

## OPTIONAL RULE:

### THAT GOOD NIGHT

Presented here is an optional rule that enhances themes of finality and consequence in your DUNGEONS & DRAGONS campaign by reducing the effectiveness of spells that bring the dead back to life. In standard D&D 5e, the *raise dead*, *reincarnate*, *resurrection*, and *revivify* spells can reduce the role of death in a campaign to an inconvenience easily overcome by gold and access to a spellcaster. Using That Good Night, characters who might be returned to life through magic might return suffering a terrible curse or not come back at all.

#### THE RULES

When a creature would be returned to life by the *raise dead*, *reincarnation*, *resurrection*, or *revivify* spells they must roll on the Rite of Return chart. After rolling, the creature can choose to roll again and use the second result. If they do, and they are returned to life, they also roll on the Stygian Curse chart.

A creature who is returned to life has a cumulative -1 penalty to all future rolls on the Rite of Return chart.

#### RITE OF RETURN CHART

d20	Result
1	Your soul is torn to shreds trying to pass from the world of the dead to the land of the living. An undead creature with a challenge rating equivalent to your level rises in your place. You can never be returned to life.
2	Your soul is torn to shreds trying to pass from the world of the dead to the land of the living. An undead creature with a challenge rating equivalent to half your level rises in your place. You can never be returned to life.
3-4	Your soul is deaf to calls of return. You can never be returned to life.
5	Your soul stirs but does not or cannot return. You are not returned to life but another ritual could be performed to bring you back.
6	Your soul returns to your body but both bear the weight of your time in death. You return to life with 5 levels of exhaustion.
7	Your soul returns to your body and you return to a weak grasp on life. You return to life with 4 levels of exhaustion.
8	You rise worse for the wear. You return to life with 3 levels of exhaustion.
9	You return from the dead lethargic and weary. You return to life with 2 levels of exhaustion.
10	Your soul rejoins your body weakened by the ordeal. You return to life with a level of exhaustion.
11-20	Your soul heeds the call and you are returned to life.

Optional Rule: That Good Night by [Benjamin Huffman](https://sterlingvermin.com/)  
<https://sterlingvermin.com/>

Desktop Publishing by [Ners](#)

Art credit in order of appearance:

"Undead Huntress" by Lawrence van der merwe

#### STYGIAN CURSE

When you roll on the Stygian Curse chart, you gain the feature corresponding to the result.

#### STYGIAN CURSE

##### d10 Stygian Curse

- 1** *Botched Return.* You are undead. You have vulnerability to radiant damage. You learn the *thaumaturgy* cantrip.
- 2** *Stygian Sinkhole.* You and all creatures within 120 feet of you have disadvantage on death saving throws.
- 3-4** *Yearn for Release.* You have disadvantage on death saving throws.
- 5** *Unlucky.* When you roll a 20 on the d20 for an ability check, attack roll, or saving throw, you must reroll the die and use the new roll.
- 6** *Weakened.* Your hit point maximum is permanently reduced by your level. You gain one less maximum hit point whenever you gain a level.
- 7** *Shadow Sighted.* You see in darkness as if it were bright light and bright light as if it were darkness. If you have the darkvision feature, you lose it.
- 8** *Sunlight Sensitivity.* You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- 9** *Poor Health.* You have disadvantage on saving throws against poison and disease.
- 10** *Haunted.* You have disadvantage on saving throws against being frightened.

