves them incapacitated for 1d4 rounds with no saving throw, but in every case they gain immunity to future attempts of turning or command of that specific creature.

The holy water and consecrated soil have no effect on them.

To be resurrected they need a “Wish” spell or something of similar power (ideal hook for another adventure).

They do not need to eat or sleep, but they must "meditate" to reorder their memories and recover spells slots and uses of abilities like the rest.

Recovering professional lost levels: They recover one of their previous professional levels after encounters in which they kill a creature of as many hit dice as they, lose 50% of their hit points, or achieve a significant advance in the adventure.

They can recover his physical and combat skills in battle, no more than one or two per encounter, but they can use them as usual from the first moment they remember it.

Players tend to play their new characters just like on his previous lives (casters behind and warriors jumping into battle fearless, for example) even without realizing it.

When this happens with great impact in encounters, the GM must point out the fact and reward them with another class level “remembered”, of course they do not win automatically prepared spells or skill's uses (from mental or magical skills), they must “rest” to reorganize their memories before use, like anyone else.

Chapter 1.- The Awakening.

The characters wake up in Barovia cemetery, they do not know the place, although they have known, they do not recognize it.

At the start read this to the players:

“You feel the cold inside you, everything around is darkness and can only see light waves of pale colors drawing the outline of very old tombstones. You look at your hands and do not feel them, but they respond to you, they are white and emaciated.

In that moment you see other bodies around you, they are beginning to move and they look at you with the same strangeness, just like you.

Then you see ghostly figures of green light passing by and appearing around you, starting immediately to walk without even looking at you.”

Now you can describe to your players in more detail the "March of the Dead" described in special events of Chapter 3 "The Village of Barovia" of the adventure "Curse of Strahd".

Then read this:

“You have the impulse to continue the march, but it's obvious that you are not like them, you can choose.

The march leaves the cemetery by a long and winding road that is lost among the trees, and in the mist you can see a castle and a small town in its shade.

It is then when you realize that there are others around you, of flesh and blood too, looking at them without recognizing anyone.

At that moment you feel noises and howls from very close in the forest, it is clear that something is coming.”

It is a group of wolves, if the characters stay and fight against them they will defeat them easily. However, if they flee by the road and manage to enter in the town before the wolves arrive, the wolves do not enter the town, they wait outside until they are more numerous.

Chapter 2.- Making Home.

The characters can reach Barovia without being reached by the wolves, once here they can decide to enter one of the houses where they see light from outside, to the surprise of the locals who will take them for what they are, undeads, and the characters must have enough patience, the locals are terrified of their presence.

If they choose a empty house, just roll the encounter for rats or Strahd zombies. But sooner or later they must face the local folk and the doubts and suspicions will never really be completely resolved. Some villagers will never trust them, thinking they are Strahd' agents, while others will not even have the courage to speak to them, terrified of their non-life.

From here, the characters can resume plots that have been left pending, recover their professional levels, recover or win some magical object and face Strahd in better conditions than the previous time.

The objects that they have are at the discretion of the GM (who must use this opportunity wisely), but obviously more than one will be missing, and will grant the opportunity to recover some of them.

Although they do not know, Strahd is dead, but they feel his presence growing by moments. It will still take a few days to return, days that players must make the most of.

His presence is new to them, as ghouls feel much closer the power of the demiplano but are not able to discern if Strahd is active or not.

If they try to escape from the demiplane, they realize that Strahd's presence is already strong enough so the undeads can not escape.

The moment Strahd returns, he will know about the characters practically instantly, at the first combat or spell casted and will go after them, but more curiously than in anger.

He just feels that something is not right with these "ghouls", and this can be an advantage for the players if they know how to take advantage of it, finally confronting him again but now on neutral ground and chosen by them.

Chapter 3.- Epilogue.

If the characters finally defeat Strahd they can escape through the fog, but to reach Evernight.

If the Game Master decides to reintroduce them into any primary material plane they will always have a - 4 penalty to the reactions and checks of Charisma with any other intelligent living being, and unexpected problems will always arise.

Although their flesh does not rot, it is obvious to the naked eye that they are undead, unless they disguise it in some magical way. There will be people who simply want to kill them at first sight for being what they are.

They will never fully recover their memories, they will remember only if they are repeating situations or encounters of their past life.

It's not the end, it's the beginning.

- I want to thank the readers have spent time on downloading and reading it, and must ask for your forgiveness, english is not my mother language.

- If this have acceptance, will continue publishing something of what i have played for more than thirty years.

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