

# Haunted Heroes



# Haunted Heroes

A Guidebook for Denizens of the Demiplane of Dread

By,  
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Based on the original DUNGEONS AND DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS AND DRAGONS® game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

Also extensively based on the Wizards of the Coast® books DOMAINS OF DREAD by William W. Connors and CHAMPIONS OF THE MISTS by William W. Connors. This manual also assumes the use of the official rules for Fear, Horror, and Madness checks as well as Dark Powers checks presented in the RPGA® guide to the Living Death® Campaign available at [www.livingdeath.org](http://www.livingdeath.org). Some materials herein are also based on that document. Using other previously published rules, such as those at [www.kargatane.com](http://www.kargatane.com), should present no difficulty, however.

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The Open Game License governs the information contained in this book. Hence, portions of this guide refer to and use the relevant System Reference Document that can be found in draft form at [www.opengamingfoundation.org](http://www.opengamingfoundation.org). This guide requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. It also assumes familiarity with Ravenloft and its unique gothic environment and rules.

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# Introduction

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*"He who fights with monsters should look to it that he himself does not become a monster...when you gaze long into the abyss the abyss also gazes into you..."*

-- Frederick Nietzsche

The people who inhabit any world are radically different from those who live somewhere else. And though the rules in the **PLAYER'S HANDBOOK** present a grand base from which to construct characters cut from any cloth, the natures of their varying home environments make characters who may share the same game statistics very disparate in both outlook and role.

The greater the difference between the Game Master's envisioned world and the generic fantasy setting of the **DUNGEONS AND DRAGONS®** game, the greater the need for a set of observations and rules on the effect of that environment on the characters within it.

## How to Use This Manual

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The rules in this manual are intended as an add-on for the **DUNGEONS AND DRAGONS®** rules. This additional information allows players and DMs to create and modify characters and NPCs native to, or drawn into, the demiplane of Ravenloft.

Users are assumed to be familiar with the basic setting details in order to get the most use out of this manual. However, the rules herein can be added into any campaign with little or no difficulty. Any singular part may be withdrawn without being necessarily dependent on the whole. Individual DMs, as always, are responsible for the health and well-being of their own campaigns and therefore can use or ignore the material herein as they see fit.

Chapter 1 adds a number of feats in order to describe the Ravenloft character. Additionally, it presents a number of options that

mesh with the skill system to further characterize the Demiplane.

Chapter 2 offers Ravenloft-specific prestige classes.

Chapter 3 adds a tool for DMs interested in furthering character development. These templates may be added to any character and represent advantages granted by suffering, a primary theme of the gothic story.

Chapter 4 provides details of how all of the classes, races, and prestige classes fill their roles in Ravenloft. It discusses both the religions of resident clerics and how a character's native homeland can affect their options for beginning character design.

Chapter 5 fleshes out two new races that expand a player's character creation options.

Chapter 6 discusses a number of items of equipment that characters may find themselves needing or desiring.

And Chapter 7 presents a number of spells native to Ravenloft and the manner in which some spells are affected by the unique physics of the Demiplane.

## Dark Heroes

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The success of gothic horror stories is born not only of their memorable villains and monsters, but also of the heroes who for better or for worse stand against the dark forces. These lonely champions both define, and are defined, by their enemies. Where would Dracula and van Helsing be without each other?

Ravenloft is too often seen as a place of utter hopelessness. It is those who struggle against the despair of the everyday person who are the heroes of this place. And even though few choose to stand and fight against the overwhelming power of the darkness, those who do are shining examples of heroism, even more so than a paladin in a world of knights and damsels in distress.

Those who strive to make a difference against all odds are not doomed to failure. They simply have chosen a road that is harder to travel. They tread their path sometimes due to choice, and sometimes due to something else, but they never waver when the rest of us would.

Any hero may slay a dragon with a valiant and diverse party of grand adventurers at their side. But, it takes a true hero to stand and wage a desperate battle against evil incarnate in its own lair when no one else will stand and fight with them.

Welcome, heroes, to Ravenloft.

# Chapter 1: Feats and Skills

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*"For a man to achieve all that is demanded of him, he must regard himself as greater than he is."*

-- Johann Wolfgang von Goethe

The champions of the mists are unique heroes. In order to survive at their vocations in such a harsh and unforgiving environment they have developed a number of new skills and feats. These new abilities reflect the difficulties of adventuring in the Demiplane of Dread.

## Virtual Feats

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If, as a class or special ability, you effectively have a feat, you may use it to fulfill the prerequisites of other feats. For example, if your class has an ability that says, "This is the same as Mobility," then it's just as your character would have the feat in question. If your character ever loses access to that ability, however, the character is no longer able to use other feats or abilities that are dependent on having that ability as a prerequisite. For example, if a character loses their ability that mimics the Mobility feat then they would no longer be able to use the Spring Attack feat they had later acquired.

## New Feats

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Unless specified, none of the feats below may be taken multiple times. Possession of feats that grant bonuses to skills does not remove the requirement placed on certain skills that you be trained before they can be used.

Feats marked with a \* first appeared in DRAGON MAGAZINE #274 and have been

rewritten here in order to be updated and available for use with firearms.

### Acrobatic [General]

You are very agile.

**Prerequisites:** None.

**Benefit:** You get a +1 to all Climb, Jump, Ride, and Tumble checks. This may be combined with Skill Focus in any of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

### Animal Friendship [General]

You have a way with animals.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Animal Empathy and Handle Animal checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

### Blind Shot [General]

You know how to shoot ranged weapons at targets that you cannot see.

**Prerequisites:** Blind-Fight, Point Blank Shot, Precise Shot, Wis 15+, 8 skill ranks in Listen.

**Benefit:** Characters with this feat have all of the benefits of Blind-Fight applied to their ranged attacks whether thrown, bow, crossbow, or firearm. In order to use this feat, a character must make one Listen check with a DC of 25 for each opponent targeted. A successful check means that the target may be targeted during the current round.

**Normal:** Regular attack roll modifiers for invisible opponents (See PLAYER'S HANDBOOK, p. 132) apply, as do speed reduction penalties for darkness and low visibility (See PLAYER'S HANDBOOK, p. 143).

**Special:** The Blind Shot feat is of no use against a character who is the subject of a *blink* spell.

### Convincing [General]

People tend to believe whatever you say.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Bluff and Intimidate checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Credibility [General]

Others sense that you are a trustworthy person.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Diplomacy and Gather Information checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## \*Deflect Ranged Attack [General]

You can attempt to deflect ranged attacks currently in flight with one type of ranged weapon with which you are already proficient.

**Prerequisites:** Point Blank Shot, Precise Shot, Ranged Disarm (same weapon), Dex 13+, Base Attack Bonus +5.

**Benefit:** To deflect a ranged attack already in flight, you must have readied an action against an opponent with a missile weapon. When that opponent fires, you make your attack roll based on the missile type: AC 23 (for thrown weapons), AC 26 (for arrows), AC 29 (for crossbow bolts), or AC 32 (for bullets and sling-stones). A successful attack deflects the missile and deals normal damage to it. This attack takes the place of one normal attack.

**Normal:** There is no way to stop or dodge a ranged attack in flight. It will either hit or miss based on the attacker.

**Special:** You may gain this feat multiple times. Its effects do not stack. Each time this feat is selected, it applies to a different weapon.

## Escape Artist [General]

You are skilled at removing shackles from yourself.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Escape Artist and Open Locks checks. This

may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Eye for Detail [General]

You are observant of even the smallest detail.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Spot and Search checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Fearless [General]

You have a bonus to Fear checks.

**Prerequisites:** Base Will save +2.

**Benefit:** You get to add a +4 to your Will save when making Fear checks.

**Normal:** A Fear check is made with a Will save (including Wisdom bonus) vs. a modified DC of 15.

## Gifted Student [General]

It is easy for you to learn.

**Prerequisites:** Int 15+.

**Benefit:** You get +1 skill point per level.

**Normal:** Skill points are determined by class modified by your Intelligence bonus with humans able to add +1 skill point per level. There is no way to make this amount increase other than raising your Intelligence score.

## Good Ear [General]

You have exceptional hearing.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Listen and Perform (Singing, Musical Instrument, etc.) checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Heroic Fortune [General]

You survive against all odds.

**Prerequisites:** None.

**Benefit:** You get a +1 bonus to all Fortitude, Reflex, and Will saves.

**Normal:** All saves are calculated by class and level with bonuses based on relevant ability scores. These save values only rise as you increase your level, multiclass, or raise your ability scores.

## Inconspicuous [General]

Others don't seem to notice you.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Hide and Move Silently checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Incorruptible [General]

You are less likely to be noticed by the Dark Powers.

**Prerequisites:** Any non-evil alignment, Wis 15+.

**Benefit:** The percentage chance of you being noticed by the Dark Powers is halved (rounded up). If the character ever changes to a non-Good alignment or fails a Dark Powers Check, the benefits of this feat are lost permanently.

**Normal:** The Dark Powers have a percentage chance to notice any evil act based on its severity and its victim, and lure characters down an evil path.

**Special:** This feat does not apply to Acts of Ultimate Darkness.

## Intuition [General]

You can read people.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Innuendo and Sense Motive checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Learning [General]

You gain access to skills not normally available to your class.

**Prerequisites:** Base Attack Bonus +2, Int 13+.

**Benefit:** Characters who take this feat may choose one skill based on Intelligence that is considered a cross-class skill for them. From then on, for

you, it is considered a class skill. This feat may be taken multiple times.

**Normal:** Characters must multiclass in order to gain access to skills that are not class skills.

**Special:** You may gain this feat multiple times. Its effects do not stack. Each time this feat is selected, it applies to a different Intelligence-based skill.

## Light Sleeper [General]

You awake without penalty at the slightest noise.

**Prerequisites:** None.

**Benefit:** You may roll a Listen check with a DC of 15 to awaken whenever something is happening while you are sleeping, e.g. an assailant sneaking up in order to attack while you are asleep. You awaken without grogginess and are instantly aware of your surroundings. The DM is the final arbiter of how this feat is applied.

**Normal:** Characters without this skill have a DC of 25 in the same situation and are considered flat-footed for the first round of combat.

## Mimic [General]

You are very good at imitation.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Disguise and Perform (Acting) checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Mystic [General]

You could have been a village wise man or woman.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Heal and Scry checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Quick Reload [General]

You have become proficient with the loading and unloading of firearms.

**Prerequisites:** Dex 13+, Base Attack Bonus +5.

**Benefit:** You may reload a pistol as a free action that provokes an attack of opportunity. You may reload a musket or matchlock caliver as a move-equivalent action that provokes an attack of opportunity. You may use this feat once per round.

**Normal:** Reloading a pistol is a move-equivalent action while reloading one of the long weapons is a full round action. Since the Rapid Shot feat may not be used with firearms, this feat is the only way to increase the speed at which the firearm wielder may fire.

**Special:** This feat only applies to firearms.

## \*Ranged Disarm [General]

You can disarm opponents with ranged attacks.

**Prerequisites:** Point Blank Shot, Precise Shot, Dex 13+, Base Attack Bonus +5.

**Benefit:** Choose one type of ranged weapon with which you are already proficient. By means of this feat, you may perform disarm actions with this weapon.

**Normal:** You may only perform a disarm action with melee weapons.

**Special:** You may gain this feat multiple times. Its effects do not stack. Each time this feat is selected, it applies to a different weapon.

## \*Ranged Sunder [General]

You have learned how to better attack objects with ranged weapons.

**Prerequisites:** Point Blank Shot, Precise Shot, Dex 13+, Base Attack Bonus +5.

**Benefit:** When attacking objects, you deal normal damage with ranged weapons. See item hardness and toughness rules on page 136 of the PLAYER'S HANDBOOK for further information.

**Normal:** Attacks on objects only do  $\frac{1}{2}$  damage.

## Sage [General]

You are well versed in the arcane arts.

**Prerequisites:** None.

**Benefit** You get a +2 to all Alchemy and Spellcraft checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Scribe [General]

You have a knack for the written word.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Decipher Script and Forgery checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Stable Mind [General]

You have a bonus on Madness checks.

**Prerequisites:** Base Will save +2.

**Benefit:** You get to add a +4 to your Will save when making Madness checks.

**Normal:** A Madness check is made with a Will save (including Wisdom bonus) vs. a variable DC.

## Steady [General]

You have nerves of steel and a steady hand.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Concentration and Disable Device checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Strong Stomach [General]

You have a bonus to Horror checks.

**Prerequisites:** Base Fortitude save +2.

**Benefit:** You get to add a +4 to your Fortitude save when making Horror checks.

**Normal:** A Horror check is made with a Fortitude save (including Wisdom bonus rather than Constitution bonus) vs. a modified DC of 15.

## Survivor [General]

You are at home in the wilderness, able to survive by your skill and wits.

**Prerequisites:** None.

**Benefit** You get a +2 to all Intuit Direction and Wilderness Lore checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may

only be increased by adding skill ranks or raising ability scores.

## Traditional Craftsmen [General]

You come from a family known for skill in a certain craft.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Craft (choose one) and Appraise checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

## Traditional Professionals [General]

You come from a family with a history of work in a certain profession.

**Prerequisites:** None.

**Benefit:** You get a +2 to all Profession (choose one) and Appraise checks. This may be combined with Skill Focus in either of the listed skills.

**Normal:** Skill bonuses are calculated by adding the number of skill ranks to the ability bonus. Skill bonuses may only be increased by adding skill ranks or raising ability scores.

# Skills

The skills discussed below showcase two important characteristics of skills in Ravenloft. One, that there are a multitude of knowledges that heroes need to know in order to survive. And two, that the skills listed in the PLAYER'S HANDBOOK can be modified to fit the needs of any character in many situations.

For most characters the process of skill selection is an easy, glossed-over portion of character creation and advancement. On the Demiplane of Dread, careful consideration of your skills can be the slim difference between life and death, or worse.

## New Knowledge Skills

In addition to the types of Knowledge skills covered in the PLAYER'S HANDBOOK, SWORD AND FIST, and DEFENDERS OF THE FAITH, the following new types can add depth and breadth to all campaigns. Each of these areas is considered a separate Knowledge skill. None of these may be used untrained.

- Archaeology (study of the past, archaeological techniques)
- Botany (plants, herbs, edible and poisonous types, identification)
- Heraldry (flags, emblems, coats of arms, and other official insignia and what region, group, or person that they identify)
- Laws (crimes, punishments, trial procedure)
- Monster Lore (habits, ecology, behavior, identification)
- Ravenloft (Darklords, domains, natural rules, that which should not be known)
- Secret Societies (ceremonies, members, signs and sigils, goals)
- Undead Lore (habits, creation, how to fight, identification)

One Knowledge skill previously introduced should be inappropriate for characters native to Ravenloft: Knowledge (*the planes*). The maximum skill level for Knowledge (*Ravenloft*) should only be equal to a character's total level rather than their total level +3 due to its esoteric nature.

## New Uses For Old Skills

The skill system for DUNGEONS AND DRAGONS® is designed for maximum flexibility. It concentrates on a few broad skills that can be used and manipulated in a number of ways, rather than in an exhaustive list of restrictive areas of expertise.

Skills are vital to performing tasks ranging from the simple (spotting a flying dragon overhead) to the difficult (poring over texts in an ancient language looking for an obscure reference). Players and DMs alike are encouraged to find ways to use skills based on the examples shown below that fit their individual campaigns and play-styles.

The new skill uses portrayed in SWORD AND FIST are good examples of how this can be accomplished. All of the new skill uses in that book are appropriate as written for a Ravenloft campaign, except *Find out who's really in charge* (Gather Information). That use of the skill can never determine the Lord of a domain unless the Lord allows it. Instead, it would determine a political leader, who may or may not be the resident Darklord. The information regarding the Darklord should only be able to be gleaned through careful roleplay and by design of the DM.

## Heal [Wis]

**Normal Use:** This is the generic first aid skill for characters. It is used to bind wounds and to care for the wounded over the long-term. It can also be used to treat disease and poison.

**New Use:** *Psychology.* You can use your Heal skill in order to diagnose and treat mental illnesses in addition to other purely physical ailments. This is particularly helpful in assisting those characters who have recently failed a Madness check. A trained Healer may make a skill check with a -4 penalty (the diseases of the mind are not quite the same as those of the body) at the end of each month that the afflicted is in their care (DC: 25). Success indicates that the patient has been cured of the mental disorder they are being treated for. This does not apply to viral or magical mental disorders however.

## Search [Int]

**Normal Use:** This skill is one of the handiest of skills in regular adventuring. You can search for traps, secret doors, or concealed objects or compartments. The difference between search and spot is active effort.

**New Use:** *Research.* Horror campaigns are often full of tomes of forbidden lore. You can use the Search skill to find passages in books or scrolls relating to specific things (assuming you can speak the language it is written in and possess the ability to read and write). It can also be used to find appropriate items of the mentioned

types in libraries or personal collections if such items are present. The base DC for this activity is 15.

## Sense Motive [Wis]

**Normal Use:** Sense Motive is mainly used as the oppositional skill to Bluff checks. Whoever rolls higher wins. Less frequently, it is used in order to determine the likelihood of an opponent's actions or whether their intent is contrary to yours or not.

**New Use:** *Detect secrets.* They say that everybody has got a secret or two. Sometimes you can tell when people around you are trying to be purposely evasive. You can tell that people are hiding something from you if you can make an opposed check versus their Bluff skill. They might seem to know more than they are telling you or they might have a horrible secret about their horrid creation and macabre secrets in the attic. And you'd never know.

The DM is encouraged to only allow this use of the skill where it does not conflict with the plot of the adventure. And this use in no way allows someone to determine what the secret or hidden mystery might be.

## Spellcraft [Int]

**Normal Use:** You can identify spells, both as they are being cast and once they are in place and active. This skill is basic for all wizards and its importance to quickly identifying magical effects should not be overestimated. Also, the higher this skill gets, the easier it is to counterspell others since you are able to determine what type of spell your opponent is casting.

**New Use:** *Identify curse.* Curses are a prime component of campaigns in Ravenloft. The ability to identify the strictures and effects of curses ranging from embarrassing to deadly is extremely practical for spellcasters of all types. To use this skill, you must make a skill check with a DC of 20 + the spell level of the curse. (See DOMAINS OF DREAD for determining spell levels for curses that are granted by the Dark Powers rather than cast by spellcasters). If successful, you not only are able to discern the exact effects of the curse, the type of curse used, whether or not the curse was justified, and minor details about the type of caster (e.g. Vistani, or wizard, or granted by Dark Powers), but also the path by which the curse can be lifted.

# Chapter 2: Prestige Classes

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*"Better to light a candle than to curse the darkness."*

-- Chinese Proverb

The concept of prestige classes was introduced in the DUNGEON MASTER'S GUIDE. Each is a campaign specific role that characters can qualify for during their advancement. And in Ravenloft, like in other campaigns, there exist a number of them. Many are immediately usable in any campaign setting; the rest could be used with little adaptation.

Unless noted otherwise, be sure to follow all of the rules for prestige classes set forth in the second chapter of the DMG.

## Existing Prestige Classes

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A number of new prestige classes have been detailed in a number of other sources. Certain ones of these are appropriate for characters in Ravenloft, while others are not due to the tempting nature of the Dark Powers and the near extinction of certain classes like the paladin.

The following list suggests (from official sources) those prestige classes that heroes native to the demiplane of dread are generally allowed to take. Of course, it goes without saying that each individual GM is allowed to make their own decisions in this matter since this list cannot be fully inclusive of all prestige classes to be available. Classes not listed may make superb NPCs. But the following should be most applicable to characters:

DUNGEON MASTER'S GUIDE: Assassin, Loremaster, and Shadowdancer.  
(NPCs: Blackguard.)

PSIONICS HANDBOOK: Metamind, Pyrokineticist, and Soulknife.

SWORD AND FIST: Devoted Defender, Duelist, Ghostwalker, Lasher, Master of Chains, Order of the Bow, Red Avenger, and Weapon Master. (NPCs: Ravager.)

DEFENDERS OF THE FAITH: Church Inquisitor, Consecrated Harrier, Hunter of the Dead, and Sacred Exorcist. (NPCs: Master of Shrouds.)

TOME AND BLOOD: Arcane Trickster, Candle Caster, Mage of the Arcane Order, and Mindbender. (NPCs: Acolyte of the Skin, Blood Magus, Pale Master, True Necromancer.)

SWORD&SORCERY: RELICS AND RITUALS: Penumbral Lord and Vigilant. (NPCs: Blood Witch, Crypt Lord, and Sea Witch.)

This list should in no way limit the types of characters that may be brought to the demiplane from outside worlds by the Mists. See DOMAINS OF DREAD, Chapter 1 and Appendix 3 for more in depth discussion on this occurrence. Once in Ravenloft, however, characters should as a rule not be able to take levels in unavailable prestige classes.

## New Prestige Classes

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The newly designed prestige classes below are presented in the same fashion as those in the DUNGEON MASTER'S GUIDE and the class handbooks (SWORD AND FIST and DEFENDERS OF THE FAITH). They fit into the mood and atmosphere of the Ravenloft game.

Again, the DM is encouraged and reminded to only use those prestige classes that fit into their world-view and campaign-style. It also needs to be said again that a DM may allow use of any of these prestige classes to characters in non-Ravenloft campaigns.

A note on the racial restrictions of some of the prestige classes presented: they exist only because demihumans are, as a rule, distrusted and feared throughout the domains of dread, and therefore not allowed, or choose not, to join the groups and secret organizations from which the prestige classes are drawn. It should not be construed that the restrictions portray an inability to perform the duties of the class. Rather think of them as societal limitations. Of course, the DM is the final arbiter of such restrictions.

# Anchorite

Anchorites are the proven leaders and chosen servants of the church of Ezra. This unusual church is multidenominational. While all branches of the church see Ezra in much the same way (defender, healer, and protector), specific beliefs and practices differ greatly from temple to temple. The Church of Ezra is detailed more thoroughly in Chapter 4: Worldly Matters.

As a priest of Ezra, the anchorite is charged with the protection of the weak, the care of the sick, and the general betterment of the human condition. The exact manner in which each sect enacts these precepts varies, but the basic teachings remain the same. Most temples are lawful neutral in outlook, though some temples of lawful good and true neutral alignment exist, as do fewer lawful evil enclaves. All anchorites frown on the mistreatment or needless suffering of the innocent. They help the injured and are quick to show mercy, even to enemies. Their abilities are used without need for compensation or the expectation of future gain.

And even though anchorites attempt to avoid combat whenever possible, they are certainly not pacifists, recognizing the need to battle from time to time. NPC anchorites may be found wherever they feel that they can make a difference in the suffering of people, whether by healing or if necessary, by force.

**Hit Die:** d6

**Table 2-1: The Anchorite**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+1	+0	+1	Sanctuary, Bonus Spell 0, Turn Undead	+1 Caster Level
2 <sup>nd</sup>	+1	+2	+0	+2	Bonus Spell 1	+1 Caster Level
3 <sup>rd</sup>	+2	+2	+1	+2	Shield of Ezra 1/day	+1 Caster Level
4 <sup>th</sup>	+3	+2	+1	+2	Lesser Mistwalk	+1 Caster Level
5 <sup>th</sup>	+3	+3	+1	+3	Bonus Spell 2	+1 Caster Level
6 <sup>th</sup>	+4	+3	+2	+3	Shield of Ezra 2/day	+1 Caster Level
7 <sup>th</sup>	+5	+4	+2	+4	Greater Mistwalk	+1 Caster Level
8 <sup>th</sup>	+6/+1	+4	+2	+4	Bonus Spell 3	+1 Caster Level
9 <sup>th</sup>	+6/+1	+4	+3	+4	Shield of Ezra 3/day	+1 Caster Level
10 <sup>th</sup>	+7/+2	+5	+3	+5	Full Mistwalk	+1 Caster Level

## REQUIREMENTS

To qualify to become an anchorite, a character must fulfill all of the following criteria:

**Race:** Human or half-elf.

**Alignment:** Lawful neutral, true neutral, or lawful good.

**Base Attack Bonus:** +4

**Knowledge (religion):** 4 ranks

**Healing:** 6 ranks

**Concentration:** 2 ranks

**Diplomacy:** 2 ranks

**Feats:** Martial Weapon Proficiency (long sword), Combat Casting

**Other:** Must be able to cast Divine spells, must have chosen Protection and Healing as their two domains if a cleric, must worship Ezra, and must always wear metal armor since lighter forms of armor do not support the accepted image of Ezra and anchorites.

## CLASS SKILLS

The anchorite's class skills (and the key abilities for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int, exclusive skill), and Sense Motive (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Lawful good and lawful neutral anchorites are proficient with all simple weapons. True neutral anchorites are proficient with all simple and martial weapons. Lawful good and lawful neutral anchorites are proficient with all armors. True neutral anchorites are proficient with all armors and shields.

**Spells:** An anchorite continues to gain spellcasting abilities as they advance in levels. Thus, when a new anchorite level is gained the character gains new spells per day as if they had also gained a level in whatever divine spellcasting class they last belonged to before adding the prestige class. They do not, however, gain any other special abilities that a character of that class would have gained.

For example, if Dara, a 6<sup>th</sup>-level cleric gains a level as a level as an anchorite, he gains new spells as if he had risen to 7<sup>th</sup> level as a cleric, but uses the other anchorite aspects of character advancement such as attack bonus and saving throws.

If the character had more than one divine spellcasting class before they became an anchorite, the player must decide which class to assign each level of anchorite for the purpose of determining divine spells per day and caster levels.

**Turn Undead (Su):** Anchorites of 1<sup>st</sup> level learn the ability to turn undead as a cleric does. The character may add their anchorite levels to those of any other classes that grant this ability for the purposes of determining their effective level with respect to turning attempts. (See PLAYER'S HANDBOOK p. 139 for more information on turn/rebuke attempts, and DEFENDERS OF THE FAITH p. 16 regarding Channeling divine energy for other purposes.)

**Sanctuary:** Any anchorite may seek shelter and safe haven from any temple dedicated to the worship of Ezra. The definition of "safe haven" however differs from temple to temple based on their similarities of alignment between the anchorite and that of the temple clergy they are sheltering with. At the very least, an anchorite can expect to be fed, clothed, have their wounds tended to, and their presence in the temple kept secret. Greater similarities in alignment may even allow the character to receive special equipment or information as the DM adjudicates.

**Bonus Spells (Sp):** A cleric dedicated to a particular deity is granted one domain spell as a bonus spell once per day as outlined in the PLAYER'S HANDBOOK on p. 31. Anchorites, due to their devotion to Ezra's true cause are allowed to cast two domain spells per day of the listed level as long as one is of the Healing

domain, and the other is of the Protection domain.

For example, Dara, a 6<sup>th</sup>-level cleric and 1<sup>st</sup>-level anchorite would normally only be able to cast either *sanctuary* or *cure light wounds*. However, as an anchorite, she may cast both. She may cast both *cure moderate wounds* and *shield other* as bonus spells instead of choosing only one, and so on.

**Shield of Ezra (Sp):** The anchorite may call into being a magical barrier a number of times per day as listed on Table 2-1. This barrier requires a full round action to call into being and remains in place for a number of rounds equal to the character's anchorite level. While under Ezra's protection, the character glows a faint blue.

The protection granted by this ability varies with the alignment of the anchorite. Lawful good anchorites gain a rogue's evasion ability for the duration of the shield. Lawful neutral anchorites gain DR of 5/magical. And anchorites of True neutral alignment gain an immunity to metal weapons of one category chosen when the ability is invoked. Examples of categories are swords, axes, and polearms. Decisions of related weapons are left to the individual DM. This immunity extends to all related weapons made of metal: arrows (heads), magic weapons, or strange alloys like mithril or adamantine. While the effect lasts, the character suffers no damage from those weapons in the category chosen.

**Lesser Mistwalk (Su):** Upon reaching 4<sup>th</sup> level an anchorite may travel from any domain to any other domain that is physically linked to it (in other words, part of the same Cluster or to another part of the Core) by simply stepping into a pocket of Mist. The character emerges at their destination by stepping out of a similar cloud of vapor. This ability may be used once per week.

No mistwalking ability may allow a character to leave a domain that has been sealed by its Lord. In fact, any such attempt is immediately sensed by the Lord, as well as the Lord knowing the exact location at which the attempt was made.

**Greater Mistwalk (Su):** As lesser mistwalk except that the anchorite who gains this ability may bring others with them on their once a week journey through the Mists. An anchorite may be accompanied by a number of companions equal to their anchorite level–5.

An anchorite who has this ability may still only mistwalk once per week, but may choose either form.

**Full Mistwalk (Su):** At 10<sup>th</sup> level, an anchorite may use their mistwalking ability to travel from any domain in Ravenloft to any other.

An anchorite who has this ability may still only mistwalk once per week, but may choose any of the three forms.

# Arcanist

Arcanists are a specialized type of arcane spellcaster who focus on uncovering knowledge of matters occult and forbidden. In many ways, they combine many features of the necromancer and the diviner, for their abilities mimic and rely on both. At the same time, they are metaphorically seen as bards of the macabre, for they tend to know the secrets that man dreads to hear spoken.

They study that which should be left alone, and travel to places that should best be left unexplored.

Good arcanists (known as white arcanists) tend to turn their studies to the battle against evil and the thwarting of various occult menaces. Gray, or neutral, arcanists seek to comprehend the nature of Ravenloft and to understand the fragile balance between life and death, and good and evil that exists there. Evil (or black) arcanists desire knowledge and mastery over the occult, hoping to parlay their knowledge into personal power and domination over the supernatural.

Because of their line of expertise and their ability with necromancy, arcanists are ever wary of drawing the attention of the Dark Powers. NPC arcanists are almost always a spooky and taciturn lot. Arcanists often have the look of having slept too little and of waging a constant inner struggle against their personal demons.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become an arcanist, a character must fulfill all of the following criteria:

**Alignment:** Any Lawful.

**Base Attack Bonus:** +2

**Knowledge (arcana):** 4 ranks

**Knowledge (Ravenloft):** 8 ranks

**Gather Information:** 2 ranks

**Profession (Scribe):** 2 ranks

**Feats:** Spell Focus (divination), Spell Focus (necromancy), Strong Stomach

**Other:** Must be able to cast Arcane spells.

## CLASS SKILLS

The anchorite's class skills (and the key abilities for each) are Alchemy (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

**Weapon and Armor Proficiency:**

Arcanists are skilled with clubs, daggers, crossbows, and quarterstaffs. Arcanists are not proficient with any armors or shields.

**Table 2-2: The Arcanist**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+2	Specialization 1	+1 Caster Level
2 <sup>nd</sup>	+1	+0	+0	+3	Bonus Language	+1 Caster Level
3 <sup>rd</sup>	+1	+1	+1	+3	Specialization 2	+1 Caster Level
4 <sup>th</sup>	+2	+1	+1	+4	Forbidden Lore	+1 Caster Level
5 <sup>th</sup>	+2	+1	+1	+4	Specialization 3	+1 Caster Level
6 <sup>th</sup>	+3	+2	+2	+5	Turn/Rebuke Undead	+1 Caster Level
7 <sup>th</sup>	+3	+2	+2	+5	Specialization 4	+1 Caster Level
8 <sup>th</sup>	+4	+2	+2	+6	Bonus Language	+1 Caster Level
9 <sup>th</sup>	+4	+3	+3	+6	Specialization 5	+1 Caster Level
10 <sup>th</sup>	+5	+3	+3	+7	Horrific Experience	+1 Caster Level

**Spells:** An arcanist continues to gain spellcasting abilities as they advance in levels. Thus, when a new arcanist level is gained the character gains new spells per day as if they had also gained a level in whatever arcane spellcasting class they last belonged to before adding the prestige class. They do not, however, gain any other special abilities that a character of that class would have gained. For example, if Tarakanthis, a 9<sup>th</sup>-level wizard gains a level as a level as an arcanist, he gains new spells as if he had risen to 10<sup>th</sup> level as a wizard, but uses the other arcanist aspects of character advancement such as attack bonus, special abilities, and saving throws.

If the character had more than one arcane spellcasting class before they became an arcanist, the player must decide which class to assign each level of arcanist for the purpose of determining arcane spells per day, spells known (if applicable) and caster levels.

**Specialization (Sp):** Because of their focus on two particular schools of magic, arcanists may not choose to learn new spells from the schools of evocation, enchantment, illusion, and transmutation when advancing in level as an arcanist. However, this limitation grants them an extra bonus spell per day in the same fashion that a cleric is granted a bonus domain spell. The arcanist may choose either a divination or necromancy spell of the level listed on **Table 2-2**. This ability is cumulative.

For example, Tarakanthis, a 5<sup>th</sup>-level arcanist with the ability Specialization 3, may cast one extra spell of 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> levels from either the school of divination or the school of necromancy. He may choose for the 3 to all be necromancy spells, divination spells, or any combination of the two.

Arcanists gain access to a new bonus spell every odd-numbered level.

**Bonus Language:** In their prodigious studies, arcanists often find themselves in the possession of tomes written in languages that they cannot read. By careful study, they give themselves access to further knowledge by learning an extra language without expending any skill points at both 2<sup>nd</sup> and 8<sup>th</sup> level.

**Forbidden Lore:** The knowledge of an arcanist in matters of the occult and supernatural is unmatched. It is a common joke amongst the folk of the domains of dread that a bard knows a little bit about everything, and an arcanist knows a little bit about everything spooky.

When they reach 4<sup>th</sup> level, an arcanist has collected a wealth of knowledge about a number of sinister topics and can usually access this knowledge from memory. An arcanist may make a forbidden lore check with a bonus equal to their level + their Intelligence modifier to determine whether or not they know some relevant fact about a person, object, or location

significant in the supernatural or morbid history of Ravenloft. This is similar to the ability of bards but only refers to those things with special significance in the demiplane. It is up to the DM to adjudicate what things do and do not fall into this category.

DCs for forbidden lore checks can be extrapolated from the list given for the bard's bardic knowledge ability on p. 29 of the **PLAYER'S HANDBOOK**.

**Turn/Rebuke Undead (Su):** No other class, including necromancers, understands the ways of the dead, and the undead, as well as the arcanist. Arcanists of 6<sup>th</sup> level learn the ability to turn/rebuke undead as a 1<sup>st</sup>-level cleric. The arcanist's effective level for turning attempts rises by one each level thereafter. If the character also has levels of another class that grants this ability, they may add these levels to those for the purposes of determining their effective. (See **PLAYER'S HANDBOOK** p. 139 for more information on turn/rebuke attempts, and **DEFENDERS OF THE FAITH** p. 16 regarding Channeling divine energy for other purposes.)

**Horrific Experience (Ex):** Upon reaching 10<sup>th</sup> level an arcanist becomes so well versed in the dark and sinister aspect of everything around them that they become immune to horror checks. There is very little that causes horror to them since it is such things that they immerse themselves in the study of. They can feel fear through surprise or immediate threat though and are not immune to fear effects.

## Avenger

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Avengers are men and women who come from all social classes and professions whose lives were greatly changed by a traumatic event. These are all people who have either witnessed a terrible wrong done to a stranger or to a loved one, or been a victim of such. This act caused the avenger to dedicate their lives to righting that wrong and swearing themselves to deliver justice through vengeance. Often, the avenger and their quarry are of opposed alignment.

They train in any other class, preparing themselves to eventually track down and punish their targets and others like them. Avengers are often to be found alone in pursuit of their prey, only stopping to join a party as long as their missions are locked on the same path. Some avengers (usually NPCs) tread a path of evil, not meting out justice as such, but retribution through hatred.

**Table 2-3: The Avenger**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Weapon Specialization, Bane +1/+1d6
2 <sup>nd</sup>	+2	+3	+0	+3	Extra Hit Points 5/10
3 <sup>rd</sup>	+3	+3	+1	+3	Intuition
4 <sup>th</sup>	+4	+4	+1	+4	Bane +2/+2d6
5 <sup>th</sup>	+5	+4	+1	+4	Extra Hit Points 10/15
6 <sup>th</sup>	+6/+1	+5	+2	+5	Hell Bent on Vengeance
7 <sup>th</sup>	+7/+2	+5	+2	+5	Bane +3/+3d6
8 <sup>th</sup>	+8/+3	+6	+2	+6	Extra Hit Points 15/20
9 <sup>th</sup>	+9/+4	+6	+3	+6	Resilience
10 <sup>th</sup>	+10/+5	+7	+3	+7	Bane +4/+4d6

Avengers are so single-minded of purpose that they may not multiclass once they set themselves on this path. To multiclass is to give up their quest for vengeance forever.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become an avenger, a character must fulfill all of the following criteria:

**Alignment:** Any non-lawful.

**Base Attack Bonus:** +5

**Gather Information:** 4 ranks

**Intuit Direction:** 4 ranks

**Knowledge (foe):** 6 ranks

**Search:** 4 ranks

**Feats:** Iron Will, Endurance, Toughness, and Tracking

**Other:** Must have witnessed, or been subject to, a great tragedy or wrong that caused them to swear vengeance on those responsible.

## CLASS SKILLS

The avenger's class skills (and the key abilities for each) are Concentration (Con), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (foe) (Int), Search (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Avengers are proficient with all simple and martial weapons. Avengers, because of the necessity for freedom of movement, are proficient with only light and medium armors as well as shields.

**Weapon Specialization:** Avengers devote much of their time to training and exercise with their chosen instrument of vengeance. As such, 1<sup>st</sup> level avengers receive the Weapon Specialization feat for free. However, since their need for face-to-face vengeance is so great, avengers may not choose to specialize in any ranged weapon.

**Bane (Ex):** Beginning at 1<sup>st</sup> level an avenger receives a competence bonus when fighting known servants or minions of their foe, or those who strongly remind the avenger of their target in the form of a +1 attack bonus and a +1d6 to damage. At higher levels, this increases to +2/+2d6, +3/+3d6, and +4/+4d6. Since this ability comes simply from the fury the character feels for their foe, this is considered an extraordinary ability.

**Extra Hit Points (Ex):** An avenger's focused need for revenge is such that upon reaching 2<sup>nd</sup> level (and every three levels thereafter) whenever they confront an enemy who reminds them of their foe, or who are their foe's minions or servants, in melee combat they gain 5 temporary hit points to help them through the encounter. This bonus increases to 10 when facing the subject of their vengeance. The amount of temporary hit points gained in melee

combat when exacting vengeance as outlined above rises to 10/15 at 5<sup>th</sup> level and 15/20 at 8<sup>th</sup>.

**Intuition (Su):** Upon reaching 3<sup>rd</sup> level, an avenger begins to uncannily sense the presence of his chosen target. If an avenger makes a successful wisdom check (DC: 15), they intuitively know in what direction their quarry is. This ability can only give a general direction to travel and cannot reveal a specific location.

**Hell Bent on Vengeance (Ex):** A 6<sup>th</sup>-level avenger gains through their unerring dedication to their cause the ability to go for long periods without food or rest in the inevitable pursuit of their foe. Roughly once per week, an avenger may go without food, water, or sleep for 48 hours without ill effect. When the allotted time has elapsed, the avenger must stop to rest as if exhausted. A normal meal and regular rest will return the avenger to regular activity. This ability cannot then be used again until at least seven full days have passed.

**Resilience (Ex):** 9<sup>th</sup>-level avengers have so trained themselves for their inevitable showdown with their enemies that they become harder for those enemies to injure. This resiliency is shown in the form of a -1 per die to all damage caused to an avenger by either their foe or their known servants and minions.

## Eremite

Eremites are mysterious characters, often feared and avoided. They spend most of their time living in remote wilderness areas brewing noxious potions and magical concoctions. Eremites are neither trusted nor respected by normal folk. Indeed, most commoners consider there to be no difference between an eremite and a witch. In truth, eremites are simply a breed of wizard specializing in making potions. Like any other wizard, they can use their abilities for good or ill.

The image that an eremite often conjures in the minds of the masses is that of an old crone bent over her bubbling cauldron. While this description has one element that is true—eremites never stray far from their cauldrons—the rest is nothing more than superstitious folklore.

Eremites are creatures of the wild, and as such, dislike cities and society. These wizards find nothing appealing about ostentation, anything that is not simple and functional, or modesty. They find companionship in animals

and a small circle of friends. They often travel for the same purposes that rangers and druids do.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become an eremite, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +2

**Knowledge (arcana):** 4 ranks

**Alchemy:** 6 ranks

**Spellcraft:** 2 ranks

**Feats:** Brew Potion, Great Fortitude

**Other:** May never wear metal, although they may carry it, and must be able to cast either divine or arcane spells.

## CLASS SKILLS

The eremite's class skills (and the key abilities for each) are Alchemy (Int), Decipher Script (Int, exclusive skill), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Eremites are proficient with all simple weapons. They are not proficient with any type of armors or shields.

**Spells:** An eremite continues to gain spellcasting abilities as they advance in levels. Thus, when a new eremite level is gained the character gains new spells per day as if they had also gained a level in whatever arcane or divine spellcasting class they last belonged to before adding the prestige class. They do not, however, gain any other special abilities that a character of that class would have gained.

For example, if Megeara, a 7<sup>th</sup>-level sorcerer, gains a level as an eremite, she gains new spells as if she had risen to 8<sup>th</sup> level as a sorcerer, but uses the other eremite aspects of character advancement such as attack bonus and saving throws.

If the character had more than one spellcasting class before they became an eremite, the player must decide which class to assign each level of anchorite for the purpose of determining spells per day and caster levels.

**Table 2-4: The Eremit**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Identify Potions, Spell Brew	+1 Caster Level
2 <sup>nd</sup>	+1	+3	+0	+3		+1 Caster Level
3 <sup>rd</sup>	+1	+3	+1	+3	Spell Focus: Potions	+1 Caster Level
4 <sup>th</sup>	+2	+4	+1	+4	Spell Penetration: Potions	+1 Caster Level
5 <sup>th</sup>	+2	+4	+1	+4		+1 Caster Level
6 <sup>th</sup>	+3	+5	+2	+5	Extend Spell: Potions	+1 Caster Level
7 <sup>th</sup>	+3	+5	+2	+5	Heighten Spell: Potions	+1 Caster Level
8 <sup>th</sup>	+4	+6	+2	+6		+1 Caster Level
9 <sup>th</sup>	+4	+6	+3	+6	Empower Spell: Potions	+1 Caster Level
10 <sup>th</sup>	+5	+7	+3	+7	Maximize Spell: Potions	+1 Caster Level

**Spell Brew:** Instead of memorizing words and gestures, or calling upon divine or supernatural powers, to cast spells eremites brew them. All of the spells that an eremite may cast are actually potions that must be imbibed to take effect. The time normally spent to prepare spells is spent in preparation of potions instead.

The number of potions that an eremite may have ready at any time (excluding those they did not brew themselves) is equal to the number of spells that they may cast per day. Potions that are lost or given away still count against this total until used or the eremite “abandons” them, at which point they lose their magical properties.

The eremite may only actually cast spells gained from other spellcasting classes. They must “brew spells” for all spells learned for taking levels as an eremite. For example, if Meageara, a 7<sup>th</sup>-level sorcerer, gains a level as an eremite, she gains new spells as if she had risen to 8<sup>th</sup> level as a sorcerer. Therefore she gains both 1 1<sup>st</sup>-level and 1 4<sup>th</sup>-level spell that she had not known before. These spells may only be cast by “brewing” them. If she then takes another level as sorcerer, she may learn and cast those new spells as normal, or by “brewing” them. Eremites may only “brew” spells that have a range of 0 or touch.

There are four distinct advantages to this type of spellcasting. One, that even high level spells take only 1 full round to take effect, just as a normal potion. The second, that the eremite may be able to cast spells on others that they could only cast on themselves. For example they could share *fire shield* by brewing the potion and giving it to others to imbibe. Next, that only material component requirements need to be met. There are no verbal or somatic requirements required for casting spells in this

fashion. And fourth, potions brewed by the eremite in meeting their spell per day limits DO NOT have an experience or gold piece cost associated with them and require only the time that would be needed to normally prepare spells. Concoctions that are made in the regular fashion still must follow the normal rules for brewing potions.

**Identify Potions:** A 1<sup>st</sup>-level eremite may attempt to identify a potion without tasting it by succeeding at an alchemy roll as described in the *PLAYER'S HANDBOOK*, p. 63. In the eremite's case, they may add their levels as an eremite as a bonus to their roll and there is no gp cost associated with such an action.

So, Meageara, a 3<sup>rd</sup>-level eremite could identify a potion for free with an alchemy check of 25 or higher. She would add make a normal alchemy roll and add her levels (3) as an extra bonus. So, if she had 6 ranks and a +2 from her Intelligence, her total bonus to an alchemy roll to identify potions would be +12. And she could attempt this for free.

**Spell Focus: Potions (Sp):** Beginning at 3<sup>rd</sup> level, every potion that the eremite brews is affected as if by the Spell Focus feat. That is, there is a +2 to all DCs to save vs. the effects that the eremite's potions produce.

**Spell Penetration: Potions (Sp):** At 4<sup>th</sup> level, every potion that the eremite brews is affected as if by the Spell Penetration feat. That is, there is a +2 to all caster checks for the eremite to overcome a target's spell resistance.

**Extend Spell: Potions (Sp):** A 6<sup>th</sup>-level eremite may modify one of the potions that they brew each day as if it were the target of the Extend Spell feat. That is, the potion's effects will last twice as long. A potion brewed as such does not take up a spell slot any higher than normal.

**Heighten Spell: Potions (Sp):** 7<sup>th</sup>-level eremites may modify one of the potions that they brew each day as if it were the target of the Heighten Spell feat although there is a maximum of adding 3 caster levels. A potion brewed as such does not take up a spell slot any higher than normal.

**Empower Spell: Potions (Sp):** An eremite of 9<sup>th</sup> level may modify one of the potions that they brew each day as if it were the target of the Empower Spell feat. That is, the potion's variable numeric effects will all be increased by one-half. A potion brewed as such does not take up a spell slot any higher than normal.

**Maximize Spell: Potions (Sp):** A 10<sup>th</sup>-level eremite may modify one of the potions that they brew each day as if it were the target of the Maximize Spell feat. That is, the potion's variable numeric effects are all set at the maximum. A potion brewed as such does not take up a spell slot any higher than normal.

## Green Hand

Inhabitants of the lands that make up the Amber Wastes view the god Osiris as the protector of graves and enemy of the undead. The Green Hand (named for the belief that Osiris is green-skinned) is a group of priests of Osiris that has dedicated itself to the sanctity of gravesites and the destruction of the undead as well as those who defile the resting places of the dead.

The ornate flail that they carry may identify a green hand. Each green hand's flail bears an inscription in the ancient hieroglyphic language of Har'Akir. One member identifies themselves to another by reading aloud the markings on the other's flail. These are always personalized oaths dedicating the weapon to battle against undead and defilers of the grave. The flail is the traditional symbol of Osiris.

The persistence of the members of the Green Hand is nothing short of amazing. Hence, they may be found almost anywhere. Their Egyptian style clothing, coloring, and mannerisms make them stand out anywhere they go. When an enemy of the order travels beyond the confines of the Amber Wastes, members of this secret society have been known to follow them all the way across the demiplane. Indeed, legends persist of green hands chasing their quarry beyond the Mists themselves.

However, at no time do members of this order allow a grave or burial site to be looted.

They are adamant in this, taking up arms to protect the dead, even if a fallen enemy. The tenets of their faith mandate that the dead go to the afterlife with their possessions intact.

**Hit Die:** d8

## REQUIREMENTS

To qualify for membership in the Green Hand, a character must fulfill all of the following criteria:

**Race:** Human, half-elf, half-Vistani.

**Alignment:** Neutral good.

**Base Attack Bonus:** +4

**Knowledge (arcana):** 2 ranks

**Knowledge (undead):** 6 ranks

**Knowledge (religion):** 4 ranks

**Speak Language:** Hieroglyphic (written ancient Akiri)

**Feats:** Extra Turning, Weapon Focus (light flail)

**Other:** A native of one of the domains making up the Amber Wastes cluster, must have at least once been a cleric of Osiris, must never have robbed a grave or looted a tomb, must have the ability to turn undead, and must own a masterwork light flail.

## CLASS SKILLS

The green hand's class skills (and the key abilities for each) are Concentration (Con), Decipher Script (Int, exclusive skill), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (undead) (Int), Scry (Int, exclusive skill), and Search (Int). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Members of the Green Hand are proficient with all simple and martial weapons. They are proficient with light and medium armors as well as shields.

**Spells:** A green hand continues to gain spellcasting abilities as they advance in levels. Thus, when a new green hand level is gained the character gains new spells per day as if they had also gained a level in whatever divine spellcasting class they last belonged to before adding the prestige class. They do not, however,

**Table 2-5: The Green Hand**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+2	Respected Necromancy, Turn Undead	+1 Caster Level
2 <sup>nd</sup>	+1	+0	+0	+3	Detect Undead	+1 Caster Level
3 <sup>rd</sup>	+2	+1	+1	+3	Death's Seal	+1 Caster Level
4 <sup>th</sup>	+3	+1	+1	+4	Turn Bonus +2	+1 Caster Level
5 <sup>th</sup>	+3	+1	+1	+4	Undead Bane +1/+1d6	+1 Caster Level
6 <sup>th</sup>	+4	+2	+2	+5	Weapon Specialization: Flail	+1 Caster Level
7 <sup>th</sup>	+5	+2	+2	+5	True Death	+1 Caster Level
8 <sup>th</sup>	+6/+1	+2	+2	+6	Turn Bonus +4	+1 Caster Level
9 <sup>th</sup>	+6/+1	+3	+3	+6	Undead Bane +2/+2d6	+1 Caster Level
10 <sup>th</sup>	+7/+2	+3	+3	+7	Sealed Life	+1 Caster Level

gain any other special abilities that a character of that class would have gained.

For example, if Ombren, a 6<sup>th</sup>-level cleric gains a level as a green hand, she gains new spells as if she had risen to 7<sup>th</sup> level as a cleric, but uses the other green hand aspects of character advancement such as attack bonus and saving throws.

If the character had more than one divine spellcasting class before they became a member of the Green Hand, the player must decide which class to assign each level of green hand for the purpose of determining divine spells per day and caster levels.

**Turn Undead:** A green hand may add together their levels of cleric and green hand to determine the strength of undead creature affected by their turning attempts. (See PLAYER'S HANDBOOK p. 139 for more information on turn/rebuke attempts, and see DEFENDERS OF THE FAITH p. 16 regarding Channeling divine energy for other purposes.)

**Respected Necromancy (Su):** Normally in the domains of dread, a caster is forced to make a Dark Powers check whenever they cast a necromancy spell. Agents of the Green Hand do not need to make this check since they use their necromantic powers for the purposes of combating the undead and protecting tombs and gravesites. However, if the DM rules that the spell is being cast with evil intent, then the normal Powers check is required.

**Detect Undead (Sp):** At 3<sup>rd</sup> level, Osiris grants his chosen agents the power to detect undead as per the spell a number of times per day equal to their green hand level.

**Death's Seal (Sp):** A 3<sup>rd</sup>-level green hand gains the ability to prevent bodies from

rising from the dead. Any corpse that such a character says a blessing over cannot become undead, no matter how the person or creature died. A member of the Green Hand may only use this ability once per day, but can affect a number of bodies equal to their green hand level. This power requires that the character cast a bless spell on the bodies.

**Turn Bonus (Ex):** Beginning at 4<sup>th</sup> level a green hand receives a competence bonus when attempting to turn undead creatures in the form of a +2 bonus to their turn checks. At 8<sup>th</sup> level, this increases to +4. Since this ability derives from the green hand's presence and experience dealing with the undead, this is considered an extraordinary ability.

**Undead Bane (Su):** Beginning at 5<sup>th</sup> level a green hand receives a divine competence bonus when fighting undead creatures in the form of a +1 attack bonus and a +1d6 to damage. At 9<sup>th</sup> level, this increases to +2/+2d6. Since this ability comes directly from Osiris, this is considered a supernatural ability.

**Weapon Specialization (Flail, light):** Since the flail is the mark of the chosen servants of Osiris, all members of the Green Hand use it as their chosen weapon. By the time they have reached the 6<sup>th</sup> level of experience, they have learned to use it so well that they gain the Weapon Specialization (light flail) feat.

**True Death (Su):** Undead slain by members of the Green Hand of 7<sup>th</sup> level or higher either by melee attacks or by spells may never rise again as undead. They are forever destroyed. Members of the Green Hand also cannot be raised by any spell or effect as an undead creature once attaining this ability.

**Sealed Life (Su):** Upon reaching 10<sup>th</sup> level, a green hand cannot lose levels due to energy draining effects and abilities of undead creatures (though death still results in level loss, as do other level or experience draining penalties).

## Gypsy

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When most folk think of gypsies in Ravenloft, they tend to conjure up images of the mysterious Vistani. While it is true that those wanderers of the Mists are often called “gypsies,” they are not the only such folk who dwell on the demiplane. Character gypsies are never Vistani, although many gypsies often have some hint of Vistani blood in them.

Gypsies are a mysterious people who live by a rigid code of personal honor and laws. However, since this code is often different from the communities that they visit, they are often seen as a lawless and wild folk.

All gypsies identify themselves as members of different wandering tribes. Gypsy tribes are often hostile to outsiders but will welcome other gypsies from other tribes if their alignments are similar. However, nothing prevents one gypsy tribe from warring on another.

Singular gypsies that are encountered have often left their tribe to adventure and explore for a while. Their intent is often to return with some item or bit of knowledge that the tribe doesn’t already possess.

Most gypsy tribes ask their members to learn a number of skills to be useful to the tribe before they are finally allowed to become full-fledged tribal members.

Non-Vistani gypsies fall into a cultural limbo in Ravenloft. Non-gypsies view all gypsies as all part of the same bad lot. Vistani find these “false gypsies” generally distasteful as well. (Note that Vistani NPCs may have levels in this prestige class.)

NOTE: This prestige class does not reflect real-world Romani culture, nor is it meant as a comment on such. Instead it is an attempt to portray the stereotypical gypsy from gothic novels such as *Dracula*.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become a gypsy, a character must fulfill all of the following criteria:

**Race:** Human, half-elf, half-Vistani.

**Alignment:** Any non-evil, any non-chaotic.

**Base Attack Bonus:** +3

**Knowledge (any one):** 2 ranks

**Perform:** 3 ranks

**Tumble:** 3 ranks

**Sense Motive:** 4 ranks

**Spot:** 4 ranks

**Pick Pockets:** 2 ranks

**Feats:** Weapon Finesse (dagger)

**Other:** Must not wear armor heavier than light, must have had a gypsy upbringing or been accepted into a gypsy clan.

**Table 2-6: The Gypsy**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+1	Arcane Spells, Sneak Attack +1d6
2 <sup>nd</sup>	+1	+0	+3	+2	Evasion/Improved Evasion
3 <sup>rd</sup>	+2	+1	+3	+2	Knife Fighting
4 <sup>th</sup>	+3	+1	+4	+2	Sneak Attack +2d6
5 <sup>th</sup>	+3	+1	+4	+3	Wandering Knowledge
6 <sup>th</sup>	+4	+2	+5	+3	Uncanny Dodge/Can’t Be Flanked
7 <sup>th</sup>	+5	+2	+5	+4	Sneak Attack +3d6
8 <sup>th</sup>	+6/+1	+2	+6	+4	Bestow Curse
9 <sup>th</sup>	+6/+1	+3	+6	+4	Slippery Mind
10 <sup>th</sup>	+7/+2	+3	+7	+5	Sneak Attack +4d6

## CLASS SKILLS

The gypsy's class skills (and the key abilities for each) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pockets (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## CLASS FEATURES

**Weapon and Armor Proficiency:** Gypsies focus their weapon training on weapons that can be easily hidden and transported. Thus, all gypsies are proficient with the club, crossbow (hand or light), dagger (any type), dart, handaxe, light mace, quarterstaff, rapier, sap, scimitar, shortbow (normal and composite), and short swords. Gypsies are always on the move and as such are only proficient in the use of light armors.

**Spells:** Beginning at 1<sup>st</sup> level, a gypsy gains the ability to cast a small number of arcane spells similar to a sorcerer. To cast a spell a gypsy must have a Charisma score of at least 10+ the spell's level. So a gypsy with a Charisma of 9 or lower cannot cast spells. Gypsy spells are based on Charisma, and so their spells have a DC of 10 + spell level + Charisma modifier. The gypsy's spell list, available spells per day, and spells known appear below.

A gypsy prepares and casts spells just a sorcerer does (including only being able to cast spells known).

**Sneak Attack:** If a gypsy can catch an opponent unable to defend themselves effectively from their attack, they can strike a vital spot for extra damage. Any time the gypsy's target would be denied their Dexterity bonus to AC (whether the target has a bonus, penalty, or no modifier at all), the gypsy's attack deals extra damage in the amount of +1d6. At 4<sup>th</sup> level this amount rises to +2d6, at 7<sup>th</sup> level the extra damage is +3d6, and finally at 10<sup>th</sup> level, the damage modifier becomes +4d6. Should the gypsy make a critical strike with a sneak attack, this extra damage is not multiplied. This class ability stacks with any other sneak attack damage bonuses that the character already possesses or gains.

It takes precision and penetration to hit a vital spot, so ranged sneak attacks must made on targets within 30 feet of the character making the sneak attack.

The gypsy can only sneak attack living creatures with discernable weak spots and anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Likewise, creatures otherwise immune to critical hits are immune to sneak attacks. Also, the gypsy must be able to see the target well enough to choose a vital spot as a target as well as needing to be able to reach the vital area. A gypsy may not sneak attack a creature with concealment or striking at limbs of creatures that are out of their reach.

**Evasion/Improved Evasion (Ex):** At 2<sup>nd</sup> level, a gypsy gains the evasion ability. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, they take no damage with a successful saving throw. This ability may only be used if the gypsy is wearing light or no armor.

This ability stacks if the character already has the evasion ability from another class. If the character who gains this ability already has evasion, then the gypsy gains improved evasion instead. This ability works just like evasion, except that although the gypsy still takes no damage on successful Reflex saving throws, they now only take half damage on failed saving throws (their uncanny reflexes and foresight allowing them to get out of harm's way faster than the normal person).

If a gypsy who has this ability later gains evasion, this ability does not stack and become improved evasion. For example, if Katja, a 4<sup>th</sup>-level ranger, 1<sup>st</sup>-level rogue, and a 2<sup>nd</sup> level gypsy (therefore already having evasion as a gypsy ability) adds another rogue level, gaining a rogue's evasion, her gypsy evasion does not become improved evasion. However, if Katja had gained evasion as a rogue ability first (as if she had been a 4<sup>th</sup>-level ranger, a 2<sup>nd</sup>-level rogue, and a 1<sup>st</sup>-level gypsy), then gaining the evasion ability at her 2<sup>nd</sup> gypsy level would advance her original evasion ability to improved evasion.

**Knife Fighting (Ex):** The traditional weapon of the gypsy is the dagger. As such, once the gypsy is of 3<sup>rd</sup> level they have learned to be as deadly as fighters with them. Gypsies gain the Weapon Focus (dagger) feat. As well, as long as they are only using daggers, they gain the ranger's initial abilities using two weapons. That is, when wearing light or medium armor, and using two daggers a gypsy may fight as if having the feats Ambidexterity and Two-Weapon Fighting.

As well, a gypsy is allowed, once attaining this ability, to select Weapon Specialization (dagger) as a feat even if not a fighter. They may not select Weapon Specialization for a weapon other than dagger, however.

**Wandering Knowledge:** This ability is similar to that of the bard and the arcanist described above.

When they reach 5<sup>th</sup> level, a gypsy has acquired a wealth of information from their constant travels. A gypsy may make a wandering knowledge check with a bonus equal to their level + their Intelligence modifier to see whether they know some relevant fact about a person, object, or location that they may have run across in their travels. This is similar to the ability of bards but only refers to those things that the gypsy may have previously encountered or heard about. It is up to the DM to adjudicate what things do and do not fall into this category. The DM should also determine the extent of the information known, but it should be brief. For example, a gypsy may be able to recognize and identify the name of a particular plant and also may have heard that they are dangerous.

DCs for wandering knowledge checks can be extrapolated from the list given for the bard's bardic knowledge ability on p. 29 of the PLAYER'S HANDBOOK.

**Uncanny Dodge/Can't Be Flanked (Ex):** Beginning at 6<sup>th</sup> level, a gypsy gains the extraordinary ability to react to danger before their senses would normally allow them to do so. Gypsies with this ability retain their Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. (They still lose their Dexterity bonus if immobile.)

This ability stacks if the character already has the uncanny dodge ability from another class. If the character who gains this ability already has uncanny dodge, then the gypsy gains uncanny dodge (can't be flanked) instead. This ability means that the gypsy can no longer be flanked. They may react to opponents on opposite sides as well as they can react to a single attacker. This defense denies other rogues the ability to sneak attack them. The exception to this is that another character with this ability of at least four total levels higher than the target can flank them (and therefore sneak attack them).

If a gypsy who has this ability later gains uncanny dodge, this ability does not stack and become uncanny dodge (can't be flanked). For example, if Katja, a 4<sup>th</sup>-level ranger, 2<sup>nd</sup>-level rogue, and a 6<sup>th</sup>-level gypsy (therefore already having uncanny dodge as a gypsy ability) adds another rogue level, gaining a rogue's uncanny dodge, her gypsy uncanny dodge does not become uncanny dodge (can't be flanked). However, if Katja had gained uncanny dodge as a rogue ability first (as if she had been a 4<sup>th</sup>-level ranger, a 3<sup>rd</sup>-level rogue, and a 5<sup>th</sup>-level gypsy), then gaining the uncanny dodge ability at her 6<sup>th</sup> gypsy level would advance her original uncanny dodge ability to uncanny dodge (can't be flanked).

**Bestow Curse (Sp):** Upon reaching 8<sup>th</sup> level, a gypsy may call down a curse on an enemy once per week. This ability is applied as if the gypsy had cast a *bestow curse* spell on the recipient. It should be noted that dependent on the effects of the curse and whether or not the victim is deserving of the curse, use of this ability might require the gypsy to make a Dark Powers check.

**Slippery Mind (Ex):** At 9<sup>th</sup> level, a gypsy gains the ability to wriggle free from magical effects that would otherwise control or compel them. If a gypsy with slippery mind is affected by an enchantment spell and fails their saving throw, they may retry their saving throw 1 round later. They may only retry the saving throw once.

### Gypsy Spells Per Day

Level	0	1	2	3	4
1 <sup>st</sup>	1	--	--	--	--
2 <sup>nd</sup>	2	--	--	--	--
3 <sup>rd</sup>	2	1	--	--	--
4 <sup>th</sup>	2	2	--	--	--
5 <sup>th</sup>	3	2	1	--	--
6 <sup>th</sup>	3	2	2	--	--
7 <sup>th</sup>	3	3	2	1	--
8 <sup>th</sup>	4	3	2	2	--
9 <sup>th</sup>	4	3	3	2	1
10 <sup>th</sup>	4	4	3	3	2

## GYPSY SPELL LIST

Gypsies may choose their spells from the following list:

0<sup>th</sup>—arcane mark, detect magic, daze, detect poison, prestidigitation, read magic, resistance.

1<sup>st</sup>—charm person, comprehend languages, detect secret doors, detect undead, erase, hypnotism, identify, message, sleep, true strike.

2<sup>nd</sup>—arcane lock, detect thoughts, locate object, misdirection, obscure object, see invisibility, whispering wind.

*3<sup>rd</sup>—clairaudience, clairvoyance, dispel magic, illusory script, nondetection, secret page, suggestion, tongues.*

*4<sup>th</sup>—arcane eye, bestow curse, confusion, detect scrying, emotion, lesser geas, locate creature, remove curse, and scrying.*

### Gypsy Spells Known

Level	0	1	2	3	4
1 <sup>st</sup>	2	--	--	--	--
2 <sup>nd</sup>	3	--	--	--	--
3 <sup>rd</sup>	3	2	--	--	--
4 <sup>th</sup>	3	3	--	--	--
5 <sup>th</sup>	4	3	2	--	--
6 <sup>th</sup>	4	3	3	--	--
7 <sup>th</sup>	4	4	3	2	--
8 <sup>th</sup>	5	4	3	3	--
9 <sup>th</sup>	5	4	4	3	2
10 <sup>th</sup>	5	5	4	4	3

# Investigator

The most famous investigator that Ravenloft ever knew was the ubiquitous Dr. Rudolph van Richter. Although few investigators ever approach the good doctor's fame, they are all dedicated to the same principles: to seek out creatures of darkness and to determine fact from myth.

Investigators research every imaginable rumor and old wives' tale to gather information on the creatures of the night. They are masters of research and analytical thinking, sifting through legends and obscure writings to record the weaknesses and strengths of the creatures they seek. The investigator is not simply a scholar, however. They are also intrepid adventurers who know full well that their knowledge is power. To them, to face the evils of the demiplane without

foreknowledge is foolhardy to the point of being an outright deadly proposition. The investigator sees research and thought as their best weapons against the darkness. The investigator also carefully chronicles their adventures so that others may benefit from their work.

Some investigators are also found pursuing more mundane horrors in the form of criminals. Some criminals are viler than a supernatural menace could be. And sometimes, investigators pursuing a creature of darkness find that their quarry wears a more mundane face.

The investigator is the stereotypical do-gooder of most gothic stories.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become an investigator, a character must fulfill all of the following criteria:

**Alignment:** Any good.

**Base Attack Bonus:** +4

**Search:** 4 ranks

**Spot:** 6 ranks

**Gather Information:** 2 ranks

**Listen:** 2 ranks

**Feats:** Tracking, Alertness

## CLASS SKILLS

The investigator's class skills (and the key abilities for each) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Speak Language, and Spot (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 8 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Investigators focus their weapon training on weapons that can be easily hidden and transported. Thus, all investigators are proficient with the club, crossbow (hand or light), dagger (any type), dart, light mace, quarterstaff, rapier, sap, scimitar, shortbow (normal and composite), short swords, and long swords.

**Table 2-7: Investigator**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+2	Eye for Detail
2 <sup>nd</sup>	+1	+0	+3	+3	Useful Rumors
3 <sup>rd</sup>	+2	+1	+3	+3	Bravery
4 <sup>th</sup>	+3	+1	+4	+4	Credibility
5 <sup>th</sup>	+3	+1	+4	+4	Detect Lie
6 <sup>th</sup>	+4	+2	+5	+5	Cheat Fate
7 <sup>th</sup>	+5	+2	+5	+5	Pierce the Veil
8 <sup>th</sup>	+6/+1	+2	+6	+6	Investigative Knowledge
9 <sup>th</sup>	+6/+1	+3	+6	+6	Skill Mastery
10 <sup>th</sup>	+7/+2	+3	+7	+7	Slippery Mind

Investigators often must move around undetected and have freedom of movement and as such are only proficient in the use of light armors.

**Eye for Detail:** All investigators have a knack for identifying and noticing things that are out of place. The finding of clues is central to the investigator's profession. So, at 1<sup>st</sup> level, all investigators gain the Eye for Detail feat (see Chapter 1 of this book) for free.

**Useful Rumors:** Beginning at 2<sup>nd</sup> level, investigators have learned where to go when they have questions to ask. They are also proficient at sorting out what's useful from what's not in the information that they gather. This ability is represented by applying a -4 to all Gather Information DCs for investigator characters.

So, for example, a normal character attempting to find out the identity of a home's owner would have a Gather Information DC of 18. The same activity for an investigator would only have a DC of 14 since the investigator knows exactly who to ask and how to ask them.

**Bravery (Ex):** By the time they have reached the 3<sup>rd</sup> level, investigators have gotten used to shocks and scares of all sorts. In essence, to be surprised or frightened is to allow a criminal or monster valuable time to escape. Therefore, investigators at 3<sup>rd</sup>-level or higher gain a +2 bonus to all fear and horror checks.

**Credibility:** After some time investigating horrors both supernatural and mundane, investigators often gain notoriety as someone that everybody can trust. So, at 4<sup>th</sup>

level, all investigators gain the Credibility feat (see Chapter 1 of this book) for free.

**Detect Lie (Ex):** A 5<sup>th</sup>-level investigator learns to discern truth from lies by the body language and subtle tone changes of the subject's speech. This ability functions just like the *discern lies* spell although this is an extraordinary ability due to its origin in the investigator's study of the subject. An investigator may use this ability three times per day.

**Cheat Fate (Su):** Investigators of 6<sup>th</sup> level or greater have an uncanny ability to avoid failure in sticky situations. An investigator with this ability may choose to re-roll any one die roll once per day. This ability may be used after the initial roll, and the investigator who invokes this ability may use either of the two rolls then generated.

For example, Marcus the investigator must make a Climb check with a DC 15 or fall to his death. His first roll, with bonuses, comes out to be a 13. He chooses to use his cheat fate ability to reroll. Luckily, he rolls just high enough to succeed. He chooses to use the second roll and hopes that for the rest of the day he doesn't find himself needing to cheat fate again!

**Pierce the Veil (Ex):** At 7<sup>th</sup>-level the investigator learns to distinguish reality from illusion by careful study, looking for inconsistencies in the illusion. As such, investigators with this ability gain a +4 to save versus illusions of any sort as long as the investigator stops to study the scene, sound, or other sensory experience for a full round.

**Investigative Knowledge (Ex):** This ability is similar to that of the bard and the gypsy described above.

When they reach 8<sup>th</sup> level, an investigator has acquired a wealth of information from their constant investigations. An investigator may make a investigative knowledge check with a bonus equal to their level + their intelligence modifier to see whether they know some relevant fact about a person, object, or location that they may have once run across in their travels. This is similar to the ability of bards but only refers to those things that the investigator may have previously encountered or heard about. It is up to the DM to adjudicate what things do and do not fall into this category. The DM should also determine the extent of the information known, but it should be brief. For example, an investigator may be able to recognize and name a person that they run into from the descriptions given to them by others or from having run into them at sometime in the past.

DCs for investigative knowledge checks can be extrapolated from the list given for the bard's *bardic knowledge* ability on p. 29 of the PLAYER'S HANDBOOK.

**Skill Mastery (Ex):** At 9<sup>th</sup> level, an investigator selects a number of skills equal to 3 + their Intelligence modifier. When making a skill check with one of these skills, an investigator may take 10 even if stress and distractions would normally prevent them from doing so. They become so certain in their use of these skills that they can use them even under adverse conditions.

**Slippery Mind (Ex):** At 10<sup>th</sup> level, an investigator gains the ability to wriggle free from magical effects that would otherwise control or compel them. If an investigator with slippery mind is affected by an enchantment spell and fails their saving throw, they may retry their saving throw 1 round later. They may only retry the saving throw once.

## Invisible

Ravenloft is known as a land of intrigue and conspiracy. This is manifested in the existence of various secret societies throughout the core domains. In order to protect their secrets, each society carefully maintains a select cadre of individuals faithful to the tenets of the society. These agents, called invisibles, are the keepers of the society's secrets. Not only are they charged with protecting the society and its

ideals, they are also charged with missions for the society. They may not comprehend the reasoning of these missions, but they are expected to execute them faithfully.

You would never see an invisible until they wanted you to. They prefer to mingle with crowds and secrete themselves in shadowy vantage points. But when confronting an enemy of their order, they attempt to look as ominous as possible, as well as displaying an emblem or sigil that prominently identifies their masters.

All invisibles are by their nature secretive and knowing individuals. An invisible always appears to know more than they are telling, and usually do. Invisibles rarely work with others, since companions can often put the invisible in a position that can compromise the society served. As such, most invisibles are rogues, although fighters and rangers can often find themselves in the employ of many of the secret organizations.

NPC invisibles are always found in pursuance of a mission for their chosen masters.

**Hit Die:** d6

## REQUIREMENTS

To qualify to become an invisible, a character must fulfill all of the following criteria:

**Alignment:** Same as organization joined.

**Base Attack Bonus:** +4

**Knowledge (secret societies):** 4 ranks

**Hide:** 8 ranks

**Move Silently:** 8 ranks

**Intimidate:** 4 ranks

**Feats:** Alertness, Endurance, and Tracking

**Other:** Must have the evasion class feature, must be a member of the secret society served, and must have the uncanny dodge class feature.

## CLASS SKILLS

The invisible's class skills (and the key abilities for each) are Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (secret societies) (Int), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), and Tumble (Dex). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

**Table 2-8: Invisible**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+1	Sneak Attack +1d6, Aid
2 <sup>nd</sup>	+1	+0	+3	+2	Steady Values
3 <sup>rd</sup>	+2	+1	+3	+2	Sneak Attack +2d6
4 <sup>th</sup>	+3	+1	+4	+2	Improved Evasion
5 <sup>th</sup>	+3	+1	+4	+3	Sneak Attack +3d6
6 <sup>th</sup>	+4	+2	+5	+3	Fearsome Reputation
7 <sup>th</sup>	+5	+2	+5	+4	Sneak Attack +4d6
8 <sup>th</sup>	+6/+1	+2	+6	+4	Improved Low-Light Vision
9 <sup>th</sup>	+6/+1	+3	+6	+4	Sneak Attack +5d6
10 <sup>th</sup>	+7/+2	+3	+7	+5	Without a Trace

## CLASS FEATURES

**Weapon and Armor Proficiency:** Invisibles focus their weapon training on weapons that can be easily hidden and transported. Thus, all invisibles are proficient with the club, crossbow (hand or light), dagger (any type), dart, handaxe, light mace, quarterstaff, rapier, sap, scimitar, shortbow (normal and composite), and short swords. Investigators often must move around undetected and have freedom of movement and as such are only proficient in the use of light armors.

**Aid:** An invisible may call upon their secret society to provide aid in times of crisis. Once per month, any invisible may contact their order and request such aid. There is a delay of 1d4 days before the invisible's new allies arrive. At the end of this time, the invisible receives the aid of one henchman for every two levels of invisible that they have (round up). These followers remain with the character for a number of days equal to their invisible level.

The exact nature of the agents the society sends is up to the DM but should relate to the nature of the invisible's request for help. Also, the allies' total HD should not exceed the invisible's level.

**Sneak Attack:** If an invisible can catch an opponent unable to defend themselves effectively from their attack, they can strike a vital spot for extra damage. Any time the invisible's target would be denied their Dexterity bonus to AC (whether the target has a bonus, penalty, or no modifier at all), the invisible's attack deals extra damage in the amount of +1d6. At 3<sup>rd</sup> level this amount rises to +2d6, at 5<sup>th</sup> level the extra

damage is +3d6, at 7<sup>th</sup> level the extra damage is +3d6, and finally at 9<sup>th</sup> level, the damage modifier becomes +4d6. Should the invisible make a critical strike with a sneak attack, this extra damage is not multiplied. This class ability stacks with any other sneak attack damage bonuses that the character already possesses or gains.

It takes precision and penetration to hit a vital spot, so ranged sneak attacks must made on targets within 30 feet of the character making the sneak attack.

The invisible can only sneak attack living creatures with discernable weak spots and anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Likewise, creatures otherwise immune to critical hits are immune to sneak attacks. Also, the invisible must be able to see the target well enough to choose a vital spot as a target as well as needing to be able to reach the vital area. An invisible may not sneak attack a creature with concealment or striking at limbs of creatures who are out of their reach.

**Steady Values (Su):** 2<sup>nd</sup>-level invisibles become harder to sway from the tenets of the secret society that they have joined. All invisibles that gain this ability receive a +4 bonus to saving throws against any effect that would alter their alignment.

If the effect does not normally permit a saving throw to be made, an invisible is entitled to a Will save to negate the alignment altering effect.

**Improved Evasion (Ex):** This ability works just like evasion, except that although the invisible still takes no damage on successful Reflex saving throws, they now only take half damage on failed saving throws (their uncanny reflexes and foresight allowing them to get out of harm's way faster than a normal person).

**Fearsome Reputation (Ex):** Because of the reputation that invisibles acquire by the nature of their duties, beginning at 6<sup>th</sup> level they may use that reputation to cow and intimidate their enemies.

Any successful Intimidate skill check made by an invisible against a target with an Intelligence of 9 or higher has the same effects as a *cause fear* spell. Since this ability is not spell-like, there is no saving throw allowed and spell resistance does not apply. (Though a high fear save does increase the DC of the Intimidate check as detailed in the skill description.) As with the spell, this ability cannot affect creatures or persons with 6 or more levels or hit dice. An invisible must prominently display a sigil of the society that they serve to gain this effect.

**Improved Low-Light Vision (Ex):** Upon reaching 8<sup>th</sup> level, an invisible has spent so much time stalking their quarry and hiding in dark alleys and shadowed doorways that they have either improved their already existing low-light vision capabilities or they have gained them.

Invisibles with this ability may add 60 feet to their current low-light vision abilities. Invisible who do not already possess low-light vision gain low-light vision out to a range of 60 feet instead.

**Without a Trace (Ex):** When invisibles reach 10<sup>th</sup> level they gain the ability from which their name is derived: the ability to disappear from sight even if in the presence of others. To use this ability, an invisible must first make a Spot roll (DC: 20) to locate a suitable hiding place. Then they must make both a Hide and a Move Silently roll (both DC: 25) to successfully disappear from view. If actually disappearing while being watched, they must also succeed at an opposed Bluff check to direct the watcher's attention elsewhere while they disappear.

Although this ability is neither supernatural nor spell-like, the invisible's ability to locate and quickly make use of hiding places has the added ability that they cannot be found except by magical detection spells when disappearing without a trace. An invisible can remain hidden this way for a full hour before having to reveal themselves.

However, because using this ability takes an exhausting amount of concentration to remain so still and silent, an invisible may only use this ability once per day.

## Knight of Shadows

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One of Ravenloft's most tragic stories is that of the Shadowborn family. Their line would produce the finest heroes and heroines imaginable, only to see them succumb to darkness. Despite the tragic history of the family, one of their members, Alexi founded an order of knighthood known as the Circle. Members of the Circle are more commonly known as Knights of the Shadows.

Knights are sworn to protect a segment of the populace from as small as a single family to as large an area as an entire domain. Despite this being an especially perilous undertaking in the demiplane of dread, knights make no attempt to disguise themselves or hide their membership in the Circle. A Knight of the Shadows may be identified by the eclipsed sun symbol worn as a clasp for their traditional yellow and black capes and by their constant wearing of ½ plate armor, even when outlawed.

The Circle strives to bring the light of truth and justice into a world seemingly devoid of virtue. They do so by openly confronting the domain lords whenever they can. Though they do this and choose not to disguise themselves, they use safehouses and forethought to stay one step ahead of their enemies. Knights of the Shadows are driven to protect those who cannot protect themselves.

Most knights have a persecution complex. For all of their sacrifices and efforts, few appreciate them. They take the greatest pride in what they do. However, because knights do their best to hide their frustrations with their lack of acknowledgement, they often develop stomach troubles, mild mental disorders, and depression. Some even become heroic to the point of being suicidal.

Each knight must swear to protect a specific segment of the populace. No two knights ever allow their areas to overlap, however, they can ask for assistance from their peers if their situations ever become dire.

Choosing this vocation can be especially deadly for a character and their party since no domain lord would ever suffer their existence.

A Knight of the Shadows may not multiclass without forever abandoning the order. Knights who leave the knighthood automatically lose all of the abilities that they were granted for gaining levels as a knight.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become a Knight of the Shadows, a character must fulfill all of the following criteria:

**Race:** Human, half-elf, half-Vistani.

**Alignment:** Chaotic good.

**Base Attack Bonus:** +8

**Gather Information:** 8 ranks

**Intimidate:** 6 ranks

**Intuit Direction:** 4 ranks

**Search:** 4 ranks

**Spot:** 4 ranks

**Concentration:** 2 ranks

**Feats:** Iron Will, Endurance, Toughness, Leadership, Tracking, and Weapon Specialization (any)

**Other:** Must have at least two levels of Avenger, must wear  $\frac{1}{2}$  plate armor, must never disguise self, must be foresworn to protect a specific segment of the population (from the size of a family up to an entire domain), must be initiated, must make a yearly pilgrimage to the secret meeting site in Avonleigh.

Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int.), and Spot (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 3 + Int modifier.

## CLASS FEATURES

**Weapon and Armor Proficiency:** All knights in this order are proficient with both all simple and all martial weapons. They also gain a free proficiency with one exotic weapon that often becomes a signature weapon for the knight. Knights of the Shadow are also proficient in all types of armor (light, medium, and heavy) and shields. Knights are required to wear  $\frac{1}{2}$  plate armor with the order's symbol, an eclipsed sun, prominent in the region of the upper chest, whenever adventuring as a method of identifying themselves.

**Spells:** Beginning at 1<sup>st</sup> level, a knight gains the ability to cast a small number of divine spells similar to a paladin (see following table). To cast a spell a knight must have a Wisdom score of at least 10+ the spell's level. So a knight with a Wisdom of 9 or lower cannot cast spells. A Knight of the Shadow's spells are based on Wisdom, and so their spells have a DC of 10 + spell level + Charisma modifier. The knight's spell list is exactly the same as a paladin's.

## CLASS SKILLS

The Knight of the Shadow's class skills (and the key abilities for each) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str),

Table 2-9: Knight of the Shadows

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+2	Homeland, Divine Spells
2 <sup>nd</sup>	+2	+2	+0	+2	Defender +1, Shining Beacon
3 <sup>rd</sup>	+3	+3	+1	+3	Smite 1/day, Charisma Bonus
4 <sup>th</sup>	+4	+3	+1	+3	Bonus Feat, Superior Iron Will
5 <sup>th</sup>	+5	+4	+1	+4	Defender +2
6 <sup>th</sup>	+6/+1	+4	+2	+4	Smite 2/day
7 <sup>th</sup>	+7/+2	+5	+2	+5	Bonus Feat
8 <sup>th</sup>	+8/+3	+5	+2	+5	Defender +3
9 <sup>th</sup>	+9/+4	+6	+3	+6	Smite 3/day
10 <sup>th</sup>	+10/+5	+7	+3	+7	Bonus Feat

A knight also prepares and casts spells just like a paladin does (including the gaining of bonus spells). When a knight receives 0 spells of a given level, the knight only gets bonus spells. A knight without a bonus spell for that level cannot yet cast spells of that level.

**Homeland:** Knights gain a competence bonus from the following table based on their chosen focus to all Hide, Intuit Direction, Move Silently, and Wilderness Lore checks when they are within their sworn area of protection. This bonus reflects the knight's familiarity with their home terrain.

Knight's Focus	Skill Bonus
Family	+5
Village	+4
City	+3
Region	+2
Domain	+1

DMs must adjudicate the exact bounds of this area. For domains, this is easy. For cities, villages, or regions, there is some leeway, and for families, it may just refer to the ancestral grounds.

**Defender:** The listed morale bonus applies to all attack and damage rolls that a knight makes while within the borders of their homeland. At 2<sup>nd</sup> level, the bonus is +1, at 5<sup>th</sup> level the bonus is +2, and finally, at 8<sup>th</sup> level, the defender bonus rises to +3.

**Shining Beacon:** Since the knight's sworn mission is protection, this infers upon them a reputation for grand deeds and high ideals. All of a knight's allies within 10 feet gain a +4 morale bonus on fear effects after the knight has reached 2<sup>nd</sup> level. If the knight is incapacitated, held, unconscious, or otherwise rendered helpless, this bonus is lost.

**Smite (Su):** Beginning at 3<sup>rd</sup> level, a Knight of the Shadows gains the supernatural ability to make a single melee attack with an attack and damage bonus equal to their knight level against an enemy of their homeland or an evildoer within their homeland. (It is up to the DM to adjudicate whether this ability would apply to a particular opponent.) At 6<sup>th</sup> level, the knight may use this ability twice per day, and at 9<sup>th</sup> level, they may use this ability up to three times per day.

**Charisma Bonus (Ex):** When within their chosen area of protection, a Knight of the Shadows of 3<sup>rd</sup> level or higher begins to gain such a reputation for their good deeds that they gain a circumstance bonus to their Charisma when dealing with members of their chosen flock.

Knight's Focus	Charisma Bonus
Family	+5
Village	+4
City	+3
Region	+2
Domain	+1

This Charisma is considered temporary. The new score (and its resulting bonus) is applied to all related skill checks, ability checks, and NPC reaction rolls when within the focus area. It does not apply in anyway to Charisma-based spell casting.

**Bonus Feat (Su):** The Knight of Shadows gains a bonus feat at 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level. These bonus feats must be chosen from the list of bonus feats available to fighters.

**Superior Iron Will:** This ability adds an additional +2 to Will saves. It stacks with the Iron Will feat.

#### Knight of the Shadows Spells Per Day

Level	1	2	3	4
1 <sup>st</sup>	0	--	--	--
2 <sup>nd</sup>	1	--	--	--
3 <sup>rd</sup>	1	0	--	--
4 <sup>th</sup>	1	1	--	--
5 <sup>th</sup>	2	1	--	--
6 <sup>th</sup>	2	1	0	--
7 <sup>th</sup>	2	2	1	--
8 <sup>th</sup>	3	2	1	--
9 <sup>th</sup>	3	2	2	0
10 <sup>th</sup>	3	3	2	1

# Monster Hunter

Ravenloft is a world full of strange and terrible monsters. Indeed, few people in the lands of the demiplane do not have superstitious stories of the creatures that fill the night, or of having seen something indescribable in the woods when they were traveling.

There is a breed of hero who specializes in the stalking and killing of strange creatures, the monster hunter. Each is dedicated to the destruction of a single type of creature.

They do not stand out in a crowd, and one would never know one until the hunter came into contact with their prey. Then, a monster hunter is all business, setting aside everything else in their quest to rid the world of their chosen enemies. They tend to survive by their wits as well as their sword. However, one should not make the mistake because they are concerned with ecology and learning about their foe that they cannot hold their own in combat. Imagine a goblin hunter, training themselves to go into combat with dozens of the little humanoids. That is indicative of the training that a monster hunter puts themselves through.

Monster hunters always tend to be well equipped, often carrying more than they really need. They can often be found interviewing witnesses, tracking down local lore, exploring reported sighting areas, and gathering any and all information on their targets.

**Hit Die:** d10

## REQUIREMENTS

To qualify to become a monster hunter, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +5

**Knowledge (monster lore):** 6 ranks

**Wilderness Lore:** 6 ranks

**Gather Information:** 4 ranks

**Intimidate:** 2 ranks

**Feats:** Alertness, Tracking

**Other:** Must possess the favored enemy class ability, must choose one type of creature as favored enemy for all monster hunting activity.

## CLASS SKILLS

The monster hunter's class skills (and the key abilities for each) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Wis), Jump (Str), Knowledge (monster lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

**Weapon and Armor Proficiency:** A monster hunter is proficient with all simple and martial weapons, light and medium armors, and shields.

**Table 2-10: The Monster Hunter**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Favored Enemy +1
2 <sup>nd</sup>	+2	+2	+0	+0	Toughness
3 <sup>rd</sup>	+3	+3	+1	+1	Favored Enemy +2
4 <sup>th</sup>	+4	+3	+1	+1	Uncanny Dodge
5 <sup>th</sup>	+5	+4	+1	+1	Favored Enemy +3
6 <sup>th</sup>	+6/+1	+4	+2	+2	Improved Critical
7 <sup>th</sup>	+7/+2	+5	+2	+2	Favored Enemy +4
8 <sup>th</sup>	+8/+3	+5	+2	+2	Uncanny Dodge (can't be flanked)
9 <sup>th</sup>	+9/+4	+6	+3	+3	Favored Enemy +5
10 <sup>th</sup>	+10/+5	+7	+3	+3	Turn Favored Enemy

**Favored Enemy:** Just like rangers, all monster hunters of 1<sup>st</sup> level must select a type of creature (aberrations, dragons, undead, etc.) as a favored enemy. Monster hunters must select a creature that they already have chosen as a favored enemy. They then receive an additional +1 to their prior favored enemy bonus. However, unlike rangers, this does not entitle the monster hunter to select additional favored enemies. Once selected, all favored enemy bonuses accrued by gaining monster hunter levels must be applied to the same creature chosen as a 1<sup>st</sup>-level monster hunter.

This bonus is applied to all Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills on the hunter's chosen enemy. Likewise, this bonus is applied to all damage rolls that the character makes when using melee attacks or ranged attacks at a distance of less than 30 feet. This bonus damage does not apply to creatures normally immune to critical hits.

This bonus stacks with a ranger's favored enemy bonus as long as both favored enemy abilities target the same type of creature. For example, if Marcus had a favored enemy bonus from being a ranger of +2 against goblins, and a +1 against undead and then added a level of monster hunter, he could choose to add +1 to either, but not both. And all further favored enemy bonuses accrued from gaining monster hunter levels he would apply to that same type of creature as well.

**Toughness:** Upon reaching 2<sup>nd</sup> level a monster hunter gains a bonus feat: Toughness. This represents their incessant preoccupation with fighting their chosen enemies and their preparation for just that.

**Uncanny Dodge:** Beginning at 4<sup>th</sup> level, a monster hunter gains the extraordinary ability to react to danger before their senses would normally allow them to do so. Characters with this ability retain their Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. (They still lose their Dexterity bonus if immobile.)

**Improved Critical (Ex):** 6<sup>th</sup>-level monster hunters have begun to master combat against their chosen foe, seemingly beginning to dispatch them with great ease. Characters who advance to this level of prestige gain one of two special abilities depending on whether the monster they are attempting to hunt is normally vulnerable to critical hits.

If the chosen foe is vulnerable, then the character gains the Improved Critical feat for free. They have learned how to make their strikes count. However, this feat only applies when the monster hunter is in combat with their chosen foe.

However, if the enemy is normally immune to critical hits, then the monster hunter

with this ability gains the ability to inflict critical hits on their chosen enemy (bypassing the normal immunity.) The monster hunter has discovered some tactic that seems to work. (For example, destroying a skeleton's hip instead of its rib cage leaving it immobile.) However, because of the monster's immunity, a monster hunter may only score a threat with a 20, and the damage modifier is x2, both regardless of weapon or other modifiers. In any event, this also means that a monster hunter can apply their favored enemy bonus as damage to any creature.

**Uncanny Dodge (can't be flanked)**

**(Ex):** Gaining this ability means that the monster hunter can no longer be caught flat-footed by becoming flanked. They may react to opponents on opposite sides as well as they can react to a single attacker. This defense denies other rogues the ability to sneak attack them. The exception to this is that another character with this ability of at least four total levels higher than the target can flank them (and therefore sneak attack them). A monster hunter always wades into the thickest combat with their chosen enemies, and so develops this ability at 8<sup>th</sup> level.

**Turn Favored Enemy (Ex):** After a career of being the bane of a particular creature, a monster hunter even begins to garner a reputation amongst his enemies. At 10<sup>th</sup> level, a monster hunter gains the ability to "turn" their chosen enemies through intimidation and a fearsome reputation. (Exception: the targets must have an Intelligence of 8 or greater, otherwise, they are too dumb to recognize the hunter or the danger they might be in!) This ability functions exactly like a cleric's turn undead ability, except that it affects the hunter's chosen creature type instead of undead creatures (unless the hunter's favored enemy is the undead, of course). All references to cleric's level are replaced with the value of 1. Otherwise, all other aspects, including number of attempts per day (cannot be raised by taking Extra Turning feat), duration, and number of creatures affected are determined in the same fashion as for normal turning checks.

For example, Marcus, a 5<sup>th</sup>-level ranger and 10<sup>th</sup>-level monster hunter spies a large group of his favored enemy, goblins. He attempts to use his reputation as a killer of such creatures against them. He makes a turning check (rolling a 13 + his Charisma bonus of +1 making the total a 14). Reading his result, he finds that he can affect creatures up to 11 HD. Most goblins have 2, so he can affect  $2d6 + 10$  (his level) + 1 (Cha modifier). He rolls a 4, meaning that up to 15 run away in fear!

This ability may never achieve a result that destroys its targets like a cleric may in turning undead. This ability is based on fear and reputation rather than divine retribution.

# Order of the Guardian

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The Order of the Guardian is a monastic organization dedicated to the discovery and destruction of evil magical items. This organization exists in almost every domain in Ravenloft in the form of a monastery, abbey, or other retreat far from where the items that they guard can bring the common populace to harm. Each and every monastery is often devoted to a single very powerful item or artifact.

The members of this order devote their lives to researching and understanding the devices that they guard and destroy.

There is very little communication between enclaves of guardians. Each group often takes its own name, based on the object that they watch over, thus concealing that a greater organization exists. However, there can be many such organizations within a single domain, often warding different relics.

The two oldest sanctuaries of this order were both founded in Markovia. The first, the Monastery of the Lost guards the *Table of Life*. This large slab of marble keeps anyone laid upon it alive regardless of the amount of damage, pain, or tortures inflicted. The second guards the *Tapestry of Dark Souls* and is simply known as the Guardians.

Agents of the order are often sent out in search of dangerous magical items. Once in the hands of the order they are carefully studied. Their main objective is to destroy it, however, if this is not possible, it is secured and guarded so that it can do no further harm.

Members of the order can be identified by the gray woolen robes that each wear. In most cases, each monk will keep the hood raised, covering their faces.

These monks are always wary of magical items. They are cautious about the information that they hold, believing that possessing the relics or sharing their knowledge might be an enticement to evil for others. However, they are often humble and modest, and can be a great asset to those willing to help them in their quests.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a member of the Order of the Guardian, a character must fulfill all of the following criteria:

**Alignment:** Any good.

**Base Attack Bonus:** +4

**Knowledge (arcana):** 6 ranks

**Knowledge (any one other):** 6 ranks

**Concentration:** 4 ranks

**Spellcraft:** 4 ranks

**Feats:** Great Fortitude, Iron Will

**Other:** Must be able to cast Divine spells, one of their domains must be Magic, must have "the calling."

## CLASS SKILLS

The guardian's class skills (and the key abilities for each) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Guardians have little need to fight and as such are only proficient with simple weapons. They are proficient with light armors only and also not with shields.

**Spells:** A guardian continues to gain spellcasting abilities as they advance in levels. Thus, when a new guardian level is gained the character gains new spells per day as if they had also gained a level in whatever divine spellcasting class they last belonged to before adding the prestige class. They do not, however, gain any other special abilities that a character of that class would have gained. They may choose spells from the cleric's spell list.

For example, if Tomas, a 6<sup>th</sup>-level cleric gains a level as a guardian, he gains new spells as if he had risen to 7<sup>th</sup> level as a cleric, but uses the other Order of the Guardian aspects of character advancement such as attack bonus and saving throws.

If the character had more than one divine spellcasting class before they became a guardian, the player must decide which class to assign each level of guardian for the purpose of determining divine spells per day and caster levels.

**Table 2-11: The Order of the Guardian**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Detect Magic, Identify	+1 Caster Level
2 <sup>nd</sup>	+1	+2	+0	+2	SR: 11	+1 Caster Level
3 <sup>rd</sup>	+1	+3	+1	+3	Magic Knowledge	+1 Caster Level
4 <sup>th</sup>	+2	+3	+1	+3	SR: 13	+1 Caster Level
5 <sup>th</sup>	+2	+4	+1	+4	Dispel Magic Mastery	+1 Caster Level
6 <sup>th</sup>	+3	+4	+2	+4	SR: 15	+1 Caster Level
7 <sup>th</sup>	+3	+5	+2	+5	Ritual Dispel	+1 Caster Level
8 <sup>th</sup>	+4	+5	+2	+5	SR: 17	+1 Caster Level
9 <sup>th</sup>	+4	+6	+3	+6	Analyze Dweomer	+1 Caster Level
10 <sup>th</sup>	+5	+7	+3	+7	SR: 19	+1 Caster Level

**Detect Magic (Sp):** All guardians have an innate ability to locate magical items and effects. Any guardian may use the 0<sup>th</sup>-level *detect magic* spell as a spell-like ability a number of times per day equal to their guardian level.

**Identify (Sp):** At 1<sup>st</sup> level, members of the order also gain the ability to identify the properties of the magical items that they come into contact with. Any guardian may use the 1<sup>st</sup>-level spell *identify* as a spell-like ability a number of times per day equal to their guardian level.

**Spell Resistance (Su):** Because of the close contact with evil magic items that members of the Order of the Guardian find themselves experiencing they begin to develop a resistance to magical effects that grows stronger as they spend time in the order. This translates into a SR of 11 at 2<sup>nd</sup> level. This value rises by 2 every other level thereafter creating a spell resistance for guardians of 13 at 4<sup>th</sup> level, 15 at 6<sup>th</sup> level, 17 at 8<sup>th</sup> level, and finally 19 at 10<sup>th</sup> level. See the DUNGEON MASTER'S GUIDE, p. 81 for an in-depth explanation of spell resistance (SR).

**Magic Knowledge:** The knowledge of a member of the Order of the Guardian in matters of magical items is unequalled. When they reach 3<sup>rd</sup> level, a guardian has been taught a great deal about the various infamous and dangerous artifacts and magical items of the demiplane. A guardian may make a magic knowledge check with a bonus equal to their level + their Intelligence modifier to see whether they know some relevant fact about a magical or evil relic, artifact, or object. This is similar to the ability of bards but only refers to magical items. It is up to the DM to adjudicate what things do and do not fall into this category.

DCs for magic knowledge checks can be extrapolated from the list given for the bard's

bardic knowledge ability on p. 29 of the PLAYER'S HANDBOOK.

**Dispel Magic Mastery (Sp):** A *dispel magic* spell is normally limited by the level of its caster. Guardians spend so much time researching how to destroy or limit evil artifacts that they gain an instinctive feel for what must be done to effectively dispel evil magical effects. As such, upon reaching 5<sup>th</sup> level as a guardian, members of the order gain a +4 competence bonus to their dispel rolls when casting *dispel magic* or greater dispelling on evil magic items or on spells with the *evil* descriptor.

This bonus does not count against the maximum bonus that can be normally be gained by the caster. For example, if Tomas casts *dispel magic* as a 10<sup>th</sup> level caster, his bonus is maxed out at +10. However, if Tomas is of the order, and at least 5<sup>th</sup> level as a guardian, then the extra +4 bonus is added, disregarding the normal limits, making the total bonus +14.

**Ritual Dispel (Sp):** Guardians are taught to work together in order to overcome the chilling effects of the items that come into their possession. With enough time, higher-level guardians may work together to dispel magical effects.

Once they reach 7<sup>th</sup> level, a guardian may participate fully in these rituals. They are performed by having all of the members of the group cast either *dispel magic* or greater dispelling at the same time. Because of the guardian's skill and focus, these effects stack somewhat. The bonus to the dispel roll is calculated normally for the highest-level caster in the group. Then, an additional +2 circumstance bonus is added to the roll for each additional caster, ignoring the normal bonus limitation of the spell being cast.

Again, if Tomas, a 6<sup>th</sup>-level cleric and 8<sup>th</sup>-level guardian casts *greater dispelling* his bonus to his dispel roll is normally 14. If a group of 4 of his colleagues cast the spell with him, the bonus rises by +8 (+2 for each extra guardian) to a +22!

**Analyze Dweomer (Sp):** Upon reaching 9<sup>th</sup> level as a member of the Order of the Guardian, they have become so familiar with magical items that they can easily distinguish their various powers and abilities. Once per day, guardians with this ability may use the 6<sup>th</sup>-level spell *analyze dweomer* as a spell-like ability.

**Race:** Dwarf, Gnome, 1/2 elf, 1/2 Vistani,

Halfling, or Human.

**Base Attack Bonus:** +5

**Craft (gunsmith):** 4 ranks

**Knowledge (nature):** 2 ranks

**Alchemy:** 2 ranks

**Spot:** 4 ranks

**Feats:** Exotic Weapon Proficiency (any 1 *smokepowder* weapon), Point Blank Shot, Precise Shot, Quick Draw.

**Other:** Character must already own at least one *smokepowder* weapon with which they are already proficient.

## Pistoleer

A pistoleer is one of the new breed of people who has devoted time and effort mastering *smokepowder* weapons. They are not exactly common, but in the more technically advanced domains of the northeast, their numbers are growing. In most cases, because of the expense, it is a hobby or pursuit of the wealthy and the elite.

They can easily be identified since characters of this type are rarely seen without a pistol tucked in a belt or a musket slung over their shoulder. In fact, the only time they go without a firearm is when it might be socially or legally unacceptable to go armed. Most also carry numerous pouches or bandoleers of pockets in which they keep tiny measured amounts of *smokepowder* close at hand.

Characters who choose this prestige class come from all walks of life and professions. Most study these new weapons to gain an advantage over their fellows, to become more effective at their callings, or to study this new technology in order to increase their knowledge.

All pistoleers, PC and NPC alike, share a common bond that stems from their love of these new weapons. There is nothing that a pistoleer prefers to do more than swap stories with their fellows. In lands that are so often class or race conscious, this bond transcends all biases.

**Hit Die:** d8

## REQUIREMENTS

To qualify to become a pistoleer, a character must fulfill all of the following criteria:

## CLASS SKILLS

The pistoleer's class skills (and the key abilities for each) are Alchemy (Int), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (nature), Intimidate (Cha), Jump (Str), Listen (Wis), and Spot (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Although they depend mainly on their firearms, they also realize the need for carrying backup weapons. As such, they are proficient with both simple and martial weapons. However, since firearms can easily punch through heavy armor, they tend to wear armors that allow a higher Dexterity bonus. Pistoleers are proficient with light and medium armors only.

**Weather Sense:** *Smokepowder* and firearms are nigh impossible to use when it's raining due to the need for a spark and the fact that *smokepowder* is rendered useless if it gets wet. Therefore, pistoleers spend a lot of time learning to predict weather patterns. This translates into a +4 bonus to Knowledge (nature) rolls that are attempts to predict the weather, or offer knowledge about its patterns.

**Aimed Shot (Ex):** A pistoleer knows that a firearm is a terrible and deadly weapon, but that it is more likely to be effective when they can place their shots more accurately. Beginning at 1<sup>st</sup> level, pistoleers gain a circumstance bonus to their next single ranged attack if they take a move-equivalent action steadyng the weapon and aiming prior to taking their shot. At 1<sup>st</sup> level this bonus is +2. At level 5 the bonus rises to +4, and at 9<sup>th</sup> level the bonus is at +6.

Aiming does not provoke an attack of opportunity and may be used any number of times per day.

**Table 2-12: The Pistoleer**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+0	Weather Sense, Aimed Shot +2
2 <sup>nd</sup>	+2	+0	+2	+0	Vital Shot 1x/day
3 <sup>rd</sup>	+3	+1	+3	+1	Quick Reload
4 <sup>th</sup>	+4	+1	+3	+1	Blind Shot
5 <sup>th</sup>	+5	+1	+4	+1	Aimed Shot +4
6 <sup>th</sup>	+6/+1	+2	+4	+2	Vital Shot 2x/day
7 <sup>th</sup>	+7/+2	+2	+5	+2	Ambidexterity
8 <sup>th</sup>	+8/+3	+2	+5	+2	Ranged Disarm or Ranged Sunder
9 <sup>th</sup>	+9/+4	+3	+6	+3	Aimed Shot +6
10 <sup>th</sup>	+10/+5	+3	+7	+3	Vital Shot 3x/day

**Vital Shot (Ex):** Beginning at 2<sup>nd</sup> level, the pistoleer has learned how to take advantage of the massive amounts of damage that a firearm can mete out.

In order to use this ability, a pistoleer declares that they wish to perform a vital strike before making their attack roll. If they miss, the attempt still counts as a use of the ability. If the pistoleer succeeds in striking their target, then their damage is modified as follows: the damage die is automatically treated as if it had rolled its maximum value. With firearms, this means that the character gets to take their maximum damage and roll again! For example, Alexin decides to use her vital shot ability and tells her DM she wishes to do so. She then rolls and hits with her wheellock pistol which normally causes 1d8 damage. Her first roll is considered an 8. Rolling the maximum damage on a firearm means that the character rolls again and adds the total, continuing as long as they get an 8. She rolls a 4, and therefore causes 12 points of damage.

This ability is especially devastating with critical hits. Since the multiplier is applied to the dice of damage and not the total, each die would be considered to have rolled its maximum damage! I.e. if Alexin (above) had declared that she was using this ability and then rolled a critical hit on her attack roll, she would have normally rolled 3d8. With vital shot, the damage dice are all considered to have rolled maximum: each as an 8. Since firearms continue with damage when rolling maximum, she would get to add all 3 and roll all three again. (In this example, getting a 7,5, and a 1. Total damage: 37.)

This ability may be used with aimed shot above. See Chapter 6 of this manual for more on damage and *smokepowder* weapons. **Table 2-12**

lists how many times per day this ability may be used (1 at 2<sup>nd</sup>, 2 at 6<sup>th</sup>, and 3 at 10<sup>th</sup>). Vital shot may only be used with firearms. A critical strike in addition to vital shot may invoke the variant rule: Death From Massive Damage (see p. 66, DUNGEON MASTER'S GUIDE) if used.

**Quick Reload:** Upon reaching 3<sup>rd</sup> level a monster hunter gains a bonus feat: Quick Reload from Chapter 1 of this manual. They have become so comfortable with the reloading process that they can do so quickly and effectively.

**Blind Shot:** Upon reaching 4<sup>th</sup> level a pistoleer gains the Blind Shot feat presented in Chapter 1 of this manual.

**Ambidexterity:** Pistoleers enjoy the psychological advantage that using a pistol in each hand enjoys. However, each is heavy and the standard penalty to attacking with two weapons normally applies. Pistoleers of 7<sup>th</sup> level and greater have learned to use both hands equally and gain Ambidexterity as a bonus feat.

**Ranged Disarm or Ranged Sunder:** Different pistoleers choose to pursue different philosophies of how to use their weapons. Some prefer to use its brute strength and others its finesse. At 8<sup>th</sup> level a pistoleer may choose between one of two possible bonus feats (both from this manual): Ranged Disarm or Ranged Sunder. A pistoleer's choice does not limit them from taking the other feat normally but reflects the pistoleer's preferred method of gunplay.

## TRICK SHOTS

At some point during the game, users of firearms will ask to make particular shots. The following list suggests some attack roll DCs for

the most common of these trick shots. Note that pistoleers can use their aiming ability with any of these, and any one can use their full attack bonus:

• Nearby "warning" shot	15
• Shooting something in enemy's hand	20
• Hitting a bull's-eye	23

This list should allow enterprising DMs to come up with other DCs for similar firearm attacks.

## Psychic

---

When a psionic individual or creature touches the minds of those whose minds function in a certain way something is unlocked, allowing a character or creature who had previously had no psychic abilities to develop them. These psychics are both gifted and cursed by these new skills. They can peer beyond the physical and the present moment, yet there are many things in Ravenloft that no sane individual would want to ever see.

Possessed of powers wielded by few, psychics can barely suppress their curiosity to look beyond the pale. Although gifted with much promise and potential by their initial experience, these characters are more often claimed by the despair of their visions than by tooth or sword.

True psychics avoid letting anyone know of their powers because many are frightened of their abilities. Psychics tend to try to blend in everywhere they go. Since the abilities granted by this prestige class know no boundaries, a warrior in heavy armor is just as likely to be a psychic as a robed spellcaster or a stealthy rogue.

Psychics view their powers as a curse due to the nature of the demiplane. The potential for madness that comes from inviting, or accepting unbidden, visions is unbearable. But for all of their swearing that they don't want to use the powers that have been given to them, few psychics will put aside their abilities, preferring to attempt to make some good come from them. Understandably, psychics tend to be grim and tense, with very little sense of humor. Psychics hate to be asked to invoke their powers, but will do so themselves when and if the time is right.

**Hit Die:** d4

## REQUIREMENTS

To qualify to become a psychic, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +4

**Knowledge (any one):** 4 ranks

**Concentration:** 2 ranks

**Sense Motive:** 4 ranks

**Feats:** Alertness, Iron Will

**Other:** Must have had mind "touched" by a psychically gifted person or creature, cannot have previously been able to manifest psychic powers.

## CLASS SKILLS

The psychic's class skills (and the key abilities for each) are Autohypnosis (Wis, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (psionics) (Int), Remote View (Int, exclusive skill), Scry (Int, exclusive skill), Sense Motive (Wis), and Use Psionic Device (Cha, exclusive skill). See Chapter 4: Skills in the *PLAYER'S HANDBOOK* and Chapter 2: Skills in the *PSIONICS HANDBOOK* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Psychics spend very little time in martial pursuits and so only possess proficiency with simple weapons. They also eschew the use of armor and so do not have proficiency with any armors nor shields.

**Psionics:** A psychic manifests psionic powers. A psychic begins play knowing two 0-level powers (talents). At each level, the psychic begins to develop one or more previously latent powers as indicated on the following table.

To manifest a power within a particular discipline, a psychic must have a key ability score of 10+the power's level. (Psionic attack and defense modes are exempt from this restriction since they possess no levels.) The DC for saving throws to resist a psychic's powers is 1d20 + the power's level + the psychic's key ability modifier. The d20 roll is made when the psychic first manifests the power.

A psychic may choose to develop a lower-level power instead of a higher-level power just as psions and psychic warriors can.

See Chapter 4 of the *PSIONICS HANDBOOK* for more on psionic powers.

**Table 2-13: The Psychic**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Power Pts/ Day	Special
1 <sup>st</sup>	+0	+0	+0	+2	2	Psionic Defense Mode
2 <sup>nd</sup>	+1	+0	+0	+3	3	Object Read
3 <sup>rd</sup>	+1	+1	+1	+3	4	Psionic Attack Mode
4 <sup>th</sup>	+2	+1	+1	+4	6	Spirit Sense
5 <sup>th</sup>	+2	+1	+1	+4	9	Psionic Defense Mode
6 <sup>th</sup>	+3	+2	+2	+5	13	Bonus Psionic Feat
7 <sup>th</sup>	+3	+2	+2	+5	18	Psionic Attack Mode
8 <sup>th</sup>	+4	+2	+2	+6	24	Speak with Dead
9 <sup>th</sup>	+4	+3	+3	+6	30	Psionic Defense Mode
10 <sup>th</sup>	+5	+3	+3	+7	38	Aura Sight

**Psychic Defense Mode:** A 1<sup>st</sup>-level psychic has developed a rudimentary defense against mind attacks in the form of a psychic defense mode (See Chapter 4 in the PSIONICS HANDBOOK). At succeeding levels the psychic continues to develop their mental defenses in a similar manner according to **Table 2-13**. The five defense modes are *empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, and *tower of iron will*.

Psionic defense modes are most effective against psionic characters and creatures, but they can affect non-psionic beings as well. They are treated as psionic powers in some respects, but have their own special qualities that psionic powers don't share.

Psionic defense modes have varying manifestation costs. Low-level psychics should choose those modes with a low enough cost to be effective more than once.

**Object Read (Sp):** Upon reaching 2<sup>nd</sup> level a psychic begins to be able to get impressions from objects that they touch. Fortunately for the psychic, this ability must be consciously invoked rather than being used whenever they come into contact with anything.

This ability has the same effects as the 1<sup>st</sup> level psion power *object reading*. A psychic may use this ability twice per day without expending power points. Gaining this ability does not mean that the psychic has developed it as a power and so may only manifest it as a spell-like special ability.

**Psionic Attack Mode:** A 3<sup>rd</sup>-level psychic has developed offensive mind attack in the form of a psychic attack mode (See Chapter 4 in the PSIONICS HANDBOOK). At succeeding

levels the psychic continues to develop their mental attacks in a similar manner according to **Table 2-13**. The five attack modes are *ego whip*, *id insinuation*, *mind blast*, *mind thrust*, and *psychic crush*.

Psionic attack modes are most effective against psionic characters and creatures, but they can affect non-psionic beings as well. They are treated as psionic powers in some respects, but have their own special qualities that psionic powers don't share.

Psionic attack modes have varying manifestation costs. Low-level psychics should choose those modes with a low enough cost to be effective more than once.

**Spirit Sense (Sp):** Psychics of 4<sup>th</sup> level and higher have trained their new psionic senses to the point that they can see and hear creatures and characters that are ethereal. As when creatures look into the Material plane, psychics looking into the ethereal plane see objects and creatures as indistinct and ghostly, but recognizable. Material objects like walls still block sight. This ability may be used at will.

**Bonus Psionic Feat:** The psychic gains a bonus feat at 6<sup>th</sup> level. This bonus feat must be chosen from the list of psychic feats from the PSIONICS HANDBOOK.

**Speak with Dead (Sp):** Upon ascending to 8<sup>th</sup> level, the psychic gains the ability to *speak with dead* an unlimited number of times per day. This ability functions just as the 3<sup>rd</sup>-level cleric spell of the same name does.

**Aura Sight (Sp):** At 10<sup>th</sup> level, psychics gain the ability to read the auras of those around them. A psychic may use this ability once per day without expending any power points. This

ability functions exactly like the 4<sup>th</sup>-level psionic power *aura sight*. Gaining this ability does not mean that the psychic has developed it as a power and so may only manifest it as a spell-like special ability.

### Psychic Powers Discovered

Level	0	1	2	3	4
1 <sup>st</sup>	2	--	--	--	--
2 <sup>nd</sup>	3	--	--	--	--
3 <sup>rd</sup>	3	1	--	--	--
4 <sup>th</sup>	3	2	--	--	--
5 <sup>th</sup>	3	3	1	--	--
6 <sup>th</sup>	3	3	2	--	--
7 <sup>th</sup>	3	3	2	1	--
8 <sup>th</sup>	3	3	3	1	--
9 <sup>th</sup>	3	3	3	2	--
10 <sup>th</sup>	3	3	3	2	1

## PSYCHIC POWERS LIST

Psychics may choose their powers from the following list:

0<sup>th</sup>—detect psionics, distract, far hand, inkling, know direction, missive, telepathic projection.

1<sup>st</sup>—charm person, conceal thoughts, control object, empathy, feel light, feel sound, hear light, identify, know location, lesser body adjustment, lesser mindlink, object reading, see sound, sense link, steadfast gaze.

2<sup>nd</sup>—augury, body adjustment, body equilibrium, clairsentience / clairvoyance, detect thoughts, intrusive sense link, see invisibility, sense psychoportation, sensitivity to psychic impressions, suggestion, sustenance.

3<sup>rd</sup>—charm monster, danger sense, false sensory input, lesser domination, mindlink, negate psionics, nondetection, rejuvenation, remote viewing, schism, undead sense.

4<sup>th</sup>—anchored navigation, aura sight, detect remote viewing, dismissal, divination, domination, fatal attraction, fate of one, forced mindlink, mindwipe, psychofeedback, tailor memory.

## Witch / Warlock

Witches and warlocks are individuals who learn to cast spells by drawing on the power and patterns of the metaphysical Weave. The Weave is the basis upon which reality is built. These people are never spellcasters of another type since learning to manipulate the patterns of the Weave is a grueling and demanding undertaking.

The Weave was revealed to the Thirteen (7 women and 6 men) by the goddess Hala. The thirteen shared her desire to ease the suffering of others. Manipulating the Weave was their tool to accomplish this. All witches and warlocks are the scattered descendants of those first ones.

No one can ever say that they've seen a true witch or warlock. There are the common superstitions but few realize the truth. These are not the monsters of children's tales, but men and women bound to community, the furtherance of good, and the balance of the natural world.

Witches are female and warlocks male. This distinction is important since the manner in which either sex can access and employ the Weave is divergent since the gods made the sexes different.

Warlocks have strong social consciences though their emphasis on individuality often means that their ideals are at odds with society. They want everyone to be happy and healthy and have equal ability to pursue their dreams. On the other hand they decry convention, arguing that if everyone conforms it is no better than mental slavery.

In contrast, witches are very community-oriented, feeling a need to nurture and protect their "families." However, they define their families very differently: as their neighbors, their friends, or a downtrodden segment of the populace. Woe to those who harm her chosen flock for though she is loathe to fight her vengeance is necessary, leaving those who are her enemy unable to threaten her loved ones again.

Both witches and warlocks attempt to follow the example of Hala and many can be found in the ranks of her priests and priestesses. They attempt to hide their powers, saying that they are old clerics or wizards. They are the subtle agents for good in a harsh and unforgiving world.

**Hit Die:** d6

**Table 2-14: The Warlock / Witch**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+1	+0	+2	Spells (Weave), Coven
2 <sup>nd</sup>	+1	+2	+0	+3	Uncanny Recognition
3 <sup>rd</sup>	+1	+2	+1	+3	
4 <sup>th</sup>	+2	+2	+1	+4	
5 <sup>th</sup>	+2	+3	+1	+4	Bonus Feat
6 <sup>th</sup>	+3	+3	+2	+5	Summon Familiar
7 <sup>th</sup>	+3	+4	+2	+5	
8 <sup>th</sup>	+4	+4	+2	+6	
9 <sup>th</sup>	+4	+4	+3	+6	Bonus Feat
10 <sup>th</sup>	+5	+5	+3	+7	Spell Mastery

## REQUIREMENTS

To qualify to become a witch or a warlock, a character must fulfill all of the following criteria:

**Alignment:** Any non-chaotic (witch), any non-lawful (warlock).

**Base Attack Bonus:** +4

**Spot:** 4 ranks

**Sense Motive:** 4 ranks

**Spellcraft:** 2 ranks

**Wilderness Lore:** 2 ranks

**Feats:** Great Fortitude, Endurance.

**Other:** Must not be a spellcaster (unless character gets spellcasting abilities from the redhead template) or have psionic powers, and must be apprenticed to a witch or warlock of at least 3<sup>rd</sup> level for 2 years (or had at least one parent who was a witch or warlock). May never multiclass into a class that grants spellcasting abilities or psionic powers. (A class whose abilities are delayed is not considered restricted until the level that the character achieves actually grants spells or powers, including bonus ones.)

## CLASS SKILLS

The witch's and the warlock's class skills (and the key abilities for each) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magical Device (Cha), and Wilderness

Lore (Wis). See Chapter 4: Skills in the PLAYER'S HANDBOOK for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

### Weapon and Armor Proficiency:

Witches and warlocks are proficient with simple weapons and neither armor nor shields.

**Spells (Weave):** Beginning at 1<sup>st</sup> level, a witch gains the ability to cast a number of divine spells. To cast a spell a witch must have a Wisdom score of at least 10 + the spell's level. So a witch with a Wisdom of 9 or lower cannot cast spells. Witch spells are based on Wisdom, and so their spells have a DC of 10 + spell level + Wisdom modifier. A witch learns patterns of the Weave that mimic the effects of divine spells. Therefore their spell list is the same as that for clerics though they do not choose domains or gain bonus domain spells.

A witch prepares and casts spells just like a wizard does (memorizing Weave patterns from a spellbook). The following table shows the number of spells a witch may cast per day.

A warlock gains the ability to cast a number of arcane spells. To cast a spell a warlock must have an Intelligence score of at least 10 + the spell's level. So a warlock with an Intelligence of 9 or lower cannot cast spells. Warlock spells are based on Intelligence, and so their spells have a DC of 10 + spell level + Intelligence modifier. A warlock learns patterns of the Weave that mimic the effects of arcane

spells. Therefore their spell list is the same as that for sorcerers and wizards.

A warlock prepares and casts spells just like a wizard does (memorizing Weave patterns from a spellbook). The following table shows the number of spells a warlock may cast per day.

See the section on the Weave for special rules for handling this type of spellcaster.

#### Witch / Warlock Spells per Day

Level	0	1	2	3	4	5
1 <sup>st</sup>	3	1	--	--	--	--
2 <sup>nd</sup>	4	2	--	--	--	--
3 <sup>rd</sup>	4	2	1	--	--	--
4 <sup>th</sup>	4	3	2	--	--	--
5 <sup>th</sup>	4	3	2	1	--	--
6 <sup>th</sup>	4	3	3	2	--	--
7 <sup>th</sup>	4	4	3	2	1	--
8 <sup>th</sup>	4	4	3	3	2	--
9 <sup>th</sup>	4	4	4	3	2	1
10 <sup>th</sup>	4	4	4	3	3	2

**Coven:** All witches and warlocks may band together in covens. See the notes at the end of this section on coven magic.

**Uncanny Recognition (Su):** All witches and warlocks of at least 2<sup>nd</sup> level gain the supernatural ability to identify other witches and warlocks. When within 60 feet of another Weave caster, the DM should make a Wisdom check for the character with this ability. Success against a DC of 12 means that the character feels strangely drawn to the other witch or warlock and immediately feels a bond of kinship even if they might never have met the person or creature in question!

**Bonus Feat:** As witches and warlocks progress in their craft they become more comfortable with doing things other than manipulating the Weave to create spell effects. As such, at levels 5 and 9, witches and warlocks gain a bonus feat. This feat must be either a metamagic or item creation feat.

**Summon Familiar (Sp):** A witch or warlock of 6<sup>th</sup> level gains the ability to summon a familiar just as sorcerers and wizards do. This ability is exactly the same in every way to theirs except that witches and warlocks are taught this

by their teachers later in their spellcasting careers.

**Spell Mastery:** 10<sup>th</sup>-level witches and warlocks have become so familiar with certain spell patterns that they automatically gain Spell Mastery as a bonus feat even though it is normally reserved for wizards.

## THE WEAVE

Spells cast by witches and warlocks are the effects of manipulating the underlying fabric of reality, called the Weave. All spells cast by these characters have the Weave school added to their description. Weave spells are different from standard divine and arcane spells in the following manner:

All Weave spells take twice as long to cast. However, this is offset by the fact that the only component needed is a focus object. (The focus object is made by each individual and requires a permanent expenditure of 1000 XP.) However, as long as a witch or warlock is in contact with their focus all they must do is consciously will the spell to happen.

All Weave casters must study their patterns daily in order to be able to cast spells in the same manner as a wizard. Weave casters must be on their native world in order for their spells to function.

## COVENS

If a member of a coven, a Weave spellcaster gains an individual benefit, and the coven as a whole gains access to casting more powerful spells when cooperating (witch covens mimic divine spells and warlock covens mimic arcane spells). These abilities are based on the number in the coven (all abilities cumulative):

**3: Benefit:** +2 save versus

Enchantment spells and effects.

**Coven Spell:** Any sixth level spell.

**7: Benefit:** +2 save versus Illusions.

**Coven Spell:** Any seventh level spell.

**9: Benefit:** +2 save versus Abjuration spells and effects.

**Coven Spell:** Any eighth level spell.

**13: Benefit:** +2 save versus

Necromantic spells and effects.

**Coven Spell:** Any ninth level spell.

# Chapter 3: Character Templates

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*"What does not destroy me, makes me strong."*

-- Frederick Nietzsche

Templates were introduced in the MONSTER MANUAL as a set of special abilities and sometimes hindrances that could be added to any character, NPC, or creature in order to create something that isn't really specific, but is in reality a set of conditions that have been applied.

For example, a vampire is a template rather than a specific type of creature since just about anything could be made into a vampire by a specific set of circumstances.

Since in gothic horror stories, and therefore in the Ravenloft campaign, characters can be transformed by the circumstances around them, this chapter introduces the concept of character templates.

## Applying Character Templates

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Each of the character templates presented below is a careful balancing of game-related benefits and hindrances that are based on the ongoing story of the campaign and character development. Since each is balanced, rather than being a template like those in the MONSTER MANUAL, these assume use by characters so that no one character in a party is more powerful than the others.

Characters may, with the consent of their Dungeon Masters, choose to add any of these templates to their characters when they are first created. These templates may also be applied if the DM feels that the character has met

the requirement to take the template and wishes to further develop the character.

For example, if a beginning player wants his character to be a fugitive, there is no real specific class that fills this niche, though most fugitives are probably from the rogue class. So, the DM allows the use of the fugitive template given below, applying both the hindrances and benefits so the character is of equal power with their comrades, yet the player has developed a character that has abilities more in line with their initial concept. Or, a DM could stipulate that a character who survives a brush with the undead becomes a cold one or a ghostwatcher during the course of play, forcing the character to deal with an entirely new set of circumstances.

The benefits that these templates provide should disappear when the hindrance is removed. For example, a fugitive who is suddenly no longer a wanted man (or woman) does not keep the skill bonuses. Those bonuses come from always being on one's toes. It is up to the DM to determine when and if a character template may be abandoned.

## Accursed

---

It is difficult to walk in a land tainted by darkness and not be touched by it yourself. When this taint clings to a hero, they become accursed.

Accursed characters are those who have run afoul of some supernatural power. As punishment, these heroes have been cursed.

### REQUIREMENTS

To qualify for this kit, a character must have made a major transgression against their alignment, friends, family, an innocent, etc. (Often, this is an act that would be classified as an Act of Ultimate Darkness.) In return, they have been cursed.

### BENEFITS

Being cursed would seem to have no intrinsic benefits, but as Nietzsche observed, that which does not kill someone makes them stronger. An accursed character gains the following benefits from their condition:

- +1 to all Fear, Horror, and Madness checks.

- Bonus feat: Toughness.

## HINDRANCES

Accursed characters labor under an imposed curse. To simulate this in game terms:

- Apply the effects of a *bestow curse* spell. As in the spell description, there can be other effects, but in this instance, they should be determined by the DM. However, this curse cannot be lifted by normal means. Often, there is something in the wording of the curse that allows the sufferer to repay their debt or to work off their guilt. See Chapter 12 in DOMAINS OF DREAD for more on curses in Ravenloft.

## Cold One

---

You would never know that you were in the presence of a cold one until you shook their hand. Cold ones have no warmth, and touching one is similar to touching a corpse. These are men and women who have had a close encounter with an undead creature and almost died from the experience. Their recoveries were otherwise complete, however, they never regained normal body temperature. Not everyone who almost dies at the hands of the undead undergoes this change. There is no apparent reason why it happens to one person and not another.

## REQUIREMENTS

In order to apply this template, a character must have been in melee combat with undead creatures and have been reduced to 0 or fewer hit points before being healed or allowed to recuperate. This does not include dying from the encounter and being *resurrected*.

## BENEFITS

There are a number of benefits to having no body heat. All cold ones gain the following abilities:

- Are indiscernible as living creatures to undead of Intelligence 10 or less.
- Are so emotionally “cold” that they gain a +2 to all Fear, Horror, and Madness checks.
- Do not feel any discomfort from cold conditions. (Does not apply to magical or extreme cold. See below.)
- Only loses 1 hit point every 2 full rounds when below 0 hit points rather than 1 hp per 1 full round.
- Lower metabolism only requires a cold one to eat half as much food.

## HINDRANCES

However, a cold one’s condition also creates a number of difficulties both physically and socially:

- Just because they can’t feel the cold doesn’t mean that they are immune to it. In fact, it may make it worse since they don’t realize what’s happening to them. The DM should secretly track all damage done by cold effects to the cold one. Saving throws against cold damage are also all made by the DM. Only priests using curative spells can determine the extent of cold damage to a cold one’s body.
- -2 permanent Dexterity loss. A cold one’s Dexterity may never be improved except by permanent magic items that grant a bonus to Dexterity.
- Must sleep  $\frac{1}{2}$  again as much as a normal being of their type.
- It takes 2 days for a cold one to gain the benefits of a single night’s rest such as regaining spells and healing hit points naturally.
- Animals react to the cold one as if undead. This imposes a -2 on all Animal Handling and Animal Empathy skill rolls.
- Cold ones may not approach or be near sources of heat such as campfires. They also take +1 damage per die from fire or heat effects.

# Fugitive

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No hero lives long in Ravenloft without acquiring some very powerful enemies. For some, this is but a mere annoyance. For the rest, it is an affliction that dogs their every step.

Fugitives have crossed someone very powerful who wants to imprison, torture, or simply kill the character.

## REQUIREMENTS

In order to qualify for this template, a character or creature must have a designated individual or group hunting the character. Their agents should appear from time to time in the campaign to hound the character and should be powerful enough that they cannot simply be killed or removed as a threat.

## BENEFITS

A fugitive is always on their toes, wary of exposing themselves or drawing attention. Their constant vigil translates into a number of handy skill bonuses and one other important benefit:

- +2 to all Disguise, Hide, Listen, Move Silently, and Spot checks.
- +1 to initiative.

## HINDRANCES

Other than constantly being pursued, there are other hindrances to being a fugitive and constantly having to be wary of what you say and to whom:

- -2 to the character's Charisma as long as they are a known fugitive.
- -2 to all Concentration, Diplomacy, and Sense Motive skill checks.
- And the fugitive must always carry a Small weapon, even if breaking the law. A fugitive must even keep such a weapon nearby when sleeping, bathing, changing clothes, etc.

# Ghost Watcher

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Ghostwatchers are often accused of being witches because they can see and hear invisible spirits. This is not an appreciated talent in the land of the Mists.

Some join traveling shows and perform as "mediums," some hire themselves out to those distraught individuals who want to pass a message to their departed friends and family, some become masterful ghost hunters, and some go insane trying to ignore what they see around them.

## REQUIREMENTS

All ghostwatchers have, at one time or another, come into contact with an ethereal being. This contact has opened a "sixth sense" that goes beyond their normal sense, allowing them to see without sight.

## BENEFITS

Their new abilities allow ghostwatchers an impressive set of capabilities:

- A ghostwatcher's primary benefit is being able to see ghosts while they are ethereal.
- Due to their constant brushes with the "other side," ghostwatcher becomes immune to the following special attacks of ghosts: *Frightful Moan*, *Horrible Appearance*, and *Corrupting Gaze*.

## HINDRANCES

Ghostwatchers must be very careful because their ability to see ghosts also alerts ghosts to their presence:

- Ghosts who are seen by the ghostwatcher have one of two reactions: they immediately attack since they do not care to be accosted by the living; or, the ghost may be so elated that they anchor themselves to the ghostwatcher.
- A ghost that is accepting of the ghostwatcher's presence will attempt to share their story, often heartrending. A ghost may communicate this by touching a

ghostwtacher (immediately causing damage) and relaying it in images and emotions. After this communication, the ghostwatcher must make a Will save (DC: 18) or collapse from the strain.

- The ghostwatcher suffers a -4 to their Charisma when in the presence of any individual who knows what they are.

## Redeemed

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This template is used for all characters that were once evil but who have seen the light and become heroes. They may have been villains, or henchmen, or simply wayward souls, but they have forsaken the path that they once trod in order to make good.

Anybody, even the greatest of heroes, may have a deep secret of dark deeds done in their past.

### REQUIREMENTS

In order to be redeemed, a character, NPC, or creature must have once had an evil alignment and then switched it to a good one. This template should be applied only after a significant amount of time has passed after the alignment change.

### BENEFITS

Although going from an evil path to a virtuous one should be its own reward, the willpower required to resist their former course grants other benefits that the redeemed enjoy:

- +2 to all regular Will saves. This stacks with Iron Will and Superior Iron Will feats and abilities.
- +2 to all Fear, Horror, and Madness checks. These characters have seen the worst and steeled themselves against it.

### HINDRANCES

- Redeemed characters can never sanction or allow an evil act. If aware of such deeds, they will go

out of their way to punish the evildoer, bring them to justice, or force them to change their ways. This even applies to their traveling companions. Even borderline actions can cause a redeemed character to launch into a lecture on the first step toward evil being the easiest.

- Redeemed characters always donate at least 20% of all treasure they gain to charitable causes.
- Whenever a redeemed character must make a Dark Powers check, their chance of failure increases by half. For example, a 10% chance of failure becomes 15% for redeemed characters.

## Redhead

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People who are born in the land of the Mists with red hair have an uncanny ability to manifest certain divine spells. These spells are granted from the land itself, and therefore, cannot be counterspelled. Redhead magic only works if the redhead is in their domain of birth. They may use their spells twice per day, once during the day, and once after night falls. They do not need to prepare these spells as another divine caster might. They need no components or holy symbols. They simply will the spell to happen. All spell effects manifest as if cast by a druid of the same total level of the redhead.

### REQUIREMENTS

A redhead is unlike the other templates earlier discussed. A character must take this template at first level. This template is gained by trading a number of other racial abilities or accepting restrictions for different shades of red hair. The brighter the shade of red, the more powerful the spell caster. Humans, half-elves, and half-Vistani are the only races known to produce red hair. The following table shows the restrictions that the character must adhere to or the racial ability that they lose, in order to gain a particular shade of red hair. Note that the favored class or classes listed replace those of the base race. Also note that each half-Vistani tribe has two distinct special abilities. For example, Equaar gain two different feats. Each

**Table 3-1: Redhead Requirements**

Human Ability Lost/Restriction Gained	Half-elf Ability Lost/Restriction Gained	Half-Vistani Ability Lost/Restriction Gained	Shade of Hair Gained
Must be of true Neutral Alignment	Must be of true Neutral Alignment	Must be of true Neutral Alignment	Dark Auburn
Favored Classes: Druid and Ranger	Favored Classes: Druid and Ranger	Favored Class: Druid	Light Reddish Brown
Loses extra 4 skill points at first level	Loses <i>Elven Blood</i>	Loses <i>Vistani Blood</i>	Strawberry Blond to Pale Red
Loses bonus skill point each level	Loses Immunity to Sleep spells and +2 save bonus to Enchantment spells	Lose One Tribal Ability	Distinctly Red
Loses bonus feat	Loses Low-light Vision	Lose both Tribal Abilities	Carrot Orange

is considered a single special ability for the purposes of this table. The two special abilities should be obvious in most cases. The list of special abilities traded is cumulative, e.g. in order to gain light reddish blonde hair, a character must be of neutral alignment and abide by the new favored class restrictions.

## BENEFITS

The shade of a redhead's hair color determines their degree of power. A character with dark auburn hair can employ one 1<sup>st</sup>-level spell; one with a lighter shade of reddish-brown, two 1<sup>st</sup>-level spells; one with strawberry-blond to pale red hair, three 1<sup>st</sup>-level spells; one with distinctly red hair, three 1<sup>st</sup>-level spells and one 2<sup>nd</sup>-level spell; and one with carrot orange hair, three 1<sup>st</sup>-level spells and two 2<sup>nd</sup>-level spells. Redheads never receive bonus spells.

The spells each redhead may cast are determined from the **Tables 3-2** and **3-3** (the DM may roll or choose from the lists as they see fit).

## HINDRANCES

Redheads are alternately treated as either very special or very hated depending on time and place. There is also the matter of depending on the land itself for their powers. Other than the racial abilities that a character gives up to gain a shade of red hair, there are no further game-related hindrances.

If a red-haired character ever changes alignment to something other than true Neutral, they lose all their spellcasting abilities until their

alignment is restored. Redheads in the land of Forlorn are subtly different, but these rules should suffice for those without the CASTLES FORLORN accessory.

**Table 3-2: 1<sup>st</sup>-level Redhead Spells**

D10 roll	Spell
1	<i>Animal friendship</i>
2	<i>Calm animals</i>
3	<i>Cure light wounds</i>
4	<i>Detect animals or plants</i>
5	<i>Detect snares and pits</i>
6	<i>Entangle</i>
7	<i>Faerie fire</i>
8	<i>Goodberry</i>
9	<i>Obscuring mist</i>
10	<i>Pass without trace</i>

**Table 3-3: 2<sup>nd</sup>-level Redhead Spells**

D10 roll	Spell
1	<i>Animal messenger</i>
2	<i>Animal trance</i>
3	<i>Charm person or animal</i>
4	<i>Delay poison</i>
5	<i>Heat metal</i>
6	<i>Hold animal</i>
7	<i>Soften Earth and stone</i>
8	<i>Speak with animals</i>
9	<i>Warp wood</i>
10	<i>Wood shape</i>

# Chapter 4: Worldly Matters

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*"Where no hope is left, is left no fear."*  
-- John Milton

So far, all of the information presented has been game mechanic-related. Fortunately, a Ravenloft campaign is almost always built on a background of plot and story. In order to get the full use out of the rules presented both previously and later, a number of observations that affect characters should also be detailed.

This chapter is dedicated to discussing each race's and each class' role in Ravenloft. This also includes providing information on character homelands, languages, religions, and other defining characteristics. It also reveals some organizations that many characters made with these rules will find themselves working for, with, or against.

## Current Races in Ravenloft

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Amid the swirling Mists of Ravenloft, demihumans are far less common than they are in other campaigns. Exactly why this is none can say. However, since being a demihuman in some realms is a crime punishable by death, and in most of the others it is a condition that leads to persecution at best, slavery at worst, there is no reason to suspect large non-human populations. That is not to say that particular races do not exist in Ravenloft, only that they are rare and suffer great societal stigma. Both players and DMs should carefully consider the use of races other than humanity.

The following sections describe the lots of all of the races detailed in the PLAYER'S HANDBOOK in Ravenloft and what things will be like for them if they are outsiders who are carried into Ravenloft by the Mists. At the end, some notes are made on other races that exist in the Demiplane and races that were introduced in

other D20 materials. Note that other than these role-playing notes, each of the races detailed has the same abilities specified in the PLAYER'S HANDBOOK or other source material except for the addition of Fear, Horror, or Madness check bonuses.

### HUMANS

By far and away the most common race in the demiplane of dread, humans are also the most diverse. As a people, they are more suspicious and distrustful of outsiders than their counterparts on other worlds. By virtue of their environment they have learned to fear to the unknown since it represents danger.

Each human culture is different, and since the domains of Ravenloft are drawn from a disparate group of times, places, and cultures, be sure to review the section on homelands below for further cultural information on humanity.

### DWARVES

The race of dwarves is probably the most rare in all of the demiplane. One of the major concentrations of dwarves known to exist in Ravenloft is the city of Tempe Falls in Darkon/Necropolis. Other isolated dwarven communities might exist, especially in the mountainous region of the core, but no settlement has over a hundred members.

Dwarves native to Ravenloft are grim and dour, with little need for idle chatter or purposelessness. They tell no jokes, sing only dirge-like songs, and frown on the celebration of holidays and festivals.

Dwarves of Ravenloft worship the Norse pantheon rather than the typical dwarven gods of other realms. Their culture here is similar in nature to that of the Vikings. Native dwarven names are often Scandinavian in origin.

A dwarf native has a +2 bonus to Fear checks due to their grim determination.

### ELVES

Elves are a magical and fair folk, ill suited to the depressing lands of Ravenloft. Despite this, they are the most common of the demihuman races in the demiplane. The largest concentrations of elves occupy the cities of Neblus, Nevuchar Springs, and Sidhar; all in the domain of Darkon/Necropolis. The domain of Sithicus is populated wholly by elves. However, they are so tied to that harsh land that they rarely leave.

In other lands, elves are known for their love of beauty, ardent pursuit of knowledge, and fascination with magic. While this is still true of Ravenloft elves, they suffer such persecution that they have become much more secretive and reserved than usual. Elves do their best to keep their enclaves and communities hidden from the outside world.

Elves of Ravenloft worship gods of the Celtic pantheon rather than the typical elven gods of other realms. Their culture here is similar in nature to that of the Celts, the Gaels, or the Welsh. Native elven names are often Celtic or Gaelic in origin.

Although considered flighty by nature, elves are difficult to shake and therefore receive a +2 bonus to Madness checks.

## GNOMES

The diminutive race of gnomes exists in few of the demiplane's domains. The most obvious of these is the great melting pot of Darkon/Necropolis where their city of Mayvin lies. Mayvin is home to almost 1500 gnomes. Smaller communities of gnomes, about a tenth of the size of Mayvin exist in Valachan, Hazlan, and Nova Vaasa.

The popular image of gnomes is of having a strong sense of humor and of being admittedly eccentric. However, years of living in Ravenloft have twisted these traits. Gnomes here tell jokes or stories with a macabre twist. Hence, they often appear to be a sinister, frightening folk who make those around them uncomfortable. However, their main bent is philosophical, and the typical gnome of the demiplane uses the nature of the demiplane as a learning experience.

Gnomes of Ravenloft worship the typical gnomish gods of other realms. Their culture here is similar in nature to that of the ancient Greeks and Romans (without the legions or the gladiators). Native gnomish names are therefore often Latin or Greek in origin.

Gnomes do not find the same horror in things that other races might and therefore receive a +2 bonus to Horror checks.

## HALF-ELVES

While marriages between members of various races are exceedingly rare due to the social stigmas attached, they are not unheard of. Tragic love is at the heart of the gothic story. The most common of these marriages is that between elves and humans. Children born of such unions are half-elves, and they often lead difficult lives. In order to be considered a half-elf, a character must have at least 50% elven blood or greater

without being a full elf. Half-elves foster no large communities, trying instead to find a place with either of their parent races.

The resentments of both parent races to these bastard children is the same in Ravenloft, if not much worse because of the xenophobic reactions of elves and humans to each other. Half-elves develop the same personalities as outlined in the PLAYER'S HANDBOOK. They are outcasts and loners, and as such, often live in anticipation, rather than fear, of death.

Bearing the brunt of much injustice and ill will, half-elves have developed a will of iron that grants them a bonus of +1 to all Fear and Horror checks.

## HALF-ORCS

Since the orcish race is unknown in the lands that make up Ravenloft, so are half-orcs. No native character may be a member of this race.

Half-orcs who enter the demiplane can look forward to the general hatred and disregard of people and things not human, though to a much worse degree since there is an element of the unknown to them that would breed abject horror in the common populace.

## HALFLINGS

Halflings maintain the largest communities of demihumans in the Core. In fact, they compromise sizable portions of the cities of Delagia and Rivalis in Darkon/Necropolis. However, most halfling populations that congregate in cities live in areas that can be classified as slums.

Of all the demihuman races of Ravenloft, halflings are the only ones who can move about freely in the world of humans. Although shorter, they share many of the customs, personality traits, and appearance of men and therefore escape much of the animosity leveled at members of other races. Though not as outgoing as their cousins on other worlds (since a halfling who's not seen is a halfling who's safe), they share most of their cousins' other personality traits.

Halflings of Ravenloft worship the typical halfling gods of other realms. Their culture here is similar in nature to that of the European countryside; that is, they raise a small number of livestock like chickens or pigs, raise their gardens, and avoid outsiders as much as they can. Native halfling names are similar to those found in old English.

As detailed in the PLAYER'S HANDBOOK, all halflings receive a +2 bonus to Fear checks.

## OTHERS

Several communities of kender reside in the forests of Sithicus. Game statistics for kender are described in full in DUNGEON #86, p. 39. The kender of Sithicus are very dissimilar to the kender of Krynn, however. The left over survivors of Lord Soth's experimentations, these folk have a reputation for being the most vident and xenophobic people in Ravenloft. Visitors to the domain can recognize the boundaries of kender territory by the rotting heads that are spiked to trees as a warning against trespassers.

In Markovia, there are enclaves of beast-men known as broken ones that Frantisek Markov has created. From time to time, broken ones can be found wandering all about the core.

The domain of Bluetspur is completely dominated by mind flayers (who are described in the MONSTER MANUAL, p. 136). The illithids here attempt to enslave any who are from other races who enter the domain.

Finally, the Vistani themselves may appear to simply be humans of a particular type, but they are not. Some mysterious process has tied them to the land and they are a dark and mysterious lot. They can be found almost anywhere. However, make no mistake, they have capabilities and hindrances that are very inhuman. (See VAN RICHTEN'S GUIDE TO THE VISTANI / or VAN RICHTEN'S MONSTER HUNTER'S COMPENDIUM, VOL. 3.)

## Current Classes in Ravenloft

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Each character class is supposed to fill a particular niche in the campaign environment. And since each environment is so unique, each class behaves and operates in different ways when in differing settings. A mage from Toril will not be the same as a mage from Krynn. And neither could ever be likened to their peers from Ravenloft.

Even characters transported by the Mists to this alternate world are subtly altered by their journey and must obey the differing natural rules of their new surroundings.

The following sections offer some insight into current class roles in Ravenloft. They also detail particular limitations that the class has to

deal with in order to operate in the land of the Mists.

## BARBARIANS

Barbarians native to Ravenloft are generally savages from simple societies who act as tribal defenders. They are rare but do exist.

Barbarians who are transplanted to Ravenloft lose any abilities that they have gained associated with their home terrain. Otherwise, their abilities are unaffected by time spent in the demiplane.

## BARDS

Such happy, bright, entertaining characters are not normally to be found in the grim lands of Ravenloft. True bards native to the demiplane are only to be found in the domain of Kartakass or amongst the gypsy tribes (both Vistani and non-Vistani). The bards of the gypsies often are the keepers of lore and stories for their tribes and clans, and the stories and songs they share are normally tragic and full of sadness.

In the land of Kartakass, their entire culture has developed around singing and music. However, although the entire society is versed in the skills, most actual bards in the domain are in truth wolfweres.

Occasionally, though, bards find their way into the demiplane and the following changes must be made to their abilities:

A bard may not use their bardic knowledge ability until they have spent at least a year wandering Ravenloft. Upon arrival, they should only be able to come up with knowledge of persons, places, or things that have a tie to their original home world. After the year has elapsed, however, they may use the ability normally since they have become more familiar with their new place of residence.

Just as other magic, bardic magic also functions differently in Ravenloft.

Because of the xenophobic and distrustful nature of the people of Ravenloft, all bardic music abilities must apply a -4 circumstance penalty to their perform roll unless the bard is well known to their audience.

## CLERICS

Clerics, as well as other divine spellcasters, have long been a source of consternation to scholars studying the demiplane. Most believe that they should be cut off from accessing the powers that their patron deities

grant them. However their miraculous powers continue to remain. One theory of this phenomenon is that the Dark Powers themselves grant the powers. The other is that the Dark Powers cannot possibly be strong enough to resist the will of the gods. However, the laws of the demiplane affect the spells of clerics. (See Chapter 7 of this book or DOMAINS OF DREAD for further details.)

The other feature of Ravenloft that clerics must contend with is known as the "Sinkhole of Evil Effect." If evil forces around the undead intensify, the cleric's ability to turn undead (or channel positive energy as detailed in DEFENDERS OF THE FAITH) wanes. Ravenloft's lands are riddled with these sinkholes of evil. So corrupt are these places that a cleric (or any other class that can turn undead) suffers a -1 to a -4 to their turn checks. If ever attempting to turn undead within 300 feet of a domain lord, they suffer a -2 to such checks. Woe to the cleric who attempts to turn undead when both the lord and land are against them since these modifiers are cumulative! (I.e., a cleric attempting to turn undead in the presence of Strahd von Zarovich in the midst of the tombs underneath Castle Ravenloft suffers a -6 penalty to their turning roll!!)

Despite this, the number of clerics in Ravenloft continues to grow as more and more churches and religions are established to provide hope and faith to the populace.

## DRUIDS

Druids dedicate themselves to the protection and maintenance of the natural world. Being an unnatural world, the demiplane is home to few of these folk, most of whom live in the domain of Forlorn. The land of the Mists alters several of a druid's powers.

Their ability to cast spells is unchanged though the effects of spells are altered in a manner similar to those of clerics and wizards. Sylvan may not be chosen as a bonus language since the creatures that speak it don't exist in Ravenloft.

A druid's nature sense ability only functions perfectly if in his homeland or a land drawn from his home world. If in a land that is similar, using this ability requires a successful Wilderness Lore check (DC: 18). If in a land that is dissimilar (such as a druid from Toril trying to identify the plants and animals of Kalidnay which is drawn from Athas), the Wilderness Lore check DC rises to 23. A druid can spend a year, just like a bard, relearning bardic lore, examining the flora and fauna of a different domain or region, thereby altering what should be considered his home terrain or region.

Also, woodland stride does not allow a druid to go across closed domain borders.

Druids transported here by the Mists often find their new surroundings disorienting. However, they usually choose a new region to protect and learn of its plants and animals. They view the lack of other druids as simply another challenge to be overcome.

## FIGHTERS

Every world needs its fighting men. When disputes cannot be solved by reason, a warrior's job is to solve the dispute by force of arms.

Ravenloft's unnatural laws leave most fighters virtually untouched. The fighter suffers no changes to their abilities or personality.

## MONKS

Monks can be found throughout the demiplane of dread. The feeling that there is safety in numbers, the mental training to impose one's will on their bodies and on the world around them, and the contemplation of one's lot in life are all attractive to the natives of Ravenloft. The numbers of monks in this grim setting is limited only by the harsh requirements that life as a monk imposes and the stringent requirements for entry.

Entering Ravenloft is at first somewhat disorienting to monk characters since they are cut off from their monastery and their teachers. However, they are taught to be self-reliant and their discipline allows them to circumvent many of the everyday hazards of life in the demiplane (fear, horror, the tempting nature of the Dark Powers).

## PALADINS

Paladins are warriors who are noted for compassion, goodness, obedience, and the power to defeat evil. Their nature is directly opposed to the corrupting influence of the land. This creates something of a conflict in the minds of these heroes. Where better to serve their purpose than in such a menacing environment? But by the same token, their struggles and presence seem almost suicidal in the face of the challenge they face. After all, how much good can a paladin do if they are dead?

Consequently, paladins are the most altered class upon their entry into the Mists.

A paladin cannot detect evil in Ravenloft. Instead, the ability becomes as if

*detect chaos.* The first time a paladin tries to use this ability, they know that something is amiss.

Paladins are still immune to disease in Ravenloft, but only to a point. In the demiplane, paladins are immune to natural diseases only. Magical diseases such as lycanthropy and mummy rot can affect a paladin the land of the Mists.

And finally, their ability to smite evil is reduced in effectiveness because of the overwhelming evil forces permeating the place. Instead of an attack bonus equal to their Charisma bonus, they receive an attack bonus equal to **half** of their Charisma bonus, rounded up. And their damage bonus is no longer equal to their paladin level, but is equal to **half** their paladin level, also rounded up.

Paladins stick out like a sore thumb in the lands of Ravenloft. Upon their entry into the demiplane, the lord of the domain is instantly aware of the fact that there is a paladin present in their realm. Also, they know the paladin's general whereabouts. If the paladin (or any other character for that matter) draws a *holy* weapon, the domain lord knows **exactly** where the wielder is.

All other paladin abilities function as normal. This is the only class that native Ravenloft characters may not ever pursue.

## RANGERS

Although nighttime can be deadly, during the day much of the demiplane is a rugged, beautiful wilderness. Rangers in large quantities crisscross the domains, blazing trails, making maps, and exploring the corners of this ever-expanding world. The rich and urban folk depend on the services that rangers provide as protectors, guides, and scouts.

Rangers who are trapped in Ravenloft are standard as per the PLAYER'S HANDBOOK. Rangers native to Ravenloft, instead of gaining a third favored enemy at 10<sup>th</sup> level (they gain a third enemy at 15<sup>th</sup> level and a fourth at 20<sup>th</sup> level) instead gain the ability to use native herbs and plants to concoct a brew that might cure lycanthropy. This process can only be tried once per month since it requires a whole month (with breaks of no longer than the total of one day per week) to prepare the brew. This brew will only work on infected lycanthropes, not on cursed or true ones. The brew is potent for one hour per level of ranger brewing the non-magical concoction.

The potion takes effect almost as soon as swallowed, causing extreme pain and disorientation. The lycanthrope must succeed at a Fortitude save (DC: 20) or perish. A successful save means a successful cure.

## ROGUES

The laws of Ravenloft leave rogues virtually untouched. All of their abilities remain as described in the PLAYER'S HANDBOOK.

## SORCERERS

A sorcerer's powers are inborn, with no direct tie to the land and so therefore suffer no particular detrimental effects. However, several spells and magic items produce odd results when used (See Chapter 7 of this book or DOMAINS OF DREAD for further details.) Sorcerers who use necromantic spells, or other spells for evil intent may become a target for the Dark Powers.

A sorcerer's familiar is not subject to control by domain lords since it is actually a piece of the sorcerer themselves.

Native sorcerers in Ravenloft are extremely rare. In order for a native character to choose sorcerer as a class at any point in their lives, they must have red hair (see the template presented above).

## WIZARDS

For the most part, Ravenloft appears to ignore a mage until they attempt to use their powers. Several spells and magic items produce different results when used. (See Chapter 7 of this book or DOMAINS OF DREAD for further details.) Wizards who use necromantic spells, or other spells for evil intent may become a target for the Dark Powers. Most native wizards steer clear of evil pathways and necromancy unless they are dedicated to the accrual of power and the spreading of evil.

## PSIONS

Strangely enough, the powers of the mind are just as common in Ravenloft as are arcane or divine spellcasters. No one can say for sure why this is, but it may have something to do with the scientific and advanced nature of many of the domains and their dependence on the furthering of the mind.

The only penalties suffered by psions in Ravenloft are similar to those suffered by wizards and sorcerers. Their powers and items may or may not work as intended. (See Chapter 7 of this book or DOMAINS OF DREAD for further details.)

Native psions cannot develop powers from the psychoporation discipline.

## PSIONIC WARRIORS

Although psionic powers are fairly well understood on the demiplane, the mixing of the powers of the mind with martial prowess is not. A psionicist can spend time as a warrior, letting his mind continue on as it was, or concentrate on developing the powers of the mind. In most realms, being a warrior and having psionic powers are mutually exclusive. The only native psychic warriors in Ravenloft come from the domain of Kalidnay, where their Athasian roots expect psionic warriors at every turn.

Psionic warriors from realms outside the Mists suffer only the ill effects that psions may from using particular psionic powers or items. The lack of psionic warriors in Ravenloft is a societal issue, not an issue of ability so these characters may progress and adventure as normal.

## Homelands

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The domains of Ravenloft are so culturally varied that characters from one domain are often very different than their peers from other domains. There are benefits and hindrances that affect characters based on being from a certain domain. However, these are all game-balanced so the net result on a character is much the same as adding one of the character templates described earlier. Therefore, characters should be allowed to choose a native homeland of their choice.

On the following page is presented a table that lists all of the domains of Ravenloft that commonly produce adventurers. The table is divided into five columns that identify the manner in which a character is defined and altered by their choice of homeland.

The first column lists all of the domains by name in alphabetical order. Note that some domains have two "ethnic" populations, such as Barovians and Gundarkites in Barovia. The player may choose freely for their character.

The second column lists the classes that characters native to the particular domain can choose at first level. After first level, with appropriate role-playing, players should be allowed to take levels in previously restricted classes as they become exposed to the outside world (except for the four special cases detailed below). If they never leave that domain, then the restrictions should remain. Classes disallowed

are in most cases cultural restrictions. Five of the classes in the PLAYER'S HANDBOOK have special limitations as follows:

*Barbarians:* Barbarian characters may only come from domains listed in DOMAINS OF DREAD as having a cultural level of Stone Age to Early Medieval. Characters who do not start as barbarians may not take levels of barbarian later in their careers.

*Bards:* The only bards native to the demiplane are all from Kartakass. Characters who wish to later add bardic abilities must study under an already practicing bard.

*Druids:* Most commonly, the druids of Ravenloft call the domain of Forlorn home. However, any homeland that allows characters to become clerics also gives them the ability to choose to become druids. Characters may choose to become druids at any time later in their careers after an introduction to druidic tenets.

*Paladins:* No matter what, characters of this type must be from outside of Ravenloft. Native characters may never take levels as a paladin.

*Sorcerers:* As long as they have red hair, any character may choose to become a sorcerer at any time. However, they are limited to choosing as a homeland those domains that allow characters to be wizards.

The third column lists the initial language spoken by denizens of that domain. Replace Common with this language during character creation. (There is no Common language in Ravenloft.) If there are two languages listed, the character may choose which of the two they wish to speak.

The fourth and fifth columns detail the benefits and hindrances that a character deals with as a member of that domain. Following are some specifics on benefits and hindrances that appear there.

Any skill mentioned receives a +2 bonus and automatically becomes a class skill if a benefit, or a -2 if the skill is listed as a hindrance. F/H is short for "Fear and Horror" checks. The listed modifier is the bonus or penalty to fear and horror checks for those domain's natives against the conditions listed. For example, Barovians would receive a -2 to any Fear or Horror check brought about by darkness or blindness. Illiterate means that a native of that domain shares a barbarian's inability to automatically read and write languages that they can speak. Any class skill or feat operates as the feat or class skill listed. Starting funds changes are given a modifier such as  $\frac{1}{2}$  that should be multiplied by the character's regular beginning money to obtain their true starting level of wealth. Other benefits or hindrances listed should be self-explanatory.

See DOMAINS OF DREAD, Chapter 2 for more information on individual domains in Ravenloft.

**Table 4-1: Homelands**

Homeland	Classes Allowed	Language	Benefit	Hindrance
Avonleigh / Nidala	Any	Nidalian	Diplomacy	Bluff
Barovia, Barovian	Any	Balok	Knowledge (undead)	-2 F/H (darkness)
, Gundarkite	Any	Luktar	Diplomacy	-2 F/H (intimidate / authority)
Borca	Any	Balok	Knowledge (botany)	½ Starting Funds
Darkon/Necropolis	Any	Darkonese	Profession (choose 1)	-2 F/H (undead)
Dementlieu	Any	Mordentish	+1 Bonus Language	Intimidate
Falkovnia	Any but Fighters and Rangers	Falkovnian	+2 F/H (brutality/gore)	-1 Charisma
G'Henna	Any	Balok	Wilderness Lore	-1 Constitution
Har'Akir	Any except cleric	Akiri, Mod.	Wilderness Lore	Sense Motive
Hazlan, Mulan	Any	Thayvian	Spellcraft	-1 Strength
, Rashemi	Any	Thayvian	+1 Strength	½ Starting Funds
Invidia	Any (No ½-Vistani)	Balok	Favored Enemy +1 as Ranger	Sense Motive
Kalidnay	Any	Athasian (Common)	+1 Constitution	Hide
Kartakass	Any	Kartakan	Perform (singing)	Concentration
Lamordia	Any but Clerics	Lamordian	Craft (choose 1)	-2 F/H (constructs)
Mordent	Any	Mordentish	+2 F/H (ghosts)	Perform (all)
Nosos	Any	Nosian	+2 Fort. Save (disease)	-1 Charisma
Nova Vaasa	Any	Thayvian	Animal Handling	½ starting funds
Odiare	Any except Cleric, Ranger, or Wizard	Italian	Craft (choose 1)	Illiterate
Paridon	Any except Rangers	Paridani	Diplomacy	Wilderness Lore
Pharazia, urban	Any except Cleric and Wizard	Pharazian	Decipher Script	Wilderness Lore
, nomad	Any except Cleric and Wizard	Pharazian	Ride	Illiterate
Richemulot	Any	Falkovnian, Mordentish	Knowledge (local)	Appraise
Sebua	Fighter, Ranger, or Barbarian only	Sebuan (Wild Child)	Wilderness Lore	Diplomacy
Sithicus	Any (Most PCs are Elves)	Sithican	Spot	Diplomacy
Souragne	Any (Must be human)	Souragnian	Wilderness Lore	½ Starting Funds
Sri Raji	Any	Rajian	+2 Dexterity	May not multiclass
Tepest	Any but Sorcerer or Wizard	Tepestani	Knowledge (monster lore)	Illiterate
Valachan	Any	Thayvian	Wilderness Lore	-2 F/H (felines)
Vechor	Any but Wizard	Darkonese	+2 save vs. Insanity	-2 disbelieve illusions
Vorostokov	Any except Cleric	Vos	+1 Constitution	Illiterate

# Languages

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The domains of Ravenloft were cobbled together by the Mists reaching out and acquiring lands from other places and times. This presents a substantial hardship both for characters who are born on the demiplane as well as for those who find themselves trapped there. Since each domain comes from a different place, most have individual languages. There are four main languages in Ravenloft: Balok, Darkonese, Mordentish, and Thayvian. For even the most intelligent characters, communicating in Ravenloft can be a trying experience.

**Table 4-2** on the following page catalogs all of the major languages of Ravenloft and the typical speakers. The third column lists the alphabet that is used to create the written form of the language. The final column records which languages on other worlds are the same as the listed language. For example, a character who finds himself in Ravenloft with the ability to speak the Common language of Oerth can speak Darkonese. (For ease: Toril = FORGOTTEN REALMS, Oerth = GREYHAWK, Krynn = DRAGONLANCE.) Note that a language's name in the Ravenloft setting *does not* match its original name.

If a domain does not appear on the list, assume that it has its own language whose written form is based on the common alphabet.

A character gains the native language of their homeland instead of Common. Bonus languages should be chosen from the languages on this list in addition to the following languages from the *PLAYER'S HANDBOOK* (assuming the character has access): Abyssal, Aquan, Auran, Celestial, Draconic, Druidic, Goblin, Halfling, Ignan, Infernal, and Undercommon (illithid).

# Religions

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In the same manner that a diversity of language and culture are spread across the demiplane, so is worship of particular gods and goddesses.

On the pages following the language table, a number of pages of tables show the

basic information of the religions of Ravenloft. The first four are pantheons proper. The last table shows the information that clerics of the singular religions of Ravenloft (those whose gods are worshipped on their own rather than as part of a larger whole) need to know.

Characters who begin as 1<sup>st</sup>-level clerics may only choose to serve deities that are worshipped in their home domains. They may change this affiliation later. Characters who take levels as a cleric later may choose their new religion from any they have been exposed to.

Listed below are the pantheons and the domains that worship the gods of that persuasion:

**Celtic:** Avonleigh, Forlorn, Nidala, and Tepest.

**Egyptian:** Har'Akir.

**Norse:** Dwarves

**Indian:** Sri Raji

In the next section, you will find short descriptions of the unique gods of Ravenloft. Details of their worshippers appear in **Table 4-7**. See DOMAINS OF DREAD for more details.

**Bane:** Bainites believe that everyone has a predestined lot in life, and those that grow powerful do so because Bane wills it. Bane punishes those who rise above their stations. Those familiar with the FORGOTTEN REALMS setting will recognize Bane as the god of tyranny, hatred, and fear. However, the worship of Bane in Ravenloft takes on a much different tone.

**Cult of the Morninglord:** This is, in truth, the worship of Lathandar, the god of the dawn on Toril. Worship of this god was brought to Barovia by the elf, Jander Sunstar. It thrives as a small sect based in a decaying church in Vallaki. Adherents await the day when the Morninglord will return, banishing all darkness from the land.

**Divinity of Mankind:** The practitioners of this religion (for they really worship no god per se) believe that humans (and half-humans raised among humans) must strive toward physical, mental, and emotional perfection. This religion believes in the divinity of the human form and achievements. Rather than holding religious ceremonies, priests of this religion offer ongoing "divinity training" for the populace.

**Elemental Forces:** Another of the philosophical religions of Ravenloft that do not worship a divine being, priests of elemental forces operate in the domain of Kalidnay. This viewpoint holds that it is correct to worship the natural processes of the elements. Lightning, the birth/life/death cycle, or any such manifestation of primal forces are all signs of the divine spirit of the physical world. Priests of this religion, like druids, are concerned with the natural order and how to prevent it from being harmed.

**Table 4-2: Languages**

Language	Speakers	Alphabet	Other World
Abber	Abber nomads	None	----
Akiri, modern	Har'Akir, Seuba, Pharazian slaves	Common	----
Akiri, ancient	(Only exists in written form)	Hieroglyphic	----
Arak	Shadow elves (Arak)	Celestial	----
Balok	Borca, Barovia, Falkovnia, G'Henna, Markovia, Invidia, Verbrek	Common	----
Darkonese	Necropolis, Falkovnia, Vechor	Common	Common (Oerth)
Dwarven	Dwarves	Dwarven	Dwarven (Any)
Elven	Elves	Elven	Elven (Any)
Falkovnian	Falkovnia, Richemulot	Common	Thenolian (Krynn)
Forfarian	Forlorn	Common	----
Gnomish	Gnomes	Dwarven	Gnomish (Any)
Heldannic	Graben Island and satellites	Common	Heldannic (Mystara)
High Shou	I'Cath	Draconic	Shou (Toril)
Italian	Odiare	Common	Renaissance Italian
Kartakan	Kartakass, Sithicus	Common	Chondathan (Toril)
Lamordian	Lamordia	Common	----
Luktar	Forlorn, Barovia (Gundarak), Invidia, Dominia	Common	----
Mordentish	Mordent, Borca, Dementlieu, Richemulot, Verbrek	Common	----
Pattena	Vistani	Common	----
Pharazian	Pharazia	Common	----
Sithican	Sithicus, Ghastria, Liffe	Elven	Common (Krynn)
Rajian	Sri Raji	Common	----
Tepestani	Tepest	Common	----
Thaani	Bluetspur (slaves), Barovia	Common	----
Thayvian	Hazlan, Nova Vaasa, Valachan	Common	Common (Toril)
Vos	Vorostokov	Common	----

**Table 4-3: Celtic Pantheon**

Deity	Align.	Domains	Symbol	Favored Weapon	Worshippers
<b>Belenus</b> , God of Sun and Fire	NG	Animal, Fire, Good, Plant, Sun	A sun or crystal	Long sword	Nobles, druids
<b>Arawn</b> , God of Death	LE	Death, Evil, Magic	Warrior's skull	Scythe	Necromancers
<b>Brigid</b> , Goddess of the Hearth and Poetry	CG	Chaos, Fire, Knowledge	A stone hearth	Spear	Warriors, bards
<b>The Dagda</b> , the Good God	NG	Good, Protection, Strength	Cauldron	Club	Nobles
<b>Danu</b> , the Mother Goddess	NG	Good, Healing, Magic	A womb with child's face	None	Druids, sorcerers
<b>Dianchecht</b> , God of Healing	NG	Good, Healing, Protection	A leaf	Mace	Physicians
<b>Goibhniu</b> , God of Smithwork	N	Magic, Protection, Strength	Anvil	Warhammer	Smiths
<b>Lugh</b> of the Long Arm	NG	Knowledge, Luck, Magic, Sun	8-pointed star	Spear or sling	Fighters, bards
<b>Mannanan Mac Lir</b> , God of the Sea	CG	Air, Magic, Water, Trickery	Fish	Trident	Sailors
<b>The Morrigan</b> , Goddess of War	CN	Chaos, Destruction, War	A crow or raven	Spear	Fighters
<b>Nuada</b> of the Silver Hand	LG	Good, Law, War	Silver hand	Greatsword	Fighters
<b>Oghma</b> , God of Knowledge	N	Knowledge, Luck, Magic, Trickery	Chalice	Club	Bards

**Table 4-4: Egyptian Pantheon**

Deity	Align.	Domains	Symbol	Favored Weapon	Worshippers
<b>Ra</b> , God of the Sun	NG	Good, Knowledge, Protection, Sun	Ankh in the sun	Fist (unarmed)	Rulers, scholars, nobles
<b>Anhur</b> , God of War and Battle	CG	Chaos, Good, Strength, War	Bird of prey	Falchion	Fighters, soldiers
<b>Anubis</b> , God of the Dead	LG	Death, Law, Luck, Protection	Jackal's head	Whip (flagellum)	Guardians, embalmers
<b>Bast</b> , Goddess of Cats	CG	Animals, Chaos, Luck, Trickery	Cat	Dagger	Nobles, women
<b>Geb</b> , God of the Earth	N	Earth, Plant, Protection, Strength	Mountain	Staff	Farmers
<b>Hathor</b> , the Eye of Horus, Queen of Heaven	LN	Death, Knowledge, Healing, Protection	Sun in horns	Bow	Oracles, midwives, women
<b>Horus</b> , God of Vengeance	LN	Destruction, Law, Sun, War	Hawk's head	Bastard sword	Soldiers, nobles, revenge-seekers
<b>Isis</b> , Goddess of Magic	NG	Good, Healing, Magic, Water	Eye and teardrop	Dagger	Women, sorcerers, wizards
<b>Nephytys</b> , Goddess of Wealth	CG	Chaos, Good, Knowledge, Protection	Ankh in the moon	Dagger	Merchants
<b>Nut</b> , Goddess of the Night Sky	NG	Healing, Luck, Protection, Trickery	Stars against dark sky	Dagger	Women only
<b>Osiris</b> , God of the Underworld	LG	Death, Good, Law, Plant	Flail	Flail	Nobles, embalmers
<b>Set</b> , God of Evil	LE	Destruction, Evil, Law, Trickery	Coiled cobra	Poison	Tyrants, evil cults
<b>Shu</b> , God of the Sky	LG	Air, Good, Law, Sun	Ostrich feather	Short sword	Astrologers, mystics, nobles
<b>Thoth</b> , God of Knowledge	N	Knowledge, Luck, Magic, Travel	Ibis	Staff	Scholars, loremasters, wizards

**Table 4-5: Norse Pantheon**

Deity	Align.	Domains	Symbol	Favored Weapon	Worshippers
<b>Odin</b> , the All-Father	NG	Knowledge, Magic, Travel, Trickery	A blue eye	Spear	Barbarians, soldiers, warriors, nobles
<b>Baldur</b> , God of Light	NG	Good, Luck, Protection, Sun	Gem-encrusted chalice	Long sword	Farmers
<b>Bragi</b> , God of Poetry	NG	Knowledge, Luck, Travel, Trickery	Harp	Short sword	Bards, musicians, poets, artists
<b>Frey</b> , God of Elves	NG	Good, Magic, Protection, Sun	Ship-shaped cloud	Long sword	Elves, farmers
<b>Freya</b> , Goddess of Magic	NG	Good, Healing, Magic, Travel	Woman made of fire	Dagger	Women, healers, sorcerers, wizards
<b>Frigga</b> , Queen of the Gods	LN	Healing, Law, Protection, Strength	Spinning wheel	Dagger	Women, nobles
<b>Heimdall</b> , God of Sentries	LG	Good, Knowledge, Law, Protection	Horn	Greatsword	Paladins, sentries, guardians
<b>Hel</b> , Goddess of the Underworld	NE	Death, Destruction, Evil, Trickery	Hel's face	Short sword	Necromancers
<b>Loki</b> , God of Trickery	CE	Chaos, Evil, Fire, Trickery	Red and black boots	Short sword	Rogues, assassins, liars, and cheats
<b>Sif</b> , Goddess of Warriors	CG	Good, Protection, Strength, War	Upraised sword	Long sword	Fighters, soldiers
<b>Thor</b> , God of Thunder	CG	Air, Chaos, Strength, War	Hammer	Warhammer	Barbarians, fighters, soldiers
<b>Tyr</b> , God of Justice	LG	Good, Law, Protection, War	Sword	Long sword	Paladins, judges, warriors

**Table 4-6: Indian Pantheon**

Deity	Align.	Domains	Symbol	Favored Weapon	Worshippers
<b>Brahman</b> , God of Everything	N	Knowledge, Magic, Protection	4-faced head	Scimitar	Ascetics, monks
<b>Agni</b> , God of Fire	CG	Fire, Protection, Sun	Flames	Battleax	Commoners, the poor
<b>Indra</b> , God of Storms and Battle	CE	Chaos, Destruction, Strength, War	White elephant	Long sword	Evil fighters, mercenaries
<b>Kali</b> , the Black Mother	CN	Death, Destruction, Healing, Protection	Skull	Scimitar	Assassins, pregnant women
<b>Mitra</b> , God of Light and Warmth	LG	Good, Plant, Sun	Plant inside a sun	Long sword	Good Samaritans
<b>Ratri</b> , Queen of the Night	CN	Chaos, Knowledge, Magic, Trickery	Woman's silhouette	Dagger	Rogues
<b>Rudra</b> , God of Storms and Disease	NE	Death, Destruction, Healing, Water	Black bow	Bow	Sailors, doctors
<b>Savitri</b> , God of Life and Light	NG	Healing, Knowledge, Sun	Full sun	Long sword	Healers, physicians
<b>Siva</b> , God of Destruction	CE	Chaos, Destruction, Fire, War	Cobra's head	Scimitar	Evil cults
<b>Surya</b> , God of the Sun	LG	Fire, Good, Healing, Sun	Half-sun	Long sword	The unlucky, the diseased
<b>Ushas</b> , Goddess of the Dawn	LG	Knowledge, Luck, Magic, Sun, Trickery	Rising Sun	Staff	Women only, bards
<b>Varuna</b> , Lord of the Sky	LN	Air, Knowledge, Law, Protection	Comet	Mace	Judges
<b>Vayu</b> , God of the Winds	CN	Air, Chaos, Travel, Water	Sapling bent in the wind	Blowgun	Travelers, merchants
<b>Yama</b> , Lord of the Dead	LN	Death, Knowledge, Law	Red mace	Mace	Embalmers, recently bereaved

**Table 4-7: Other Religions**

Deity/Religion	Align.	Domains	Symbol	Favored Weapon	Lands
<b>Bane</b>	LN	Death, Healing, Law, War	Black hand	Morningstar	Hazlan, Nova Vaasa
<b>Cult of the Morninglord</b> (Lathandar)	NG	Good, Protection, Strength, Sun	Sunrise	Mace	Barovia
<b>Divinity of Mankind</b> (philosophy)	N	Healing, Knowledge, Protection	Human silhouette	Dagger	Paridon
<b>Elemental Forces</b> (philosophy)	CN	Air, Earth, Fire, Sun (req.), Water	Lightning	Javelin	Kalidnay
<b>The Eternal Order</b>	LE	Death, Evil, Knowledge, Magic	Sickle with gold blade	Sickle	Darkon / Necropolis
<b>Ezra</b>	LN	Healing, Knowledge, Protection	Sword and shield	Long sword	Many
<b>Hala</b>	N	Good, Healing, Magic	8-sided star	Dagger	Many
<b>Kalid-Ma</b> , the Sorcerer-King	LE	Knowledge, Law, Magic, Protection	Spear	Bone spear	Kalidnay
<b>Milil</b> , God of Song	NG	Good, Knowledge, Luck	Silver harp with 5 strings	Rapier	Kartakass
<b>Nerull</b> , God of Death	NE	Death, Evil, Trickery	Skull and scythe	Scythe	Barovia, Gundarak
<b>Spirits of the Swamp</b>	N	Animal, Death, Luck, and Plant	Snake swallowing own tail	Staff	Souragne
<b>The Wolf God</b>	CE	Protection, Strength, Travel	Wolf's head	Claw (unarmed)	Verbrek, werewolves
<b>Yutow</b> , the Peacebringer	LG	Good, Healing, Law, Protection	A dove	Net	Valachan
<b>Zhakata</b> , the Devourer	CE	Chaos, Death, Destruction, Evil	Likeness of Zhakata	Dagger	G'henna (outcast)
, the Provider	LG	Good, Healing, Law, Protection	Likeness of Zhakata	Dagger	G'Henna

**The Eternal Order:** Over time, the local beliefs and superstitions of Darkon were loosely organized into a religion. Elements of different faiths were incorporated, but all were based on the worship of the same core group of deities: those that represented death. The priests of this religion were loyal to Azalin and the state. Though they possess the other mystical powers of clerics, the services that they perform for the populace are a sham. Most of these evil priests are priestly bureaucrats with a penchant for reliability and depravity. This church has been declining in influence since the apparent death of Azalin (see GRIM HARVEST series).

**Ezra:** Ezra is depicted as a tall, slender woman in flowing white robes. Her worshippers revere her as both protector and healer. Clerics of Ezra are charged with combating corruption, tending the ill, and protecting the weak. This church has spread throughout the Core, building major temples in Levkarest (Borca), Port-a-Lucine (Dementlieu), Mordentshire (Mordent), and Nevuchar Springs (Darkon/Necropolis).

**Hala:** The worship and tenets of Hala are very similar to those of Ezra (above); however, there is a major difference in the activities of the adherents of Hala. Clerics of this religion do not actively seek converts as those of

Ezra do. They also confine most of their work to scattered hospices where they tend to those who come to them.

**Kalid-Ma:** This is the sorcerer-king of the island of Kalidnay. As the sovereign of this land, Kalid-Ma is considered divine, and is worshipped. However, Kalid-Ma sleeps, unable to awaken. Strangely though, his priests retain their abilities.

**Milil:** Milil is another deity that has been transplanted from the FORGOTTEN REALMS setting. He is the god of poetry, song, and eloquence. As such, he is worshipped by the folk of Kartakass, bards and commoners alike.

**Nerull:** This is the same deity that is listed in the PLAYER'S HANDBOOK. This is the god of the Gundarkites.

**Spirits of the Swamp:** The people of the island domain of Souragne worship a group of nature spirits that they believe live in the great swamp. Chief among these spirits is the one they call the Lord of the Dead. The loas, powerful manifestations of nature and guardians of the swamp, though not proper deities, do hold great power.

**The Wolf God:** The werewolves of Verbrek have developed their own religion that worships a deity only known as the Wolf God.

This deity is seen as the epitome of what it means to be a wolf, and worshippers are supposed to follow, as closely as possible, this ideal set of behaviors.

**Yutow:** This is the god of the peoples of Valachan. Yutow's philosophy is rooted in three simple tenets: obeying the law and the master of the land, keeping the peace, and bringing in the harvest.

**Zhakata:** Everything in G'Henna revolves around the worship of the beast-god, Zhakata. Worshipping this god is an exercise in sacrifice. Starvation is a noble death that proves devotion to Zhakata. There is a common, if illegal, belief that Zhakata has two forms, that of the Provider, and that of the Devourer. Worship of the Provider aspect of Zhakata is a heresy punishable by death. Clerics of this aspect generally escape to hide in the wilderness or in other domains.

One final note about religions in Ravenloft. The three main common religions (Bane, Ezra, and Hala) are not as stringent on alignment restrictions as other religions generally are. Each has beliefs and practices that vary from region to region, and as such, are collections of basic tenets that fit a wider variety of worshippers under one umbrella. See the church entries in the following section for the range of alignments these three churches serve.

## Organizations in the Campaign

As a world of both secrets and safety in numbers, the demiplane is home to many different societies, both secret and public. Those organizations that players are most likely to encounter in their travels are given below. Each section is divided into four parts: *membership, recognition, activities, and location*. Each section should be self-explanatory.

The manner in which these organizations are added to the ongoing campaign depends upon the actions and philosophies of the characters involved. If the organization shares a goal or alignment with the characters, than it can serve as a patron. If the opposite, it can serve as an enemy. Or characters may never even come into contact with the orders listed! A DM should be free to use these in anyway that they wish, even as a red herring or as a distraction!

## THE GREEN HAND

The worshippers of Osiris view their god as the protector of graves and the enemy of the undead. The Green Hand, as his devoted servants, dedicate themselves to protecting the resting places of the dead as well as to the hunting of both the undead and those who defile gravesites.

### Membership

This society is composed entirely of clerics of Osiris who have qualified for, and taken levels, in the Green Hand prestige class presented in Chapter 2 of this guide.

### Recognition

A member of the Green Hand always carries a light flail that bears a hieroglyphic inscription. These symbols indicate an individual's oath of service to Osiris and their dedication to the ideals of the Green Hand. Members identify themselves to each other by reading aloud the glyphs on the other's flail.

### Activities

A green hand is responsible for the protection of gravesites, the punishment of the enemies of their order, and the destruction of undead. In fact, members of this order will chase their quarry relentlessly, even going so far as to cross the whole of the demiplane or following their enemies beyond the Misty Border itself. They also are responsible for other more typical priestly duties involving the preparation of the dead, funeral services, and other rituals that honor or involve the dead.

### Headquarters

The High Priest of Har'Akir is charged with overseeing and directing the activities of the Green Hand. However, this traditional responsibility of that office is generally delegated to an underling of the High Priest. A number of the largest tombs in Har'Akir have secret rooms where the members of the Green Hand can gather.

## THE CIRCLE

Founded by Alexi Shadowborn, an early ancestor of the tragic Shadowborn family, the Circle is a virtuous knighthood. Members of the Circle are known as Knights of the Shadows.

Since its inception over a thousand years ago, its members have gained a reputation as one of the few bright spots in all of the domains.

## Membership

This society is composed entirely of men and women who have qualified for, and taken levels, in the Knight of the Shadows prestige class presented in Chapter 2 of this manual.

## Recognition

A Knight of the Shadows is instantly recognizable to those who know what to look for since even in the most perilous situations they never attempt to disguise themselves or their affiliation. These knights always wear ½ plate armor. On a clasp for their yellow and black capes is emblazoned an eclipsed sun, the symbol of their order.

## Activities

The members of the Circle each choose an area of protection into which they attempt to bring the light of truth and justice. They do this by attempting to thwart the will of the domain lords wherever they can. Although seemingly a hopeless and suicidal occupation, especially since they take no steps to disguise their identities, knights of this order attempt to stay one step ahead of their enemies by relying on subtlety and a network of safehouses.

## Headquarters

The members of the Circle gather once each year at a circle of standing stones located in a hidden grove somewhere in the domain of Avonleigh. Failure to make this pilgrimage results in the expulsion of the offender from the order. To miss the meeting is a sign of either the missing member's death sometime in the past year or abandonment of the offender's responsibilities.

# THE CHURCH OF EZRA

This organization is the public organization comprised of the clerics and worshippers of the deity Ezra.

## Membership

Anyone may become a member of the church who worships Ezra, can tithe at least 10 copper pieces to the church per year, and has an

alignment not more than one step removed from lawful neutral (LG, LN, LE, or N). The anchorites described in Chapter 2 are the high priests of this church. Clerics who worship Ezra are the intermediaries between the priesthood and the congregation.

## Recognition

Although not required to do so, most members of the Church of Ezra identify themselves by wearing a holy symbol to show their faith. These are most often in the shape of either wolfsbane sprigs or tiny replicas of the sword and shield that Ezra is said to carry. During the weekly church services, worshippers are required to wear white clothing.

## Activities

Since the alignments of various enclaves of Ezra's adherents can vary widely, so do their activities from one region to another. The one overriding requirement of the faithful is to combat corruption (though what defines corruption is based on individual belief), protect the faithful, and to convert non-believers to the worship of Ezra.

## Headquarters

All sects of the Church of Ezra recognize the central authority of the Great Cathedral (lawful neutral) located in Levkarest. The three other major temples—located in Port-a-Lucine (neutral), Mordentshire (lawful good), and Nevuchar Springs (lawful evil)—control the various local rituals and beliefs.

# THE CHURCH OF HALA

This organization is the public organization comprised of the clerics that worship the deity Hala.

## Membership

Anyone may become a priest or priestess of Hala if they are willing to set aside their normal lives and move to a hospice dedicated to Hala. They must also be able to meet the normal requirements of the cleric class. The worshippers of Hala are all of any good alignment (LG, NG, or CG), tending toward neutral good.

## Recognition

The clerics of Hala are recognized by the presence of their holy symbol, an eight-pointed star, hanging from a thin chain around their necks. Priestesses tend to wear veils and simple robes while priests prefer heavier robes with hoods. Often, their robes are white or a light shade of blue.

## Activities

The members of this church tend to those who come to their hospices in need of healing or spiritual guidance. Unlike the active proselytizers of Ezra, however, clerics of Hala will only discuss religious matters and the tenets of their faith if asked. Their focus is in aiding those in need, easing the suffering of the ill, and empowering the weak.

## Headquarters

Since at least one hospice of Hala exists in almost every domain, there are too many to regulate easily, especially with the isolated nature of many of the lands of Ravenloft. Each hospice is in full control of its membership and policies. The tenets of Hala are believed to be strong enough to empower the whole without an over-complicated church bureaucracy.

# THE CHURCH OF BANE

This organization is the public organization comprised of the clerics and worshippers of the deity Bane. Note that worship of Bane in Ravenloft is different than worship of Bane in the FORGOTTEN REALMS setting.

## Membership

Anyone may become a member of the church who worships Bane and has an alignment of either lawful neutral or lawful evil. Clerics who worship Bane are recognized as the congregation's betters in the eyes of their god.

## Recognition

Clerics of Bane may be recognized from the red and black robes that they wear. Their holy symbol is in the shape of an upraised fist. The common faithful are not required to wear a symbol of their faith, however, their obedient and compliant personalities are a good indicator.

## Activities

The faithful are required to be obedient to their betters and to be satisfied with their lot in life and not strive to advance their position. The church itself does not attempt to convert those of other faiths so much as it attempts to drive them out of areas where the Church of Bane is prevalent.

## Headquarters

The main temple devoted to the worship of Bane is in Toyalis, Hazlan. However, there is no true central authority of the church that determines overall church dogma or activity. And so each individual temple is a regional headquarters of worship and doctrine.

# THE FRATERNITY OF SHADOWS

This "fraternity" is an alliance of wizards and other magicians devoted to deciphering the secrets of the demiplane. They understand that their land is unique in its construction and natural order, and they attempt to learn why this is the case.

If they only sought knowledge, however, the Fraternity would be considered harmless. Their penultimate goal is to use the knowledge that they accumulate to take control over the whole of Ravenloft to become the masters of all people and creatures that dwell there.

## Membership

In order to join the Fraternity, a prospective member must be a male of neutral evil alignment who has the ability to cast arcane spells of the illusion school (but need not be specialized). All of the leaders of this organization are illusionists, however.

## Recognition

Every member of the Fraternity wears a silver ring in the shape of two intertwined asps. The mouths of these snakes form the setting where an onyx gem is placed. These rings are given to each member upon their acceptance into the order and they do contain magical abilities. Each ring grants the wearer the ability to cast *darkness* one time per day. The ability to invoke this power is a sure sign of a wearer's allegiance and legitimacy.

## Activities

Most of the members of this loose-knit group spend most of their time carrying out research. In some circumstances, they will even undertake an expedition to retrieve knowledge that their research has been unable to uncover or items important to their goals. All of the members of the Fraternity work toward the attainment of ultimate understanding and power. Though evil in nature, there is no better authority on the secrets of Ravenloft than this organization.

## Headquarters

There is no central location that members of the Fraternity of Shadows use as a headquarters. However, they do recognize the need to meet from time to time. Members are sent a magical summons to discretely gather at a site that represents learning and power such as a library or school of magic for secretive meetings.

# MORE ORGANIZATIONS

The organizations listed above are only the most prevalent and commonly encountered secret societies in Ravenloft. Below you will find short descriptions of other known cabals and groups and their original source:

**Adam's Children:** This group is comprised of flesh golems that were cast-off corpses deemed unusable by Victor Mordenheim and animated by his monster, Adam. They have one overriding goal—to discover the secret of replicating themselves so that they become a full-fledged race much like men or elves. *Location:* Lamordia. (FORBIDDEN LORE)

**Ata-Bestaal:** The Ata-Bestaal are individuals who want to become simple animals. They believe that animals are as smart as people but also that animals are wiser and more in tune with the natural order. They believe if they can find a way to become beasts, they will receive the bounty of an animal's existence. *Location:* G'Henna. (FORBIDDEN LORE)

**Carnival:** Carnival is a collection of traveling entertainers, merchants, and showmen assembled with an eye toward the macabre. The master of the Carnival is the beautiful and mysterious lady Isolde. The Carnival usually appears outside of a town suddenly, performs for a night or two, and then disappears as suddenly as they came. Oddly, everyone seems to know when the Carnival is coming to town. *Location:* Wandering. (DOMAINS OF DREAD, CARNIVAL)

**Dark Delvers:** The commonly known goal of this society is to discover secrets buried deep in the earth. In the inner circle, they know that they are burrowing deeper into the earth to

find the Hated Mother and wrest away her ancient secrets of power. *Location:* Bluetspur, Darkon/Necropolis (former site of Arak). (FORBIDDEN LORE)

**Ildi'Thaan:** The Ildi'Thaan search for the lost 13 texts of Thaan. These books reveal the tale and secrets of their ancestors. Thaan was a village on the slopes of Mount Makab that mists had settled onto causing all of the Thaani to disappear. The 13 away from their homes that day who survived each wrote a text. When all were assembled, the texts would bestow upon the reader "power to make a wizard tremble." Since the Thaani had survived in the mind flayer's realm of Bluetspur with little difficulty for so long, there seems to be some credence to their story. *Location:* Lamordia. (FORBIDDEN LORE)

**The Kargatane:** During the reign of Azalin the Kargat acted as his secret police force. Serving the Kargat was the Kargatane, a group of mortals who did the Kargat's bidding. With the apparent death of Azalin, this group was thought to have ceased in existence. However, this is far from the truth, as they have developed into one of the most powerful covert organizations in the whole of the demiplane. They still thirst for immortality and blood due to the loyalty experiments conducted on them by their masters. *Location:* Lamordia. (FORBIDDEN LORE, DOMAINS OF DREAD)

**The Keepers of the Black Feather:** Existing only for the purpose of destroying Strahd von Zarovich, the Keepers of the Black Feather find that subtlety is their main weapon. They rarely act openly, preferring to hire adventurers and mercenaries to do most of the dirty work. Their ultimate goal is the liberation of the whole of Barovia. *Location:* Barovia. (FORBIDDEN LORE, DOMAINS OF DREAD)

**The Unholy Order of the Grave:** This elite group of agents is sent about the demiplane doing the bidding of their master, Death. The most chilling aspect of this society is that it is comprised wholly of the living dead. Although none know the exact details, this group seems to be working toward some ultimate purpose by gathering life force, magic weapons, and recruiting potential allies. *Location:* Anywhere. Headquartered in Darkon / Necropolis. (DOMAINS OF DREAD)

**The Vistani:** Not technically a secret society like the others previously listed, the Vistani still remain such a mystery to outsiders that they are included here. The Vistani seem to do whatever strikes their fancy, although some suggest that they also have an ultimate goal or a terrible secret they wish to conceal. These are the stereotypical gypsies of horror stories and mythic lore. *Location:* Everywhere. (DOMAINS OF DREAD, VAN RICHTEN'S GUIDE TO THE VISTANI)

# Chapter 5: New Races

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*"We are all wanderers on this earth. Our hearts are full of wonder, and our souls are deep with dreams."*

-- Gypsy saying

The races presented in the PLAYER'S HANDBOOK are all radically different based upon either their magical natures or their different physiologies. In Ravenloft, however, there are two races that have evolved differently based on their culture and their alignment, rather than on distinctly different genetic compositions. The Abber nomads are men, but not like men. The giomorgo, or half-Vistani, are half human and half Vistani, which is something else entirely.

Both races are presented in the manner of those in the PLAYER'S HANDBOOK and may be selected by any character without level penalties as described in the DUNGEON MASTER'S GUIDE section on allowing other creature types as races.

## Abber

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The realm of the Nightmare Lands is populated by a single proud and dour race, the Abbers. This nomadic tribe is a strange and frustrating people, and they represent a wealth of role-playing opportunity. To others, they might appear quite mad, although a touch of madness may be necessary for the Abber's survival. Outsiders view them as simple barbarians, but a closer look reveals a complex and sophisticated society.

**Personality:** The Abbers are a shameless and quiet people. The strange environment of the Abbers has led them to develop an equally strange philosophy and world-view. Since the world that they know and everything in it (except for themselves) is constantly changing without warning, they are convinced that only what they can perceive at any given moment is real. If something leaves their sight, it ceases to exist. Abbers accept what is and make little or no effort to change it,

resulting in them being withdrawn and disinterested in the outside world.

They have no concept of cause and effect. In a land where something works one minute and refuses to work the next, the nature of the world is too wild and unpredictable. Abbers are very deliberate, taking things only a moment at a time, since reality changes from moment to moment. There is no faith in continuity or permanence. There is always change.

Abbers also are very leery of magic, since it seems to be able to affect reality, adding an extra complication in their already confusing world. It also attracts the attention of the Nightmare Court, a decidedly deadly proposition.

**Physical Description:** Abber nomads are taller and heavier than standard humans. As a rule, use the same height and weight tables as humans, however, make their base height 5'8" for males, and 5'7" for females. However, they look like humans in every other respect.

Most dress in a very barbaric manner, wearing tanned skins and carrying wooden shields and either short bows or stone-tipped weapons like spears and daggers. When entering battle or on the hunt, Abbers paint their bodies and faces with traditional symbols that they believe give them power over the animals they are hunting or the enemies that they are facing.

**Relations:** These people are the only inhabitants of their native land other than the Nightmare Court, and as such, have not developed a reliable method of dealing with other races or strangers. However, they are normally a passive and peaceful people, and occasionally helpful. If a wanderer can learn to deal with their unique world-view, then they might find help and companionship.

If an Abber can no longer see someone, then they no longer exist in their world. Abbers tend to treat others the way that they treat everything else around them, as simply another manifestation of the dream.

**Alignment:** The average Abber is neutral in alignment. Their normal range is from neutral good to neutral evil. Their environment is too chaotic to be too dedicated to rules and laws as a lifestyle. This environment also does not support a chaotic outlook either, though, since the Abbers find they need some structure in order to survive.

**Abber Lands:** All Abbers hail from the Nightmare Lands, a domain in which the lines between reality and dream are hopelessly blurred. It is a place where the terrain alters so quickly that the entire place seems alive. The sky changes colors, the buildings and physical features change size, and the weather is constantly changing. Each transition is smooth and seamless. Abbers live in the Forest of

Everchange, a trackless forest where no trail ever lasts. They build no permanent structures, moving on to different places in the forest to support their simple life as hunters and gatherers.

**Religion:** Abbers are a very practical people, only believing in that which they can see, and only so long as they can see it. This rules out any organized worship of deities. Once exposed to a different environment, Abber characters may develop some faith, but not as long as they are confined to the Nightmare Lands. In fact, those Abbers that show signs of developing clerical magic are cast away from the tribe to wander as eccentric outcasts of an already strange people.

**Language:** Abbers speak the Abber tongue. There is no written component to the language. Although Abbers can pick up other languages, non-native speakers find Abber impossible to understand.

**Names:** Abber nomads develop names that are akin to a short phrase or other descriptive moniker. Usually this phrase is evocative of the Abber's personality. Abbers are usually given a name when born, and then a new name when they reach adulthood. Typical examples of Abber names are Walks Alone, Dances in Rain, or Swift as Lightning.

**Adventurers:** The most common adventurers amongst the Abber nomads are the shamans who have no tribal obligation to fulfill, and who are left alone to wander where and how they will. Other characters of this race are mainly passive, but when left with little choice, can be devastating opponents and helpful friends. Adventurers drawn from Abber stock have usually left the Nightmare Lands, either by force or by accident.

- Abber base speed is 30 feet.
- 1 Bonus Feat: Skill Focus (Intuit Direction). Each Abber MUST be able to determine their direction or they will become hopelessly lost in the Forest of Everchange.
- *Dreamless.* Living in a realm made of nightmares has forced the Abber nomads to develop a peculiar defense mechanism. No Abber ever dreams. Therefore they are immune to any spell or effect that affects dreams or causes dreams.
- Abber nomads, because of the constantly changing nature of their home environment of the Nightmare Lands, have developed a resistance to spells and effects that are designed to fool the Abber's senses. As such, all Abber characters have a +2 racial saving throw against all mind-affecting spells and illusions.
- Automatic Languages: Common (Abber). Bonus Languages: Any (other than the secret languages, such as Druidic).
- Favored Class: Barbarian. A multiclass Abber's favored class does not count when determining if they suffer an XP penalty for multiclassing (see Experience for Multiclass Characters, PLAYER'S HANDBOOK, p. 56). 1<sup>st</sup>-level Abber characters may only choose from the following four classes: Fighter, Ranger, Barbarian, and Cleric (a shaman, see the next section for alterations).

## ABBER RACIAL TRAITS

- +1 Strength, +2 Wisdom, +1 Constitution, -2 Intelligence, and -2 Charisma. Although human in physical form, the mind and body of an Abber is shaped by their unique environment. They are stronger and healthier due to their larger, more muscular build. They have a very keen common sense. However, as a society of fighters, they place little emphasis on book learning and study, concentrating instead on experience. Their stoic nature does not allow them to be masters of communication.
- Medium Size: As medium-size creatures, Abbers have no special bonuses or penalties due to their size.

## ABBER SHAMAN

As discussed previously, Abbers do not allow those with spellcasting abilities to dwell amongst them for fear of attracting the attention of the Nightmare Court.

This particular calling is most like the cleric class discussed in the PLAYER'S HANDBOOK. However, there are a couple of distinct changes that must be made to turn the character into an Abber shaman.

Instead of both granted powers that the character would have received from their chosen domains, the Abber shaman receives the following two abilities:

**Detect Dream Spawn (Sp):** At will, an Abber shaman can determine whether or not a creature is in reality a dreamer, wanderer, or dream spawn.

**Dreamwalking (Su):** Once per day, with a successful Wisdom check (DC: 16), the shaman can enter a deep trance and send their dream self into the dreams of those sleeping in the waking world.

Instead of being able to turn undead, Abber shamans have the ability to banish dream spawn.

Abber shamans have access to the following metamagic feat instead of Extra Turning: *Create Dreamcatcher*. A shaman must be 7<sup>th</sup> level or higher to use this feat. Creating a dreamcatcher takes a full day and requires 500 XP to create. A dreamcatcher is a talisman made of wood and feathers and so has no intrinsic gp cost associated with its manufacture. A dreamcatcher allows the shaman to navigate to nether portals in dreams (see NIGHTMARE LANDS for more details on dreamcatchers).

All shamans must choose their domains from the following: Healing, Knowledge, Luck, Plant, and Trickery. They cast divine spells in the same manner that clerics do. All other abilities including attack and saving throw bonuses, spell progression, spontaneous casting, weapon and armor proficiencies, and skill lists and points are also those of the cleric.

## Half-Vistani

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Half-Vistani are the result of the pairing of a human and a Vistani. Almost always, this connection is the result of a one-time tryst rather than a long-term relationship because of the nature of the Vistani and their disdain for *giorgio*, or outsiders.

**Personality:** Like their human progenitors, half-Vistani come with a wide variety of attitudes. However, three simple generalizations can be made. Typical *giomorgo* look upon their mixed heritage as a taint that will haunt them until their death. They can never truly escape the paranoia that someone will reveal their secret and that their friends and loved ones will abandon them as freaks and outcasts. Second, and in direct contrast, half-Vistani are also very likely to take pride in the abilities that being descended from the Vistani has granted them. They typically use Vistani-style names and even if found out, seldom deny their heritage, but suffer their humiliation in ashamed silence.

For the third generalization is that the half-Vistani are loners by nature, rarely settling in one place or having a great circle of friends. But to their credit, a *giomorgo* will always be honest about having little need for friends. Unique

indeed is the half-Vistani who calls someone friend.

Many half-Vistani's personalities are also a reflection of their tribal heritage.

**Physical Description:** Half-Vistani are the same height and weight as standard humans. *Giomorgo* are easily mistaken for true Vistani. Their complexions range from deep olive to a dusky tan. Their hair is always black or brown, and very dark. Their features are often sharp and angular. It is not easy for the average person to say someone is or isn't a half-Vistani even though they tend to be dark of skin and have exotic looks. A true Vistani, however, would notice the *giomorgo* instantly.

There are two standards for types of dress for half-Vistani. The first is for those who revel in their gypsy heritage. They are likely to wear the bright patterns and colors common to the Vistani. The second group are likely to take on the prevalent mode of dress wherever they are living, preferring to lose themselves in the swirling obscurity of the world of men. Again, no matter how they dress, a true Vistani would be able to spot them instantly.

**Relations:** Half-Vistani share a stigma heaped on them by their parent races as outcasts. Humans do not trust Vistani and vice versa. It is up to the *giomorgo* to make his way on his own, welcome in neither of the societies in which they might feel comfortable. Most often they end up amongst humans because few take the time to single them out.

They can get along with half-elves, though half-elves in the Demiplane of Dread are as rare as elves. Half-Vistani are as equally despised by all of the other standard races as the Vistani themselves hate the half-Vistani's existence.

It is a hard, lonely road that the *giomorgo* travels.

**Alignment:** Half-Vistani are an embittered and generally prideful lot, so they are rarely lawful in outlook. Like humans, they tend toward neither good nor evil. They are even more unpredictable than half-elves, however, most try to approach the true neutral world-views of the Vistani.

**Half-Vistani Lands:** Spared some of the difficulties of other half-breed races like half-elves and half-orcs, half-Vistani can easily lose themselves amongst men. Half-Vistani have no lands of their own. They tend to be wanderers, going from place to place. This constant movement and frequent ill treatment by others usually ends up leading to a life of squalor and crime.

**Religion:** Half-Vistani may worship any of the gods that are not racially restricted. Or, if they choose to flaunt their heritage, they can follow the Vistani myth cycle of the Home Forge and of Vistan, or of the Vistani struggle against

the spiteful gods. (See VAN RICHTEN'S GUIDE TO THE VISTANI, also VAN RICHTEN'S MONSTER HUNTER'S COMPENDIUM VOL. 3 for further details.)

**Language:** Half-Vistani speak the Common tongue. However, their heritage also gives them insight into the meaning of *tralaks*, the Vistani glyphs that are left as signs to other Vistani. These glyphs often have simple meanings from cursed, to Vistani badly received here, to haunted. Half-Vistani will also usually try to learn the Vistani language, *Pattena*. This helps to keep the link that they feel to their gypsy background.

**Names:** *Giomorgo* can have human or Vistani names. More often than not, half-Vistani take Vistani names to retain a connection to their heritage. Most names are Russian or Rumanian in nature.

**Gypsy Male Names:** Stefan, Nicolae, Andrei, Nanosh, Kalia, Petsha, Petr, Nicu, Mircea, Badu, Luca, Mihai, Ion, and Luciano.

**Gypsy Female Names:** Mala, Keja, Pesha, Tshaya, Liza, Valentina, Liliana, Mirella, Emilia, Elena, Nadja, and Ina.

**Adventurers:** Most half-Vistani adventure because it stops them from settling in one place for too long. Adventuring feeds their wanderlust. They can go about their business and the money that it brings in will often allay other questions of a more personal nature. *Giomorgo* have nothing really tying them to a regular job.

## HALF-VISTANI RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -4 Charisma. Although human in physical form, the mind of a half-Vistani is shaped by their unique heritage. They are keen of mind and notice things that others would not. But the popular view of the Vistani will always affect how others view them.
- Medium Size: As medium-size creatures, half-Vistani have no special bonuses or penalties due to their size.
- Half-Vistani base speed is 30 feet.
- Affinity for nature that works as the druid's 1<sup>st</sup> level *nature sense* ability.
- All *giomorgo* can make fires easily and quickly. Provided that fuel and some means of igniting a blaze is at hand, they can start a fire in 1d4 rounds. Normally restrictive conditions like

dampness, high winds, and such do not hamper this ability.

- **Vistani Blood:** For all special abilities and effects, a half-Vistani is considered a true Vistani. For example, *giomorgo* can use Vistani items as if they were pure Vistani. Effects that cannot target Vistani may not target *giomorgo*.
- **Tribal Ability:** Each *giomorgo* gains special abilities based on what tribe the half-Vistani is descended from. (See below.)
- **Automatic Languages:** Common and *Tralaks*. *Tralaks* are a series of glyphs used by the Vistani. Bonus Languages: Any (other than the secret languages, such as Druidic.) Half-Vistani may also choose to learn *Pattena* at character creation, while other PCs may not.
- **Favored Class:** By tribe. A multiclass half-Vistani's favored class does not count when determining whether they suffer an XP penalty for multiclassing (see Experience for Multiclass Characters, PLAYER'S HANDBOOK, p. 56). Half-Vistani are most likely to pursue the careers of their tribal heritage since they are specially suited for them.

## HALF-VISTANI TRIBAL TRAITS

Depending on the tribe to which their Vistana parent belonged, a *giomorgo* character will have certain traits particular to that tribe. A player may normally choose this affiliation. A GM or player is free, of course, to use the random table developed in DOMAINS OF DREAD, p. 241.

**Canjar:** Canjar characters are aloof and prideful. They have an affinity for acquiring and hoarding magical items including writings. Their favored class is wizard.

Characters of this tribe gain the Sage feat. Canjar may leave one 1<sup>st</sup> and one 2<sup>nd</sup> level spell slot open each day. They can later use that open slot to cast any spell that is in their book just as if it had been memorized. This represents a Canjar's uncanny ability to sense the kinds of spells that they would need later in the day. These spells may come from any class that allows the casting of spells.

**Corvara:** Corvara are stereotypically greedy and self-centered. A Corvara's first question is always, "What's in it for me?" The Corvara are the tribe that sold van Richten's son

to the vampire Baron Metus. They favor the rogue class.

Corvaran half-Vistani have the Escape Artist feat. They may also add +2 to all Bluff and Wilderness Lore skill checks.

**Equaar:** Equaar are a friendly nature-loving lot. Hence, their favored class is ranger. All Equaar gain both the Animal Friendship and Tracking feats at first level.

**Kamii:** Characters of this bloodline are typically quieter than the others. They are generally peaceful and non-hostile, looking for the nonviolent solution wherever possible. As such, their favored class is rogue.

The Kamii are blacksmiths by tradition, and so they have the Traditional Craftsmen: Blacksmith feat. They may also identify any metal and its Domain of origin in much the same way as a druid can identify plants and animals. So great is their knowledge that they can even identify its world of origin (if other than Ravenloft) on a successful Appraise check (DC: 20). Kamii can also instantly tell if a Vistani curse is laid upon any metal object.

**Naiat:** Naiat are stereotypical gypsies, outgoing and flamboyant. They are the entertainers and showmen of the Vistani. And they are often to be found in the company of the opposite sex. Their favored class is, of course, bard.

Characters of this bloodline may choose to either start with the Good Ear or the Mimic feat. Naiat also start with three free skill ranks in Perform. These are not subtracted from the character's initial skill points. Therefore, their three forms of performing are singing, dancing, and musical instrument. (Often, the instrument of choice is the violin.)

**Vatraska:** Although usually cold and condescending, Vatraskan characters are renowned for their healing and herbalism abilities. Their favored class is sorcerer.

Half-Vistani of Vatraska stock gain the Mystic feat.

Vatraska can identify non-magical poisons without fail, and given ten minutes to work and a full variety of herbs and plants to choose from, they can make an antidote. Because these antidotes are very potent, the imbiber is instantly free of the effects of the poison but must immediately make a Fortitude save (DC: 15) or die from them.

Characters of this tribe can also concoct a sleeping draught. They must work gathering the ingredients and mixing them for 2d4 days. The draught can be made in liquid or powder form. When first made, there is enough for 1d4 doses and the poison retains its potency for a week. Although odorless and tasteless, this toxin does give whatever it is mixed with a slight red tinge. After imbibing, the target must make a Fortitude save (DC: 16) or fall into a normal sleep

for 1d4 hours. The subject cannot be awakened for at least one hour as long as the sleeping potion hasn't been magically dealt with.

**Zarovan:** The Zarovan are loners among loners. They are silent and introspective to the point of seeming disconnected with the outside world. Whenever they undertake something, they never reveal their motives, desires, or plans to anyone else. Zarovan make miserable companions. Their favored class is wizard.

Zarovan characters gain Gifted Student as a bonus feat. Characters of this bloodline assert that they are adrift in time. It is not strange for these folk to answer questions before they are asked or to have very increased reaction times. This effect is pronounced in combat where the timing of actions is all-important. Every round, the Zarovan should roll a d6 and a d10. If the d6 is a 1,2,or 3, the result of the d10 should be added to the character's initiative for the current round. If the roll of the d6 is 4,5,or 6, the result of the d10 should be subtracted from the character's initiative. If the modified result is over 30, the Zarovan automatically goes first in the round. If it is less than 1, the Zarovan automatically goes last.

## THE LUNATIO

All *giomorgo* are born with an ailment that afflicts all Vistani. True Vistani, though, have developed a greater immunity to its effects that has not passed down to the half-Vistani.

On the three nights of the full moon, the *giomorgo* will find themselves restless and unable to sleep. They gain no benefits of a night's rest. They cannot heal except by magical means and may not memorize spells. The character is -2 to all saving throws until they can get a full 8 hours of uninterrupted sleep.

The *lunatio*, in addition to the above physical effects, induces mental trauma as well. On each of the three nights, the *giomorgo* must make a successful madness check (DC: 15), or begin to gradually take on the aspect of a beast of the night. The first failed check means that the half-Vistani has slipped away from his companions to run wild under the stars. A second failed check means that the character gets violent and aggressive during their midnight revels. Should they fail all three checks, the character becomes a mindless savage until the moon changes phase.

There is no known spell, including *wish*, that can prevent the onset of the moon madness. The character's only hope is to learn to deal with it (advance in levels and therefore increase their base Will save, or take the Iron Will feat).

# Chapter 6: Grim Necessities

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*"Necessity, who is the mother of invention."*  
-- Plato, "The Republic"

Ravenloft has more than its share of the wealthy. In some places where the rich abound, it has progressed far in coming up with new toys for its elite. But in those mundane technological advances have come some useful tools of common travelers.

Adventurers here have access to a new kind of weapon—firearms. Books full of knowledge are mass-produced. And things like watches are necessary to determine how soon night will fall. The baubles of the wealthy have proven very useful, indeed.

As always the DM is cautioned before adding these items to their campaign, especially if running non-Ravenloft campaigns. You should only allow those items that you are comfortable with in everyday use in your games. And remember, if the players can have it and use it to their advantage, so can villains and everyday NPCs.

## New Exotic Weapons

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The main addition to the monster hunter's arsenal is the ability to use firearms. Of course, at this early stage, they are still very dangerous. In many cases a long sword is still a better choice as far as ease of use is concerned. And for ranged weapons, a bow is just as good. But in capable hands, a firearm can be the most deadly weapon that exists.

The sections below detail everything that potential and current users of firearms need to know.

## Firearms in Ravenloft

Although not as powerful as a fireball spell (or even a high-level magic missile for that matter), *smokepowder* weapons (often called firearms) enjoy a measure of popularity among the adventuring men and women of Ravenloft.

Most guns are either in the hands of the very wealthy who use them for sport or as showpieces that are never used or in the hands of soldiers who use the guns *en masse*. For the adventurer trained in their use, and especially for those who dedicate their lives to its use, it can be a singularly deadly weapon because of its ability to do massive damage and to punch through almost any armor.

## *Smokepowder* Proficiencies

Proficiencies and skills regarding *smokepowder* and *smokepowder* weapons should only be available to native characters who hail from the domains of Borca, Dementieu, Invidia, Lamordia, Mordent, Nosos, Paridon, Richemulot, and the western part of Darkon/Necropolis.

Gunsmithing should be available as a specific Craft skill to any character who purchases skill ranks in Craft. This skill covers not only the making of bullets and guns, but also their repair.

All *smokepowder* weapons are considered individual exotic weapon proficiencies, and must be acquired by using the Exotic Weapon Proficiency feat. All regular rules for weapon proficiencies apply to firearms of this type.

Unfortunately, characters without the weapon proficiency cannot reload *smokepowder* weapons accurately. Any roll of 1 on an attack roll by these characters is subject to the normal misfire rules outlined below. Determine hits and misses with the bullet fired normally. If the shot misses by more than 4, there wasn't enough *smokepowder* in the weapon to fire the bullet. Do not subtract a charge from the character's supplies. The character may reload and try again. If the shot hits, apply the effects of setting off an explosion of 1d4-1 charges of *smokepowder* to both the weapon and to its wielder. A result of 0 on this roll means the weapon was loaded correctly. Any other result means it was overloaded. Subtract that same number of charges from that character's supplies.

## *Smokepowder Weapons*

*Smokepowder* weapons all share certain similarities. All of them rely on packed charges of *smokepowder* to fire front-loaded projectiles. A firearm of any type may only fire once before it must be reloaded.

Belt pistols are normally carried stuck in a belt or waistband. They are small enough to be hidden underneath a cloak. The horse pistol is up to 18 inches long and usually carried in a holster slung over a saddle. A large ball at the end of the handle makes it less likely that it will be dropped when drawn on a moving horse. The caliver and musket are both long-barreled, the caliver almost 5 feet in length and the musket up to four feet in length.

Use the table and new rules below to adjudicate firearms in the campaign. Exchange the simple rules in the DUNGEON MASTER'S GUIDE for the more realistic and balanced view of firearms presented below.

**Matchlock Caliver:** These large muzzle-loaders rely on a slow-burning match to light the charge. The explosive force of the small charge propels the bullet from the barrel. As noted in the description of the slow match (below), the match burns at a rate of 1 inch per turn.

**Wheellock Pistols:** With wheellocks, the slow match is replaced with a wheel that spins when the trigger is pulled. The wheel strikes a flint, spraying sparks into a priming pan, thereby igniting the *smokepowder* charge.

**Snaplock Muskets and Pistols:** The snaplocks are the safest and most advanced firearms available. The trigger makes a hammer snap down creating a spark that ignites the charge. Snaplocks are considered sporting weapons and are used mainly by the wealthy elite of noble societies.

**Bullets:** These large round bullets are sold in bags of 10.

## Rules for *Smokepowder Weapons*

**Range Modifiers:** Use the same range modifiers for firearms as you would for any other ranged weapon.

**Armor Class:** The great advantage of *smokepowder* weapons is their ability to punch through armor. Within the first three range increments, all armor is ignored, that is, the defender's AC is dependent only on their Dexterity modifier, the amount of cover, and their deflection bonus. At 4-6 increments, the target's max AC bonus due to armor is +2. And at 7-10 increments, the target's maximum AC bonus from armor is +5.

**Additional Damage:** Any time a user of a *smokepowder* weapon rolls the maximum value on a damage die, they roll again and add the results together. They keep rolling until they no longer roll the maximum amount on the die. For example, if you were to strike a target with a snaplock belt pistol and rolled an 8 on the damage die, you would keep rolling and adding the results together each time. And as long as you rolled an 8 you could keep rolling.

**Critical Hits:** When a character scores a critical hit with a *smokepowder* weapon, roll critical damage as normal. However, remember the additional damage rule above. If you roll maximum damage on one, both, or all three of the damage dice, you could keep rolling! For example, if you rolled a critical hit with a snaplock musket, you would normally roll 3d12 for damage (1d12 normally + 2d12 for the total to match the critical multiplier). If you then rolled 12, 12, and 9, you would add the damage up (33) and roll

**Table 6-1: Exotic Weapons--Firearms**

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Snaplock Belt Pistol	450 gp	1d8	x3	15 ft.	3 lb.	Piercing
Wheellock Belt Pistol	180 gp	1d8	x3	15 ft.	3 lb.	Piercing
Wheellock Horse Pistol	350 gp	1d10	x3	20 ft.	4 lb.	Piercing
Large						
Matchlock Caliver	300 gp	1d10	x3	75 ft.	11 lb.	Piercing
Snaplock Musket	850 gp	1d12	x3	115 ft.	14 lb.	Piercing
Bullets (10), lead	3 gp	----	---	---	2 lb.	---
Bullets (10), silvered	10 gp	----	---	---	2 lb.	---

both of the dice that were twelve again, adding the results, and continuing to roll until neither came up as a twelve.

**Two-Weapons:** A character may use two belt pistols at the same time incurring the normal penalties for using two weapons and for off-hand attacks. A character using two pistols cannot reload either until he has at least one free hand.

**Reloading:** A *smokepowder* weapon may only fire once before needing to be reloaded. Pistols may be reloaded as a move-equivalent action. The larger two weapons, the matchlock caliver and the snaplock musket, can be reloaded as a full round action.

Any reload action provokes an attack of opportunity. The only way to speed up a character's rate of fire is by taking the Quick Reload feat. No *smokepowder* weapon may be fired more than once per round, regardless of attack bonuses or feats.

**Misfire:** If a character using a firearm ever gets a 1 on their attack roll, their weapon does not fire. It cannot be reloaded or fired again until at least 1d10 rounds are spent clearing the charge and the bullet out of the barrel.

**The Danger of Smokepowder:** *Smokepowder* is extremely volatile and flammable. See its description in the New Equipment and New Superior Item entries below for rules regarding accidentally setting off *smokepowder* and untrained use of *smokepowder* in firearms.

## Feats and Firearms

Firearms cannot be used with all of the combat feats meant for ranged weapons that are available. The following list shows which feats (by source) are appropriate for firearm use:

**PLAYER'S HANDBOOK:** Ambidexterity, Improved Critical, Improved Two-Weapon Fighting, Mounted Archery, Point Blank Shot, Precise Shot, Quick Draw, Shot on the Run, Two-Weapon Fighting, Weapon Focus, and Weapon Specialization.

**PSIONICS HANDBOOK:** Fell Shot and Psionic Shot.

**SWORD AND FIST:** Sharp-Shooting and Zen Archery.

**HAUNTED HEROES:** Blind Shot, Deflect Ranged Attack, Ranged Disarm, Ranged Sunder, and Rapid Reload.

The following feats should be excluded from firearm use: Weapon Finesse (guns are too heavy and awkward), Far Shot (you cannot

use extra *smokepowder* for a more distant shot without risking dire consequences), and Rapid Shot (reloading is too complicated) from the PLAYER'S HANDBOOK and Psionic Weapon (the bullet does the damage, not the gun) from the PSIONICS HANDBOOK.

For other feats, the DM must be the arbiter. However, there are a couple of things to keep in mind. One, that the reloading of firearms is a very cumbersome process, and no feat (other than Rapid Reload) should increase the rate of fire of firearms. Two, that no feat or construction can be used to add a character's strength bonus to firearm damage. And three, because of the manner in which the bullet is propelled, nothing should be able to increase the range of the guns except magic or psionics.

## New Standard Equipment

The following table showcases a number of items that Ravenloft characters may find useful. Some of these items like the pocket watch may not be available in all campaigns, but they represent some of the themes of gothic horror and the higher technological level of some of the domains. Depending on the personal tastes of the DM, things like stick matches or other monster hunting equipment may be added.

**Book, cloth or leather cover:** Virtually identical to a wizard's spellbook, except that the pages are blank and meant to be used in journal fashion. By adding 5 gp to the price, the book actually is a tract or text of either fiction or non-fiction. The most common published works that players will attempt to purchase in Ravenloft are the works of the late Rudolph van Richten. The common folk prefer what are called "The Dead Travel Fast" romances.

**Bullet mold:** A small iron square cut into two pieces with a hinge that closes. A small hole in the top allows a gunsmith (Craft) to pour lead, iron, silver, or some other molten metal into the mold to create a spherical bullet. Each mold makes one bullet at a time. The molten metal takes an hour to harden enough to be usable.

**Cabinet bag:** This bag resembles a stereotypical "doctor's bag." It has stiff leather sides and a hinged top made from soft leather that opens wide to provide easy access to the items kept within.

**Table 6-2: New Standard Equipment**

Item	Cost	Weight	Item	Cost	Weight
Book, cloth cover	12 gp	3 lb. †	Slow match (10')	1 gp	---
Book, leather cover	15 gp	3 lb. †	<i>Smokepowder</i> , flask	100 gp	½ lb.
Bullet mold	30 gp	2 lb.	Spectacles	150 gp	---
Cabinet bag	4 gp	2 lb. †	Stakes, wooden (10)	2 sp	1/2 lb. Ea.
Handcuffs, x2-lock	65 gp	1lb.	Surgeon's tools	50 gp.	4 lb.
Music box	5 gp	1 lb.	Watch, pocket	40 gp	---
Scissors	3 sp	*	Whistle	1 sp	---

\* Ten of these items together weigh one pound.

† These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

**Handcuffs, x2 lock:** These are the next step up from manacles. Instead of being a simple circlet of metal, each is a sophisticated hinge that adjusts in size to fit both Small and Medium-sized creatures. The DC for the escape artist check is identical to masterwork manacles (35). The strength check DC to break the handcuffs is 30. x2 lock handcuffs have a hardness of 10 and 12 hit points. All handcuffs of this type are considered to have Good locks. They are usually opened with a small key.

Each cuff can be locked and unlocked independently of each other. Use the price considerations for manacles for determining the cost of handcuffs made for other size creatures.

**Music box:** When opened, this small box plays a tune and usually turns a miniature dancer all with a set of tiny gears.

**Scissors:** A sharpened pair of scissors is a worthwhile cutting tool to both seamstress and adventurer alike. A dagger can do the job, but if fine control is needed—making new sails for a stranded sailing vessel, for example, scissors are crucial. If used as a melee weapon, usually by a commoner, use the same weapon statistics as a dagger.

**Slow match (10'):** Matchlock weapons are used by lighting a length of rope-like match and allowing it to burn down to the *smokepowder*. The match burns at one inch per minute.

***Smokepowder, flask:*** Each flask contains 10 charges of *smokepowder*. See the rules both above and below for a complete description of the creation, working, and care of *smokepowder*. If a character carrying *smokepowder* is exposed to flame, they must make a separate Reflex save (DC: 15) for each flask that they are carrying or it ignites and causes the *smokepowder* to explode. (See below.) Apply the results. If one or more flasks explode, the same Reflex save must be made again for each remaining flask, and so on, until the string of explosions has stopped.

**Spectacles:** Glass lenses can be produced in order to correct a number of vision problems. A pair of spectacles can help with reading and give a visually impaired person the opportunity to see relatively normally.

**Stakes (wooden):** Simple wooden stakes about 9 inches long and anywhere from a1/2 inch to 1 inch in diameter.

**Surgeon's tools:** This kit includes metal scalpels, forceps, saws, and like tools for performing invasive operations on patients or subjects.

**Watch, pocket:** The fashionable use this tiny device to tell time in the more advanced areas of Ravenloft. It is small, portable, and fairly reliable. The gears need to be wound every 6 hours or they will fail and the watch will stop until wound again.

**Whistle:** This is a simple metal whistle that produces a high-pitched sound. Everyone within 90 feet of the whistle-blower will hear the sound unless there is interference by magical effects, walls, etc.

## New Superior Items

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In order to use these new firearms, a new special item needs to be added to the existing inventory: *Smokepowder*. Its description matches the format of the special and superior items from the PLAYER'S HANDBOOK and so should be easy to insert into any campaign with little difficulty.

## *Smokepowder*

This is the magical equivalent of gunpowder. It is not identical, however. It is made of two separate rare components. The first is a metallic blue granular substance. The other is a very fine white powder. Alone, both are inert. But, when mixed, they become flammable and explosive. *Smokepowder* is scarce because it is extremely dangerous to fabricate. When touched with flame, the powder detonates with great force, loud noise, and smoke. The size and force of the explosion varies with the amount of the powder used.

When discovered, flasks of *smokepowder* contain 1d10 charges. Each charge is sufficient to fire a single bullet from a firearm weapon, or to cause an explosion doing 1d2 points of damage. Each charge adds a d2 damage, so a flask of 10 charges does 10d2 damage to an area. See below for specifics on damage and area of effect on *smokepowder* explosives. It should be noted that while *smokepowder* is magical in nature, its explosions and the bullets it propels are not, and therefore cannot damage creatures requiring magical weapons to hit. If *smokepowder* ever gets wet, it is ruined.

*Smokepowder* is made by trained alchemists just as alchemist's fire. (See Alchemy skill description in the PLAYER'S HANDBOOK, p. 63 for further details.)

**Table 6-3: *Smokepowder* grenades\***

Cost	Damage	Area of Effect**	Range Increment	Weight
100 gp (flask)	1d2/charge	# of charges x 2 ft.	10 ft.	½ lb.

\* Grenadelike weapons require no proficiency to use. See PLAYER'S HANDBOOK p. 138.

\*\* This explosive grenadelike weapon does full damage to all creatures within a number of feet equal to the area of effect. The area of effect is calculated by multiplying the number of charges by 2 ft. An explosion of one charge would affect 2 feet. A full flask would set off a 20-foot explosion. *Smokepowder* flasks or kegs (20 lb., 400 charges, 4000 gp) with a slow match (see above) can be deadly and devastating explosive weapons.

## *Vistani Items*

The items listed below are the products of Vistani craftsmanship. Each will only be sold

to those that the Vistani find worthy and respectful. Cursed versions can also be given to those who offend the Vistani (exact opposite effects listed). The price listed for each can vary by as much as 50% either up or down, or can be rewarded in exchange for a service to the Vistani. Each item is available only from the tribes that manufacture the items.

**Curative (Vatraska):** All food prepared by the Vatraska tribe has the effect of doubling a character's healing rate for a 24 hour period and also cutting in half the time it takes for spellcasters to prepare their spells. The results only occur if the food is eaten immediately before resting. There is nothing magical—only a good "old-fashioned, home-cooked" meal. **Cost:** 2 gp/meal.

**Kamii Weapons and Armor:** These weapons are of the highest quality and are considered Masterwork. In addition, these blades may strike creatures that require +1 magical weapons to overcome DR. **Cost:** +500 gp.

**Poison (Vatraska):** See VAN RICHTEN'S GUIDE TO VISTANI for details on types. **Cost:** Depends on desired effect.

**Porda (Khaldresh):** An extract of nightshade that acts as a curative rather than a poison. The imbiber must make a Fortitude save (DC: 16) or suffer a -2 penalty to all rolls for 1d6 hours due to nausea. If the save is made, the potion cures 1d8+1 points of damage. **Cost:** 100 gp per dose.

**Restorative (Vatraska):** This elixir cures any type of nonmagical disease and mummy rot. IT is made only on demand and takes 3d20 hours to prepare. The imbiber is automatically incapacitated with nausea for 1d20+4 hours. At the end of that time, the character gets a +4 Fortitude save (DC: 20). Success means that the disease is completely gone. **Cost:** 500 gp.

**Skeleton Key (Corvara):** If given the time to examine any nonmagical lock, a Corvara can create a key that subtracts 5 from the key's user's Open Locks roll. In addition, any trap that would be set off by failure to use the proper key is not activated as long as the skeleton key is used. Each key takes a full day to construct and only works on the lock for which it was designed. **Cost:** 80 gp.

**Trail Rations (Vatraska):** Each day's food acts as the Curative discussed above but comes in the form of dried trail rations. **Cost:** 20 gp/day.

**Vistani Instrument (Naiat):** Grants a +2 to perform checks using the instrument. Bards receive the benefits of having 2 additional skill ranks instead (granting them higher level powers when using the instrument). **Cost:** 350 gp.

# Chapter 7: New Spells

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*"I see now that he had bluffed his way through the whole business. He has magical power, but it is nothing to compare to mine."*

-- Azalin, referring to Strahd,  
***"I Strahd: The War Against Azalin."***

No other place in the multiverse is so defined by its effects on magic than the Demiplane of Dread. Magic, like any other art, is constantly evolving, assuming the characteristics of the environment that it helps to shape.

Rarely content with what powers they know or that are granted to them, clerics, wizards, and sorcerers strive to refine and expand their knowledge. What follows is a look into some of the refinements that have been developed in the lands of Ravenloft.

## Altered Spells

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The unique physics of Ravenloft distort both divine and arcane spells cast in its environs. The following section gives an overview of general alterations for players to expect by school. Specific rules are given in DOMAINS OF DREAD on how certain spells are affected. Individual DMs are the final arbiters of the exact effects in the new edition of the game.

One note on counterspells, however. Within a Lord's domain, they will always win any contest of wills and can never be counterspelled. Effects generated by Dark Lords cannot be dispelled until out of their area of control. Such is their ultimate tie to the land.

## Specific Schools

**Conjuration:** Ravenloft is cut off from the rest of the multiverse and as such, conjuration spells are restricted by circumstance. For example, animal summonings are limited to the types that are native to the domain in which the spell is cast. Summoning outsiders or elementals is trickier. The creature summoned will appear, but will often be angered when it finds out that it cannot leave.

**Necromancy:** Necromantic spells function more effectively in Ravenloft. A good rule of thumb is to always apply the effects of the Empower Spell feat to all spells of this school cast on the Demiplane.

**Divination:** In general, no attempt to discern alignment or aura is successful in Ravenloft. Also, determining future or past events is substantially difficult for all but the Vistani. The answers that diviners receive from these spells in Ravenloft are often twisted horribly as well as wrong or misleading.

There are few limitations on other schools or spheres. However, there is one other thing for the potential Ravenloft spellcaster to remember when using magic (or psionics for that matter). Spells cast with evil intent may bring with them the notice of the Dark Powers...

## Descriptors

This new addition to spell descriptions has no tangible game effect. These descriptors govern how spells interact with each other, with particular creature types, with alignments, with special abilities, etc. They are used mainly for identification. However, these identified effects are bound by the rules that govern Ravenloft.

**Evil:** Spells cast that have this descriptor automatically call for a Dark Powers check.

**Fear:** The effects of fear spells cast in Ravenloft should always be applied as if cast as if affected by the Maximize Spell feat.

**Teleportation:** Teleportation spells should never allow the caster to move or reach beyond the boundaries of the domain in which the spell was cast. And teleportation effects should never allow anyone to leave the demiplane.

# Altered Psionics

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If the Dungeon Master allows the use of psionics in their campaigns, certain powers are affected in the same manner that spells and magical effects are. The rules for altered psionic powers are virtually similar to the ones presented in DOMAINS OF DREAD.

However, just like with spells, there are a couple of generalities to keep in mind when playing a psion or psychic warrior.

Note: Just as with counterspells and contested spell effects, a Dark Lord can never be bested in psionic combat. In their own domain, their will is the force of natural and supernatural law.

## Specific Disciplines

**Clairsentience:** The same problems that spellcasters have with divinations, psionicists are likely to have with clairsentient abilities. No power should ever be able to determine good/evil or see into the future. Seeing into an evil or undead mind can have terrible repercussions.

**Metacreation:** Unfortunately, many of the powers of this discipline call upon the Astral plane, which is unreachable in Ravenloft. Many of these powers do not work at all. Fortunately, those dependent on other sources of material can be used normally.

**Psychometabolism:** Among these powers lurk many of the most dangerous. The psion of this discipline must remember the effect of appearing as an animal or appearing to have supernatural abilities can have on the superstitious inhabitants of the demiplane.

**Psychoportation:** See the effects of the Teleportation descriptor above.

**Telepathy:** The main danger with this discipline is the inherent danger of connecting oneself with utterly evil and alien minds of the undead and the Dark Lords.

Of course, any psionic power used for an evil purpose is subject to the same rules used for generating Dark Powers check percentages of spells.

# New Spells

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Some of the multiverse's most powerful spellcasters are imprisoned in Ravenloft, but their work does not suffer. Unfortunately for the spellcaster who finds access to many of these wizard's new spells, most are inherently evil or best used by the undead or degenerate against the forces of light.

But there are some spells like *suppress lycanthropy* or the magics of the witches of Hala that show that the forces of light do not rest even though they find themselves in a difficult situation.

## Allisandro's Binding Curse

Universal

**Level:** Sor/Wiz 9

**Components:** V, S, M, Con

**Casting Time:** 3 hours

**Range:** Special

**Target:** 1 creature

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** Yes

This is an improved version of the *permanency* spell made to work with curses.

Though the spell does not require line of sight and has an unlimited range, the creature targeted must be within the same Domain (or on the same plane if outside Ravenloft) as the caster.

The arcane spells it can be used in conjunction with are: *antimagic field*, *bestow curse*, *contagion*, *emotion*, *enervation*, *enlarge*, *feign undead*, *levitate*, *neverending nightmare*, *Otto's irresistible dance*, *reduce*, *suggestion*, and *Tasha's hideous laughter*. Other spells from other sources can be added with DM approval. The spell may be used to add permanency to one of the curses below (*ancient curse*, *aura of discomfort*, and *divine curse*) if a Divine spellcaster is present and casts the spell during the ritual. Both Allisandro's binding curse and the target spell are considered cast at the same time.

None of the spells actually harm the victim, as they become a permanent part of them. For example, *Tasha's hideous laughter* does not prevent the victim from sleeping, though they will laugh all night long.

The only spell that can remove the effects of this spell is a full wish spell. A limited wish can only dispel this spell's effects for one day per level of the caster.

**Material Components:** A portion of the target's body (lock of hair, severed finger, etc.), two assistants (not necessarily spellcasters) who are consciously aware of their participation and who are not compelled, and a brazier of hot coals. Upon completion of the spell, the caster loses one point of Constitution permanently.

## Ancient Curse

**Abjuration [Language-Dependent]**  
**Level:** Clr 8  
**Components:** V, DF  
**Casting Time:** 1 minute  
**Range:** Special  
**Target:** 1 creature and descendants  
**Duration:** Special  
**Saving Throw:** None  
**Spell Resistance:** No

This spell's effects are identical to the 6<sup>th</sup> level *divine curse* spell below. In addition, this curse can be passed down to all of the target's descendants.

This type of curse is often worded with an escape clause to make the curse last indefinitely. See Chapter 12 in DOMAINS OF DREAD for more on curses in Ravenloft.

## Arcane Insights

**Weave**  
**Level:** Wtc/War 2  
**Components:** F  
**Casting Time:** 2 full rounds  
**Range:** Close (60 ft.)  
**Target:** One creature  
**Duration:** Special  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell functions just as the arcane spell *identify* does except that the caster does not need to handle the object in question and so therefore does not suffer any consequence that touching the item may incur.

## Augment Undead

**Necromancy**  
**Level:** Sor/Wiz 3  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Medium (120 ft.)  
**Area:** 1 undead creature  
**Duration:** 10 minutes + 1 minute/caster level  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell enhances a single undead creature's saving throws and increases their save bonuses.

*Augment undead* may only target an undead with 3 less hit dice than the caster. For the duration of the spell, the undead creature is considered to have three more hit dice than it actually has for the purposes of determining the effects of turn checks on it. Its saving throws should also be recalculated as if it were also 3 hit dice more advanced (See MONSTER MANUAL p. 12 for more information.) For example, a mummy targeted with this spell would be turned as if a 9 HD creature and its new saves would be Fortitude +3, Reflex +2, and Will +8.

**Spell Focus:** A piece of clothing from any undead creature.

## Aura of Discomfort

**Evocation**  
**Level:** Clr 2, Drd 2, Rgr 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

This mild type of curse subjects the target to an uncomfortable environment. No one else, even in close proximity is affected.

The caster may choose a temperature (from -20° and 140° Fahrenheit) and a weather effect (such as rain, sleet, or snow).

Though no one, including the target, can actually see the effects of this spell, the recipient still suffers the results. Though the conditions only impose a slight restriction (a -2 on all rolls), the target may have to dress for the perceived conditions. A character could suffer frostbite in the jungle or be subject to heat exhaustion in a blizzard as a result of this spell.

Specific additional effects of conditions are at the discretion of the Dungeon Master.

## Bad Luck

**Weave**  
**Level:** Wtc/War 1  
**Components:** S, F  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One creature  
**Duration:** 30 minutes/caster level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell impacts the forces of fate, which witches and warlocks view as yet another manifestation of the Weave. It imposes a -1 circumstance penalty to all rolls made during the spell's duration by the victim. This penalty should always be to the detriment of the target.

## Bloodstone's Frightful Joining

Necromancy [Evil]

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 self-willed undead creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates and special

**Spell Resistance:** Yes

This spell allows a living person to merge his mind with that of an undead creature. If the target was not once of a similar race they receive a +2 bonus to their Will save.

While in the target's body the caster can use all of the victim's special abilities except memorized spells. Meanwhile, the caster's body remains lifeless and vulnerable to attack. Once in the target's body, the creature can travel any distance as long as it does not cross any Domain borders.

Once each minute that the target is not in control of his body the victim must make a madness check (DC: 20). Failure means that the caster has fully taken control of the victim's mind and no further checks need to be made. A successful madness check means that the caster must make a successful Will save (again DC: 20) or be forced from the body. If the caster's check is successful, the battle rages on.

When the spell's duration ends or the caster is ejected from the target's mind, the target must still make a horror check (DC: 18).

## Bone Form

Transmutation

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (10 ft.)

**Area:** Volume of bones not exceeding 27 square feet.

**Duration:** 1 hour/caster level

**Saving Throw:** None

**Spell Resistance:** Yes

When this spell is cast, the caster is able to create any abject less than 3 feet high, long, and deep out of existing bone matter. Weapons or armor may be created with this spell and have the same statistics as the standard versions listed in the PLAYER'S HANDBOOK.

*Material Components:* Enough bone matter to create the object and a drop of body fluid (blood, spittle, etc.).

## Bone Seizure

Enchantment

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (180 ft.)

**Target:** One living creature with skeletal structure

**Duration:** 1 minute/2 caster levels (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By means of this spell, the caster attempts to take control of the victim's bones. It does not matter if the target is alive or dead as long as it has an underlying skeletal structure.

Control is awkward at best. The caster may make the target walk, run, jump, lay down, or sit down only. It cannot make the target cast spells, speak, or do anything not wholly dependent on skeletal movement.

## Bones of the Earth

Conjuration (Creation)

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 3 full rounds

**Range:** Close (30 ft.)

**Area:** Special

**Duration:** 10 days + 1 day/caster level

**Saving Throw:** None

**Spell Resistance:** No

With this spell, a spellcaster can create minor structures from stone. When cast, a structure, not more than 20 feet high and 10 feet square at the base per 2 caster levels, rises from the ground.

The structure is simple and solid, and may appear in any form that the caster desires. The creation of the structure is always accompanied by loud rumbling. After the spell wears off, the structure recedes back into the ground. Multiple structures can be created as long as the total volume does not exceed the limits specified above.

**Material Components:** A stone and a weed.

## Borrowed Time

**Weave**  
**Level:** Wtc/War 5  
**Components:** F  
**Casting Time:** 3 days  
**Range:** Personal  
**Target:** Caster  
**Duration:** Special  
**Saving Throw:** None  
**Spell Resistance:** Yes

Warlocks and witches often struggle against foes and tasks that they cannot possibly complete in their lifetimes. To achieve their objectives, they sometimes turn to the Weave to extend their lives through unnatural means.

This spell takes effect once the caster has died and allows them to rise as an undead creature as long as it takes to complete a specific task. That task must be specified during the casting of the spell, which takes place over the course of three days and involves a series of purification rituals and meditations to focus the caster's mind on the task to be done.

Regardless of the character's intentions or the nature of the task to be completed, the casting of this spell automatically attracts the attention of the Dark Powers. Upon completion of the spell, the caster suffers the effects of a failed Dark Powers check (though it should be noted that this is not an Act of Ultimate Darkness).

If the character dies before the stated goal has been obtained, they rise in  $1d6+1$  days as an undead creature. During this time, *resurrection*, *life*, and *raise dead* spells have no effect. If the body is completely destroyed as a result of the circumstances of the character's death, or as a part of funerary rites, the caster becomes an incorporeal undead. If the caster completes the task before dying, this spell does not take effect.

The character's undead existence lasts until three days after the appointed task is completed. The caster then expires a second time and cannot be revived by any means at all, including a *wish*. If the character is destroyed or killed in their undead state, they are also lost forever. If the caster does not make progress toward completing their goal, the Weave may claim them prematurely. (The DM is the arbiter of when a character is wasting this "borrowed time".)

The caster retains their alignment and any spellcasting abilities that they had in life. The character continues advancing in levels normally. However, they are entitled to only 25% of normal

experience point gains. All other class benefits are lost if the creature is not a template creature (see MONSTER MANUAL) except for skills and weapon and armor proficiencies. Hit Dice are the standard for the monster type assumed.

A hero who rises from the dead must add 5% to all Dark Powers Check probabilities. If the hero fails five such checks while undead, the caster is automatically destroyed as explained above.

In a Ravenloft campaign, however, there is a special risk. Upon dying the second time, the caster must make a Fortitude save (DC: 15) using the undead form's saving throw modifiers. If the saving throw is successful, the caster is absorbed back into the Weave and is gone from the campaign forever. If the save fails, the character rises again three nights later as a full strength wraith, with a burning hatred for all living things, particularly former friends and loved ones.

**Table 7-1: Borrowed Time Effects**

1d100	1d100B	Undead Type
01-10	--	Odem*
11-20	--	Revenant*
21-30	--	Death Knight*
31-45	--	Zombie Lord*
46-56	01-20	Wraith
57-65	--	Radiant Spirit**
66-75	21-40	Shadow
76-85	41-60	Ghost
86-90	61-72	Mummy
91-95	73-90	Spectre
96-100	91-100	Vampire

\* These creatures have not yet appeared in third edition rules. If you do not have access to the conversion guide and their second edition statistics, use the second d100 table (1d100B) to generate an undead type.

## Cloud of Putrefaction

Evocation (Creation)

**Level:** Clr 5, Evil 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (120 ft.)

**Area:** Cloud spreads to fill a 20 ft. cube

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This vile yellow cloud moves at a rate of 20 feet per round in the direction of the prevailing wind. A strong wind breaks up the cloud in 4 minutes while a greater wind (*gust of wind*, for example) dissipates it in 1 minute.

This cloud transmutes pure water into filth and rotting garbage. Small animals mutate into rats and rot grubs. Flies and other insects spontaneously rise. If actually cast over a garbage heap or a sewer it doubles the size of the filth.

Though the cloud is limited in duration, its effects are permanent until magically purified or negated by time (though running water can eliminate the effects fairly quickly). Since this spell is often used to ruin a populace's food supplies, it can often require a Powers Check.

## Confer

Transmutation [Mind-Affecting]

**Level:** Sor/Wiz 9

**Components:** V, S, M, F

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** Yes

This spell is cast after *create minion* in order to create a quasimancer. When this spell is cast on the created minion, the undead creature's mind becomes attuned to spell memorization. The caster then plants the spell repertoire of a 9<sup>th</sup> level wizard or sorcerer (including number of spells and levels) within the minion's mind. The minion may then cast those spells at its discretion, as if it were the wizard who memorized them.

In order to plant the spells, the caster of *confer* must take those spells from their own daily allowance. The quasimancer may only cast its spells once. When the creature finishes all of its casting, it becomes a mindless undead again.

Note that the quasimancer must have all of the components available to cast spells requiring material components. This spell cannot

be cast on any creature except those created by the *create minion* spell described below. Casting this spell on a living being causes an immediate insanity that can only be cured by a wish.

**Material Components:** The minion created by a *create minion* spell is the focus. The caster must also use a bit of brain tissue from a sentient being with an Intelligence of 10+.

## Corpse Whisper

Necromancy [Evil]

**Level:** Clr 3, Sor/Wiz 4, Death 3

**Components:** S, M

**Casting Time:** 1 action

**Range:** Close (60 ft.)

**Target:** 1 undead creature

**Duration:** Special, up to 1 day (D)

**Saving Throw:** None

**Spell Resistance:** No

By means of this spell, the caster can transmit a command to one undead creature. If the creature is controlled by the caster, then it need not be in the caster's line of sight.

Only self-willed undead not under control of the caster can disobey the command. The spell creates a link between the caster and the creature through which a number of simple commands or messages (one sentence) can be sent equal to the caster's level. The link dissipates in 24 hours even if no commands were sent.

The range listed is only for the initial casting of the spell to create the link. The creature can then travel up to a mile away and still receive commands though not across Domain boundaries.

Casting this spell requires a Powers check.

**Material Components:** The tongue of a dead man.

## Corruption

Enchantment (Compulsion) [Mind-Affecting, Evil]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (120 ft.)

**Target:** One person

**Duration:** 1 day

**Saving Throw:** Will negates, special

**Spell Resistance:** Yes

This spell forces the target to have feelings of corruption and greed. Targets that fail their saving throw succumb to the temptations of

power and become transfixed with delusions of grandeur for twenty minutes. After this effect wears off, the target is granted another saving throw. Failing this, the target becomes friendly to the caster for the rest of the duration of the spell, just as if a *charm person* spell was in effect. If the target is successful the second time around, they spend a full round reorienting themselves before they can act.

Good-aligned divine spellcasters who fail the first saving throw lose their ability to cast any spell of 1<sup>st</sup> level or higher until they have spent a full day in solitude and prayer, or until an *atonement* spell has been cast on them.

## Create Minion

Necromancy

**Level:** Sor/Wiz 9

**Components:** V, S, M, F

**Casting Time:** 1 full round

**Range:** Close (10 ft.)

**Target:** One corporeal undead creature

**Duration:** 1 day/caster level

**Saving Throw:** Special

**Spell Resistance:** Special

This spell is used in conjunction with *confer* in order to create a quasimancer. When the caster completes the spell, a corporeal undead minion of the caster is animated and reinstated with a portion of its former life essence and spellcasting potential.

Undead so affected have all of the statistics of a wight (see Monster Manual). The newly created minion is entitled to a Will save (DC: 25) to avoid falling under the control of the caster. If it succeeds it will go on a killing spree, doing its best to escape the caster. A minion who fails this saving throw falls under the complete control of the caster and acts as its master's field agent. Its intelligence allows it to command other undead in its master's name.

A minion under the caster's control makes its saves at the base level of the caster. It exudes an aura of fear in a 5-foot radius (DC: 20 or flee for 2d4 rounds).

Casting this spell on a living being requires the victim to make a successful Fortitude save or the target immediately dies, becoming an undead minion as detailed above.

**Material Components:** The body to be raised is the focus. A bit of brain matter from a sentient creature with an Intelligence greater than 10 is also used up in the casting of this spell.

## Death Sight

Illusion (Glamer) [Mind-Affecting]

**Level:** Sor/Wiz 3

**Components:** S

**Casting Time:** 1 action

**Range:** Close (120 ft.)

**Target:** One person

**Duration:** 1 minute/caster level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The victim of this spell sees every living being around as a walking corpse or zombie. The target must make an immediate fear check, and then a horror check at the beginning of each subsequent minute of the spell's duration. However, only the first failed check of any of the above takes effect. After the first check has failed, the visual effect of the spell remains.

## Destroy Undead

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This is a more powerful version of *disrupt undead* and it functions similarly except the damage is much greater.

Undead with less than 3 HD are disintegrated with no saving throw. Undead with 4 HD or greater sustain 4d6 points of damage.

## Diminish Undead

Necromancy

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Medium (120 ft.)

**Target:** 1 undead creature

**Duration:** 10 minutes + 1 minute/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell diminishes a single undead creature's saving throws and decreases their save bonuses.

*Diminish undead* may target any undead within range of the caster. For the duration of the spell, the undead creature is considered to have

three less hit dice than it actually has for the purposes of determining the effects of turn checks on it. Its saving throws should also be recalculated as if it were also 3 hit dice less advanced (See MONSTER MANUAL p. 12 for more information.) For example, a mummy targeted with this spell would be turned as if a 3 HD creature and its new saves would be Fortitude +1, Reflex +0, and Will +5.

**Spell Focus:** A piece of clothing from any undead creature.

## Disrupt Dominion

Necromancy

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Close (60 ft.)

**Area:** Special

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell is used to disrupt control of an undead creature by another commanding entity. The being in control of the creature(s) makes the saving throw.

Failure on the saving throw means that the caster has clouded the mind of the original controller with assorted negative energy patterns. The creature (or creatures) controlled by the spell's target becomes free from control. They do not automatically come under the control of the caster, however, the caster is free to attempt to exert control in subsequent actions.

## Divine Curse

Abjuration [Language-Dependent]

**Level:** Clr 6

**Components:** V, DF

**Casting Time:** 1 minute

**Range:** Special

**Target:** Special

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a terrible and lasting curse and so may only be cast on someone who has performed a great evil as witnessed by the caster. The deed might not have been intentional, and the target may therefore be of any alignment.

The caster personally chooses the punishment at the time of casting. The wording of the curse is of paramount importance, and so should be recorded for future reference. The

curse may not take effect if the punishment is inappropriate, or too harsh, or is otherwise unacceptable (DM's discretion).

The priest becomes the vessel for divine wrath and so must clearly speak the curse in the presence of the evildoer. There are only two paths to remove a divine curse. One, a character may be the recipient of an *atonement* spell after performing a deed of expiation, usually directly related to the deed for which they are being punished. Or, the curse may have an imbedded escape clause. . See Chapter 12: The Whispered Evil in DOMAINS OF DREAD, p. 212 for more information on curses in Ravenloft.

## Eyes of the Undead

Necromancy [Evil]

**Level:** Clr 3, Sor/Wiz 4, Death 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (120 ft.)

**Target:** 1 undead creature

**Duration:** 2 hours/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Once cast, this spell forges a link between the caster and any single dead or undead body within the spell's range. This link allows the caster to see and hear anything that the corpse can.

This spell cannot be used to command or control the body or creature in question, but instead, the caster must rely upon the target to provide the appropriate views.

If already under the caster's control, however, the creature receives no saving throw and may also be ordered to do certain things to improve the controller's view. A dead body also does not receive a saving throw.

Although the spell's range is only 120 feet, the target can move up to a mile away after the spell is cast and still transmit images and sounds back to the caster. A domain border interferes with this transmission.

Casting this spell requires a Dark Powers Check.

**Material Components:** The eye and ear of a dead man.

## Feign Death

Necromancy

**Level:** Brd 2, Clr 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour + 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

By means of this spell, the caster can put someone (including themselves) who is of an equal or lower level into a cataleptic trance that is impossible to distinguish from death.

Although the target can smell, hear, and know what is going on around them they cannot see or feel (touch). Any wounding is not felt; damage is only  $\frac{1}{2}$  normal. In addition, effects that cannot affect the dead or undead do not affect the individual under the influence of this spell. Poison introduced into the body will take effect after the spell's duration wears off, as will any other effect whose duration lasts longer than the cataleptic state. Saving throws are still allowed.

Note that only a willing individual may be affected by *feign death*. Its effects wear off 10 minutes after the spell has been dispelled by the caster or otherwise or the spell's duration expires.

## Feign Destruction

Necromancy

**Level:** Clr 4, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Long (2 miles)

**Target:** Creature touched

**Duration:** 1 hour + 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Similar to feign death above, this spell allows an undead spellcaster to simulate its own destruction. Once cast, the creature's body crumbles to dust and detection spells or effects indicate that its spirit has left (or returned to its phylactery, coffin, etc.). In reality, the creature's body has used a *teleport without error* spell to reach a predetermined secret location.

A pile of dust was teleported from that same secret location. If desired, equipment may be placed on the pile to be teleported as well, although chances are that it will not match the creature's observed equipment.

The spell's range indicates the furthest distance that the creature may be from its mock body in order for the spell to function.

## Feign Undead

Necromancy [Evil]

**Level:** Clr 4, Sor/Wiz 5, Death 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Person touched

**Duration:** 10 minutes + 1 minute/level  
(D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell allows the caster to masquerade as a zombie. The person looks undead, ceases to breathe, and feels no pain or emotion. They also become immune (for the spell's duration) to paralysis, poison, and energy-draining attacks. Poison introduced during the duration of the spell takes effect normally when the spell wears off. However, the caster is considered alive for determining the function of spells and effects that affect the undead.

The caster also takes on the physical appearance of an animated corpse. Also, their joints become stiffened, causing jerky movements. The caster is considered a zombie for the purposes of combat, skill use, etc.

Any creature that sees the false zombie automatically believes it to be real. Unless ordered, they will not attack. NPCs are entitled to a Wisdom check (DC: 23) to determine that the subject is not quite a true zombie.

Casting this spell requires a Dark Powers check.

*Material Components:* A bit of bone, and a pinch of dirt from a grave.

## Ghoul Lattice

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Personal

**Area:** 100 yards / caster level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a small chaotic tunnel emanating from the caster which branches into a number of shafts that connect to any number of subterranean pockets within the area of effect. The primary purpose of this spell is grave-robbing.

Each tunnel are 4 feet in diameter and round, and they are situated an average of 6 feet

beneath the surface. The only entrance to the tunnel system is the initial point where the spell was cast. If cast underground (such as by an undead creature in their own grave) there is no entrance point.

**Material Components:** A fingernail and a pinch of dirt from a grave.

## Graft Flesh

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

By means of this spell, the caster may graft a body part from a dead body onto their own in order to replace one that they have lost. The grafted limb functions normally.

The DM may allow the caster to graft extra limbs and parts to themselves though each should be specifically adjudicated as for effect.

However, any caster so modified should immediately provoke fear and/or horror checks!

Evil casters may attempt this process with their victims and this would definitely call for a Dark Powers Check.

## Graft Item

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Personal

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell is similar to the *graft flesh* spell described above except that it allows the grafting of items, magical or otherwise, to the target. The attachment is permanent and instantaneous.

There is no removal of the object short of cutting the item off.

## Greater Detect Undead

Divination

**Level:** Clr 2, Pal 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 action

**Range:** Medium (120 ft.)

**Area:** Full circle emanating from you to the extreme of the range.

**Duration:** Concentration, up to 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Just as *detect undead* but with the extended range and omnidirectional area of effect noted above.

## Ground Fog

Evocation (Creation)

**Level:** Drd 2, Rgr 2, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 10 Minutes

**Range:** Personal

**Area:** One 50 ft. by 50 ft. square/level, centered on you

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a thick mist that rises only a couple feet off of the ground. The mist fills an area defined by the caster laid out in 50 ft by 50 ft. squares. The first square must be centered on the caster and the rest may be laid out in any pattern as long as each square shares one complete side with another square.

The fog continuously swirls and undulates, hiding the motion of anyone invisible or anything hiding beneath it.

**Material Component:** Pinch of lamb's fleece.

## Hold Undead

Necromancy

**Level:** Brd 2, Clr 2, Pal 2, Sor/Wiz 3

**Components:** V, S, F/DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One undead creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *hold person* except it affects one undead creature instead.

**Material Components:** One pinch of sulphur and one pinch of garlic.

## Homunculus

Conjuration (Calling)

**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 hour  
**Range:** Personal  
**Area:** Special  
**Duration:** Special  
**Saving Throw:** None  
**Spell Resistance:** No

By means of this spell, the spellcaster creates a homunculus (see MONSTER MANUAL p. 120) with their likeness. The homunculus follows the caster about and never willingly separates itself from the caster. If something ever does separate the two by more than a mile, the homunculus dissipates. A caster may never possess more than one homunculus.

The caster may not heal the 1d4 hit points imparted to call the homunculus while it exists. However, the caster may draw on the homunculus for healing of other wounds. A caster taking no other action during the round may draw up to 5 hit points. Doing so provokes an attack of opportunity.

*Material Components:* 1d4 hit points in the caster's blood and life force.

## Improved Chill Touch

Necromancy  
**Level:** Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Targets:** Creature or creatures touched (up to 1/level)  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes

Just as *chill touch* except a successful touch deals 1d10 damage and possibly 1 point of Strength damage and 1 point of Constitution damage.

Undead with less than 3 HD are automatically destroyed (Will save negates). Undead with more HD are affected the same as the unimproved base spell.

## Induce Lycanthropy

Transmutation [Evil]  
**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 1 lycanthropy

**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

By use of this spell, the caster can force one lycanthropy into its animal or hybrid form. Afflicted lycanthropes adopt the bestial mindset that takes hold when they undergo this change. However, this spell has no effect on non-lycanthropes.

Casting this spell requires a Dark Powers Check.

*Material Component:* A sprig of wolfsbane.

## Knoslira's Crypt

Transmutation  
**Level:** Clr 5, Sor/Wiz 5  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (90 ft.)  
**Area:** 50 ft. radius centered on a point of caster's choosing  
**Duration:** 1 day/2 caster levels  
**Saving Throw:** None  
**Spell Resistance:** No

Inhabited areas affected by this spell become sealed as if a tomb.

All of the exits are locked as if by an *arcane lock*. Over a period of the next five minutes, the area begins to darken. No light, including that of magical origin, or darkvision, or low-light vision can penetrate the darkness. When the structure is wholly dark, a horrible musty smell of death permeates the area, prompting fear and horror checks. Optionally, the DM may also call for madness checks.

## Lefthe

Weave (Enchantment [Mind-Affecting])  
**Level:** Sor/Wiz 4, Wtc/War 3  
**Components:** V, F  
**Casting Time:** 1 action  
**Range:** Close (90 ft.)  
**Target/Area:** 1-4 creatures of caster's choice in a 20 ft. cube.  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell causes up to four targets in the area of effect to forget the events of the last 3 hours per caster level. The caster may select any targets in the area of effect up to a maximum of four.

The removal of so much memory is often traumatic. If it is ever restored (by *heal*, *restoration*, or mental health practices, for example), the shock is so overwhelming that the subject must make a Will save versus the DC of the spell or be incapacitated for one minute for each hour of memories returned.

## Lich Armor

Conjuration (Creation) [Force]  
**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

Instead of the invisible field of force created by *mage armor*, this spell creates a black shroud that flows mystically around the caster.

It grants a +8 bonus to AC. There are, however, no armor check penalties, movement restrictions, or arcane spell failure chances. When dispelled, the caster takes 2d6 points of damage.

**Focus:** A piece of dried skin.

## Lich Touch

Necromancy  
**Level:** Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous/1 hour (see text)  
**Saving Throw:** None  
**Spell Resistance:** Yes

This is the improved version of *vampiric touch* and operates exactly the same apart from for the exceptions from noted below.

Damage from this spell is automatically 9d6. All damage from *lich touch* can only be healed by rest or by magical potions. All other forms of healing are unsuccessful.

## Life

Necromancy  
**Level:** Clr 6  
**Components:** V, S, M/DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 1 dead creature touched  
**Duration:** Instantaneous  
**Saving Throw:** No  
**Spell Resistance:** No

This reverse of a *slay living* spell draws the life force of a creature back into its body, restoring it to life once more with full hit points. The body takes on a normal life-like appearance. All rot disappears and the person appears healthy. Any wounds sustained at the time of death do not heal and therefore remain on the body. The wounds, however, no longer bleed or cause pain. This spell keeps the body functioning normally, despite the injury. The wounds may be regenerated or cured by a *wish* although the effect is mainly cosmetic.

Those cured by this spell are free-willed and are not bound to the caster in any way. This spell cannot heal in any way or cause damage to those creatures that normally take damage from healing spells.

**Material Components:** A crushed pearl with a minimum value of 1000 gp and the cleric's holy symbol.

## Living Ward

Abjuration  
**Level:** Clr 5, Protection 5  
**Components:** V, S  
**Casting Time:** 20 minutes  
**Range:** Personal  
**Area:** A cube 5 ft./level on a side, centered on you.  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell prevents any living person from entering the area of effect. Animals and monsters are not affected. The caster protects a

cube-shaped area with sides that are five feet long per level of the caster.

Each living person who tries to enter the area is turned as if undead (see pages 139 and 140 of the PLAYER'S HANDBOOK). The caster makes the turning check.

This spell may only affect a maximum of 4 persons per round. Even if the die roll indicated damage of any sort, the target is merely turned away. Any person may only make one attempt to enter the warded area. Living creatures inside the area of effect when the spell is cast are unaffected, but are affected normally if they choose to leave the area of effect.

## Love Charm

Weave

**Level:** Wtc/War 2

**Components:** M, F

**Casting Time:** 2 full rounds

**Range:** Close (60 ft.)

**Target:** One creature

**Duration:** Special

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows the caster to generate a feeling of love in the subject, directed towards any chosen person (the target) of the opposite sex, including the caster. When the spell takes effect, the victim responds to their new love interest as if the target has a Charisma of 19. In addition the victim feels a strong romantic and physical attraction towards the target. They will attempt to spend as much time as possible in the presence of the target. They are unable to conceive of betraying or taking violent action against their new love interest.

Saving throws for this spell are handled identically to those of the *charm* spell. Should the victim shake off the spell, or when the duration expires, the victim doesn't feel any hostility towards the target, the intense feelings of love simply fade. However a true relationship pursued by both victim and target may survive, engendering a true love, which is the most common projected outcome of the spell.

Depending on the circumstances in which the spell is cast, it may require a Dar Powers check.

**Material Components:** Two items belonging one each to the victim and the subject. In addition, the caster, the victim, and the subject must all be within the spell's range.

## Luck

Weave

**Level:** Wtc/War 1

**Components:** S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** 30 minutes/caster level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell impacts the forces of fate, which witches and warlocks view as yet another manifestation of the Weave. It grants the target a +1 circumstance bonus to all rolls made during the spell's duration. This bonus should always be to the befit of the target.

## Mask of Death

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:**

**Range:** Touch

**Target:** One corpse

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the mental characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

**Material Component:** A drop of doppelganger's blood.

## Mass Contagion

Necromancy

**Level:** Clr 6, Destruction 6, Drd 6,  
Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One or more creatures, no  
two of which can be more than  
30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

As *contagion* except that this spell affects all living creatures within the area of effect.

## Master Coven Magic

Weave

**Level:** Wtc/War 2

**Components:** M, F

**Casting Time:** Special

**Range:** Personal

**Target:** Caster

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** Yes

Once a warlock or witch has joined a coven, the bond created allows the character greater access to and control of the Weave.

This spell is cooperative magic. Two or more members of the same coven who are interested in discovering the Weave pattern for a particular spell may cast this spell. The casters agree on a spell that they wish to learn, and then spend the first thirty minutes of casting time in meditation, burning a variety of specially prepared incense. They then enter a trance in which the patterns of the Weave become visible as the outside world fades away. The casters then identify the pattern that they need to imprint on their minds to create the desired spell effect.

Once the pattern is identified, the casters, operating as one, sketch it on a piece of paper or trace it in a tray filled with white sand while still in trance. Once the pattern is copied the spell ends. The casters then must transfer the spell pattern into a more permanent form, testing the spell in the process.

The work needed to refine the spell takes 2d6 hours plus 1 hour per level of the spell. During this phase, each individual caster is required to attempt to memorize the pattern, refine the pattern, and then attempt to cast the spell. Refining the spell requires a successful Wisdom check (DC: 10 + spell's level). If the pattern is not properly refined, the spell fails on

the casting attempt. The character must then restart the refining process as detailed above. Each successive refining requires an additional 1d6 hours. Alternatively, a character may simply transcribe the spell after another warlock or witch has refined it, spending 20d6 rounds doing so. This requires a successful Intelligence check (DC: 10+the spell's level).

The casting time for this spell is 1 hour + 10 minutes per level of spell being sought – 10 minutes for each coven member involved in the casting, with a minimum of 10 minutes.

## Mimic Mortal

Necromancy

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes + 4 minutes/level  
(D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The caster can cause an undead creature to lose some of its vulnerabilities in exchange for some of its powers. In effect, the creature mimics a mortal for a short time.

The caster chooses how many powers and vulnerabilities to cancel out, but not which ones. They may choose up to one vulnerability per two caster levels.

The following table shows the powers given up and the vulnerabilities masked in the order that they take effect. If the undead targeted does not have the listed power, skip ahead to the next one.

Table 7-2: *Mimic Mortal Effects*

Vulnerability Masked	Power Sacrificed
Deathly pallor <sup>1</sup>	Level/Ability Drain
Allergens <sup>2</sup>	DR
No reflection <sup>3</sup>	Gaze attacks
Warding <sup>4</sup>	Shape changing
Barriers <sup>5</sup>	Immunity
Holy water/symbol <sup>6</sup>	Summoning
Sunlight <sup>7</sup>	Abilities
Turning <sup>8</sup>	Special movement

- 1 *Deathly pallor* includes such things as lack of body heat, pale skin, and such.
- 2 *Allergens* are things that can be used to keep the creature at bay like garlic or wolfsbane.
- 3 *Warding* includes supernatural prohibitions like the vampire's inability to enter a home uninvited.
- 4 *Barriers* are physical things that the creature cannot cross like running water or a line of rose petals.
- 5 *Immunity* includes all resistances to things like *charm* or *sleep* spells.
- 6 *Summoning* includes all abilities to call forth both natural and supernatural creatures.
- 7 *Abilities* refer to ability all ability scores above 17. Any such score immediately falls to 15.
- 8 *Movement* powers include such abilities as spider climbing, flying, and passing through walls.

## Mind Write

Weave (Enchantment [Mind-Affecting])

**Level:** Sor/Wiz 7, Wtc/War 6

**Components:** F

**Casting Time:** Special

**Range:** Touch

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This powerful spell allows the caster to insert false memories into the target's mind that are indistinguishable from the victim's real ones.

The total length of "memory time" that the caster can insert is limited to one half-hour per caster level. The time taken to insert these memories is 5 minutes per full hour of memories created, and the caster must remain fully focused on the task for the full casting time. Thus, a 14<sup>th</sup>-level sorcerer would require 35 minutes to imprint the target with their maximum 7 hours of false memories.

The caster may choose how far back in the target's memory to false memories are to be implanted with a limit of 1 year per caster level. So, in the example of our caster above, they could choose to implant those 7 hours of false memories up to 14 years in the victim's past.

The caster must have reasonable familiarity with the events being inserted. If the caster were to insert memories of the victim being on a boat, for example, they should be familiar with the sensations of being there. They do not need to fill in all of the little details, such as the ship's name or destination, unless they are meant to be significant parts of the memory.

If the target has real memories covering the same period as the implanted ones, confusion will result. The target cannot tell which memories are the real ones. If there is no specific time attached to the false memories, the victim will simply believe "their mind is playing tricks on them." If the memory is tied to specific events or a specific day, the subject must make a Will save vs. the spell once per day. If the saving throw is failed, the victim acts as if under the influence of a *confusion* spell for 2d6 hours. False memories that show events alien to the subject's nature (for example, showing a paladin slaying a good priest with their holy avenger) will prompt a saving throw every round until *confusion* results.

For these reasons, most casters will subject the target to a *lethe* spell before attempting to plant false memories. (The DM must still judge possible conflicts of conscience as outlined above that might prompt saving throws.) The use of *heal* or *restoration* spells on the victim only reduces the intensity of the false memories so that the target cannot recognize them for what they are.

This spell may not be used to rework the target's basic personal knowledge and identity (name, hometown, family names, etc.). These things are in the memory record in too many places to be effectively overridden. Similarly, this spell cannot be used to teach the target anything new such as skills, spells, or feats. The target may have a memory implanted that they did these things, but they find the ability is no longer with them.

Depending on the circumstances under which this spell is cast, and the caster's intentions, this spell may require a Dark Powers Check.

## Misty Summons

Transmutation [Teleportation]

**Level:** Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 70 minutes

**Range:** Long (1 mile/level)

**Area:** A cylinder 10 ft. high with 30 ft. radius centered on a point you determine within the spell's range

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

When casting this spell, the caster envisions a place well-known to them within the spell's range and within the same Domain. The caster must also be within 30 feet of the portal (see focus below). Over the next 70 minutes, a misty fog coalesces both at the target location and within

the portal. Once the fog has been created, the caster no longer needs to concentrate on it. He can dispel it at any time but may not change its position. The fog is magical, but appears to be normal fog to the naked eye.

Any creature stepping into the mists walks out through the portal. If the caster summons the mist over characters or NPCs already standing there, they have the full seventy minutes to escape before they are transported.

**Focus:** This spell requires that a special portal made of either wood or stone be built. It must be between 3 and 30 feet wide. The materials to build it cost 3000 gp and construction takes a minimum of six months. Once built, the portal looks like any ordinary arch, as plain or as ornate as the builder desires.

## Neverending Nightmare

Enchantment [Mind-Affecting]

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Close (10 ft./level)

**Target:** 1 person

**Duration:** Special

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell becomes the victim of nightmarish dreams. The spell can be cast at any time but the effect only manifests once the victim falls asleep. The saving throw should be rolled secretly by the DM so the target simply begins having horrible dreams. The exact nature of the nightmares depends on the individual fears of the target.

The victim awakens in a cold sweat, gasping for air and clawing at their face. The dream cannot be recalled in any detail, the victim only remembering some vague horror. The nightmares continue every night until the spell is broken. A simple *remove curse* spell suffices.

After the first nightmare, the victim automatically fails all fear and horror checks until the spell is broken, each case causing the "memory" of the nightmare to come flooding back. The victim believes that the nightmare predicted the scene, causing the check and the feeling that horrible doom will soon follow.

The victim also never gets the benefits of a night's rest (regained spells, hit points, etc.) until the nightmares are forced away.

Casting this spell requires a Dark Powers Check.

**Material Component:** Lock of hair from a black horse.

## Persona of Death

Necromancy

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:**

**Range:** Touch

**Target:** One corpse

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell is a slightly improved version of *mask of death*.

It has all of the same effects of that spell. Additionally, the target sounds and behaves like (same mannerisms) the person being mimicked, making it almost a perfect duplicate.

The persona is fairly superficial and still must be controlled. Although the personality is the same, the target will not have any of the person's specific knowledge or information.

## Rain of Terror

Evocation (Creation)

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** 1 mile

**Area:** 1 mile diameter, centered on you

**Duration:** 1 hour + 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a supernatural rainstorm to develop over the next ten minutes. If storm clouds are already present, the rain begins immediately.

The caster can choose from different forms of rain within the limits established by **Table 7-3**. A caster can choose any type of rain that they have access to by virtue of their level. Living creatures that rain down have a 50% chance of survival. Therefore, after a rain of snakes, half will be alive and slithering around, and the other half will be dead, killed by the impact. None of the animals can harm anyone, however.

**Table 7-3: Rain of Terror Effects**

Caster's Level	Type of Rain
7-8	Black, putrid water
9-10	Ash and embers
11-12	Steaming blood
13-14	Frogs or toads
15-16	Dead bats
17-18	Snakes
19-20	Spiders

## Reveal the Weave

Weave

**Level:** Wtc/War 1

**Components:** F

**Casting Time:** 3 hours -10 minutes / caster level

**Range:** Personal

**Target:** Caster

**Duration:** Special

**Saving Throw:** None

**Spell Resistance:** Yes

Through this spell, witches and warlocks can discover new patterns in the Weave (spells). The caster spends the first thirty minutes of casting time in meditation, burning specially prepared incense. They then enter a trance in which the patterns of the Weave become visible as the outside world fades away. The caster then, through force of will and familiarity with the Weave, identifies the pattern that they need to imprint upon their minds to create the desired spell effect. Correctly identifying the patterns of a spell requires a successful Intelligence check (DC: 10 + spell level of spell sought). If this check is failed, the caster is still able to garner the pattern of a first level spell that they are currently unfamiliar with. The DM chooses this spell, and the character is unaware of the true nature of the spell until it is successfully tested.

Once the pattern is identified, the caster sketches it on a piece of paper or traces it in a tray filled with white sand while still in trance. Once the pattern is copied the spell ends. The caster then must transfer the spell pattern into a more permanent form, testing the spell in the process.

The work needed to refine the spell takes 2d6 hours plus 1 hour per level of the spell. During this phase, the caster is required to attempt to memorize the pattern, refine the pattern, and then attempt to cast the spell. Refining the spell requires a successful Wisdom check (DC: 10 + spell's level). If the pattern is not properly refined, the spell fails on the casting attempt. The character must then restart the refining process as detailed above. Each

successive refining requires an additional 1d6 hours.

The casting time for this spell is 1 hour + 10 minutes per level of spell being sought.

## Simulate Skill

Transmutation

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** The caster

**Duration:** 10 hours + 1 hour/2 caster levels

**Saving Throw:** None

**Spell Resistance:** No

After casting this spell, the caster is able to use any weapon or perform any skill that a dead person possessed in life. That person can be no more than 12 hours dead, and the caster must have witnessed the person using the skill or proficiency in question. The dead person is not deprived of the skill.

Skill use is at the ranks of the deceased plus relevant ability modifiers of the caster.

**Material Components:** A magnet and a piece of reflective glass.

## Sinister Cantrip

Illusion (Pattern) [Mind-Affecting, Evil]

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Short (10 ft.)

**Area:** Special

**Duration:** Concentration, up to 1 hour/level (D)

**Saving Throw:** Will negates and special

**Spell Resistance:** Yes

Cantrips are usually the first types of spells that apprentice spellcasters learn and are usually fairly harmless. This higher-level cantrip can be used to strike fear into the target or to disturb their psyche.

The save is governed first by the rules for Illusions. If believed (Will saved failed), the illusion subjects all viewers to either a Madness or Fear check (DC: 15). Failing has all effects as noted for checks of those types.

Typical applications of this minor illusion are the illusion of insects crawling out of food, the sight of a small bleeding wound, and altering the pitch of a victim's voice to make it sound like growling.

## Sinister Surroundings

Enchantment [Mind-Affecting, Evil]  
**Level:** Sor/Wiz 5  
**Components:** V, S  
**Casting Time:** 2 minutes  
**Range:** Personal  
**Area:** 1 mile radius/2 caster levels  
**Duration:** 1 month/2 caster levels  
**Saving Throw:** None  
**Spell Resistance:** No

This spell is used to create a grim and dismal feeling around the caster's lair.

Non-evil beings suffer a -2 penalty to fear and horror checks within the spell's area of effect. Evil beings in the lair gain a +2 morale bonus to attack rolls.

*Dispel magic* has no effect on this spell.

to sleep. This interrupts any effects that rest would have such as natural healing, ability to regain spells, recovering Psionic Power Points, etc. The victim has 1d10 nightmares each night, each lasting 1d10 minutes. They must make a horror check upon awakening at the conclusion of each nightmare. A *sleep* spell negates these effects for one full rest period. A *remove curse* or successful *dispel magic* will remove these effects for good.

**Material Component:** Pinch of black sand.

## Soul Anchor

Enchantment (Compulsion)  
**Level:** Sor/Wiz 5  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell ties the victim's soul to a particular edifice—a building, estate, castle, etc. This prevents the victim from leaving that place until released from the spell. A successful *remove curse* or *dispel magic* will do. The owner of the building or edifice can also negate the spell by granting the victim permission to leave (the owner can grant this permission through charm or coercion).

The specified anchor must have clearly defined borders. A grove of trees, for instance, does not. On the other hand, property lines, if known by both caster and victim, is acceptable.

## Stench of Death

Evocation  
**Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 full round  
**Range:** Close (120 ft.)  
**Area:** A half-sphere centered on you with a radius of 50 ft.  
**Duration:** 1 hour  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

This spell causes the area it affects to become filled with a nauseating and disorienting stench akin to that of rotting flesh.

Those that fail their saving throws double over and are unable to fight, cast spells, or to take other actions other than to flee the area of effect. Once outside the area, the victim must

## Sleep of Horror

Enchantment [Mind-Affecting]  
**Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (120 ft.)  
**Target:** One person  
**Duration:** Special  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

The caster of this spell forces their victim to be wracked with nightmares every time that they go

take in fresh air for a full round before the effects subside. Those that make their saving throw may stay in the area, however, they can still detect the smell.

Since this effect is purely magical in nature, no wind or breeze may disperse it.

*Material Component:* A rotted internal organ.

madness check (DC: 20). Failure means that the undead creature has fully taken control of the victim's mind and no further checks need to be made. A successful madness check means that the caster must make a successful Will save (again DC: 20) or be forced from the body. If the caster's check is successful, the battle rages on.

When the spell's duration ends or the caster is ejected from the target's mind, the target must still make a horror check (DC: 18).

## Sfrahd's Baneful Attractor

Evocation

**Level:** Sor/Wiz 2, Brd 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (180 ft.)

**Area:** Special

**Duration:** 2 rounds/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

This spell forms a hemispherical shell centered on the caster that has a radius of 15 feet. Any spell targeting a creature or object that passes through or into that shell is redirected toward the target of this spell. If the redirection causes the spell to exceed its range, then it travels the full distance allowed and fizzles out at the end of its range. This spell does not attract area-affecting or touch spells.

*Material Component:* Few bits of broken glass.

## Sfrahd's Malefic Meld

Necromancy [Evil]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creatures melded

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

As a result of this spell, the caster can create an undead golem-like monster composed of up to three dead bodies. The caster may choose the three creatures as long as each is dead, between them they only span two size categories (Small and Medium for example), and their total HD does not exceed 5.

The process is meant to give the golem the best attributes of each creature in the meld. Attributes are usually associated with a particular body part. At least one attribute must be used of each body to be melded.

The created creature inherits four attributes from the melded creature: HD, AC, movement rate, and attacks. All other attributes are determined by number of Hit Dice and the creature undead advancement template in the MONSTER MANUAL. The caster can take multiple forms of movement (such as flying, swimming, etc.) as long as there is only one movement rate per creature medium.

The creature's attacks per round can only come from one creature, but the caster may give their creation attack forms from any creature in the meld. A creature may end up with more attack forms than can be used in a single round. Of course, appropriate body parts for the attack form must exist in the meld.

Supernatural, spell-like, magical, and mental powers do not survive the transition into undeath. However, for each creature in the meld that had these kinds of powers, the new creature gains one of the following powers. These are cumulative and granted in order:

- DR: 5/magical +1

## Sfrahd's Frightful Joining

Necromancy [Evil]

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 living creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates and special

**Spell Resistance:** Yes

This spell allows an undead creature to merge his mind with that of a living person. If the target is not a human or demihuman, they receive a +2 bonus to their Will save.

While in the target's body the caster can use all of the victim's special abilities except memorized spells. Meanwhile, the caster's body remains lifeless and vulnerable to attack. Once in the target's body, the creature can travel any distance as long as it does not cross any Domain borders.

Once each minute that the target is not in control of his body the victim must make a

- Energy Drain (Su): One negative level (Save DC: 15)
- SR: 13

The caster assigns the energy drain to one specific type of attack that the melded creature can make. Note that only a creature melded from three others gains spell resistance. For the purposes of dead characters and NPCs, only those that may cast spells at first level and psionicists count toward having these kinds of powers.

See DOMAINS OF DREAD, p. 193 for an example of Strahd's Werewolf/ Spider/ Gargoyle meld.

Casting this spell requires a Dark Powers check.

*Material Component:* A pinch of powdered doppelganger bone.

## Sunder Reflection

Transmutation

**Level:** Sor/Wiz 5

**Components:**

**Casting Time:** 10 minutes

**Range:** Close (60 ft.)

**Target:** Reflection of one creature

**Duration:** Special

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By means of this spell, a caster may sever the bond between a creature and its reflection, creating a dangerous creature called a fetch.

Any character with a sundered fetch shows no reflection in mirrors. If the fetch is "killed" it returns to its proper place. A fetch freed by this spell must make a Will save each hour to maintain its independence. As long as it remains free, it will attempt to escape the mirror world.

Fetches are described in the RAVENLOFT MONSTROUS COMPENDIUM VOL. II.

## Suppress Lycanthropy

Transmutation

**Level:** Clr 4, Drd 4, Rgr 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 lycanthropy

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell forces a lycanthrope into its human form either as a temporary reprieve, or as a combat tactic.

The creature retains any powers that its human form normally grants, but remains unable to change shape for the duration of the spell.

*Material Component:* A sprig of wolfsbane.

## The Weave's Bounty

Weave

**Level:** Wtc/War 4

**Components:** V, F

**Casting Time:** 1 action

**Range:** Unlimited

**Area:** Special

**Duration:** Special

**Saving Throw:** Special

**Spell Resistance:** Yes

*The Weave's bounty* operates similarly to the arcane spell *limited wish* but with significant restrictions. The caster must state the desired result of the spell in **seven words or less**. If the words comprise a statement that makes some kind of sense (even if not what the caster exactly intended), the spell takes effect. If the statement runs over seven words, or makes no sense, the spell is expended, but there is no effect.

This spell always provides what the caster desired in a natural—not supernatural—fashion. The end result of the spell does not become apparent for 1d6 days, but when it does, there is always a logical explanation for it. (For example, the caster wishes for wealth. Several days later, they find that a sadistic killer has butchered all of their family and they have inherited the family estate.)

Each time the spell is cast, there is a 30% chance that the caster loses a point of Intelligence permanently. This loss may occur whether the spell has an effect or not.

The DM is encouraged to be as wicked as possible when adjudicating this spell.

Additionally, casting this spell in a Ravenloft campaign has special difficulties. The character should roll a Will save (DC: 18). Regardless of the spell's effect, a failed save indicates that the caster has attracted the attention of the Dark Powers.

The noticed caster should roll percentile dice. Any result over 5% means that the character suffers the effects of a *bestow curse* spell. A *protection from evil* or *remove curse* spell will lift any adverse effect on the character. However, this prompts another Will save with the same DC as above. If this save is failed, mists well up from the ground around both the caster and the target. The cursed caster and any of their companions who enter the mists are

attacked by a number of normal skeletons equal to the cursed character's level plus 2d4. These skeletons focus their attacks on the cursed and the caster who attempted to remove it. If the battle is one, the curse is removed. However, the character that removed the curse is now subject to it. (This curse, however, may be removed normally, or by a *dispel magic* spell with a DC of 29.)

Experienced warlocks and witches discourage the use of this spell except in the direst circumstances. They also advise against using the spell if the caster is not part of a coven who can provide support if bad things come to pass.

## Tomb Ward

Abjuration

**Level:** Clr 7, Protection 7

**Components:** V, S, M, DF

**Casting Time:** 1 day

**Range:** Touch

**Area:** 1 tomb comprising a volume no greater than a cube 30 ft. in length on each side

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell enables a priest to cast a conditional curse upon a tomb. Anyone violating the tomb becomes subject to the curse. At one point during the casting of the spell, the priest must also cast either a *divine curse* or an *ancient curse* spell.

To cast the spell the priest must take an entire day to walk the halls and rooms of the tomb, marking the walls, ceilings, floors, and doors with signs of the curse. During this time, the priest sets the conditions that will trigger the curse (usually being any creature entering the tomb).

The DM determines the effects of the curse as listed under the description of the curse cast.

If other priests help the main caster, each additional priest adds 10 feet to all sides of the cube. This allows for the protection of much larger tombs.

**Material Components:** The holy symbols of each priest involved which must be left in the tomb (frequently buried in walls and floors). Alternately, a live creature may be entombed instead of a holy symbol. Or a combination of the two as long as each priest involved leaves one or the other. Entombing even one creature in casting this spell requires the caster, and the priest offering the creature, to make Dark Powers checks.

## Torture

Necromancy [Mind-Affecting, Evil]

**Level:** Clr 5, Evil 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (120 ft.)

**Target:** 1 creature

**Duration:** 2 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As the caster asks the target a question, they fashion a terrifying phantasm of demonic torture and puts it in the mind of the subject. If the target fails their saving throw and chooses not to answer the question truthfully, the target is wracked with agony and loses half of their current hit points.

If the target failed the first saving throw, the caster may ask another question, which prompts another saving throw. If the target fails and again answers falsely, they perish from the effects of the tortuous phantasm. Truthful answers do not allow the spell to cause pain or damage, and the caster may only ask a maximum of two questions before the spell's duration ends.

## Undead Ward

Abjuration

**Level:** Clr 5, Protection 5

**Components:** V, S

**Casting Time:** 20 minutes

**Range:** Personal

**Area:** A cube 5 ft./level on a side, centered on you.

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell prevents any undead creature from entering the area of effect. Animals and monsters are not affected. The caster protects a cube-shaped area with sides that are five feet long per level of the caster.

Each undead creature that tries to enter the area is subject to a turning check (see pages 139 and 140 of the PLAYER'S HANDBOOK). The caster makes the turning check.

This spell may only affect a maximum of 4 creatures per round. Even if the die roll indicated damage of any sort, the target is merely turned away. Any creature may only make one attempt to enter the warded area. Undead creatures inside the area of effect when the spell is cast are unaffected, but are affected normally if they choose or are forced to leave the area of effect.

## Wave of Death

Necromancy

**Level:** Clr 8, Death 8, Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 5 minutes

**Range:** Personal

**Area:** 1 mile radius centered on the  
caster

**Duration:** 2 full rounds

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, all vegetable matter within the area of effect withers and dies over a two round period. The death of the plants is irreversible and cannot be prevented. The event is so shocking to behold it automatically requires a horror check. Druids and rangers make this check with a -4 penalty.

*Material Components:* A flower and a drop of poison.

## Zone of Deception

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Close (90 ft.)

**Area:** 5 ft. square area centered on  
caster

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This is the reversed form of the *zone of truth* spell. Creatures in the area of effect, or who later enter the area, know that they may speak only lies. They can decide exactly what they say and how they say it, but every statement must be a lie. Because questions, suppositions, and exclamations are not inherently true or false, they are unaffected.

The saving throw is one time only. Creatures who leave the area of effect may speak normally once outside the zone.

## Zone of Despair

Enchantment [Mind-Affecting]

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Area:** Circle with 100 ft. radius centered  
on you

**Duration:** 1 hour/2 caster levels

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Unless a successful saving throw is made, any living being entering or already in the area of effect becomes unbearably depressed and has to struggle to take action. This is applied as a -4 initiative penalty to all affected.

Any emotion-controlling spell, as well as the standard *dispel magic*, can negate this effect on a single target.

# Appendix: Contract with the Dark Powers

*"I made pact with death, a pact of blood."*

-- Strahd,  
**"Tome of Strahd."**

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